

ZEF6-01

Out of Water

A One-Round D&D LIVING GREYHAWK[®] Zeif Regional Adventure

Version 1.0

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The Merfolk have long been allies of the Sultanate of Zeif. When the Merfolk are in need of help, will the citizens of Zeif come to their aid? Part one of the *Eternally Yours* story arc. A one-round Zeif regional adventure for APL's 2-6.

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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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and record-keeping after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Keep in mind that you must have at least four players (not counting the judge), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Playing the Game

Instruct the players either to prepare their characters to participate in the adventure before the session begins, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the judge) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the judge can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in bold italics. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials discussed in the Preparation section above that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

LIVING GREYHAWK Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PC's participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PC's participating in the adventure.
2. If PC's bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. 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. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.
3. Sum the results of 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 PC's, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PC's will 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 may 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 will receive only one-half of the experience points for the adventure. Further, if the

PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. 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.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may

find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are three things that the group can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PC's who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Sultanate of Zeif. Characters native to the Sultanate of Zeif pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may

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

suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

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

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

Adventure Background

When Sovorn bin Regol, the Mer-Sheik of the Gulf of Ghayar, swore allegiance to the Sultan of Zeif, part of that oath included supplying a yearly tribute befitting a sultan.

On the first day of 3255 BH (CY 596), the yearly tribute was sent to Zeir-I-Zeif via a heavily guarded underwater caravan. All was going well until the daily *animal messenger* failed to arrive. Sovorn dispatched his best scouts to the caravan's last known position. The evidence found by the scouts, off the coast near Dhabiya, indicated that an unknown force attacked the caravan. All of the tribute was looted and no bodies were left behind.

Failing to pay the yearly tribute would be disastrous for the political relations between the Ghayar Merfolk and the Sultanate of Zeif. Sovorn gathered what valuables he could, but the amount was insufficient. Out of desperation, Sovorn reluctantly instructed his youngest daughter, Shallah, to become an odalisque within the Sultan's harem. Shallah did not want to lose her freedom, but she understood that it was best for her people.

Sovorn assigned Fahloy bin Gahbul to lead the expedition. Fahloy is currently the best expert on surface dwellers in the Gulf of Ghayar (the previous expert having been lost with the previous caravan). Regrettably, Fahloy is more experienced with the nobility of Zeif, rather than with the common folk.

A dozen merfolk warriors accompanied the caravan, lead by Shallah's personal bodyguard, Burlay bin Bealef. Burlay is quite fond of his charge and would gladly lay down his life for her.

Out of fear of losing the tribute again, it was decided to send the tribute overland to Zeif-I-Zeif. The merfolk mistakenly believed that Beit Castan was closer to Zeir-I-Zeif by land than Nafiq, so that was chosen as the starting point. The merfolk caravan arrived at Beit Castan without incident. Fahloy contacted Kimiya, priestess of Geshtai, and made arrangements for the wagons, beasts of burden and teamsters necessary to reach Zeir-I-Zeif. The merfolk boarded the wagons and the caravan departed for Zeir-I-Zeif.

After several days journey, the caravan stopped at the Oasis of Barashal in order to replenish their supply of water. Muran ibn Selim, the local Dey, invited the merfolk to partake of his hospitality.

Unbeknownst to the Merfolk or Muran, cinnamon, a spice commonly used in western Zeifan cooking, causes a severe allergic reaction in Merfolk. It causes their throats to swell shut, blocking their ability to speak, eat or breath air. In most humanoids, this affliction would soon be fatal. Fortunately, the merfolk also possess gills, which continue to function normally. Even so, most of the Merfolk asphyxiated before the Dey's physician thought of immersing them in water. Only Gahbul, Shallah and Burlay survived, and they are slowly starving to death.

Muran was extremely distraught about the deaths of guests under his hospitality. He immediately dispatched his fastest rider to fetch help from the priestesses of Geshtai in Beit Castan.

And so our story begins...

Adventure Summary

The PC's get a brief introduction to Zeifan culture in a Baklunish bathhouse in Beit Castan. The PC's are recruited by Kimiya to go and assist the merfolk delegation.

The PC's travel to the Oasis of Barashal. The PC's get a brief view of a small village. There they meet the merfolk delegation for the first time. Non-verbal communication is used. The PC's find the cause of the merfolk's ailment. Fahloy recognizes the value of having surface dwellers with them and invites the PC's to accompany them to Zeir-I-Zeif.

The PC's have an opportunity to lighten the mood of the merfolk.

Paynim raiders attack the caravan between the Oasis of Barashal and Barakhat.

The caravan arrives at Barakhat. The PC's get a brief view of life in a tent city. The merfolk are hassled by some Spahi's. The PC's need to resolve the encounter diplomatically, or violence will ensue.

The caravan arrives at Wadi Khijar. They are attacked by a pack of hyenas before they cross the Wadi.

The caravan encounters a group of Kols Al'Zeif (wandering entertainers). The Kols put on a show for the PC's. The PC's learn of Shallah's fate.

