

Draconic Dreams

A One-Round Dungeons & Dragons® Living Greyhawk™ Nyron and her environs meta-regional Adventure

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With input and material from the Bandit Kingdoms, County of Urnst, Duchy of Urnst, Pale, Nyron, Shield Lands, Ratic and Tusmit Triads

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A letter, a dream, and the promise of a journey: this is how you got involved on a rather unique voyage on the Nyr Dyv. An old worshipper of the Sea Dragon's dream of his youth may get you involved in more than a simple boat trip. This adventure is NOT for Asherati characters. A one-round meta-regional adventure mostly set in the County of Urnst for characters level 4-15 (APLs 6-14).

This adventure may run long, especially at higher APLs. Players and DMs are encouraged to be well-prepared when running this adventure.

Resources for this adventure [and the authors of those works] include *Draconomicon* [Andy Collins, Skip Williams, James Wyatt], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Monster Manual II* [Ed Bonny, Jeff Grubb, Rich Redman, Skip Williams, Steve Winter], *Monster Manual III* [Rich Burlew, Eric Cagle, Jesse Decker, Andrew J Finch, Gwendolyn FM Kestrel, Rich Redman, Matthew Sernett, Chris Thomasson, P Nathan Toomey], *NMR3-01 Xerbo's Fury* [James Zwiers], *Races of the Dragon* [Gwendolyn FM Kestrel, Jennifer Clarke Wilkes, Kolja Raven Liqueur], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor], *Stormwrack* [Richard Baker, Joseph D Carriker Jr, Jennifer Clarke Wilkes] and *URC5-02 Fine Kettle of Fish* [Keith Palm]. Images provided by bbc.co.uk and www.wizards.com

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

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

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

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

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
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 meta-regional adventure, set in the County of Urnst. Characters from Nyrond and her environs pay one (1) Time Unit per round, while all other characters pay two (2) Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will 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 also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for 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). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

The story begins some sixty years ago when a young man took the mantle of priest of Xerbo the Sea Dragon. His name was Amfrus Greymill, a young Flan who felt the call of the Sea Dragon.

Amfrus immediately went to the Nyr Dyv where the open waters called to him. He found employment on a merchant vessel and left the County for many years. He traveled the many seas around the Flanaess and beyond. The call of the open waters never left him. In his travels, he encountered many wonders, and horrors, of the seas.

Still... on his first voyage, he found himself on a boat that hit a reef and went down fast. Amfrus called out to the Sea Dragon to save him, but his prayers went unanswered and the waters claimed him. Yet when he woke up, he was in a nice parlor *under* the lake! Amfrus looked in awe as schools of fish passed before the glass window. He fell to his knees thanking the Sea Dragon for this wonderful afterlife.

Just then, a beautiful golden-haired woman in her early twenties entered the room, dressed impeccably in the current style worn by the nobles of Leukish, in the Duchy of Urnst. She offered Amfrus fishcakes and some sweet algae. Amfrus praised Xerbo aloud for such a vision of paradise.

The woman laughed and told him "You are not dead, nor is this a vision of the Afterlife... I assure you, you are

quite alive." She introduced herself as Orianna, and explained to Amfrus that she was a scholar, one who recorded the history of the Lake and its people. She told Amfrus that she was the one who saved him from the water.

For many days, Amfrus spoke with Orianna about the Lake and its wonders, and he, in turn, learned much from her. He fell in love with the beautiful woman, but she did not return his affection.

After a time she declared that he would have to depart. She gave him an air plant, a lock of her hair and a boat token. She then bid him farewell, and, with tear-filled eyes, Amfrus left.

60 YEARS LATER

So it is that, now in his 75th year, Amfrus lives in the City of Bampton as a retired priest teaching navigation and the wonders of the Lake to young Navy personnel. He often finds himself dreaming of the lady he met in his youth. He dreams of her perfect outfit, her perfect speech, her pearly white teeth... He dreams of her paradise under the lake that he loves so much.

More than once he has been found dreaming, sitting on the docks, legs dangling, looking out into the Lake of Unknown Depth, holding a lock of pure gold hair.

A few weeks before the start of the adventure, while he was swimming at the temple, he had a vision. In it he saw and heard of adventurers. He also saw the beautiful woman of his youth. Somehow, he reasoned, she must be in danger. He knew the Sea Dragon had sent him a message, something he needed to act upon with all haste. And thus he sent out seven letters to form a party of adventurers.

Now Amfrus waits for the PCs, and dreams.

SEVEN LETTERS?

Yes, Amfrus sent *seven* letters. The seventh letter was sent to a fellow priest of Xerbo living in his native Nystran in the Duchy of Urnst. However that letter never made it to its destination. The letter was intercepted by agents of an evil power. This evil power is an agent of Tiamat who has vision of conquest and through its own divinations now knows that a good dragon is hiding in the waters of the Nyr Dyv.

ADVENTURE SUMMARY

Introduction: The PCs receive the letters from Amfrus and decide whether or not to travel to Bampton.

Encounter 1: The PCs meet with Amfrus. The old priest explains his dream and what he'd like the PCs to do.

Encounter 2: The PCs can visit Bampton while waiting for their ship.

Encounter 3: The PCs head out on the Nyr Dyv once again. They are attacked by Kuo-Toa raiders.

Encounter 4: The PCs board the ship and head to Thornbay. Once there, they learn that there have been a series of attacks by pirates. The PCs can learn a number of

things about the pirates while in Thornbay. The PCs also have to find a boat to explore the waters of the bay.

Encounter 5: The PCs find the (above-water) location of the Lair. They have to find a way into the lair. While they dive, they are attacked by some rather aggressive lake creatures.

Encounter 6: This encounter is a key to the locations in Orianna's lair.

Encounter 7: The PCs meet and talk to Orianna.

Encounter 8: The lair is attacked by Blackspawn raiders and their allies: Kuo-toas and half-dragon creatures.

Encounter 9: Orianna thanks the PCs and offers them a gift from her hoard. She also says that because the scions of Tiamat now know of her lair, she will have to move. She doesn't tell the PCs where, however.

PREPARATION FOR PLAY

Since the PCs may not start together, you may want to print out 6 copies of the Player handout 1.

As the PCs play through the adventure, they will come across many crests. Player Handout 0 contains images of the crests.

Make sure you re-familiarize with the rules for underwater combat found in the DMG pages 92–93.

WARNING! TIME CONSTRAINT

Both play-tests of this adventure have run long. Therefore, before starting this adventure take time to review the monsters and their tactics. Prepare as much as possible so you don't spend a lot of time reviewing while the adventure goes on.

The most important (and interesting) part of the adventure is the PCs' interaction with Orianna and the subsequent attack of the cult of Tiamat.

If you are running this adventure in an environment where time is an issue, keep in mind that the finale should not be rushed.

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.

INTRODUCTION

Devise a way for the PCs to get the letter from Player Handout 1. This could be a superior in the church or

army, or a small marine animal like an otter who delivers the letter to a druid.

Whatever the PC's home region, they receive this letter. Once a PC has read the letter, ask him/her if they plan to heading to Bampton.

The adventure is over for those who refuse to go.

If you are in a time-crunch when running the module, consider paraphrasing the information if the PCs ask for it. Most of the information isn't critical to the adventure anyway.

The PCs can make a series of Knowledge checks that could give the PCs information. None of this information is critical to the adventure, but it helps the PCs get a better idea of the man.

Alternatively, the PCs can go around asking, in which case they can make a Gather Information check to replace any or all of the skill checks mentioned below.

THE SEA DRAGON

Knowledge (religion) or Profession (Sailor):

DC 15 (automatic to worshippers of Xerbo) identifies the Sea Dragon as Xerbo of the Lake, Neutral Suel god of commerce and the Sea (or Lake).

Knowledge (local, NMR or religion) or Bardic Knowledge:

If Knowledge (religion) is made, then the check applies to both the above information and this one).

DC 15 tells the PC that Xerbo has rather large following in the coastal areas of both Urnstian nations.

AMFRUS GREYMILL

Knowledge (local, NMR or religion) or Bardic Knowledge:

A special +5 bonus applies to worshippers of Xerbo.

DC 10 recognizes Amfrus's name as a rather famous adventuring priest of Xerbo.

DC 12 He must be almost 80 years today.

DC 15 Amfrus is originally from Nystran in the Duchy of Urnst but has lived in the County for almost 60 years.

DC 17 He has been known for the goodness of his heart

DC 18 He has never married. Rumors fly as to the reasons for this, but most people think he was married to the Lake.

DC 20 Amfrus adventured on all the seas of Oerik and is said to have visited countries beyond the Flanaess.

DC 25 Originally from Nystran in the Duchy of Urnst, Amfrus almost drowned as a young man.

DC 30 During his "drowning" Amfrus met a mysterious woman he fell in love with. No one has ever seen or heard of that woman.

THE CITY OF BAMPTON

Knowledge (local, NMR or nobility & royalty) or Bardic Knowledge:

DC 15 Lord Mayor Gwydion Reineer, a Suel Man, married a beautiful Rhennee woman in 595CY. The city has since benefited from Rhennee participation.

DC 18 However tension between the Rhennee and the rest of the population are high.

Knowledge (geography) or Bardic Knowledge

DC 15 (10 for PCs from the County of Urnst) Bampton as a port city on the Nyr Dyv. Since the end of the Civil war of 594CY, the city has had a great economic boom, except for a short time in 596CY when the Navy blockaded the port under order of the Lord Admiral.

1: THE OLD MAN AND THE LAKE

As you crest a high ridge, you get a marvelous view of the bay that cradles the port town of Bampton. Recent investments have resulted in an economic boom. Several of the new plank-wood streets are visible from your high vantage point. Several merchant vessels are moored to the docks and a few County Navy ships are visible at the southern end of the harbor.

Continuing on the road from the northern ridge, you see gangs of men repairing damage done by the winter to the road that leads deeper inland, linking Bampton to the rest of the Archbarony of Vinewind. Occasionally the workers stop their labors to allow wagons carrying casks of wine or brandy to proceed into town.

Looming protectively above everything is Reineer Keep and its accompanying lookout tower.

Finding the Temple of Xerbo is easy and within a few moments, you find the structure by the docks.

The old temple is mostly constructed of weathered moss-covered stone. The doors, shutters and shingles appear to be crafted from salvaged driftwood or ship parts. A faint crudely carved outline of a dragon turtle can be seen on the entrance doors. The warped planks of the door allow in light from the streets.

Pushing the doors aside to get in from the fetid odor of the street, you find the interior isn't much better. The small church smells heavily of body odor and rotten fish.

Inside the temple, an old woman is emptying lake water on the walls with a small bucket. Other adventurers are waiting there too.

As she turns around and notices you, she smiles politely: "If you'll excuse me, I just need to finish cleaning the walls. You can talk amongst yourselves, I won't be long," she says apologetically.

Allow the PCs a chance to introduce themselves to each other. The woman is Nokya Geeherts and she is the local high priestess of Xerbo in Bampton.

If the PCs politely wait, two buckets of water later (about 5 minutes), she is done. She then apologizes for the delay and takes them to "The Old Man".

If the PCs impolitely insist that she cater to them immediately, she gets upset about their rudeness but brings them to "The Old Man" anyway.

THE OLD MAN

How to portray Amfrus: When playing the old man try to imagine a mix between Grandpa Simpson and Long John Silver. He should appear like an old man in love, but almost comically so.

Nokya takes you to the beginning of the longest pier in town, Procan's pier, points to the end, and with a simple "You'll find Amfrus dreaming at the end of the pier. Can't miss him..." she leaves you there as she heads back to her temple.

The old Flan man sitting with his legs dangling at the end of the pier must be over eighty. His face is wrinkled and leathery, his head swept clean by the wind and his body is no longer as solid as it must have been. White stubble with a hint of brown covers his jaw. His clothes are practical and made of blue and green rough cloth. A periapt with a symbol representing a dragon turtle similar to the one in the letter you received hangs at his neck.

As you approach, he turns and has a look of surprise on his face. "The dream was right... you are here! Thank you all... please, walk with me..."

The old man walks bow-legged like a sailor as he heads toward the beach at the north of town.

"I need you to find a woman of extraordinary quality, a woman of great virtue, education, quality, nobility, wisdom, perfection and most of all beauty. Think you can do it?"

It is very likely the PCs have questions for Amfrus. When they receive Player Handout 2 (see below) or they ask a question that makes him dream about Orianna, he looks out at the Lake and stares at the distance. He stays there dreaming until someone touches him or otherwise disturb him.

Amfrus is deeply in love and has suffered from this love all his life.

- **Who are you?** I am Amfrus Greymill, the one who sent you a letter. You did receive my letter, didn't you?
- **What was your dream about?** I don't remember... But you were in it, and there was the Sea Dragon... and someone else... Oh! And my beloved Orianna!
- **Who is Orianna?** Give the PCs Player Handout 2.
- **Who is this woman?** Give the PCs Player Handout 2.
- **Your letter said lives may be at stake?** Yes... (Amfrus does not elaborate, instead he just looks)
- **What do you want us to tell her?** Just... that I love her and that I wish to return this to her.
- **Why us?** I had a dream of you. Dreams sent to me by the Sea Dragon

- **Why didn't you try to find her before?** I... I was afraid she would not want me. She did send me away once... I... I couldn't bear to be rejected another time.
- **Why do you want to find her now?** An old fool's dream... Low tide will soon take over and I want to give her something in return.
- **Don't you think she might be dead?** No... My many divinations indicate that she is still alive and living in that underwater paradise where I met her.
- **What underwater paradise?** Give the PCs Player Handout 2.
- **Where was it?** I have narrowed it down to a small area, about 20 miles in diameter. (He pulls out a map and points to an area; give the PCs Player Handout 3)
- **How can we go there?** I have pulled a few strings and will get you a boat to Thornbay. From there, you can get a fishing boat to find the place.
- **What boat / Where is it?** It is called the *Lady Spray*. It's a fine vessel. It is right there (Amfrus points to a 60ft sloop docked at one of the piers).
- **When do we leave?** The Captain is leaving port tomorrow morning. You can make any purchases you want to make here.
- **How will we find the place?** Her hair, when I lay them out, they always point to the same place. I'm sure her hair wants to return to her. (Amfrus lets down the hair and it hangs with a slight curve towards the west, over the Lake more information on the lock of hair appears in "The Lock of Hair", below).
- **Will you come with us?** I can't, my health is very bad and even the magic the Sea Dragon grants me wouldn't keep me alive for such a journey, so I live here, by the piers.
- **What does it pay?** I can't offer you anything. All I have is this *periapt of health* that I promised to the Temple to pay for my upkeep.
- **If the place is underwater, how will we get there?** Why, that is a good question. Let me see... Let me look in the Temple and I'll see what I can find.
- **You were a famous adventurer, where is all your money?** Gone, like my youth on frivolous undertakings, wars and other adventures.
- **Can we use magic to travel?** Yes, but only as far as Thornbay. Any further will require you to be on a boat, as it is the most precise method of travel, and her hair reacts more clearly when on a boat.
- **That lock of hair is a gold dragon's whisker!** Really? That's possible. But it doesn't change a thing I want you to do...

All APLs

☞ **Amfrus Greymill:** male human (Flan) cleric 9 (Xerbo), NG.

Development: At the end of this encounter, the PCs should:

- Have Player Handout 2 (the story)
- Have Player Handout 3 (the map)
- Have some of Orianna's hair
- Agree to find Orianna for Amfrus

The adventure is over for PCs who refuse to work for Amfrus.

THE LOCK OF HAIR

The lock of hair is an *alternate formed* gold dragon's whisker. It remained in alternate form all this time due to the gold dragon's capacity of remaining in human form as long as it wants. After Amfrus gives the lock of hair to the PCs, they may attempt a number of divinations on them.

- Unless obstructed, the lock of hair always points towards Orianna's location.
- It radiates faint good (it would radiate stronger but time and the small size of the hair gives off a lower aura).
- It radiates faint law (it would radiate stronger but time and the small size of the hair gives off a lower aura).
- If the PCs use a *true seeing* on the hair, the entire lock of hair appears as a whisker of golden color (pretty much the same color as the hair itself.) A DC 20 Knowledge (arcana) check identifies this as a gold dragon's facial whisker.
- The *alternate formed* hair has a caster level of 7 for the purpose of dispelling. Dispelling turns them into a single whisker.

TROUBLESHOOTING: PCS HAVE A BOAT

If the PCs have a boat, let them use it! The events of the adventure continue. However you may have to alter some of the events

TROUBLESHOOTING: PCS TELEPORT

If the PCs teleport to Thornbay the monsters of Encounter 3 come after them in Encounter 5, forming a second wave of attack. (Yes they have to fight the two combats simultaneously).

2: BAMPTON

This encounter is really a series of small encounters set in and around Bampton. It allows for PCs to search for information.

WORD ON THE STREET

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

PCs "Hailing from Vinewind" automatically know up to and including DC15. To get more information, they need to make a check.

- **DC 1** Rachel Duncombe has been crowned countess just before the end of last year...
- **DC 5** The Countess has sent ambassadors to Nyrond and the Duchy of Urnst to ease some of the tensions with these country
- **DC 6** I think the Countess will be a good one.
- **DC 7** Countess Rachel has been very active since her coronation.
- **DC 8** Before Lord Duncombe forced them to stand down, the Navy blockaded Bampton for the Council of Lords.
- **DC 9** I'm happy Lord Duncombe's timely action prevented civil war in the County.
- **DC 10** If you're looking for good ale, I recommend the Headless Hydra.
- **DC 11** If you're looking for Rhennee, head to Lost Lovers' beach on the north side of the bay. They sell shoddy and stolen merchandise.
- **DC 12** Since the mayor got married many Rhennee now thinks this town belongs to them.
- **DC 13** There are two major churches in Bampton. The church of St Cuthbert and the Church of Xerbo. Both are near the waterfront.
- **DC 14** If you need to buy something, the High Market is the place to go.
- **DC 15** Amfrus? He's a crazy old priest of Xerbo. He lives at the temple now.
- **DC 16** Many ship's captains seek Amfrus' advice as he knows the waters of the Nyr Dyv like the back of his hand.
- **DC 17** When the Lord Mayor announced his engagement, Rhennee women became quite the fashion, but once I ran out of money, she left me! Rhennee Witch! Thieves all of them!
- **DC 18** The Lord Mayor is a very nice guy. If you need something, he can help you out!
- **DC 20** When he was young Amfrus says he met a strange lady in the Lake and ever since he's been madly in love with her. I think he actually had a nice dream while he was drowning...

REINEER KEEP AND THE LORD MAYOR

Ascending the steep road the keep, it is evident that this stout, easily defended structure has contributed to the survival of the ruling family and the town for centuries. The old, sturdy stone walls of the keep are contrasted by the newer, polished steel gate that allow entry. The gate is etched with an eagle design and is guarded by a single man-at-arms with a breastplate bearing a similar design.

Meeting the Lord Mayor is as simple as asking for an interview. However, he does not meet with people at

night. Some PCs may have met with him in URC2-08 *Once an Eagle* or in URC5-02 *Fine Kettle of Fish*.

The Baron is a Suel man who lacks the cold, sharp features of his race. He is down-to-earth and friendly. He has no information about the PCs' adventure. However, he knows Amfrus and can vouch for the man. He asks the PCs to humor the old man if they can.

His wife Papusza is not currently in town.

If the PCs tell him about Father Culwadden's concerns (see the Temple of St Cuthbert section below) he listens and promises to "take action". But he doesn't seem concerned.

THE RHENNEE

The Rhennee have a semi-permanent settlement on Lost Lovers' beach. It is a town in itself housing about 50-100 Rhennee. However, there are more often around 100-200 Rhennee who are present at any given time.

The smell of cooking fires and the sound of flapping tarps greet your senses as you approach the encampment on the beach. The area was converted into a multi-colored maze-like tent town by the Rhennee. Moving closer you can pick out a variety of music coming from various areas.

Moving into the already well-worn pathways between the tents, you clearly enter a foreign land. Everyone here speaks Rhopan. Rhennee merchants, smiths and carvers eye you appraisingly as you pass their covered stalls.

You soon realize the tents and shops are laid in a loose wheel-spoke pattern with the communal fire in the center of the "wheel".

The Rhennee offer to sell the PCs a variety of items (anything they normally can purchase). Though the dealers may seem like crooks and thieves, their merchandise is of purchased quality (so masterwork items are of masterwork quality).

While the PCs are looking around the camp either gathering information or looking for merchandise, a young Rhennee woman approaches them. She tells them they must see the wise-woman. She asks for a coin to guide the PCs. Once paid, the young woman takes the PCs to an old woman, standing both feet in the waters of the bay next to a landed Rhennee barge.

The Vetha they meet now is a different woman from any they may have met in previous adventures.

The old woman's hair is completely silver and has been tied into a ponytail. Her toothless grin; her crooked nose; her blind left eye; all add to the overall ugliness of the old woman. Her voice is shrill, like the sound of a seagull. Her clothes are of bright, contrasting yellows, reds and greens. Her skirt hangs and sticks to her legs as though the waters of the Lake have made them heavy.

"Ah! The strangers! Approach! The Water calls you and warns you away at the same time. Darkness

and Light dance around you like the waves do around my feet. Will you pay this old woman to hear more?"

The old woman demands a total of 10gp per PC to say more. If the PCs pay her, give them Player Handout 4.

If any PCs insult her, are impolite, threaten or even attack her, the old woman curses them. These PCs receive the "Vetha's Curse" AR Reward. The Vetha doesn't answer questions and merely turns away, indicating the discussion is over.

DM's Note: The Vetha does not provoke rudeness from the PCs, so they will have to be deliberately annoying to get this curse, and it will thus be deserved.

THE HEADLESS HYDRA

The tavern's main room is a comfortable furnished room, with enough tables to hold about eighty people. The tables and chairs are made from a rich-looking dark-stained wood you can't quite identify, but you are sure doesn't come from this area. There is a large mirror behind the bar.

"Hello and welcome to the Headless Hydra. I'm Haree Kormeer. We have a tradition here for first-time customers, and occasionally other times as well. The policy is a-tale-for-an-ale. I make my tavern a great place for stories and the more I have the better it is for everyone... so I trade stories with newcomers. If you would kindly give me a story that my customers have not heard then the ales will be free this time."

The Headless Hydra is the most popular tavern in town. It is frequented by locals and travelers as well. The owner, Haree is very friendly and is obviously a well-traveled individual.

The goal of the Tale-for-an-Ale is to have fun. Role-play the scene. The locals here can confirm most of the rumors about Amfrus.

PCs who are members of the Underley Network can find a contact here. Give that PC Player Handout 5.

UNDERLEY NETWORK

Lead the PC to the Headless Hydra.

THE TEMPLE OF ST CUTHBERT

The temple is locked at night and no one is present.

