

ZEF7-02

Tide of Battle

A One-Round Dungeons & Dragons® Living Greyhawk™ Zeif Regional Adventure

by Ian Seale

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A desperate call for aid has been sent out from the Merfolk al-Ghayar. Their plea has not fallen upon deaf ears. Sultan Murad, the Proud, has decreed that the enemy of the Ghayar Merfolk shall be driven from the Dramidj. Part three of the Eternally Yours story arc. Meta-Organizations: Church of Geshtai, Order of Kwalish and Royal Navy of Zeif. A one-round Zeif regional adventure for PCs level 1-12 (APLs 2-10).

Resources for this adventure [and the authors of those works] include *Complete Divine* [David Noonan], *Dungeon Master's Guide II* [Jesse Decker, David Noonan, Chris Thomasson, James Jacobs, Robin D. Laws], *Player's Handbook II* [David Noonan] and *Stormwrack* [Richard Baker, Joseph D. Carriker, Jr., Jennifer Clarke Wilkes].

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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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 PCs

(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 PCs to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts), use the table below to determine the number of levels you add to the sum of step one. Animals with different CRs are determined separately using the chart below; then, take the highest CR animal (or animals), and add 2 (drop fractions). A single PC may only bring four or fewer animals of this type.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	5	6	7
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

3. Sum the results of step 1 and 2, and divide by the number of PCs playing in the adventure. Round to the nearest whole number.

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

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. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level PCs to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level PCs 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 PCs to buy riding dogs to help protect them and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round Zeif regional adventure. PCs whose home region is Zeif pay 1 Time Unit. All other PCs pay 2 Time Units.

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. PCs 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

As detailed in ZEF6-07 *Into the Drink*, Sovorn's Palace is under siege by a horde of undead. Under Sovorn's leadership, the merfolk managed to repel the initial assault of the undead. However, the cost was very high. Many merfolk were slain and their bodies collected by the enemy. Even more disturbing was the fact that a number of the merfolk were still alive before being dragged off into the depths of the Scar. One of those taken alive was Burlay bin Bealef, Shallah's bodyguard from ZEF6-01 *Out of Water*.

What exactly transpired in the deep is the subject of a future adventure, but suffice it to say that Burlay was the subject of necromantic experimentation. A side effect of these experiments transformed him into a Wight with unusual powers (*fast healing* and *aqueous form*, see Appendix 1). The process corrupted Burlay, but it was far from absolute. Even now, his honor struggles against his new dark desires. Burlay's new masters failed to notice his internal turmoil, instead seeing him as a powerful new servant.

Based on their necromantic research, Burlay's masters have determined that they require the blood of the merfolk royal line in order to enact their desired ritual. As his first act of betrayal, Burlay revealed the location of a secret passage that leads inside Sovorn's Palace. His masters were pleased and immediately planned a raid upon the Merfolk city.

Through means that shall be revealed in a later adventure, the enemies of the Merfolk learned of the reinforcements dispatched from Zeif. Not wishing their attack to be interrupted, they have called in a favor owed to them by a powerful storm lord, who goes by the name of Squall. He has been tasked with sinking the Zeifan naval vessel before it arrives.

With the reinforcements dealt with, the enemy attacked the merfolk city in full force. The zombie horde was sent to provide a distraction by performing a frontal assault on the city. Several intelligent undead, including Burlay, were dispatched to kidnap the royal family amidst the chaos. While Sovorn lead his troops against the zombie threat, the undead gained entrance into the palace unnoticed via the secret passage. Shallah and Shalina were caught unaware by the undead and captured without a fight. However, the corruption within Burlay was shaken when he saw Shallah once again. As one group of undead dragged Shallah off, Burlay was

distracted enough that Shalina managed to escape his clutches. Burlay and his group of undead chased down Shalina, but wasted much time in doing so. Meanwhile, the first group of undead had dragged Shallah into the depths of the scar. By the time that Burlay's group catches up with Shalina, the PC's are there to stop them.

It is assumed that the events of ZEF7-02 *Tide of Battle* take place three weeks after the events of ZEF6-07 *Into the Drink*.

ADVENTURE SUMMARY

- The adventure begins in Nafiq. The PCs witness a little slice of Nafiq life.
- A representative of the Grim Vizier approaches the PCs.
- The PCs receive a summons to accompany several Apparatuses of Kwalish to the Palace of Sovorn al Ghayar, aboard a Zeifan naval vessel.
- The PCs receive their mission briefing. Afterwards, they can interact with members of the crew.
- The PCs receive a visit from an agent of the Matron Sultana.
- On the way to Sovorn's Palace, a storm builds with unnatural speed. Once the storm is in full force, summoned creatures attack the vessel.
- The vessel arrives above Sovorn's palace. The Apparatuses of Kwalish are revealed. The PCs receive a long duration *water breathing* spell. The PCs descend into the ocean. The PCs witness a horrifying scene, as a veritable horde of zombies is assaulting the palace en masse. With a little encouragement from the PC's, the Apparatuses go to work slaying zombies. Some zombies manage to enter the palace. The PCs follow them in. The PCs defeat the zombies.
- A short while later Shalina is chased into the room by Burlay and two other undead. The PCs convince Burlay not to attack them. The PCs defeat the other undead.
- Burlay informs the PCs about Shallah's fate and the location of the enemy stronghold in the Scar. Burlay retreats into the Scar. Shalina begs the PCs to rescue her daughter. The battle is won and the Merfolk express their gratitude.
- The PCs return to the ship. The PCs receive a proposal from Cyaxares, representing the Sultan. The PCs return to the mainland of Zeif. The PCs inform their chosen faction about the events that have transpired. Fade to black.

PREPARATION FOR PLAY

This adventure is the third in the *Eternally Yours* story arc. It makes reference to NPC's, items and events from the following adventures:

- ZEF6-01 *Out of Water*
- ZEF6-07 *Into the Drink*
- ZEFInt7-01 *Swimming Lessons*

Determine which, if any, of these adventures that the character has participated in. Look at the Adventure Records for these adventures and make note of the rewards and penalties that the character has received.

Find out if any of the PCs openly display either Shallah's Token from *Out of Water* or the Eye Gem from *Into the Drink*.

Ask which Zeif meta-organizations the character is a member of.

Read aloud text that is underlined is meant to be emphasized. DM text that is underlined is meant to remind the DM of important details.

Appendix 1: Combat encounters

Appendix 3: Named NPC's

Appendix 3: New rules

Appendix 4: Storm rules

Appendix 5: Underwater rules

Appendix 6: Baklunish to common dictionary

CORE RULE ITEMS

- Church of Geshtai (*Zeif meta-organization*)
- Order of Kwalish (*Zeif meta-organization*)
- Royal Navy of Zeif (*Zeif meta-organization*)
- Weather effects (*Dungeon Master's Guide*, page 94-95)
- Improved Grab (*Monster Manual*, page 310)
- Constrict (*Monster Manual*, page 307)
- Grapple rules (*Player's Handbook*, page 155-157)
- Apparatus of Kwalish (*Dungeon Master's Guide*, page 247-248) (flavor text)
- Underwater combat (*Dungeon Master's Guide*, page 92-93)
- Merfolk (*Monster Manual*, page 185)

NEW RULE ITEMS

- Shipboard combat (*Stormwrack*, page 20)
- Knight character class (*Player's Handbook II*, page 24)

INTRODUCTION

Read or paraphrase the following:

The first rays of the sun sparkles off of the surface of the Gulf of Ghayar. Seagulls cry out in the early morning air. As the sun rises higher, the city of Nafiq awakens from its peaceful night's slumber. The Lightbearers of Azor'Alq are just finishing their nightly rounds of the city streets. A fresh breeze carries the scent of the sea, and something more. It bears the fresh cooked smell of the morning meal. Time to get up and greet the day.

The common room of the Sekme Deve Inn (Hopping Camel Inn) is quite busy, despite the earliness of the hour. You are forced to share a large trestle table with a number of interesting people, some familiar, others strange.

Allow the PC's to introduce themselves.

A young serving girl arrives at your table with a large stack of wooden bowls. A kitchen boy, who carries a small steaming cauldron, smelling strongly of cinnamon, accompanies her. The serving girl deftly doles out large servings of bulgur wheat porridge for each of you. While you eat, the other patrons indulge in loud conversation about all manner of rumor, conjecture and gossip.

The PC's can make a Diplomacy, Gather Information or Listen check to try and pick up some of the local gossip.

- DC 9 or less – “Rashid's horse gave birth to twin foals last night. Truly he is blessed by Istus.”
- DC 10 – “Have you noticed that there are a lot fewer merfolk around Nafiq the last month or so? I do miss the sound of their music along the beach.”
- DC 15 – “The Çabuk Martý is making preparations to leave port soon. The Sultan must need to get somewhere in a hurry.”
- DC 20 – “Hutosh told me that she saw three wagons under heavy guard enter Nafiq last night. They bore heavy loads covered by canvas. What do you suppose they carried?”
- DC 25 – “The sorceress Kimiya bint Artabanus has offered a Bey's ransom to the one who can return her missing familiar. Why would anyone steal a water mephit from a Sulamak Efendi (Water Lord)? That is just asking for trouble.”

- DC 30 – “You are telling me that the Order of Kwalish intends to make a boat out of metal and then sink it in the Dramidj? Such is madness!”

As time permits, feel free to embellish interactions with the other various customers. When the time is right, move on to Encounter 1.

1: A PROPOSAL FROM THE GRIM VIZIER

Have the PC's make a DC 15 Spot check. Any character or animal with the scent ability automatically succeeds. Those that succeed smell a foul odor of necrotizing flesh blowing in from the open doorway.

Read or paraphrase the following:

A sudden hush falls over the other patrons of the Sekme Deve. In the open doorway stands a hunched over figure. It wears heavy black robes, with a hood drawn over its face. A symbol of an upright skeletal hand clutching a rod is embroidered upon the front of the robe in silver thread.

It reaches a decaying claw over its head and pulls back the hood of its robes with a deliberate slowness. What appears is a gaunt face, with rotting flesh pulled tight across its skull. The creature flashes a smile revealing a twin row of pointed teeth.

It speaks in a guttural, rasping voice, though its tone is calm and even. “My most humble apologies for disturbing your meal, bayans and effendis (ladies and gentlemen). I would greatly appreciate it if I were able to speak with them in private.” The creature points at your table with a single talon to punctuate its statement.

The creature slowly starts making its way towards you, shuffling and limping as it goes. Everyone else chooses this as an opportune moment to make a hasty exit from the area. Soon only you and the creature remain in the room.

Garnat bin Jamil: NE Gravetouched Ghoul (see Appendix 3)

It is possible that the PC's may wish to attack Garnat. Allow them to do so if they wish. Use the stats for a Ghast, except with no Stench ability (*Monster Manual*, page 119). Garnat will attempt to escape to the best of his ability. If the PC's defeat Garnat, they gain no experience for this encounter. Regardless of the outcome, the PC's that attacked Garnat gain the *Curse of the Grim Vizier*. PC's that refused to fight Garnat do not gain the curse.

PCs that played ZEF7Int-01 *Swimming Lessons* will immediately recognize Garnat as a representative of the Grim Vizier.

A DC 14 Knowledge (religion) check will determine that Garnat is some sort of advanced Ghoul. A DC 15 Knowledge (local) check will recognize the upright skeletal hand clutching a rod as a symbol used by agents of the Grim Vizier.

Who are you?

"I am Garnat bin Jamil, humble servant of the Grim Vizier."

Why are you here?

"Whether you know it or not, you are about to be summoned at the Sultan's behest to travel to the Merfolk city governed by Sovorn of Ghayar. There you will do battle with a force of undead, much to your delight, I am sure. Only mindless lesser undead are reported to be part of the assault. Such creatures rarely attack in such numbers of their own volition. My master thinks it prudent to find those who lead this army and determine what they know. I am to deliver this to you for that purpose."

Garnat reaches a clawed hand within his robe and gently draws forth a large black bag made of silk. He casually tosses it onto the trestle table. On the surface of the bag is another symbol of the skeletal hand and rod, embroidered in silver thread. The bag appears to be empty.

What is the bag for?

Garnat smiles, revealing his toothy maw once again.

"This is for a head. If you find an enemy that may know something, remove their head and place it within this bag. This container will keep the head fresh so that its secrets may be revealed. Return the bag and its contents to me, and through me to my master. We shall take that as a sign of loyalty."

Why should I help the Grim Vizier?

"An excellent question. There are two reasons, both equally important. First, the Grim Vizier is devoted to the prosperity of the nation and people of Zeif. Second, those who oppose the best interests of Zeif would become an enemy of my master. Such individuals tend to live long, unpleasant lives."

Does the Grim Vizier support the Sultan / Zeif?

"My master desires what is best for our nation, as do I."

I accept your offer

"Excellent, a wise decision. When you return, meet me at the kasap (butcher shop) at midnight to deliver your findings."

I refuse your offer

"It is unfortunate that you feel that way. If, by the time that you have returned, you have changed your mind, meet me at the kasap (butcher shop) at midnight."

Treasure: Magic 250 gp *Grim Vizier's black bag* (see Adventure Record)

Once negotiations have concluded, or Garnat has fled or has been destroyed, move on to Encounter 2.

2: YOU HAVE BEEN SUMMONED

Read or paraphrase the following:

Peering through the open door of the Sekme Deve is a young Baklunish man wearing a white tunic and pantaloons. His belt and cuffs are colored red and gold. Over his tunic he wears a black jacket striped vertically in red. Partially hidden under the jacket is a red emblem of a Sea Lion. Atop his head is a red hat with a flat top. His upper lip is dusted with a thin mustache.

"Hey orada! (Ahoy there!) You must be the ones the Albay Reis (captain) was talking about. I have an important message for you."

He pulls out a small bundle of scrolls, each sealed with wax bearing an ornate seal depicting a Sea Lion.

Give **Player Handout 1** to the players.

Kavas, Astegmen of the Çabuk Martý: LN Male Baklunish; Expert 3; see Appendix 3

Have the PC's make a Knowledge (local) check. PCs who are members of the Zeif Royal Navy will automatically succeed.

- DC 10 – The Red Sea Lion is a symbol of the Zeif Royal Navy.
- DC 13 – Kavas' style of dress is typical of a ship's crewman.
- DC 15 – The jacket Kavas wears is only worn by Astegmen (midshipman) of the Zeif Royal Navy. The coat is commonly called a monkey jacket, a term the Astegmen use with pride.

- DC 20 – The Çabuk Martý is a sailing Dhow with a reputation for being the fastest dhow in the Zeif Royal Navy.

A DC 13 Knowledge (nature) or Profession (sailor) check will reveal that high tide is three hours away.

Kavas is willing to answer questions about the Çabuk Martý and its crew. He does not know about the specific details of the ship's current mission.

Kavas will engage in casual flirtation with any female PCs, regardless of race or Charisma. He will not persist if rebuffed.

When the PC's decide to travel to the Çabuk Martý, move on to Encounter 3.

3: THE ÇABUK MARTÝ

Read or paraphrase the following:

Nafiq was a naval base long before it was a city. That is apparent as you enter the port facilities. There are extensive docks, breakwaters, dry-docks and barracks along every inch of the inlet that forms Nafiq's harbor. At one point in the distant past, these facilities must have serviced a fleet three times the size of the one currently stationed here. Now much of the area has been decommissioned, crumbling with age and neglect.

Even so, finding the Çabuk Martý (Swift Gull) requires asking for directions from a passing Gemici (sailor). The Çabuk Martý is moored at the end of a long stone pier. It is a sailing Dhow (ship), measuring eighty-five feet stem to stern, and twenty feet across. A pair of trapezoidal lanteen sails hangs from its twin masts. Judging by the number of sailors on deck and in the rigging, the vessel is making ready to sail.

One of the crew notices your arrival and scurries off. A man appears at the railing of the quarterdeck, and scrutinizes you carefully. He wears white pantaloons, black boots and a double-breasted black jacket, with red and gold trim. Three gold stripes adorn the forearm of his jacket. His facial features are tight and angular. Apparently satisfied with what he sees, the man addresses you in a loud, clear voice.