The caravan arrives at Zeir-I-Zeif. The PC's get a brief view of a Baklunish metropolis.

(Optional) PC's who volunteer to take Shallah's place meet the Sultan.

Fahloy meets the PC's one last time and makes them a proposal.

Preparation for Play

It would be helpful for the DM to familiarize themselves with the following information:

- Monster Manual, Merfolk, pages 185-186
- "Loyalty to the Sultan" meta-organization, Zeif Yahoo Group, files section
- "Baklunish Pantheon" meta-organization, Zeif Yahoo Group, files section
- Living Greyhawk Gazetteer, Zeif, pages 136-138
- Living Greyhawk Journal, July 2001, "The Rock of the West", pages 10-21

Introduction

Read aloud or paraphrase:

There is a saying in Zeif that goes "an unclean man has few friends". Washing in a Baklunish bathhouse is a time-honored tradition that brings together the young and the old, the rich and the poor, the human and the humanoid. It is a place in which to mingle, socialize and gossip. The Church of Geshtai operates all of

the public bathhouses in Zeif. The Temizle Nefes, located in Beit Castan is no exception.

The first room is a square court with a fountain, surrounded by small individual changing cubicles. This leads into a small cooling off section, opening into the hot and steamy marble-clad baths.

A raised marble platform graces the centre of the baths. Known as the navel stone, it is positioned above the wood furnace that heats the steam room. The bather lies here for a vigorous massage or exfoliation with a rough cloth glove. Upon leaving the baths, the bather may recover with a cold drink in the changing area.

While you are relaxing with your cold drink, you meet several interesting people.

Give the PC's the opportunity to introduce one another.

Read aloud or paraphrase:

A priestess of Geshtai, dressed in priestly vestments of green and blue, enters the camekan. She wears a silver holy symbol bearing the icon of a waterspout. She walks towards your group. The priestess speaks in a quiet voice (addressing the most obvious warrior in the group). "A thousand apologies for this interruption, effendi. I could not help but notice your weaponry when you first arrived. I am in need of armed couriers that can make haste to the Oasis of Barashal. If you accept, you shall have the gratitude of Kimiya and the Church of Geshtai"

Kimiya, Fountainhead of Geshtai: Baklunish female, Clr 5 of Geshtai. See *Dungeon Master's Guide*, pg 115

Here is what Kimiya knows:

- A delegation of merfolk came to Beit Castan a fortnight (2 weeks) ago. There were fifteen merfolk in total.
- The merfolk wanted to travel overland to Zeir-I-Zeif. It baffles Kimiya that merfolk would choose to travel by land.
- The merfolk had a large collection of dire clam shells affixed with stone locks

- Kimiya aided the merfolk in the acquisition of wagons, draft oxen and teamsters.
- The merfolk departed Beit Castan twelve days ago.
- A rider just arrived from the Oasis of Barashal, bearing a message from Muran Dey ibn Selim al-Barashal.
- The message is not very detailed. The merfolk suddenly became ill three days ago. Twelve of the merfolk have died. Three are still alive but they are unable to breathe air or eat food. They will perish soon without nourishment.
- An old injury prevents Kimiya from traveling at great speed.
- Kimiya wants the PC's to deliver six potions to the Dey as soon as possible.
- The Oasis of Barashal is 144 miles away from Beit Castan.
- The Dey of Barashal has authorized the acquisition of fast horses for the trip to the oasis.
- Kimiya can supply a map to the oasis.

If the PC's accept the assignment, Kimiya gives them six potion vials (3 x *potion of neutralize poison* and 3 x *potion of remove disease*) and a map to the oasis (Player Handout One).

Encounter One: The Oasis of Barashal

Each PC can obtain a light riding horse or pony in Beit Castan free of charge, courtesy of the Church of Geshtai. The horses are on loan to the PC's and must be returned at the end of the adventure.

The PC's receive their assignment at mid-morning. The merfolk have already been starving for three days (See *Dungeon Master's Guide*, pg 304, Starvation). Determine what sort of pace the PC's wish to set (See *Dungeon Master's Guide*, pg 164, Overland Movement) as they travel to the oasis. If the PC's take too long to get to the oasis (over seven days at APL 2, over six days at APL 4, over five days at APL 6), the merfolk have starved to death and the adventure ends.

Read aloud or paraphrase:

The lands in Zeif near the sea are quite fertile. Fields of golden wheat ripple beside olive plantations. Patches of purple eggplant grow near almond and fig trees.

As one travels away from the coast, the character of the land changes. Vast prairies of tall green grass spread out as far as the eye can see. Shepherds vigilantly tend flocks of goats and sheep.

Further inland, the prairies give way to steppes. The grass becomes shorter and sparser. In the distance a herd of wild horses gallops past, pursued by a pack of wolves.

After several days' hard riding, the Oasis of Barashal is a welcome sight. A small farming village surrounds the oasis. Shallow channels irrigate the crops in the nearby fields. Beyond the oasis lies a large manor house.