The temple of Saint Cuthbert is a stout stone structure near the waterfront, not far from Lost Lovers Beach. The building stands in stark contrast to the weathered wooden buildings that surround it. The tall, narrow windows on its exterior resemble archer slits. The windows are made of thick blurry glass and allow only an extremely distorted view of the inside.

Within is a square, rather plain worship area with long, hardwood plank benches serving as pews.

At the front is a matching table upon which rests some lit candles and prayer books. A starburst pattern of red glass is visible on the wall above the table.

Father Culwadden is the head priest here. He welcomes non-Pholtans with his friendly smile and a jolly laugh. Father Culwadden does not like worshippers of Pholtus and politely asks them to leave this hallowed ground as he refuses to talk to them.

To any member of the Church of the Cudgel, Knights of the Swan, County Military (Army or Navy) or anyone who makes a Diplomacy check DC 15+APL; Father Culwadden confides the following:

- He is extremely worried that something big is about to happen. He is having dreams about a river of inky darkness flowing over the City.
- He doesn't know exactly what the darkness is, but he suspects something has to happen soon.
- Privately to members of the Church of St Cuthbert, he admits that he has started a number of weapons caches "just in case".
- He has told the Lord Mayor, who doesn't seem to be doing anything about it. His wife however seemed very concerned.
- In 595CY, kuo-toan slavers allied with some evil Rhennee to prey on the coastal areas of the County. They were finally stopped and their temple raided.
- These evil Rhennee were captured and executed for their crimes by the Rhennee themselves. Justice was rendered; St Cuthbert was pleased.
- However since that time, many locals think the Rhennee are hiding some of the "Evil Rhennee". Father Culwadden doesn't think that be the case, but he thinks that some evil Rhennee are still "out there".

THE TEMPLE OF XERBO

The Temple appears and is described in Encounter 1. Nokya wants nothing to do with the affair (she thinks its just a senile old sailor's fantasy) and directs the PCs to Amfrus. Refer to Encounter 1.

THE LADY SPRAY

Refer to the first part of Encounter 3.

3: EN ROUTE TO THORNBAY

Finding the Lady Spray is easy enough; it is a green sloop, about sixty feet long, flying a green flag with the Brown Bear of the Duchy of Urnst. After hailing the ship you are granted permission to come aboard and meet with the captain.

Captain Zugern is a Suel man in his mid-thirties. He shows you to a pair of cabins you are welcome to use, according to his arrangement with

“Ol’ Amfrus”. Each cabin has three hammocks with chests, as well as a washstand and a writing table.

PCs who have played NMR3-01 *Xerbo’s Fury* have already met with Captain Zugern and his crew. The Captain greets these PCs by name with a friendly two-handed handshake. Other PCs, he greets politely.

The Captain can share the following:

- He owed a favor to Ol’ Amfrus so he agreed to do this task as repayment.
- He is taking the PCs to Thornbay in the Mysty Isles. He was already going there, so it’s not really a detour for him.
- He is carrying bolts of cloth and brandy he plans to sell in Leukish.
- If shown the map of the area Amfrus wants the PCs to explore, he says that it is a treacherous patch of water, full of reefs. Only fools sail the area with a cargo ship. However, in a fishing boat, it shouldn’t be a problem.
- He expects the PCs to serve as marines and defend his ship to offset some of the costs for their upkeep.
- The waters around Bampton are rather safe and he does not expect any troubles.
- The trip to Thornbay should not take longer than 3 or 4 days.

If the PCs come to the Lady Spray the next morning after meeting Amfrus, Captain Zugern is ready to sail. Proceed to “Farewell”. Otherwise, return to Encounter 2.

A map of the Lady Spray appears in the Player Maps section.

All APLs (Non-Combatants)

🐉 **Captain Zugern:** Male Suel Expert 2/Rogue 4

🐉 **Crew (12):** Male/Female humans Commoner 1/Expert 2

FAREWELL

Captain Zugern is barking orders to set sail to his crew. As the ship is beginning to move, and its sails unfurl, Amfrus comes running down the pier holding a small bag in his hands. “Here, take these,” he says, as he slings the bag in your direction. “You may need them! Thank you, may your voyage be filled with riches and the sailing be smooth!” The old man waves at you gazing out towards the lake.

As the Lady Spray heads out on the Nyr Dyv, you are certain the old man is still on the pier looking out in your direction.

The bag Amfrus threw is a *type 1 bag of holding*. In it are 7 potions of water breathing, each with a 9th-level caster. These potions were crafted by Amfrus himself. The bag is otherwise empty.

The PCs now have 2 days of doing nothing, unless they have ways of speeding up the boat (allow them to be creative).

THE RAIDERS

During the last night before reaching Thornbay, the ship is attacked by a group of Kuo-toa raiders. The attack occurs in the middle of the night, shortly before midnight.

Allow the PCs appropriate Listen or Spot checks (opposed by Move Silently or Hide) not to be surprised.

Climbing onto the boat requires a DC 10 Climb check.

APL6 (EL7)

🐉 **Kuo-Toa Chief:** Male kuo-toa, fighter 2, hp 41, Appendix 1.

🐉 **Kuo-Toa warriors (6):** Male kuo-toa, hp 11 each, *Monster Manual* 163

APL8 (EL9)

🐉 **Kuo-Toa Chief:** Male kuo-toa, fighter 4, hp 61, Appendix 1.

🐉 **Kuo-Toa Warriors (4):** Male kuo-toa, fighter 2, hp 41 each, Appendix 1.

APL10 (EL11)

🐉 **Kuo-Toa Chief:** Male kuo-toa, fighter 6, hp 81, Appendix 1.

🐉 **Kuo-Toa Warriors (2):** Male kuo-toa, fighter 4, hp 61 each, Appendix 1.

🐉 **Large Water Elemental (3):** hp 68 each; *Monster Manual* 98

APL12 (EL13)

🐉 **Kuo-Toa Chief:** Male kuo-toa, fighter 8, hp 121, Appendix 1.

🐉 **Kuo-Toa Warriors (2):** Male kuo-toa, fighter 6, hp 81 each, Appendix 1.

🐉 **Huge Water Elemental (3):** hp 152 each; *Monster Manual* 98

APL14 (EL15)

🐉 **Kraken:** hp 290, *Monster Manual* 162

🐉 **Kuo-Toa Chiefs:** Male kuo-toa, fighter 8, each, hp 121, Appendix 1.

🐉 **Kuo-Toa Warriors (2):** Male kuo-toa, fighter 6, hp 81 each, Appendix 1.

🐉 **Greater Water Elemental (3):** hp 199 each; *Monster Manual* 98

Tactics: The kuo-toas begin the encounter at water-level and must succeed at one Climb check to get on the boat. The elementals and the kraken attack from the water from where they can reach into the boat.

Their tactics are simple: they try to kill anyone they can find on-board for the purpose of looting. They are not interested in slaves at this time.

Treasure: Refer to the Treasure section of this adventure to determine what the PCs find here.

Development: Captured kuo-toans have little to say. Proceed to encounter 4.

4: THORNBAY

If the PCs arrive by ship, it is assumed they arrive in Thornbay by mid-morning.

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

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

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

A DC 15 Knowledge (nobility & royalty) check (DC 10 for PCs from the County of Urnst) identifies the second flag as that of House Gellor.

The Lady Spray docks and the crew begins unloading some cargo to sell at the market. Captain Zugern wishes the PCs good luck. The PCs are free to do what they want in Thornbay.

WORD ON THE STREET

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

DC 1 Lord Duncombe manipulated and threatened the nobles into electing his daughter, Lady Rachel.

DC 5 The Countess has sent people to meet with Lady Sternberg. I think she wanted our Lady's oath.

DC 10 Lady Sternberg said that Countess Rachel impressed her and that she believes she will bring an era of peace to the County.

DC 12 The guards at the keep are all jerks. They only respect nobles and knights.

DC 15 The waters west of here are very treacherous. Many ships have disappeared there.

DC 18 Slaving raids have died down to almost nothing.

DC 20 Things have only been worse on the Nyr Dyv since the Isles of Woe appeared. Sea monsters have been on the rise since then.

DC 25 The other day, when I was fishing, a giant octopus-thing with a head swam right under my boat and almost capsized it! It must've been a hundred feet long!

THE CASTLE

The Castle and the town are under the command of Lady Sara Sternberg, Knight of the Swan, member of a cadet branch of House Gellor.

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 outcrop, giving a great view out to sea.

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.

"What is the reason for your visit at Sternberg Keep?"

The guards let the PCs answer, but are really trying to break the boredom. Have fun with them by asking all kind of questions: asking the PCs to present their weapons, show spell books or components, explain their faith, where they have been in the last 6 months, etc. These two men are bored and the PCs are their ticket out of this boredom. Have fun.

Should any PC belong to a Knightly order, present themselves as a noble or a representative to House Gellor, the pair immediately let them pass and do not prank the PCs.

All APLs:

🗡️ **Arno and Ginar:** male human warrior 2

Once inside, the PCs are quickly brought in to the main keep and shown to Lady Sara in her study.

Dressed in a long flowing gown with a swan embroidered bustier, silver earrings sparkling in the light, the aging woman standing before you is of mixed Suel and Oeridian stock. 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 hang on her breast.

"Welcome to Sternberg Keep, I'm Lady Sara. What can I do for you?"

Lady Sara is very direct, and business-like. She has no familiarity to the PCs. She can share the following information, if asked.

- The waters of the Mysty Isles are treacherous at best, and only an experienced navigator should sail these waters.
- There have been many reports of sea monsters in the last few weeks, especially to the west of here.
- She has sworn fealty to the Countess.
- She does belong to a minor branch of House Gellor. (Her maiden name is Gellor).
- If the PCs are looking for a boat, she recommends they head to the Temple of Xerbo.

THE TEMPLE OF PELOR

The temple of Pelor can be seen for miles with its orange paint. Despite that, the temple is very small. Rows of pews form a box-shape around an opening in the ceiling.

Children play inside the temple as an old man looks over them. The man stands and with cataract-filled eyes welcomes you to the Temple of Father Pelor.

The Temple is modest and when services are not taking place, the local priest (who is also a fisherman), allows the temple to be used by children as a gathering place. An adult usually supervises them.

The old man explains that the priest is currently gone fishing but that he should return shortly before dark.

The local priest, a young man named Alred, is more a fisherman than a priest, however he does tend to his people as is expected by priests of Father Pelor. He can sell scrolls and potions up to CL 3rd level, and only 2 of each.

THE TEMPLE OF XERBO

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

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

This market is very active despite the small size of the community.

The church of Xerbo here is the biggest and most active of all churches in the Isles. The market is so big because it serves as a central point for all those who live in the Mysty Isles.

There are many priest of Xerbo here, though most would be better described as merchants than clerics.

All the priests know the following.

- The waters of the Mysty Isles are treacherous at best, and only an experienced navigator should sail these waters.
- There have been many reports of sea monsters in the last few weeks, especially to the west of here.
- They can recommend a few trustworthy fellow if the PCs need a boat.

FINDING A BOAT

There are many fishermen who are willing to take the PCs where they want to go. Do not tell them, but despite their appearance and look, all are honest and good folk.

If the PCs want to buy or rent a boat, they can rent one at the ridiculous price of 300gp/day (and the owner asks for a full week (7days) payment up front. Thus they require 2,100gp up front to lend the boat to the PCs. There are currently no boats for sale.

All of these captains would be recommended by the church of Xerbo. All know the waters where the PCs want to go, and estimate a trip of about 2 days to get there and back.

☛ **Argrim:** A Suel exile from the north. He asks for 20 nobles (gp) per day. CG, Profession (sailor) +10

☛ **Eria:** An Oeridian woman who keeps looking over her shoulder. She demands 30 nobles (gp) per day, but she promises she can get the PCs there faster. NG, Profession (sailor) +15

☛ **Telus:** An Oeridian man with a severe lisp, the best physical description of the man is that he looks like a rat. He asks 25 nobles (gp) per day. NG, Profession (Sailor) +12

Once the PCs have a boat to take them further, proceed to Encounter 5.

5: TO ORIANNA'S LAIR

If the PCs hired a boat, continue with "Over the Lair".

PCs who have taken their own ship need to make a DC 15+(APL/2) Profession (Sailor) check (the Lake is rougher and worse to cross as the APL rises) not to run onto some reefs. If that occurs, the keel breaks, sending all on-board into the water, and destroying the boat. The Swim check DC is 15 due to the currents and the rocks. However, as luck would have it, the PCs end up near the Lair. Proceed to "Over the Lair".

OVER THE LAIR

The lair is some 200 feet under the surface of the water. Protected by a series of coral reefs, the entrance would be very hard to find were it not for the lock of hair, which points directly at it. Should the party not be paying attention to the lock, have the PC carrying it make a DC 10 Spot check to notice it wriggling.

As the PCs descent into the murky deep, they encounter a number of strange sensations.

Allow the PCs to find a way to cross the distance. Amfrus' potions should do the trick, but the PCs may have other plans.

They also cross the path of some dark and vile aquatic creatures. These creatures work together with the cult for their own purpose. The sharks were sent by the cult to clear or soften up defenders. Proceed to Combat, below.

COMBAT

The waters here should be considered calm and thus the Swim checks are DC 10 to prevent the PCs from drifting further down (which may provoke attacks of opportunity from the creatures).

Having handy the rules for underwater terrain and combat from the DMG (pages 92-93) and the drowning rules (page 304) may be of great help.

This encounter takes place *while* the PCs are going down towards the bottom. A *freedom of movement* spell does not prevent a PC from having to make the Swim check.

The encounter begins about 50 feet down. For the purpose of lighting, the lighting condition depends on the time of day the PCs go down. During the day it should be considered light (maximum vision distance is 200 feet). At night, it is complete darkness. The sharks and scyllans are hiding in the reef below, requiring a DC 21 Spot check to notice them before they launch their attack.

APL6 (EL8)

🔪 **Freshwater shark (3):** warbeast huge sharks, hp 93 each, Appendix 1.

APL8 (EL10)

🔪 **Freshwater shark (3):** advanced warbeast huge sharks, hp 171 each, Appendix 1.

APL10 (EL12)

🔪 **Freshwater dire shark (3):** warbeast advanced dire sharks, hp 192 each, Appendix 1.

APL12 (EL14)

🔪 **Freshwater dire shark (3):** warbeast advanced dire sharks, hp 192 each, Appendix 1.

🔪 **Scyllan:** hp 184, Appendix 1.

APL14 (EL16)

🔪 **Freshwater dire shark (6):** warbeast advanced dire sharks, hp 192 each, Appendix 1.

🔪 **Scyllan (2):** hp 184 each, Appendix 1.

Tactics: The creatures are out to kill. Only the scyllans try to take advantage of flanks. The sharks hit whoever hit them for the most damage in melee.

Development: If the PCs bypassed encounter 3, run its combat immediately after this one. After the battle, proceed to Encounter 6.

If the PCs decide to return to the fishing boat and rest, let them. However let them think of it, do not offer this course of action. When they return and swim down, proceed to Encounter 6.

6: THE LAIR

At first it was but a distant glow in the darkness of the deep, but you as you approach, you find yourselves facing a glass window. Beyond the glass is naught but murky smoke...

PCs making a DC 30 Spellcraft check recognize a Mordenkainen's private sanctum. However, there is one strange thing... The lock of hair still points to the sanctum. Let the players ponder about this for a moment, but do not satisfy their curiosity.

The glass is made of highly resistant crystal whose resistance is similar to steel. Needless to say that should the windows be broken Orianna will not be happy... See the DM's Maps section. A quick search of the area reveals an entrance.

🛡 **Underwater Window:** 5 in. thick; hardness 14; hp 150; AC 5; Break DC 30.

What follows is a quick overview of the public portion of the lair. The lair is divided into four major sections. The specifics of each room we leave up to you.

The lair itself has breathable air and smells of sweet spices like cinnamon and saffron, adding to the feeling of luxury and comfort. The temperature is around 90°F (30°C), warmed by hot springs that empty into the lake above the lair.

Normally the PCs would not have been able to reach Orianna's lair that easily. However, the forces of Tiamat and the aquatic horrors the PCs faced in Encounter 5 disrupted them. As she was sleeping, Orianna is not yet aware of this fact.

Allow the PCs to explore three areas (two if you're facing a time crunch) before Orianna wakes up and comes to greet them. At that time proceed to Encounter 7: Orianna.

AREA A: THE ENTRANCE

This area includes a series of rooms decorated in the style of the court of the Great Kingdom during its heyday.

Furniture is of excellent craftsmanship, made from mahogany, ebony, oak, copperwood, bronze and brass, often highlighted with gold leaf. The place is perfectly clean and spotless.

Detailed tapestry depicts knights slaying demons and saving people from many horrors such as humanoids, chromatic dragons, devils and undead. The common trait is that good always triumphs on all the tapestries.

Next to the entrance to Area C, a sign in Celestial, Common, Draconic, Elven and Sylvan reads "Leave your wet clothes here." Towels and bathrobes are neatly arranged. But Orianna doesn't mind if the PCs keep their clothes or armor.

Finally, the entrance to Room 1 of Area C is "trapped". Knowing that most people who try to enter her lair will not listen to her requests to dry up, Orianna decided to install a "dryer" to dry those who would enter

her lair. Because a number of creatures rarely clean themselves, she added an additional effect to try and clean those who entered. Note that there are no saving throws against this 'trap'.

Have fun scaring the PCs with this trap.

↗ **Drying and cleaning "Trap":** CR 0; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*prestidigitation dry and clean*); Search DC 25; Disable Device DC 25.

AREA B: THE GLASS ROOM

This majestic room is dominated by its crystal window that looks out into the lake where fish effortlessly swim by.

This room is decorated in the style currently favored by the Baklunish. Thick carpets and plush cushions allow one to sit comfortably. It is clearly designed as a sitting room to allow guests to sit back and talk.

AREA C: THE DRACONIC CHAMBERS

These rooms are devoted to each of the metallic dragons: Platinum, Gold, Silver, Bronze, Brass and Copper. While no dragons appear anywhere, the décor is designed to make a visiting dragon feel welcomed. Do not tell the PCs what the rooms are, let them guess.

Unlike the other rooms, the draconic chambers are lit.

ROOM 1: THE VOLCANIC ROOM

The gold dragon room is warm and has a volcanic theme to it. It is painted in fiery orange and yellows. The room here is also kept rather warm (100°F or about 38°C). Most of the furniture is made of wrought iron.

ROOM 2: THE CHAPEL

The platinum dragon room is a shrine to Bahamut. PCs worshipping Bahamut immediately recognize it as such; any others need to make a DC 15 Knowledge (religion) check. Bahamut is the god of good dragons. The room is very dark, with a starlit sky where many nebulae can be seen.

ROOM 3: THE STORAGE ROOM

The copper dragon room is cluttered with furniture, all of good quality. This room is one of the few places where disorder reigns, and is clearly Orianna's least favorite room. The walls depict the sandy desert of the bright sands.

ROOM 4: THE LISTENING ROOM

The brass dragon room seems to be set atop a mountain. On the east wall, the sun seems about to rise. There are also painted figures apparently listening to a story told by the person in the center of the room. These figures are mostly human, but one can see dwarves, elves, gnomes and halflings among the people.

ROOM 5: THE UNDERSEA ROOM

The bronze dragon room depicts underwater scenes with enchanted model fish floating near the ceiling add to the aquatic feel of this room. Soothing blue *continual flames* dance and form waves of shadow on the walls.

ROOM 6: THE SKYROOM

The silver dragon room is painted sky blue with conjured white clouds floating by the ceiling. It is significantly colder than the rest of the lair. The furniture is made of pine and stained white. Illusionary birds often fly around the ceiling.

AREA D: THE DEEP LAIR

This area further back gets hotter and hotter as the PCs travel there. This leads to the deep lair. A series of locked doors made of coral lead deeper into Orianna's lair. Should the PCs begin to try and enter these doors, Orianna immediately arrives.

This adventure does not go beyond what is on the map.

🔒 **Locked Doors:** 5 in. thick; hardness 6; hp 120; AC 5; Break DC 25, Open Lock 30.

↗ **Alarm Trap:** CR 0; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*prestidigitation dry and clean*); Search DC 25; Disable Device DC 26.

AREA E: ORIANNA'S CHAMBER

This room is NOT on the map. It is included for DM's reference only.

Orianna's bed chamber is accessible only through the use of teleportation-style magic for gold dragons for she had the place protected by a *permanent forbiddance* spell. This room is also protected by a *permanent Mordenkainen's private sanctum* spell. The heat in the room is about 150°F (~65°C). She even coated the area with three consecutive layers of wood, then lead, then dried algae and finally a coat of lead again. This prevents *passwall* spells or an earth elemental's earth glide ability (at the very least it gives her some warning).

The PCs should not be able to access this chamber during this adventure.

7: ORIANNA

Once the PCs have explored three (two if facing a time crunch) areas of the lair, Orianna arrives. She comes through the doors leading to Area D. Adapt her entrance to the PC's current actions.

A beautiful, golden-blond haired woman with amber eyes stands before you. Her face has the look of nobility and wisdom. She has a grace that makes her seem ageless. She is dressed a long flowing dress with flower motifs. Though the dress is mostly green

in color, gold threads form the flowers. The dress represent the height of luxury one can only find in the large cities around the Nyr Dyv like Radigast, City, Greyhawk, Dyvers or Leukish.

The sweet odor of cinnamon and saffron reaches your nostrils as she gracefully glides across the floor.

“Welcome to my home, Uninvited Ones... May I ask why you invade my privacy this way?”

Of course, Orianna does not respond to any questions until the PCs have explained the reason of their coming here. After they explain, she smiles and introduces herself in common “My name is Orianna.” She knows the name of each PC, but she won’t say why. To best portray her, try speaking with a refined British accent.

When the introductions are made, she invites the PCs to Area B of the lair where “it is much more comfortable to talk”.

If the PCs are hurt, she makes sure they are fully healed. She does so by offering them a variety of food, which acts as potions of *cure light wounds*, this is particularly important because the next encounter is particularly deadly. She reasons that she “doesn’t want her guests to bleed all over her furniture.”

Once seated comfortably in Area B, the PCs may have questions for her.

- Orianna remembers Amfrus as a kind-hearted man she saved from drowning “some time ago”.
- She remembers the lock of hair/tentacle she gave to Amfrus as a parting gift, but she denies knowing it had any special abilities. Anyone pulling out the lock of hair close to Orianna has the lock stand almost horizontally, pointing directly at her.
- If asked how she knows the PCs’ names, she says that she had a dream about them where a sea dragon brought them to her.
- To any member of the Underley Network, she will give the sign that she belongs to the Network, but has no specific information to give. Well, nothing particular to a member of the Network.
- **What are you?** I am Orianna, 367th heiress to the Golden Crown. (A DC 25 Knowledge (arcane) reveals the “Golden Crown” as the title held by the king of the Gold Dragons.)
- **You are a gold dragon!** Yes, I am. (She can revert to her natural shape if the PCs ask her, but she’d rather not because “it’s not polite to scare the company”.)