"Hey orada! I am Cyaxares, Albay Reis of the Çabuk Martý. Your timing is good, for soon we would have been forced to depart without you. Come aboard and get yourself stowed. We set sail immediately. I will come and speak with you once we are underway."

Cyaxares, Albay Reis of the Çabuk Martý: LN Male Baklunish; Expert 6 / Legendary Captain 4; see Appendix 3

Have the PC's make a Knowledge (local) check. PCs who are members of the Zeif Royal Navy will automatically succeed.

- DC 15 – Cyaxares style of dress is typical of a naval captain. The gold stripes on his jacket are his insignia of rank.

Once the PC's begin boarding the vessel, read or paraphrase the following:

Even as you start ascending the gangplank, sailors begin casting off the mooring lines. Not a moment after all of you have stepped on deck, the gangplank is whisked aboard and the Dhow is cast off from the pier. The crew is a model of efficiency. Each hand is busy with the task of making ready to sail.

All but one. Amidst the bustle, a Baklunish man remains distinctively idle, fascinated by the activity going on around him. His manner of dress is different than that of the crew. He wears a tan thawb shirt, tan salwar pants and a tan leather work apron, all stained with grease and oil. Above his balding hairline, he wears a tan fez cap. The hair not covered by the fez sticks out at odd angles. As he turns his gaze in your direction, he is somewhat taken aback, as if noticing you for the first time.

"Ah, the marines. Or marine marines, if you catch my meaning. I am Afit bin Sudah al Nafiq, Kâlp al-Kwalish (Heart of Kwalish), specializing in sub-oceanic conveyances. I am delighted to observe that you arrived at the last minute, literally as well as figuratively. I was apprehensive that the inexplicable disappearance of the preceding assemblage would dissuade the acquisition of subsequent substitute aquatic combat specialists."

Afit bin Sudah al Nafiq: LN Male Baklunish; Wizard 5 / Expert 5; see Appendix 3

PCs that played ZEF7Int-01 *Swimming Lessons* will immediately recognize Afit as the man that demonstrated the usage of the Apparatus of Kwalish. Any member of the Order of Kwalish will recognize Afit as well.

Have the PC's make a Knowledge (local) check. PCs who are members of the Order of Kwalish will automatically succeed.

- DC 13 – The Order of Kwalish is an organization in Zeif dedicated to the study of alchemy, architecture, invention and arcane research.

- DC 18 – “Kālp al-Kwalish” translates as “Heart of Kwalish” and denotes a rank of senior administrator.
- DC 23 – The Order of Kwalish is reputed to be working on vessels capable of traveling underwater, at the behest of the Sultan of Zeif.

Once the PC's have had a chance to chat with Afrit for a short period of time, read or paraphrase the following:

Your conversation with Afrit is cut short by loud chanting coming from the quarterdeck. A middle-aged Baklunish woman stands upon the deck with her hands held up high, incanting words of power. She wears an aquamarine colored qamis longshirt and matching salwar pants. Her skin is tanned and well weathered, like a piece of fine leather. Her long dark hair begins to whip around her head as the winds suddenly pick up. The lanteen sails snap into position and the vessel rapidly picks up speed out of the harbor.

Afrit shouts over the roar of the wind, “That would be Delshad, the Fountainhead of Geshtai. She will be endowing you with your divine assisted underwater breathing spell, or D.A.U.B.S. as I like to call it.”

Delshad, Fountainhead of Geshtai: N Female Baklunish; Druid 9; see Appendix 3

PCs that make a DC 20 Spellcraft check will recognize that Delshad has just cast a *control winds* spell.

Have the PC's make a Knowledge (religion) check. PCs who are members of the Church of Geshtai will automatically succeed.

- DC 10 – Geshtai is a member of the Baklunish Pantheon. She is goddess of Lakes, Rivers, Wells and Streams. She is often called the Daughter of the Oasis.
- DC 13 – Druids are as common as Clerics in the Church of Geshtai. Delshad's clothing style is typical for clergy of Geshtai.
- DC 15 – Fountainhead signifies a middle rank in the Church of Geshtai.

Read or paraphrase the following:

Cyaxares and Kavas descend from the quarterdeck. Cyaxares gives you a curt nod and speaks, “What is your name and area of specialty?”

Allow each PC to respond. Cyaxares will nod to each PC in turn.

“Well met. Kavas, make note of their names in the ship's log. Accompany me to my cabin, if you

please, and I shall give you your mission briefing. Afrit you should accompany us.”

Cyaxares leads you through a door in the side of the quarterdeck, down a short hallway and through another door. The inside is furnished with a sturdy wood table surrounded by several chairs, a canvas hammock, and a sea chest. A chart is spread out over the surface of the table.

“Please be seated. What I am about to tell you is for your ears only. First, an explanation for your summons here. As I mentioned in my letter, this operation is to take place underwater. The navy had originally contacted our allies, the Locathah, to supply us with aquatic troops. The Locathah promised to do so. However, these troops failed to arrive at the appointed time and place. I was forced to seek an alternative on short notice. By Istus' good grace, I learned of your presence in Nafiq. You are reputed to be both capable and reliable, so I had Kavas contact you. Any questions so far?”

What is in it for me?

“Due to the difficulties and dangers involved, I am authorized to offer you (25 x APL) gold efreeti per person for your services.”

What happened to the Locathah?

“I wish I knew. The Locathah are becoming increasingly unreliable of late.”

What is Afrit's role in this?

“I will address this later in the briefing.”

What exactly are we supposed to do?

“I will address this later in the briefing.”

Treasure: Coin 25 x APL gp

Once the PC's are finished with their questions, read or paraphrase the following:

“The Merfolk city governed by Sovorn bin Regol al-Ghayar came under attack by zombie and skeletal undead three weeks ago. The Merfolk sent a request for assistance to the Sultan of Zeif. Since that time, we have received no further communication. Sultan Murad has decided to offer aid by dispatching the Royal Navy of Zeif. In order to provide effective assistance, significant force needs to be brought to bear in a timely fashion. This is where Afrit comes into the picture. The Order of Kwalish is in possession of several ancient artifacts, known as the Apparatus of Kwalish. Such devices should be capable of destroying the undead while suffering minimal damage in return. However, these apparatus are not

very maneuverable, nor is their vision particularly sharp. It was decided that infantry support would also be necessary for this operation. That is the role that you will serve. You will escort the Apparatus of Kwalish and lend whatever support you can. Once you have secured the Merfolk city against hostile forces, you are to return to the Çabuk Martý for debriefing. Any questions?"

Why are we helping the Merfolk?

"The Merfolk al-Ghayar are allies of the Sultanate of Zeif. It is the Sultan's will that we strike against the enemies of the Merfolk. As it is commanded, so it shall be done."

Could the Merfolk have survived for three weeks against the undead?

"I certainly hope so. We have had no other communication from the Merfolk since their original request for help. Regardless of the fate of the Merfolk, we will proceed with the operation under the assumption that there are hostile forces present."

How are we going to breath underwater?

"Delshad is capable of bestowing the ability to breath underwater. It should last in excess of eight hours, which should be adequate for your task."

Afit interjects with a short cough, "Actually Albay Reis, the operational limitation of the atmosphere capacity of the Apparatii will determine the duration of functional capacity. According to my calculations, the crew of the Apparatii can operate for one eighth of a day before asphyxiation. Elevating to the surface will replenish our atmosphere capacity."

Cyaxares responds tersely, "You failed to mention that during your presentation. Is there anything else I should know?"

"No.", Afít replies sullenly, looking towards the floor.

How long will the journey take?

"It is approximately 400 miles from Nafiq to the palace of the mer-sheik. If the winds hold, we should arrive there in under five days."

Can I operate an Apparatus of Kwalish?

"Afit and his assistants are well qualified to operate those devices. Your role is to be that of infantry support."

Once the PC's are finished with their questions, read or paraphrase the following:

"If your questions are complete, then you are dismissed."

At this point, the PC's are free to do as they please. They can interact with any of the named NPC's (Cyaxares, Delshad, Afít or Kavas) or members of the crew.

PCs that spend some time talking with the crew can make a Gather Information check to learn some additional information.

- DC 9 or less - *"Delshad has a most impressive collection of sea shells. If you ask her nicely, she may show them to you."*
- DC 10 - *"The Çabuk Martý is the fastest Dhow in the navy."*
- DC 13 - *"The Albay Reis runs a tight ship. He is strict, but fair."*
- DC 15 - *"Last night, we had to haul three large metallic barrels onboard. Those Lanetlenmi (accursed) barrels must have weighed a ton. That ground kisser, Afít, was very uptight; kept saying the barrels were more valuable than we were. The lads and me made sure to drop them barrels the last foot or so into the hold. He was very angry about that. Heh, heh."*
- DC 20 - *"I spotted some beggar sniffing around the water stores before they were loaded onboard. I tossed a stone at him and he scurried off. Probably looking for something to steal."*

If a character decides to check the water supply, they will encounter Olya in the process of extricating herself from a barrel. Proceed immediately with Encounter 4, altering the box text accordingly.

Once the PC's have finished interacting with the ship's crew, move on to Encounter 4.

4: AN OFFER FROM THE MATRON SULTANA

Unbeknownst to the captain and crew of the Çabuk Martý, they have a stowaway. An agent of the Matron Sultana, by the name of Olya, has snuck onboard the vessel.

Earlier in the day, Olya and her brother Omar, under the cover of *invisibility*, snuck up to the barrels of fresh water that were being loaded onboard the ship. Using *dust of dryness*, Olya emptied a barrel of water and then climbed in. Her brother resealed the lid. Unfortunately, Omar took too long in his task and the *invisibility* spell wore off. He was spotted by one of the crew, but took off before he was identified.

Olya waited for the ship to get underway before extricating herself from the barrel. She then hid in the

water storage locker until nightfall. Using *invisibility* and her natural stealth skills, Olya has located the PC's undetected.

Read or paraphrase the following:

Night has fallen and it is time to get some well-deserved rest. Unfortunately, Afit and his followers have already taken the only spare cabin. The crew of the Çabuk Martý has helpfully strung up a number of spare hammocks in the cargo hold for your use.

Allow the PC's a chance to grumble about the accommodations. Make note of any preparations that they make for the night.

Have the PC's make a DC 22 Listen check, (32 if they are sleeping). Olya is Taking 10 on her Move Silently check and there is enough ambient noise from the boat to apply a +2 DC modifier.

If the PC's fail to notice Olya, select a suitable character and read the following:

Suddenly, without warning, <character name>, you feel a hand cover your mouth and a feminine voice speaks quietly in your ear.

"Do not be alarmed. I mean you no harm. My name is Olya, and I bring you a message from the Matron Sultana. Meet me in the water storage locker and I will explain. Please hear what I have to say before involving the Albay Reis or his crew."

If the PC's show signs of noticing Olya, read the following:

Suddenly a feminine voice speaks quietly from mid-air.

"Do not be alarmed. I mean you no harm. My name is Olya, and I bring you a message from the Matron Sultana. Meet me in the water storage locker and I will explain. Please hear what I have to say before involving the Albay Reis or his crew."

Olya: CN female Baklunish; Rogue 4 / Sorcerer 4; see Appendix 3

Olya is currently invisible. She refuses to converse further with the PC's until they enter the water storage locker.

Once the PC's enter the water storage locker, read or paraphrase the following:

The water storage locker is located in the aft of the vessel. It contains dozens of barrels of fresh water. As you enter the cramped room, Olya appears in front of you. She is a young, attractive Baklunish woman. Olya

wears simple, dark colored peasant clothing, with soft leather boots. Her black hair is tied back in a long ponytail.

"My thanks for speaking with me in private. As I said before, I represent the Matron Sultana. She was aware of the nature of this little expedition from the start. However, until recently there weren't any open-minded people involved. Once she found out about your participation, she thought it sensible for me to have a little chat with you. Of course it did require me to go through a little trouble to meet with you, but I don't mind a challenge." Olya smirks at her statement.

"The Matron Sultana would like to form a long-term relationship with you. Not merely a business proposition, but a mutually beneficial partnership. You will find that the Matron takes very good care of those who support her. She offers you this as a token of friendship and goodwill." Olya tosses you a small leather pouch.

"For now, what the Matron Sultana wants is a demonstration of loyalty. If you find out anything interesting beneath the waves, she would very much like to be the first to hear about it. What do you think of that?"

The pouch contains one amethyst for each character. Each amethyst is worth (25 x APL) gp. A character can make an Appraise check, DC 15, to ascertain the value of the stones.

Treasure: Coin 25 x APL gp

Does the Matron Sultana support the Sultan / Zeif?

"Who do you think the real power behind the throne is in Zeif? It would be foolish to harm one's own nation."

How did you get onboard?

Have the character make a Diplomacy check:

- DC 14 or less – ***Olya smiles coyly. "A girl must be allowed her secrets."***
- DC 15 – Olya will explain the details of her little caper (see above).

Why didn't you just walk onboard while you were invisible?

"Where is the fun in that?"

How are you going to leave the ship?

"I was planning on spending the rest of this voyage relaxing in the ship's brig. I shall be free an hour after we reach port."

Once conversation with Olya is complete, read or paraphrase the following:

"It has been most pleasant speaking with you. However, I really must go and get myself arrested now. Do not forget our offer. I bid you a good evening."

With that Olya departs, ascending the stairs onto the main deck. Her arrival elicits a great hue and cry from the ship's crew. Olya's apprehension is swift and without incident. Cyaxares speaks with her privately in his cabin for a short while, and then orders her locked in the brig for stowing away on a naval vessel.

Proceed to Encounter 5.

5: THE STORM

The enemy has become aware of the reinforcements sent from Zeif. They have called in a favor owed to them by a Stormlord named Squall.

Squall: CN male ???; Druid 6 / Stormlord 8 (the PC's should not directly encounter Squall, so no further description is provided)

Squall has tracked down the Çabuk Martý using a combination of *commune with nature* and *find the path*. He travelled to the ship's location using *wind walk*. Landing in the water a mile ahead of the ship, Squall summoned up a storm using *control weather*. It was his intent to wreck the vessel using the might of the storm alone. Squall is immune to the effects of the storm due to his Stormlord class abilities, swim speed and ability to breathe water. Whether Squall's swimming and water breathing are natural or granted via spell is not revealed at this time.

Read or paraphrase the following:

The first two days of the voyage passes by uneventfully. The weather has been cloudy and windy, perfect sailing conditions. However, by evening of the third, the clouds begin to darken. Rain speckles the deck of the ship. Soon water is pouring down from the sky and the wind speed has risen sharply.

Have the PC's make a Survival check:

- DC 15 – *The weather has taken an unseasonable turn for the worse. It looks like a storm is brewing.*
- DC 20 – *The weather has changed too rapidly to be have been caused naturally. It feels like a hurricane is coming.*

PCs that make a DC 27 Spellcraft check will realize that the weather is being manipulated by a *control weather* spell.

Read or paraphrase the following:

The weather rapidly goes from bad to worse. The clouds get thicker and blacker, turning the sky as dark as a moonless night, lit only by the occasional stroke of lightning. The rain pounds down on the deck in a constant staccato roar. The winds pick up in ferocity, to the point where walking on deck is nearly impossible. Delshad is forced to use her magic just to bring the gusts under a semblance of control. Despite her efforts, the waves have grown in size and frequency. The Çabuk Martý is violently rocked first to port and then starboard, as huge waves come crashing over her decks.

See Appendix 4 for rules specific to the stormy environment. Give **Player Handout 2** to the players.

Determine what the PC's wish to do during the storm. Two likely choices would be to help the crew above decks, or to huddle below decks.

Delshad's *control winds* spell has foiled Squall's attempt to capsize the Çabuk Martý. Unaware of the PC's presence, Squall figures that a few summoned creatures should be enough to disrupt the crew and cause the vessel to lose control. At APL 8 and 10, Squall chooses to use his precious waterproof scrolls of *summon nature's ally VII*.