Approaching the oasis, you spot several Baklunish people, in the garb of servants, sitting by the shore. An older man has waded partway into the water with his arms submerged beneath the surface.

Getting closer, you see three figures under water. Though their upper torsos are humanoid, their lower halves are shaped like a fishtail. The old man appears to be ministering to them.

The aged man finally notices your arrival. "Istus be praised! These poor merfolk would not have lasted much longer! Kian, inform the Dey that help has arrived!"

Hafez bin Dinyar al-Barashal, the Dey's physician: Baklunish male, Exp 5 (Heal +9, Profession (Herbalist) +9, Craft (Alchemy) +9). See *Dungeon Master's Guide*, pg 109.

Here is what Hafez knows:

- The merfolk became suddenly ill after attending a dinner party at the Dey's Ulu Kamara (Grand House).
- The merfolk were unable to breathe air. Only three of the merfolk survived after Hafez figured out to immerse them in water. Hafez is ashamed that he did not think of it soon enough to save the other merfolk.
- It was initially believed that the merfolk were suffering from food poisoning. However, the

Dey himself and several other members of the household ate the same food without ill effect.

- The three surviving merfolk began showing signs of recovery four days after being afflicted. However, they immediately relapsed. If asked for more details, Hafez will recall that the merfolk relapsed after being fed some simple bulgur wheat porridge (cracked wheat, goat's milk, cinnamon).

Muran Dey ibn Selim al-Barashal arrives at the oasis a short while after the PC's. Read aloud or paraphrase:

A small group of people emerges from the manor house. At the head of the procession is a middle aged Baklunish man dressed in a fine white dishdasha and matching wizar. He wears an immaculate white turban set with a small ruby in its center. Flanking him on either side are a pair bodyguards wearing chain shirts and bearing scimitars. A handful of servants trail behind, bearing jugs of wine and trays laden with roast lamb, figs and couscous.

When they arrive at the oasis, the man garbed in white speaks. "Welcome, welcome, honored visitors. I am Muran Dey ibn Selim al-Barashal, your humble host. I trust that you have brought good news from the Daughter of the Oasis. My guests are in dire need of her care."

Muran Dey ibn Selim al-Barashal: Baklunish male, Ari 8. See *Dungeon Master's Guide*, pg 108.

PC's that make a Sense Motive check, DC 15, will realize that the Dey is genuinely embarrassed by the condition of his merfolk guests.

The merfolk's affliction is caused by a racial allergy to cinnamon. It causes their throats to swell, making it impossible to breathe air, eat or speak. Both the meal and the porridge had cinnamon in it. If the *neutralize poison* potions are administered to the merfolk, the swelling will immediately decrease.

Characters that make a Heal check, DC 15 will determine that the merfolk's symptoms are consistent with being poisoned. Ironically, the *detect poison* spell will not register, since cinnamon is not poisonous to the PC's.

Characters that make a Gather Information check, DC 20, will determine that cinnamon was the only ingredient common between the two meals. Characters that make a Knowledge (Local) or Bardic Knowledge check, DC 20, can recall a similar occurrence happening in the past and the cause of the problem.

Once the merfolk are cured, the PC's will gain the Favor of the Church of Geshtai. The merfolk will be ravenously hungry after their ordeal.

Read aloud or paraphrase:

When the merfolk come to the surface to eat, you have a chance to get a better look at them. The lower half of all three is a fishtail, covered in silvery scales. There are two males and a female.

The first male, the largest of the three, has a powerful, muscular build. His olive-green hair is cropped short. A strange series of small circular scars forms a diagonal strip along his chest and right arm. He wears an exotic armor made from thick seashells. A large turtle shell is strapped to his left arm. Despite his obvious hunger, he serves the first portion of the food to the female.

The female has a lithe, shapely figure. Her long luxurious jade-green hair hangs down to her waist. She wears a chemise formed from dozens of strands of tiny cobalt blue seashells. A strand of pearls hangs from her neck. She eyes you shyly, clearly embarrassed by the pace of her consumption.

The second male has a lean build. His sea-green hair hangs loosely at his shoulders. He wears a shirt made out of fine fish netting, decorated with brightly colored coral. A large conch shell hangs at his waist. Between bites, he tries to speak to you. However, due to the food in his mouth and the soreness of his throat, little is said. He ponders for a moment, and then his eyes brighten. He holds out his palm and makes writing motions upon it with his fingertip.

Shallah bint Sovorn al-Ghayar: Female Merfolk Ari 5. See Appendix One.

Fahloy bin Gahbul al-Ghayar: Male Merfolk Brd 5. See Appendix One.

Burlay bin Bealef al-Ghayar: Male Merfolk War 5. See Appendix One.

The merfolk will be unable to speak effectively until the following day. However they will attempt to communicate non-verbally with the PC's. If a writing implement is supplied, Fahloy will write out short answers to questions (six words or less). He will also make gestures where appropriate.

