

Last Splash

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

by Jon Dawes

Circle Reviewers: Tim Sech

Reviewers: Jon Dawes, Cory Fliegel, Jake Robins, Ian Seale, and Chris Slater

Maps and Art: Pauline White

Playtesters: Duncan Armitage, Greg Friesen, Dan Greenhalgh, Colin Lacey, Darryl Loewen, Chris Naples, Zeffy Santucci, Mike Strobel, Jason Woodall

Thousands of years ago, a party of adventurers saved the land that would eventually become the Sultanate of Zeif from an extraplanar menace bent on its ruin. Time has erased the story of these brave heroes, but the threat has returned with a vengeance. Can pre-history repeat itself, or will fiery evil triumph in modern Zeif? Only today's heroes can tell. This adventure concludes the Eternally Yours story arc. A one-round Regional adventure set in the Sultanate of Zeif for characters level 1-15 (APLs 2-14).

Resources for this adventure [and the authors of those works] include *Complete Adventurer* [Jesse Decker], *Complete Divine* [David Noonan], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Monster Manual III* [Richard Belew, Eric Cagle, Jesse Decker, Andrew J. Finch, Gwendolyn F.M. Kestrel, Rich Redman, Matthew Sernett, Chris Thomasson, P. Nathan Toomey], *Players Guide to Zeif* [Warren Banks, Brent Jans, Jake Robins], *Sandstorm* [Bruce R. Cordell, Jennifer Clarke Wilkes, JD Wiker], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor], 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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Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D® campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second, players and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated

form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To 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 (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
		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	4	5	6
	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 characters 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 characters 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 characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

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

TIME UNITS AND UPKEEP

This is a standard 1-round Zeif adventure. *As of September 1, 2007, there is no Time Unit cost to play the adventure portion of this adventure; however, standard Time Unit costs still apply to crafting, magic item creation, performing or other non-adventure related activities or penalties. The cost for Standard Upkeep is 12 gp for PCs whose home region is in Zeif, or 24 gp for out-of-region PCs. Both Rich Upkeep and Luxury Upkeep cost 75 gp regardless of home region.*

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 PC that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the PC possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the PC 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 PC 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

Thousands of years ago, when the Sultanate of Zeif was no more than a twinkle in the eye of Istus, a powerful efreeti sought to carve out an area of Oerth as his own demesne. A racially mixed party of adventurers, a human, an elf, a halfling, and an orc, took it upon themselves to entomb the genie in an iron flask, where he remained bound for millennia.

Some decades ago, seismic tremors loosened the seal on the buried flask and allowed its powerful inhabitant the freedom to telepathically seek out the weak-minded and power-hungry to aid in his escape. One of these new minions put the efreeti in contact with a person with the mindset and connections to be of utmost use to him in his planned return to power: Nara Kur, the mother of current Sultan Murad the Proud, commonly known in Zeif as the Matron Sultana.

When the efreeti offered the vain but aging Matron the opportunity to be eternally young and beautiful, she could not refuse. Thinking she was supplying him with the raw materials for her elixir of youth, Nara Kur set her considerable resources to work enacting a pogrom of abduction victimizing the nation's water spirits. She was also instrumental in forming an expedition into a lost city in the Vaar hills (ZEF6-02INT *The Lost City*), which ultimately led to the efreeti's full escape from his cracked prison.

The events of ZEF8-02 *She's All Washed Up* showed the Matron Sultana that she had been duped, and that the only purpose to the abductions was to help her mysterious "benefactor" turn the land of Zeif into a desiccated dustbowl. Filled with remorse, she now seeks to aid anyone who can find a way to reverse this process.

Meanwhile, the absence of water spirits in Zeif has indeed had a deleterious effect on the environment. The land is drying out, and many fear that its people have somehow angered the gods. The followers of Geshtai, the Baklunish water goddess, are most traumatized, as they feel that their deity has abandoned them. After prayers and sacrifices failed to rouse the goddess to action on her servants' behalf, one of her priestesses decided that it was now time for more drastic measures. She climbed to the top of the rocky trickle that was once the mightiest waterfall in Zeif and, uttering a final prayer for relief, cast herself down to her death.

Geshtai, who truly is upset at the inhabitants of Zeif for letting her water spirits be destroyed, was pleased with the sacrifice and decided to send aid. Gumus, her pet fish, was instructed to reincarnate one of her servants of old: the human priest who gave his life to imprison the efreeti in a bygone age. If anyone cared enough to find the talking eel, perhaps the tools to save the land could be recovered and put to use once again.

ADVENTURE SUMMARY

Introduction

The PCs hear of a priestess of Geshtai who is seeking to attract the attention of her deity by throwing herself to her death from a waterfall.

Encounter 1

The PCs find the priestess too late, but as they approach her broken body, they find that a coiled, emerald colored eel snakes its way around her body. It speaks to the PCs, explaining that it was once human and had a hand in halting the very threat that faces Zeif today. He has trouble maintaining focus, not being used to his eel body, but the PCs should be able to get from him the following information:

- He died long ago and has been sent from the afterlife by Geshtai's pet fish, Gumus.
- His adventuring party in life consisted of himself, an elf, a halfling, and an orc.
- He remembers the names of all the party members. The elf, in particular, was named Qessir.
- He doesn't remember how they imprisoned the efreeti, but he knows they did.

Encounter 2

The PCs do some research and are led to wonder if the elf's name has any relation to the aquatic elf city of Qessirstan. Other leads prove fruitless and a trip to the underwater city is the only option.

PCs that do not have the means at their disposal to travel underwater have the chance to meet some of their contacts. Those who are favored by the Sultan, Matron Sultana, or Grim Vizier factions are able to gain some assistance for the duration of the adventure.

Those that have not curried favor with all three factions receive an offer from the unscrupulous wizard, Sher Kolenka. He can supply resources equivalent to those listed above for one favor each of the Sultan, Matron Sultana, and Grim Vizier.

Encounter 3

The PCs travel to Qessirstan and do some investigation, eventually discovering that the founder was indeed the

same Qessir that adventured with surface dwellers. The local elves know nothing of his adventures and Qessir apparently left no children when he passed on. An ancient statue in his honor turns out to contain a coded clue pointing in the direction of the materials used to imprison the efreeti.

Encounter 4

The PCs travel to a tunnel in the ocean floor. Traveling through the tunnel, they are subjected to traps designed to strip away their equipment.

Encounter 5

The tunnel opens into a large shrine, where they are confronted by the descendants of the party halfling, who were tasked by their ancestor to confront anyone who came seeking the ancient tools of imprisonment. They are disconcertingly friendly, but committed to their task, excited that the day of its fulfillment has finally come. They fight to the death.

Encounter 6

The tools of imprisonment and instructions for their use are kept under a flagstone in the shrine. The PCs know what to do, but not where to go to do it. They must return to shore to do further research. Along the way, they will hear tale of an orc spirit that has haunted an area in southwestern Zeif since as long as anyone can remember. If they speak to him, the eel they met earlier recognizes the orc by description as his former companion in life.

Encounter 7

The ghost guides the PCs to a volcanic cave, where a fiery gate lies open. If the PCs ask her the right questions, the ghost remembers that, when her party did the ritual, every enemy that spewed forth from the gate was replaced immediately after being killed. They will be able to see the efreeti performing a ritual on the other side of the gate, but are not be able to go through it to get to him. A blazing hot ooze creature spews forth from the gate to attack the PCs, who must have at least one party member make a Concentration check each round to maintain the counter-ritual for ten full rounds.

Conclusion

The PC will either keep the ritual going or they fail:

If they fail, the PCs feel the moisture of the land leach away, including some from their own bodies.

If they succeed, the efreeti is drawn through the gate and into the iron flask that has been prepared as his prison. Representatives of the remaining Zeifan water folk reward victorious PCs with their blessing and treasure.

PREPARATION FOR PLAY

Encounter 3 allows the PCs to gain assistance from different parties depending on whether they are in favor or not. To determine whether a PC is in favor, check the lists below. Disfavors subtract from favors on a one to one basis, so a PC with two favors and two disfavors is not in favor, while a PC with two favors and one disfavor is.

Favors of the Sultan

ZEF6-02INT *The Lost City* – The Sultan's Favor
ZEF6-04INT *To Live and Die in Dhabiya* – Influence
Point: The Royal Navy of Zeif
ZEF7-01INT *Swimming Lessons* – Favor of the Sultan
ZEF6-01 *Out of Water* – Retainer of the Sultan
ZEF6-02 *Left for Dead* – Influence with the Navy
ZEF6-07 *Into the Drink* – Favor of the State
ZEF6-07 *Into the Drink* – Favor of the Royal Navy of Zeif
ZEF6-09 *All this for a Wedding* – Favor of Sultan Murad the Proud
ZEF7-02 *Tide of Battle* – Supporter of the Sultan
ZEF7-07 *Deep Six* – The Sultan's Thanks
ZEF8-02 *She's All Washed Up* – Rat out the Matron
Loyalty to the Sultan Meta-org
Royal Navy of Zeif Meta-org (any rank)
Spahis of Zeif Meta-org (any rank)
Member of a Bey Meta-org

Disfavors of the Sultan

ZEF7-04 *You Break it You've Bought It!* – Stole from the Sultan
Member of a Fallen Bey Meta-org

Favors of the Matron Sultana

ZEFIntro6-02 *Do Dragon's Cry* – Favor of the Harem
ZEF6-02INT *The Lost City* – Notice of the Matron Sultana
ZEF6-03INT *The Wyrn* – Saving the Sultan
ZEF7-01INT *Swimming Lessons* – Favor of the Matron Sultana
ZEF6-07 *Into the Drink* – Favor of the Matron Sultana
ZEF7-02 *Tide of Battle* – Backer of the Matron Sultana
ZEF8-02 *She's All Washed Up* – Keep it Secret
Educated in the Harem Meta-org
Trained in the Harem – Performer Meta-org

Disfavors of the Matron Sultana

ZEF6-07 *Into the Drink* – Enmity of the Matron Sultana

ZEF7-05 *Korsan* – You have angered the Matron Sultana

ZEF8-01 *Dry Land* – Enmity in High Places

ZEF8-02 *She's All Washed Up* – Rat out the Matron

ZEF8-02 *She's All Washed Up* – Alert the Authority

Escaped from the Harem Meta-org

Favors of the Grim Vizier

ZEF7-01INT *Swimming Lessons* – Favor of the Grim Vizier

ZEF6-07 *Into the Drink* – Grim Vizier

ZEF7-02 *Tide of Battle* – Adherent of the Grim Vizier

ZEF8-02 *She's All Washed Up* – Alert the Authority

Disfavors of the Grim Vizier

ZEF6-07 *Into the Drink* – Enmity of the Grim Vizier

ZEF7-02 *Tide of Battle* – Curse of the Grim Vizier

Favors of the Order of Kwalish

ZEF6-04INT *To Live and Die in Dhabiya* – Influence
Point: Order of Kwalish

ZEF6-02 *Left for Dead* – Influence with the Order of Kwalish

ZEF6-05 *Family* – Influence with the Order of Kwalish

Order of Kwalish Meta-org (any rank)

The following AR items may also come into play during the course of this adventure.

ZEF6-01INT *The Dragon* – Enmity of Sher Kolenka

ZEF6-02INT *The Lost City* – Freed the Efrete

ZEF6-05 *Family* – Favor of Nasser

A few PCs may also have Sher Kolenka's enmity from a Duchy of Urnst special mission.

INTRODUCTION

Have the PCs come up with their own reasons to be in Zeir-i-Zeif, the capital of the Sultanate. Whatever their business, they all wind up at the same coffee shop.

The noon sun is especially cruel this afternoon and you find yourself seeking shade in a popular rest stop in Zeif's capitol: Crazy Akeem's Coffee House. Besides the unending supply of sunburned businessmen and parched shoppers, you find that the clientele includes more than one adventurer hot off the trail. Gossip flows freely in this place, but one voice in particular catches your attention.

"I still think it's crazy. That Geshtai has abandoned us is readily apparent, but how she expects to gain the goddess' notice by jumping off the falls I do not understand. It's primitive! Even our orcs gave

up human sacrifice long ago. I tell you the gods will be angry!"

Any PC making a DC 10 Knowledge (religion) check knows that Geshtai is the Baklunish goddess of lakes, rivers, wells, and streams, commonly known as the Daughter of the Oasis. A DC 30 check, however, will let a PC know that Geshtai, like most of the neutrally-aligned Baklunish deities, once received regular human sacrifices and, historically, did indeed take more notice of the concerns of her clergy when their pleas were punctuated by a fatal jump from a waterfall. A DC 25 Bardic Knowledge check will net a snippet from an old epic poem about priestess from the days of the Baklunish exodus who threw herself from the Great Coastal Falls near Zeir-i-Zeif. A DC 15 Knowledge (geography) check pinpoints the location of the falls five miles from town.

If the PCs question the speaker, whose name is Farqu bin Darubai, he tells them that he is an unemployed former farmer, seeking work in town since the drought destroyed his crop. He has heard that the high priestess of Geshtai, Cyra the Wellspring, came to Zeir-i-Zeif a month ago to chastise the people for failing to protect the water spirits, which she claimed had become all but extinct in the Sultanate. This morning she is supposed to have dressed up in sackcloth and ashes to offer herself as a sacrifice to the Daughter of the Oasis by jumping off of the Great Coastal Falls five miles from here. He can give directions to PCs who ask. He can also confirm that he does believe that the water spirits have disappeared; certainly the one that maintained the stream from which he used to irrigate his fields is no longer there.

Farqu bin Darubai: male human commoner 1.

Development: If the PCs do not head off to investigate the incident at the falls, the adventure ends for them, though they may ask around for confirmation of the man's story first. He is speaking the truth and plenty of other people have the same information. The information that comes in the next encounter can not be found by means any sort of divination effect; Geshtai is personally seeing to it.

If the PCs want to check out the falls, proceed to Encounter One.

1: A VOICE FROM THE PAST

The trip to the falls is uneventful, aside from the constant dry heat. No matter what method they use to traverse the five-mile distance, they arrive too late to stop the sacrifice.

The Great Coastal Falls are not the impressive cascade that one would expect to be associated with such a name. In fact, the drop is an impressive five hundred feet or so, but the volume of water carried over its edge is reminiscent to the last tap from an old keg.

Looking down, you can see that, where once a strong current once flowed into the sea, a rocky gulch now lies caked with dust. What water does fall is collecting in a shallow pool below to evaporate in the sun.

The unfortunate body of the priestess lies broken on the rocks that protrude from the pool like fins. The water glints rosily in the sun, stained by the dead woman's lifeblood.

As you contemplate the scene, a ripple catches your eye: an emerald flash that contrasts starkly with the still ruby of the pool. A snake-like creature with brilliant green scales slithers around the body of the woman, as if enclosing her in some intricate knot. It looks to be something on the order of five feet in length. Between the displacement of the body and that of the creature, the pool is probably double its usual volume.

A DC 12 Knowledge (nature) check identifies the creature as a moray eel, albeit one of a very unusual color, as well as the fact that such eels are known to have a quick and powerful bite. A DC 17 check indicates that moray eels are typically found in colors that help them camouflage within coral or rocks; a brilliant green moray may have trouble feeding itself.

If the PCs approach the eel in a peaceful manner, he hails them in Common:

"Hey, are you guys the heroes?"

Hopefully, the PCs start asking questions, because the eel doesn't think of much on his own. The following questions are not the only possibilities, by any stretch of the imagination, so be ready to ad lib. The answers given are pretty much the sum total of his memories, so don't give him insights he doesn't have. If it isn't listed here, he either doesn't remember or never knew. Play him as excitable and lacking attention span. The PCs may have to ask some of these questions twice, just to get the answers listed.

"Who are you?"

"My name used to be Brem. I guess it still is. What's your name?"

"Used to be? What changed?"

"I think I died... Yes, I definitely died. I used to be a man. Now, I think I'm a fish."

"How did you die?"

"Something killed me. Oh yeah! Fire!"

"Can you elaborate on that?"

"Not much; it's hard to remember things or even think right. I feel like my brain isn't as big as it used to be. It's hard to concentrate."

"Do you remember what you were doing when you died?"

"Yes! We were trying to imprison some kind of big fire creature. Umm... Yes! An efreeti! That's what it was, but a really big one!"

"You said 'we'. Who else was with you?"

"My adventuring buddies! Oh yeah, I remember, I was an adventurer. Are you guy's adventurers?"

"Did your adventuring buddies have names?"

"Yeah, there was Qessir the elf, Darbo the halfling, and Vrakna the orc."

A DC 25 Knowledge (local – VTF) or (geography) check gives an insight: there is an aquatic elf community off the coast of Zeif called Qessirstan.

"What role did each of you play in the party?"

"Let's see... Qessir was definitely a wizard. He was really smart. He figured out how to trap the efreeti. Darbo was an animal guy, whatchamacallit... a druid. Vrakna was a fighter. She died before I did."

"So what were you, the rogue?"

"Nope. I was a priest."

"A priest of which deity?"