If any character is above decks, read or paraphrase the following:

- APL 2-4 – *A large wave comes crashing down nearly knocking you off your feet. It totally engulfs an unfortunate member of the crew. As the water recedes, a stroke of lightning reveals that the crewman is struggling with a large snake wrapping itself around his body.*
- APL 6 (same as APL 2-4, plus) – *Further up the deck, a loud cry of "Snake!" indicates that another such creature is on board as well.*
- APL 8 – *A large wave comes crashing down nearly knocking you off your feet. It totally engulfs an unfortunate member of the crew, washing them overboard. However, a stroke of lightning reveals his body being raised high above the surface of the sea, wrapped in the huge tentacle of a sea monster.*

- APL 10 (same as APL 8, plus) – *Further up the deck, a loud cry of “Sea Monster!” indicates that another such creature is attacking the vessel.”*

If all PCs are below decks, read or paraphrase the following:

- APL 2-6 – *Over the din of the storm, you can barely make out someone shouting, “Snake!”*
- APL 8-10 – *Over the din of the storm, you can barely make out someone shouting, “Sea Monster!”*

APL 2 (EL 3 + 1 Storm)

Advanced Constrictor Snake (Anaconda): hp 30; Appendix 1.

APL 4 (EL 5 + 1 Storm)

Giant Constrictor Snake (Giant Anaconda): hp 63; *Monster Manual*, page 280.

APL 6 (EL 7 + 1 Storm)

2 x Giant Constrictor Snake (Giant Anacondas): hp 63, 63; *Monster Manual*, page 280.

APL 8 (EL 9 + 1 Storm)

Giant Squid: hp 72; *Monster Manual*, page 281.

APL 10 (EL 11 + 1 Storm)

2 x Giant Squid: hp 72, 72; *Monster Manual*, page 281.

NPC's: Cyaxares and Delshad are on the quarterdeck desperately trying to keep the ship from capsizing. The summoned creatures should not threaten them, unless the PC's fail to act.

Initial Position: The snakes arrive at a random location on the main deck. The giant squid will be in the water adjacent to the main deck. The creatures' placement should not initially threaten the NPC's on the rear quarterdeck.

Motivation: The summoned creatures have been commanded to slay the crew of the vessel.

Tactics: The creatures have been summoned by a *summon nature's ally* spell (caster level 14, one distinct spell per creature). The creatures are vulnerable to being dispelled or dismissed. Any character under the effect of *protection from evil*, or similar effect, will be ignored as a potential target.

The creatures will attack the target closest to them. They will not discriminate between player PCs and NPC

crew. Any unnamed NPC that is grappled and constricted is assumed to be dead. Once the creature's current target stops moving, they will switch to a new target. Clever PCs can avoid attack by playing dead.

Snakes – Due to their climb speed, swim speed and high Balance skill, the snakes are essentially immune to the effects of the storm.

The snake's *scent* ability does not function during the storm, due to heavy rain and crashing waves.

Giant Squid – The giant squid will always use two of its tentacles to anchor itself to the ship, grasping onto the mast, rigging or deck railings. This has the advantage of making the giant squid essentially immune to the effects of the storm. However, this reduces the giant squid's number of tentacle attacks by two for the duration of the encounter.

The giant squid will divide its tentacle attacks evenly between all available targets.

The giant squid will always take the –20 penalty to its grapple checks to be considered not grappled (see Improved Grab, *Monster Manual*, page 310).

PCs can make a DC 22 Knowledge (nature) check to learn that they can sever the squid's tentacles. The squid will not withdraw from combat, regardless of how many of its tentacles have been severed.

Exit Conditions: The duration of the summoning spell will expire after (APL + 3) rounds of combat have elapsed. The summoned creatures will fight to the death until that time.

Squall is impressed with PC's and the crew of the Çabuk Martý. He feels that his debt has been paid and so allows the ship to pass without any further incident.

Once the summoned creatures have been dealt with, read or paraphrase the following:

Cyaxares calls out to the assembled crew, “Three cheers for our brave defenders!” The crew lets loose with a hearty yell, “Ya a! Ya a! Ya a!” (“Hurrah! Hurrah! Hurrah!”)

With Delshad taming the winds, the Çabuk Martý makes good time through the storm. It takes less than an hour to reach safer waters. Looking back, the storm looks localized to a very small area, covering an area no more than two or three miles across. Most unnatural.

Proceed to Encounter 6.

6: TIDE OF BATTLE

Read or paraphrase the following:

As the sun reaches its zenith on the fourth day of your voyage, the sailors of the Çabuk Martý gather up the lanteen sails, causing the ship to drift to a stop.

"We have arrived at our destination." Cyaxares states as a matter of fact. Looking around the horizon, there are no landmarks for as far as the eye can see. How the Albay Reis can be certain of your location is not apparently obvious.

The crew begins proficiently erecting a great wooden frame over the cargo hatch. To this they attach numerous ropes and pulleys. A line of crewmen begins pulling on a sturdy hemp rope, straining against the load. Cyaxares exhorts them to greater effort will calls of "Yükseltme! Yükseltme!" ("Lift! Lift!")

Slowly a large metallic barrel is raised out of the cargo hold. It is ten feet long, ten feet wide and five feet tall, forming a squashed cylinder. Its exterior is sprinkled with thick rivets. Odd circular depressions and curved seams form complex patterns upon its surface.

The barrel is swung over the railing and lowered into the gulf of Ghayar. Despite its metallic construction, the barrel floats on the surface of the water. While the crew begins the process of bringing the second barrel out of the hold, Delshad gathers you all together. "I would be happy to answer any questions you may have about the underwater environment."

See Appendix 5 for rules specific to the underwater environment. Give Player Handout 3 to the players.

Within the hour, all three barrels have been extracted from the hold and float in the water. Afit speaks, "Behold the genius of Kwalish." The barrels continue bobbing back and forth in the waves. One of the sailors grumbles in a low voice, "Lanetlenmi waste of time, if you ask me."

Allow the PC's an opportunity to express their admiration or lack thereof.

Afit climbs down atop a floating barrel. After tracing his fingers over its surface for a moment, there is an audible tinny click and one of the circular depressions on the top of the barrel swings open. Afit climbs inside and the hatch swings shut a moment later.

With the sound of metal sliding along metal, the barrel begins a rapid transformation. The back of the barrel telescopes outward, unfolding a massive fluked tail. Eight legs extend out from the sides. Long feelers expand from the top. A massive pair of pincers swells

from the front. When the transformation is complete, the device looks like a gigantic lobster made of metal. The metal hatch opens again and Afit emerges, looking pleased with himself.

The crew of the Çabuk Martý stands in awe. Many stare slack-jawed at the newly transformed mechanical creature.

Cyaxares breaks the silence, "Get back to work you lot!" Turning towards you, he says, "It is time for this operation to begin. Keep a sharp eye out for anything of interest. Stay safe. Delshad, your blessing if you please."

Delshad has 3 water breathing spells prepared. She will provide 9 hours of water breathing for up to 6 PCs. PC's take first priority. Any leftover capacity can be applied to familiars, animal companions, Paladin mounts or other animals.

Delshad speaks, "You will be able to breathe underwater for nine hours. May Geshtai protect you in the deep."

Two of Afit's apprentices enter one apparatus and two others enter the second. The third apparently is to be piloted by Afit alone. Afit calls out to you, "Now that you have your D.A.U.B.S., affix yourselves to the exterior of the Apparatii. We shall expedite conveyance to our sub-aquatic destination."

Up to 4 PCs can ride on a single Apparatus.

Once the PC's have boarded the Apparatus of Kwalish, read or paraphrase the following:

Once you are secure on the backs of the Apparatus of Kwalish, they quickly submerge plunging you into the warm waters of the Gulf of Ghayar. As you descend deeper, all colors disappear except for an all-pervasive blue. Shutters open at the front of the Apparatus, revealing round glowing eyes. The sudden light spooks a school of brightly colored fish. The Apparatuses begins swimming westward in a steady mechanical rhythm. In the distance a herd of wild hippocampi gallops past, pursued by a pride of sea cats. After half an hour of travel, a vast black trench opens up in front of you on the ocean floor. This must be the Scar of Untold Depths. The Apparatuses bank left, heading south parallel to the Scar.

In an hour, you have almost reached your destination. You can see dull luminescent green lights in the distance to the south that mark the Merfolk city. As you draw nearer, you see a something of concern. Dozens of sharks, ranging from minute to massive, circle around the outskirts of

the city. However, they seem to be intent on the bodies drifting in the water. Scores of Merfolk, clad for battle, float dead in the water. Scattered amongst them are an equal number of Merfolk in advanced states of decay. Scattered throughout are the rotted bodies of larger creatures. The coppery flavor of blood is thick in the water, mixed with the taste of putrescence and death. There is no sign of intelligent life anywhere in the coral channels of the city. Only the carrion feeders hold dominion here.

Have the PC's can make a Knowledge (nature) check:

- DC 14 – Many of the larger bodies were Ogre Merrow
- DC 16 – A few of the large bodies were Troll Scrag

Have the PC's make a Spot check:

- DC 14 or less – *In the distance, the light from Sovorn's palace is the only signs of life in the city.*
- DC 15 – *The walls of the palace seem to undulate. Perhaps a trick of the watery depths.*
- DC 20 – *No, a legion of creatures is swarming over the surface of the palace!*

When the PC's approach the palace, read or paraphrase the following:

As you draw nearer to the palace, it becomes clear that it is under assault by an army of zombies! Packs of the swimming dead randomly comb the surface of the palace spire, searching for a way in. The many round windows of the palace have been barricaded with stones. However at few of the openings only Merfolk soldiers bar the way. The undead swarm around these areas. The three platforms that lead into the main entrances of the palace have huge mobs of zombies engaged in battle against the besieged defenders.

The lead Apparatus slows to a stop and hangs motionless in the water. The one on the left stops as well. The one on the right continues forward for a short time, then stops and rotates towards the central Apparatus. The middle Apparatus remains unmoving.

Peering inside one of the window ports, you see Afrit looking downward, rubbing his hands anxiously.

Below, at one of the windows closer to the sea floor, the last defender has just fallen to the enemy.

- APL 2 – *A trio of Merfolk zombies enter through the unguarded breach.*
- APL 4 – *A half dozen Merfolk zombies pour in through the unguarded breach.*
- APL 6 – *A trio of the larger zombies squeeze in through the unguarded breach.*

- APL 8 – *A half dozen larger zombies squeeze in through the unguarded breach.*
- APL 10 – *An octet of the larger zombies squeeze in through the unguarded breach.*

Afrit is afraid, despite the fact that he is wrapped in a metallic shell. He may be a brilliant inventor, but he has never been in a real battle before in his life. His apprentices are confused by their master's indecision. It is up to the PC's to encourage Afrit and spur the Apparatuses into action.

A character can make a DC 15 Sense Motive check to determine that Afrit is afraid. A DC 15 Listen check will determine that Afrit is muttering, "So many. So many."

If a character yells, they can make themselves heard inside the Apparatus. A character can make a DC 20 Bluff, Diplomacy or Intimidate check to convince Afrit to enter the battle. Other PCs can assist. Apply any of the following modifiers that apply:

- Bardic Music – Inspire Courage: morale bonus against fear
- Paladin – Aura of Courage: +4
- Character reminds Afrit that he is wrapped in a high indestructible shell of metal: +5
- Character used the Apparatus of Kwalish to kill a zombie in ZEFInt7-01 *Swimming Lessons*: +2
- The other two Apparatuses have been sent into battle: +2
- Character is a member of the Order of Kwalish: +2
- Good roleplaying: +2

Regardless of whether the PC's are able to spur Afrit into action, the other two Apparatuses can be ordered into battle. As soon as Afrit's apprentices are given clear orders to attack, they will do so. If Afrit moves into battle, they will follow him.

The Apparatuses are too large and unwieldy to enter through the window. Only the PC's will be able to fit through.

It is possible that the PC's may choose to engage the zombies on the outside of the palace, rather than enter through the window. If that is the case, run the zombie combat encounter, but increase the number of zombies by 50%. There is no additional experience for the extra zombies. Encounter 7 will still occur, but will need to be modified to take place just outside the secret tunnel exit north of the palace.

If the PC's move to the window, read or paraphrase the following:

Five feet above the sea floor there is a circular opening in the side of the rock wall of the palace. Green luminescent globes light the circular opening. The wan emerald light illuminates the evidence of a fierce battle. Bodies of the recent dead and long dead drift in a loose cluster around the opening. Judging by the small boulders and broken glass strewn around, this was once a barricaded window. Sounds of battle emanate from inside. A strained male voice calls out in an undulant foreign tongue.

PCs that speak Aquan will translate the call as, *"I am under attack! Anyone, please help me!"*

Looking inside, what you see is a great spherical room, some eighty-five feet from wall to wall. Your vantage point is halfway up the wall of the chamber. Two apertures, covered with curtains of kelp, lie across the room to the southwest and southeast. Three wide columns cross the length of the room, one from floor to ceiling, one from north to south and one from east to west. All three meet at the center of the room. The pillars are covered with clusters of mussels, oysters and scallops. At the junction of the three pillars is a lone Merfolk warrior, surrounded by zombies. Despite his desperate defense, a sharp blow lays him low.

Yiman: N Male Merfolk Warrior 1 (*Monster Manual*, page 185); hp -1

APL 2 (EL 2 + 1 Underwater + 1 Zombie DR)
3 x Merfolk Zombie: hp 16, 16, 16; Appendix 1.

APL 4 (EL 4 + 1 Underwater + 1 Zombie DR)
6 x Merfolk Zombie: hp 16, 16, 16, 16, 16, 16; Appendix 1.

APL 6 (EL 6 + 1 Underwater + 1 Zombie DR)
3 x Ogre Merrow Zombie: hp 55, 55, 55; Appendix 1.

APL 8 (EL 8 + 1 Underwater + 1 Zombie DR)
6 x Ogre Merrow Zombie: hp 55, 55, 55, 55, 55, 55; Appendix 1.

APL 10 (EL 10 + 1 Underwater + 1 Zombie DR)
8 x Troll Scrag Zombie: hp 81, 81, 81, 81, 81, 81, 81, 81; Appendix 1.

NPC's: Yiman is unconscious and slowly bleeding to death. If the PC's stabilize Yiman within 8 rounds, he will survive.

The Apparatuses of Kwalish will not be able to assist the PCs during this battle. They have their mechanical claws full at the moment, so to speak.

Initial Position: The zombies start clustered around Yiman's body, on the west side of the central pillar.

Motivation: Brains!

Tactics: The zombies will charge the nearest living target. They will attack whatever creature is closest to them.

Exit Conditions: The zombies will fight until defeated. Any zombies that are turned or rebuked are considered defeated.

After the battle is over, if Yiman is returned to consciousness, read or paraphrase the following:

"Thank you strangers. Thank you. I thought that Eadro and I were to meet at last. I am Yiman. My squad mates and I were assigned to guard the aquaculture chamber against being breached by those horrible undead. Now they are gone, all gone..."

Yiman's gaze grows distant for an instant and he shudders. He snaps out of it "Pardon my moment of weakness. I must go and tell my commander about this breach. Noble land walkers, can you guard this chamber until I return?"

Have the PC's make a Knowledge (religion) check:

- DC 13 - Eadro is the deity worshipped by the Merfolk
- DC 15 - Eadro is known as the Water of Life
- DC 18 - Eadro is also worshipped by the Locathah, who call him the Bather of Gills

Regardless of the PC's response, Yiman will exit the chamber through the exit to the southwest. Reinforcements will take five minutes to arrive.

Two minutes (20 rounds) after the battle with the zombies is complete, move on to Encounter 7.

7: KNIGHT OF THE LIVING DEAD

Read or paraphrase the following:

A merfolk woman comes bursting through the southeast curtain of kelp.

If any of the PCs have played ZEF6-07 *Into the Drink*, read the following: *It is Shalina, wife of Sovorn and mother of Shallah.*

Her eyes are wide and her face contorted with fear. A brawny, albino merfolk man chases her. Seeing you, she veers away, towards the opposite side, and begins cowering against the far wall. Her pursuer comes up short and sizes you up coolly.

He has a powerful, muscular build. His bleach-white hair is cropped short. A strange series of small circular scars forms a diagonal strip along the tight white skin of his chest and right arm. A well-crafted trident is strapped to his back.