What are your names?

Writes "Fahloy. Shallah. Burlay." Points to a name, then to the corresponding merfolk.

What happened to you?

Writes "Ate food. Could not breathe."

What happened to the other merfolk?

Writes "Died". A DC 14 Sense Motive check will reveal that Shallah is still quite upset about the death of her traveling companions.

Why do you travel to Zeir-I-Zeif?

Writes "Ghayar tribute for Sultan". Points to wagon containing tribute. A DC 14 Sense Motive check will reveal that Shallah is also involved somehow.

Why do you travel by land?

Writes "Enemy underwater. None on land."

If the PC's have not yet figured out the cinnamon allergy, Burlay will consume an item of food with cinnamon in it and suffer a minor relapse. Once the PC's have solved the mystery of the food allergy, they will gain the Favor of Muran Dey ibn Selim al-Barashal.

Read aloud or paraphrase:

The following day, Fahloy come to speak with your group. His voice is still a bit rough, but clearly better than yesterday. He speaks. "I and my companions are most grateful to you for your timely assistance. I have a proposal that you might find interesting. Due to the demise of ..." Fahloy's voice breaks. He

clenches his fist for a moment, takes a deep breath and continues. "Due to the demise of our escort, we are in need of guardians for our journey to Zeir-I-Zeif. If you choose to accompany us, we shall give you an item of your choice from our collection of treasures from the deep."

If the PC's accept Fahloy's proposal, preparations begin for immediate departure. The merfolk will have recovered sufficiently to begin traveling once again.

Muran Dey is most grateful for the assistance that the PC's have provided. As his thanks, he allows the PC's to keep the three *potions of cure disease*, as well as the loan of the horses acquired in Encounter One for the remainder of the adventure.

Read aloud or paraphrase:

The merfolk convoy consists of three wagons, each pulled by a pair of draft oxen, driven by a Baklunish teamster.

The first wagon carries a huge wooden tub, filled with salty water. The merfolk ride upon this wagon, frequently bathing to keep their skin moist.

The second wagon contains an assortment of dire clamshells, each affixed with a sturdy lock cunningly fashioned from stone. The wagon also contains the merfolk's food supplies and several barrels of sea salt.

The third wagon, which used to contain a second tub of saltwater, now has the unenviable duty of returning the deceased merfolk to the Gulf of Ghayar for burial at sea.

The surviving merfolk gaze somberly as their fellows are loaded for their final journey. Fahloy places his hand upon Shallah's shoulder and says quietly, "We have far to travel and little time to get there. We must go."

The caravan departs the Oasis of Barashal with little fanfare. Even the Dey seems solemn as he wishes Istus' blessings upon you for your journey.

Encounter Two: Heavy is the Burden

Read aloud or paraphrase:

The first day of travel with the merfolk is quiet. Shallah is withdrawn and Burlay seems suspicious of the surface dwellers. Only Fahloy has made any effort at small talk, and that was without much enthusiasm. The feeling of grief is almost palpable.

Give the PC's an opportunity to lighten the mood. Any serious attempts to be friendly, entertaining or jovial will bring out the merfolk's fun-loving true nature.

Read aloud or paraphrase:

Once the dam of sorrow is broken, the merfolk become much more outgoing and playful. Shallah's laughter is as musical as it is infectious. Fahloy plays a song upon his conch shell that is both haunting and beautiful. Even Burlay turns out to have a wry sense of humor.

The merfolk seem quite curious about the lives that surface dwellers live. Even the minor details serve to amuse or fascinate them.

If the PC's are interested and time permits, feel free to role-play this encounter as you see fit.

Encounter Three: Paynim Raiders

Read aloud or paraphrase:

The following day dawns bright and clear. Low rolling hills, dotted with scrub brush, break up the surface of the plain. Occasional gusts of wind kick up dust devils across your path.

The Paynims are hidden behind a distant hill located at the caravan's right rear flank. They will come riding out at full speed, attempting to catch the caravan by surprise.

Have the PC's make a Spot check, DC 10. Any PC's who make the check may act in the surprise round. The encounter begins at a distance equal

to 60 feet plus 10 feet for every point the highest Spot check beat the DC.

If all of the PC's fail the Spot check, the Paynims get a surprise round and the encounter starts at 60 feet.

Read aloud or paraphrase:

Riding hard towards you is a group of Paynim raiders. They wear dark flowing robes over studded leather and wield composite short bows.

APL 2 – (CR 1 x 3 = EL 4)

3 x Paynim Raider – War 1 + Light Riding Horse (See Appendix Two)

APL 4 – (CR 2 x 4 = EL 6)

4 x Paynim Raider – Ftr 1 + Light Riding Horse (See Appendix Three)

APL 6 – (CR 4 x 4 = EL 8)

4 x Paynim Raider – Ftr 3 + Light Warhorse (See Appendix Four)

Motivation: The raiders have traveled north from the land of the Paynims in search of Zeifan caravans. They attacked the first caravan they came across, the very one that the PC's are escorting. The raiders think that the wagons must contain valuable goods (which they do).