Orianna is very knowledgeable in local affairs (of any country in the NMR and around the Nyr Dyv), and she asks the PCs questions about the current goings on in their region and what is being done about any evil.

Orianna is a gracious host, serving fish dishes, sweet algae, and a variety of cakes. She also serves wines from the County (since they are easiest to procure).

Allow the PCs to interact with her and have some fun with the scene. After all, it is not everyday that one gets to speak with a Gold Dragon.

If the PCs ask if Orianna has a message from Amfrus, Orianna thinks for a moment before telling the PCs that she will visit him as soon as they leave, since anything she would tell him would be of a very personal nature... She explains that their conversation risks being very private and personal.

Before the conversation runs dry, Orianna gets really serious and tells them the content of Player Handout 5. Let the PCs read it before proceeding to Encounter 8.

TROUBLESHOOTING: THE PCS ANGERED ORIANNA

The rest of this encounter assumes Orianna is on good terms with the PCs. It is possible the PCs have done something to anger Orianna: such as breaking the window or disabling the cleaning trap and thus dripping water all over her carpets. If that is the case, she demands the PCs pay for the damage. Being a dragon and thus always a little greedy, she asks 200gp x APL in reparation, but she settles for 50gp x APL. She can take this fine in items, magical or otherwise, as long as they are of superior quality (which she takes at full price for the purpose of this “fine”). If the PCs cannot pay for the damage, she takes what she can.

If the PCs refuse to pay her or become rude, she simply *dimension doors* away, not wanting to engage in combat. PCs who behave in this way earn the “Enmity of Orianna” AR Reward. Proceed immediately to Encounter 8.

DM’s Note: This should only come into play if the PCs are willfully causing damage. If their intentions have been generally good, and any damage is purely by accident, then Orianna will not be so brusque.

8: THE CULT OF TIAMAT

Here the forces of the cult of Tiamat assail the lair. This is pretty much a straight fight. On the first round of combat, before anyone goes, Orianna calls out, “The little ones!” and *dimension doors* to her own private chamber to protect her young.

DM’s Note: It should be apparent to the PCs that Orianna is not fleeing, but is instead acting as a concerned mother.

Appendix 4 contains images taken from www.wizards.com that show each of the members of the cult. Feel free to hand over the images of the creatures to the PCs.

When the cult enters, they are somewhat surprised to see the PCs. They immediately assume they are gold dragons and attack with all available power.

The battle takes place about one hour after the PCs initially enter the lair.

Note that the PCs are NOT allowed Listen checks because of the silence spell cast upon Dusken at APL8+. At APL6, the PCs can make a DC 18 Listen check to hear the cultists arrive.

COMBAT

APL6 (EL9)

🐉 **Blue ambush drake (2):** ambush drake; hp 73 each, Appendix 1.

🧙 **Dusken:** male blackspawn raider Rogue 2, hp 91, Appendix 1.

🧙 **Kweeb the White:** male Kobold Sorcerer 4, hp 20, Appendix 1.

APL8 (EL11)

🐉 **Blue ambush drake (2):** ambush drake; hp 73 each, Appendix 1.

🧙 **Drania Sassyspaw:** female half green dragon human cleric 6 (Tiamat); hp 51, Appendix 1.

🧙 **Dusken:** male blackspawn raider fighter 2/rogue 2, hp 123, Appendix 1.

🧙 **Kweeb the White:** male kobold sorcerer 5, hp 24, Appendix 1.

APL10 (EL13)

🐉 **Blue ambush drake (3):** ambush drake; hp 73 each, Appendix 1.

🧙 **Drania Sassyspaw:** female half green dragon human cleric 7 (Tiamat)/ Warpriest 1; hp 68, Appendix 1.

🧙 **Dusken:** male blackspawn raider fighter 4/rogue 2, hp 145, Appendix 1.

🧙 **Kweeb the White:** male kobold Sorcerer 8, hp 33, Appendix 1.

🐉 **Kweeb's Familiar:** male white dragon, hp 22, Appendix 1.

APL12 (EL15)

🐉 **Blue ambush drake (3):** half-blue dragon ambush drake; hp 80 each, Appendix 1.

🧙 **Drania Sassyspaw:** female half green dragon human cleric 7 (Tiamat)/ warpriest 3; hp 86, Appendix 1.

🧙 **Dusken:** male blackspawn raider fighter 4/rogue 4, hp 163, Appendix 1.

🧙 **Kweeb the White:** male kobold sorcerer 10, hp 51, Appendix 1.

🐉 **Kweeb's Familiar:** male white dragon, hp 25, Appendix 1.

APL14 (EL17)

🐉 **Blue ambush drake (4):** advanced half-blue dragon ambush drake; hp 150 each, Appendix 1.

🐉 **Burning Emir:** advanced half-red dragon noble salamander; hp 152, Appendix 1.

🧙 **Drania Sassyspaw:** female half green dragon human cleric 7 (Tiamat)/ warpriest 3; hp 86, Appendix 1.

🧙 **Dusken & Darknight:** male blackspawn raider Fighter4/Rogue4, hp 163 each, Appendix 1.

🧙 **Firetiger:** male half-red dragon rakshasa, hp 88, Appendix 1.

🧙 **Kweeb the White:** male kobold sorcerer 10, hp 51, Appendix 1.

🐉 **Kweeb's Familiar:** male white dragon, hp 25, Appendix 1.

Tactics: On the first round, every creature with a breath weapon lets it go, trying to hit as many PCs as possible. Any cultist with a metabreath feat uses it on this first round of combat.

Dusken and the blue ambush drakes try to engage the PCs in melee combat. The drakes use a mixture of their breath to *slow* and hurt the PCs.

Any spellcaster (Darnia, Firetiger and Kweeb) stay away from Dusken and any *silence* spell cast upon him, so they can still use their spells to maximum capacity.

Treasure: Refer to the Treasure section of this adventure to determine what the PCs find here.

TROUBLESHOOTING: TPK

Though not something anyone likes to see, should the entire party be killed in this encounter, the PCs should not be considered unrecoverable. Orianna later comes out and brings them to Thornbay to be raised.

She still rewards them as though they have been successful in defending her lair.

WHO ARE THEY?

This section details where the cult members are from and what they know if captured and interrogated. Needless to say no cultist is willing to listen to reason or Diplomacy until they have been defeated.

The blue ambush drakes: The drakes are a pack that has gathered under Dusken's leadership. The ambush drakes do not talk. They joined him for reasons they don't know, but they had a feeling it was the right thing to do. They are originally from the eastern Cairn Hills. At APL 12+, they are descendants of the powerful blue dragon, Voltarmarun who was killed by Lord Robilar in the Bright Sands in 590CY (see COR5-11 Dark Deceit on Bright Sands for additional details).

Dusken (and Darknight): This blackspawn raider is the leader of the cult. If Intimidated or somehow charmed into talking, he knows the following things.

- He was born in the Fennelmore Swamp in the south of the County of Urnst.
- He recently left his brothers in the Swamp to create his own tribe
- Some of his agents managed to capture a letter from a crazy old priest. After some investigation, his sources found out about the lady in the lake, with the golden hair.
- Dusken realized that she was either a gold dragon or a very powerful wizard. Either way looting her home would bring him the favor of Tiamat.
- His contacts are scattered in the ports of the Nyr Dyv.

- There is a large community of Blackspawn raiders in the Fennelmore lead by an enigmatic “Black Man”
- He (Dusken) is the leader of the cult.
- Though not a cleric himself, he strongly believe in the teachings of Tiamat
- He wants the dragon’s hoard for himself.

Kweeb the White: Of the cult only Kweeb talks if promised to be let go. After the defeat of Winterwind in the Pale, Kweeb fled the country and traveled south, looking for easy pickings. He encountered Dusken’s tribe in the Fennelmore and offered his abilities to them. When Dusken left the tribe, he took Kweeb with him. Kweeb’s familiar is a descendant of a great and mighty white wyrm from the Rakers (which Kweeb claims to descend from).

Like many lonely kobolds, Kweeb is a wretched and rather pathetic little creature.

Drania Sassyspawn: As her name indicates, Drania is one of the many children of the Sassy, the green dragon of the Gamboge. Like green dragons, Drania lets the others lead, but is secretly trying to gain control of the group. Note that at APL6, Drania did not accompany the others on the assault on the lair.

If *charmed* into talking she can reveal the following:

- She is one of Sassy’s most beloved and powerful children (so she thinks).
- She is a holy priestess of the Queen of the Chromatic Dragons.
- She is the real leader of the cult.
- This group was gathered through her efforts and prayers to Tiamat so she could bring more treasure to her beloved Mother.

The Burning Emir: The Emir, if captured alive, remains haughty and arrogant. He would rather die than admit defeat.

- The Emir comes from Tusmit where he fled the destruction of his father, the Red Dragon Kerridzar.
- He felt drawn to head east, hoping to get easy loot
- He met Firetiger in the Bandit Kingdoms and they have been traveling together ever since. Through Firetiger he met with the Cult.
- He feels that he should be in charge: His noble heritage and his half-red dragon origin should mark him as the leader of the group.

Firetiger: Firetiger, if captured alive, attempts to play the weakling and tries to bargain for his life. He lies as much as he can and is ready to tell the PCs whatever they want to hear.

- He was born of Morginstaler in the Dragon rift of the Bandit Kingdom
- He left his father to see the world.
- Using his many abilities, he furthered the cause of dragon kind and his own.

- He has been using the Emir as a scapegoat and a meat-shield for months.
- He respects Dusken for his devious approach but is filled with contempt toward Kweeb and Drania.

9: ORIANNA DEPARTS

Once the battle is over, Orianna returns. She is now in gold dragon form. Give the PCs Player Handout 7. Orianna decides to offer them a number of items that may be of use to them. However she will first move her hoard and then allow the PCs to ask a few questions.

- **Where will you go?** I’m not sure yet. But for the safety of the wyrmlings I will not say.
- **Who is Gildor?** Gildor Arcanix, my mate and a hero of the fight against Old Wicked, particularly around the area known as the Shield Lands. (As a side note Gildor appears in a number of IUZ6 modules: IUZ6-04 *Acid Test*, IUZ6-06 – *Drach Treielabone* (Dragon Bloodline), IUZ6-08 *Across the river & through the woods*).
- **Can Aurik come with me?** I don’t know, maybe. I’ll have to think about it.
- **What will you gives us?** I’ll have to check what you may find of interest.
- **Can you take us back to land?** Yes, I will.

When the PCs are done, Orianna and her wyrmlings fly the PCs close to Bampton where they leave them and depart after saying farewell.

Proceed to the Conclusion.

CONCLUSION

The trip to Bampton is mostly uneventful. When you reach the dock, you are greeted by Nokya, the priestess of Xerbo. “No time to explain... Follow me to the temple.” The urgency in her voice is obvious and you find yourselves in the temple of the Sea Dragon once more.

Nokya brings you to a private chamber in the back. There you find Amfrus lying in a bed, sleeping but at your entry, he opens his eyes. “The... the Sea Dragon has heard my prayers. I know you met with my beloved... She... She came to me... I thank you... bless you with a thousand sea voyages and a full pouch of coins. You have given this old man a view of heaven. I know I wasn’t just a crazy old fool. Thank you... Thank you...” His voice trails off into a final sigh, a happy smile on his face.

The next day, Amfrus is buried at sea in full clerical regalia. Nokya Geeherts, all the ships captains currently in port, the Lord Mayor Gwydion Reineer, the Lord Baron Zeli Torquann and his lovely wife-to-be Faun Yarne, all attend the ceremony from the deck of the HNB Princepus.

The people of Bampton dress in black and mourn the loss of the old priest. Yet, despite the sad event, the old man died happy.

AR Rewards

Many of these rewards are earned individually. For example, it is possible that some PCs receive the Enmity of Orianna while others do not. The rewards are gained independently.

- PCs who were rude, who threatened or attacked the Vetha receive the “Vetha’s curse” AR Reward.
- PCs who successfully defended Orianna’s lair from the Cult of Tiamat gain the “Thanks of Orianna” AR Reward.
- PCs who were rude and refused to pay Orianna for damage done to her lair receive the “Enmity of Orianna” AR Reward.
- PCs who complete the adventure and return to Bampton receive the “Blessing of Xerbo”.
- If the PCs met with Orianna, they receive the “Known to the gold dragons” AR Rewards. If they gained the Enmity of Orianna, check poor terms, otherwise, check good terms.

THE END

EXPERIENCE POINT SUMMARY

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

3: En Route to Thornbay

Defeat the raiders

APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP
APL 14	450 XP

5: To Orianna’s Lair

Defeat the aquatic horrors

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP

8: The Cult of Tiamat

Defeat the cult

APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

APL 14	510 XP
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Story Award

Politely interacting with Orianna

APL 6	100 XP
APL 8	125 XP
APL 10	150 XP
APL 12	175 XP
APL 14	200 XP

Discretionary roleplaying award

APL 6	80 XP
APL 8	100 XP
APL 10	120 XP
APL 12	140 XP
APL 14	160 XP

Total Possible Experience

APL 6	900 XP
APL 8	1,125 XP
APL 10	1,300 XP
APL 12	1,575 XP
APL 14	1,800 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.

3: En route to Thornbay

APL6: Loot 98gp; Magic 294gp; +1 *chitin armor* (102gp); +1 *spear* (192gp); Total 392gp

APL8: Loot 357gp; Magic 1,470gp; +1 *chitin armor* x5 (102gp per character); +1 *spear* x5 (192gp per character); Total 1,827gp

APL10: Loot 310gp; Magic 1,728gp; +1 *chitin armor* x2 (102gp per character); +1 *heavy wooden shield* (96gp); +1 *spear* x2 (192gp per character); +2 *chitin armor* (352gp); +2 *spear* (692gp); Total 2,020gp

APL12: Loot 292gp; Coin 0; Magic 3,574gp; +1 *heavy wooden shield* x1 (96gp per character); +2 *chitin armor* x3 (352gp per character); +2 *heavy wooden shield* (346gp); +2 *spear* x3 (692gp per character); Total 3,866gp

APL14: Loot 350gp; Magic 3,574gp; +1 *heavy wooden shield* x1 (96gp per character); +2 *chitin armor* x3 (352gp per character); +2 *heavy wooden shield* (346gp); +2 *spear* x3 (692gp per character); Total 3,924gp

8: The Cult of Tiamat

APL6: Loot 14gp; Magic 620gp; +1 *mithral chain shirt* (175gp); +1 *rapier* (193gp); *amulet of natural armor* +1 (167gp); *bracers of armor* +1 (83gp); *scroll of shield* (2gp); Total 634gp;

APL8: Loot 14gp; Magic 1789gp; +1 *full plate* (221gp); +1 *heavy mace* (268gp); +1 *heavy wooden shield* (96gp); +1 *mithral chain shirt* (175gp); +1 *rapier* (193gp); *scroll of shield* (2gp); Total 970gp;

APL10: Loot 14gp; Magic 2,205gp; +1 *full plate* (221gp); +1 *heavy mace* (268gp); +1 *heavy wooden shield* (96gp); +1 *mithral chain shirt* (175gp); +2 *rapier* (693gp); *cloak of charisma* +2 (333gp); *cloak of resistance* +1 (83gp); *periapt of wisdom* +2 (333gp); *scroll of shield* (2gp); Total 2,219gp;

APL12: Magic 5,286gp; +1 *buckler* (97gp); +1 *full plate* (221gp); +1 *heavy mace* (268gp); +1 *heavy wooden shield* (96gp); +1 *mithral chain shirt* (175gp); +2 *dragonbane rapier* (1527gp); *cloak of charisma* +4 (1333gp); *cloak of resistance* +2 (333gp); *pale rhomboid ioun stone* (667gp); *periapt of wisdom* +2 (333gp); *scroll of shield* (2gp); *vest of resistance* +1 (83gp); *vest of resistance* +3 (750gp); Total 5,286gp;

APL14: Magic 9,627gp; +1 *buckler* x2 (97gp per character); +1 *full plate* (221gp); +1 *heavy mace* (268gp); +1 *heavy wooden shield* (96gp); +1 *mithral chain shirt* x2 (175gp per character); +2 *dragonbane rapier* x2 (1527gp per character); +3 *longspear* (1525gp); *cloak of charisma* +4 (1333gp); *cloak of resistance* +2 (333gp); *pale rhomboid ioun stone* (667gp); *periapt of wisdom* +2 (333gp); *scroll of shield* (2gp); *vest of resistance* +1 x2 (83gp per character); *vest of*

resistance +2 (333gp); *vest of resistance* +3 (750gp); Total 9,627gp;

Treasure Cap

APL 6:	900gp
APL 8:	1,300gp
APL 10:	2,300gp
APL 12:	3,300gp
APL 14:	6,600gp

Total Possible Treasure

APL 6:	1,026gp
APL 8:	2,797gp
APL 10:	4,239gp
APL 12:	9,152gp
APL 14:	13,551gp

ADVENTURE RECORD ITEMS

Vetha's Curse: From now on any time you score a critical hit, the damage you inflict is the minimum you can roll. This curse can be lifted by spending 3 influence points with the Rhennee. Rhennee PCs need a *wish* or a *miracle* to remove this instead of spending the influence points. Non-Rhennee can remove this curse by having a *remove curse* cast by a 15th-level caster, instead of spending the influence points.

Enmity of Orianna: From now on Orianna and her children's reaction to you can be no better than Indifferent. You may remove this enmity by spending 3 influence points with any good dragon, the church of Bahamut or the churches of Heironeous, Moradin or Yondalla. Cross off when removed.

Thanks of Orianna: For having defended her lair from the Cult of Tiamat, Orianna offers you items from her hoard. Armor, shield & weapons can be made of steel, mithral or adamantite. Only one item can be bought.

- Any open-access armor or shield with *energy resistance* (acid, cold, electricity, fire) or *spell resistance* (13 or 15) (DMG)
- Any open-access weapon with *bane* (your choice), *flaming*, *frost*, *shock*, *ghost touch* or *keen* enhancement. (DMG)
- A *ring of feather fall*, *evasion*, *invisibility*, or *sustenance*. (DMG)
- Two scrolls of up to 2 any open-access spell or combination thereof
- Any one of the following: a *bottle of air*, a *carpet of flying* (any size), a *decanter of endless water*, an *ioun stone* or any *pearl of power* (DMG)

Blessing of Xerbo: Should you ever find yourself in a shipwreck, you temporarily gain the benefit of the Endurance feat. If you already possess the Endurance feat, its bonuses are doubled. This benefit only applies

until you are out of the water and onto land. Cross off once used.

This favor does not expire for divine casters devoted to Xerbo.

Meta-org Access: Members of the Church of Xerbo (County or Ratic) and County of Urnst Navy gain meta-regional access to items marked with a “#” symbol.

Known to the gold dragons: Orianna speaks of you to her brethren. This applies to all social checks dealing with gold dragons and their descendants (check appropriate box)

☐ Good terms: +2 circumstance bonus

☐ Poor terms: -2 circumstance penalty

ITEM ACCESS

APL 6:

- # +1 *chitin armor* (Adventure; Stormwrack; 1,225gp)
- +1 *mithral chain shirt* (Adventure; DMG; 2,100gp)
- *bag of holding, type I* (Adventure; DMG)
- # *potion of water breathing* (Adventure; CL 9th; DMG, 1,200gp)

APL 8 (all of APL 6 plus the following):

- # +2 *chitin armor* (Adventure; Stormwrack; 4,225gp)

APL 12 (all of APL 6-10 plus the following):

- +2 *dragonbane rapier* (Adventure; DMG; 18,320gp)
- +2 *mithral chain shirt* (Adventure; DMG; 5,100gp)
- *pale rhomboid ioun stone* (Adventure; DMG; 8,000gp)

APPENDIX 1: APL 6

3: EN ROUTE TO THORNBAY

KUO-TOA CHIEF

CR 4

Male Kuo-toa Fighter 2

Medium Monstrous Humanoid (Aquatic)

Init +5; **Senses** keen sight, light blindness Listen +1, Spot +1

Languages Aquan, Common, Kuo-Toan, Undercommon

AC 24, touch 11, flat-footed 23

(+1 Dex, +5 armor, +2 shield, +6 natural)

hp 41 (4 HD);

Immune paralysis and poison

Resist electricity 10

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

Speed 15 ft. in chitin armor (3 squares), base movement 20 ft., Swim 50 ft.;

Melee +1 *spear* +10 (1d8+5) and bite +3 (1d6+6) or bite +8 (1d6+6)

Ranged masterwork aquatic longbow +6 (1d8)

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

Base Atk +4; **Grp** +8

Atk Options Power attack

Combat Gear +1 *spear*, +1 *chitin armor*, masterwork heavy wooden shield, masterwork aquatic bow, 20 arrows

Abilities Str 18, Dex 13, Con 16, Int 12, Wis 13, Cha 6

SQ Adhesive, amphibious, keen sight, slippery

Feats Alertness, Improved Initiative, Improved Toughness, Power Attack, Weapon Focus (Spear)

Skills Escape Artist +11, Handle Animal +2, Intimidate +0, Search +11, Spot +12, Swim +13

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.

5: TO ORIANNA'S LAIR

FRESHWATER SHARK

CR 5

Warbeast** Huge shark

N Huge Animal (Aquatic)

Init +6; **Senses** blindsense, keen scent, Listen +12, Spot +12

Languages None

AC 15, touch 10, flat-footed 13

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

hp 93 (11 HD);

Fort +13, **Ref** +9, **Will** +7

Speed Swim 70ft (14 squares)

Melee Bite +13 (2d6+10)

Space 15 ft.; **Reach** 10 ft.

Base Atk +8; **Grp** +23 **Abilities** Str 24, Dex 15, Con 18, Int 1, Wis 14, Cha 2

SQ Combative Mount

Feats Alertness, Armor proficiency (light, medium and heavy, Great Fortitude, Improved Initiative, Iron Will

Skills Listen +12, Spot +12, Swim+15

Blindsense (Ex): A shark can locate creatures underwater within a 30-foot radius. This ability works only when the shark is underwater.

Combative Mount (Ex) A rider on a trained mounted warbeast mount gets +2 to all Ride checks. A warbeast is proficient with light, medium & heavy armor.

Keen Scent (Ex): A shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Skills: A shark 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.