- APL 8 or 10 – *He wears an exotic armor made from the carapace of large crustaceans. A large dire clam shell shield is attached to his left arm.*

If any of the PCs have played ZEF6-01 *Out of Water*, read the following: *It is Burlay, Shallah's bodyguard, but he has changed since you last met.*

He pauses a moment, his face showing conflicting emotions. He opens his mouth to speak. He is interrupted as a pair of emaciated, albino merfolk race into the room, charging past him. They focus on you maliciously.

APL 2 or 4 – *"Tasty!" says the first. "Delicious!" hisses the second. Both snarl in unison, "Must feed!"*

APL 6, 8 or 10 – *"Life!" says the first. "Energy!" hisses the second. Both snarl in unison, "Must feed!"*

The muscular pallid merfolk clenches his right hand. He rapidly glances from the thin pair of undead, towards the recoiling form of the female merfolk and then finally back to you.

- APL 2 – *He holds his ground, as the other two advance to attack.*
- APL 4, 6, 8 or 10 – *He slowly begins reaching for his trident, as the other two advance to attack.*

APL 2 (EL 3 + 1 Underwater)

Burlay: Merfolk Wight (will not fight PC's at APL 2); hp 26; Appendix 1.

Merfolk Ghoul Lacedon (2): hp 13, 13; Appendix 1.

APL 4 (EL 6 + 1 Underwater - 1 Burlay may stop fighting)

Burlay: Merfolk Wight; hp 26; Appendix 1.

Merfolk Ghast Lacedon (2): hp 29, 29; Appendix 1.

APL 6 (EL 8 + 1 Underwater - 1 Burlay may stop fighting)

Burlay: Advanced Merfolk Wight; hp 52; Appendix 1.

Advanced Merfolk Wight (2): hp 52, 52; Appendix 1.

APL 8 (EL 10 + 1 Underwater - 1 Burlay may stop fighting)

Burlay: Advanced Merfolk Wight / Knight 2; hp 65; Appendix 1.

Advanced Merfolk Wight (2): Undead Fighter 2 hp 63, 63; Appendix 1.

APL 10 (EL 12 + 1 Underwater - 1 Burlay may stop fighting)

Burlay: Advanced Merfolk Wight / Knight 4; hp 78; Appendix 1.

Advanced Merfolk Wight (2): Undead Fighter 4; hp 74, 74; Appendix 1.

NPC's: Shalina is terrified right now. She does not recognize the PC's as allies. She will cower away from any non-merfolk.

The Apparatuses of Kwalish are still unable to assist the PCs during this battle.

Initial Position: Burlay is near the southeast entrance into the aquaculture chamber. The other two undead are just in front of Burlay, one to his left and one to his right.

Motivation: Burlay is conflicted. He is torn between his honor and his new dark cravings. A DC 15 Sense Motive check will reveal that Burlay is conflicted about his current situation. At APL 2, Burlay will not fight the PCs. At higher APL's, he will attack the PCs initially, but can be convinced to stop fighting (see *Influencing Burlay*, below).

The other intelligent undead want to kill any living creature that crosses their path, driven by their unnatural hunger. The only creature that they will not harm is Shalina.

Tactics: Burlay is slow to initiate combat (he is assumed to have rolled a 1 on his initiative check). Unlike the other undead, Burlay will fight using only his trident. Under no circumstances will Burlay resort to using his slam attack. Burlay operates under the knight's code, regardless of whether he has levels in the Knight base class or not.

- Burlay will fight against the strongest, most well-armored target first.
- Burlay does not gain a bonus on attack rolls when flanking. He still confers the benefit of flanking to his ally, but he forgoes his own +2 bonus on attack rolls.
- Burlay never strikes a flat-footed opponent. Instead he allows his foes to ready themselves before attacking.
- Burlay never deals lethal damage against a helpless foe. He will strike such a foe, but only with attacks that deal non-lethal damage.

The other undead are quite the opposite of Burlay. They will fight without honor and without mercy. They will preferentially attack lightly armored targets.

Exit Conditions: The undead will fight until defeated. Any undead that are turned or rebuked are considered defeated. If Burlay is turned, he will return in Encounter 8. If Burlay is killed, he will immediately switch to *aqueous form* and remain that way until the combat is over.

If Burlay is killed in combat, read or paraphrase the following:

The final moment of pain brings a look of sadness to Burlay's face. He lets loose a strained whisper, "Shallah..." His body rapidly dissolves into the surrounding water, leaving nothing behind.

Influencing Burlay: A PC may make a Diplomacy check against Burlay as a Full Round action in order to convince him not to fight (see Diplomacy, *Player's Handbook*, page 72). Burlay's initial attitude is based on APL:

APL	Initial Attitude	Indifferent DC *	Friendly DC *
2	Indifferent	-	25
4 or 6	Unfriendly	25	35
8 or 10	Hostile	35	45

* Includes +10 modifier for rushed Diplomacy.

Changing Burlay's attitude to Indifferent will convince Burlay to stop fighting against the PC's. Changing Burlay's attitude to Friendly will convince Burlay to aid the PC's in battle against the other undead.

Modifiers (add all that apply):

- Other PC's may aid the Diplomacy check as a Full Round action: +2 per successful assist
- Character has played ZEF6-01 *Out of Water*: +2

- Character openly displays Shallah's Token from ZEF6-01 *Out of Water*: +2
- Character mentions Shallah's name: +2
- Character uses Merfolk greeting "Gadru Gilltru ala Mindra" from ZEF6-07 *Into the Drink*: +2
- Character is fluent in Aquan: +2
- Good role-playing: +2
- Second and subsequent attempts at Diplomacy: +2 cumulative per additional attempt
- Character openly displays the Eye Gem from *Into the Drink*: -5
- Character has Enmity of Sovorn al-Ghayar: Use modifier from Enmity text

Treasure:

Note: Burlay's equipment is not included

APL 8: Loot 37 gp; Total 37 gp.

APL 10: Loot 26 gp; Magic 204 gp; +1 *chitin armor* x 2 (195 gp); Total 230 gp.

It is possible that a character may be suffering from one or more negative levels. Unfortunately the Merfolk spellcasters are overwhelmed with tending the wounded, the dying and the dead. The PC's will be unable to purchase any spells from the Merfolk during the course of this adventure.

As soon as the undead have been defeated, proceed to Encounter 8.

8: SHALLAH'S FATE

By this point, the PC's have talked / beaten some sense into Burlay.

If Burlay was turned, he will return to the aquaculture chamber.

If Burlay was killed in combat, read or paraphrase the following:

The water near where Burlay dissolved suddenly coalesces back into his body. His face is contorted with pain. Through clenched teeth he hisses, "What have they done to me?"

Read or paraphrase the following:

"I thank you for returning me to my senses. I do not know how long I can keep my right mind. The shadow on my heart is strong. Even now it coerces me towards dark, unnatural acts. I must speak quickly before I slip away again."

"They have taken Shallah. They require the blood of noble merfolk for their twisted ritual. For now they

need her alive, but when the ritual takes place, she is to be sacrificed. You must find a way to save her.

"Travel down, far down, into the Scar. So deep that the weight of the water threatens to crush your ribcage. So deep that all light disappears. Travel north along the trench until you find the skeleton of a grotesque colossal creature embedded in the stone. The entrance to their lair is through the left eye."

"I must return to the Deep. Tainted though I may be, I am the only friend that Shallah will have down there. I must try to keep her safe until help arrives. Please do not try to stop me. I do not wish to fight you (again)."

Burley casts his gaze towards Shalina, a look of pain in his eyes. She returns his gaze, a mixture of fear and imploring. He quickly looks down and away from her. "Forgive me" are his final words before he swims away.

Burley will try to exit the Aquaculture chamber through the window. If the PC's try to stop him, he will evade them to the best of his ability. Due to Burley's *aqueous form* ability, it will be very difficult for the PC's to permanently prevent Burley from leaving.

PCs can make a DC 20 Knowledge (nature), Knowledge (geography) or Swim (no armor check penalty) check to know that the depth that Burley has described is likely between 400 and 500 feet below sea level.

Once Burley has departed, read or paraphrase the following:

Shalina moves towards your group. She is no longer panicked, but still appears visibly shaken.

Pick the character that is closest to Shalina.

(Character name), *Shalina swims right up to you and clutches onto your arm. In a voice that is choked with emotion, she pleads, "Please, you must get my daughter back. Whatever you want, it is yours, but get her back, please!"*

Shalina begins removing her jewelry and shoving it into your hand. "Take this, find a way to save her."

Treasure:

APL 2: Coin: 100; Total 100 gp.

APL 4: Coin: 75 gp; Magic 125 gp; *brooch of shielding*; Total 200 gp.

APL 6: Coin: 17 gp; Magic 333 gp; *brooch of shielding*, *ring of swimming*; Total 350 gp.

APL 8: Coin: 280 gp; Magic 333 gp; *brooch of shielding*, *ring of swimming*; Total 613 gp.

APL 10: Coin 87 gp; Magic 1233 gp; *brooch of shielding*, *ring of animal friendship*, *ring of swimming*; Total 1320 gp.

The PC's may wish to immediately go and rescue Shallah. They are currently ill equipped to deal with the sustained pressure of deep water. The Apparatuses of Kwalish are not available for the PC's general usage. If the players insist on pressing on, remind them that this will be the subject for an adventure for another day.

Reinforcements arrive a short while later to hold the aquaculture chamber.

The combination of the Merfolk forces, the Apparatus of Kwalish and the PC's have turned the tide of battle. As time permits, feel free to embellish upon the events of the battle and the PC's continuing contribution to its success.

When it is time to bring the battle to a close, read or paraphrase the following:

After a hard fought hour of battle, the zombie horde is broken. A great cheer erupts from the assembled merfolk survivors. The celebration is muted however, by the terrible cost in lives.

Mer-sheik Sovorn bin Regol al-Ghayar seems exhausted both physically and emotionally. When Shalina tells him of Shallah's disappearance, it is the final straw upon the camel's back. Sovorn collapses, wracked with grief. Shalina and Kardolahan, the captain of the guard, escorts him back into the palace.

Mowvin bin Vadan, Sovorn's political advisor, approaches your group. "Times have been hard on our people of late. Our tribute was stolen, our city attacked not once, but twice by undead. First the Nereid Zellaveera goes missing, and then Shallah is kidnapped. We must have done something terrible to elicit such wrath from the gods. Too much for one ruler to bear. Troubled is the brow that wears the crown." Mowvin shakes his head.

"And then, when all hope is but a memory, you arrive and save us all. On behalf of my lord, I extend the most profound thanks of the Merfolk al-Ghayar. You have done a great thing this day and we shall not forget you. Know that a bond of friendship between the Merfolk al-Ghayar and the Human al-Zeif is strong. Tell your Sultan we are in his debt."

One of the Apparatus of Kwalish flashes its eye lights attracting your attention. From inside, Afit yells in order to make himself heard. "I do not aspire to interrupt your honorific acquisition, but according to my revised calculations, we necessitate ascension

to the surface presently or we shall experience asphyxiation."

If the PCs managed to get at least two of the Apparatuses of Kwalish into the battle and participate in Encounters 6 and 7, then they earn the *Savior of the Merfolk al-Ghayar* reward.

If Mowvin is questioned about Zellaveera, he will say that she disappeared from her elemental grotto a week ago. Though some sea elves were spotted in the area, Mowvin thinks that the undead have taken Zellaveera as well.

Proceed with the Conclusion.

CONCLUSION

Read or paraphrase the following:

Travel back to the Çabuk Martý proceeds without episode. Once the ship is underway on its way back to Nafiq, Cyaxares meets with all of you in his cabin for debriefing.

Allow the PC's to give a brief synopsis of their underwater adventures.

Cyaxares listens with interest as you recount your tale. "It seems that my sources were correct about your skill and reliability." Cyaxares pauses in a moment of consideration.

"The Sultan could use good people like you. It is a poorly kept secret that other factions attempt to wrest power away from the Sultan. I ask you to support our Sultan because he best represents the interests of our nation."

"The Sultan's strength is the sum of all those who swear loyalty to him. Loyalty is not bought with coin, nor taken by force. It is given freely by those who truly believe in their cause. The question you need to ask yourself is 'Whom do I believe in?'. Consider my words carefully before making your decision."

Ask the players which faction their character is supporting.

Each character as an individual can choose to support a particular faction. There is no requirement that the group reach a consensus. It is only possible for a character to gain ONE of the following rewards.

- If the character chooses to support the Sultan, then the character gains the *Supporter of the Sultan* reward.

- If the character chooses to support the Matron Sultana, then the character gains the *Backer of the Matron Sultana* reward.
- If the character chooses to support the Grim Vizier, then the character gains the *Adherent of the Grim Vizier* reward. It is possible to gain both this reward and the *Curse of the Grim Vizier*.
- If the character chooses to support no faction, or the character tries to support multiple factions, then the character gains the *Free Agent* reward.

If any character requires the services of an NPC divine spellcaster, they can purchase spells from Delshad (Druid 9) on board the Çabuk Martý or from Nasim the Beacon, servant of Azor'Alq (NG, baklunish female, Cleric 12) in Nafiq.

Roll credits.

CAMPAIGN CONSEQUENCES

Any character that attacked Garnat gains the *Curse of the Grim Vizier*. PCs that refused to fight Garnat do not gain the curse.

If a 1st level character gains the *Curse of the Grim Vizier*, then they are doomed to die permanently at the start of their next adventure. However, there is a grim alternative. If the character pledges eternal servitude to the Grim Vizier, then he will spare the character's miserable life. Contact the Zeif Triad for more details [zeiftriad@yahoo.com]

If the PCs managed to get at least two of the Apparatuses of Kwalish into the battle and participate in Encounters 6 and 7, then they earn the *Savior of the Merfolk al-Ghayar* reward.

Each character as an individual can choose to support a particular faction. There is no requirement that the group reach a consensus. It is only possible for a character to gain ONE of the following rewards.

- If the character chooses to support the Sultan, then the character gains the *Supporter of the Sultan* reward.
- If the character chooses to support the Matron Sultana, then the character gains the *Backer of the Matron Sultana* reward.
- If the character chooses to support the Grim Vizier, then the character gains the *Adherent of the Grim Vizier* reward. It is possible to gain both this reward and the *Curse of the Grim Vizier*.

- If the character chooses to support no faction, or the character tries to support multiple factions, then the character gains the *Free Agent* reward.

EXPERIENCE POINT SUMMARY

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

5: The Storm

Defeat or hold off the summoned creatures.

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

6: Tide of Battle

Defeat or drive off the zombies

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

7: Knight of the Living Dead

Defeat or parlay with Burlay. Defeat or drive off the other undead.

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

Story Award

Rescue the Merfolk from the undead horde.

APL 2	45 XP
APL 4	67 XP
APL 6	90 XP
APL 8	112 XP
APL 10	135 XP

Discretionary roleplaying award

APL 2	45 XP
APL 4	68 XP
APL 6	90 XP
APL 8	113 XP
APL 10	135 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP

TREASURE SUMMARY

During an adventure, PCs 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 PCs cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that PCs 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), PCs may return to retrieve loot. If the PCs 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 PCs may want to use them during the adventure. Many times PCs 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 PCs 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.

1: A Proposal from the Grim Vizier

All APL's: Magic: 250 gp; *Grim Vizier's Black Bag*.

3: The Çabuk Martý

APL 2: Coin: 50 gp.

APL 4: Coin: 100 gp.

APL 6: Coin: 150 gp.

APL 8: Coin: 200 gp.

APL 10: Coin: 250 gp.

4: An Offer from the Matron Sultana

APL 2: Coin: 50 gp.

APL 4: Coin: 100 gp.

APL 6: Coin: 150 gp.

APL 8: Coin: 200 gp.

APL 10: Coin: 250 gp.

7: Knight of the Living Dead

Note: Burlay's equipment is not included

APL 8: Loot 37 gp.

APL 10: Loot 26 gp; Magic 204 gp; *+1 chitin armor* x 2 (195 gp); Total 230 gp.

8: Shallah's Fate

APL 2: Coin: 100.

APL 4: Coin: 75 gp; Magic 125 gp; *brooch of shielding*; Total 200 gp.