Tactics: The raiders will ride in circles around the wagons, firing their short bows at the defenders. The raiders will attempt to stay at least 60 ft away from the nearest PC. The raiders will spread out, thus mitigating area of effect spells. The raiders will use their mounts as cover (see *Player's Handbook*, pg 80) as necessary. If there is a significant gap in the defenses, a raider will attempt to grab a small container of valuables from one of the wagons.

Exit Conditions: If the Paynims have been seriously hurt (all but one of them killed, incapacitated or below 10% HP), the survivors will flee the combat. If the Paynims acquire a significant amount of treasure (from the PC's or the Merfolk), they will leave.

Encounter Four: Barakhat

Read aloud or paraphrase:

At long last the caravan arrives at the tent city of Barakhat. This is the stronghold of the Spahi knights. Scores of Spahi cavalry practice combat maneuvers outside of the city limits. Entire tribes of Paynim mercenaries, paid for by the Sultan's coin, live in Barakhat. It is said that there is a horse for every man, woman and child in the city, and it is easy to see why.

The few permanent structures, such as the Temple of Mouqol and the Sheik's Palace, are surrounded by their own walls and guard towers. Adjacent to these structures are a haphazard, colorful collection of tents, al arish, pavilions and lean-tos. Stables, blacksmiths and horse merchants are liberally sprinkled throughout.

The streets are an ever-shifting maze, at times barely wide enough to allow two horses to pass by. Navigating this labyrinth has sorely tested your teamster's skill and patience. The situation is made worse by the crowd of people curious to see the merfolk. While swerving to avoid a Spahi foot patrol, one of the wagon wheels drives up over a sturdy tent peg, causing the tub of salt water to tilt suddenly to the side. The resulting cascade of water manages to thoroughly douse the Spahi patrol. Shallah finds the state of affairs to be very amusing and lets loose a melodic laugh. The Spahi soldiers fail to see the humor and approach the wagon angrily.

The Spahis perceive that their honor is at stake. They will angrily demand an apology from Shallah. One will even grab her by the arm. Burlay will move to protect Shallah. Unless the PC's intervene, this will escalate into non-lethal violence.

If the PC's try to smooth things over, they can make a Bluff, Diplomacy or Intimidate check, DC 15. The PC's only get one chance to succeed and they are unable to Take 10. If the PC's are successful, the Spahis will leave without violence.

If the PC's are not successful, the Spahis decide to teach the PC's a lesson in manners. The PC's can make a Sense Motive check, DC 10. Those that make the check can act in the surprise round.

The Spahis will use the surprise round to draw their saps.

APL 2 – (CR 1 x 4 = 5 – 1 Non-lethal = EL 4)

4 x Spahi Soldier – Ftr 1 (See Appendix Two)

APL 4 – (CR 3 x 4 = 7 – 1 Non-lethal = EL 6)

4 x Spahi Soldier – Ftr 3 (See Appendix Three)

APL 6 – (CR 5 x 4 = 9 – 1 Non-lethal = EL 8)

4 x Spahi Soldier – Ftr 5 (See Appendix Four)

Motivation: The Spahi soldiers' honor is at stake. They will teach the PC's a lesson in manners. They have no desire to kill the PC's, merely beat them into submission.

Tactics: The Spahi soldiers will use non-lethal attacks against the PC's. PC's that do lethal damage will be attacked in kind. The soldiers are intelligent, experienced warriors and will use advanced maneuvers (flank, disarm, etc) whenever practical.

Exit Conditions: The Spahi soldiers will back down if three of them are unconscious, incapacitated or dead.

If the PC's get into a fight with the Spahi's, they will gain the Minor Enmity of the Spahis. Any PC's that use lethal force against the Spahis will gain the Criminal Brand.

Encounter Five: Kemer al-Kader

Read aloud or paraphrase:

In the distant past, before the Invoked Devastation, the mighty Khijar River carved a deep groove within the Oerth. The Baklunish Empire built several stone bridges across the gorge. However, only this one survived the Devastation intact, allowing a multitude of Baklunish refugees to cross safely to the east. For that reason, this bridge is known as Kemer al-Kader, the Arch of Fate.

Since the Invoked Devastation, the Wadi Khijar has dried up, becoming nothing more than an arid, rocky streambed for most of the year. It

is only during the rainy season that the river flows and even then it is at a fraction of its former glory.

The land on either side of the Wadi Khijar is dominated by tall grass. There is a clearing near the bridge that looks like it has been used as a campsite by previous travelers. It is here that the caravan stops for the night.

Preparations for the evening meal are interrupted by the sound of strange laughter coming from the grass. Several others join the inhuman chortle. They sound like they are getting closer.

The PC's can make a Knowledge (Nature) check, DC 12, to recognize the laughter as coming from a hyena.