"Geshtai, except she wasn't called that then. Oh right, that's why I'm here! I've been dead for a long time, swimming in a school with Gumus."

A DC 15 Knowledge (religion) check reveals that Gumus is Geshtai's pet fish. A DC 30 Knowledge check indicates that Geshtai has had her current name since the time of the Baklunish Empire.

"Gumus?"

"Gumus is Geshtai's pet fish. He told me to come here and tell the heroes that they need to imprison the efreeti again. He got out."

"So, how long ago did you die?"

"I don't know. What year is it?"

"598 CY."

"That's a weird number. I think we must have used a different calendar."

A DC 10 Knowledge (history) or (local – VTF) check indicates that people around here have been using the Baklunish calendar since just past the time of the Twin Cataclysms (2237 BH = -422 CY). The current year, by Baklunish reckoning is 3257 BH.

"How about 3257 BH?"

"That doesn't make sense either. I've never heard of that calendar."

A DC 15 Knowledge (history) check indicates that either this fish has memory loss or he died thousands of years ago.

"Was Qessir from Qessirstan?"

"I don't know what you're talking about."

"Was Qessir an aquatic elf?"

"Maybe. He used to change his appearance a lot. Maybe he wasn't even an elf!"

"Would you like us to take you out of this pool?"

"Yes! Well, as long as you put me in water. It's getting hot here and hard to breathe."

"How about releasing you into the ocean?"

"Sounds good!"

It's about two hundred feet to the surf from here. Brem can hold his breath for twenty-four rounds (Con 12) before making Con checks as per the DMG (p. 304) and weighs one hundred pounds. If the PCs release him into the ocean, Brem promises to hang around the shore so that the PCs can find him later.

"You do realize that you're bright green, right? You're going to have a hard time ambushing your prey."

"Really? What am I going to do?"

A DC 20 Knowledge (religion) check gives a PC the hunch that the clergy of Geshtai in Zeir-i-Zeif (five mile away) would love to take care of her messenger and already keep a large pool full of fish. Also, they keep aquatic carriages (effectively large horse-drawn tubs) for transport of aquatic creatures.

"We could bring you to the Temple of Geshtai in Zeir-i-Zeif."

"That sounds great! Is it near here?"

"Why should we try to imprison this efreeti?"

"Well, I think he wants to turn the land into a blasted wasteland. And maybe enslave everyone who lives here. Or kill them. Or something."

If any of the PCs has the "Freed the Efreet" AR designation from ZEF6-02INT *The Lost City*:

"Anyways, Gumus told me that at least one of you is partly to blame for letting out of his flask in the first place!"

"OK, how do we do it?"

"I think there's some kind of ritual."

"What, you mean you don't know the ritual?"

"Nope. Sorry. There was chanting, if that helps. After Vrakna died, I was mostly fighting the fire thing while Qessir and Darpo chanted. I did a little chanting before that, but I don't remember it. Oh yeah, there was a flask involved... an iron one! It was special and took Qessir a long time to make."

"So is there anything else you can tell us? That's not a lot to go on."

"Sorry, there might be more, but I can't think of it."

Creatures:

Brem: N male talking eel from the distant past.

Development: It is possible that some PCs shoot first and ask questions later. In this case, later is too late. Brem is not difficult to kill (if the PCs try to kill him, there's no need to roll dice), but those that do so do not finish the adventure. No divination effects uncover the information that Brem can give; the Daughter of the Oasis requires that the adventurers listen to her messenger.

Those that talk to the eel should move to the next encounter, where they find out where to go and decide how to go about getting there. PCs who get the clue about Qessirstan may try to head straight there, in which case you may end up going to Encounter Three. Without a guide, though, there's a good chance they'll have to turn back and go to Encounter Two.

2: OLD FRIENDS

This encounter is free form, so let the PCs do what they like until they feel ready to move on. The only things that must happen in this encounter are that the PCs figure out that they need to go to Qessirstan for more information and that they get everything they need to make the trip. The three important things they need are transportation to and from the general vicinity of Qessirstan, an aquatic elf guide, and the ability to remain alive underwater.

The Qessirstan Connection

Zeir-i-Zeif has a fantastic library full of ancient and current books and scrolls that is freely accessible to the public, although materials are never lent out. Researching Brem's name or those of his companions

will yield no related information (feel free to ad lib a red herring, if you aren't on a time limit), but the similarity between the names Qessir and Qessirstan is impossible to miss. Looking further into Qessirstan, the PCs can find out that, reputedly, no human has ever set foot there. Current events also suggest a cold war between Qessirstan and the Sultan's Mer-sheik vassals over resources (Elukian clay, to be precise).

Allow PCs with ranks in appropriate Knowledge skills (or bardic knowledge) to roll to know these things without needing the library.

A sage can be hired for 3 sp per day to look into any avenue the PCs desire, but each sage only specializes in a single Knowledge skill. The results are as above, however. There just isn't anything else to know. The PCs can hire more expensive sages, if they want, but it doesn't help.

Transport to Qessirstan

If PCs start looking around for a ship to take them to the vicinity of Qessirstan, they have little luck. Merchant ships consider that area dangerous (the elves are said to be hostile) and do not travel anywhere near it. Pirate ships can be found who seem willing to take the job, but, in the end, they just try to get money in advance and skip town without the PCs.

The Royal Navy is the only realistic option, and some PCs may seek it out. Even if they don't think of it on their own, if any PC has the Favor of the Sultan (see the Preparation for Play section above) and starts asking around about transport, a representative of the Kapudan Pasha (High Admiral of the Royal Zeifan Navy) eventually gets word and approaches them. Without the Sultan's Favor, this option is not available.

PCs that have played ZEF6-o8 *Into the Drink* have traveled on the *Revenge* before and already know her captain, who in turn knows them. In this case, you may want to modify the text below to be less formal.

"Effendis, your previous work for the Glory of our Magnificent Sultan has not gone unnoticed. Pandhar Reis, the Kapudan Pasha, has instructed me to give you transport to and from the general vicinity of the elven city of Qessirstan. My name is Isfahan Albay Reis ibn Ghazin, and my ship is the Revenge. It would be my pleasure to place her at your disposal."

If the PCs take him up on his offer, the Reis approaches to within one mile of the point directly above Qessirstan, a trip which will take seven days. He cannot stay there while the PCs go about their business, but promises to return at noon every day for three days. To stay longer than that would be to tempt both Istus and Deep Sashelas, (the Baklunish goddess of fate, commonly

worshipped by sailors, and the god of the sea elves, respectively).

Creatures:

Isfahan Reis ibn Ghazin al-Ceshra: LN male human (Baklunish) swashbuckler 9.

A Guide

Aquatic elves are rarely seen on land, and the cosmopolitan metropolis of Zeir-i-Zeif is no exception. PCs that make a DC 20 Knowledge (nobility & royalty) or Bardic Knowledge check will have heard of a noblewoman named Sitti, connected to the Matron Sultana, who is in possession of an aquatic elf slave named Leeandros. Unless at least one PC has the Favor of the Matron Sultana (see the Preparation for Play section above), this option is not available. If a PC has the Favor and does not think to ask Sitti for help, she will come and find the PCs as soon as she hears that they need a guide to Qessirstan. PCs that played ZEF6-01INT *The Dragon* may have met Sitti and/or Leeandros before at a party. Sitti also appeared at the auction in ZEF6-04 *Generosity*. She acts the same way whether she knows the PCs or not.

"Da-a-arlings, it's so wonderful to see you in the capitol! Do you like my new bracelet? You should really try to accessorize more, you know. Oh, I almost forgot why I came to see you. I heard that you're going to Qessirstan. Did you know that my Leeandros is from there? It's true! Anyways, I could lend him to you for a while. He hasn't been back there in a-ages."

Leeandros swims alongside the ship that takes the PCs to Qessirstan and guide them into the city. He is an accomplished carouser and can take them to all of the best spots in town. He is also a spy for Qessirstan and has credentials that allow him to get the party past any checkpoint. He has information to deliver to his superiors, but it does not pertain to this adventure. He can tell the PCs, if asked, that Qessir is actually a fairly common name among his people.

PCs with adequate skills and magic may be able to get into and around the city without a guide by disguising one of their members. (A DC 30 Disguise check is adequate.) It would probably take divination magic to know how to forge credentials, in addition to the skill to actually create them. Anything less than a DC 30 Forgery check does not fool the vigilant elven patrols. In addition, the character posing as a guide must be able to speak and read elven, and must pass 10 successive DC 30 Bluff or Knowledge (local – VTF) checks. Even one failure on any of these checks tips off the suspicious elves

that drive off the PCs and do not allow them to return under any circumstances.

Creatures:

Sitti: CN female human (Baklunish) aristocrat 1.

Leeandros: N male aquatic elf bard 6/rogue 4.

Underwater Items

The PCs can buy any items to which they have access. However, if any PC has the Favor of the Grim Vizier (see the Preparation for Play section above) and starts to look around the market for magic items, they are approached by one of his minions, a gravetouched ghoul named Garnat bin Jamil. It is not possible to seek out aid from the Grim Vizier faction: he finds the PCs, not the other way around. PCs may have met Garnat in the naval exposition of ZEF7-01INT *Swimming Lessons*. It is also possible that they dealt with him in ZEF7-02 *Tide of Battle* or ZEF8-01 *Dry Land*. He looks at the PCs hungrily when he speaks, but has control enough not to let it go further than that.

"Do not turn around. I have been instructed to lend you these items until your return from the elven mire. Take them and leave them here upon your return."

The PCs will find a black velvet bag containing a *necklace of adaptation* and a *ring of swimming* for each of them.

Creatures:

Garnat bint Jamal: CE male gravetouched ghoul rogue 5/lurking terror 3/assassin 7.

Bonus Technology

If any PC has Favor of the Order of Kwalish (see the Preparation for Play section above) and does not make a secret of the fact that the PCs are going to Qessirstan, the Order sends one of their technical experts to equip them for the trip. Afit bin Sudah al Nafiq approaches the PCs and begins his monologue. He is worried that the PCs will wreck his baby, but has been told to keep a stiff upper lip or face demotion. The PCs may have met him previously in ZEF7INT-01 *Swimming Lessons* or ZEF7-02 *Tide of Battle*.

"You have been selected from a plethora of prospective user/operators to apply rigorous quality control and force testing to the Mark XIX Submarine Transport, Reconnaissance and Armored Assault Device. Please be aware that your corporeal safety while occupying the interior or exterior of the device is not guaranteed and that the gauge that displays the

S.T.R.A.A.D.'s air supply has occasionally failed to calibrate properly under certain conditions of variable stress. This S.T.R.A.A.D. is a prototype and cannot be replaced. Please, uhh... Ahem. Excuse me. The activation key is 'archeoseismoligotomy'. She's on dock number 47!" The man begins to blubber and runs away with his head in his hands.

If the PCs go to dock number 47, they will find a single apparatus of Kwalish awaiting them. The command word is as described.

Creatures:

Afit bin Sudah al Nafiq: LN male human (Baklunish) wizard 5/expert 5.

A Terrible Contingency

If the PCs are missing any or all of the three main favors (Sultan, Matron Sultana, and Grim Vizier) and are starting to run out of leads as to how to obtain the associated resources, a man suddenly appears beside them via teleportation. Those who have played ZEF6-01INT *The Dragon* will recognize him as Sher Kolenka, a wizard with a monopoly on the trade of teleportation magic in Zeif. With him is a scribe, who takes down everything he says, as well as what the PCs say.

"Let us not waste time with boring introductions. You lack something essential to your journey to the elven city, and I can fill that need. If you want to have any chance of completing your heroic quest, you will give me what I want in exchange for these things."

"What do you want?"

"I want a new death slave."

"That doesn't sound like a good thing."

"That all depends on your perspective. The long and short of it is that one of you must sign a contract that makes me the legal owner of your right to live and die. If I choose to kill you, for whatever reason, the contract absolves me of legal liability and gives me the right to use your corporeal remains for whatever purposes I desire for as long as I desire, up to and including necromantic reanimation."

"You've got to be kidding."

"Heroic quests are fraught with danger, my friend. Is this really so challenging?"

"What do we get out of it?"

"Teleportation to and from the general vicinity of Qessirstan, the temporary services of an aquatic elf

guide familiar with that fair city, and the loan of a pair of magical items for each member of your party: a ring of swimming and a necklace of adaptation."

"That doesn't sound very fair to us."

"Those are my terms."

"No way."

"That is your decision, and probably the wise one. Your quest certainly cannot be as important to you as your own life. Be very sure, though; I will not offer a second time."

"OK. I'll sign the contract"

If no one in the party has the **Enmity of Sher Kolenka**, read the following:

"Excellent. Sign here. My witness and your witness will sign. Very good. Keep this copy for your records."

Otherwise he points at PC(s) that have his enmity:

"Not so fast. I am the one who chooses which of you shall become my death slave(s). This/these one(s) must sign the contract or the deal is off."

If Sher Kolenka gets the desired PC(s) to sign the contract, he is as good as his word. His aquatic elf, Semiahma, is every bit as talented as the one the Matron Sultan can supply. If the PCs have an apparatus of Kwalish in tow, Sher Kolenka is up to the challenge of transporting it with the group.

Creatures:

Sher Kolenka: male human (Oeridian) wizard 14/wayfarer guide 3.

Ali ibn Challif: male human (Baklunish) expert 7.

Semiahma: female aquatic elf bard 10.

Development: High level PCs may be able to continue without getting the help described here. Those who refuse Sher Kolenka's offer and are not capable of continuing without it will be unable to complete the adventure. Sometimes a little extra sacrifice is needed to be a hero, and those who aren't up to it may very well fail to save Zeif.

Signing a contract with Sher Kolenka in this encounter gives a PC the **Death Slave of Sher Kolenka** AR item.

3: QESSIRSTAN

Aquatic elf patrols cover the area for ten miles around their city, but generally do not hassle surface traffic through there are unless it lingers overlong. The net result is that any party that disembarks from a ship or finds their own way to within ten miles of town is turned

away unless they are escorted by an aquatic elf guide with decent credentials. If the PCs try to use force to continue on, the elves have enough physical and magical firepower to ensure victory; such PCs awaken on the beach near Zeir-i-Zeif with everything intact but their pride.

The eventuality of PCs using guile to secure entry is covered in the previous encounter. The following text assumes that the PCs have a guide; adjust as necessary to fit the situation. If the PCs can all make a DC 10 Swim check by taking ten, they can approach directly; otherwise they will have to weigh themselves down enough to walk along the muddy ocean floor. Give the players a copy of **Player Handout 1**, outlining the basic rules for underwater play.

The PCs start one mile away from the city, whether they take a ship or teleport. Wards make direct teleportation into the city impossible. You may disregard travel time for PCs with the permanent ability to breathe water; for those using limited duration spells, you will need to take account swim speeds. Assume that fifteen minutes is enough time to get from any desired place in the city to another, and allow fifteen minutes for each of the read aloud sections below.

Your guide met each checkpoint with confidence and poise, though the dolphin-mounted elven patrols were both thorough and intimidating. Having been allowed to proceed, you can't help but wonder what the elusive undersea city will look like. The massive coral reef ahead of you is dotted with starfish, conches, kelp beds and other sea life, but no city is in sight.

Suddenly, you realize that the vista before you is the city. It is built in such a manner that it fits unobtrusively into the backdrop of the reef, and yet, now that you are aware of it, can only be called a marvel of architectural and environmental symbiosis. You have arrived at Qessirstan.

Refer to **DM Map 1** for locations of the city's features.

This encounter should be relatively freeform. The PCs can visit any part of the city they desire, so long as their guide is present, but only the university library and shrine to Qessir are detailed here. Anything else will have to be ad-libbed.

One thing that is important to note, however, is that no spellcaster in Qessirstan has the *water breathing* spell prepared on the first day the PCs arrive. If it is requested for the following day, castings of the spell may be purchased at the normal price.

Qessirstan (Small City): Magical; AL N; 15,000 gp limit; Assets 2,250,000 gp; Population 6,000; Isolated (99% elf, 1% other races).

The Library

The obvious place to look for knowledge is the city's educational facility, which is auspiciously named Qessir University. Anyone the PCs ask about ancient history will point them in this direction. Sages can be hired here for 3 sp per day, but the PCs are welcome to browse the stacks themselves.

An amused-looking elven librarian directs you to a large hall where countless ribbons of kelp undulate with the soft current passing through. Upon closer examination, you see that the thick leaves are mottled with elven script. The librarian explains that these living scrolls have been growing since the library was built in the early days of the city, some six thousand years ago. The oldest information can be found on the ends of the longest ribbons.

If the PCs do not read elven, their guide can translate. The information they seek is on the very longest scroll, which tells of the city's founding. The founder of the city was indeed a wizard named Qessir, who apparently adventured with land dwellers before turning his considerable wealth toward his legacy. None of the adventures are recounted, nor are the names of his companions present. Qessir never started a family, apparently absorbed in magical research for the rest of his life. Whether he discovered anything important in his studies is not recorded, but it is a matter of record that he erected a statue of himself in the center of town. Obviously, humility was not one of Qessir's stronger virtues.