APL 6: Coin: 17 gp; Magic 333 gp; *brooch of shielding, ring of swimming*; Total 350 gp.

APL 8: Coin: 280 gp; Magic 333 gp; *brooch of shielding, ring of swimming*; Total 613 gp.

APL 10: Coin 87 gp; Magic 1233 gp; *brooch of shielding, ring of animal friendship, ring of swimming*; Total 1320 gp.

Treasure Cap

APL 2: 450 GP

APL 4: 650 GP

APL 6: 900 GP

APL 8: 1300 GP

APL 10: 2300 GP

Total Possible Treasure

APL 2: 450 GP

APL 4: 650 GP

APL 6: 900 GP

APL 8: 1,300 GP

APL 10: 2,300 GP

APPENDIX 1: APL 2

2: THE STORM

ADVANCED CONSTRICTOR SNAKE CR 3

N Medium Animal

Init +3; **Senses** Low-light vision, Listen +8, Spot +8

Languages None

AC 15, touch 13, flat-footed 12

(+3 Dex, +2 natural)

hp 30 (5 HD);

Fort +5, **Ref** +7, **Will** +2

Speed 20 ft. (4 squares), climb 20 ft., swim 20 ft.;

Melee Bite +6 (1d3+4)

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

Base Atk +3; **Grp** +6

Atk Options Improved Grab, Constrict (1d3+4)

Abilities Str 17, Dex 17, Con 13, Int 1, Wis 12, Cha 2

SQ Scent (suppressed during the storm)

Feats Alertness, Toughness

Skills Balance +11, Climb +14, Hide +10, Listen +8, Spot +8, Swim +11

Constrict (Ex) On a successful grapple check, a constrictor snake deals 1d3+4 damage.

Improved Grab (Ex) To use this ability, a constrictor snake must hit with its bite attack. If the target is size small or smaller, the constrictor snake can then 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.

Racial Bonuses (Ex) Snakes have a +4 racial bonus on Hide, Listen and Spot checks, and a +8 racial bonus on Balance, Climb and Swim checks.

3: TIDE OF BATTLE

MERFOLK ZOMBIE CR 1/2

NE Medium Undead

Init -1; **Senses** Darkvision 60 ft., Listen +0, Spot +0

Languages None

AC 11, touch 9, flat-footed 11

(-1 Dex, +2 natural)

hp 16 (2 HD); DR 5 / slashing

Fort +0, **Ref** -1, **Will** +3

Speed 5 ft. (1 square), swim 50 ft.; cannot run

Melee Slam +2 (1d6+1)

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

Base Atk +1; **Grp** +2

Abilities Str 12, Dex 8, Con --, Int --, Wis 10, Cha 1

SQ Single actions only, Undead traits

Feats Toughness

Skills --

Single Actions Only (Ex) Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can perform the partial charge action.

4: KNIGHT OF THE LIVING DEAD

BURLAY BIN BEALEF AL-GHAYAR CR 3

Male Merfolk Wight

LN Medium Undead (unique)

Init +1; **Senses** Darkvision 60 ft., Listen +7, Spot +7

Languages Common, Aquan

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 natural)

hp 26 (4 HD); Fast healing 1 (only when underwater)

Fort +1, **Ref** +2, **Will** +5

Speed 5 ft. (1 square), swim 50 ft.;

Melee trident +3 (1d8+1)

Ranged merfolk crossbow +3 (1d8) (40 ft. range)

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

Base Atk +2; **Grp** +3

Atk Options Create spawn, Energy drain

Combat Gear trident, merfolk crossbow, 20 bolts

Abilities Str 12, Dex 12, Con --, Int 11, Wis 13, Cha 15

SQ Undead traits, Aqueous form

Feats Alertness, Blind-Fight

Skills Hide +8, Listen +7, Move Silently +16, Spot +7,

Aqueous Form (Su) Burlay has no conscious control of this ability. When Burlay is reduced to 0 or lower hit points, he is not destroyed, though he is rendered unconscious. He will immediately assume aqueous form, an effect that is similar to the *gaseous form* spell (caster level 5th), except that Burlay turns into water rather than mist. Burlay will remain in aqueous form indefinitely until his hit point total rises above 0 (typically via fast healing). As soon as Burlay's hit points are 1 or higher, he will immediately return to his normal form. While in aqueous form and submerged in a body of water, Burlay is effectively invisible.

Create Spawn (Su) Any humanoid slain by Burlay's energy drain will become a Wight in 1d4 turns. A wight created by Burlay does not share his unique abilities. Treat it as a normal Wight from the *Dungeon Master's Guide*. The newly created spawn is under Burlay's command until Burlay is permanently destroyed.

Energy Drain (Su) Burlay refuses to use his energy drain attack during the course of this adventure.

Racial Bonuses (Ex) Wights have a +8 racial bonus on Move Silently checks.

MERFOLK GHOUL LACEDON (2) CR 1

CE Medium Undead

Init +2; **Senses** Darkvision 60 ft., Listen +2, Spot +7

Languages Common, Aquan

AC 14, touch 12, flat-footed 12

(+2 Dex, +2 natural)

hp 13 (2 HD);

Fort +0, **Ref** +2, **Will** +5

Speed 5 ft. (1 square), swim 50 ft.;

Melee bite +2 (1d6+1 plus paralysis) and
2 claws +0 (1d3 plus paralysis)

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

Base Atk +1; **Grp** +2

Atk Options Ghoul fever, Paralysis

Abilities Str 13, Dex 15, Con --, Int 13, Wis 14, Cha 2

SQ Turn resistance (+2), Undead traits

Feats Multiattack

Skills Balance +6, Climb +5, Hide +6, Jump +5, Move
Silently +6, Spot +7

Ghoul Fever (Su) Disease – bite, Fortitude DC 12,
incubation period 1 day, damage 1d3 Con and 1d3
Dex.

Paralysis (Su) Those hit by the ghoul's bite or claw
attack must succeed at a Fortitude save, DC 12, or
be paralyzed for 1d4+1 rounds. Elves are immune
to this paralysis.

3: TIDE OF BATTLE

MERFOLK ZOMBIE CR 1/2

NE Medium Undead

Init -1; **Senses** Darkvision 60 ft., Listen +0, Spot +0

Languages None

AC 11, touch 9, flat-footed 11

(-1 Dex, +2 natural)

hp 16 (2 HD); DR 5 / slashing

Fort +0, **Ref** -1, **Will** +3

Speed 5 ft. (1 square), swim 50 ft.; cannot run

Melee Slam +2 (1d6+1)

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

Base Atk +1; **Grp** +2

Abilities Str 12, Dex 8, Con --, Int --, Wis 10, Cha 1

SQ Single actions only, Undead traits

Feats Toughness

Skills --

Single Actions Only (Ex) Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can perform the partial charge action.

4: KNIGHT OF THE LIVING DEAD

BURLAY BIN BEALEF AL-GHAYAR CR 3

Male Merfolk Wight

LN Medium Undead (unique)

Init +1; **Senses** Darkvision 60 ft., Listen +7, Spot +7

Languages Common, Aquan

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 natural)

hp 26 (4 HD); Fast healing 1 (only when underwater)

Fort +1, **Ref** +2, **Will** +5

Speed 5 ft. (1 square), swim 50 ft.;

Melee trident +3 (1d8+1)

Ranged merfolk crossbow +3 (1d8) (40 ft. range)

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

Base Atk +2; **Grp** +3

Atk Options Create spawn, Energy drain

Combat Gear trident, merfolk crossbow, 20 bolts

Abilities Str 12, Dex 12, Con --, Int 11, Wis 13, Cha 15

SQ Undead traits, Aqueous form

Feats Alertness, Blind-Fight

Skills Hide +8, Listen +7, Move Silently +16, Spot +7

Aqueous Form (Su) Burlay has no conscious control of this ability. When Burlay is reduced to 0 or lower hit points, he is not destroyed, though he is rendered unconscious. He will immediately assume aqueous form, an effect that is similar to the *gaseous form* spell (caster level 5th), except that Burlay turns into water rather than mist. Burlay will remain in aqueous form indefinitely until his hit point total rises above 0 (typically via fast healing). As soon as Burlay's hit points are 1 or higher, he will immediately return to his normal form. While in

aqueous form and submerged in a body of water, Burlay is effectively invisible.

Create Spawn (Su) Any humanoid slain by Burlay's energy drain will become a Wight in 1d4 turns. A Wight created by Burlay does not share his unique abilities. Treat it as a normal Wight from the *Dungeon Master's Guide*. The newly created spawn is under Burlay's command until Burlay is permanently destroyed.

Energy Drain (Su) Burlay refuses to use his energy drain attack during the course of this adventure.

Racial Bonuses (Ex) Wights have a +8 racial bonus on Move Silently checks.

MERFOLK GHAST LACEDON (2) CR 3

CE Medium Undead

Init +3; **Senses** Darkvision 60 ft., Listen +2, Spot +8

Languages Common, Aquan

AC 17, touch 13, flat-footed 14

(+3 Dex, +4 natural)

hp 29 (4 HD); Turn Resistance +2

Fort +1, **Ref** +4, **Will** +6

Speed 5 ft. (1 square), swim 50 ft.;

Melee bite +5 (1d8+3 plus paralysis) and 2 claws +3 (1d4+1 plus paralysis)

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

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

Atk Options Ghoul Fever, Paralysis, Stench

Abilities Str 17, Dex 17, Con --, Int 13, Wis 14, Cha 16

SQ Undead traits, Turn Resistance +2

Feats Multiattack, Toughness

Skills Balance +7, Climb +9, Hide +8, Jump +9, Move Silently +8, Spot +8

Ghoul Fever (Su) Disease – bite, Fortitude DC 15, incubation period 1 day, damage 1d3 Con and 1d3 Dex.

Paralysis (Ex) Those hit by a ghastr's bite or claw attack must succeed on a DC 15 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves are affected by this paralysis.

Stench (Ex) Living creatures within 10 feet of the ghastr must succeed on a DC 15 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected by the same ghastr's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the sickened effect. Creatures immune to poison are unaffected and creatures resistant to poison receive their normal bonus on saving throws.

3: TIDE OF BATTLE

OGRE MERROW ZOMBIE

CR 3

NE Large Undead

Init -2; **Senses** Darkvision 60 ft., Listen +0, Spot +0

Languages None

AC 15, touch 7, flat-footed 15

(-1 size, -2 Dex, +8 natural)

hp 55 (8 HD); **DR** 5 / slashing

Fort +2, **Ref** +0, **Will** +6

Speed 30 ft. (6 squares), swim 40 ft.; cannot run

Melee Slam +9 (1d8+9)

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

Base Atk +4; **Grp** +14

Abilities Str 23, Dex 6, Con --, Int --, Wis 10, Cha 1

SQ Single actions only, Undead traits

Feats Toughness

Skills --

Single Actions Only (Ex) Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can perform the partial charge action.

4: KNIGHT OF THE LIVING DEAD

BURLAY BIN BEALEF AL-GHAYAR

CR 5

Male Merfolk Advanced Wight

LN Medium Undead (unique)

Init +2; **Senses** Darkvision 60 ft., Listen +7, Spot +7

Languages Common, Aquan

AC 17, touch 12, flat-footed 15

(+2 Dex, +5 natural)

hp 52 (8 HD); Fast healing 1 (only when underwater)

Fort +2, **Ref** +4, **Will** +6

Speed 5 ft. (1 square), swim 50 ft.;

Melee trident +8 (1d8+3)

Ranged merfolk crossbow +7 (1d8) (40 ft. range)

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

Base Atk +4; **Grp** +7

Atk Options Create spawn, Energy drain

Combat Gear mw trident, mw merfolk crossbow, 20 bolts

Abilities Str 16, Dex 14, Con --, Int 13, Wis 11, Cha 20

SQ Undead traits, Aqueous form

Feats Alertness, Blind-Fight, Improved Natural Armor

Skills Hide +10, Listen +7, Move Silently +18, Spot +7

Aqueous Form (Su) Burlay has no conscious control of this ability. When Burlay is reduced to 0 or lower hit points, he is not destroyed, though he is rendered unconscious. He will immediately assume aqueous form, an effect that is similar to the *gaseous form* spell (caster level 5th), except that Burlay turns into water rather than mist. Burlay will remain in aqueous form indefinitely until his hit point total rises above 0 (typically via fast healing).

As soon as Burlay's hit points are 1 or higher, he will immediately return to his normal form. While in aqueous form and submerged in a body of water, Burlay is effectively invisible.

Create Spawn (Su) Any humanoid slain by Burlay's energy drain will become a Wight in 1d4 turns. A Wight created by Burlay does not share his unique abilities. Treat it as a normal Wight from the *Dungeon Master's Guide*. The newly created spawn is under Burlay's command until Burlay is permanently destroyed.

Energy Drain (Su) Burlay refuses to use his energy drain attack during the course of this adventure.

Racial Bonuses (Ex) Wights have a +8 racial bonus on Move Silently checks.

ADVANCED MERFOLK WIGHT (2)

CR 5

LE Medium Undead

Init +3; **Senses** Darkvision 60 ft., Listen +7, Spot +7

Languages Common, Aquan

AC 18, touch 13, flat-footed 15

(+3 Dex, +5 natural)

hp 52 (8 HD);

Fort +2, **Ref** +5, **Will** +6

Speed 5 ft. (1 square), swim 50 ft.;

Melee slam +7 (1d4+3 plus energy drain)

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

Base Atk +4; **Grp** +7

Atk Options Create spawn, Energy drain

Abilities Str 17, Dex 16, Con --, Int 13, Wis 11, Cha 17

SQ Undead traits

Feats Alertness, Blind-Fight, Improved Natural Armor

Skills Hide +11, Listen +7, Move Silently +19, Spot +7

Create Spawn (Su) Any humanoid slain by the wight's energy drain will become a Wight in 1d4 turns. The newly created spawn is under the wight's command until the Wight is destroyed.

Energy Drain (Su) Living creatures hit by the wight's slam attack gain one negative level. The character must make a Fortitude save, DC 15, to remove a negative level. For each negative level bestowed, the Wight gains 5 temporary hit points.

Racial Bonuses (Ex) Wights have a +8 racial bonus on Move Silently checks.

3: TIDE OF BATTLE

OGRE MERROW ZOMBIE

CR 3

NE Large Undead

Init -2; **Senses** Darkvision 60 ft., Listen +0, Spot +0

Languages None

AC 15, touch 7, flat-footed 15

(-1 size, -2 Dex, +8 natural)

hp 55 (8 HD); DR 5 / slashing

Fort +2, **Ref** +0, **Will** +6

Speed 30 ft. (6 squares), swim 40 ft.; cannot run

Melee Slam +9 (1d8+9)

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

Base Atk +4; **Grp** +14

Abilities Str 23, Dex 6, Con --, Int --, Wis 10, Cha 1

SQ Single actions only, Undead traits

Feats Toughness

Skills --

Single Actions Only (Ex) Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can perform the partial charge action.

4: KNIGHT OF THE LIVING DEAD

BURLAY BIN BEALEF AL-GHAYAR

CR 7

Male Merfolk Advanced Wight / Knight 2

LN Medium Undead (unique)

Init +2; **Senses** Darkvision 60 ft., Listen +8, Spot +8

Languages Common, Aquan

AC 23, touch 12, flat-footed 21

(+2 Dex, +4 armor, +2 shield, +5 natural)

Def Options Shield block

hp 65 (10 HD); Fast healing 1 (only when underwater)

Fort +2, **Ref** +4, **Will** +9

Speed 5 ft. (1 square); swim 35 ft. (in chitin armor);

Melee trident +11 / +6 (1d8+4)

Ranged merfolk crossbow +9 / +4 (1d8) (40 ft. range)

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

Base Atk +6; **Grp** +9

Atk Options Create spawn, Energy drain, Fighting challenge

Combat Gear mw chitin armor, mw heavy dire clamshell shield, +1 trident, mw merfolk crossbow, 20 bolts

Abilities Str 16, Dex 14, Con --, Int 13, Wis 11, Cha 20

SQ Undead traits, Aqueous form, Knight's challenge

Feats Alertness, Blind-Fight, Improved Natural Armor, Mounted Combat, Rapid Reload

Skills Hide +10, Listen +8, Move Silently +18, Spot +8

Aqueous Form (Su) Burlay has no conscious control of this ability. When Burlay is reduced to 0 or lower hit points, he is not destroyed, though he is rendered unconscious. He will immediately assume aqueous form, an effect that is similar to the *gaseous form* spell (caster level 5th), except that

Burlay turns into water rather than mist. Burlay will remain in aqueous form indefinitely until his hit point total rises above 0 (typically via fast healing). As soon as Burlay's hit points are 1 or higher, he will immediately return to his normal form. While in aqueous form and submerged in a body of water, Burlay is effectively invisible.