The PC's will have 3 rounds to prepare before the hyenas attack. It is assumed the PC's are still wearing their armor. Rustling of the grass and the occasional burst of laughter will allow the PC's to know the approximate direction and distance to their foes.

Due to the twilight conditions, the entire area is considered to have shadowy illumination. Characters with low-light vision can operate without penalty.

The grass provides 20% concealment per 5 ft. It does not hinder movement.

APL 2 - (CR 1 x 4 = 5 – 1 Advanced Warning = EL 4)

4 x Hyena – CR 1 (See *Monster Manual*, page 274)

APL 4 - (CR 1 x 8 = 7 – 1 Advanced Warning = EL 6)

8 x Hyena – CR 1 (See *Monster Manual*, page 274)

APL 6 - (CR 3 x 8 = 9 – 1 Advanced Warning = EL 8)

8 x Advanced Hyena – CR 3 (See Appendix Four)

Motivation: The hyenas are hungry for fresh meat.

Tactics: The hyenas will approach the PC's from downwind. They will stay concealed in the tall grass until they are ready to strike.

Exit Conditions: Any hyena that gets a large chunk of meat (including unconscious/dead characters) will drag it away from the combat to devour at the hyena's leisure. Any hyena below 25% hit points will flee the combat.

Encounter Six: Shallah's Fate

Read aloud or paraphrase:

As the sun begins to set, the caravan arrives at the small village of Ordu. Despite the size of the town, the local inn, known as the Altin Geyik, does a brisk business. Traders and Uruzaries, emissaries and pilgrims, all have their reasons for traveling to and from the grand metropolis of Zeir-I-Zeif. Though the capital lies a day's travel away, the glow of the distant city lights remain visible in the darkening night sky.

Inside the inn, a troupe of performers, known as an Oyun Kol, set the stage for their specialty of shadow puppetry. A large white sheet is hung across the stage. A minor cantrip from the lead performer creates a bright light behind the cloth. Using their hands and other props, the entertainers cast shadowy images upon the sheet. The lead performer stands in front of the sheet and begins telling a tale, illustrated by the silhouettes.

The story is a classic Zeifan tragedy. A beautiful young woman is betrothed to her true love. Through misfortune, she is forced into the Sultan's Harem in order to sustain her family's honor. Forever denied her heart's desire, yet unable to leave her gilded cage for the sake of her family, she is slowly driven mad. At the poignant conclusion of the tale, she takes her own life in a fit of despair and her family's honor is forever ruined.

The PC's will notice that Shallah exits the inn abruptly at the conclusion of the play. PC's that make a Spot or Sense Motive check, DC 15, will notice that Shallah was crying when she left.

If the PC's follow Shallah, they will find her looking longingly to the west, away from Zeir-I-Zeif.

If asked what is wrong, Shallah, will at first reply that nothing is wrong, that she was merely moved by the story. A Sense Motive check, DC 14, will reveal that Shallah is not being honest. A Diplomacy check, DC 20, will convince Shallah to

reveal her misgivings about becoming an odalisque for the Sultan. She will tell the PC's about the series of events leading to her fate (See Adventure Background).

If the PC's failed to get the full story from Shallah, they may still learn the truth from Burlay. While he is reluctant to share the details with the surface dwellers, he is also concerned about Shallah's happiness. A Diplomacy check, DC 15, will convince Burlay to relay the details about Shallah's fate.

Once the PC's have learned about Shallah's fate, they have a number of options available to them. Each character, as an individual, can choose one of the following options.

- Remain unaware of the situation or choose to do nothing. The character will gain no favors and no enmities.
- Attempt to cheer up Shallah. A Diplomacy or Perform check, DC 20, will suffice. If successful, the character will gain Shallah's Token.
- Encourage Shallah to abandon her responsibilities. A Bluff, Diplomacy or Intimidate check, DC 30, will convince Shallah to seek out her freedom at the expense of her people. The character will gain Shallah's Token and the Enmity of Mer-Sheik Sovorn al-Ghayar.
- Offer to take Shallah's place. The character will gain Shallah's Token, the Favor of Mer-Sheik Sovorn al-Ghayar and Retainer of the Sultan. The character will also participate in Encounter Eight.
- Pull some strings. If the PC expends one favor of the Sultan of Zeif or any three other Zeif regional favors, the PC will gain Shallah's Token and the Favor of Mer-Sheik Sovorn al-Ghayar.

Encounter Seven: Zeir-I-Zeif

Read aloud or paraphrase:

Ah, Zeir-I-Zeif, jewel of the west.

Eighteen miles of blue granite walls surround Zeir-I-Zeif. They are named the Sultana's Girdle, in honor of Ismuyin the Wise who ordered their construction. Ten grand gates, each bedecked with their own unique patterned mosaic, lead into the metropolis. It is

said that a man could wander these streets for his entire life and still not see all the splendors that this city has to offer.