Any resident asked about this statue, including the librarian, is surprised by this information. They had always assumed that the statue in the Shrine to Qessir was an artist's rendering of the "spirit of the city". The statue is right near the palace, as any local elf can attest.

Creatures:

Zaleshasse the Librarian: female aquatic elf bard 10.

The Statue

For a six thousand year old art piece, the statue of Qessir is remarkably well maintained. The long hair, made of indescribably intricate chains, actually flows in the current like the real article. The entire ten-foot-tall affair gleams like it were made this morning and smirks at you like it knows something you do not.

A DC 15 Knowledge (architecture & engineering) check indicates that the entire construction is of pure mithral and is of such a degree of craftsmanship that the cost of

the work would easily have dwarfed that of the material. A DC 20 Knowledge (architecture & engineering) or Search check uncovers the fact that the statue's upper limbs are actually articulated and can be moved into any position possible for a living elf.

A DC 10 Search or Spot check reveals that the fringes of the statue's robe are inscribed with sigils that seem to be grouped together like words. They do not match with any known alphabet, but a DC 20 Decipher script check will net the translation given in **Player Handout 2**. If no one in the party has ranks in Decipher Script, a sage with the skill can be hired at 3 sp per day, as usual.

The statue radiates strong auras of divination, evocation, and transmutation.

The solution of the puzzle is to move the arms of the statue in such a manner as to mimic the somatic components of the listed spells, in the order they appear in the script. PCs with the spells on their spell lists need not roll any check to figure out the placement of the arms; otherwise a separate Spellcraft check is needed for each spell, as follows:

burning hands: DC 16

glitterdust: DC 17

*rust ray**(See Appendix 2: New Rules Items): DC 18

solid fog: DC 19

wrack: DC 20

If the PCs fail to make any of these checks, a sage can be hired for 3 sp per day.

Once the correct sequence of somatic components is performed, the statue's mouth opens, the arms gesture of their own accord, and a lilting elven voice issues forth in the Common tongue:

"If you are merely children seeking amusement, I congratulate you on solving the puzzle. Now run along back to your studies.

"If you have come seeking answers of a graver sort, then I suspect my estimations were correct. The iron flask I built to contain the efreeti lord Kocephar did not last much more than five millennia. Am I right? Don't answer; I cannot hear you. I assure you that had I the luxury of time; the beast now upon you would still be safely caged. Unfortunately, wishes are not fishes.

"If you had the tenacity and resourcefulness to find my underwater hideaway, however, you may be in for a reward for your troubles. After my terranean fellows paid the ultimate price for their part in the capture of Kocephar, I set about making a permanent abode for the creature, so that future heroes would

not have to suffer more than once again the pain that I suffered at their loss.

"The permanent flask and instructions for its use are to be found fifteen miles away in that direction." The statue points to the northwest. "I hope that you will find the shrine well maintained, although one cannot always predict the actions of future generations. May the Dolphin Prince protect you."

A DC 10 Knowledge (religion) check identifies the Dolphin Prince as one of the less reverent appellations of Deep Sashelas, god of the aquatic elves.

Development: Once the PCs have the direction and distance, they should have no trouble finding the entrance to the Shrine of Darpo unless they have somehow lost their ability to get around underwater without drowning. If, for whatever reason, the PCs all drown in Qessirstan, the elves make sure their bodies make it to shore where they can be raised, though the adventure is over for them. Otherwise, proceed to Encounter Four.

4: A BIT RUSTY

Qessir was right when he said the entrance would be easy to find. The area to the northwest of Qessirstan is fairly flat, with the only features being lonely pieces of vegetation clinging to the algae-covered rock. Amidst all the verdant slime lies a clean area of worked stone some twenty feet across. In the center is a square tunnel leading straight down into the seabed.

It seems the ancient wizard's hope about maintenance was not in vain, either. The stone tunnel is free of algae, barnacle, or mussel. Given the state of the walls, you would guess they have been cleaned as recently as today.

Refer to **DM Map 2** for the location of the trap(s). Where there are multiple traps, they are all set to go off at the same time, but each requires a separate Search check to find and a separate Disable Device check to disarm. Be sure to have the PCs form a swimming order, so that you can see who is first affected by the trap(s). Since only a single five-foot cube is trapped in the ten-foot square tunnel, it is possible that the PCs miss it on the way in. Be sure to check their marching order on the way out, too.

Note that, although the trap resets automatically, it still only fires a maximum of once per round. PCs that are quick can get through without incident after it is first triggered. Of course, the best way is to simply go around it.

Lighting: The vertical shaft to the surface receives shadowy illumination from the diffused sunlight unless the PCs enter at night, in which case it is in complete darkness. The horizontal part of the tunnel is in total darkness. Light can be seen in the shrine beyond.

Trap: (see Appendix 2: New Rules Items)

APL 2 (EL 4)

Rust Ray* Trap: CR 4; magic device; proximity trigger (*commune with nature* [target largest ferrous object in area]); automatic reset; Atk +2 ranged touch; spell effect (*rust ray*, 5th-level wizard, 2d6+3 damage to ferrous object or creature, ignoring hardness; metal armor takes 1d4 AC reduction; DC 14 Fortitude save negates [magic items only]); Search DC 28; Disable Device DC 28.

APL 4 (EL 6)

Heightened Rust Ray* Trap: CR 6; magic device; proximity trigger (*commune with nature* [target largest ferrous object in area]); automatic reset; Atk +4 ranged touch; spell effect (heightened [level 5] *rust ray*, 9th-level wizard, 2d6+4 damage to ferrous object or creature, ignoring hardness; metal armor takes 1d4 AC reduction; DC 17 Fortitude save negates [magic items only]); Search DC 30; Disable Device DC 30.

APL 6 (EL 8)

Heightened Rust Ray* Trap: CR 8; magic device; proximity trigger (*commune with nature* [target largest ferrous object in area]); automatic reset; Atk +6 ranged touch; spell effect (heightened [level 7] *rust ray*, 13th-level wizard, 2d6+6 damage to ferrous object or creature, ignoring hardness; metal armor takes 1d4 AC reduction; DC 20 Fortitude save negates [magic items only]); Search DC 32; Disable Device DC 32.

APL 8 (EL 8)

Heightened Rust Ray* Trap: CR 8; magic device; proximity trigger (*commune with nature* [target largest ferrous object in area]); automatic reset; Atk +6 ranged touch; spell effect (heightened [level 7] *rust ray*, 13th-level wizard, 2d6+6 damage to ferrous object or creature, ignoring hardness; metal armor takes 1d4 AC reduction; DC 20 Fortitude save negates [magic items only]); Search DC 32; Disable Device DC 32.

APL 10 (EL 10)

Heightened Rust Ray* Trap: CR 10; magic device; proximity trigger (*commune with nature* [target largest ferrous object in area]); automatic reset; Atk +8 ranged touch; spell effect (heightened [level 9] *rust ray*, 17th-level wizard, 2d6+8 damage to ferrous object or creature, ignoring hardness; metal armor takes 1d4 AC reduction;

DC 23 Fortitude save negates [magic items only]); Search DC 34; Disable Device DC 34.

APL 12 (EL 10)

Heightened Rust Ray* Trap: CR 10; magic device; proximity trigger (*commune with nature* [target largest ferrous object in area]); automatic reset; Atk +8 ranged touch; spell effect (heightened [level 9] *rust ray*, 17th-level wizard, 2d6+8 damage to ferrous object or creature, ignoring hardness; metal armor takes 1d4 AC reduction; DC 23 Fortitude save negates [magic items only]); Search DC 34; Disable Device DC 34.

APL 14 (EL 12)

Heightened Rust Ray* Traps (2): CR 10; magic device; proximity trigger (*commune with nature* [target largest ferrous object in area]); automatic reset; Atk +8 ranged touch; spell effect (heightened [level 9] *rust ray*, 17th-level wizard, 2d6+8 damage to ferrous object or creature, ignoring hardness; metal armor takes 1d4 AC reduction; DC 23 Fortitude save negates [magic items only]); Search DC 34; Disable Device DC 34.

Development: If the lead party member is riding in an *apparatus of Kwalish*, the apparatus is affected as normal (using the driver's Fort save). For each ray that affects the device, an important part jams open or closed. Roll a d10 on the table (DMG 248) to see which part is affected. If the function has two states, roll a 50% chance of either state being permanently engaged. For example, a roll of 7 would cause the device to constantly turn either left or right at the start of the driver's turn in every round. The driver can still take his action to use another function of the apparatus on his turn, but he can not prevent the automatic action by delaying or readying; if the driver moves in the initiative, keep the machine active on his original initiative turn. A roll of 5 causes the device to continually attack a random target from squares it threatens on its initiative turn.

Once the party passes the trap, proceed to Encounter Five.

5: KRIKEY!

The tunnel opens into a huge cubical room, the floor of which is dominated by a large stone altar or table of some sort. Unlike the clean tunnels, the floor contains the same slimy much typically found on the ocean floor.

Floating above the altar at each of its four corners is what appears to be a gilled halfling. The four of them smile and wave at you as you approach. The one on the right, towards the front, calls out to you:

"Welcome to the Shrine of Darpo, we've been waiting a long time for heroes to arrive. My name is Shondo and these are my brothers and sisters, Meggella, Darpin, and Broline."

"Welcome!" the other three chime in unison.

Meggella speaks next. "Look at that equipment! I think these might really be the ones!"

"I wish dad could have seen this. They're so awesome!" chirps Darpin.

"Totally," says Broline, "I can't believe out of all the generations, we got to witness this. It's so cool!"

"Oh yeah," pipes in Shondo, "we're supposed to offer them food. Do you guys like fish?"

"There's seaweed cakes if any of you are vegetarians," adds Broline.

At this point the PCs may get a word in edgewise. The halflings are all very excited and have a hard time not interrupting the PCs and each other, but they answer the PCs inquiries to the best of their ability. Their stingray animal companions are hiding in the muck below; PCs can make Spot checks opposed by the fishes' Hide checks to notice them. Below are the answers to some typical questions. In addition, the halflings are very interested in the PCs and ask plenty of questions of their own. The food is perfectly safe and tastes wonderful, if the PCs enjoy seafood.

"Who are you guys?"

"We're the guardians of Darpo's shrine. We're also his direct descendants. Our line goes back six thousand years!"

"What are you doing here?"

"We've been waiting for the heroes to come and take the flask away, just like our forefathers have done for millennia, only I think we're actually going to be the last ones. Isn't that awesome?"

"Well, we're the heroes you're looking for. Where's the flask?"

"Oh, it's inside the altar. There's no hurry though, is there? I mean you waited six thousand years. Have some crab!"

"How do you know we're the heroes? Aren't you worried you might give the flask to the wrong guys?"

"That's why we're gonna fight you!"

"Fight us? That's a little extreme."

"Yeah, it's totally extreme! I can't believe we're going to finally fulfill our holy duty. I'm so pumped!"

"Can't we talk this over like reasonable adults?"

"Of course! Then we fight to the death."

"Wait! Why does it have to be to the death?"

"That's the tradition, so that's the way it's gotta be. Don't worry; we're totally stoked about dying heroically. Our ancestors are preparing a big feast for us in the afterlife. Of course, if you guys aren't the heroes, I hope you've got a good afterlife lined up."

Note that the PCs can not use Diplomacy to increase the halflings' attitude: they are already in the Helpful category. Unfortunately, they truly believe that the best way to help the PCs complete their quest is to fight to the death. Spells like *charm person* that are based on NPC attitude, likewise do not stop the halflings from trying to kill the PCs.

"So, are you all inbred or something?"

"Of course not! Our ancestors got to choose from the most eligible mates in the local village, to make sure they carried on the traditions. They always brought the best food for them, too. I guess we're the last ones who are gonna get that treatment. This is better than having kids anyway."

"I notice you have gills. What are you?"

"We're shoal halflings. We can breathe air, too, not just water."

PCs can make a DC 11 Knowledge (local) check to identify them as shoal halflings without asking. They are pretty much the same as normal halflings, but have a swim speed and are amphibious.

"What are those things hiding in the muck?"

"Oh, those are just our pet stingrays, Zipper, Prong, Wiggles, and Boinger."

PCs can make a DC 11 Knowledge (nature) check to identify them as stingrays without asking, and also to know that their sting can sicken or paralyze a foe.

"Are they going to attack us?"

"Not yet."

"Hang on. We like you guys! We don't want to kill you. I'm going to do nonlethal damage only."

"That's kinda weird. Why do you want to deny us our destiny. Well, do what you like; we're gonna try and kill you guys."

"Thanks for the meal, but I think we'd better get moving."

"OK, let's do this! Woo-hoo!"

Roll initiative. Presuming the PCs partake in the meal, they should be placed near the altar, upon which the food

is spread. Paranoid PCs may refuse to approach, which is fine.

The halflings are very happy to be fighting the PCs and fulfilling their destiny. They are not malicious, and talk to the PCs in a friendly, though excited, manner while they fight, even going so far as to offer encouragement and praise. Here are some sample quotes:

"Wow! What a hit! This guy's awesome. Two more like that and I'm done!"

"Did you see the way she caught Broline from behind? That's talent. That's heroic!"

"That was a flooky parry; you'll get me next time for sure!"

"I can't believe this is really happening. It's the chance of a lifetime!"

"There goes Zipper. Good spell choice, by the way."

"A-aa-ah... This is it for me. Ancestors here I come! Thanks guys..."

"I just want to let you know what an honor this is... I mean, a real honor!"

Lighting: A single *continual flame* spell, cast in the center of the altar, illuminates most of the area.

Creatures:

APL 2 (EL 4)

Shondo, Meggella, Darpin, and Broline: male/female shoal halfling druid 1; hp 9; Appendix 1.

Zipper, Prong, Wiggles, and Boinger: male/female stingray animal companion; hp 4; Appendix 1.

APL 4 (EL 6)

Shondo, Meggella, Darpin, and Broline: male/female shoal halfling druid 2; hp 14; Appendix 1.

Zipper, Prong, Wiggles, and Boinger: male/female stingray animal companion; hp 4; Appendix 1.

APL 6 (EL 8)

Shondo, Meggella, Darpin, and Broline: male/female shoal halfling druid 4; hp 25; Appendix 1.

Zipper, Prong, Wiggles, and Boinger: male/female stingray animal companion; hp 13; Appendix 1.

APL 8 (EL 11)

Shondo, Meggella, Darpin, and Broline: male/female shoal halfling druid 5 / beastmaster 1 / wavekeeper 1; hp 43; Appendix 1.

Zipper, Prong, Wiggles, and Boinger: male/female stingray animal companion; hp 31; Appendix 1.

APL 10 (EL 13)

Shondo, Meggella, Darpin, and Broline: male/female shoal halfling druid 5 / beastmaster 1 / wavekeeper 3; hp 63; Appendix 1.

Zipper, Prong, Wiggles, and Boinger: male/female stingray animal companion; hp 40; Appendix 1.

APL 12 (EL 16)

Shondo, Meggella, Darpin, and Broline: male/female shoal halfling druid 5 / beastmaster 1 / wavekeeper 6; hp 76; Appendix 1.

Zipper, Prong, Wiggles, and Boinger: male/female stingray animal companion; hp 49; Appendix 1.

APL 14 (EL 18)

Shondo, Meggella, Darpin, and Broline: male/female shoal halfling druid 5 / beastmaster 1 / wavekeeper 8; hp 89; Appendix 1.

Zipper, Prong, Wiggles, and Boinger: male/female stingray animal companion; hp 49; Appendix 1.

Tactics: The halflings rely on their animal companions to win the fight for them. The idea is to have all of the stingrays attack a single target until that target becomes nauseated, then move on to another target. If a target seems to be immune, i.e. doesn't become sickened or nauseated after being stung, the halflings direct their pets at another target. The halflings generally stay near their pets so that they can share healing and buff spells. They never resort to spontaneously casting *summon nature's ally* spells, even though they can, nor do they change form. Since they have more options as the APL increases, additional tactics are outlined below.

APL 2+: The halflings share snake's swiftness with their pets early on to get extra attacks in.

APL 6+: The halflings and their pets all have the Swarmfighting feat, meaning that they can share a five-foot square with another of their number. It also means that they all gain bonuses to hit based on the number of allies that threaten their opponent. Remember, though, that the bonus to hit cannot be higher than the attacker's Dex modifier. *Bear's endurance* adds some staying power and increases the save DC of the stingrays' poison, so it likely is the first buff. *Cat's grace* and *magic fang* follow. One halfling forgoes buffing and healing each round to cast *mass snake's swiftness*.

APL 8+: The halflings cast *Evard's black tentacles* on anyone who backs away from the combat and gets within ten feet of a wall, floor, or ceiling. *Greater magic fang* is used after the ability buffs.

APL 10+: If the halflings can use their wave master ability to push a PC who is threatened by multiple stingrays, they do. (The stingrays all have the Combat Reflexes feat at this point.) They may also use it to shove a

PC towards a wall, so that another halfling can follow with *Evard's black tentacles*, or better yet into an existing tentacle mass. If a PC seems immune to poison, the halflings tries a targeted *dispel magic* before focusing on a new opponent. They only use one dispel per PC, though, since they know that some heroes are naturally immune to poison. *Barkskin* is used after the more offensive buffs.