Create Spawn (Su) Any humanoid slain by Burlay's energy drain will become a Wight in 1d4 turns. A Wight created by Burlay does not share his unique abilities. Treat it as a normal Wight from the *Dungeon Master's Guide*. The newly created spawn is under Burlay's command until Burlay is permanently destroyed.

Energy Drain (Su) Burlay refuses to use his energy drain attack during the course of this adventure.

Knight's Challenge: In battle, Burlay uses the force of his personality to challenge his enemies. He can use this ability 6 times per day.

Fighting Challenge (Ex) As a swift action, Burlay can issue a challenge against a single opponent. The target of this ability must be level 8 or higher. If the target does not meet these requirements, a use of this ability is expended without effect.

If the target does meet the conditions given above, Burlay gains a +1 moral bonus on Will saves and a +1 moral bonus on attack rolls and damage rolls against the target of this ability. If Burlay's chosen foe reduces him to 0 or fewer hit points, he loses two uses of his knight's challenge ability.

The effect of Burlay's fighting challenge lasts for 11 rounds.

If Burlay's chosen foe is defeated or flees the area, he can issue a new challenge to a different foe (assuming that he has uses of his knight's challenge remaining). He cannot issue another fighting challenge if his original target is still active.

Shield Block (Ex): Burlay excels in using his shield to frustrate his enemy's attacks. During his action, he can designate a single opponent as the target of this ability. His shield bonus to AC against that foe increases by 1.

Racial Bonuses (Ex) Wights have a +8 racial bonus on Move Silently checks.

ADVANCED MERFOLK WIGHT (2)

CR 7

LE Medium Undead Fighter 2

Init +3; **Senses** Darkvision 60 ft., Listen +8, Spot +8

Languages Common, Aquan

AC 22, touch 13, flat-footed 19

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

Def Options Dodge, Mobility

hp 63 (10 HD);

Fort +5, **Ref** +5, **Will** +6

Speed 5 ft. (1 square), swim 35 ft. (in chitin armor);

Melee slam +10 (1d4+3 plus energy drain)

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

Base Atk +6; **Grp** +9

Atk Options Create spawn, Energy drain

Combat Gear mw chitin armor

Abilities Str 17, Dex 16, Con --, Int 13, Wis 11, Cha 17

SQ Undead traits

Feats Alertness, Blind-Fight, Dodge, Improved Natural Armor, Mobility, Weapon Focus (slam)

Skills Hide +11, Listen +8, Move Silently +19, Spot +8

Create Spawn (Su) Any humanoid slain by the wight's energy drain will become a Wight in 1d4 turns. The newly created spawn is under the wight's command until the Wight is destroyed.

Energy Drain (Su) Living creatures hit by the wight's slam attack gain one negative level. The character must make a Fortitude save, DC 15, to remove a negative level. For each negative level bestowed, the Wight gains 5 temporary hit points.

Racial Bonuses (Ex) Wights have a +8 racial bonus on Move Silently checks.

3: TIDE OF BATTLE

TROLL SCRAG ZOMBIE

CR 4

NE Large Undead

Init -2; **Senses** Darkvision 60 ft., Listen +0, Spot +0

Languages None

AC 18, touch 10, flat-footed 17

(-1 size, +1 Dex, +8 natural)

hp 81 (12 HD); DR 5 / slashing

Fort +4, **Ref** +5, **Will** +8

Speed 20 ft. (4 squares), swim 40 ft.; cannot run

Melee Slam +13 (1d8+10)

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

Base Atk +6; **Grp** +17

Abilities Str 25, Dex 12, Con --, Int --, Wis 10, Cha 1

SQ Single actions only, Undead traits

Feats Toughness

Skills --

Single Actions Only (Ex) Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can perform the partial charge action.

4: KNIGHT OF THE LIVING DEAD

BURLAY BIN BEALEF AL-GHAYAR

CR 9

Male Merfolk Advanced Wight / Knight 4

LN Medium Undead (unique)

Init +2; **Senses** Darkvision 60 ft., Listen +8, Spot +8

Languages Common, Aquan

AC 25, touch 12, flat-footed 23

(+2 Dex, +5 armor, +3 shield, +5 natural)

Def Options Shield block

hp 78 (12 HD); Fast healing 1 (only when underwater)

Fort +3, **Ref** +5, **Will** +10

Speed 5 ft. (1 square), swim 50 ft. (in chitin armor);

Melee trident +13 / +8 (1d8+4)

Ranged merfolk crossbow +11 / +6 (1d8) (40 ft. range)

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

Base Atk +8; **Grp** +11

Atk Options Create spawn, Energy drain, Fighting challenge, Test of Mettle

Combat Gear +1 chitin armor, +1 heavy dire clamshell shield, +1 trident, mw merfolk crossbow, 20 bolts

Abilities Str 17, Dex 14, Con --, Int 13, Wis 11, Cha 20

SQ Undead traits, Aqueous form, Armor Mastery, Bulwark of Defense, Knight's challenge

Feats Alertness, Blind-Fight, Improved Natural Armor, Mounted Combat, Rapid Reload, Weapon Focus (trident)

Skills Hide +11, Listen +8, Move Silently +19, Spot +8

Aqueous Form (Su) Burlay has no conscious control of this ability. When Burlay is reduced to 0 or lower hit points, he is not destroyed, though he is

rendered unconscious. He will immediately assume aqueous form, an effect that is similar to the *gaseous form* spell (caster level 5th), except that Burlay turns into water rather than mist. Burlay will remain in aqueous form indefinitely until his hit point total rises above 0 (typically via fast healing). As soon as Burlay's hit points are 1 or higher, he will immediately return to his normal form. While in aqueous form and submerged in a body of water, Burlay is effectively invisible.

Armor Mastery (Ex): Burlay is able to wear his armor as a second skin and ignore the standard speed reduction for wearing medium armor.

Bulwark of Defense (Ex): An opponent that begins its turn in Burlay's threatened area, treats all the squares he threatens as difficult terrain.

Create Spawn (Su) Any humanoid slain by Burlay's energy drain will become a Wight in 1d4 turns. A Wight created by Burlay does not share his unique abilities. Treat it as a normal Wight from the *Dungeon Master's Guide*. The newly created spawn is under Burlay's command until Burlay is permanently destroyed.

Energy Drain (Su) Burlay refuses to use his energy drain attack during the course of this adventure.

Knight's Challenge (Ex) In battle, Burlay uses the force of his personality to challenge his enemies. He can use this ability 6 times per day.

Fighting Challenge (Ex) As a swift action, Burlay can issue a challenge against a single opponent. The target of this ability must be level 10 or higher. If the target does not meet these requirements, a use of this ability is expended without effect.

If the target does meet the conditions given above, Burlay gains a +1 moral bonus on Will saves and a +1 moral bonus on attack rolls and damage rolls against the target of this ability. If Burlay's chosen foe reduces him to 0 or fewer hit points, he loses two uses of his knight's challenge ability.

The effect of Burlay's fighting challenge lasts for 11 rounds.

If Burlay's chosen foe is defeated or flees the area, he can issue a new challenge to a different foe (assuming that he has uses of his knight's challenge remaining). He cannot issue another fighting challenge if his original target is still active.

Test of Mettle (Ex) As a swift action, Burlay can expend one use of his knight's challenge ability to cause all enemies within 100 feet that are level 10 or higher, to make Will saves, DC 17. Creatures that fail this save are forced to attack Burlay with their ranged or melee attacks in preference over other available targets. If a foe attacks by casting a spell or using a supernatural ability, he must target Burlay with the attack or include him in the effect's area.

An opponent compelled to act in this manner in not thrown into a mindless rage and does not have to move to attack Burlay in melee if doing so would provoke attacks of opportunity against him. In such a case, he can make ranged attacks against Burlay or attack any opponents he threatens as normal. If anyone other than Burlay attacks the target, the effect of test of mettle ends for that specific target.

If you are reduced to 0 or fewer hit points by an opponent forced to attack you due to this ability, you gain one additional use of your knight's challenge ability for the day. This additional use disappears if you have not used it by the start of the next day. You can only gain one additional use of your knight's challenge ability in this manner per day.

The effect of test of mettle lasts for a number of rounds equal to 5 + your Charisma bonus (if any). A creature can only be the target of your test of mettle ability once per day.

Shield Block (Ex): Burlay excels in using his shield to frustrate his enemy's attacks. During his action, he can designate a single opponent as the target of this ability. His shield bonus to AC against that foe increases by 1.

Racial Bonuses (Ex) Wights have a +8 racial bonus on Move Silently checks.

ADVANCED MERFOLK WIGHT (2) CR 9

LE Medium Undead Fighter 4

Init +3; **Senses** Darkvision 60 ft., Listen +8, Spot +8

Languages Common, Aquan

AC 25, touch 13, flat-footed 22

(+3 Dex, +5 armor, +2 shield, +5 natural)

Def Options Dodge, Mobility

hp 74 (12 HD);

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

Speed 5 ft. (1 square), swim 35 ft. (in chitin armor);

Melee slam +13 (1d4+8 plus energy drain)

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

Base Atk +8; **Grp** +12

Atk Options Create spawn, Energy drain, Spring Attack

Combat Gear +1 chitin armor, mw heavy dire clamshell shield

Abilities Str 18, Dex 16, Con --, Int 13, Wis 11, Cha 17

SQ Undead traits

Feats Alertness, Blind-Fight, Dodge, Improved Natural Armor, Mobility, Spring Attack, Weapon Focus (slam), Weapon Specialization (slam)

Skills Hide +12, Listen +8, Move Silently +20, Spot +8

Create Spawn (Su) Any humanoid slain by the wight's energy drain will become a Wight in 1d4 turns. The newly created spawn is under the wight's command until the Wight is destroyed.

Energy Drain (Su) Living creatures hit by the wight's slam attack gain one negative level. The character must make a Fortitude save, DC 15, to remove a

negative level. For each negative level bestowed, the Wight gains 5 temporary hit points.

Racial Bonuses (Ex) Wights have a +8 racial bonus on Move Silently checks.

APPENDIX 2: NEW RULES ITEMS

CLASSES

Knight (excerpt from *Player's Handbook II*, page 24-30)

Level	BAB	Fort	Ref	Will	Special
1 st	+1	+0	+0	+2	Fighting Challenge +1, knight's challenge, knight's code
2 nd	+2	+0	+0	+3	Mounted Combat, shield block +1
3 rd	+3	+1	+1	+3	Bulwark of defense
4 th	+4	+1	+1	+4	Armor mastery (medium), test of mettle

Hit die: d12

Weapon and Armor proficiency: Knights are proficient with all simple and martial weapons and with all armor (heavy, medium, light) and all shields (except tower shields)

Class Skills (2 + Int mod per level): Climb, Handle Animal, Intimidate, Jump, Knowledge (nobility), Ride, Swim

Knight's Challenge: In battle, you use the force of your personality to challenge your enemies. You can use this ability a number of times per day equal to $\frac{1}{2}$ your class level + your Charisma bonus (minimum once per day). Even if you and your foes lack a shared language, you can still effectively communicate through body language, tone and certain oaths and challenges you learn from a variety of different tongues.

Fighting Challenge (Ex): As a swift action, you can issue a challenge against a single opponent. The target of this ability must have an Intelligence of 5 or higher, have a language of some sort, and have a CR greater than or equal to your character level minus 2. If it does not meet these requirements, a use of this ability is expended without effect.

If the target does meet the conditions given above, you gain a +1 morale bonus on Will saves and a +1 morale bonus on attack rolls and damage rolls against the target of this ability. If your chosen foe reduces you to 0 or fewer hit points, you lose two uses of your knight's challenge ability.

The effect of fighting challenge lasts for a number of rounds equal to 5 + your Charisma bonus (if any).

If your chosen foe is defeated or flees the area, you can issue a new challenge to a different foe (assuming that you have uses of your knight's challenge remaining). You cannot issue another fighting challenge if your original target is still active.

Test of Mettle (Ex): Starting at 4th level, you can shout a challenge to all enemies, calling out for the mightiest among them to face you in combat. Any target of this ability must have a language of some sort and an Intelligence score of 5 or higher. Creatures that do not meet these requirements are immune to test of mettle. You must have line of sight and line of effect to the targets of this ability.

As a swift action, you can expend one use of your knight's challenge ability to cause all enemies within 100 feet, with a CR greater than or equal to your character level minus 2, to make Will saves (DC 10 + $\frac{1}{2}$ your class level + your Charisma modifier). Creatures that fail this save are forced to attack you with their ranged or melee attacks in preference over other available targets. If a foe attacks by casting a spell or using a supernatural ability, he must target you with the attack or include you in the effect's area.

An opponent compelled to act in this manner in not thrown into a mindless rage and does not have to move to attack you in melee if doing so would provoke attacks of opportunity against him. In such a case, he can make ranged attacks against you or attack any opponents he threatens as normal. If anyone other than you attacks the target, the effect of test of mettle ends for that specific target.

If you are reduced to 0 or fewer hit points by an opponent forced to attack you due to this ability, you gain one additional use of your knight's challenge ability for the day. This additional use disappears if you have not used it by the start of the next day. You can only gain one additional use of your knight's challenge ability in this manner per day.

The effect of test of mettle lasts for a number of rounds equal to 5 + your Charisma bonus (if any). A creature can only be the target of your test of mettle ability once per day.

Knight's Code: The knight's code focuses on fair play; a victory achieved through pure skill is more difficult,

and hence wins more glory, than one achieved through trickery or guile.

- A knight does not gain a bonus on attack rolls when flanking. You still confer the benefit of flanking to your ally, but you forgo your own +2 bonus on attack rolls.
- A knight never strikes a flat-footed opponent. Instead you allow your foe to ready himself before attacking.
- A knight never deals lethal damage against a helpless foe. You can strike such a foe, but only with attacks that deal non-lethal damage.

Mounted Combat: At 2nd level, you gain Mounted Combat as a bonus feat.

Shield Block (Ex): Starting at 2nd level, you excel in using your shield to frustrate your enemy's attacks. During your action, designate a single opponent as the target of this ability. Your shield bonus to AC against that foe increases by 1.

Bulwark of Defense (Ex): When you reach 3rd level, an opponent that begins its turn in your threatened area, treats all the squares you threaten as difficult terrain.

Armor Mastery (Ex): Starting at 4th level, you are able to wear your armor as a second skin and ignore the standard speed reduction for wearing medium armor.

EQUIPMENT

Chitin & Shell armor (*Stormwrack*, page 106)

Armor	Cost	Armor Bonus	Dex Bonus	Armor check penalty	Arcane Spell Failure Chance	Speed (30 ft)	Speed (20 ft)	Weight
Shell	25 GP	+3	+3	-2	20%	20 ft.	15 ft.	20 lb.
Chitin	75 GP	+4	+4	-3	30%	20 ft.	15 ft.	20 lb.

Aquatic Crossbow (*Stormwrack*, page 107)

Exotic Weapon	Cost	Damage (small)	Damage (medium)	Critical	Range Increment	Weight	Type
Aquatic Crossbow	250 GP	1d6	1d8	19-20 / x2	40 ft.	4 lb.	Piercing

Aquatic crossbows are not subject to the normal –2 per 5 feet of distance underwater. Its range increment is 40 ft, both in and out of the water.

