GLOGDOLP
A KUO-TOA VILLAGE

ABOUT

- Glogdolp is a small kuo-toa village on the southern shore of the Black Loch. The two main trades practiced here are mollusk farming and slaving. Part of the village is above ground and part of it is in underwater caverns below.
- Glogdolp is part of a larger kuo-toan nation called the Bluescale Empire, most of which is located along the Bluescale River to the south. Glogdolp is the empire's northernmost settlement and is considered a far-flung part of their domain.

GLOGDOLP'S SLAVE RAIDING

- The slavers of Glogdolp usually target travelers along the southwestern coast of the loch. The area is widely considered very dangerous to travel through and the kuo-toa of Glogdolp are part of the reason why.
- Glogdolp's slave raiders mostly look for easy prey. Their preferred targets are travelers encamped for the night. An attack might look like this: a scout reports seeing a camp. There are five tents and one lookout. The raid leader orders his party to sneak up to the camp with their bows ready. All at once, he orders them to fire their arrows at the lookout. Once the lookout is dead, the kuo-toa enter the camp, throw nets over the sleeping victims and bring them back to the village, along with any other loot worth taking.
- Some of the people captured by the kuo-toa end up as slaves, but many are sacrificed to their goddess, Blibdoolpoolp the Sea Mother. In either case, they are usually shipped elsewhere first. Flat-bottomed barges arrive at Glogdolp once a month to pick up the captives and bring them to temples for sacrifice or to other parts of the empire to labor in mines, farms or quarries.
- In the past, the slavers of Glogdolp had a much easier time taking captives. The Chesterboro Arms Inn changed that, cutting their monthly captures by about half. The kuo-toa once organized a large raid to destroy the inn, but it failed spectacularly. Even with a unit of soldiers sent by the empire to assist, they were unable to deal with Lim, the Chesterboro's ogre proprietor, who simply plucked off the heads of the kuo-toa one by one. The survivors reported that he appeared to suffer no more than discomfort from their spears and harpoons.
- Glogdolp has repeatedly asked for a larger force to bring down the ogre and his inn for good. While the Bluescale Empire certainly has more than enough resources for this, they have not yet considered it enough of a priority to do so.

NOTES

- The leader of Glogdolp is the Whip, a highborn priest of Blibdoolpoolp. Whips are figures of high status in kuo-toan society. Governing this small community on the outskirts of the empire is not a task any of them would want.
- Kuo-toa mostly eat their food raw. They do not have fireplaces in the village.
- Kuo-toa beds are large mats of seaweed woven together. These are soaked with water, keeping the kuo-toa moist at night. They're a pretty gross thing to sleep on for most non-amphibious races. They smell about how you would expect.
- The shrine here is dedicated to Blibdoolpoolp, the goddess of the kuo-toa. She is depicted as a naked human woman with the head and claws of a lobster. Yes, seriously.
- Glogdolp is periodically raided by the Tideborne orogs of the Deep Spire.
- The water here-- in the pools and along the coast-- is about 30 feet (10m) deep.
- The gates leading into the underwater tunnels beneath the shoreline are mostly to keep animals out. They may not be locked, as the kuo-toa do not expect an attack from there.
- Glogdolp doesn't have docks. The flat-bottomed riverboats that come here to collect captives ride high in the water and can pull right up to the shore. The crane is used to load cages full of captives onto them.
- The large shells in the gathering hall are used as decoration and as seating.

1 - Shrine
2 - Apothecary
3 - Loading Crane
4 - Warehouse
5 - Slavers' Dormitory
6 - General Store
7 - "The Black Pearl" Tavern
8 - Captives' Cells
9 - Whip's Residence
11 - Butchery
12 - Hunters' Tools
13 - Storeroom
14 - Mollusk Farm
15 - Gathering Hall