Zeir-I-Zeif is broken into a multitude of smaller neighborhoods. Many of these districts correspond to Baklunish tribes of old and still cling to their unique heritage. Nestled amongst the Baklunish districts is the Orcish precinct, Halfling parish, Oerdian quarter, Dwarven ward, Elvish community, Gnomish borough and Flan enclave. Even the Sueloise maintain a presence within the city limits.

The heart of the city is the High Bedestan. It is simultaneously the grand bazaar, the core temple of Mouqol and the central headquarters of the Mouqollad Consortium. It is said that anything can be had here for the right price. Indeed, a fortune of the Sultan's coin changes hands here every day.

The soul of the city is Zeir Imaret. It serves as the center of worship for the Exalted Faith of Al'Akbar in Zeif. Zeir Imaret provides a hospital for the sick, a school for the ignorant and a hostel for the needy. It is said that the people who have been aided number greater than the sands upon the shore. Certainly, a plenitude of kindnesses is given out every day.

The will of the city is the Palace of Peh'reen. It encompasses the royal residence, the center of government and the private academy. It is said that nothing happens in Zeif without the consent of the Sultan. Without a doubt, a staggering number of messengers, diplomats and nobility enter into its gilded halls.

It is here, at the massive bronze gates of the palace, that your journey ends. As the merfolk await their escort inside, Fahloy pulls out an intricate stone key and proceeds to open each of the dire clamshells. He smiles and says, "Thank you for your assistance my friends. We could not have made it here without your help. As we agreed, you can have any one item from our treasure that you wish."

Inside the dire clamshells is a stunning assortment of wealth from the sea. Delicate phosphorescent seashells, lustrous pearls, bottles of multi-colored squid ink, and exotic coral artwork lie within.

The PC's must make an Appraise check. No retries. The PC's may Aid Another or Take 10 if

they wish. Compare the highest result to the following table:

- DC 9 or less – “I know a guy at the bazaar who would pay top dollar for Merfolk coral art. More valuable than pearls he said.” – 100 GP per player
- DC 10 – “Pearls are valuable. Everyone knows that” – 200 GP per player
- DC 15 – “Those shells are exquisite. They should fetch a pretty sum.” – 400 GP per player
- DC 20 – “Do you have any idea how hard it is to get green squid ink? The wizards will go crazy for this.” – 800 GP per player

Encounter Eight (Optional): Audience with the Sultan

This encounter only takes place for those characters that offer to take Shallah’s place.

Read aloud or paraphrase:

Later that very day you receive a summons to the Sultan’s court. It demands your presence in the Palace of Peh’reen after the fourth prayer of the day.

Determine if the PC wishes to keep this appointment. Ask if they would like to make any special preparations. They are going to see the Sultan after all.

Read aloud or paraphrase:

Arriving at the palace, you are led inside by a pair of stout Uruzaries. However, you are not led to the throne room as you might expect. Instead, you are taken to an inner courtyard, dominated by a grand marble fountain. There is a distinct smell of seawater coming from the fountain. Forming a perimeter around the outside edge of the courtyard are a dozen Uruzary warriors gazing stoically towards the center. Sitting upon soft cushions at the fountain’s edge is none other than Sultan Murad himself. He is regally attired in silks dyed an indigo hue and cloth spun of gold. A fist sized chrysoberyl cat’s eye adorns his silk

turban. Seated beside him, inside the fountain, is Fahloy.

Sultan Murad stands majestically as you are brought forward. He gazes upon you coolly, and then begins to speak.

“The merfolk delegate tells me that you wish to take the place of the mer-sheik’s daughter as my tribute from the merfolk of Ghayar. Is this true?”

Allow the PC to affirm their intent.

If the PC is male,

“Very well, we can find use for another eunuch.”

If the PC is female,

“Very well, we can find use for another concubine.”

Pause dramatically, allowing the player to sweat a little.

A slight smile plays across the Sultan’s lips. “From what I have been told about your exploits, you would be of much greater service to me outside these walls. All that I ask is an oath of loyalty to your Sultan.”

Give the PC an opportunity to swear their allegiance. If they do so, the character must join the “Loyalty to the Sultan” meta-org

“And so the tribute is paid in full. The entire Ghayar delegation may return to their lands with the Sultan’s blessing. You have my leave to go.”

Fahloy gives you a nod and a smile as you are escorted outside the courtyard.

Conclusion

The next day, you receive an invitation to meet with Fahloy upon the shores of the Dramidj.

Determine if the PC's wish to keep this appointment.

Read aloud or paraphrase:

As you approach the water's edge, Fahloy's head and shoulders emerge from the brine. He quickly swims to the shoreline to greet you.

"Well met my friends. I have a proposal on behalf of the Merfolk of Ghayar that I think may interest you. During our journey it became apparent the advantages of having allies that are familiar with the ways of surface life. If you would agree to become a representative for my people, we would be happy to supply you with exotic treasures from the deep as well as our gratitude. What say you to this?"

If the PC's agree, they gain the Retainer of the Merfolk of Ghayar.