APPENDIX 3: NAMED NPC'S

Afit bin Sudah al Nafiq, (Ah-feet) LN male Baklunish, Wizard 5 / Expert 5 (Knowledge (engineering) +18, Use Magic Device +13). Afrit is a man with a high position in the Order of Kwalish. He will recognize any member of the Order of Kwalish as a colleague. Afrit undertakes practical research into submarine technology, specializing in the Apparatus of Kwalish. He delights in explaining its use and functionality, but is reluctant to speak on any other subject (mainly because this is the only subject on which he is the nearly ultimate authority). He has a tendency to descend into bouts of incomprehensible technical and arcane jargon, for which he patronizingly apologizes after the fact. He is a scientific elitist and has little patience for muscle-bound warrior types. He urges all PCs to be very careful with the equipment, since it is more valuable than they are.

Cyaxares bin Jabrael, Albay Reis of the Çabuk Martý, (Sigh-ak-sah-rees) LN male Baklunish, Expert 6 / Legendary Captain 4. Cyaxares is the captain of the Çabuk Martý, a sailing Dhow of the Zeif Royal Navy. The Çabuk Martý has the reputation of being the fastest ship in the Sultan's navy and Cyaxares works very hard to keep it that way. He is a firm believer in strict naval discipline. Insubordination of any stripe is not tolerated. However, those of his crew who work hard and follow orders are well rewarded. Cyaxares is a steadfast supporter of Zeif in general and Sultan Murad in particular.

Delshad, Fountainhead of Geshtai, (Del-shad) N female Baklunish, Druid 9. Delshad is a middle-aged woman, well weathered from countless years of exposure to the elements. She understands all too well the necessity for fresh water upon the desert of the sea. The beauty of the sea and all of the life that it contains fascinates Delshad. Her unique talents aboard ship grants some leeway for her hobby of collecting seashells of all types, the more exotic the better. Delshad's collection is quite large, numbering in the hundreds. A few specimens are quite large, once belonging to various dire sea life. Delshad's animal companion is a black dire rat named Gölge (Shadow).

Garnat bin Jamil, (Gar-nat) NE Gravetouched Ghoul. Garnat is an operative in the Grim Vizier's network and has been for well over a hundred years. He smells foul and most commoners give him a wide berth. He seems somewhat distracted most of the time (he feels a nearly overwhelming hunger when in the presence of humanoids) and walks with a limp and hunch, but is otherwise quite charismatic. Garnat claims that the Grim Vizier is the embodiment of devotion to the prosperity of the nation and people of Zeif. He greets any arguments with patience and logical philosophy, but always comes back to the "fact" that the Grim Vizier knows what is best. His main method of convincing PCs to choose him over the others is to make sure that they understand that those who act against the best interests of Zeif will make themselves enemies of the Grim Vizier, a person widely renowned for keeping his enemies enslaved long after their deaths. He admits that he himself was one of these enemies, but that he has learned from his mistake. Those who have enmity with the Grim Vizier are told outright that another slight against Zeif will not be healthy, but that the PC's grave error in judgment can be corrected (i.e., the enmity removed), if the PC chooses more carefully this time.

Kavas, Astegmen of the Çabuk Martý, (Kah-vas) LN male Baklunish, Expert 3. Kavas is an Astegmen (midshipman) aboard the Çabuk Martý. He serves as a personal assistant to Cyaxares. Kavas has an eye for the ladies, constantly engaging in casual flirtation. He often hits on Delshad just for fun, even though he knows his advances will be gently rebuked.

Olya bint Hassan, (Ole-yah) CN female Baklunish, Rogue 4 / Sorcerer 4. Olya delights in breaking the rules, especially in unique and creative ways. Working for the Matron Sultana gives Olya the freedom to express her creative anarchy, while avoiding prison, slavery or death. One day, she aspires to become an Arcane Trickster. Omar is Olya's brother.

Omar bin Hassan, (Oh-mar) CN male Baklunish, Cleric 4 (Mouqol) / Ranger 4. Omar takes a very liberal interpretation of Mouqol's "finding and delivering the rarest of treasures to their predestined owners". Primarily by stealing from the rich and selling to the highest bidder. Working for the Matron Sultana is the perfect way to accomplish this, while avoiding prison, slavery or death. Olya is Omar's sister.

Shalina bint Carvados al Ghayar, (shah-Leena) NG female Merfolk, Aristocrat 6 (Bluff +15, Diplomacy +19, Sense Motive +13). Shalina is one of Sovorn's wives. She is Shallah's mother. Shalina is a dull-witted, but genuinely kind and compassionate mermaid. She is outgoing, approachable and likeable. Shalina is a good listener. It is only apparent after many minutes of conversation that she does not have a very sharp intellect, and often just seems to smile and nod.

Yiman, (yih-Mon) N Male Merfolk, Warrior 1. Yiman is a young merfolk male, barely old enough to hold a trident. He and his squad were new recruits who recently volunteered to defend the Merfolk city. Yiman is quite traumatized by his near death experience.

APPENDIX 4: STORM RULES (DM'S COPY)

Profession (sailor): A character with 5 or more ranks in Profession (sailor) gains a +2 circumstance bonus to Balance checks while on board a sea vessel.

Spellcasting: Casting a spell above decks requires a Concentration check, DC 15 + spell level. Casting a spell below decks requires a Concentration check, DC 10 + spell level.

Cloud Cover: The entire area is covered in thick black storm clouds, blocking out all light and making the area as dark as a moonless night.

Illumination: There are four *everburning torches* lighting the ship's upper decks. One at the prow, one on each mast and one at the stern. The illumination range from all light sources is halved due to the heavy rain.

Lightning: Lightning strikes will occur all around the ship once every 1d4 rounds. On the round of a lightning stroke, the entire area is considered to be brightly illuminated. These lightning strikes are intended for dramatic effect and pose no real danger to the PCs during the course of the battle.

Heavy Rain: Rain reduces visibility by half. Listen, Spot and Search checks are at a -4 penalty. Creatures lose the *scent* ability. Ranged weapon attacks are at a -4 penalty. Any unprotected flames are automatically extinguished. Protected flames, such as inside a lantern have a 50% chance to go out (roll every round).

Strong Wind: Delshad, the Druid of Geshtai, has cast *control winds*. As a result, the wind strength has been reduced by 3 levels, from hurricane winds to strong winds. Tiny or smaller creatures must make a Fortitude save, DC 10, or be knocked prone.

Slippery Deck: The deck is soaked with water and has become slippery. The deck is considered to be hindered terrain unless the character can make a Balance check, DC 10. Tumble check DC's are increased by 2.

Rolling Deck: The deck of the ship is violently heaving from side to side. When the deck is leaning, it is considered to be a steep slope. A character that tries to move on a leaning deck must make a Balance check, DC 12, or stumble 1d2 x 5 feet down slope and end their movement. The DC includes the slippery modifier. A character that fails the check by 5 or more ends up prone after stumbling. If the character was close to the edge of the ship, they have the potential to stumble overboard.

Crashing Waves: Once every 2d4 rounds, a heavy surge of water comes crashing over the main deck of the ship. Any PCs struck by the wave must make a Strength or Balance check, DC 12, or be knocked prone. A character holding onto a solid object with one hand gets a +2 circumstance bonus to this check. A character holding on with both hands gets a +4 circumstance bonus. Any character knocked prone is also washed 2d6 x 5 feet in the direction of the surge. This has the potential to wash the character overboard. Being moved by the wave does not provoke attacks of opportunity.

Wave Direction - Roll 1d12

- 1 Moving from port to starboard
- 2-4 Moving from forward port to aft starboard
- 5-8 Moving from forward to aft
- 9-11 Moving from forward starboard to aft port
- 12 Moving from starboard to port

Falling Overboard: Any character that stumbles or is washed over the edge of the ship can make a Reflex save, DC 12, to grab onto the deck railing. If they succeed, they find themselves dangling over the side of the vessel, clinging to the deck railing. The character must make a Climb check, DC 12, in order to pull themselves back on deck.

Any character overboard in the storm is in dire peril. The character must make a Swim check, DC 20, or be swept away from the ship. If the character succeeds, they manage to grab onto a rope trailing over the edge of the ship. If they fail, then they are swept out into the sea.

Any character lost at sea wakes up later on a random stretch of Zeif's coastline. The adventure is over for this character, but they have miraculously survived. Istus be praised.

Storm effects table

Round	Deck Position	Crashing Waves	Lightning Flash
Surprise Round (box text)	Level	Yes	Yes
1	Leaning starboard	No	No
2	Level	No	No
3	Leaning port	No	Yes
4	Level	Yes	No
5	Leaning starboard	No	No
6	Level	No	Yes
7	Leaning port	Yes	Yes
8	Level	No	No
9	Leaning starboard	No	No
10	Level	No	Yes
11	Leaning port	No	Yes
12	Level	Yes	No

APPENDIX 5: UNDERWATER COMBAT

Excerpt from *Dungeon Master's Guide*, page 92-93 and *Stormwrack*, page 20

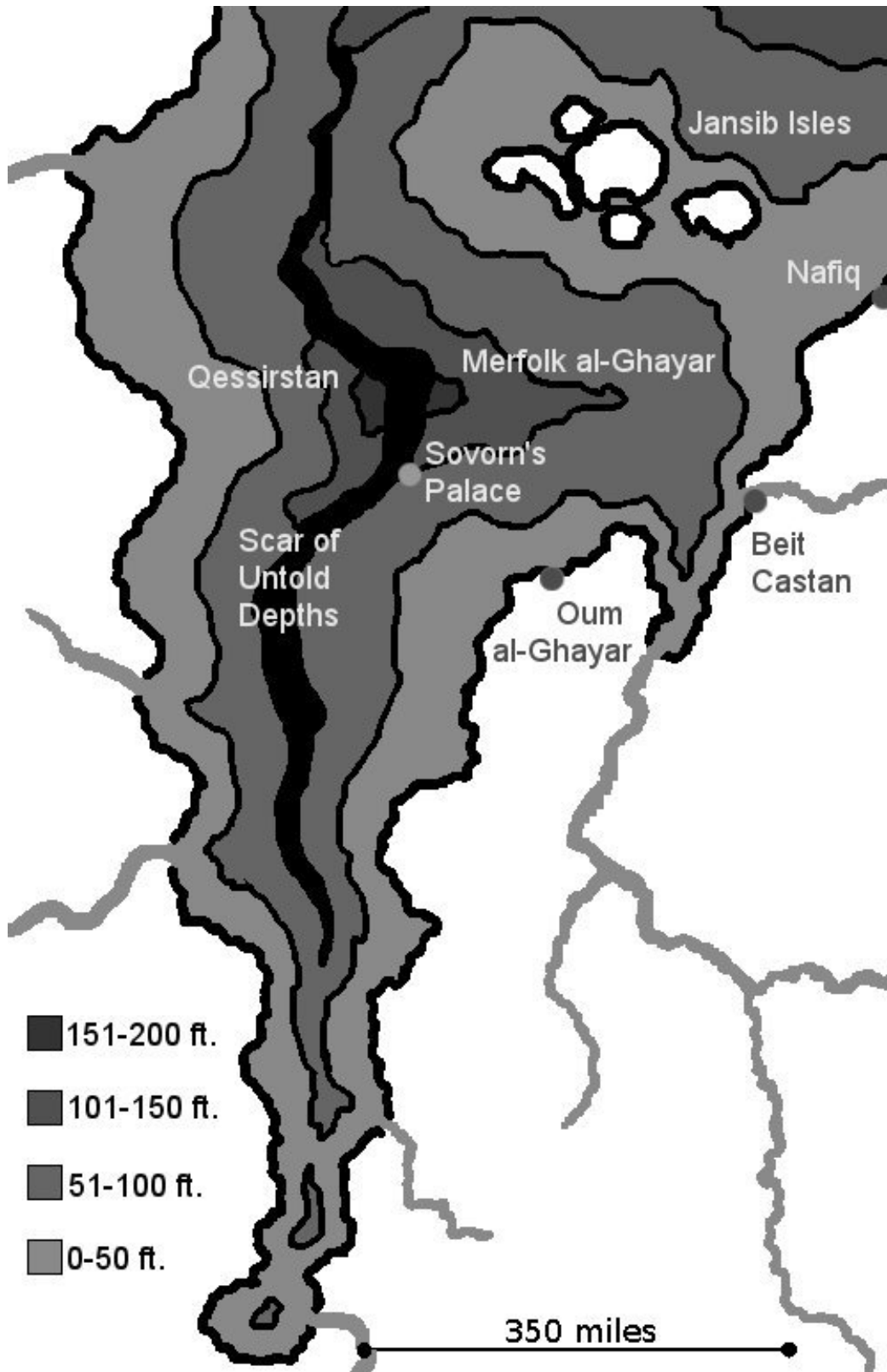
Condition	Slashing / Bludgeoning	Tail	Movement	Off Balance
<i>freedom of movement</i>	normal	normal	normal	No
has a swim speed	-2 / half	normal	normal	No
successful Swim check	-2 / half	-2 / half	quarter	No
firm footing	-2 / half	-2 / half	half	No
none of the above	-2 / half	-2 / half	none	Yes

- Slashing and Bludgeoning weapons take a –2 penalty to hit and do half damage
- Grapple checks take a –2 penalty, but grapples do full damage underwater
- Thrown weapons are ineffective underwater
- Ranged weapon attacks take a –2 per 5 feet of water they pass through, unless the weapon is specifically designed for underwater usage, such as a Merfolk crossbow
- Casting a spell with the fire descriptor requires a Spellcraft check, DC 20 + spell level, in order to convert the spell to a steam effect
- Non-magical fire is ineffective underwater
- Firm footing requires that the creature be touching the ocean floor and carry 16 pounds of gear (for a Medium creature) or 8 pounds of gear (for a Small creature)
- An off balance creature loses their Dexterity bonus to AC and opponents gain a +2 to hit the creature
- Scrolls are ruined underwater unless they are waterproof
- Potions can be used underwater
- At the depth of Sovorn's Palace, the sun provides bright illumination out to 30 feet and shadowy illumination out to 60 feet.