APL 12+: *Stoneskin* is used after the more offensive buffs, unless it seems that the PCs are doing a lot of low damage hits. The current mastery ability is only used if it puts more than one foe into a tentacled area.

APL 14: *Greater dispel magic* replaces the normal version. The halflings do not use wave form.

Treasure: The PCs can gain the following treasure here:

APL 2: Loot 109 gp; Total 109 gp.

APL 4: Loot 106 gp; Magic 388 gp; 4 *+1 leather barding* (97 gp each); Total 494 gp.

APL 6: Loot 103 gp; Magic 776 gp; 4 *+1 leather* (97 gp each), 4 *+1 leather barding* (97 gp each); Total 879 gp.

APL 8: Loot 103 gp; Magic 2,108 gp; 4 *+1 leather* (97 gp each), 4 *+1 leather barding* (97 gp each), 4 *periapt of wisdom +2* (333 gp each); Total 2,211 gp.

APL 10: Loot 2 gp; Magic 4,864 gp; 4 *+2 leather* (346 gp each), 4 *+2 leather barding* (346 gp each), 4 *periapt of wisdom +2* (333 gp each), 4 *+1 dagger* (191 gp each); Total 4,866 gp.

APL 12: Loot 2 gp; Coin 167 gp; Magic 8,864 gp; 4 *+2 leather* (346 gp each), 4 *+2 leather barding* (346 gp each), 4 *periapt of wisdom +4* (1333 gp each), 4 *+1 dagger* (191 gp each); Total 9,033 gp.

APL 14: Loot 2 gp; Coin 167 gp; Magic 12,200 gp; 4 *+3 leather* (763 gp each), 4 *+3 leather barding* (763 gp each), 4 *periapt of wisdom +4* (1333 gp each), 4 *+1 dagger* (191 gp each); Total 12,369 gp.

Development: After the last halfling falls, the PCs are able to slide the altar aside with a DC 20 Strength check. Inside, they find the iron flask and a twenty pound stone slab inscribed with arcane phrases and instructions for their use, engraved in the Common tongue. The gist of it is that the phrases must be chanted constantly within twenty feet of Kocephar's gate in order to draw him into the flask, which must also stay with twenty feet of the gate. Once it has begun, at least one PC must be chanting at all times until a minute has passed. If, at any time, all PCs have stopped chanting, the flask will be destroyed by the arcane energies and the ritual will fail. There is no second chance.

Unfortunately, the text gives no indication of the location of Kocephor's gate. The PCs may go back to Qessirstan if they wish, but find nothing until they return to Zeir-i-Zeif.

It is possible that the PCs are defeated by the halflings. If so, the last thing they hear is one of them saying, "I guess they weren't the heroes after all. I'm so disappointed." The halflings use the PCs' bodies for chum and send their gear off to the shoal village.

Defeating all of the halflings in this encounter gives the PCs the **Ancient Allies** AR item.

6: DEAD RECKONING

You are back in Zeir-i-Zeif, wondering where to find the gate of Kocephor, when you hear a man's voice screaming your names from down the street. The man has a harsh appearance, as if his blood has a little orc mixed in.

"Please, if you are heroes you must help me! A ghost is haunting my farm and won't let me sleep until I bring her heroes!"

PCs that have played ZEF6-05 *Family* may have helped out Nasser in the past. If any PCs have the **Favor of Nasser**, the man tells them that he has something for them at his farm. (Last time the PCs met him, he was in a less honest business than farming.) If no PC has his favor, he still believes them to be heroes, having asked around all over town for the names of heroic adventurers.

Nasser explains that the ghost was known to the previous tenants, who sold him the farm cheap when the local stream dried up, but they told him it was harmless and had never so much as spoken to anyone for decades or more. He knew it was too good to be true; as soon as he moved in the ghost started screaming at him all night long. The ghost looks like a dried up, dead orc lady and keeps telling him to get heroes.

PCs may remember that the fourth member of Brem's party has an orc female named Vrakna. If they mention the name to Nasser, he thinks he remembers her using that name. If the description of the ghost is offered to Brem (presuming the PCs didn't just leave him to die in the pool), he can confirm that the ghost sounds just like Vrakna after she died.

Nasser's farm is in southeastern Zeif, so the PCs have days of travel ahead of them unless they teleport. It's not really necessary to track the time spent on the road. PCs with Nasser's favor each receive a *potion of protection from desiccation* (CL 3; see Appendix 2: New Rules Items) that he has been saving for them. Note that he only has one potion for each PC with the favor and has no extras to sell.

Once the PCs reach the farm, the ghost of Vrakna immediately begins to berate them.

"You take too long, heroes! We must go now."

She wastes no further time talking and starts walking to the east. Unless the PCs ask her questions, she continues walking silently for fifteen minutes, when she reaches her destination. For PCs who are inquisitive, she has insights.

"How did you die?"

"I got burnt and dried up. What does it look like?"

"Do you know what killed you?"

"A big, burning blob of goo! I just finished killing the one we were fighting, so I told Brem to keep chanting instead of healing me. Just my luck. Another one comes out of the gate right on top of me. Probably got Brem, too."

"Where are you going?"

"To the gate, stupid!"

"Why didn't you leave this plane after death?"

"I screwed up and I have to fix my mistake! I wanted Brem for my mate, but I was afraid he would think me weak. That's why I refused healing. Then I died and we failed to imprison the efreeti. Probably everyone died. My fault."

"Actually the ritual succeeded, but not permanently. That's why we have to do it again."

"Oh. Is Brem OK?"

"No, he died but came back as an eel."

"What the... I may be dumb, but I'm not that dumb."

"No, really, he spoke to us and started us on this whole quest. He's staying at the temple of Geshtai (or off the coast of Zeif)."

"If that's true... Well, we'll see. Stop the efreeti first."

Creatures:

Nasser: male human (Baklunish, orc-blooded) sorcerer 1.

Vrakna: female orc ghost fighter 14.

Treasure: The PCs can gain the following treasure here:

All APLs: Magic 150 gp; 6 *potions of protection from desiccation* (25 gp each); Total 150 gp.

Development: Unless the PCs deliberately quit the quest, they should continue to Encounter Seven.

7: BURN OUT

Vrakna finally stops at the mouth of a volcanic cave. "This was not here before," she explains, "That's how I

knew we needed new heroes. You must go in there and start chanting now!"

Within the cave is a frightful scene. A flaming circular gate floats on the other side of a stream of lava. The dryness is as noticeable as the heat, and you can literally feel the moisture being pulled from your body into the gate. Indeed, it seems that the water from the surrounding area has already been leached away by this aperture.

From within the gate, the booming voice of a great red efreeti sounds the devastating mantra of desiccation that is turning Zeif into a wasteland. He appears to see you as a sneer curls his lip. He wastes no time in taunting you, however, and you get the feeling that his ritual is reaching a climax!

APL 12 and 14 only:

Circling the gate like mosquitoes around a pool are millions of tiny embers that begin to move toward you with a malevolent intelligence.

Have the PCs place their miniatures at the mouth of the cave and start initiative. They actually have until the end of the next round to start the ritual. Once they start, roll initiative for the ooze, which appears on that turn in the next round. Cinder swarms, if present, act on the first round. Vrakna is unable to enter the cave and does not aid the PCs in any way.

Lava Stream: 2 feet deep; 2d6 lava damage per round of exposure; resistance or immunity to fire applies; counts as difficult terrain.

The Great Desiccation: While Kocephor continues his chant, half of all fire or lava damage is taken as desiccation damage instead.

The Gate: The gate is impervious to any kind of damage and can not be passed through. From either side, the same scene of the efreeti performing his ritual can be seen. The ooze may exit the gate from either side, and generally appears from the side that allows it to travel the shortest distance to get to a chanter. If the ooze is slain, a new ooze exits the gate the following round on a new initiative roll. Note that this only occurs when the ooze is slain; disabled, dying, or unconscious oozes do not trigger the effect.

A DC 25 Knowledge (the planes) check lets a PC know that this is a one-way portal from the elemental plane of fire.

The Imprisonment Ritual: Only PCs that chant within twenty feet of the gate count as concentrating on the ritual, and only if the iron flask is also within that distance of the gate. Once the ritual starts, keep track of which PCs are chanting. If, at any time, no PCs are chanting, the ritual fails. Chanting takes up a PC's

standard action for the round, so they may move around and take move-equivalent actions without disrupting the chant. Any PC taking damage while chanting must make a Concentration check (DC 10 + damage taken) or no longer count as chanting. A PC may pick up the chant again, so long as someone else maintained it in the interim; no single PC is required to keep the chant going for the whole time.

Creatures: No matter which type of ooze spills from the gate, it looks like a ball of molten lava. It is motivated by a desire to stop the chanting of the PCs, which is painful to it, but can be distracted by creatures that cause it real harm. The cinder swarms look as described in the read-aloud text above, and exist merely to cause pain and revel in the heat and dryness the efreeti is bringing to the land.

APL 2 (EL 2)

Living Burning Hands: hp 27; Appendix 1.

APL 4 (EL 6)

Living Fireball: hp 27; Appendix 1.

APL 6 (EL 8)

Advanced Conflagration Ooze: hp 96; Appendix 1.

APL 8 (EL 11)

Advanced Conflagration Ooze: hp 237; Appendix 1.

APL 10 (EL 13)

Infernal Conflagration Ooze: hp 172; Appendix 1.

APL 12 (EL 16)

Infernal Conflagration Ooze: hp 172; Appendix 1.
Cinder Swarm (2): hp 72; Appendix 1.

APL 14 (EL 18)

Infernal Conflagration Ooze: hp 172; Appendix 1.
Cinder Swarm (5): hp 72; Appendix 1.

Tactics: The ooze attacks whoever did the most damage to it in the previous round. If no one did damage in the previous round, it attacks the nearest chanter. In either case, it does not try to avoid attacks of opportunity.

The living spell, at the lower APLs, attempts to engulf multiple targets, if possible, but picks its primary target based on the above criteria.

The cinder swarms, where they appear, always try to cover as many targets as possible. They do not overlap each other and do not try to avoid attacks of opportunity.

Development: If the PCs fail to start the ritual or fail to keep it going for ten rounds, the energy of Kocephor's

ritual crushes the flask like a tin can. Proceed to Conclusion B. If they complete the ritual, proceed to Conclusion A.

CONCLUSION A: SUCCESS

As you complete the final words of the ritual, a howling vortex appears between the iron flask and the gate. The efreeti leaves off his chanting, a look of shock replacing his ubiquitous sneer. With a roar of futile defiance, Kocephor returns to his prison, this time forever.

Leaving the cave, you see before you a surprising sight: the area outside is slick with water. Congregated around the cave mouth, you see water elementals and fey of a myriad shapes and sizes dancing with child-like glee. One of them, a gossamer-clad faerie princess, raises her head to speak.

"Whatever thanks we can give to you could never approach the gratitude we feel in our hearts. Few have been the champions of the water folk in this arid land, but you took up the mantle and succeeded. Please, take a look at the small gifts we offer and see if any of them please you."

Floating toward you on silver-embossed rafts are a dozen or so glittering prizes from the water folk.

Treasure: All PCs receive enough additional treasure to meet the gold cap for their APL.

Development: Making it to this conclusion gives the PCs the **Champion of the Water Folk** AR item.

If the PCs look for the ghost of Vronta, they find she has disappeared; however, if any of them go to pay a visit to Brem, they find that there are now two emerald green eels where they left him. Neither one has the ability to speak, having reverted to normal eel intelligence, but they recognize the PCs and are friendly toward them.

If the PCs look back into the cave, they find that the fiery red gate has been replaced by a cool blue one. A DC 25 Knowledge (the planes) check identifies it as a one-way portal from the elemental plane of water. Also, where once a stream of lava flowed across the cave a clear brook teeming with small fish now makes its bed. Nasser's property may have a sudden increase in value.

CONCLUSION B: FAILURE

With a terrific cracking sound, the energy of the efreeti's ritual overpowers your own. The iron flask is crushed to the ground like a piece of rolled up parchment.

“Fools!” bellows Kocephor, “I have completed the Great Dessication. You will be the first to suffer its power, but soon your pathetic nation will be within my grasp!”

As if on cue, you feel your skin crack and flake. The gate shakes, rumbles, and erupts. As you are blown from the volcanic cave, you lose consciousness wondering whether you will live or die and what kind of place you will be in if you awaken.

Development: PCs that make it to this conclusion receive the **Witness to the Great Dessication** AR item.

CAMPAIGN CONSEQUENCES

The results of this adventure make a great deal of difference to the future of Zeif. Because of the impending end of the campaign, collecting results from all tables that run is not an option. The results that are turned in at the premiere of this adventure will indicate whether Zeif triumphs over this threat or begins the process of becoming a desolate, uninhabitable wasteland.

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.

4: A Bit Rusty

Encounter/bypass the trap(s):

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	240 XP
APL 10	300 XP
APL 12	300 XP
APL 14	360 XP

5: Krikey!

Defeat the halfling guards:

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	330 XP
APL 10	390 XP
APL 12	480 XP
APL 14	540 XP

7: Burn Out

Complete the ritual:

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	330 XP
APL 10	390 XP
APL 12	480 XP
APL 14	540 XP

Discretionary roleplaying award

APL 2	90 XP
APL 4	135 XP
APL 6	180 XP
APL 8	225 XP
APL 10	270 XP
APL 12	315 XP
APL 14	360 XP

Total Possible Experience

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

APL 10
APL 12
APL 14

1,350 XP
1,575 XP
1,800 XP

TREASURE SUMMARY

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

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

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

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

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

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

5: Krikey!

APL 2: Loot 109 gp; Total 109 gp.

APL 4: Loot 106 gp; Magic 388 gp; 4 +1 leather barding (97 gp each); Total 494 gp.

APL 6: Loot 103 gp; Magic 776 gp; 4 *+1 leather* (97 gp each), 4 *+1 leather barding* (97 gp each); Total 879 gp.

APL 8: Loot 103 gp; Magic 2,108 gp; 4 *+1 leather* (97 gp each), 4 *+1 leather barding* (97 gp each), 4 *periapt of wisdom +2* (333 gp each); Total 2,211 gp.

APL 10: Loot 2 gp; Magic 4,864 gp; 4 *+2 leather* (346 gp each), 4 *+2 leather barding* (346 gp each), 4 *periapt of wisdom +2* (333 gp each), 4 *+1 dagger* (191 gp each); Total 4,866 gp.

APL 12: Loot 2 gp; Coin 167 gp; Magic 8,864 gp; 4 *+2 leather* (346 gp each), 4 *+2 leather barding* (346 gp each), 4 *periapt of wisdom +4* (1333 gp each), 4 *+1 dagger* (191 gp each); Total 9,033 gp.

APL 14: Loot 2 gp; Coin 167 gp; Magic 12,200 gp; 4 *+3 leather* (763 gp each), 4 *+3 leather barding* (763 gp each), 4 *periapt of wisdom +4* (1333 gp each), 4 *+1 dagger* (191 gp each); Total 12,369 gp.

6: Dead Reckoning

All APLs: Magic 150 gp; 6 *potions of protection from desiccation* (25 gp each); Total 150 gp.

Conclusion A: Success

All APLs: Enough gold to reach the treasure cap.

Treasure Cap

APL 2: 450 gp

APL 4: 636 gp

APL 6: 900 gp

APL 8: 1,300 gp

APL 10: 2,300 gp

APL 12: 3,300 gp

APL 14: 6,600 gp

Total Possible Treasure

APL 2: 450 gp

APL 4: 644 gp

APL 6: 1,029 gp

APL 8: 2,361 gp

APL 10: 5,016 gp

APL 12: 9,183 gp

APL 14: 12,519 gp

ADVENTURE RECORD ITEMS

Death Slave of Sher Kolenka: You have signed a contract placing your life entirely in the hands of Sher Kolenka. He now has the legal right in the Sultanate of Zeif to have you killed for any reason at all, after which he is also legally entitled to animate your remains for as long as pleases him. Fortunately for you, he wishes his slaves to remain in pristine condition. If you are ever in trouble, you may utter the word, “Karshodalaman”, and

be teleported back to Sher Kolenka’s abode in Zeir-i-Zeif. This works exactly like the spell *word of recall*, except that only you are targeted. Using this ability ends the adventure for you and costs you one time unit, since Sher Kolenka will require many demeaning services of you to pay for the disturbance. This works only three times; mark when used. [][]

Ancient Allies: Due to your contact with a formerly forgotten group of adventurers, you may now take an eel (*Sto* 166) or stingray (*Sto* 168) as an animal companion, if you have the animal companion class feature. You may also take an eel as a familiar, if you have the familiar class feature. In addition, the Natural Bond feat (*CV* 111); the *rust ray* (*SC* 178), *snake’s swiftness* (*SC* 193), and *mass snake’s swiftness* (*SC* 193) spells; and the Wavekeeper prestige class (*Sto* 76) are now Open to you.