8: THE CULT OF TIAMAT

AMBUSH DRAKE

CR 5

Male Ambush Drake

*from *Monster Manual III*

NE Medium Dragon
Init +6; **Senses** darkvision 60ft, low-light vision, scent, telepathic link 30ft; Listen +12, Spot +12

Languages Common, Draconic

AC 18, touch 12, flat-footed 16

(+2 Dex, +6 natural)

hp 73 (7 HD);

Immune paralysis, sleep

Resist Fire 10 (up to 30); **SR** 16

Fort +9, **Ref** +7, **Will** +5

Speed 40 ft., fly 30 ft. (poor);

Melee bite +10 (1d8+3 plus poison) and 2 claws +8 (1d6+1)

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

Base Atk +7; **Grp** +10

Special Actions Breath weapon, poison

Abilities Str 16, Dex 15, Con 18, Int 7, Wis 10, Cha 9

Feats Alertness, Improved Initiative, Multiattack

Skills Hide +16, Listen +12, Move Silently +12, Spot +12,

Possessions: ~~*potion of resist energy (fire)*~~

Breath Weapon (Su) 30-foot cone, once every 1d4 rounds, *slow* (duration 7 rounds), Will DC 17 negates. Ambush drakes are immune to the breath weapon of other ambush drakes. The DC is Constitution-based.

Poison (Ex) Injure, Fortitude DC 17, initial and secondary damage 1d6 Dex. The DC is Constitution-based.

Telepathic Link (Ex) Ambush drakes share a common consciousness, enabling them to communicate telepathically with other ambush drakes. A group of ambush drakes with 30 feet of each other are in constant contact. If one is aware of a particular danger, they all are. If one group is not flat-footed, none of them are. No ambush drake in the group is considered flanked unless all are.

Skills Ambush drakes have +4 racial bonus on Hide checks.

DUSKEN

CR 6

Male blackspawn raider Rogue 2

CE Monstrous Humanoid (Dragonblood)

Init +8; **Senses** darkvision 60ft, low-light vision, Listen +6, Spot +7

Languages Common, Draconic

AC 23, touch 14, flat-footed 19

(+4 Dex, +5 armor, +1 shield, +3 natural)

hp 91 (10 HD); DR 5/good and magic

Immune acid, paralysis, sleep

Fort +6, **Ref** +13, **Will** +7

Speed 40 ft

Melee +1 rapier +16/+11 (1d6+6) or club +11/+6 (1d6+5)

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

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

Atk Options Power Attack

Special Actions Breath weapon, sneak attack (1d6)

Combat Gear +1 mithral chain shirt, +1 rapier, masterwork buckler, club

Abilities Str 20, Dex 18, Con 18, Int 10, Wis 12, Cha 6

SQ Evasion, trapfinding

Feats Improved Initiative, Power Attack, Track, Weapon Focus (rapier)

Skills Climb +6, Jump +16, Listen +6, Spot +7, Survival +12, Tumble +16;

Possessions combat gear

Breath Weapon (Su) 40ft line, once every 4 round, 5d4 acid, Reflex DC 17 half. The breath weapon damage increase by 1d4 for every 2 additional HD.

KWEEB THE WHITE

CR 4

Male Kobold Sorcerer 4

CE Small Humanoid (Dragonblood, Reptilian)

Init +2; **Senses** Darkvision 60ft, light sensitivity, Listen +2, Spot +2

Languages Common, Draconic

AC 18, touch 13, flat-footed 16

(+1 size, +2 Dex, +4 armor, +1 natural)

hp 20 (4 HD);

Resist Fire 10 (up to 30);

Fort +2, **Ref** +3, **Will** +4

Weakness light sensitivity

Speed 30 ft. (6 squares);

Melee quarterstaff +0 (1d4-3)

Ranged ray +5 (as spell)

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

Base Atk +2; **Grp** -5

Combat Gear quarterstaff, ~~*potion of mage armor*~~

Sorcerer Spells Known (CL 5th):

2nd (4/day)—*snowball swarm*** (DC 16, 3d6 cold)

1st (7/day)—*ice dagger*** (+9 ranged, 2d8 cold plus 2 Dex), *magic missile* (3 missiles), *ray of enfeeblement* (+5 ranged touch, 1d6+2 Str penalty)

0 (6/day)—*detect magic*, *mage hand*, *prestidigitation*, *ray of frost* (+5 ranged touch, 1d3 cold damage), *resistance*, *read magic*

† Already cast

Abilities Str 4, Dex 14, Con 12, Int 13, Wis 10, Cha 16

Feats Draconic Heritage (white)**, Draconic Power**

Skills Bluff +10, Concentration +8, Knowledge (arcana) +8

Possessions combat gear plus 2 spell component pouches, toad familiar, *scroll of shield*, ~~*potion of resist energy (fire)*~~, ~~*potion of false life*~~

Light Sensitivity (Ex) Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Skills Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.

3: EN ROUTE TO THORNBAY

KUO-TOA CHIEF

CR 6

Male Kuo-toa Fighter 4

Medium Monstrous Humanoid (Aquatic)

Init +5; **Senses** keen sight, light blindness Listen +1, Spot +1

Languages Aquan, Common, Kuo-Toan, Undercommon

AC 24, touch 11, flat-footed 23

(+1 Dex, +5 armor, +2 shield, +6 natural)

hp 61 (6 HD);

Immune paralysis and poison

Resist electricity 10

Fort +7, **Ref** +5, **Will** +5

Speed 15 ft. in chitin armor (3 squares), base movement 20 ft., Swim 50 ft.;

Melee +1 *spear* +12/+7 (1d8+7) and bite +5 (1d6+6) or bite +10 (1d6+6)

Ranged masterwork aquatic longbow +8/+3 (1d8)

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

Base Atk +6; **Grp** +10

Atk Options Power attack

Combat Gear +1 *spear*, +1 *chitin armor*, masterwork heavy wooden shield, masterwork aquatic bow, 20 arrows

Abilities Str 18, Dex 13, Con 16, Int 12, Wis 13, Cha 6

SQ Adhesive, amphibious, keen sight, slippery

Feats Alertness, Dodge, Improved Initiative, Improved Toughness, Power Attack, Weapon Focus (Spear), Weapon Specialization (Spear)

Skills Escape Artist +11, Handle Animal +4, Intimidate +2, Search +11, Spot +12, Swim +15

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.

KUO-TOA WARRIOR

CR 4

Male Kuo-toa Fighter 2

Medium Monstrous Humanoid (Aquatic)

Init +5; **Senses** keen sight, light blindness Listen +1, Spot +1

Languages Aquan, Common, Kuo-Toan, Undercommon

AC 24, touch 11, flat-footed 23

(+1 Dex, +5 armor, +2 shield, +6 natural)

hp 41 (4 HD);

Immune paralysis and poison

Resist electricity 10

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

Speed 15 ft. in chitin armor (3 squares), base movement 20 ft., Swim 50 ft.;

Melee +1 *spear* +10 (1d8+5) and bite +3 (1d6+6) or bite +8 (1d6+6)

Ranged masterwork aquatic longbow +6 (1d8)

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

Base Atk +4; **Grp** +8

Atk Options Power attack

Combat Gear +1 *spear*, +1 *chitin armor*, masterwork heavy wooden shield, masterwork aquatic bow, 20 arrows

Abilities Str 18, Dex 13, Con 16, Int 12, Wis 13, Cha 6

SQ Adhesive, amphibious, keen sight, slippery

Feats Alertness, Improved Initiative, Improved Toughness, Power Attack, Weapon Focus (Spear)

Skills Escape Artist +11, Handle Animal +2, Intimidate +0, Search +11, Spot +12, Swim +13

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.

5: TO ORIANNA'S LAIR

FRESHWATER SHARK

CR 7

Advanced Warbeast** Huge shark

N Huge Animal (Aquatic)

Init +6; **Senses** blindsense, keen scent, Listen +15, Spot +16

Languages None

AC 15, touch 10, flat-footed 13

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

hp 171 (18 HD);

Fort +17, **Ref** +13, **Will** +10

Speed Swim 70ft (14 squares)

Melee Bite +19 (3d6+12/ crit 19-20, x2)

Space 15 ft.; **Reach** 10 ft.

Base Atk +13; **Grp** +29 **Abilities** Str 26, Dex 15, Con 18, Int 1, Wis 14, Cha 2

SQ Combative Mount

Feats Alertness, Armor proficiency (light, medium and heavy, Great Fortitude, Improved Critical (Bite), Improved Initiative, Improved Natural Attack (Bite), Improved Toughness**, Iron Will

Skills Listen +15, Spot +16, Swim+16

Blindsense (Ex): A shark can locate creatures underwater within a 30-foot radius. This ability works only when the shark is underwater.

Combative Mount (Ex) A rider on a trained mounted warbeast mount gets +2 to all Ride checks. A warbeast is proficient with light, medium & heavy armor.

Keen Scent (Ex): A shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Skills: A shark 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.

8: THE CULT OF TIAMAT

AMBUSH DRAKE

CR 5

Male Ambush Drake

**from Monster Manual III*

NE Medium Dragon

Init +6; **Senses** darkvision 60ft, low-light vision, scent, telepathic link 30ft; Listen +12, Spot +12

Languages Common, Draconic

AC 18, touch 12, flat-footed 16

(+2 Dex, +6 natural)

hp 73 (7 HD);

Immune paralysis, sleep

Resist Fire 10 (up to 30); **SR** 16

Fort +9, **Ref** +7, **Will** +5

Speed 40 ft., fly 30 ft. (poor);

Melee bite +10 (1d8+3 plus poison) and 2 claws +8 (1d6+1)

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

Base Atk +7; **Grp** +10

Special Actions Breath weapon, poison

Abilities Str 16, Dex 15, Con 18, Int 7, Wis 10, Cha 9

Feats Alertness, Improved Initiative, Multiattack

Skills Hide +16, Listen +12, Move Silently +12, Spot +12,

Possessions: ~~potion of resist energy (fire)~~

Breath Weapon (Su) 30-foot cone, once every 1d4 rounds, *slow* (duration 7 rounds), Will DC 17 negates. Ambush drakes are immune to the breath weapon of other ambush drakes. The DC is Constitution-based.

Poison (Ex) Injure, Fortitude DC 17, initial and secondary damage 1d6 Dex. The DC is Constitution-based.

Telepathic Link (Ex) Ambush drakes share a common consciousness, enabling them to communicate telepathically with other ambush drakes. A group of ambush drakes with 30 feet of each other are in constant contact. If one is aware of a particular danger, they all are. If one group is not flat-footed, none of them are. No ambush drake in the group is considered flanked unless all are.

Skills Ambush drakes have +4 racial bonus on Hide checks.

DRANIA SASSYSPAWN

CR 8

Female Half Green Dragon Human Cleric 6 (Tiamat)

LE Medium Dragon (augmented human)

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

Aura strong evil, strong law

Languages Common Draconic, Infernal

AC 25, touch 9, flat-footed 25

(-1 Dex, +9 armor, +3 shield, +4 natural)

hp 51 (6 HD);

Immune acid, paralysis, sleep

Resist Fire 10 (up to 30);

Fort +8, **Ref** +1, **Will** +8

Speed 20 ft. in +1 *full plate* (4 squares), base movement 30 ft;

Melee +1 *heavy mace* +10 (1d8+6) and bite +4 (1d6+2) or 2 claws +9 (1d4+5) and bite +4 (1d6+2)

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

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

Special Actions breath weapon

Combat Gear +1 *full plate*, +1 *heavy mace*, +1 *heavy wooden shield*

Cleric Spells Prepared (CL 6th):

3rd—*dispel magic* (x2), *invisibility purge*, *nondetection* D ‡

2nd—*cure moderate wounds*, *hold person* (x2) (DC 16), *invisibility* D ‡, *silence* (DC 15) ‡,

1st—*bless*, *command* D (DC 15), *cure light wounds* (x2), *resurgence***

0—*cure minor wounds* (2), *detect magic*, *purify food and drink*, *resistance*

D: Domain spell. Deity: Tiamat. Domains: Trickery, Tyranny**

‡ Already cast

Abilities Str 20, Dex 8, Con 16, Int 15, Wis 16, Cha 12

SQ Spontaneous casting (inflict), Restricted spells (good and chaos), rebuke undead

Feats Combat Casting, Heightened Breath**, Improved Initiative, Skill Focus (Concentration)

Skills Concentration +15, Diplomacy +10, Knowledge (arcana) +11, Knowledge (religion) +11, Sense Motive +7

Possessions combat gear plus 2 wooden holy symbols of Tiamat, 2 spell component pouches, *potion of resist energy (fire)*

Breath Weapon (Su) 30-foot cone, once per day, 6d8 acid, Reflex DC 13 negates. However Drania always uses her Heighten Breath feat to add her Con bonus to the DC. So DC 16

Power-Up Suite Miss Chance 50% spells active: *invisibility*, *nondetection*

DUSKEN

CR 8

Male blackspawn raider Fighter 2 / Rogue 2

CE Monstrous Humanoid (Dragonblood)

Init +8; **Senses** darkvision 60ft, low-light vision, Listen +6, Spot +7

Languages Common, Draconic

AC 23, touch 14, flat-footed 19

(+4 Dex, +5 armor, +1 shield, +3 natural)

hp 123 (12 HD); DR 5/good and magic

Immune acid, paralysis, sleep

Fort +9, **Ref** +13, **Will** +7

Speed 40 ft

Melee +1 *rapier* +20/+15/+10 (1d6+8/ 15-20, x2) or club +18/+13/+8 (1d6+7)

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

Base Atk +11; **Grp** +18

Atk Options Power Attack

Special Actions Breath weapon, Close-Quarter Fighting, sneak attack (1d6)

Combat Gear +1 *mithral chain shirt*, +1 *rapier*, masterwork buckler, club, ~~*potion of bull's strength*~~

Abilities Str 25, Dex 18, Con 18, Int 10, Wis 12, Cha 6

SQ Evasion, trapfinding

Feats Close-Quarter Fighting**, Improved Critical (rapier), Improved Initiative, Improved Toughness, Power Attack, Track, Weapon Focus (rapier)

Skills Climb +7, Jump +18, Listen +6, Spot +7, Survival +12, Swim +11, Tumble +16;

Possessions combat gear

Breath Weapon (Su) 40ft line, once every 4 round, 6d4 acid, Reflex DC 17 half. The breath weapon damage increase by 1d4 for every 2 additional HD

Power-Up Suite spells active *bull's strength*, *silence* (cast by Drania)

KWEEB THE WHITE

CR 5

Male Kobold Sorcerer 5

CE Small Humanoid (Dragonblood, Reptilian)

Init +2; **Senses** Darkvision 60ft, light sensitivity, Listen +2, Spot +2

Languages Common, Draconic

AC 18, touch 13, flat-footed 16

(+1 size, +2 Dex, +4 armor, +1 natural)

hp 24 (5 HD);

Fort +2, **Ref** +3, **Will** +4

Weakness light sensitivity

Speed 30 ft. (6 squares);

Melee quarterstaff +0 (1d4-3)

Ranged ray +5 (as spell)

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

Base Atk +2; **Grp** -5

Combat Gear quarterstaff, ~~*potion of mage armor*~~

Sorcerer Spells Known (CL 6th):

2nd (6/day)—*ray of ice* (+5 ranged touch, 3d6 cold), *snowball swarm*** (DC 16, 3d6 cold)

1st (7/day)—*ice dagger*** (+11 ranged, 2d8 cold plus 2 Dex), *lesser orb of cold*** (+5 ranged touch, 3d8 cold), *magic missile* (3 missiles), *ray of enfeeblement* (+5 ranged touch, 1d6+3 Str penalty)

0 (6/day)—*detect magic*, *mage hand*, *prestidigitation*, *ray of frost* (+5 ranged touch, 1d3 cold damage), *resistance*, *read magic*

‡ Already cast

Abilities Str 4, Dex 14, Con 12, Int 13, Wis 10, Cha 16

Feats Draconic Heritage (White)**, Draconic Power**

Skills Bluff +11, Concentration +9, Knowledge (arcana) +9

Possessions combat gear plus 2 spell component pouches, toad familiar, ~~*potion of resist energy (fire)*~~, ~~*potion of false life*~~

Light Sensitivity (Ex) Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Skills Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.

3: EN ROUTE TO THORNBAY

KUO-TOA CHIEF**CR 8**

Male Kuo-toa Fighter 6

Medium Monstrous Humanoid (Aquatic)

Init +6; **Senses** keen sight, light blindness Listen +1, Spot +1**Languages** Aquan, Common, Kuo-Toan, Undercommon**AC** 27, touch 12, flat-footed 25

(+2 Dex, +6 armor, +3 shield, +6 natural)

hp 81 (8 HD);**Immune** paralysis and poison**Resist** electricity 10**Fort** +8, **Ref** +7, **Will** +6**Speed** 15 ft. in chitin armor (3 squares), base movement 20 ft., Swim 50 ft.;**Melee** +2 *spear* +17/+12 (1d8+9; 19-20/x3) and bite +9 (1d6+9) or bite +14 (1d6+9)**Ranged** masterwork aquatic longbow +11/+6 (1d8)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +8; **Grp** +13**Atk Options** Power attack**Combat Gear** +2 *spear*, +2 *chitin armor*, +1 *heavy wooden shield*, masterwork aquatic bow, 20 arrows, ~~*potion of bull's strength*~~**Abilities** Str 22, Dex 14, Con 16, Int 12, Wis 13, Cha 6**SQ** Adhesive, amphibious, keen sight, slippery**Feats** Alertness, Dodge, Improved Critical (*spear*), Improved Initiative, Improved Toughness, Power Attack, Weapon Focus (*Spear*), Weapon Specialization (*Spear*)**Skills** Escape Artist +12, Handle Animal +8, Intimidate +6, Search +11, Spot +12, Swim +19**Possessions:** Combat gear

Adhesive (Ex) Kuo-toas use their own body oil and other material to give their shields a finish almost like flypaper, holding fast any creature or items touching them. Anyone who makes an unsuccessful melee attack against a kuo-toa must succeed on a 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.

KUO-TOA WARRIORS**CR 6**

Male Kuo-toa Fighter 4

Medium Monstrous Humanoid (Aquatic)

Init +5; **Senses** keen sight, light blindness Listen +1, Spot +1**Languages** Aquan, Common, Kuo-Toan, Undercommon**AC** 24, touch 11, flat-footed 23

(+1 Dex, +5 armor, +2 shield, +6 natural)

hp 61 (6 HD);**Immune** paralysis and poison**Resist** electricity 10**Fort** +7, **Ref** +5, **Will** +5**Speed** 15 ft. in chitin armor (3 squares), base movement 20 ft., Swim 50 ft.;**Melee** +1 *spear* +12/+7 (1d8+7) and bite +5 (1d6+6) or bite +10 (1d6+6)**Ranged** masterwork aquatic longbow +8/+3 (1d8)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +10**Atk Options** Power attack**Combat Gear** +1 *spear*, +1 *chitin armor*, masterwork heavy wooden shield, masterwork aquatic bow, 20 arrows**Abilities** Str 18, Dex 13, Con 16, Int 12, Wis 13, Cha 6**SQ** Adhesive, amphibious, keen sight, slippery**Feats** Alertness, Dodge, Improved Initiative, Improved Toughness, Power Attack, Weapon Focus (*Spear*), Weapon Specialization (*Spear*)**Skills** Escape Artist +11, Handle Animal +4, Intimidate +2, Search +11, Spot +12, Swim +15

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.

5: TO ORIANNA'S LAIR

FRESHWATER DIRE SHARK CR 9

Advanced Warbeast** dire shark

N Huge Animal (Aquatic)

Init +2; **Senses** keen scent, Listen +15, Spot +16

Languages None

AC 17, touch 10, flat-footed 15

(-2 size, +2 Dex, +7 natural)

hp 192 (19 HD);

Fort +16, **Ref** +13, **Will** +13

Speed Swim 70ft (14 squares)

Melee Bite +21 (3d8+12/crit 19-20, x2)

Space 15 ft.; **Reach** 10 ft.

Base Atk +14; **Grp** +30

Special Actions Improved Grab, Swallow whole

Abilities Str 26, Dex 15, Con 20, Int 1, Wis 14, Cha 10

SQ Combative Mount

Feats Improved Critical (Bite), Improved Natural Attack (Bite), Toughness(x4), Weapon Focus (Bite)

Skills Listen +15, Spot +16, Swim+16

Combative Mount (Ex) A rider on a trained mounted warbeast mount gets +2 to all Ride checks. A warbeast is proficient with light, medium & heavy armor.

Improved Grab (Ex): To use this ability, a dire shark must hit with its bite attack. It can then attempt to

start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe in the following round.

Keen Scent (Ex): A dire shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Swallow Whole (Ex): A dire shark can try to swallow a grabbed opponent of up to one size smaller by making a successful grapple check. Once inside, the opponent takes 2d6+6 points of bludgeoning damage plus 1d8+4 points of acid damage per round from the shark's digestive juices. A swallowed creature can cut its way out using a light slashing or piercing weapon by dealing 25 points of damage to the shark's digestive tract (AC 13). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

Skills: A dire shark 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.

8: THE CULT OF TIAMAT

AMBUSH DRAKE

CR 5

Male Ambush Drake

*from Monster Manual 3

NE Medium Dragon

Init +6; **Senses** darkvision 60ft, low-light vision, scent, telepathic link 30ft; Listen +12, Spot +12

Languages Common, Draconic

AC 18, touch 12, flat-footed 16

(+2 Dex, +6 natural)

hp 73 (7 HD);

Immune paralysis, sleep

Resist Fire 10 (up to 30); **SR** 16

Fort +9, **Ref** +7, **Will** +5

Speed 40 ft., fly 30 ft. (poor);

Melee bite +10 (1d8+7 plus poison) and 2 claws +8 (1d6+3)

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

Base Atk +7; **Grp** +10

Special Actions Breath weapon, poison

Abilities Str 16, Dex 15, Con 18, Int 7, Wis 10, Cha 9

Feats Alertness, Improved Initiative, Multiattack

Skills Hide +16, Listen +12, Move Silently +12, Spot +12,

Possessions: *potion of resist energy (fire)*

Breath Weapon (Su) 30-foot cone, once every 1d4 rounds, *slow* (duration 7 rounds), Will DC 17 negates. Ambush drakes are immune to the breath weapon of other ambush drakes. The DC is Constitution-based.

Poison (Ex) Injure, Fortitude DC 17, initial and secondary damage 1d6 Dex. The DC is Constitution-based.

Telepathic Link (Ex) Ambush drakes share a common consciousness, enabling them to

communicate telepathically with other ambush drakes. A group of ambush drakes with 30 feet of each other are in constant contact. If one is aware of a particular danger, they all are. If one group is not flat-footed, none of them are. No ambush drake in the group is considered flanked unless all are.

Skills Ambush drakes have +4 racial bonus on Hide checks.