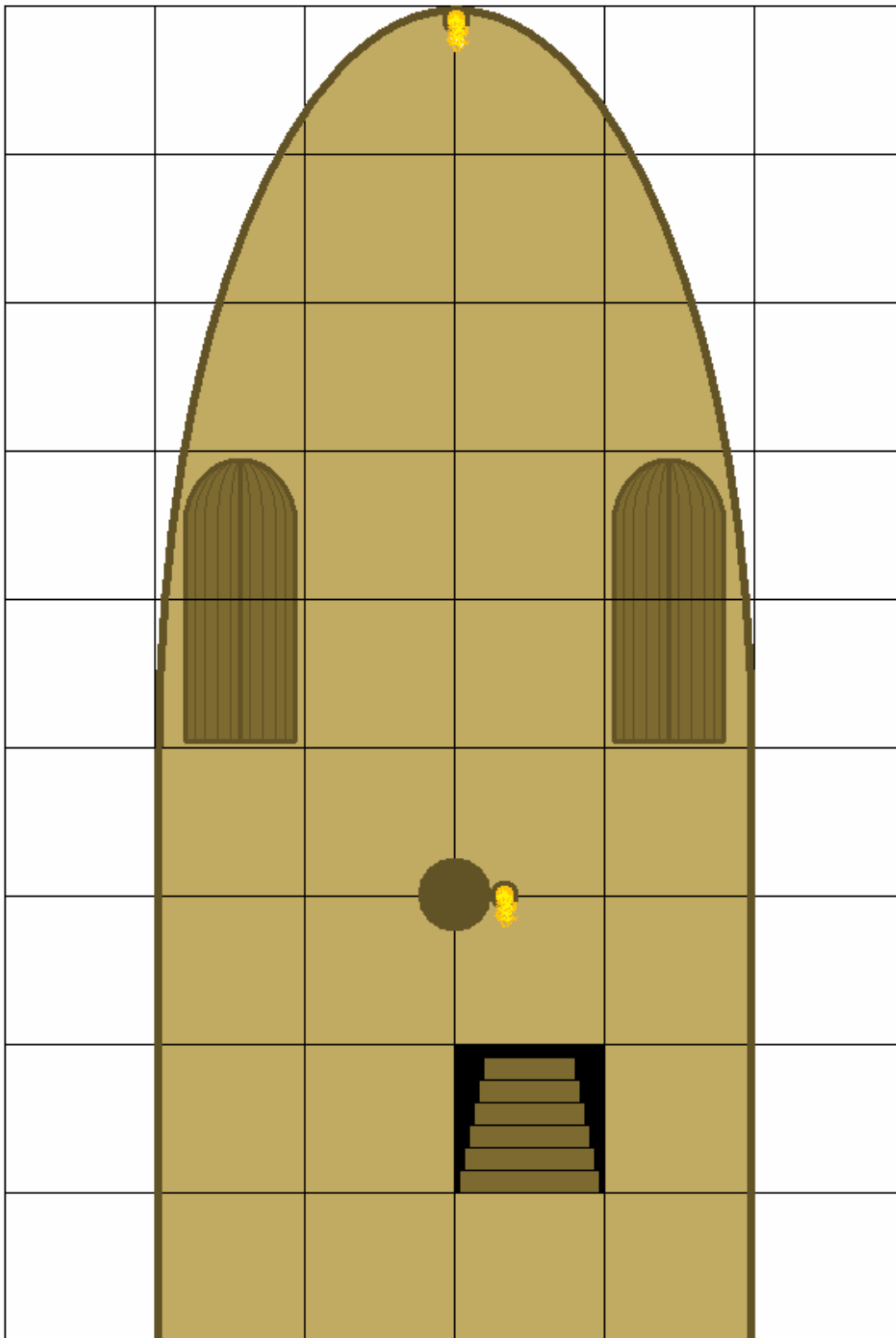
APPENDIX 6: BAKLUNISH TO COMMON DICTIONARY

- albay reis (al-bay race) - captain of a naval vessel
- astegmen (ah-steg-men) – midshipman
- bayan (bah-yan) – lady, madam
- çabuk (chah-buk) – swift, fast
- deve (deh-veh) – camel
- dhow (dow) – sailing vessel
- effendi (ef-en-dee) – sir, gentleman
- gemici (jeh-mee-see) – sailor, seaman
- gölge (gool-geh) – shadow, silhouette
- “hey orada” (hay oh-rah-dah) – “ahoy there”
- kâlp (kahlp) – heart
- kasap (kah-sahp) – butcher shop
- lanetlenmi (lah-net-len-miz) – accursed, damned
- martý (mar-tchee) – gull
- sekme (sek-meh) – hopping, jumping
- sulamak (soo-lah-mak) – water
- ya a (yah-zah) – hooray, huzzah
- yükseltme (yook-selt-meh) – lift, elevate

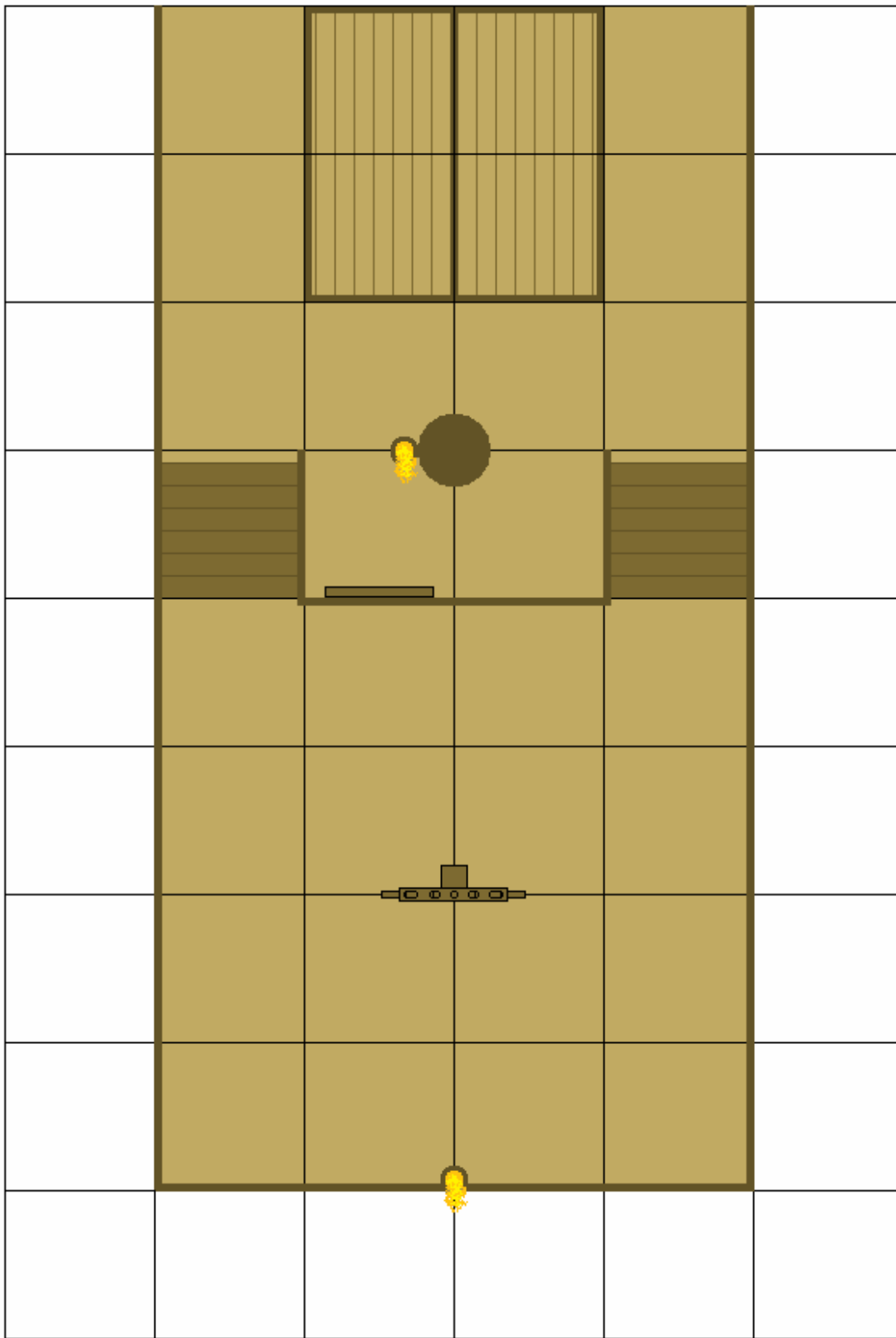
DM MAPS – GULF OF GHAYAR



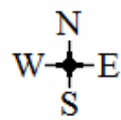
DM MAPS – ÇABUK MARTY – FORE



DM MAPS – ÇABUK MARTY – AFT

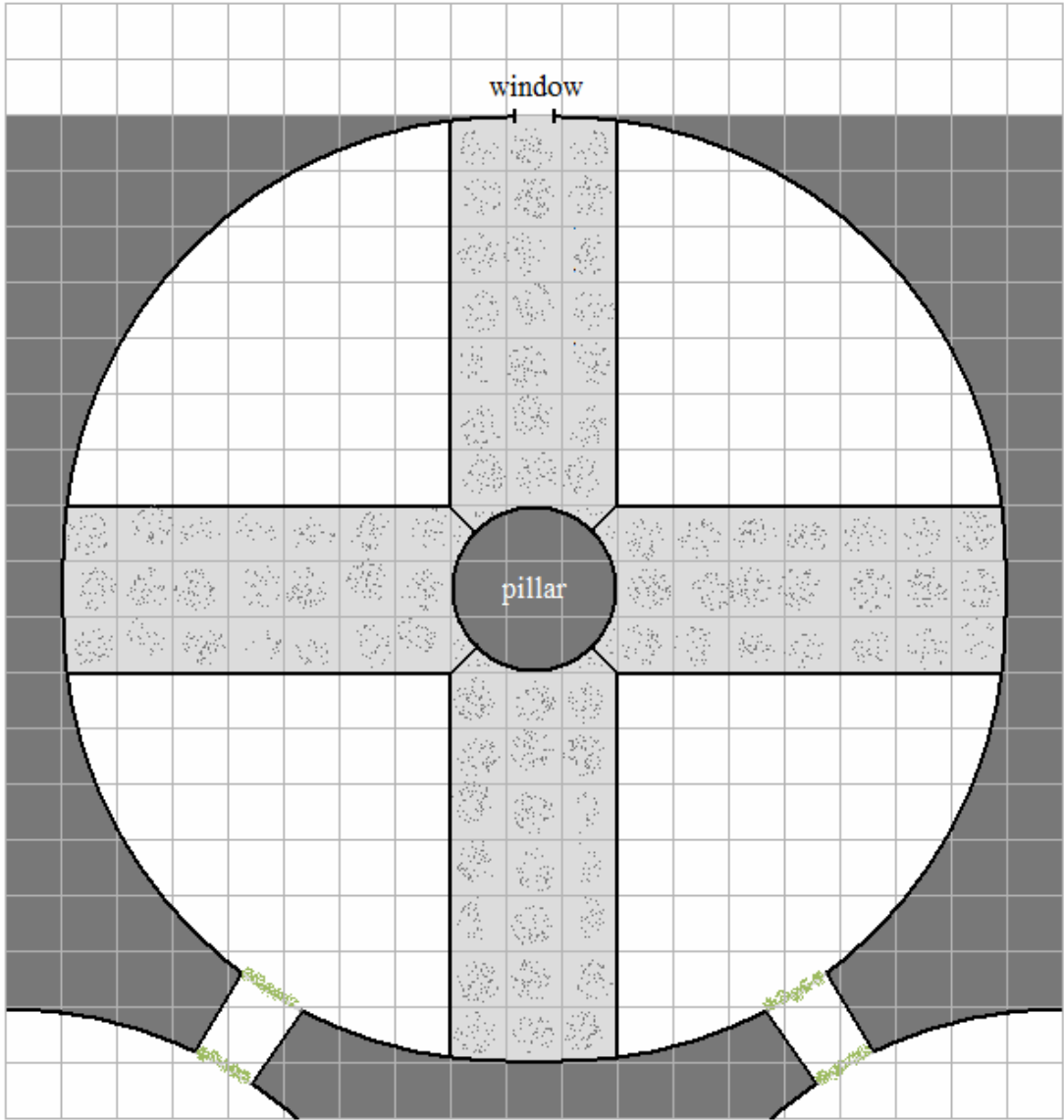


DM MAPS – AQUACULTURE CHAMBER – TOP



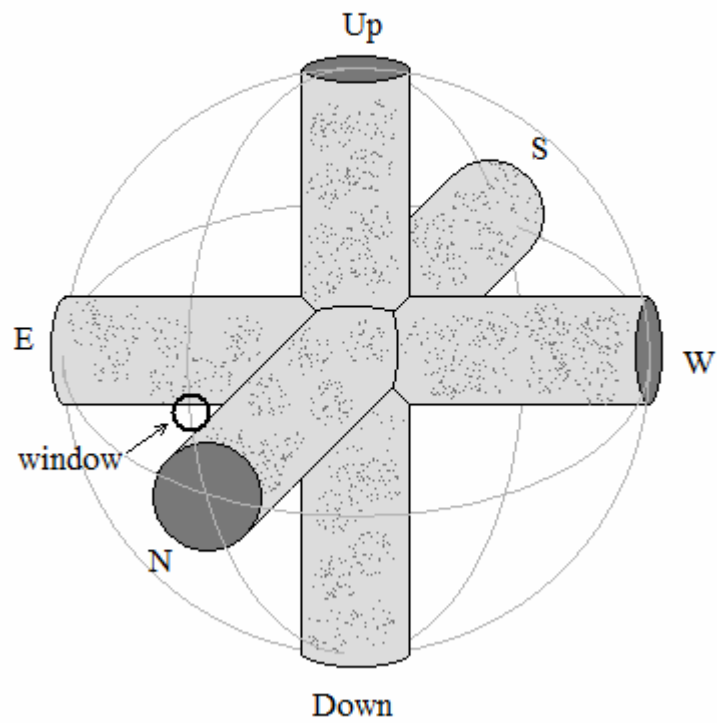
Aquaculture Chamber

5 feet



DM MAPS – AQUACULTURE CHAMBER – ISOMETRIC

Aquaculture Chamber - Isometric View



PLAYER HANDOUT 1 – INVITATION

The information within this missive is considered a national secret of the nation of Zeif. Disclosure of its contents will be considered an act of treason against the state.

Esteemed adventurer,

Murad, Sultan of Zeif, most sovereign and potent protector of the Baklunish Nation, requests your presence aboard the Çabuk Martý of the Zeif Royal Navy, currently berthed in the city of Nafiq, before the morning tide has ebbed this very day. Arrive without delay, as this is a matter of utmost urgency.

You are to assist a naval operation within the Gulf of Ghayar. This operation is to take place entirely underwater. The Navy will supply magicks to enable breathing while submerged. Combat with the living dead is highly probable. Make the necessary preparations before your arrival.

Cyaxares bin
Jabraiel al-Nafiq

Albay Reis of the Çabuk Martý

PLAYER HANDOUT 2 – STORM RULES

Profession (sailor): A character with 5 or more ranks in Profession (sailor) gains a +2 circumstance bonus to Balance checks while on board a sea vessel.

Spellcasting: Casting a spell above decks requires a Concentration check, DC 15 + spell level. Casting a spell below decks requires a Concentration check, DC 10 + spell level.

Cloud Cover: The entire area is covered in thick black storm clouds, blocking out all light and making the area as dark as a moonless night.

Illumination: There are four *everburning torches* lighting the ship's upper decks. One at the prow, one on each mast and one at the stern. The illumination range from all light sources is halved due to the heavy rain.

Lightning: Lightning is periodically striking around the ship. On the round of a lightning stroke, the entire area is considered to be brightly illuminated.

Heavy Rain: Rain reduces visibility by half. Listen, Spot and Search checks are at a -4 penalty. Creatures lose the *scent* ability. Ranged weapon attacks are at a -4 penalty. Any unprotected flames are automatically extinguished. Protected flames, such as inside a lantern have a 50% chance to go out (roll every round).

Strong Wind: Delshad, the Druid of Geshtai, has cast *control winds*. As a result, the wind strength has been reduced from hurricane winds to strong winds. Tiny or smaller creatures must make a Fortitude save, DC 10, or be knocked prone.

Slippery Deck: The deck is soaked with water and has become slippery. The deck is considered to be hindered terrain unless the character can make a Balance check, DC 10. Tumble check DC's are increased by 2.

Rolling Deck: The deck of the ship is violently heaving from side to side. When the deck is leaning, it is considered to be a steep slope. A character that tries to move on a leaning deck must make a Balance check, DC 12, or stumble 1d2 x 5 feet down slope and end their movement. A character that fails the check by 5 or more ends up prone after stumbling.

Crashing Waves: Periodically, a heavy surge of water comes crashing over the main deck of the ship. Any PCs struck by the wave must make a Strength or Balance check, DC 12, or be knocked prone. A character holding onto a solid object with one hand gets a +2 circumstance bonus to this check. A character holding on with both hands gets a +4 circumstance bonus. Any character knocked prone is also washed 2d6 x 5 feet in the direction of the surge. Being moved by the wave does not provoke attacks of opportunity.

PLAYER HANDOUT 3 – UNDERWATER RULES

Excerpt from *Dungeon Master's Guide*, page 92-93 and *Stormwrack*, page 20

Condition	Slashing / Bludgeoning	Tail	Movement	Off Balance
<i>freedom of movement</i>	normal	normal	normal	No
has a swim speed	-2 / half	normal	normal	No
successful Swim check	-2 / half	-2 / half	quarter	No
firm footing	-2 / half	-2 / half	half	No
none of the above	-2 / half	-2 / half	none	Yes

- Slashing and Bludgeoning weapons take a –2 penalty to hit and do half damage
- Grapple checks take a –2 penalty, but grapples do full damage underwater
- Thrown weapons are ineffective underwater
- Ranged weapon attacks take a –2 per 5 feet of water they pass through, unless the weapon is specifically designed for underwater usage, such as a Merfolk crossbow
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- Non-magical fire is ineffective underwater
- Firm footing requires that the creature be touching the ocean floor and carry 16 pounds of gear (for a Medium creature) or 8 pounds of gear (for a Small creature)
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