Champion of the Water Folk: Your heroic actions have made the Sultanate of Zeif a safe place for water folk to dwell and saved the land from becoming a parched and barren waste. The remaining local water spirits have marked you as a friend. In any social dealings with creatures of the water subtype, their initial attitude to you is improved by one category. In addition, you receive access to all of the items marked below with an asterisk (*).

Witness to the Great Desiccation: You were powerless to stop the Great Desiccation of Zeif, but its perpetrator will not forgive you for trying. From now on, half of all fire damage you are subjected to becomes desiccation damage instead. This is an extraordinary (Ex) condition which no mortal magic can remove.

ITEM ACCESS

All APLs:

Potion of protection from desiccation (Adventure; CL 3rd; *Sandstorm*; 300 gp)

**Helm of underwater action* (Regional; DMG)

**Necklace of adaptation* (Regional; DMG)

**Potion of protection from energy (fire)* (Regional; DMG)

**Ring of elemental command (water)* (Regional; DMG)

**Ring of freedom of movement* (Regional; DMG)

**Ring of improved swimming* (Regional; DMG)

**Ring of swimming* (Regional; DMG)

**Rod of piercing cold* (lesser, normal, or greater) (Regional; *Frostburn*)

**Trident of fish command* (Regional; DMG)

**Trident of warning* (Regional; DMG)

**Wand of protection from desiccation* (Regional; CL 3rd; *Sandstorm*; 4,500 gp)

**Wand of protection from energy* (Regional; CL 5th;
DMG; 11,250 gp)

APPENDIX 1: APL 2

ENCOUNTER 5: KRIKEY!

SHONDO, MEGGELLA, DARPIN, AND BROLINE
CR 1

Male/Female shoal halfling druid 1
LN Small humanoid (aquatic, halfling)
Init +3; **Senses** Listen +4, Spot +2
Languages Common, Elven, Halfling

AC 16, touch 14, flat-footed 13
(+1 size, +3 Dex, +2 armor)

hp 9 (1 HD)

Fort +4, **Ref** +4, **Will** +5 (+7 against fear)

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

Melee masterwork dagger +0 (1d3-2)

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

Base Atk +0; **Grp** -6

Special Actions spontaneous casting

Druid Spells Prepared (CL 1st):

1st—*cure light wounds*, *snake's swiftness**

0—*guidance*, *resistance*, *virtue*

Abilities Str 6, Dex 17, Con 13, Int 12, Wis 14, Cha 10

SQ Amphibious, animal companion, nature sense, wild empathy

Feats Combat Casting

Skills Concentration +5, Handle Animal +4, Listen +4, Spellcraft +5, Survival +8, Swim +2 (+10 special action or avoid hazard)

Possessions leather armor, masterwork dagger, three daggers, mistletoe, five small raw fish

Amphibious (Ex) Shoal Halflings are amphibious, capable of breathing water and air equally.

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

* see Appendix 2: New Rules Items

ZIPPER, PRONG, WIGGLES, BOINGER (ANIMAL COMPANIONS)

Male/female stingray

N Small magical beast (aquatic)

Init +3; **Senses** Listen +3, Spot +3

AC 17, touch 14, flat-footed 14
(+1 size, +3 Dex, +2 armor, +1 natural)

hp 4 (1 HD)

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

Speed Swim 30 ft.

Melee sting +4 (1d3-1 plus poison)

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

Base Atk +0; **Grp** -5

Abilities Str 8, Dex 17, Con 11, Int 1, Wis 12, Cha 4

SQ Poison, tricks (attack unnatural, down, stay)

Feats Weapon Finesse

Skills Hide +7 (+11 lying still along seafloor), Listen +3, Spot +3, Swim -1 (+7 special action or avoid hazard),

Possessions leather barding

Poison (Ex) Injury, Fortitude DC 12, nauseated 1d4 hours/1d3 Dex. The save DC is Constitution-based and includes a +2 racial bonus. A creature that makes its saving throw against the poison's initial damage is instead sickened for 1d6 rounds.

Skills When it is lying still on the seafloor, a stingray has a +4 racial bonus on Hide checks.

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

ENCOUNTER 7: BURN OUT

LIVING BURNING HANDS

CR 4

N Medium ooze

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

AC 10, touch 10, flat-footed 10
(-1 Dex, +1 deflection)

hp 27 (6 HD); **DR** 10/magic

Immune Mind-affecting effects; gaze attacks, visual effects, illusions, and other attack forms that rely on sight; poison, sleep effects, paralysis, polymorph, and stunning; critical hits and flanking.

SR 16

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

Speed 20 ft. (4 squares)

Melee slam +4 (1d4 plus burning hands)

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

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

Atk Options burning hands

Special Actions engulf

Abilities Str 11, Dex 8, Con 11, Int —, Wis 8, Cha 11

SQ Ooze traits

Burning Hands (Su) A creature hit by the living burning hands' slam attack or engulfed by it is dealt 5d4 points of fire damage (Reflex 11 for half).

Engulf (Ex) A living burning hands can flow around creatures that fit within its space as a standard action. It cannot make a slam attack during which it engulfs. The living burning hands merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the living burning hands, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a Reflex save (DC 11) or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are subject to the full normal effect of the spell each round on the living burning hands' turn, and are considered to be grappled.

ENCOUNTER 5: KRIKEY!

SHONDO, MEGGELLA, DARPIN, AND BROLINE
CR 2

Male/Female shoal halfling druid 2
LN Small humanoid (aquatic, halfling)
Init +3; **Senses** Listen +4, Spot +2
Languages Common, Elven, Halfling

AC 16, touch 14, flat-footed 13
(+1 size, +3 Dex, +2 armor)

hp 14 (2 HD)

Fort +5, **Ref** +4, **Will** +6 (+8 against fear)

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

Melee masterwork dagger +1 (1d3-2)

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

Base Atk +1; **Grp** -5

Special Actions spontaneous casting

Druid Spells Prepared (CL 2nd):

1st—*cure light wounds*(x2), *snake's swiftness**

0—*flare*, *guidance*, *resistance*, *virtue*

Abilities Str 6, Dex 17, Con 13, Int 12, Wis 14, Cha 10

SQ Amphibious, animal companion, nature sense, wild empathy, woodland stride

Feats Combat Casting

Skills Concentration +6, Handle Animal +5, Listen +4, Spellcraft +6, Survival +9, Swim +3 (+11 special action or avoid hazard)

Possessions leather armor, masterwork dagger, three daggers, mistletoe, five small raw fish

Amphibious (Ex) Shoal Halflings are amphibious, capable of breathing water and air equally.

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

* see Appendix 2: New Rules Items

ZIPPER, PRONG, WIGGLES, BOINGER (ANIMAL COMPANIONS)

Male/female stingray
N Small magical beast (aquatic)

Init +3; **Senses** Listen +3, Spot +3

AC 18, touch 14, flat-footed 15
(+1 size, +3 Dex, +3 armor, +1 natural)

hp 4 (1 HD)

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

Speed Swim 30 ft. (6 squares)

Melee sting +4 (1d3-1 plus poison)

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

Base Atk +0; **Grp** -5

Abilities Str 8, Dex 17, Con 11, Int 1, Wis 12, Cha 4

SQ Poison, tricks (attack unnatural, down, stay)

Feats Weapon Finesse

Skills Hide +7 (+11 lying still along seafloor), Listen +3, Spot +3, Swim -1 (+7 special action or avoid hazard),

Possessions *leather barding* +1

Poison (Ex) Injury, Fortitude DC 12, nauseated 1d4 hours/1d3 Dex. The save DC is Constitution-based and includes a +2 racial bonus. A creature that makes its saving throw against the poison's initial damage is instead sickened for 1d6 rounds.

Skills When it is lying still on the seafloor, a stingray has a +4 racial bonus on Hide checks.

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

ENCOUNTER 7: BURN OUT

LIVING FIREBALL

CR 6

N Medium ooze

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

AC 13, touch 13, flat-footed 13
(+3 deflection)

hp 27 (6 HD); DR 10/magic

Immune Mind-affecting effects; gaze attacks, visual effects, illusions, and other attack forms that rely on sight; poison, sleep effects, paralysis, polymorph, and stunning; critical hits and flanking.

SR 16

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

Speed 60 ft. (12 squares)

Melee slam +5 (1d4+1 plus fireball)

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

Base Atk +4; **Grp** +5

Atk Options fireball

Special Actions engulf

Abilities Str 13, Dex 11, Con 13, Int —, Wis 11, Cha 13

SQ Ooze traits

Fireball (Su) A creature hit by the living fireball's slam attack or engulfed by it is dealt 6d6 points of fire damage (Reflex 14 for half).

Engulf (Ex) A living fireball can flow around creatures that fit within its space as a standard action. It cannot make a slam attack during which it engulfs. The living fireball merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the living fireball, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a Reflex save (DC 14) or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are subject to the full normal effect of the spell each round on the living fireball's turn, and are considered to be grappled.

ENCOUNTER 5: KRIKEY!

SHONDO, MEGGELLA, DARPIN, AND BROLINE
CR 4

Male/Female shoal halfling druid 4
LN Small humanoid (aquatic, halfling)
Init +4; **Senses** Listen +4, Spot +2
Languages Common, Elven, Halfling

AC 18, touch 15, flat-footed 14
(+1 size, +4 Dex, +3 armor)

hp 25 (4 HD)

Fort +6, **Ref** +6, **Will** +7 (+9 against fear); +4 vs. spell-like abilities of fey creatures

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

Melee masterwork dagger +3 (1d3-2)

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

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

Atk Options Swarmfighting

Special Actions Spontaneous casting

Druid Spells Prepared (CL 4th):

2nd—*bear's endurance*, *cat's grace*, *mass snake's swiftness**

1st—*cure light wounds*(x2), *faerie fire*, *magic fang*

0—*cure minor wounds*, *flare*, *guidance*, *resistance*, *virtue*

Abilities Str 6, Dex 18, Con 13, Int 12, Wis 14, Cha 10

SQ Amphibious, animal companion, nature sense, wild empathy, woodland stride, trackless step, resist nature's lure

Feats Combat Casting, Swarmfighting*

Skills Concentration +8, Handle Animal +7, Listen +4, Spellcraft +8, Survival +11, Swim +5 (+13 special action or avoid hazard)

Possessions +1 *leather*, masterwork dagger, three daggers, mistletoe, five small raw fish

Amphibious (Ex) Shoal Halflings are amphibious, capable of breathing water and air equally.

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

* see Appendix 2: New Rules Items

ZIPPER, PRONG, WIGGLES, BOINGER (ANIMAL COMPANIONS)

Male/female stingray
N Small magical beast (aquatic)

Init +4; **Senses** Listen +3, Spot +3

AC 21, touch 15, flat-footed 17
(+1 size, +4 Dex, +3 armor, +3 natural)

hp 13 (3 HD)

Resist evasion

Fort +3, **Ref** +7, **Will** +1

Speed Swim 30 ft.

Melee sting +7 (1d3-1 plus poison)

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

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

Atk Options Swarmfighting

Abilities Str 9, Dex 18, Con 11, Int 1, Wis 12, Cha 4

SQ Poison, tricks (attack unnatural, come, down, stay)

Feats Swarmfighting*, Weapon Finesse

Skills Hide +10 (+14 lying still along seafloor), Listen +3, Spot +3, Swim -1 (+7 special action or avoid hazard),

Possessions +1 *leather barding*

Poison (Ex) Injury, Fortitude DC 13, nauseated 1d4 hours/1d3 Dex. The save DC is Constitution-based and includes a +2 racial bonus. A creature that makes its saving throw against the poison's initial damage is instead sickened for 1d6 rounds.

Skills When it is lying still on the seafloor, a stingray has a +4 racial bonus on Hide checks.

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

* see Appendix 2: New Rules Items

ENCOUNTER 7: BURN OUT

ADVANCED CONFLAGRATION OOZE **CR 8**

CE Large ooze (fire)

Init +4; **Senses** Blindsight 60 ft.; Listen +3, Spot +1

AC 20, touch 9, flat-footed 20
(-1 size, +11 natural)

hp 96 (11 HD); DR 5/bludgeoning

Immune Mind-affecting effects; gaze attacks, visual effects, illusions, and other attack forms that rely on sight; poison, sleep effects, paralysis, polymorph, and stunning; critical hits and flanking; fire.

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

Weakness vulnerability to cold

Speed 30 ft. (6 squares), climb 10 ft.

Melee slam +15 (3d6+7 plus 1d8 fire) or
2 slams +15 (3d6+7 plus 1d8 fire)

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

Base Atk +8; **Grp** +19

Atk Options fire in the blood, improved grab

Special Actions spell-like abilities

Spell-Like Abilities (CL 14th):

5th—*hold monster* (DC 16) (1/day)

4th—*confusion* (DC 15) (1/day)

3rd—*deep slumber* (DC 14) (1/day)

Abilities Str 24, Dex 10, Con 18, Int 9, Wis 12, Cha 13

SQ Ooze traits

Feats Ability Focus (fire in the blood), Improved Initiative, Improved Natural Attack, Lightning Reflexes, Weapon Focus (slam)

Skills Climb +23, Hide +8, Listen +3, Move Silently +8

Fire in the Blood (Su) A potent fiery toxin flows through the body of a conflagration ooze. Any creature grappled or pinned by the ooze must make a successful DC 21 Fortitude save as the fiery toxin seeps through the victim's skin (or whatever surface passes for its skin) and into its blood (or life-supporting fluid, such as sap for a plant creature).

Success indicates the creature takes 1d6 points of fire damage in addition to any damage already dealt by the slam or grapple, as the fire burns and sears the creature.

Failure indicates that the toxin has taken hold of the creature's body and has begun converting portions of its blood into liquid flame. The creature takes 1d4 points of Constitution damage and 2d6 points of fire damage, in addition to any damage already dealt by the slam or grapple. Each round the creature remains grappled by the ooze, and for 1 round afterward, it must make another DC 21 Fortitude save to reduce or avoid the same effects.

As a creature that fails its saves take Constitution damage, the flaming blood burns through the victim's skin in small patches that increase in size the more Constitution damage accrues. Tiny rivulets of flame leak from these holes, as well as from the creature's ears, nose, and mouth, running down the victim's body and giving it an unearthly, terrible appearance.

Creatures that lack a Constitution score, such as constructs and undead, or any sort of life-dependent body fluid, such as elementals, are immune to the Constitution damage from this ability, but are still subject to the fire damage.

Improved Grab (Ex) To use this ability, the conflagration ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can attempt to deal slam damage with a successful grapple check. The ooze can also attempt to use fire in the blood against the grappled target.

Skills Conflagration oozes have a +8 racial bonus on Hide checks and Move Silently checks.

ENCOUNTER 5: KRIKEY!

SHONDO, MEGGELLA, DARPIN, AND BROLINE
CR 7

Male/Female shoal halfling druid 5 / beastmaster 1 /
wavekeeper 1

LN Small humanoid (aquatic, halfling)

Init +4; **Senses** Listen +5, Spot +3

Languages Common, Elven, Halfling

AC 17, touch 15, flat-footed 13

(+1 size, +4 Dex, +3 armor)

hp 43 (7 HD)

Fort +10, **Ref** +8, **Will** +10 (+12 against fear); +4 vs.
spell-like abilities of fey creatures

Speed 20 ft. (4 squares), swim 30 ft.

Melee masterwork dagger +10 (1d3-2)

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

Base Atk +4; **Grp** -2

Atk Options Swarmfighting

Special Actions Spontaneous casting, wild shape
(1/day)

Druid Spells Prepared (CL 5th):

3rd—*Evard's black tentacles*, *greater magic fang*

2nd—*bear's endurance*, *cat's grace*, *mass snake's
swiftness**

1st—*cure light wounds*(x2), *faerie fire*, *magic fang*

0—*cure minor wounds*, *flare*, *guidance*, *resistance*,
virtue

Abilities Str 6, Dex 18, Con 13, Int 12, Wis 16, Cha
10

SQ Amphibious, animal companion, nature sense,
wild empathy, woodland stride, trackless step,
resist nature's lure, masterful swimmer, mysteries
of the sea, Blackwater domain

Feats Combat Casting, Swarmfighting*, Weapon
Finesse

Skills Concentration +11, Handle Animal +10, Listen
+5, Spellcraft +10, Survival +15, Swim +8 (+16
special action or avoid hazard)

Possessions +1 *leather*, *periapt of wisdom* +2,
masterwork dagger, three daggers, mistletoe, five
small raw fish

Amphibious (Ex) Shoal Halflings are amphibious,
capable of breathing water and air equally.

Animal Companion (Ex) A beastmaster gains the
service of a loyal animal companion. See the druid
class feature, 35-36 of the *Player's Handbook*.
Treat the beastmaster as a druid whose level is
equal to the beastmaster's class level + 3. A
beastmaster can select one of the animals
available to a 1st-level druid and then apply the
modifications as appropriate for a 4th-level druid's
animal companion, or she can select a typical
version of one of the animals available to a 4th level
druid.