Power-up Suite: AC 19 (touch 13, flat-footed 16); Ref +8, Will +5 (+6 vs fear); Melee bite +12 (1d8+7 plus poison) and 2 claws +10 (1d6+3); spells active *bless*, *haste*

DRANIA SASSYSPAWN CR 10

Female Half Green Dragon Human Cleric 7 (Tiamat), Warpriest 1

LE Medium Dragon (augmented human)

Init +3; **Senses** darkvision 60ft, low-light vision, Listen +4, Spot +4

Aura strong evil, strong law

Languages Common Draconic, Infernal

AC 25, touch 9, flat-footed 25

(-1 Dex, +9 armor, +3 shield, +4 natural)

hp 68 (8 HD);

Immune acid, paralysis, sleep

Resist Fire 10 (up to 30);

Fort +11, **Ref** +2, **Will** +10

Speed 20 ft. in +1 *full plate* (4 squares), base movement 30 ft;

Melee +1 *heavy mace* +12/+7 (1d8+6) and bite +6 (1d6+2) or 2 claws +11 (1d4+5) and bite +6 (1d6+2)

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

Base Atk +6; **Grp** +11

Special Actions breath weapon

Combat Gear +1*full plate*, +1 *heavy mace*, +1 *heavy wooden shield*

Cleric Spells Prepared (CL 7th):

4th—*dominate person* **D** (DC 20) , *freedom of movement* (x2) † †

3rd—*dispel magic* (x2), *invisibility purge*, *nondetection* **D** †

2nd—*cure moderate wounds*, *hold person* (x2) (DC 18), *invisibility* **D** †, *silence* (DC 16) † ,

1st—*bless* †, *command* **D** (DC 17) , *cure light wounds* (x2), *resurgence***, *shield of faith* †

0—*cure minor wounds* (2), *detect magic*, *guidance*, *purify food and drink*, *resistance*

D: Domain spell. Deity: Tiamat. Domains: Trickery, Tyranny**

† Already cast

Abilities Str 20, Dex 8, Con 16, Int 15, Wis 19, Cha 12

SQ Spontaneous casting (inflict), Restricted spells (good and chaos), rebuke undead, rally

Feats Combat Casting, Heightened Breath**, Improved Initiative, Skill Focus (Concentration) Spell Focus (Enchantment)

Skills Concentration +17, Diplomacy +13, Knowledge (arcana) +12, Knowledge (religion) +12, Sense Motive +9, Swim -4

Possessions combat gear plus 2 wooden holy symbols of Tiamat, 2 spell component pouches, *cloak of resistance* +1, *periapt of wisdom* +2, ~~*potion of resist energy (fire)*~~

Breath Weapon (Su) 30-foot cone, once per day, 6d8 acid, Reflex DC 13 negates. However Drania always uses her Heighten Breath feat to add her Con bonus to the DC. So DC 16

Rally (Ex): If not currently suffering from a fear effect you can use this ability as a standard action. Allies within 60 feet who are suffering from any fear effect and who can hear you are allowed an immediate Will saving throw at the DC of the fear effect, with a +1 morale bonus.

Power-Up Suite Miss Chance 50%; AC 29, touch 13, flat-footed 29 (+3 deflection); Ref +3, Will +10 (+11 vs fear); Melee +1 *heavy mace* +14/+14/+9 (1d8+6) and bite +8 (1d6+2) or 3 claws +13 (1d4+5) and bite +8 (1d6+2); spells active: *bless*, *freedom of movement*, *haste*, *invisibility*, *nondetection*, *shield of faith*

DUSKEN CR 10

Male blackspawn raider Fighter 4 / Rogue 2

CE Monstrous Humanoid (Dragonblood)

Init +8; **Senses** darkvision 60ft, low-light vision, Listen +6, Spot +7

Languages Common, Draconic

AC 23, touch 14, flat-footed 19

(+4 Dex, +5 armor, +1 shield, +3 natural)

hp 145 (14 HD); DR 5/good and magic

Immune acid, paralysis, sleep

Fort +10, **Ref** +14, **Will** +8

Speed 40 ft

Melee +2 *rapier* +23/+17/+13 (1d6+11/ 15-20, x2) or club +20/+15/+10 (1d6+7)

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

Base Atk +13; **Grp** +20

Atk Options Power Attack

Special Actions Breath weapon, Close-Quarter Fighting, sneak attack (1d6)

Combat Gear +1 *mithral chain shirt*, +2 *rapier*, masterwork buckler, club, ~~*potion of bull's strength*~~

Abilities Str 23, Dex 18, Con 18, Int 10, Wis 12, Cha 6

SQ Evasion, trapfinding

Feats Close-Quarter Fighting**, Improved Critical (rapier), Improved Initiative, Improved Toughness, Power Attack, Track, Weapon Focus (rapier), Weapon Specialization (rapier)

Skills Climb +8, Jump +18, Listen +6, Spot +7, Survival +12, Swim +15, Tumble +16;

Possessions combat gear

Breath Weapon (Su) 40ft line, once every 4 round, 7d4 acid, Reflex DC 17 half. The breath weapon damage increase by 1d4 for every 2 additional HD

Power-Up Suite AC 24, touch 15, flat-footed 20; Ref +15, Will +8 (+9 vs fear); Speed 70ft; Melee +2

rapier +25/+25/+20/+15 (1d6+11/ 15-20, x2) or club +22/+22/+18/+13 (1d6+7) spells active *bless*, *bull's strength*, *freedom of movement*, *haste*, *silence*

KWEEB THE WHITE

CR 8

Male Kobold Sorcerer 8

CE Small Humanoid (Dragonblood, Reptilian)

Init +2; **Senses** Darkvision 60ft, light sensitivity, Listen +2, Spot +2

Languages Common, Draconic

AC 18, touch 13, flat-footed 16

(+1 size, +2 Dex, +4 armor, +1 natural)

hp 33 (8 HD);

Resist Fire 10 (up to 30);

Fort +3, **Ref** +4, **Will** +6

Weakness light sensitivity

Speed 30 ft. (6 squares);

Melee quarterstaff +2 (1d4-3)

Ranged ray +7 (as spell)

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

Base Atk +4; **Grp** -3

Combat Gear quarterstaff, ~~*potion of mage armor*~~

Sorcerer Spells Known (CL 9th):

4th (4/day)—*orb of cold* (+7 ranged touch, 9d6)

3rd (6/day)—*dispel magic*, *haste* ‡

2nd (7/day)—*invisibility* ‡, *ray of ice*** (+7 ranged touch, 5d6 cold), *snowball swarm*** (DC 17, 5d6 cold)

1st (7/day)—*ice dagger*** (+15 ranged, 2d8 cold plus 2 Dex), *lesser orb of cold*** (+7 ranged touch, 5d8 cold), *magic missile* (5 missiles), *ray of enfeeblement* (+7 ranged touch, 1d6+5 Str penalty)

0 (6/day)—*detect magic*, *mage hand*, *prestidigitation*, *ray of frost* (+7 ranged touch, 1d3 cold damage), *resistance*, *read magic*

‡ Already cast

Abilities Str 4, Dex 14, Con 12, Int 13, Wis 10, Cha 18

Feats Draconic Heritage (White)**, Draconic Power**, Dragon Familiar**

Skills Bluff +15, Concentration +12, Knowledge (arcana) +12

Possessions combat gear plus 2 spell component pouches, white dragon wyrmling familiar, *amulet of natural armor* +1, *cloak of charisma* +2, ~~*potion of resist energy (fire)*~~, ~~*potion of false life*~~

Light Sensitivity (Ex) Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Skills Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.

Power-Up Suite AC 20, touch 13, flat-footed 18, Miss chance 50%; Ref +4, Will +6 (+7 vs fear); melee quarterstaff +4 (1d4-3); spells active *bless*, *haste*, *invisibility*

KWEEB'S FAMILIAR

CR 2

Male White Dragon Wyrmling

CE Tiny Dragon (Cold)

Init +0; **Senses** darkvision 60ft, low-light vision, Listen +2, Spot +2

Languages Common

AC 15, touch 12, flat-footed 15

(+2 size, +3 natural)

hp 22 (3 HD);

Immune Cold

Fort +4, **Ref** +3, **Will** +3

Weakness Vulnerability to fire

Speed 60 ft, burrow 30ft, fly 150ft (average), swim 60ft

Melee bite +6 (1d4) and 2 claws +1 (1d3)

Space 2 1/2 ft.; **Reach** 2 1/2 ft. (5ft with bite)

Base Atk +4; **Grp** -4

Atk Options

Special Actions breath weapon

Abilities Str 11, Dex 10, Con 13, Int 6, Wis 11, Cha 6

SQ empathic link, icewalking, improved evasion, share spell

Feats Alertness, Improved Initiative, Improved Natural Attack (Bite)

Skills Hide +14, Listen +2, Move Silently +6, Spot +2, Swim +14, Tumble +3

Alertness (Ex): While a familiar is within arm's reach, the master gains the Alertness feat

Breath Weapon (Su) A white dragon has one type of breath weapon, a cone of cold. Reflex DC 12 half, 1d6 cold.

Icewalking (Ex) This ability works like the *spider climb* spell, but the surfaces the dragon climbs must be icy. It is always in effect

Improved Evasion (Ex) When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails

Share Spells At the master's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his familiar. The familiar must be within 5 feet at the time of casting to receive the benefit

If the spell or effect has a duration other than instantaneous, it stops affecting the familiar if it moves farther than 5 feet away and will not affect the familiar again even if it returns to the master before the duration expires. Additionally, the master may cast a spell with a target of "You" on his familiar (as a touch range spell) instead of on himself.

A master and his familiar can share spells even if the spells normally do not affect creatures of the familiar's type (dragon)

Empathic Link (Su) The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

Skills Hide, Move Silently, and Swim are considered class skills for white dragons

Power-Up Suite AC 15, touch 13, flat-footed 15, Miss chance 50%; Ref +4, Will +3 (+4 vs fear); Melee bite +8/+8 (1d4) and 2 claws +3 (1d3); spells active *bless*, *haste*, *invisibility* (shared spell)

3: EN ROUTE TO THORNBAY

KUO-TOA CHIEF**CR 10**

Male Kuo-toa Fighter 8

Medium Monstrous Humanoid (Aquatic)

Init +6; **Senses** keen sight, light blindness Listen +1, Spot +1**Languages** Aquan, Common, Kuo-Toan, Undercommon**AC** 27, touch 12, flat-footed 25

(+2 Dex, +6 armor, +4 shield, +6 natural)

hp 121 (10 HD);**Immune** paralysis and poison**Resist** electricity 10**Fort** +11, **Ref** +7, **Will** +8**Speed** 15 ft. in chitin armor (3 squares), base movement 20 ft., Swim 50 ft.;**Melee** +2 *spear* +20/+15 (1d8+10; 19-20/x3) and bite +11 (1d6+9) or bite +16 (1d6+9)**Ranged** masterwork aquatic longbow +13/+8 (1d8)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +10 **Grp** +15**Atk Options** Power attack**Combat Gear** +2 *spear*, +2 *chitin armor*, +2 *heavy wooden shield*, masterwork aquatic bow, 20 arrows, ~~*potion of bear's endurance*~~, ~~*potion of bull's strength*~~**Abilities** Str 22, Dex 14, Con 20, Int 12, Wis 13, Cha 6**SQ** Adhesive, amphibious, keen sight, slippery**Feats** Alertness, Dodge, Greater Weapon Focus (Spear), Improved Critical (spear), Improved Initiative, Improved Toughness, Iron Will, Power Attack, Weapon Focus (Spear), Weapon Specialization (Spear)**Skills** Escape Artist +12, Handle Animal +11, Intimidate +9, Search +11, Spot +12, Swim +21**Possessions** Combat gear

Adhesive (Ex) Kuo-toas use their own body oil and other material to give their shields a finish almost like flypaper, holding fast any creature or items touching them. Anyone who makes an unsuccessful melee attack against a kuo-toa must succeed on a 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.

KUO-TOA WARRIOR**CR 8**

Male Kuo-toa Fighter 6

Medium Monstrous Humanoid (Aquatic)

Init +6; **Senses** keen sight, light blindness Listen +1, Spot +1**Languages** Aquan, Common, Kuo-Toan, Undercommon**AC** 27, touch 12, flat-footed 25

(+2 Dex, +6 armor, +3 shield, +6 natural)

hp 81 (8 HD);**Immune** paralysis and poison**Resist** electricity 10**Fort** +8, **Ref** +7, **Will** +6**Speed** 15 ft. in chitin armor (3 squares), base movement 20 ft., Swim 50 ft.;**Melee** +2 *spear* +17/+12 (1d8+9; 19-20/x3) and bite +9 (1d6+9) or bite +14 (1d6+9)**Ranged** masterwork aquatic longbow +11/+6 (1d8)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +8; **Grp** +13**Atk Options** Power attack**Combat Gear** +2 *spear*, +2 *chitin armor*, +1 *heavy wooden shield*, masterwork aquatic bow, 20 arrows, ~~*potion of bull's strength*~~**Abilities** Str 22, Dex 14, Con 16, Int 12, Wis 13, Cha 6**SQ** Adhesive, amphibious, keen sight, slippery**Feats** Alertness, Dodge, Improved Critical (spear), Improved Initiative, Improved Toughness, Power Attack, Weapon Focus (Spear), Weapon Specialization (Spear)**Skills** Escape Artist +12, Handle Animal +8, Intimidate +6, Search +11, Spot +12, Swim +19**Possessions:** Combat gear

Adhesive (Ex) Kuo-toas use their own body oil and other material to give their shields a finish almost like flypaper, holding fast any creature or items touching them. Anyone who makes an

unsuccessful melee attack against a kuo-toa must succeed on a 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.

5: TO ORIANNA'S LAIR

FRESHWATER DIRE SHARK CR 9

Advanced Warbeast** dire shark

N Huge Animal (Aquatic)

Init +2; **Senses** keen scent, Listen +15, Spot +16

Languages None

AC 17, touch 10, flat-footed 15

(-2 size, +2 Dex, +7 natural)

hp 192 (19 HD);

Fort +16, **Ref** +13, **Will** +13

Speed Swim 70ft (14 squares)

Melee Bite +21 (3d8+12/crit 19-20, x2)

Space 15 ft.; **Reach** 10 ft.

Base Atk +14; **Grp** +30

Special Actions Improved Grab, Swallow whole

Abilities Str 26, Dex 15, Con 20, Int 1, Wis 14, Cha 10

SQ Combative Mount

Feats Improved Critical (Bite), Improved Natural Attack (Bite), Toughness(x4), Weapon Focus (Bite)

Skills Listen +15, Spot +16, Swim+16

Combative Mount (Ex) A rider on a trained mounted warbeast mount gets +2 to all Ride checks. A

warbeast is proficient with light, medium & heavy armor.

Improved Grab (Ex): To use this ability, a dire shark must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe in the following round.

Keen Scent (Ex): A dire shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Swallow Whole (Ex): A dire shark can try to swallow a grabbed opponent of up to one size smaller by making a successful grapple check. Once inside, the opponent takes 2d6+6 points of bludgeoning damage plus 1d8+4 points of acid damage per round from the shark's digestive juices. A swallowed creature can cut its way out using a light slashing or piercing weapon by dealing 25 points of damage to the shark's digestive tract (AC 13). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

Skills: A dire shark 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.

SCYLLAN

CR 13

LE Huge Outsider (Aquatic, Native)

*From *Stormwrack*

Init +7; **Senses** darkvision 60ft, Listen +24, Spot +24
Languages Aquan, Infernal but usually only make their frightful noise

AC 29, touch 11 flat-footed 26

(-2 size, +3 Dex, +18 natural)

hp 184 (16 HD); **DR** 10/magic and silver

SR 27

Fort +17, **Ref** +13, **Will** +15

Speed Swim 50ft (10 squares)

Melee 4 tentacles +26 (1d8+11) and 2 claws +23 (2d6+5)

Space 15 ft.; **Reach** 15 ft. (30 with tentacles)

Base Atk +16; **Grp** +35

Atk Options

Special Actions Constrict (1d8+11), frightful noise, improved grab, swallow whole

Spell-Like Abilities (CL 16th):

1/hour—*control weather*

Abilities Str 33, Dex 17, Con 25, Int 8, Wis 20, Cha 6

Feats Ability Focus (frightful noise), Improved Initiative, Improved Natural Attack (Claws), Multiattack, Swim-By Attack**, Weapon Focus (tentacles)

Skills Hide +14, Intimidate +17, Jump +38, Knowledge (nature) +20, Listen +24, Spot +24, Survival +26, Swim +19

Frightful Noise (Su) A scyllan produces a wailing sound by blowing air through the comblike growths

on its head. The horrible racket is unsettling to nearby creatures. The Scyllan activates its frightful noise as a move action and can end it anytime as a free action. Creatures within 100 feet of the scyllan are subject to the effect if they have fewer HD than the scyllan.

A potentially affected creature who succeeds on a DC 18 Will save is immune to that scyllan's frightful noise for 24h. On a failure, creatures with 4HD or fewer become panicked for 2d6 rounds and those with 5 or more HD become shaken for 2d6 rounds. Scyllans are unaffected by the frightful noise of other scyllans.

Frightful noise is a sonic, mind affecting compulsion. The save DC is Charisma-based and include a +2 bonus from the Ability Focus feat.

Improved Grab (Ex) To use this ability, a scyllan 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 check, it establishes a hold and can transfer the grabbed creature to a claw as a free action or attempt to swallow it whole. A scyllan that transfers a creature to its claw can constrict.

Swallow Whole (Ex): A scyllan can try to swallow a grabbed opponent by making a successful grapple check. Once inside, the opponent takes 2d8+16 points of bludgeoning damage plus 2d6 points of acid damage per round from the shark's digestive juices. A swallowed creature can cut its way out using a light slashing or piercing weapon by dealing 25 points of damage to the maw (AC 17). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Huge scyllan's maw holds 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 diminutive or smaller opponents.

Skills: A scyllan 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.

8: THE CULT OF TIAMAT

BLUE AMBUSH DRAKE

CR 7

Male Half-Blue Dragon Ambush Drake

*from *Monster Manual III*

NE Medium Dragon

Init +6; **Senses** darkvision 60ft, low-light vision, scent, telepathic link 30ft; Listen +12, Spot +12

Languages Common, Draconic

AC 22, touch 12, flat-footed 20

(+2 Dex, +10 natural)

hp 80 (7 HD);

Immune electricity, paralysis, sleep

Resist Fire 10 (up to 30); **SR** 16

Fort +10, **Ref** +7, **Will** +5

Speed 40 ft., fly 30 ft. (poor);

Melee bite +14 (1d8+7 plus poison) and 2 claws +12 (1d6+3)

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

Base Atk +7; **Grp** +14

Special Actions Breath weapon (electricity), breath weapon (slow), poison

Abilities Str 24, Dex 15, Con 20, Int 9, Wis 10, Cha 11

SQ

Feats Alertness, Improved Initiative, Multiattack

Skills Hide +16, Listen +12, Move Silently +12, Spot +12, Tumble +7

Possessions: *potion of resist energy (fire)*

Breath Weapon (electricity) (Su) 60-foot cone, once per day, 6d8 electricity, Reflex DC 15 negates.

Breath Weapon (slow) (Su) 30-foot cone, once every 1d4 rounds, *slow* (duration 7 rounds), Will DC 18 negates. Ambush drakes are immune to the breath weapon of other ambush drakes. The DC is Constitution-based.

Poison (Ex) Injure, Fortitude DC 18, initial and secondary damage 1d6 Dex. The DC is Constitution-based.

Telepathic Link (Ex) Ambush drakes share a common consciousness, enabling them to communicate telepathically with other ambush drakes. A group of ambush drakes with 30 feet of each other are in constant contact. If one is aware of a particular danger, they all are. If one group is not flat-footed, none of them are. No ambush drake in the group is considered flanked unless all are.

Skills Ambush drakes have +4 racial bonus on Hide checks.

Power-up Suite: AC 23 (touch 13, flat-footed 21); Ref +8, Will +5 (+7 vs fear and charm); Melee bite +16 (1d8+7 plus poison) and 2 claws +14 (1d6+3); spells active *bles*, *haste*

DRANIA SASSYSPAWN

CR 12

Female Half Green Dragon Human Cleric 7 (Tiamat), Warpriest 3

LE Medium Dragon (augmented human)

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

Aura strong evil, strong law

Languages Common Draconic, Infernal

AC 30, touch 13, flat-footed 29

(+1 Dex, +9 armor, +3 shield, +4 natural, +3 deflection)

hp 86 (10 HD);

Immune acid, paralysis, sleep

Resist Fire 10 (up to 30);

Fort +13, **Ref** +6, **Will** +12

Speed 20 ft. in +1 *full plate* (4 squares), base movement 30 ft;

Melee +1 *heavy mace* +14/+9 (1d8+6) and bite +8 (1d6+2) or 2 claws +13 (1d4+5) and bite +8 (1d6+2)

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

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

Special Actions breath weapon

Combat Gear +1 full plate, +1 heavy mace, +1 heavy wooden shield, *potion of cat's grace*

Cleric Spells Prepared (CL 8th):

4th—*cure critical wounds*, *dominate person* **D** (DC 21), *freedom of movement* (x2) † †

3rd—*cure serious wounds*, *dispel magic* (x2), *invisibility purge*, *nondetection* **D** †

2nd—*cure moderate wounds*, *hold person* (x2) (DC 19), *invisibility* **D** †, *silence* (DC 16) †,

1st—*bless* †, *command* **D** (DC 18), *cure light wounds* (x2), *resurgence***, *shield of faith* †

0—*cure minor wounds* (2), *detect magic*, *guidance*, *purify food and drink*, *resistance*

D: Domain spell. Deity: Tiamat. Domains: Trickery, Tyranny**

† Already cast

Abilities Str 20, Dex 8, Con 16, Int 15, Wis 19, Cha 12

SQ *mass cure light wounds*, Spontaneous casting (inflict), Restricted spells (good and chaos), rebuke undead, rally

Feats Combat Casting, Greater Spell Focus (Enchantment), Heightened Breath**, Improved Initiative, Skill Focus (Concentration), Spell Focus (Enchantment)

Skills Concentration +17, Diplomacy +13, Knowledge (arcana) +12, Knowledge (religion) +12, Sense Motive +9, Swim -4

Possessions combat gear plus 2 wooden holy symbols of Tiamat, 2 spell component pouches, *cloak of resistance* +2, *periapt of wisdom* +2, *potion of resist energy (fire)*

Breath Weapon (Su) 30-foot cone, once per day, 6d8 acid, Reflex DC 13 negates. However Drania always uses her Heighten Breath feat to add her Con bonus to the DC. So DC 16

Rally (Ex): If not currently suffering from a fear effect you can use this ability as a standard action. Allies within 60 feet who are suffering from any fear effect and who can hear you are allowed an immediate Will saving throw at the DC of the fear effect, with a +1 morale bonus.

Inflame (Ex): As a full-round action, a warpriest can inflame the passions of your allies. You provide those who hear a +2 morale bonus on saving throws against any charm or fear effect. This effect lasts for 8 minutes after the speech ends, the warpriest gain the bonus as well.

Mass cure light wounds (Sp): Once per day, as the spell as cast by a level 8 cleric.

Power-Up Suite Miss Chance 50%; AC 29, touch 13, flat-footed 29 (+3 deflection); Ref +3, Will +10 (+12 vs fear & charm); Melee +1 *heavy mace* +14/+14/+9 (1d8+6) and bite +8 (1d6+2) or 3 claws +13 (1d4+5) and bite +8 (1d6+2); spells active: *bless*, *cat's grace*, *freedom of movement*, *haste*, *invisibility*, *nondetection*, *shield of faith*

DUSKEN

CR 12

Male blackspawn raider Fighter 4 / Rogue 4
CE Monstrous Humanoid (Dragonblood)

Init +8; **Senses** darkvision 60ft, low-light vision, Listen +8, Spot +9

Languages Common, Draconic

AC 25, touch 14, flat-footed 25

(+4 Dex, +6 armor, +2 shield, +3 natural)

hp 163 (16 HD); DR 5/good and magic

Immune acid, paralysis, sleep

Fort +12, **Ref** +16, **Will** +10

Speed 40 ft

Melee +2 *dragonbane rapier* +26/+21/+16 (1d6+12/15-20, x2) or club +23/+18/+13 (1d6+8)

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

Base Atk +15; **Grp** +23

Atk Options Power Attack

Special Actions Breath weapon, Close-Quarter Fighting, sneak attack (2d6)

Combat Gear +1 *mithral chain shirt* (+2 with magic vestment), +2 *dragonbane rapier*, +1 *buckler*, club, *potion of bull's strength*, *oil of magic vestment*

Abilities Str 24, Dex 18, Con 18, Int 10, Wis 12, Cha 6

SQ Evasion, trapfinding, trapsense (+1)

Feats Close-Quarter Fighting**, Improved Critical (rapier), Improved Initiative, Improved Toughness, Maximize Breath**, Power Attack, Track, Weapon Focus (rapier), Weapon Specialization (rapier)

Skills Climb +13, Jump +21, Listen +8, Spot +9, Survival +12, Swim +14, Tumble +18;

Possessions combat gear plus *vest of resistance* +1

Breath Weapon (Su) 40ft line, once every 4 round, 8d4 acid, Reflex DC 17 half. The breath weapon damage increase by 1d4 for every 2 additional HD

Power-Up Suite AC 24, touch 15, flat-footed 20; Ref +15, Will +8 (+9 vs fear); Speed 70ft; Melee +2 *dragonbane rapier* +28/+28/+23/+18 (1d6+12/15-20, x2) or club +25/+25/+20/+15 (1d6+8); spells active *bless*, *bull's strength*, *freedom of movement*, *haste*, *magic vestment* (+2), *silence*

KWEEB THE WHITE

CR 10

Male Kobold Sorcerer 10

CE Small Humanoid (Dragonblood, Reptilian)

Init +2; **Senses** Darkvision 60ft, light sensitivity, Listen +2, Spot +2

Languages Common, Draconic

AC 18, touch 13, flat-footed 16

(+1 size, +2 Dex, +4 armor, +1 natural)

hp 51 (10 HD);

Resist Fire 10 (up to 30);

Fort +8, **Ref** +8, **Will** +10

Weakness light sensitivity

Speed 30 ft. (6 squares);

Melee quarterstaff +2 (1d4-3)

Ranged ray +8 (as spell)

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

Base Atk +5; **Grp** -2

Combat Gear quarterstaff, *potion of mage armor*

Sorcerer Spells Known (CL 11th):

5th (4/day)—*cone of cold* (DC 21, 11d6)

4th (6/day)—*orb of cold* (+8 ranged touch, 9d6)

3rd (7/day)—*dispel magic*, *haste* †

2nd (7/day)—*invisibility* †, *ray of ice*** (+8 ranged touch, 5d6 cold), *snowball swarm*** (DC 18, 5d6 cold)

1st (8/day)—*ice dagger*** (+18 ranged, 2d8 cold plus 2 Dex), *lesser orb of cold*** (+8 ranged touch, 5d8 cold), *magic missile* (5 missiles), *ray of enfeeblement* (+8 ranged touch, 1d6+5 Str penalty)

0 (6/day)—*detect magic*, *mage hand*, *prestidigitation*, *ray of frost* (+7 ranged touch, 1d3 cold damage), *resistance*, *read magic*

† Already cast

Abilities Str 4, Dex 14, Con 14, Int 13, Wis 10, Cha 21

Feats Draconic Heritage (White)**, Draconic Power** , Dragon Familiar**

Skills Bluff +16, Concentration +13, Hide +9, Knowledge (arcana) +12

Possessions combat gear plus 2 spell component pouches, white dragon wyrmling familiar *cloak of charisma* +4, *pale rhomboid ioun stone* (+2Con), *vest of resistance* +3, *potion of resist energy (fire)*

Light Sensitivity (Ex) Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Skills Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.

Power-Up Suite AC 22, touch 16, flat-footed 20, Miss chance 50%; Ref +9, Will +10 (+12 vs fear); Melee quarterstaff +4 (1d4-3); Ranged ray +10 (as spell); spells active *bless*, *haste*, *invisibility*

KWEEB'S FAMILIAR

CR 2

Male White Dragon Wyrmling

CE Tiny Dragon (Cold)

Init +0; **Senses** darkvision 60ft, low-light vision, Listen +2, Spot +2

Languages Common

AC 16, touch 12, flat-footed 16 (+2 size, +4 natural)

hp 25 (3 HD);

Immune Cold

Fort +4, **Ref** +3, **Will** +3

Weakness Vulnerability to fire

Speed 60 ft, burrow 30ft, fly 150ft (average), swim 60ft

Melee bite +6 (1d4) and 2 claws +1 (1d3)

Space 2 1/2 ft.; **Reach** 2 1/2 ft. (5ft with bite)

Base Atk +4; **Grp** -4

Atk Options

Special Actions breath weapon

Combat Gear

Abilities Str 11, Dex 10, Con 13, Int 6, Wis 11, Cha 6

SQ deliver touch spell, empathic link, icewalking, improved evasion, share spell

Feats Alertness, Improved Initiative, Improved Natural Attack (Bite)

Skills Hide +14, Listen +2, Move Silently +6, Spot +2, Swim +14, Tumble +3

Possessions combat gear

Alertness (Ex): While a familiar is within arm's reach, the master gains the Alertness feat

Breath Weapon (Su) A white dragon has one type of breath weapon, a cone of cold. Reflex DC 12 half, 1d6 cold.

Icwalking (Ex) This ability works like the *spider climb* spell, but the surfaces the dragon climbs must be icy. It is always in effect

Improved Evasion (Ex) When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails

Share Spells At the master's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his familiar. The familiar must be within 5 feet at the time of casting to receive the benefit

If the spell or effect has a duration other than instantaneous, it stops affecting the familiar if it moves farther than 5 feet away and will not affect the familiar again even if it returns to the master before the duration expires. Additionally, the master may cast a spell with a target of "You" on his familiar (as a touch range spell) instead of on himself.

A master and his familiar can share spells even if the spells normally do not affect creatures of the familiar's type (dragon)

Empathic Link (Su) The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

Skills Hide, Move Silently, and Swim are considered class skills for white dragons

Power-Up Suite AC 17, touch 13, flat-footed 17, Miss chance 50%; Ref +4, Will +3 (+5 vs fear and charm); Melee bite +8/+8 (1d4) and 2 claws +3 (1d3); spells active *bless*, *haste*, *invisibility* (shared spell)

3: EN ROUTE TO THORNBAY

KUO-TOA CHIEF**CR 10**

Male Kuo-toa Fighter 8

Medium Monstrous Humanoid (Aquatic)

Init +6; **Senses** keen sight, light blindness Listen +1, Spot +1**Languages** Aquan, Common, Kuo-Toan, Undercommon**AC** 27, touch 12, flat-footed 25

(+2 Dex, +6 armor, +4 shield, +6 natural)

hp 121 (10 HD);**Immune** paralysis and poison**Resist** electricity 10**Fort** +11, **Ref** +7, **Will** +8**Speed** 15 ft. in chitin armor (3 squares), base movement 20 ft., Swim 50 ft.;**Melee** +2 *spear* +20/+15 (1d8+10; 19-20/x3) and bite +11 (1d6+9) or bite +16 (1d6+9)**Ranged** masterwork aquatic longbow +13/+8 (1d8)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +10 **Grp** +15**Atk Options** Power attack**Combat Gear** +2 *spear*, +2 *chitin armor*, +2 *heavy wooden shield*, masterwork aquatic bow, 20 arrows, ~~*potion of bear's endurance*~~, ~~*potion of bull's strength*~~**Abilities** Str 22, Dex 14, Con 20, Int 12, Wis 13, Cha 6**SQ** Adhesive, amphibious, keen sight, slippery**Feats** Alertness, Dodge, Greater Weapon Focus (Spear), Improved Critical (spear), Improved Initiative, Improved Toughness, Iron Will, Power Attack, Weapon Focus (Spear), Weapon Specialization (Spear)**Skills** Escape Artist +12, Handle Animal +11, Intimidate +9, Search +11, Spot +12, Swim +21**Possessions** Combat gear

Adhesive (Ex) Kuo-toas use their own body oil and other material to give their shields a finish almost like flypaper, holding fast any creature or items touching them. Anyone who makes an unsuccessful melee attack against a kuo-toa must succeed on a 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.

KUO-TOA WARRIOR**CR 8**

Male Kuo-toa Fighter 6

Medium Monstrous Humanoid (Aquatic)

Init +6; **Senses** keen sight, light blindness Listen +1, Spot +1**Languages** Aquan, Common, Kuo-Toan, Undercommon**AC** 27, touch 12, flat-footed 25

(+2 Dex, +6 armor, +3 shield, +6 natural)

hp 81 (8 HD);**Immune** paralysis and poison**Resist** electricity 10**Fort** +8, **Ref** +7, **Will** +6**Speed** 15 ft. in chitin armor (3 squares), base movement 20 ft., Swim 50 ft.;**Melee** +2 *spear* +16/+11 (1d8+9; 19-20/x3) and bite +8 (1d6+7) or bite +13 (1d6+7)**Ranged** masterwork aquatic longbow +11/+6 (1d8)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +8; **Grp** +13**Atk Options** Power attack**Combat Gear** +2 *spear*, +2 *chitin armor*, +1 *heavy wooden shield*, masterwork aquatic bow, 20 arrows**Abilities** Str 20, Dex 14, Con 16, Int 12, Wis 13, Cha 6**SQ** Adhesive, amphibious, keen sight, slippery**Feats** Alertness, Dodge, Improved Critical (spear), Improved Initiative, Improved Toughness, Power Attack, Weapon Focus (Spear), Weapon Specialization (Spear)**Skills** Escape Artist +12, Handle Animal +8, Intimidate +6, Search +11, Spot +12, Swim +18**Possessions** Combat gear plus *gauntlets of ogre power*

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.

5: TO ORIANNA'S LAIR

FRESHWATER DIRE SHARK CR 9

Advanced Warbeast** dire shark

N Huge Animal (Aquatic)

Init +2; **Senses** keen scent, Listen +15, Spot +16

Languages None

AC 17, touch 10, flat-footed 15

(-2 size, +2 Dex, +7 natural)

hp 192 (19 HD);

Fort +16, **Ref** +13, **Will** +13

Speed Swim 70ft (14 squares)

Melee Bite +21 (3d8+12/crit 19-20, x2)

Space 15 ft.; **Reach** 10 ft.

Base Atk +14; **Grp** +30

Special Actions Improved Grab, Swallow whole

Abilities Str 26, Dex 15, Con 20, Int 1, Wis 14, Cha 10

SQ Combative Mount

Feats Improved Critical (Bite), Improved Natural Attack (Bite), Toughness(x4), Weapon Focus (Bite)

Skills Listen +15, Spot +16, Swim+16

Combative Mount (Ex) A rider on a trained mounted warbeast mount gets +2 to all Ride checks. A

warbeast is proficient with light, medium & heavy armor.

Improved Grab (Ex): To use this ability, a dire shark must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe in the following round.

Keen Scent (Ex): A dire shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Swallow Whole (Ex): A dire shark can try to swallow a grabbed opponent of up to one size smaller by making a successful grapple check. Once inside, the opponent takes 2d6+6 points of bludgeoning damage plus 1d8+4 points of acid damage per round from the shark's digestive juices. A swallowed creature can cut its way out using a light slashing or piercing weapon by dealing 25 points of damage to the shark's digestive tract (AC 13). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

Skills: A dire shark 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.

SCYLLAN

CR 13

LE Huge Outsider (Aquatic, Native)

*From *Stormwrack*

Init +7; **Senses** darkvision 60ft, Listen +24, Spot +24
Languages Aquan, Infernal but usually only make their frightful noise

AC 29, touch 11 flat-footed 26

(-2 size, +3 Dex, +18 natural)

hp 184 (16 HD); **DR** 10/magic and silver

SR 27

Fort +17, **Ref** +13, **Will** +15

Speed Swim 50ft (10 squares)

Melee 4 tentacles +26 (1d8+11) and 2 claws +23 (2d6+5)

Space 15 ft.; **Reach** 15 ft. (30 with tentacles)

Base Atk +16; **Grp** +35

Atk Options

Special Actions Constrict (1d8+11), frightful noise, improved grab, swallow whole

Spell-Like Abilities (CL 16th):

1/hour—*control weather*

Abilities Str 33, Dex 17, Con 25, Int 8, Wis 20, Cha 6

Feats Ability Focus (frightful noise), Improved Initiative, Improved Natural Attack (Claws), Multiattack, Swim-By Attack**, Weapon Focus (tentacles)

Skills Hide +14, Intimidate +17, Jump +38, Knowledge (nature) +20, Listen +24, Spot +24, Survival +26, Swim +19

Frightful Noise (Su) A scyllan produces a wailing sound by blowing air through the comblike growths

on its head. The horrible racket is unsettling to nearby creatures. The Scyllan activates its frightful noise as a move action and can end it anytime as a free action. Creatures within 100 feet of the scyllan are subject to the effect if they have fewer HD than the scyllan.

A potentially affected creature who succeeds on a DC 18 Will save is immune to that scyllan's frightful noise for 24h. On a failure, creatures with 4HD or fewer become panicked for 2d6 rounds and those with 5 or more HD become shaken for 2d6 rounds. Scyllans are unaffected by the frightful noise of other scyllans.

Frightful noise is a sonic, mind affecting compulsion. The save DC is Charisma-based and include a +2 bonus from the Ability Focus feat.

Improved Grab (Ex) To use this ability, a scyllan 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 check, it establishes a hold and can transfer the grabbed creature to a claw as a free action or attempt to swallow it whole. A scyllan that transfers a creature to its claw can constrict.

Swallow Whole (Ex): A scyllan can try to swallow a grabbed opponent by making a successful grapple check. Once inside, the opponent takes 2d8+16 points of bludgeoning damage plus 2d6 points of acid damage per round from the shark's digestive juices. A swallowed creature can cut its way out using a light slashing or piercing weapon by dealing 25 points of damage to the maw (AC 17). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Huge scyllan's maw holds 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 diminutive or smaller opponents.

Skills: A scyllan 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.

8: THE CULT OF TIAMAT

THE BURNING EMIR

CR 12

Male Half-Red Dragon Noble Salamander
NE Large Dragon (Extraplanar, Fire, Augmented Outsider)

Init +2; **Senses** darkvision 60ft, low-light vision, Listen +23, Spot +23

Languages Aquan, Auran, Common, Draconic, Ignan, Infernal, Terran

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

hp 152 (16 HD); **DR** 15/magic

Immune fire, paralysis, sleep

Fort +14, **Ref** +12, **Will** +12

Weakness Vulnerability to cold

Speed 20 ft. (4 squares), fly 40 ft. (Average);

Melee +3 *longspear* +28/+23/+18/+13 (2d8+13 plus 1d8 fire) and bite +23 (1d8+5 plus 1d8 fire) and tail slap +23 (2d8+5 plus 1d8 fire) or
2 claws +25 (1d6+10 plus 1d8 fire) and bite +23 (1d8+5 plus 1d8 fire) and tail slap +23 (2d8+5 plus 1d8 fire)

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

Base Atk +16; **Grp** +30

Atk Options

Special Actions Constrict 2d8+5 plus 1d8 fire, improved grab,

Combat Gear +3 *longspear*

Spell-Like Abilities (CL 15th):

3/day—*burning hands* (5d4, DC 14 fire), *fireball* (DC 16, 10d6), *flaming sphere* (DC 14), *wall of fire* (DC 16)

1/day—*dispel magic*, *summon monster VII* (huge fire elemental)

† Already cast

Abilities Str 30, Dex 14, Con 18, Int 18, Wis 15, Cha 17

Feats Alertness, Cleave, Great Cleave, Multiattack, Power Attack, Skill Focus (Craft (Blacksmithing))

Skills Bluff +22, Concentration +13, Craft (Blacksmithing) +30, Diplomacy +16, Hide +17, Intimidate +14, Listen +23, Move Silently +21, Sense Motive +10, Spot +23, Tumble +11

Breath Weapon (Su) 30-foot cone, once per day, 6d8 fire, Reflex DC 20 negates.

Constrict (Ex): A salamander deals automatic tail slap damage (including fire damage) with a successful grapple check. A noble salamander can constrict multiple creatures simultaneously, provided they are all at least two sizes smaller than it.

Heat (Ex): A salamander generates so much heat that its mere touch deals additional fire damage. Salamanders' metallic weapons also conduct this heat. (1d8 heat)

Improved Grab (Ex): To use this ability, a salamander must hit a creature of up to one size larger than itself with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Skills Salamanders have a +4 bonus on Craft (Blacksmithing) checks.

Feats: Salamanders have the Multiattack feat even though they do not have the requisite three natural weapons.

Power-up Suite: AC 24 (touch 12, flat-footed 22); Ref +13, Will +13 (+15 vs fear and charm); Speed 40ft, fly 70ft (average); **Melee** +3 *longspear* +30/+30/+25/+20/+15 (2d8+13 plus 1d8 fire) and bite +25 (1d8+5 plus 1d8 fire) and tail slap +25 (2d8+5 plus 1d8 fire) or 3 claws +27 (1d6+10 plus 1d8 fire) and bite +25 (1d8+5 plus 1d8 fire) and tail slap +25 (2d8+5 plus 1d8 fire); spells active *bless*, *haste*

BLUE AMBUSH DRAKE CR 7

Male Half-Blue Dragon Ambush Drake

*from *Monster Manual III*

NE Medium Dragon

Init +7; **Senses** darkvision 60ft, low-light vision, scent, telepathic link 30ft; Listen +17, Spot +17

Languages Common, Draconic

AC 22, touch 13, flat-footed 20
(+3 Dex, +10 natural)

hp 150 (12 HD);

Immune electricity, paralysis, sleep

Resist Fire 10 (up to 30); **SR** 16

Fort +13, **Ref** +11, **Will** +8

Speed 40 ft., fly 30 ft. (poor);

Melee bite +19 (2d6+7 plus poison) and 2 claws +17 (1d6+3)

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

Base Atk +12; **Grp** +19

Special Actions Breath weapon (electricity), breath weapon (slow), poison

Abilities Str 24, Dex 116, Con 21, Int 9, Wis 10, Cha 11

Feats Alertness, Improved Initiative, Improved Natural Attack (Bite), Improved Toughness**, Multiattack

Skills Hide +21, Listen +17, Move Silently +18, Spot +17, Tumble +10

Possessions: ~~*potion of resist energy (fire)*~~

Breath Weapon (electricity) (Su) 60-foot cone, once per day, 6d8 electricity, Reflex DC 18 negates.

Breath Weapon (slow) (Su) 30-foot cone, once every 1d4 rounds, *slow* (duration 7 rounds), Will DC 18 negates. Ambush drakes are immune to the breath weapon of other ambush drakes. The DC is Constitution-based.

Poison (Ex) Injure, Fortitude DC 18, initial and secondary damage 1d6 Dex. The DC is Constitution-based.

Telepathic Link (Ex) Ambush drakes share a common consciousness, enabling them to communicate telepathically with other ambush drakes. A group of ambush drakes with 30 feet of each other are in constant contact. If one is aware of a particular danger, they all are. If one group is not flat-footed, none of them are. No ambush drake in the group is considered flanked unless all are.

Skills Ambush drakes have +4 racial bonus on Hide checks.

Power-up Suite: AC 23 (touch 13, flat-footed 21); Ref +8, Will +5 (+7 vs fear and charm); Melee bite +16 (1d8+7 plus poison) and 2 claws +14 (1d6+3); spells active *bless*, *haste*

DRANIA SASSYSPAWN CR 12

Female Half Green Dragon Human Cleric 7 (Tiamat), Warpriest 3

LE Medium Dragon (augmented human)

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

Aura strong evil, strong law

Languages Common Draconic, Infernal

AC 30, touch 13, flat-footed 29

(+1 Dex, +9 armor, +3 shield, +4 natural, +3 deflection)

hp 86 (10 HD);

Immune acid, paralysis, sleep

Resist Fire 10 (up to 30);

Fort +13, **Ref** +6, **Will** +12

Speed 20 ft. in +1 *full plate* (4 squares), base movement 30 ft;

Melee +1 *heavy mace* +14/+9 (1d8+6) and bite +8 (1d6+2) or 2 claws +13 (1d4+5) and bite +8 (1d6+2)

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

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

Special Actions breath weapon

Combat Gear +1 *full plate*, +1 *heavy mace*, +1 *heavy wooden shield*, ~~*potion of cat's grace*~~

Cleric Spells Prepared (CL 8th):

4th—*cure critical wounds*, *dominate person* D (DC 21), *freedom of movement* (x2) † †

3rd—*cure serious wounds*, *dispel magic* (x2), *invisibility purge*, *nondetection* D †

2nd—*cure moderate wounds*, *hold person* (x2) (DC 19), *invisibility* D †, *silence* (DC 16) †,

1st—*bless* †, *command* D (DC 18), *cure light wounds* (x2), *resurgence***, *shield of faith* †

0—*cure minor wounds* (2), *detect magic*, *guidance*, *purify food and drink*, *resistance*

D: Domain spell. Deity: Tiamat. Domains: Trickery, Tyranny**

† Already cast

Abilities Str 20, Dex 8, Con 16, Int 15, Wis 19, Cha 12

SQ *mass cure light wounds*, Spontaneous casting (inflict), Restricted spells (good and chaos), rebuke undead, rally

Feats Combat Casting, Greater Spell Focus (Enchantment), Heightened Breath**, Improved Initiative, Skill Focus (Concentration), Spell Focus (Enchantment)

Skills Concentration +17, Diplomacy +13, Knowledge (arcana) +12, Knowledge (religion) +12, Sense Motive +9, Swim -4

Possessions combat gear plus 2 wooden holy symbols of Tiamat, 2 spell component pouches, *cloak of resistance* +2, *periapt of wisdom* +2, *gloves of dexterity* +2, ~~*potion of resist energy (fire)*~~

Breath Weapon (Su) 30-foot cone, once per day, 6d8 acid, Reflex DC 13 negates. However Drania always uses her Heighten Breath feat to add her Con bonus to the DC. So DC 16

Rally (Ex): If not currently suffering from a fear effect you can use this ability as a standard action. Allies within 60 feet who are suffering from any fear effect and who can hear you are allowed an immediate Will saving throw at the DC of the fear effect, with a +1 morale bonus.