As a beastmaster gains class level, her animal
companion gains Hit Dice and other special
abilities just as a druid's animal companion does.

Use the beastmaster's class level + 3 to determine
the animal companion's special abilities.

If a beastmaster already has an animal
companion from another class, her beastmaster
levels stack with class levels from all other classes
that grant an animal companion. For example, a
5th-level druid/2nd-level beastmaster would be
treated as a 10th-level druid for the purpose of
improving the statistics of her animal companion
(and which alternative animal companions she
could select).

Wild Empathy (Ex) A beastmaster can improve the
attitude of an animal. See the druid class feature,
page 35 of the *Player's Handbook*. If a beastmaster
has wild empathy from another class, her levels
stack for determining the bonus.

Masterful Swimmer (Ex) You augment your
swimming using the minutest of currents and
swimming patterns, granting you a swim speed of
20 feet or increasing your existing swim speed by
10 feet if you have a natural swim speed.

Mysteries of the Sea You master the powers of
nature that make up the oceans. Choose one of
the following domains: Blackwater, Ocean, Storm,
or Water. The spells of that domain are added to
your divine spellcaster class list, and you can
prepare them normally. You also gain the granted
power associated with that domain.

Blackwater Domain You are immune to pressure
damage from descending into even the greatest of
oceanic depths.

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

* see Appendix 2: New Rules Items

ZIPPER, PRONG, WIGGLES, BOINGER (ANIMAL COMPANIONS)

Male/female stingray

N Small magical beast (aquatic)

Init +5; **Senses** Listen +3, Spot +3

AC 26, touch 16, flat-footed 21

(+1 size, +5 Dex, +3 armor, +7 natural)

hp 31 (7 HD)

Resist evasion

Fort +5, **Ref** +10, **Will** +3; +4 morale bonus vs.
enchantment spells and effects

Speed Swim 30 ft. in leather barding (6 squares),
base movement 30 ft.

Melee sting +11 (1d3 plus poison)

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

Base Atk +5; **Grp** +1

Atk Options Swarmfighting

Abilities Str 11, Dex 20, Con 11, Int 1, Wis 12, Cha 4

SQ Poison, tricks (attack unnatural, come, defend, down, fetch, stay), devotion

Feats Ability Focus (poison), Swarmfighting*, Weapon Finesse

Skills Hide +15 (+19 lying still along seafloor), Listen +3, Spot +3, Swim +0 (+8 special action or avoid hazard)

Possessions +1 *leather barding*

Poison (Ex) Injury, Fortitude DC 17, nauseated 1d4 hours/1d3 Dex. The save DC is Constitution-based and includes a +2 racial bonus. A creature that makes its saving throw against the poison's initial damage is instead sickened for 1d6 rounds.

Skills When it is lying still on the seafloor, a stingray has a +4 racial bonus on Hide checks.

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

* see Appendix 2: New Rules Items

ENCOUNTER 7: BURN OUT

ADVANCED CONFLAGRATION OOZE **CR 11**

CE Huge ooze (fire)

Init +3; **Senses** Blindsight 60 ft.; Listen +3, Spot +1

AC 25, touch 8, flat-footed 25

(-2 size, +17 natural)

hp 237 (19 HD); DR 5/bludgeoning

Immune Mind-affecting effects; gaze attacks, visual effects, illusions, and other attack forms that rely on sight; poison, sleep effects, paralysis, polymorph, and stunning; critical hits and flanking; fire.

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

Weakness vulnerability to cold

Speed 30 ft. (6 squares), climb 10 ft.

Melee slam +24 (4d6+11 plus 2d6 fire) or
2 slams +24 (4d6+11 plus 2d6 fire)

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

Base Atk +14; **Grp** +33

Atk Options fire in the blood, improved grab

Special Actions spell-like abilities

Spell-Like Abilities (CL 10th):

5th—*hold monster* (DC 16) (1/day)

4th—*confusion* (DC 15) (1/day)

3rd—*deep slumber* (DC 14) (1/day)

Abilities Str 32, Dex 8, Con 24, Int 9, Wis 12, Cha 13

SQ Ooze traits

Feats Ability Focus (fire in the blood), Improved Initiative, Improved Natural Armor, Improved Natural Armor, Improved Natural Armor, Improved Natural Attack, Lightning Reflexes, Weapon Focus (slam)

Skills Climb +35, Hide +4, Listen +3, Move Silently +8

Fire in the Blood (Su) A potent fiery toxin flows through the body of a conflagration ooze. Any creature grappled or pinned by the ooze must

make a successful DC 28 Fortitude save as the fiery toxin seeps through the victim's skin (or whatever surface passes for its skin) and into its blood (or life-supporting fluid, such as sap for a plant creature).

Success indicates the creature takes 1d8 points of fire damage in addition to any damage already dealt by the slam or grapple, as the fire burns and sears the creature.

Failure indicates that the toxin has taken hold of the creature's body and has begun converting portions of its blood into liquid flame. The creature takes 1d6 points of Constitution damage and 3d6 points of fire damage, in addition to any damage already dealt by the slam or grapple. Each round the creature remains grappled by the ooze, and for 1 round afterward, it must make another DC 28 Fortitude save to reduce or avoid the same effects.

As a creature that fails its saves take Constitution damage, the flaming blood burns through the victim's skin in small patches that increase in size the more Constitution damage accrues. Tiny rivulets of flame leak from these holes, as well as from the creature's ears, nose, and mouth, running down the victim's body and giving it an unearthly, terrible appearance.

Creatures that lack a Constitution score, such as constructs and undead, or any sort of life-dependent body fluid, such as elementals, are immune to the Constitution damage from this ability, but are still subject to the fire damage.

Improved Grab (Ex) To use this ability, the conflagration ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can attempt to deal slam damage with a successful grapple check. The ooze can also attempt to use fire in the blood against the grappled target.

Skills Conflagration oozes have a +8 racial bonus on Hide checks and Move Silently checks.

ENCOUNTER 5: KRIKEY!

SHONDO, MEGGELLA, DARPIN, AND BROLINE
CR 9

Male/Female shoal halfling druid 5 / beastmaster 1 / wavekeeper 3

LN Small humanoid (aquatic, halfling)

Init +4; **Senses** Listen +5, Spot +3

Languages Common, Elven, Halfling

AC 19, touch 15, flat-footed 15

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

hp 63 (9 HD)

Fort +12, **Ref** +9, **Will** +11 (+13 against fear); +4 vs. spell-like abilities of fey creatures

Speed 20 ft. (4 squares), swim 30 ft.;

Melee +1 dagger +12 (1d3-1)

+1 dagger +12/+7 (1d3-1)

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

Base Atk +6; **Grp** +0

Atk Options Swarmfighting

Special Actions Spontaneous casting, wild shape (1/day), wave master (1/day)

Druid Spells Prepared (CL 7th):

4th—*dispel magic*

3rd—*cure moderate wounds*, *Evard's black tentacles*, *greater magic fang*

2nd—*barkskin*, *bear's endurance*, *cat's grace*, *mass snake's swiftness**

1st—*cure light wounds*(x4), *faerie fire*

0—*cure minor wounds*(x2), *flare*, *guidance*, *resistance*, *virtue*

Spell-Like Abilities (CL 3rd):

3rd—*water breathing* (DC 13) (1/day; 12 hour duration)

Abilities Str 6, Dex 18, Con 14, Int 12, Wis 16, Cha 10

SQ Amphibious, animal companion, nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, masterful swimmer, mysteries of the sea, Blackwater domain, beast of the sea, mastery of breath

Feats Combat Casting, Natural Bond*, Swarmfighting*, Weapon Finesse

Skills Concentration +14, Handle Animal +12, Listen +5, Spellcraft +12, Survival +17, Swim +10 (+18 special action or avoid hazard)

Possessions +2 *leather*, +1 *dagger*, *periapt of wisdom* +2, three daggers, mistletoe, five small raw fish

Amphibious (Ex) Shoal Halflings are amphibious, capable of breathing water and air equally.

Animal Companion (Ex) A beastmaster gains the service of a loyal animal companion. See the druid class feature, 35-36 of the *Player's Handbook*. Treat the beastmaster as a druid whose level is equal to the beastmaster's class level + 3. A beastmaster can select one of the animals available to a 1st-level druid and then apply the modifications as appropriate for a 4th-level druid's

animal companion, or she can select a typical version of one of the animals available to a 4th level druid.

As a beastmaster gains class level, her animal companion gains Hit Dice and other special abilities just as a druid's animal companion does. Use the beastmaster's class level + 3 to determine the animal companion's special abilities.

If a beastmaster already has an animal companion from another class, her beastmaster levels stack with class levels from all other classes that grant an animal companion. For example, a 5th-level druid/2nd-level beastmaster would be treated as a 10th-level druid for the purpose of improving the statistics of her animal companion (and which alternative animal companions she could select).

Wild Empathy (Ex) A beastmaster can improve the attitude of an animal. See the druid class feature, page 35 of the *Player's Handbook*. If a beastmaster has wild empathy from another class, her levels stack for determining the bonus.

Masterful Swimmer (Ex) You augment your swimming using the minutest of currents and swimming patterns, granting you a swim speed of 20 feet or increasing your existing swim speed by 10 feet if you have a natural swim speed.

Mysteries of the Sea You master the powers of nature that make up the oceans. Choose one of the following domains: Blackwater, Ocean, Storm, or Water. The spells of that domain are added to your divine spellcaster class list, and you can prepare them normally. You also gain the granted power associated with that domain.

Blackwater Domain You are immune to pressure damage from descending into even the greatest of oceanic depths.

Beast of the Sea (Ex) Starting at 2nd level, your animal companion continues to advance. Subtract 1 from your class level and add the result to your effective druid level for determining the abilities of your animal companion.

Wave Master (Su) Beginning at 2nd level, when near a body of water you can focus a rush of water at a single creature within 30 feet. This jet of water can bludgeon or push back a creature, at your option.

As a bludgeoning attack, the wave of water deals 3d6 points of nonlethal damage. A Reflex save reduces damage to half (DC 14). The DC is Wisdom based.

If you instead choose to push back a creature, treat the wave of water as a bull rush with a bonus on the Strength check equal to 11.

Mastery of Breath (Ex) At 3rd level, you adapt to your watery environment, becoming amphibious and able to breathe water or air interchangeably.

Water Breathing (Sp) At 3rd level, you gain the ability to use a *water breathing* effect once per day, with a

caster level equal to your class level and two times the normal duration.

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

* see Appendix 2: New Rules Items

ZIPPER, PRONG, WIGGLES, BOINGER (ANIMAL COMPANIONS)

Male/female stingray

N Small magical beast (aquatic)

Init +5; **Senses** Listen +3, Spot +3

AC 29, touch 16, flat-footed 24
(+1 size, +5 Dex, +4 armor, +9 natural)

hp 40 (9 HD)

Resist evasion

Fort +6, **Ref** +11, **Will** +4; +4 morale bonus vs. enchantment spells and effects

Speed Swim 30 ft.

Melee sting +12 (1d3+1 plus poison) or
sting +12/+7 (1d3+1 plus poison)

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

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

Atk Options Swarmfighting, multiattack

Abilities Str 12, Dex 21, Con 11, Int 1, Wis 12, Cha 4

SQ Poison, tricks (attack unnatural, come, defend, down, fetch, guard, stay), devotion

Feats Ability Focus (poison), Combat Reflexes, Swarmfighting*, Weapon Finesse

Skills Hide +17 (+21 lying still along seafloor), Listen +3, Spot +3, Swim +1 (+9 special action or avoid hazard)

Possessions +2 *leather barding*

Poison (Ex) Injury, Fortitude DC 18, nauseated 1d4 hours/1d3 Dex. The save DC is Constitution-based and includes a +2 racial bonus. A creature that makes its saving throw against the poison's initial damage is instead sickened for 1d6 rounds.

Skills When it is lying still on the seafloor, a stingray has a +4 racial bonus on Hide checks.

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

* see Appendix 2: New Rules Items

ENCOUNTER 7: BURN OUT

INFERNAL CONFLAGRATION OOZE **CR 13**

LE Huge ooze (evil, extraplanar, fire)

Init +3; **Senses** Blindsight 60 ft.; Listen +6, Spot +1

Languages Ignan, Infernal

AC 21, touch 8, flat-footed 21
(-2 size, -1 Dex, +14 natural)

hp 172 (15 HD); DR 5/bludgeoning, 10/magic

Immune Mind-affecting effects; gaze attacks, visual effects, illusions, and other attack forms that rely on sight; poison, sleep effects, paralysis, polymorph, and stunning; critical hits and flanking; fire.

Resist cold 10; **SR** 20

Fort +11, **Ref** +6, **Will** +8

Weakness vulnerability to cold

Speed 30 ft. (6 squares), climb 10 ft.

Melee slam +20 (3d6+10 plus 1d8 fire) or
2 slams +20 (3d6+10 plus 1d8 fire)

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

Base Atk +11; **Grp** +29

Atk Options fire in the blood, improved grab, smite good (1/day)

Special Actions spell-like abilities

Spell-Like Abilities (CL 10th):

5th—*hold monster* (DC 17) (1/day)

4th—*confusion* (DC 16) (1/day)

3rd—*deep slumber* (DC 15) (1/day)

Abilities Str 31, Dex 8, Con 22, Int 9, Wis 12, Cha 15

SQ Ooze traits

Feats Ability Focus (fire in the blood), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Stealthy, Weapon Focus (slam)

Skills Climb +22, Hide +7, Listen +6, Move Silently +12

Fire in the Blood (Su) A potent fiery toxin flows through the body of an infernal conflagration ooze. Any creature grappled or pinned by the ooze must make a successful DC 25 Fortitude save as the fiery toxin seeps through the victim's skin (or whatever surface passes for its skin) and into its blood (or life-supporting fluid, such as sap for a plant creature).

Success indicates the creature takes 1d8 points of fire damage in addition to any damage already dealt by the slam or grapple, as the fire burns and sears the creature.

Failure indicates that the toxin has taken hold of the creature's body and has begun converting portions of its blood into liquid flame. The creature takes 1d6 points of Constitution damage and 3d6 points of fire damage, in addition to any damage already dealt by the slam or grapple. Each round the creature remains grappled by the ooze, and for 1 round afterward, it must make another DC 25 Fortitude save to reduce or avoid the same effects.

As a creature that fails its saves take Constitution damage, the flaming blood burns through the victim's skin in small patches that increase in size the more Constitution damage accrues. Tiny rivulets of flame leak from these holes, as well as from the creature's ears, nose, and mouth, running down the victim's body and giving it an unearthly, terrible appearance.

Creatures that lack a Constitution score, such as constructs and undead, or any sort of life-dependent body fluid, such as elementals, are immune to the Constitution damage from this ability, but are still subject to the fire damage.

Improved Grab (Ex) To use this ability, the infernal conflagration ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can attempt to deal slam damage with a successful grapple check. The ooze can also attempt to use fire in the blood against the grappled target.

Smite Good (Su) Once per day the infernal conflagration ooze can make a normal melee attack that deals +15 damage against a good foe.

Skills Infernal conflagration oozes have a +8 racial bonus on Hide checks and Move Silently checks.

ENCOUNTER 5: KRIKEY!

SHONDO, MEGGELLA, DARPIN, AND BROLINE
CR 12

Male/Female shoal halfling druid 5 / beastmaster 1 /
wavekeeper 6

LN Small humanoid (aquatic, halfling)

Init +4; **Senses** Listen +6, Spot +4

Languages Common, Elven, Halfling

AC 19, touch 15, flat-footed 15

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

hp 76 (12 HD)

Fort +14, **Ref** +10, **Will** +14 (+16 against fear); +4 vs.
spell-like abilities of fey creatures

Speed 20 ft. (4 squares), swim 30 ft.;

Melee +1 dagger +14 (1d3-1)

+1 dagger +14/+9 (1d3-1)

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

Base Atk +8; **Gp** +2

Atk Options Swarmfighting

Special Actions Spontaneous casting, wild shape
(1/day), wave master (3/day), current mastery

Druid Spells Prepared (CL 12th):

5th—*cure critical wounds*, *stoneskin*

4th—*cure serious wounds*(x2), *dispel magic*,
freedom of movement

3rd—*cure moderate wounds*(x2), *Evard's black*
tentacles, *greater magic fang*

2nd—*barkskin*, *bear's endurance*, *bull's strength*,
cat's grace, *mass snake's swiftness**

1st—*cure light wounds*(x4), *faerie fire*

0—*cure minor wounds*(x2), *flare*, *guidance*,
resistance, *virtue*

Spell-Like Abilities (CL 6th):

3rd—*water breathing* (DC 13) (1/day; 24 hour
duration)

Abilities Str 6, Dex 18, Con 14, Int 12, Wis 19, Cha
10

SQ Amphibious, animal companion, nature sense,
wild empathy, woodland stride, trackless step,
resist nature's lure, masterful swimmer, mysteries
of the sea, Blackwater domain, beast of the sea,
mastery of breath

Feats Combat Casting, Natural Bond*, Practiced
Spellcaster*, Swarmfighting*, Weapon Finesse

Skills Concentration +17, Handle Animal +15, Listen
+6, Spellcraft +15, Survival +21, Swim +13 (+21
special action or avoid hazard)

Possessions +2 *leather*, +1 *dagger*, *periapt of*
wisdom +4, three daggers, mistletoe, five small raw
fish, diamond dust (250 gp worth for *stoneskin*
spell)

Amphibious (Ex) Shoal Halflings are amphibious,
capable of breathing water and air equally.

Animal Companion (Ex) A beastmaster gains the
service of a loyal animal companion. See the druid
class feature, 35-36 of the *Player's Handbook*.
Treat the beastmaster as a druid whose level is
equal to the beastmaster's class level + 3. A

beastmaster can select one of the animals
available to a 1st-level druid and then apply the
modifications as appropriate for a 4th-level druid's
animal companion, or she can select a typical
version of one of the animals available to a 4th level
druid.

As a beastmaster gains class level, her animal
companion gains Hit Dice and other special
abilities just as a druid's animal companion does.
Use the beastmaster's class level + 3 to determine
the animal companion's special abilities.

If a beastmaster already has an animal
companion from another class, her beastmaster
levels stack with class levels from all other classes
that grant an animal companion. For example, a
5th-level druid/2nd-level beastmaster would be
treated as a 10th-level druid for the purpose of
improving the statistics of her animal companion
(and which alternative animal companions she
could select).

Wild Empathy (Ex) A beastmaster can improve the
attitude of an animal. See the druid class feature,
page 35 of the *Player's Handbook*. If a beastmaster
has wild empathy from another class, her levels
stack for determining the bonus.

Masterful Swimmer (Ex) You augment your
swimming using the minutest of currents and
swimming patterns, granting you a swim speed of
20 feet or increasing your existing swim speed by
10 feet if you have a natural swim speed.

Mysteries of the Sea You master the powers of
nature that make up the oceans. Choose one of
the following domains: Blackwater, Ocean, Storm,
or Water. The spells of that domain are added to
your divine spellcaster class list, and you can
prepare them normally. You also gain the granted
power associated with that domain.

Blackwater Domain You are immune to pressure
damage from descending into even the greatest of
oceanic depths.

Beast of the Sea (Ex) Starting at 2nd level, your
animal companion continues to advance. Subtract
1 from your class level and add the result to your
effective druid level for determining the abilities of
your animal companion.

Wave Master (Su) Beginning at 2nd level, when near
a body of water you can focus a rush of water at a
single creature within 30 feet. This jet of water can
bludgeon or push back a creature, at your option.

As a bludgeoning attack, the wave of water deals
6d6 points of nonlethal damage. A Reflex save
reduces damage to half (DC 16). The DC is
Wisdom based.

If you instead choose to push back a creature,
treat the wave of water as a bull rush with a bonus
on the Strength check equal to 16.

Mastery of Breath (Ex) At 3rd level, you adapt to your
watery environment, becoming amphibious and
able to breathe water or air interchangeably.

Water Breathing (Sp) At 3rd level, you gain the ability to use a *water breathing* effect once per day, with a caster level equal to your class level and two times the normal duration.

Current Mastery (Ex) At 5th level, you gain the ability to create currents that move the water in your vicinity. The current flows in a direction you specify and affects water within 30 feet of your position. Creatures, including yourself, are moved in the direction the water flows. Your current moves at 10 feet per round. At 10th level, the speed of your current increases to 20 feet per round.

You can use your current mastery to increase or impede the speed of a ship, though if you attempt to impede a ship with sails that ship's speed is only reduced by 5 feet (or by 10 feet for a 10th-level wavekeeper).

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

* see Appendix 2: New Rules Items

ZIPPER, PRONG, WIGGLES, BOINGER (ANIMAL COMPANIONS)

Male/female stingray

N Small magical beast (aquatic)

Init +6; **Senses** Listen +3, Spot +3

AC 32, touch 17, flat-footed 27

(+1 size, +6 Dex, +4 armor, +11 natural)

hp 49 (11 HD)

Resist improved evasion

Fort +7, **Ref** +13, **Will** +4; +4 morale bonus vs. enchantment spells and effects

Speed Swim 30 ft.

Melee sting +15 (1d3+1 plus poison) or
sting +15/+10 (1d3+1 plus poison)

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

Base Atk +8; **Grp** +5

Atk Options Swarmfighting, multiattack

Abilities Str 13, Dex 22, Con 11, Int 1, Wis 12, Cha 4

SQ Poison, tricks (attack unnatural, come, defend, down, fetch, guard, stay), devotion

Feats Ability Focus (poison), Combat Reflexes, Swarmfighting*, Weapon Finesse

Skills Hide +20 (+24 lying still along seafloor), Listen +3, Spot +3, Swim +1 (+9 special action or avoid hazard)

Possessions +2 *leather barding*

Poison (Ex) Injury, Fortitude DC 19, nauseated 1d4 hours/1d3 Dex. The save DC is Constitution-based and includes a +2 racial bonus. A creature that makes its saving throw against the poison's initial damage is instead sickened for 1d6 rounds.

Skills When it is lying still on the seafloor, a stingray has a +4 racial bonus on Hide checks.

A stingray has a +8 racial bonus on any Swim check to perform some special action or avoid a

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

* see Appendix 2: New Rules Items

ENCOUNTER 7: BURN OUT

INFERNAL CONFLAGRATION OOZE **CR 13**

LE Huge ooze (evil, extraplanar, fire)

Init +3; **Senses** Blindsight 60 ft.; Listen +6, Spot +1

Languages Ignan, Infernal

AC 21, touch 8, flat-footed 21

(-2 size, -1 Dex, +14 natural)

hp 172 (15 HD); **DR** 5/bludgeoning, 10/magic

Immune Mind-affecting effects; gaze attacks, visual effects, illusions, and other attack forms that rely on sight; poison, sleep effects, paralysis, polymorph, and stunning; critical hits and flanking; fire.

Resist cold 10; **SR** 20

Fort +11, **Ref** +6, **Will** +8

Weakness vulnerability to cold

Speed 30 ft. (6 squares), climb 10 ft.

Melee slam +20 (3d6+10 plus 1d8 fire) or
2 slams +20 (3d6+10 plus 1d8 fire)

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

Base Atk +11; **Grp** +29

Atk Options fire in the blood, improved grab, smite good (1/day)

Special Actions spell-like abilities

Spell-Like Abilities (CL 10th):

5th—*hold monster* (DC 17) (1/day)

4th—*confusion* (DC 16) (1/day)

3rd—*deep slumber* (DC 15) (1/day)

Abilities Str 31, Dex 8, Con 22, Int 9, Wis 12, Cha 15

SQ Ooze traits

Feats Ability Focus (fire in the blood), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Stealthy, Weapon Focus (slam)

Skills Climb +22, Hide +7, Listen +6, Move Silently +12

Fire in the Blood (Su) A potent fiery toxin flows through the body of an infernal conflagration ooze. Any creature grappled or pinned by the ooze must make a successful DC 25 Fortitude save as the fiery toxin seeps through the victim's skin (or whatever surface passes for its skin) and into its blood (or life-supporting fluid, such as sap for a plant creature).

Success indicates the creature takes 1d8 points of fire damage in addition to any damage already dealt by the slam or grapple, as the fire burns and sears the creature.

Failure indicates that the toxin has taken hold of the creature's body and has begun converting portions of its blood into liquid flame. The creature takes 1d6 points of Constitution damage and 3d6 points of fire damage, in addition to any damage already dealt by the slam or grapple. Each round the creature remains grappled by the ooze, and for

1 round afterward, it must make another DC 25 Fortitude save to reduce or avoid the same effects.

As a creature that fails its saves take Constitution damage, the flaming blood burns through the victim's skin in small patches that increase in size the more Constitution damage accrues. Tiny rivulets of flame leak from these holes, as well as from the creature's ears, nose, and mouth, running down the victim's body and giving it an unearthly, terrible appearance.

Creatures that lack a Constitution score, such as constructs and undead, or any sort of life-dependent body fluid, such as elementals, are immune to the Constitution damage from this ability, but are still subject to the fire damage.

Improved Grab (Ex) To use this ability, the infernal conflagration ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can attempt to deal slam damage with a successful grapple check. The ooze can also attempt to use fire in the blood against the grappled target.

Smite Good (Su) Once per day the infernal conflagration ooze can make a normal melee attack that deals +15 damage against a good foe.

Skills Infernal conflagration oozes have a +8 racial bonus on Hide checks and Move Silently checks.

CINDER SWARM

CR 13

NE Fine elemental (fire, swarm)

Init +10; **Senses** Darkvision 60 ft.; Listen +0, Spot +9

AC 25, touch 24, flat-footed 19

(+8 size, +6 Dex, +1 natural)

hp 72 (16 HD)

Immune Critical hits and flanking; weapon damage; spells or effects that target a specific number of creatures, with the exception of mind-affecting effects; poison, sleep effects, paralysis, and stunning; fire.

Fort +7, **Ref** +18, **Will** +7

Weakness vulnerability to cold; +50% damage from spells or effects that effect an area; high winds

Speed 40 ft. (8 squares), fly 40 ft. (good)

Melee swarm (4d6 plus 3d6 fire plus burn)

Space 10 ft.; **Reach** 0 ft.

Base Atk +12; **Grp** —

Atk Options burn

Abilities Str 1, Dex 22, Con 10, Int 4, Wis 11, Cha 11

SQ Elemental traits, swarm traits

Feats Ability Focus (burn), Ability Focus (distraction), Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes

Skills Hide +32, Spot +9

Burn (Ex) A cinder swarm's attack deals damage as a swarm plus fire damage from the Fine elementals' flaming bodies. Those swarmed by cinders also must succeed on a DC 20 Reflex save or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. The save is Constitution-based.

Creatures hitting a cinder swarm with natural weapons or unarmed attacks take fire damage as though hit by the swarm, and also catch on fire unless they succeed on a Reflex.

Distraction (Ex) Any living creature vulnerable to a cinder swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 20 Fortitude save negates the effect. Even after a successful save, spell-casting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a DC 20 Concentration check. The save DC is Constitution-based.

ENCOUNTER 5: KRIKEY!

SHONDO, MEGGELLA, DARPIN, AND BROLINE
CR 14

Male/Female shoal halfling druid 5 / beastmaster 1 /
wavekeeper 8

LN Small humanoid (aquatic, halfling)

Init +4; **Senses** Listen +6, Spot +4

Languages Common, Elven, Halfling

AC 20, touch 15, flat-footed 16

(+1 size, +4 Dex, +5 armor)

hp 89 (14 HD)

Fort +15, **Ref** +10, **Will** +15 (+17 against fear); +4 vs.
spell-like abilities of fey creatures

Speed 20 ft. (4 squares), swim 30 ft.;

Melee +1 *dagger* +16 (1d3-1)
+1 *dagger* +16/+11 (1d3-1)

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

Base Atk +10; **Grp** +4

Atk Options Swarmfighting

Special Actions Spontaneous casting, wild shape
(1/day), wave master (4/day), current mastery,
wave form

Druid Spells Prepared (CL 12th):

6th—*greater dispel magic*, *mass cure light wounds*

5th—*cure critical wounds*(x2), *stoneskin*

4th—*cure serious wounds*(x3), *freedom of
movement*

3rd—*cure moderate wounds*(x3), *Evard's black
tentacles*, *greater magic fang*

2nd—*barkskin*, *bear's endurance*, *bull's strength*,
cat's grace, *mass snake's swiftness**

1st—*cure light wounds*(x5), *faerie fire*

0—*cure minor wounds*(x2), *flare*, *guidance*,
resistance, *virtue*

Spell-Like Abilities (CL 8th):

3rd—*water breathing* (DC 13) (1/day; 32 hour
duration)

Abilities Str 6, Dex 18, Con 14, Int 12, Wis 15, Cha
10

SQ Amphibious, animal companion, nature sense,
wild empathy, woodland stride, trackless step,
resist nature's lure, masterful swimmer, mysteries
of the sea, Blackwater domain, beast of the sea,
mastery of breath

Feats Combat Casting, Natural Bond*, Practiced
Spellcaster*, Swarmfighting*, Weapon Finesse

Skills Concentration +19, Handle Animal +17, Listen
+6, Spellcraft +17, Survival +23, Swim +15 (+23
special action or avoid hazard)

Possessions +3 *leather*, +1 *dagger*, *periapt of
wisdom* +4, three daggers, mistletoe, five small raw
fish, diamond dust (250 gp worth for *stoneskin*
spell)

Amphibious (Ex) Shoal Halflings are amphibious,
capable of breathing water and air equally.

Animal Companion (Ex) A beastmaster gains the
service of a loyal animal companion. See the druid

class feature, 35-36 of the *Player's Handbook*.
Treat the beastmaster as a druid whose level is
equal to the beastmaster's class level + 3. A
beastmaster can select one of the animals
available to a 1st-level druid and then apply the
modifications as appropriate for a 4th-level druid's
animal companion, or she can select a typical
version of one of the animals available to a 4th level
druid.

As a beastmaster gains class level, her animal
companion gains Hit Dice and other special
abilities just as a druid's animal companion does.
Use the beastmaster's class level + 3 to determine
the animal companion's special abilities.

If a beastmaster already has an animal
companion from another class, her beastmaster
levels stack with class levels from all other classes
that grant an animal companion. For example, a
5th-level druid/2nd-level beastmaster would be
treated as a 10th-level druid for the purpose of
improving the statistics of her animal companion
(and which alternative animal companions she
could select).

Wild Empathy (Ex) A beastmaster can improve the
attitude of an animal. See the druid class feature,
page 35 of the *Player's Handbook*. If a beastmaster
has wild empathy from another class, her levels
stack for determining the bonus.

Masterful Swimmer (Ex) You augment your
swimming using the minutest of currents and
swimming patterns, granting you a swim speed of
20 feet or increasing your existing swim speed by
10 feet if you have a natural swim speed.

Mysteries of the Sea You master the powers of
nature that make up the oceans. Choose one of
the following domains: Blackwater, Ocean, Storm,
or Water. The spells of that domain are added to
your divine spellcaster class list, and you can
prepare them normally. You also gain the granted
power associated with that domain.

Blackwater Domain You are immune to pressure
damage from descending into even the greatest of
oceanic depths.

Beast of the Sea (Ex) Starting at 2nd level, your
animal companion continues to advance. Subtract
1 from your class level and add the result to your
effective druid level for determining the abilities of
your animal companion.

Wave Master (Su) Beginning at 2nd level, when near
a body of water you can focus a rush of water at a
single creature within 30 feet. This jet of water can
bludgeon or push back a creature, at your option.

As a bludgeoning attack, the wave of water deals
8d6 points of nonlethal damage. A Reflex save
reduces damage to half (DC 18). The DC is
Wisdom based.

If you instead choose to push back a creature, treat the wave of water as a bull rush with a bonus on the Strength check equal to 18.

Mastery of Breath (Ex) At 3rd level, you adapt to your watery environment, becoming amphibious and able to breathe water or air interchangeably.

Water Breathing (Sp) At 3rd level, you gain the ability to use a *water breathing* effect once per day, with a caster level equal to your class level and two times the normal duration.

Current Mastery (Ex) At 5th level, you gain the ability to create currents that move the water in your vicinity. The current flows in a direction you specify and affects water within 30 feet of your position. Creatures, including yourself, are moved in the direction the water flows. Your current moves at 10 feet per round. At 10th level, the speed of your current increases to 20 feet per round.

You can use your current mastery to increase or impede the speed of a ship, though if you attempt to impede a ship with sails that ship's speed is only reduced by 5 feet (or by 10 feet for a 10th-level wavekeeper).

Wave Form (Su) At 7th level, you gain the ability to transform into a Small, Medium, or Large water elemental. This otherwise functions as the druid's wild shape ability (see page 37 of the *Player's Handbook*). In addition to the normal effects of wild shape, you gain all the elemental's extraordinary, supernatural, and spell-like abilities. You also gain the elemental's feats for as long as you maintain the wild shape but retain your own creature type.

Starting at 9th level, you can transform into a Huge water elemental.

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

* see Appendix 2: New Rules Items

ZIPPER, PRONG, WIGGLES, BOINGER (ANIMAL COMPANIONS)

Male/female stingray

N Small magical beast (aquatic)

Init +6; **Senses** Listen +3, Spot +3

AC 33, touch 17, flat-footed 27

(+1 size, +6 Dex, +5 armor, +11 natural)

hp 49 (11 HD)

Resist improved evasion

Fort +7, **Ref** +13, **Will** +4; +4 morale bonus vs. enchantment spells and effects

Speed Swim 30 ft. in leather barding (6 squares), base movement 30 ft.