Inflame (Ex): As a full-round action, a warpriest can inflame the passions of your allies. You provide those who hear a +2 morale bonus on saving throws against any charm or fear effect. This effect

lasts for 8 minutes after the speech ends, the warpriest gain the bonus as well.

Mass cure light wounds (Sp): Once per day, as the spell as cast by a level 8 cleric.

Power-Up Suite Miss Chance 50%; AC 29, touch 13, flat-footed 29 (+3 deflection); Ref +3, Will +10 (+12 vs fear & charm); Melee +1 *heavy mace* +14/+14/+9 (1d8+6) and bite +8 (1d6+2) or 3 claws +13 (1d4+5) and bite +8 (1d6+2); spells active: *bless*, *cat's grace*, *freedom of movement*, *haste*, *invisibility*, *nondetection*, *shield of faith*

DUSKEN & DARKNIGHT CR 12

Male blackspawn raider Fighter 4 / Rogue 4

CE Monstrous Humanoid (Dragonblood)

Init +8; **Senses** darkvision 60ft, low-light vision, Listen +8, Spot +9

Languages Common, Draconic

AC 25, touch 14, flat-footed 25
(+4 Dex, +6 armor, +2 shield, +3 natural)

hp 163 (16 HD); DR 5/good and magic

Immune acid, paralysis, sleep

Fort +12, **Ref** +16, **Will** +10

Speed 40 ft

Melee +2 *dragonbane rapier* +26/+21/+16 (1d6+12/ 15-20, x2) or club +23/+18/+13 (1d6+8)

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

Base Atk +15; **Grp** +23

Atk Options Power Attack

Special Actions Breath weapon, Close-Quarter Fighting, sneak attack (2d6)

Combat Gear +1 *mithral chain shirt* (+2 with magic vestment), +2 *dragonbane rapier*, +1 *buckler*, club, *potion of bull's strength*, *oil of magic vestment*

Abilities Str 24, Dex 18, Con 18, Int 10, Wis 12, Cha 6

SQ Evasion, trapfinding, trapsense (+1)

Feats Close-Quarter Fighting**, Improved Critical (rapier), Improved Initiative, Improved Toughness, Maximize Breath**, Power Attack, Track, Weapon Focus (rapier), Weapon Specialization (rapier)

Skills Climb +13, Jump +21, Listen +8, Spot +9, Survival +12, Swim +14, Tumble +18;

Possessions combat gear plus *vest of resistance* +1

Breath Weapon (Su) 40ft line, once every 4 round, 8d4 acid, Reflex DC 17 half. The breath weapon damage increase by 1d4 for every 2 additional HD

Power-Up Suite AC 24, touch 15, flat-footed 20; Ref +15, Will +8 (+9 vs fear); Speed 70ft; Melee +2 *dragonbane rapier* +28/+28/+23/+18 (1d6+12/ 15-20, x2) or club +25/+25/+20/+15 (1d6+8); spells active *bless*, *bull's strength*, *freedom of movement*, *haste*, *magic vestment* (+2), *silence*

Dusken only: *freedom of movement*, *silence*

FIRETIGER CR 12

Male Half-Red Dragon Raksasha

NE Medium Dragon (augmented outsider, native)

Init +7; **Senses** darkvision 60ft, low-light vision Listen +11, Spot +11

Languages Aboleth, Abyssal, Auran, Common, Draconic, Ignan, Infernal, Kuo-toan, Undercommon, Yuan-ti

AC 26, touch 13, flat-footed 23

(+3 Dex, +13 natural)

hp 88 (7 HD); DR 15/ good and piercing

Immune fire, paralysis, sleep

SR 27

Fort +13, **Ref** +10, **Will** +8

Speed 40 ft. (8 squares)

Melee 2 claws +11 (1d4+4) and bite+6 (1d6+2)

Ranged ray +10 ranged touch (per spell)

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

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

Special Actions Breath weapon, change shape

Combat Gear

Sorcerer Spells Known (CL 7th):

3rd (5/day)—*fireball* (DC 22, Reflex half 7d6 fire), *suggestion* (DC 22)

2nd (7/day)—*invisibility* †, *acid arrow*, *scorching ray* (2 rays, +10 ranged touch);

1st (7/day)—*charm person* (DC 20), *mage armor* †, *magic missile*, *protection from good* †, *silent image*;

0 (6/day)—*detect magic*, *light*, *mage hand*, *message*, *read magic*, *resistance*, *touch of fatigue*;

† Already cast

Spell-Like Abilities (CL 7th):

At will—*detect thoughts* (CL18, Will DC 26 negates)

† Already cast

Abilities Str 18, Dex 16, Con 22, Int 17, Wis 12, Cha 28

SQ Change shape

Feats Improved Initiative, Skill Focus (Concentration), Empower Spell

Skills Bluff +14, Concentration +19, Diplomacy +21, Hide +8, Intimidate +19, Listen +11, Move Silently +13, Sense Motive +11, Spellcraft +13, Spot +11, Tumble +8

Possessions combat gear plus *vest of resistance* +2, *potion of eagle's splendor*

Breath Weapon (Su) 30-foot cone, once per day, 6d8 fire, Reflex DC 16 negates.

Change Shape (Su): A rakshasa can assume any humanoid form, or revert to its own form, as a standard action. In humanoid form, a rakshasa loses its claw and bite attacks (although it often equips itself with weapons and armor instead). A rakshasa remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but the rakshasa reverts to its natural form when killed. A *true seeing* spell reveals its natural form.

Skills: A rakshasa has a +4 racial bonus on Bluff and Disguise checks. *When using change shape, a rakshasa gains an additional +10 circumstance bonus on Disguise checks. If reading an

opponent's mind, its circumstance bonus on Bluff and Disguise checks increases by a further +4.

Power-Up Suite AC 31 (35 vs good), touch 16 (18 vs good), flat-footed 26 (28 vs good), Miss chance 50%; Move 70ft; Ref +11 (+13 vs good), Will +9 (+10 vs fear and charm) (+11 vs good, +12 vs fear and charm; Melee 3 claws +13 (1d4+4) and bite +8 (1d6+2); Ranged ray +12 ranged touch (per spell); spells active *bleed*, *haste*, *invisibility*, *mage armor*, *protection from good*

KWEEB THE WHITE

CR 10

Male Kobold Sorcerer 10

CE Small Humanoid (Dragonblood, Reptilian)

Init +2; **Senses** Darkvision 60ft, light sensitivity, Listen +2, Spot +2

Languages Common, Draconic

AC 18, touch 13, flat-footed 16
(+1 size, +2 Dex, +4 armor, +1 natural)

hp 51 (10 HD);

Resist Fire 10 (up to 30);

Fort +8, **Ref** +8, **Will** +10

Weakness light sensitivity

Speed 30 ft. (6 squares);

Melee quarterstaff +2 (1d4-3)

Ranged ray +8 (as spell)

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

Base Atk +5; **Grp** -2

Combat Gear quarterstaff, ~~*potion of mage armor*~~

Sorcerer Spells Known (CL 11th):

5th (4/day)—*cone of cold* (DC 21, 11d6)

4th (6/day)—*orb of cold* (+8 ranged touch, 9d6)

3rd (7/day)—*dispel magic*, *haste*

2nd (7/day)—*invisibility*, *ray of ice*** (+8 ranged touch, 5d6 cold), *snowball swarm*** (DC 18, 5d6 cold)

1st (8/day)—*ice dagger*** (+18 ranged, 2d8 cold plus 2 Dex), *lesser orb of cold*** (+8 ranged touch, 5d8 cold), *magic missile* (5 missiles), *ray of enfeeblement* (+8 ranged touch, 1d6+5 Str penalty)

0 (6/day)—*detect magic*, *mage hand*, *prestidigitation*, *ray of frost* (+7 ranged touch, 1d3 cold damage), *resistance*, *read magic*

† Already cast

Abilities Str 4, Dex 14, Con 14, Int 13, Wis 10, Cha 21

Feats Draconic Heritage (White)**, Draconic Power**, Dragon Familiar**

Skills Bluff +16, Concentration +13, Hide +9, Knowledge (arcana) +12

Possessions combat gear plus 2 spell component pouches, white dragon wyrmling familiar, *amulet of natural armor* +1, *cloak of charisma* +4, *pale rhomboid ioun stone* (+2Con), *vest of resistance* +3, ~~*potion of resist energy (fire)*~~

Light Sensitivity (Ex) Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Skills Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.

Power-Up Suite AC 22, touch 16, flat-footed 20, Miss chance 50%; Ref +9, Will +10 (+12 vs fear); Melee quarterstaff +4 (1d4-3); Ranged ray +10 (as spell); spells active *bleed*, *haste*, *invisibility*

KWEEB'S FAMILIAR

CR 2

Male White Dragon Wyrmling

CE Tiny Dragon (Cold)

Init +0; **Senses** darkvision 60ft, low-light vision, Listen +2, Spot +2

Languages Common

AC 16, touch 12, flat-footed 16
(+2 size, +4 natural)

hp 25 (3 HD);

Immune Cold

Fort +4, **Ref** +3, **Will** +3

Weakness Vulnerability to fire

Speed 60 ft, burrow 30ft, fly 150ft (average), swim 60ft

Melee bite +6 (1d4) and 2 claws +1 (1d3)

Space 2 1/2 ft.; **Reach** 2 1/2 ft. (5ft with bite)

Base Atk +4; **Grp** -4

Atk Options

Special Actions breath weapon

Abilities Str 11, Dex 10, Con 13, Int 6, Wis 11, Cha 6

SQ deliver touch spell, empathic link, icewalking, improved evasion, share spell

Feats Alertness, Improved Initiative, Improved Natural Attack (Bite)

Skills Hide +14, Listen +2, Move Silently +6, Spot +2, Swim +14, Tumble +3

Alertness (Ex): While a familiar is within arm's reach, the master gains the Alertness feat

Breath Weapon (Su) A white dragon has one type of breath weapon, a cone of cold. Reflex DC 12 half, 1d6 cold.

Icewalking (Ex) This ability works like the *spider climb* spell, but the surfaces the dragon climbs must be icy. It is always in effect

Improved Evasion (Ex) When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails

Share Spells At the master's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his familiar. The familiar must be within 5 feet at the time of casting to receive the benefit

If the spell or effect has a duration other than instantaneous, it stops affecting the familiar if it moves farther than 5 feet away and will not affect the familiar again even if it returns to the master before the duration expires. Additionally, the master may cast a spell with a target of "You" on his familiar (as a touch range spell) instead of on himself.

A master and his familiar can share spells even if the spells normally do not affect creatures of the familiar's type (dragon)

Empathic Link (Su) The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

Skills Hide, Move Silently, and Swim are considered class skills for white dragons

Power-Up Suite AC 17, touch 13, flat-footed 17, Miss chance 50%; Ref +4, Will +3 (+5 vs fear and charm); Melee bite +8/+8 (1d4) and 2 claws +3 (1d3); spells active *bless*, *haste*, *invisibility* (shared spell)

APPENDIX 2: NEW RULES ITEMS

FEATS

Close-Quarters Fighting [General]

You are skill at fighting at close range, and resisting grapple attempts.

Prerequisites: Base Attack +3.

Benefits: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple, unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you an extra attack of opportunity during a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless, or in a similar situation.

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits, and causes damage. Since the ogre does not have any type of grappling special ability or feat, it fails to start a grapple. Then an ankheg – a creature with the improved grab special ability – attempts to grapple Tordek. He takes an attack of opportunity, hits, and deals 10 points of damage to the creature. Tordek then adds a +10 to his opposed check to resist being grappled.

Normal: Creatures with Improved Grapple, improved grab, or similar feats or special abilities do not provoke attacks of opportunity when attempting to start a grapple.

Special: A fighter may select Close-Quarters Fighting as one of his bonus fighter feats.

Source: *Complete Warrior* 97

Draconic Heritage [Draconic]

You have greater connection with your distant draconic bloodline.

Prerequisites: Sorcerer 1st.

Benefits: You gain the Dragonblood subtype. Choose one dragon from the Draconic Heritage list below. This is your draconic heritage, which can only be changed by undergoing the Rite of Draconic Affinity (*Races of the Dragon* p59). Half-dragon must choose the same dragon kind as their dragon parent.

When you declare your draconic heritage, you gain the skill indicated on the table as a sorcerer class skill. In addition, you gain a bonus equal to the number of draconic feats you have as against magic sleep and paralysis effects, as well as against spells and abilities with a descriptor that matches the corresponding entry in the accompanying table.

Dragon Kind	Energy Type	Skill
White	Cold	Balance

Source: *Races of the Dragon* 102

Draconic Power

You have greater power when manipulating the energies of your heritage.

Prerequisites: Draconic Heritage, Sorcerer level 1st.

Benefit: Your caster level increases by one, and you add 1 to the save DC of all arcane spells with the descriptor or subschool associated with your draconic heritage.

Special: This feat works in conjunction with the Energy Substitution feat (*Complete Arcane* p79) as long as the substituted energy matches the energy type associated with your draconic heritage.

Source: *Races of the Dragon* 104

Dragon Familiar

When you are able to acquire a new familiar, you may select a wyrmling dragon as a familiar.

Prerequisites: Cha 13, Speak Language (Draconic), arcane spellcaster level 7th, ability to acquire a new familiar, compatible alignment.

Benefit: When acquiring a new familiar, you can choose a wyrmling dragon.

White Dragon: Alignment N, CN, CE Minimum level 7th.

Master class level	Nat Armor Adj	Special
8 or lower	+1	Alertness, improved evasion, share spells, empathic link
9-12	+2	Deliver touch spells
13-16	+3	Spell resistance
17-20	+4	Scry on familiar

For a description of these abilities, see page 52-53 of the PHB.

Heighten Breath

Your breath weapon is even more deadly than normal.

Prerequisites: Con 13, breath weapon.

Benefit: You can increase the DC of your breath weapon by any number up to a maximum equal to your Constitution bonus.

For each point by which you increase the DC, add +1 to the number of rounds you must wait before using your breath weapons again.

Source: *Draconomicon* 71

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

Maximize Breath [Metabreath]

You can take a full-round action to use your breath weapon to maximum effect.

Prerequisites: Con 17, breath weapon.

Benefits: If you use your breath weapon as a full-round action, all variable, numeric effects of the attack are maximized. A maximized breath weapon deals maximum damage, lasts for the maximum time, or the like. For example, an old silver dragon using a maximized cold breath weapon (damage 16d8) deals 128 points of damage. An old silver dragon using a maximized paralysis gas breath weapon (duration 1d6+8 rounds) paralyzes creatures for 14 rounds if they fail their saving throws.

The DCs for saving throws against your breath weapon are not affected.

When you use this feat, add +3 to the number of rounds you must wait before using your breath weapon again.

This feat stacks with the effects of breath weapons enhanced with other metabreath feats, but does not maximize them. For example, a maximized breath weapon further enhanced by the Tempest Breath feat produces the type of wind effect noted in the feat description, but the velocity of the wind is not also maximized.

Special: You cannot use this feat and the Quicken Breath feat on the same breath weapon at the same time.

Source: *Draconomicon* 71

MAGIC ITEMS

List alphabetically; see above.

Vest of Resistance

These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws. Faint Abjuration; CL 5th; Craft Wondrous Items, resistance, creator's caster level must be at least three times the vest's bonus; Price 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5); Weight 1 lb.

Source: *Complete Arcane* 150

MUNDANE EQUIPMENT

Aquatic Longbow

Made by aquatic elves, the aquatic longbow functions as a normal ranged weapon out of the water, with a 60-foot range increment. Underwater it has a range increment of 10ft, but it does not take the normal penalty for ranged attack through water. If you have the Aquatic Shot feat, the aquatic longbow's range increment improves to 30 feet underwater. Aquatic longbows are favored by aquatic elves.

Martial weapon, 400gp, Dmg (S/M) 1d6/1d8, Crit x3, Range Increment 60ft (10ft), 3lbs, piercing.

Chitin armor

Type: Medium armor

Cost: 75gp

Armor/Shield Bonus: +4

Maximum Dex Bonus: +4

Armor Check penalty: -3, Arcane spell failure: 30%, Speed: 30ft/20ft/20ft: 15ft, Weight 20lbs.

SPELLS

Ice Knife

Conjuration (Creation) [Cold]

Level: Assassin 2, Sorcerer/Wizard 2

Components: S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft. /level)

Effect: One icy missile

Duration: Instantaneous

Saving Throw: Fortitude Partial or Reflex half; see text

Spell Resistance: Yes

You must succeed on a normal ranged attack to hit (with a +2 bonus on the attack roll for every two caster levels). If it hits, an ice knife deals 2d8 points of cold damage plus 2 points of Dexterity damage (no Dexterity damage on a successful Fortitude save). Creatures that have immunity to cold damage also take no Dexterity damage automatically.

A knife that misses creates a shower of ice crystals in a 10-foot-radius burst (see Missing with a Thrown Weapon, page 158 of the *Player's Handbook*, to determine where the shard hits). The icy burst deals 1d8 points of cold damage to all creatures within the area of the effect (Reflex half).

Material Component: A drop of water or piece of ice.

Source: *Spell Compendium* 119

Orb of Cold, Lesser

Conjuration (Creation) [Cold]

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft. /2levels)

Effect: One orb of cold

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

An orb of cold about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Source: *Spell Compendium* 151

Ray of Ice

Evocation [Cold]

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft. /2levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

You launch a ray of numbing cold at your enemy. You must succeed on a ranged touch attack with the ray to strike a target. If successful, the ray deals 1d6 points of cold damage per two caster levels (maximum 5d6). The target must also make a Reflex save or be frozen to the ground with its feet encased in ice. A frozen creature cannot move, receives no Dexterity bonus to AC and incurs a -2 penalty on attack rolls.

A frozen creature can free itself with a DC 18 Strength check or by dealing 15 points of damage to the ice.

Source: *Spell Compendium* 167

Resurgence

Abjuration

Level: Blackguard 1, cleric 1, paladin 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

By laying hands on a creature and saying a brief prayer, you can convince a higher power to grant a second chance to one of your allies. The target of *resurgence* can make a second attempt to save against an ongoing spell, spell-like ability, or supernatural ability, such as *dominate* person, a chaos beast's corporeal instability, or the sickening effect (but not the damage) from *unholy blight*, if the target of *resurgence* is subject to more than one ongoing magic effect, the target chooses one of them to retry the save against, if the subject succeeds at the saving throw on the second attempt, the effect ends immediately. Resurgence never restores hit points or ability score damage, but it does eliminate any conditions such as shaken, fatigued, or nauseated that was caused by the spell, spell-like ability, or supernatural ability.

If a spell, spell-like ability, or supernatural ability doesn't allow a save (such as *power word stun*), then *resurgence* won't help the subject recover.

Source: *Spell Compendium* 174

Snowball swarm

Evocation [Cold]

Level: Sorcerer/Wizard 1

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100ft +10ft/level)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A flurry of magic snowballs erupts from a point you select. The swarm of snowballs deals 2d6 points of cold damage to creatures and objects within the burst. For every 2 caster levels beyond 3rd, the snowballs deal an extra 1d6 points of damage, to a maximum of 5d6 at 9th level or higher.

Material Component: A piece of ice or a small white rock chip.

Source: *Spell Compendium* 194

APPENDIX 3: COUNTY PRIMER

This appendix is intended for DMs who are not quite familiar with the County of Urnst and its politics.

If you are interested in finding out more about the County, we encourage you to visit <http://www.countyofurnst.com> or the wiki at <http://county.pbwiki.com>

INDIVIDUALS

Countess Rachel: Countess Rachel is a known Paladin of Heironeous. Before her election (late 596CY), she was second in command of the Knights of the Swan. She is the first daughter of Lord Terard Duncombe II.

Contessa Elone: Former Countess (594-596) who was assassinated along with all her heirs in 596. She was also a Paladin of Heironeous.

Lord Terard Duncombe II: Archbaron of Eastmarch. The "Lord of the East" has a mixed reputation as he led his forces against Countess Belissica's in the Civil War of 593-594CY and crushed the Council of Lords' army at the Second Battle of Radigast in 596CY.

Lord Mayor Gwydion Reineer: Lord Mayor of Bampton, often at odds with his baron. In 595CY, he married Papusza, a Rhennee woman. The Lord Mayor belongs to House Veltuer.

Lady Papusza Reineer: Wife of Lord Mayor Gwydion Reineer.

Lord Jacobis Underley: Former member of the Council of Lord, Lord Underley maintains a secret network of informant through the County and neighboring nations.

HOUSES

House Duncombe: Current Royal house, House Duncombe ascended to power through Countess Rachel. It is an old and powerful house.

House Gellor: Former Royal House. House Gellor seems to be hit by a curse because they have very few children.

House Underley: The eccentric House of Underley holds little land though its influence is great. However, this House has always held significant influence with the ruler of Urnst through its dealings and delving in odd and sometimes dangerous brands of magic.

ORGANIZATIONS

Council of Lords: The Countess' ministers.

Eagle Guard: House guard of House Veltuer, based in Bampton.

Knights of the Swan: A knightly organization devoted to the Countess. The Knights can be found almost everywhere in the County.

MONEY

The County uses coins based on a modified version of the Nyronese mint.