Melee sting +15 (1d3+1 plus poison) or sting +15/+10 (1d3+1 plus poison)

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

Base Atk +8; **Grp** +5

Atk Options Swarmfighting, multiattack

Abilities Str 13, Dex 22, Con 11, Int 1, Wis 12, Cha 4

SQ Poison, tricks (attack unnatural, come, defend, down, fetch, guard, stay), devotion

Feats Ability Focus (poison), Combat Reflexes, Swarmfighting*, Weapon Finesse

Skills Hide +20 (+24 lying still along seafloor), Listen +3, Spot +3, Swim +1 (+9 special action or avoid hazard)

Possessions +3 *leather barding*

Poison (Ex) Injury, Fortitude DC 19, nauseated 1d4 hours/1d3 Dex. The save DC is Constitution-based and includes a +2 racial bonus. A creature that makes its saving throw against the poison's initial damage is instead sickened for 1d6 rounds.

Skills When it is lying still on the seafloor, a stingray has a +4 racial bonus on Hide checks.

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

* see Appendix 2: New Rules Items

ENCOUNTER 7: BURN OUT

INFERNAL CONFLAGRATION OOZE **CR 13**

LE Huge ooze (evil, extraplanar, fire)

Init +3; **Senses** Blindsight 60 ft.; Listen +6, Spot +1

Languages Ignan, Infernal

AC 21, touch 8, flat-footed 21

(-2 size, -1 Dex, +14 natural)

hp 172 (15 HD); DR 5/bludgeoning, 10/magic

Immune Mind-affecting effects; gaze attacks, visual effects, illusions, and other attack forms that rely on sight; poison, sleep effects, paralysis, polymorph, and stunning; critical hits and flanking; fire.

Resist cold 10; **SR** 20

Fort +11, **Ref** +6, **Will** +8

Weakness vulnerability to cold

Speed 30 ft. (6 squares), climb 10 ft.

Melee slam +20 (3d6+10 plus 1d8 fire) or 2 slams +20 (3d6+10 plus 1d8 fire)

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

Base Atk +11; **Grp** +29

Atk Options fire in the blood, improved grab, smite good (1/day)

Special Actions spell-like abilities

Spell-Like Abilities (CL 10th):

5th—*hold monster* (DC 17) (1/day)

4th—*confusion* (DC 16) (1/day)

3rd—*deep slumber* (DC 15) (1/day)

Abilities Str 31, Dex 8, Con 22, Int 9, Wis 12, Cha 15

SQ Ooze traits

Feats Ability Focus (fire in the blood), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Stealthy, Weapon Focus (slam)

Skills Climb +22, Hide +7, Listen +6, Move Silently +12

Fire in the Blood (Su) A potent fiery toxin flows through the body of an infernal conflagration ooze.

Any creature grappled or pinned by the ooze must make a successful DC 25 Fortitude save as the fiery toxin seeps through the victim's skin (or whatever surface passes for its skin) and into its blood (or life-supporting fluid, such as sap for a plant creature).

Success indicates the creature takes 1d8 points of fire damage in addition to any damage already dealt by the slam or grapple, as the fire burns and sears the creature.

Failure indicates that the toxin has taken hold of the creature's body and has begun converting portions of its blood into liquid flame. The creature takes 1d6 points of Constitution damage and 3d6 points of fire damage, in addition to any damage already dealt by the slam or grapple. Each round the creature remains grappled by the ooze, and for 1 round afterward, it must make another DC 25 Fortitude save to reduce or avoid the same effects.

As a creature that fails its saves take Constitution damage, the flaming blood burns through the victim's skin in small patches that increase in size the more Constitution damage accrues. Tiny rivulets of flame leak from these holes, as well as from the creature's ears, nose, and mouth, running down the victim's body and giving it an unearthly, terrible appearance.

Creatures that lack a Constitution score, such as constructs and undead, or any sort of life-dependent body fluid, such as elementals, are immune to the Constitution damage from this ability, but are still subject to the fire damage.

Improved Grab (Ex) To use this ability, the infernal conflagration ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can attempt to deal slam damage with a successful grapple check. The ooze can also attempt to use fire in the blood against the grappled target.

Smite Good (Su) Once per day the infernal conflagration ooze can make a normal melee attack that deals +15 damage against a good foe.

Skills Infernal conflagration oozes have a +8 racial bonus on Hide checks and Move Silently checks.

CINDER SWARM

CR 13

NE Fine elemental (fire, swarm)

Init +10; **Senses** Darkvision 60 ft.; Listen +0, Spot +9

AC 25, touch 24, flat-footed 19
(+8 size, +6 Dex, +1 natural)

hp 72 (16 HD)

Immune Critical hits and flanking; weapon damage; spells or effects that target a specific number of creatures, with the exception of mind-affecting effects; poison, sleep effects, paralysis, and stunning; fire.

Fort +7, **Ref** +18, **Will** +7

Weakness vulnerability to cold; +50% damage from spells or effects that effect an area; high winds

Speed 40 ft. (8 squares), fly 40 ft. (good)

Melee swarm (4d6 plus 3d6 fire plus burn)

Space 10 ft.; **Reach** 0 ft.

Base Atk +12; **Grp** —

Atk Options burn

Abilities Str 1, Dex 22, Con 10, Int 4, Wis 11, Cha 11

SQ Elemental traits, swarm traits

Feats Ability Focus (burn), Ability Focus (distraction), Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes

Skills Hide +32, Spot +9

Burn (Ex) A cinder swarm's attack deals damage as a swarm plus fire damage from the Fine elementals' flaming bodies. Those swarmed by cinders also must succeed on a DC 20 Reflex save or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. The save is Constitution-based.

Creatures hitting a cinder swarm with natural weapons or unarmed attacks take fire damage as though hit by the swarm, and also catch on fire unless they succeed on a Reflex.

Distraction (Ex) Any living creature vulnerable to a cinder swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 20 Fortitude save negates the effect. Even after a successful save, spell-casting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a DC 20 Concentration check. The save DC is Constitution-based.

APPENDIX 2: NEW RULES ITEMS

FEATS

Natural Bond [General]

Your bond with your animal companion is exceptionally strong.

Prerequisite: Animal companion.

Benefit: Add three to your effective druid level for the purpose of determining the bonus Hit Dice, extra tricks, special abilities, and other bonuses that your animal companion receives (see page 36 of the *Player's Handbook*). This bonus can never make your effective druid level exceed your character level.

Source: *Complete Adventurer* 111

Practiced Spellcaster [General]

Choose a spellcasting class that you possess. Your spells from that class are more powerful.

Prerequisite: Spellcraft 4 ranks.

Benefit: Your caster level for the chosen spellcasting class increases by +4. This can't increase your caster level beyond your HD. However, even if you can't benefit from the full bonus immediately, if you gain noncaster-level HD you may be able to apply the rest of the bonus.

For example, a human 5th-level cleric/3rd-level fighter who selects this feat would increase his cleric caster level from 5th to 8th (since he has 8 HD). If he later gained a fighter level, he would gain the remainder of the bonus and his cleric caster level would become 9th (since he now has 9 HD).

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect.

This does not affect your spells per day or spells known. It only increases your caster level, which would help you penetrate SR and increase the duration and other effects of your spells.

Special: You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th-level cleric/5th-level wizard who had selected this feat twice would cast cleric spells as an 8th-level caster and wizard spells as a 9th-level caster.

Source: *Complete Divine* 82

Swarmfighting [General]

You and allies with this feat can coordinate melee attacks against a single target and are adept at fighting side by side in close quarters.

Prerequisites: Small size, Dex 13, base attack bonus +1.

Benefit: You can occupy the same 5-foot square in combat with any other allied Small creature that also possesses the Swarmfighting feat at no penalty. When you engage a Medium or larger creature in melee, and at least one other ally with the Swarmfighting feat threatens the target, you gain a +1 morale bonus on the attack roll. This bonus increases by +1 for each additional ally beyond the first with the Swarmfighting feat that threatens the same target. The total morale bonus imparted to your attack roll cannot exceed your Dexterity bonus.

Source: *Complete Warrior* 105

SPELLS

Protection from Desiccation

Transmutation

Level: Cleric 3, druid 2, ranger 2, sorcerer/wizard 3, Summoner 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 min./level or until discharged

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The warded creature gains temporary immunity to dehydration of any kind. While protected by the spell, the subject can not become dehydrated even if it takes desiccation damage. Once the spell has prevented a total of 10 points of damage per caster level (maximum 100 points), whether that damage is desiccation damage or nonlethal damage, it is discharged.

Source: *Sandstorm* 119

Rust Ray

Transmutation

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Target: One non-magical ferrous object or one ferrous creature

Duration: Instantaneous

Saving Throw: None or Fortitude negates (object); see text

Spell Resistance: No

You unleash a russet ray at a metallic object. The air around you smells of hot metal.

This russet ray corrodes metal that it touches. You must succeed on a ranged touch attack with the ray to strike a target. It can effectively destroy any nonmagical iron or iron alloy object. Such objects struck by a *rust ray* take 2d6 points of damage +1 per two caster levels (maximum +10), ignoring hardness. You can also target a weapon being wielded or metal armor being worn. Metal armor affected by this ray takes normal damage from the spell and loses 1d4 points of Armor Class through corrosion. If an item is reduced to 0 hit points, it is destroyed. Ferrous creatures struck by the ray take the same damage as objects.

Magic items can negate the effect with a successful saving throw.

Source: *Spell Compendium* 178

Snake's Swiftess

Transmutation

Level: Druid 1, Sorcerer/wizard 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One allied creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You toss the scales into the air, and they vanish in a sparkling mist as you indicate your target. Without hesitating, that creature draws and fires an arrow into the fray.

The subject can immediately make one melee or ranged attack. Taking this action doesn't affect the subject's normal place in the initiative order. This is a single attack and follows the standard rules for attacking.

This spell does not allow the subject to make more than one additional attack in a round. If the subject has already made an additional attack, due to a prior casting of this spell, from the *haste* spell, or from any other source, this spell fails.

Arcane Material Component: A few scales from a snake.

Source: *Spell Compendium* 193

Snake's Swiftess, Mass

Transmutation

Level: Druid 2, Sorcerer/wizard 3

Range: Medium (100 ft. + 10 ft./level)

Targets: Allied creatures in a 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You hold the snake scales high overhead, and they evaporate in a flash of light. That radiance carries to every ally in your command—and as one, they unleash a volley of attacks.

This spell functions like *snake's swiftess*, except that it affects multiple allies out to medium range.

Source: *Spell Compendium* 193

PLAYER HANDOUT 1

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

PLAYER HANDOUT 2

Deciphering the script from the fringes of Qessir's robe, you come up with the following text:

A Child's Garden of Magical Trivia – by Qessir the Somatic

-dedicated to the fond memory of Brem and Vrakna

*Burning hands will cause no pains
To those with fire instead of brains.*

*Glitterdust will not capsize
A creature without any eyes.*

*Rust ray spells have no effect
On those with nothing to be wrecked.*

*Solid fog will slow, not end,
The movement of both foe and friend.*

*Wrack will put your foes to bed,
Except for constructs and undead.*

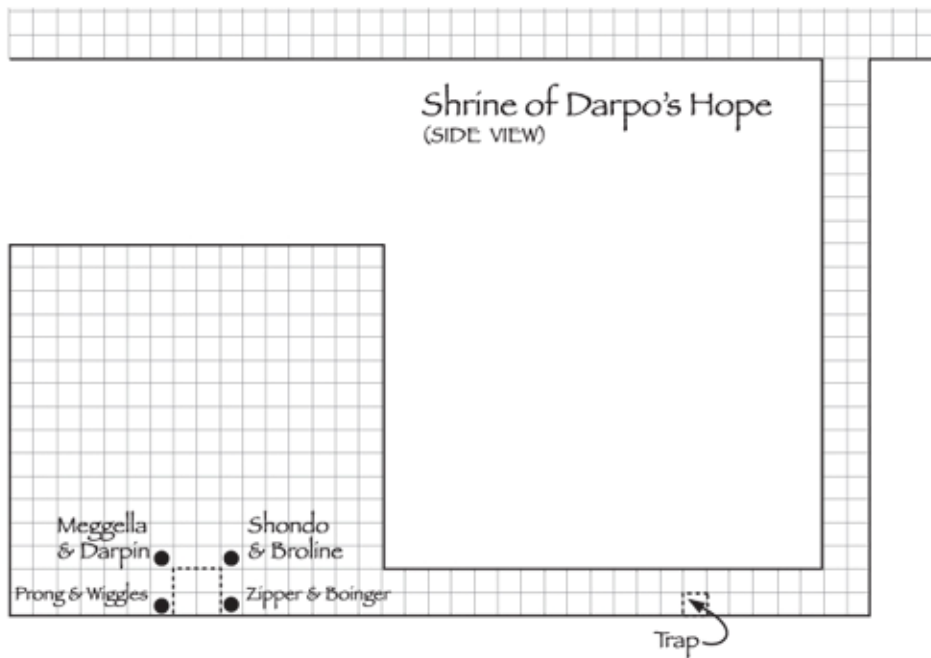
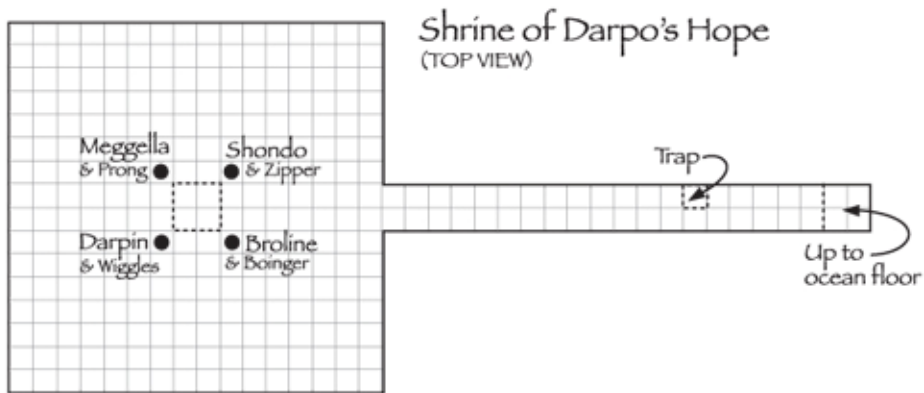
Come on children, let's all act it out together! I'll start. Hee-hee!

DM MAP 1



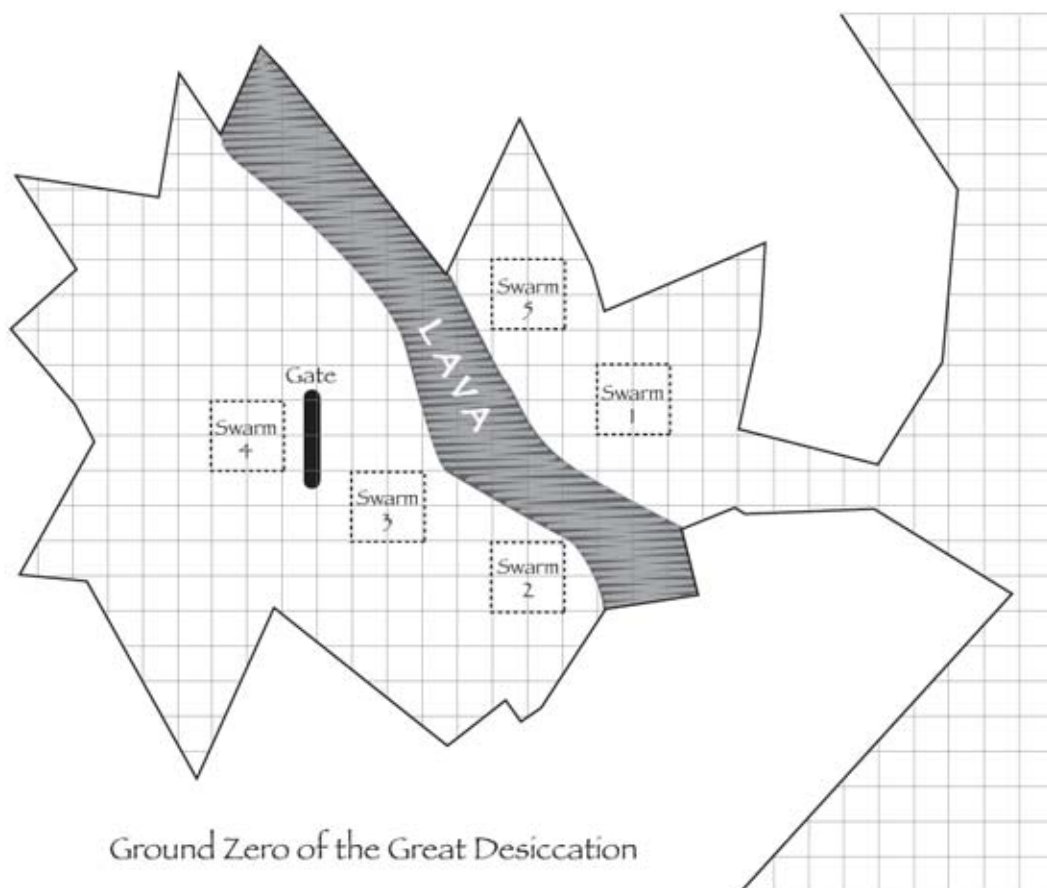
1 inch = 50 feet

DM MAP 2



1 square = 5 feet

DM MAP 3



1 square = 5 feet