Sterling =	1 Platinum piece
Noble =	1 Gold piece
Bright =	1 Electrum piece
Castle =	1 Silver piece
Common=	1 Copper piece

APPENDIX 4: THE CULT OF TIAMAT



Image 1 Ambush Drakes



Image 2 Dusken



Image 3 Kweeb the White



Image 4 Darnia Sassyspawn



Image 5 Firetiger



Image 6 Burning Emir

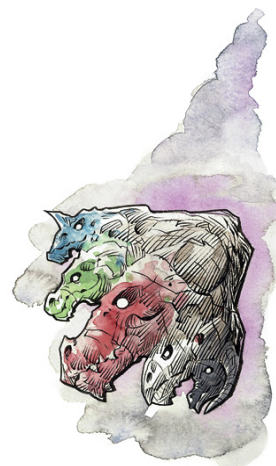
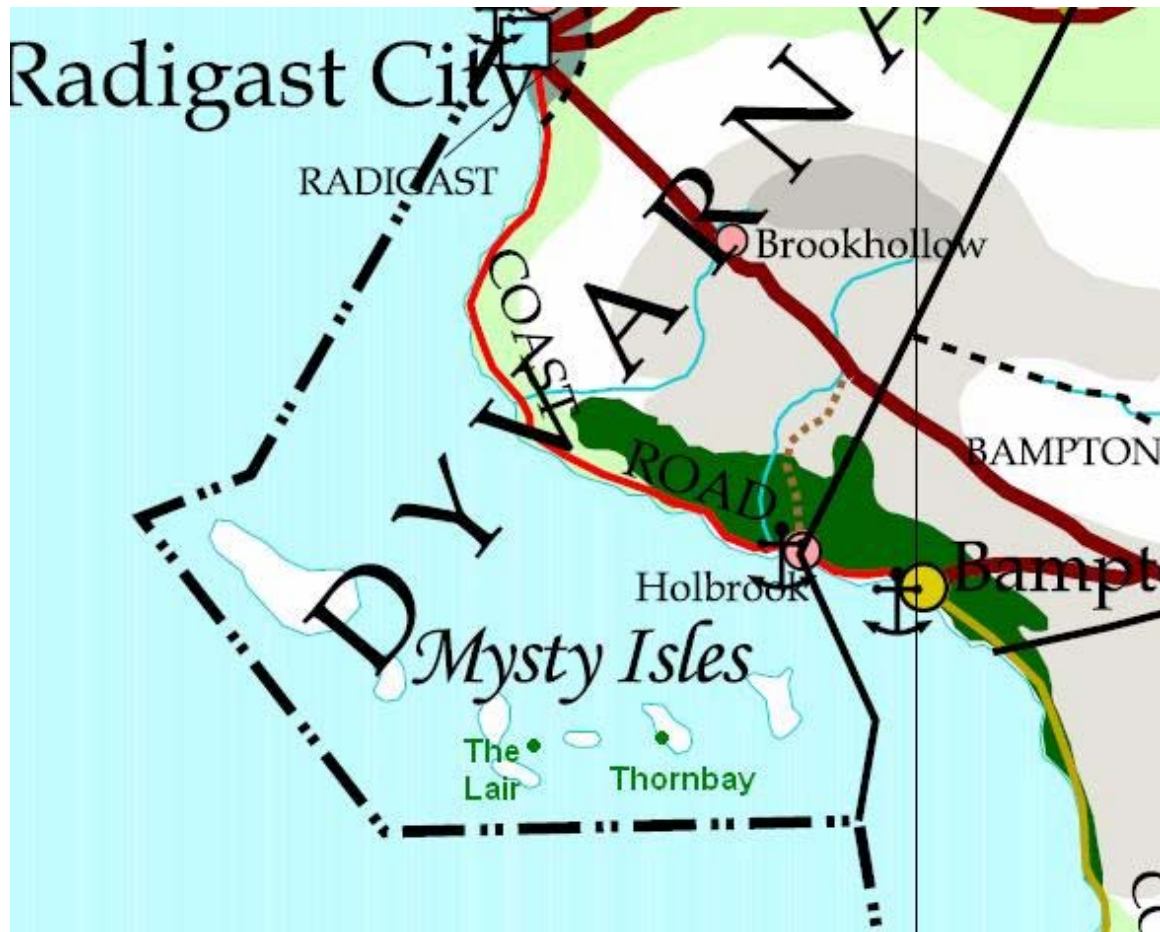
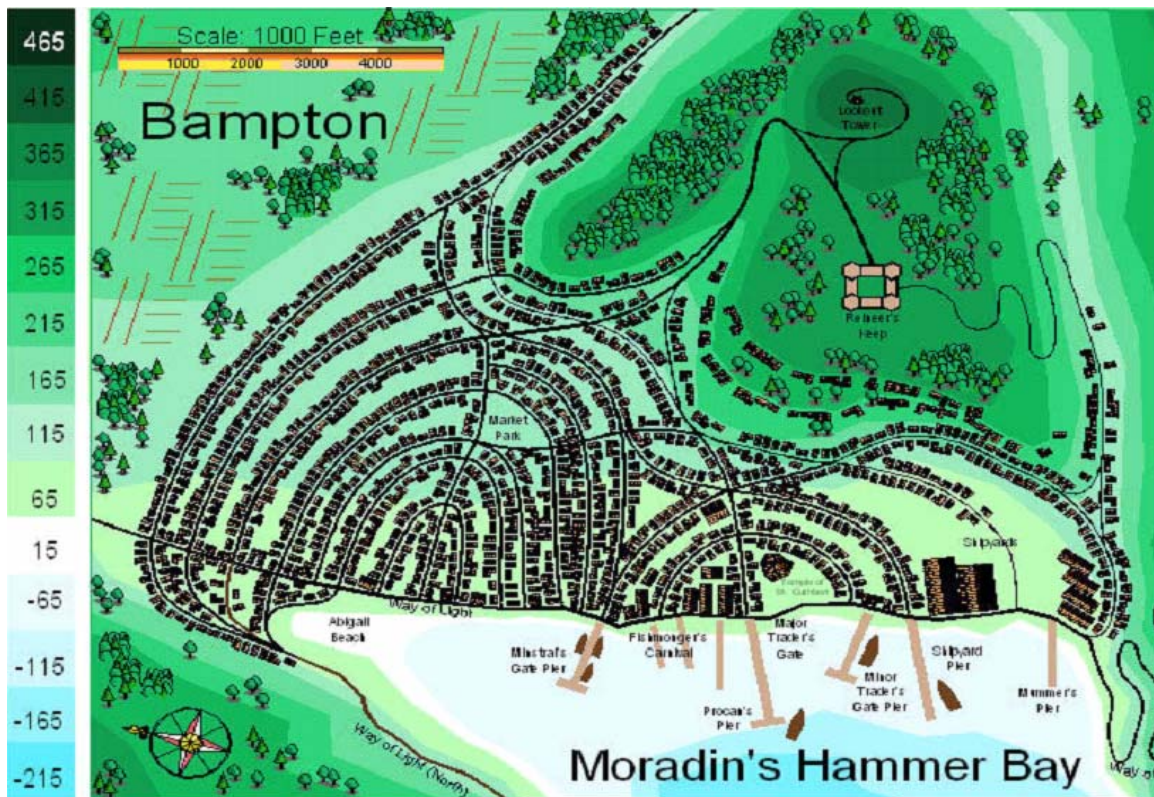


Image 7 Holy symbol of Tiamat



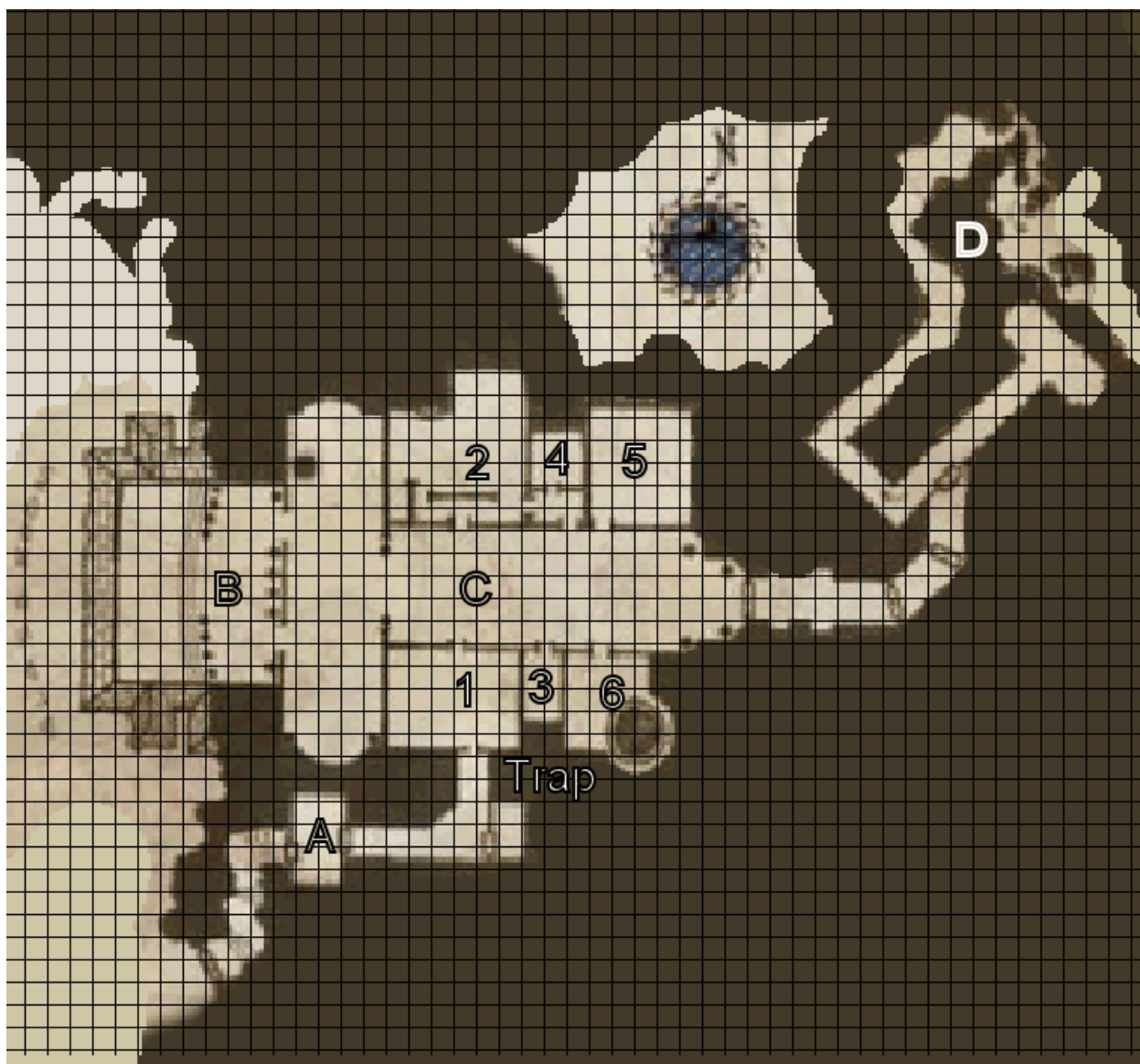
Map 1: The Mysty Isles and the Northwestern County



Map 2: Bampton



Map 3: The Lair Outside view



Map 4: The Lair top view

Both maps taken from <http://www.wizards.com/default.asp?x=dnd/dnd/20031121a>
(The second one was edited by the author)



Player's Map 1: The Lady Spray



Shield 1: County of Urnst



Shield 2: Countess Rachel



Shield 3: House Gellor



Shield 4: House Veltuer



Shield 5: Duchy of Urnst

Dear [Your name],

I had a dream of you. Please visit me, at the temple of Sea Dragon in Bampton in the County of Urnst. There are things afoot and my own legs won't carry me like they once used to. Come to me with all haste, do not delay, lives may be at stake.

I can't promise gold or treasure, but I can surely promise you a great journey.

The Lake brings you safely to Bampton,
Amfrus Greymill
Priest of the Sea Dragon



PLAYER HANDOUT 2

"I was but a young priest sailing the waters of the Lake... Priests of the Sea Dragon are in high demand you know..."

"So I was sailing on this merchant galley when the Captain, whose name got lost with my youth, let his ship run onto reefs as are common in and around the Mysty Isles. You know how fools often end up as leaders of their peers? Well he sure was foolish, was only interested in his profit and didn't heed the cautions given by me or his other sailors. Youth... Lucky for us it's a problem we cure a little more every day..."

"There I was clinging for dear life on a piece of... Was it the mast? No... the rudder... Yes, it was the rudder... so there I was holding on to this piece of rudder. I had been in the water for more than a day when I felt my strength leaving me, and sleep start to come over me."

"You know what happens when you fall asleep in the Lake? In my days, we used to wish that on people as a curse, but the young folks today don't take anything to heart..."

"So there I was calling upon the Sea Dragon to save me but strength left me and I must've fallen asleep, asleep in the dark waters of the Nyr Dyv..."

"I woke up in an air-filled room *under* the lake! It had a viewing window from where I could see outside, under the Lake. Schools of fish swam by and looked at me with the same wonder I did them. Neat rows of sweet algae grew as if in a garden. Oh the wonders... And I haven't begun to tell you about the inside! I can see everything today for old age has not dulled *those* memories... The room I stood in was wonderful itself. If I didn't know better I'd've sworn I was in Rauxes in the heyday of the Great Kingdom! Riches and beauty was all around."

"Then she... then she walked in with the same grace as a fish moves through water. She was a vision of perfection. A woman of the purest Suel heritage I'd ever seen. She had her long golden-blond hair in a braid and she was dressed like the ladies of Leukish and Radigast. My heart, which at that time was only devoted to the Lake, now found a new love. Her voice flowed like waves upon a ship, so soft and soothing. She brought me food and gave me my strength back."

"The time I spent with her, I don't know how long... Days, weeks or years... I could've stayed there listening to her vast amount of wisdom as she taught me more about the Lake than I ever could have learned in a lifetime of exploring it. She told me the story of the sea elves, the merfolk, the nereids and other creatures that live in ocean I never heard of. She told me about fish and how to prepare them. She told me about different kind of algae. She taught me that life was all linked together and that the forces of good were there

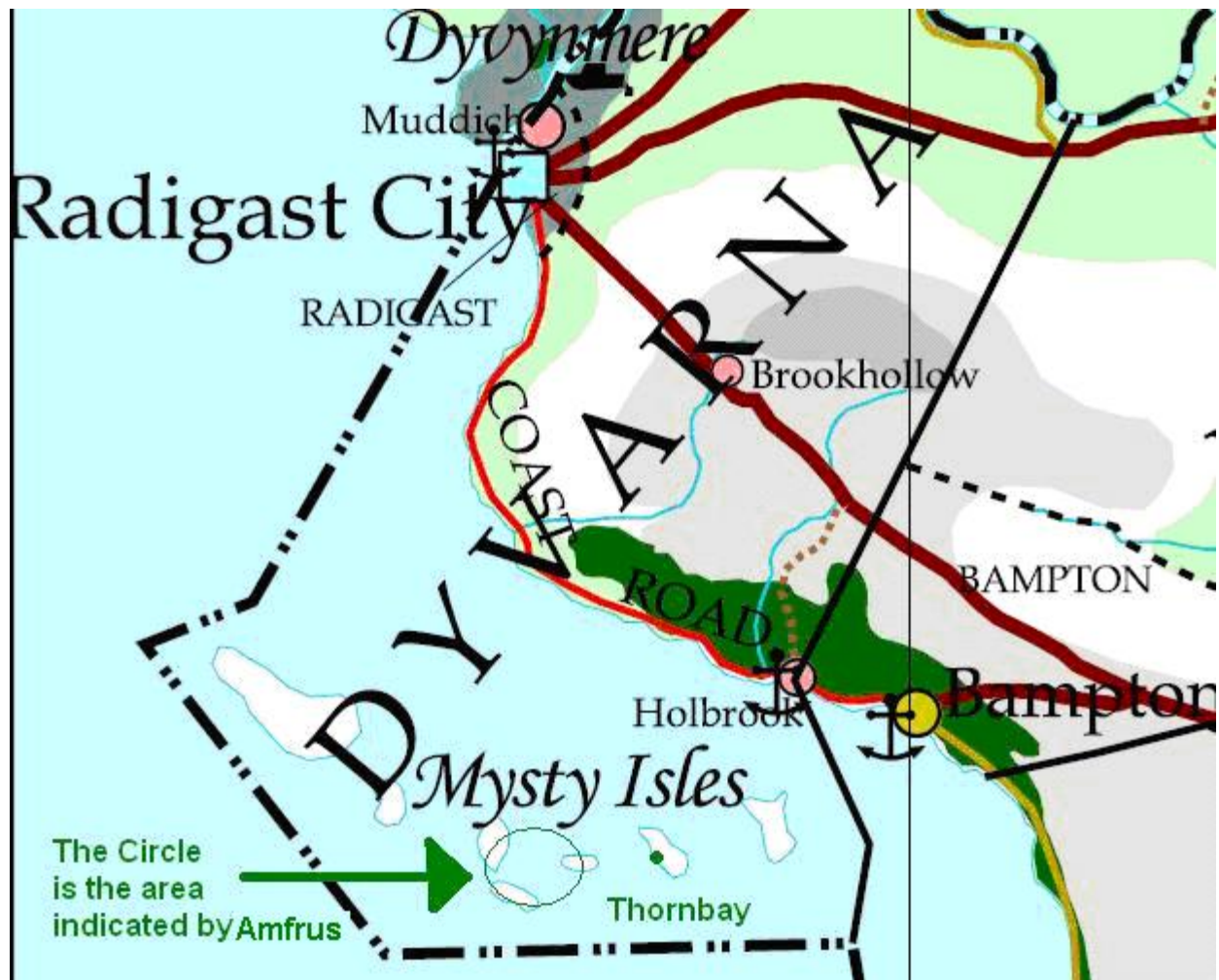
to protect all those forms of life from the destructive powers of evil."

"One day, she came to me and she..." Amfrus wipes away a tear running down his face. "She said I had to leave and that our time together was at an end. Though I pleaded, begged and implored, she said we had to go our separate ways. She gave me a lock of her perfect blonde hair and sent me back to the surface."

Amfrus opens his hand where a braided lock of golden hair shines in the sun. "This... this is all I have to prove I wasn't dreaming. Since that day I prayed to the Sea Dragon to bring me back to my beloved Orianna"

"Oh yes... Her name is Orianna! What a gross oversight on my part... Orianna... Even today her name sounds like a love story to my ears..."

The old man stops and stares at the Lake beyond Moradin's Hammer Bay and silently mouths "Orianna". Amfrus's gaze locks on the horizon as sadness seems to come over him.



PLAYER HANDOUT 4



"You are embarking on a trip upon the Water aren't you? I know. The Water knows... You are going to a place of light only to bring darkness. Your presence here means that darkness already moves and readies itself."

"The Water, it knows..."

"It tells me that two rivers are flowing towards it. One river is of inky blackness, made of pure evil and seeks power and conquest. The other is grey and vile, smelling of the deep and seeks dominion and riches. The two rivers have joined."

"The Darkness is polluting all the waters it touches. The Darkness follows you. It knows you. It hungers for you. The Darkness wishes for you to succeed for it will please it greatly."

"Yet the Light is not gone. The Light has much to share. The Light cannot stand alone against the Darkness. The Light dreams of a better day and needs to share its vision."

"You... You stand between the light and the darkness. Like a dyke holding back the swelling river, you may either be swept away by the opposing forces or decide the fate of the conflict."

"That is all. A stand you must take. A choice you must make... So speaks the Water."

PLAYER HANDOUT 5

The waitress gives you the signs of the Network. With a flirtatious wink she shows you to the kitchen.

Once in the kitchen, she pulls you closer, giving the impression that she is kissing you passionately.

"Lord Underley has sent word to be on the lookout for pirates from Redhand in the Bandit Kingdoms. He had reports that they were up to something. Pirate activity is said to be on the rise in the eastern Nyr Dyv."

"My contacts tell me he's currently in the Bandit Kingdom on a very important affair. I think he may have a lead as to the exact whereabouts of the blade that killed Contessa Elone."

"Anything you want to report?"

After you are done reporting, she passes both hands in her long hair, giving them a wild look. Then she pushes you back into the room. Cheers and whistles welcome her back.



Shield 6: House Underley

PLAYER HANDOUT 6

"I had the strangest dream... I just woke up and... here you were! In my own house! The gods must stir and warn us of something... I think I am being roused into action... 'To ignore one's dreams' is folly says a proverb."

"At first the signs were unclear and indistinct, but I can no longer deny them. HER mark is everywhere around us all, and I fear for your nations. SHE has been placing HER peons for years and is getting ready to strike if SHE has not yet done so... I know SHE has already done so. I witnessed the carnage myself!"



"For years now... That vile Sassy has reigned as queen over the Gamboge terrorizing the folk of Nyronnd and the Pale... She has bred so many horrors that even if the beast is slain, it will take years to remove her imprint on the forest."

"There is little I need to add about her! It is my hope that one day some of you may dispatch her once and for all"



"I have heard wind that a great ol' Blue Dragon was slain in the Bright Desert. To make things worse, blue-skinned kobolds have been sighted in the Abbor-alz by soldiers of the Duchy of Urnst."



"Starting in 594CY, white dragon carcasses have been seen in the Pale. Live ones even joined forces with the evil Winterwind. These things were used as pets by the Troll prince. Pfah! Only whites could submit to such depravity... Pets! Pfff... How can I not despise these lowly creatures who, by their simple existence, bring shame to all dragonkind?"



"And now the County has recently seen a number of half-black dragon horrors. This no doubt means that a black dragon or a Blackspawn has moved in the County..."



"You see where I'm going with this... The reds... there are many of these powerful beasts in the area: Morginstaler in Dragonrift or Kerridzar in Tusmit... The reds are quite active in the Flanaess."

"Well some 400 years ago the Rakers, the Gamboge and the Flinty Hill meet, there lived a powerful red dragon called Harak col Hakul Deshaun. When a powerful group of adventurers went to find its lair all they found nothing, the mighty red had disappeared... But cunning and crafty they are... I'm sure Harak is still around. It is only a matter of time before it lets its presence known. Reds just don't simply disappear. I can feel it in my beard..."



"All this points to one thing... HER! Even though the forces of the Chromatic Dragon do not work together, SHE directs them through HER evil will... We are ALL in grave peril if the covetous eyes of the Chromatic Dragon are turning towards us. HER covetous gaze seeks power, wealth and domination."

"To ignore evil is to welcome it".

PLAYER HANDOUT 7



The dragon has large smooth twin horns that sweep back from its nose and brow. Twin frills adorn its long neck, and the many whiskers around its mouth look like the barbell of a catfish. Its sail-like wings start at its shoulders and trace down to the tip of its tail. Its skin glistens like polished gold and a powerful smell of cinnamon fill your nostrils.

"I am sorry I did not assist... But I have others to think about..." As she says so, you can see three honey brown heads appearing from over her shoulders. "Hello," the little dragons all say in perfect common, with happy smiles on their faces.



A little male flies up towards you, it is about 15ft long from head to tail but once he lands he stand as tall as a man. "My name is Aurik, Mother told us about your races... You have very exciting lives. I wonder if I'll have an exciting life... I sure would like to go off on adventure myself..."

Orianna takes the wyrmling and puts him on her back once more... "These are the children of Gildor who is off fighting Old Wicked in the Shield Lands.

They are my little wyrmlings and I adore them... My one pursuit in life is to rear them until they are old and wise enough to face the world on their own."

"I'm old enough mother!" whines that one male. "Aurik, silence!"

"Now that the Queen of the Chromatic Dragons has thrown her covetous gaze towards my lair, I am forced to move everything I own somewhere else. This place is no longer safe for the wyrmlings... Before I go, I feel I must offer you something. It would not be right to have you sacrifice yourselves for nothing..."

"Let's see..." The dragon begins to ponder.