The End

Experience Point Summary

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

Encounter Three

Defeat or drive off the Paynim Raiders:

APL2 120 XP

APL4 180 XP

APL6 240 XP

Encounter Four

Successful diplomacy or defeat the Spahis:

APL2 120 XP

APL4 180 XP

APL6 240 XP

Encounter Five

Defeat or drive off the Hyena pack:

APL2 120 XP

APL4 180 XP

APL6 240 XP

Story Award

Get the merfolk caravan to Zeir-I-Zeif intact:

APL2 60 XP

APL4 90 XP

APL6 120 XP

Discretionary roleplaying award

Note: Any characters that volunteer to take Shallah's place automatically gain the RP award. Other characters have to earn the award through good role-playing

APL2 30 XP

APL4 45 XP

APL6 60 XP

Total possible experience:

APL2 450 XP

APL4 675 XP

APL6 900 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. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter One: Oasis of Barashal

All APL's: L: 0 gp; C: 0 gp; M: 187 gp – 3 x Potion of Remove Disease (187 gp each)

Encounter Three: Paynim Raiders

APL 2: L: 69 gp; C: 6 gp; M: 0 gp

APL 4: L: 311 gp; C: 32 gp; M: 0 gp

APL 6: L: 178 gp; C: 16 gp; M: 1589 gp – 4 x +1 studded leather (385 gp each), 4 x +1 buckler (388 gp each), 4 x +1 composite short bow (+1 Str) (816 gp each)

Encounter Seven: Zeir-I-Zeif

Coral artwork: C: 100 gp

Pearls: C: 200 gp

Sea Shells: C: 400 gp

Squid Ink: C: 800 gp

Total Possible Treasure

Note: The maximum treasure available is significantly affected by the results of Encounter Seven.

APL 2: L: 69 gp; C: 806 gp; M: 187 gp - Total: 1062 gp (capped at 450 gp *)

APL 4: L: 311 gp; C: 832 gp; M: 187 gp - Total: 1330 gp (capped at 650 gp *)

APL 6: L: 178 gp; C: 816 gp; M: 1776 gp - Total: 2770 gp (capped at 900 gp *)

* Beware those wily merchants of the Mouqollad Consortium

Items for the Adventure Record

Favor of the Church of Geshtai

[] Members of the Church of Geshtai meta-org gain access to all items below marked with a (*).

Favor of Muran Dey ibn Selim al-Barashal

[] Muran Dey is very influential within the Timar of Barashal. As such, this favor may be used with any government official within the Timar of Barashal.

Minor Enmity of the Spahi

[] The character got into a fight with the Spahi. The character receives a –1 circumstance penalty to all social dealings with the Spahi. This enmity may be removed by expending a favor with the Spahi or by gaining a minor enmity with the Uruzaries.

Criminal Brand

[] The character has used lethal force against an a Spahi. The character gains a permanent –2 circumstance penalty to all social dealings with lawful authorities in Zeif. This penalty stacks with other criminal brands.

Shallah's Token

[] The character was kind to Shallah. As a token of her gratitude, she gives the character a beautiful, cobalt-blue spiral seashell.

Retainer of the Sultan

[] The character took Shallah's place in the Sultan's service. The character must enroll in the "Loyalty to the Sultan" meta-org. If the character ever leaves the meta-org, they lose the favor of Mer-Sheik Sovorn al-Ghayar and instead gain his enmity.

Favor of Mer-Sheik Sovorn al-Ghayar

[] For freeing his daughter from the Sultan's service, the mer-sheik is eternally grateful. The character receives free Luxury lifestyle in any adventure that takes place in the Gulf of Ghayar.

Enmity of Mer-Sheik Sovorn al-Ghayar

[] The character has sullied diplomatic relations between the Ghayar Merfolk and the Sultanate of Zeif. The character gains a -2 circumstance penalty to all social dealings with merfolk from the Gulf of Ghayar. This enmity can be removed by expending a favor with Sovorn or the Ghayar Merfolk.

Retainer of the Ghayar Merfolk

[] The character has promised to aid the merfolk in the future as is needed. The character gains access to all items below marked with a (#).

Merfolk Heavy Crossbow

The merfolk construct crossbows out of shell and coral that fire bolts fashioned from blowfish spines.

50 gp; Sml 1d8; Med 1d10; Crit 19-20/x2; Rng Inc 120 (air) / 30 (water); wt 8 lb; piercing

Item Access

APL 2:

- (#) Turtle Shell Buckler (Regional; *Player's Handbook*; 15 gp)

- (#) Shell Armour (Regional; *Arms and Equipment Guide*; 25 gp)
- (#) Merfolk Heavy Crossbow (Regional; See Above; 50 gp)
- (#) Coral Armour (Regional; *Arms and Equipment Guide*; 225 gp)
- (*) Decanter of Endless Water (Regional; *Dungeon Master's Guide*; 9000 gp)

APL 4 (all of APL 2 plus the following):

- (#) Ring of Swimming (Regional; *Dungeon Master's Guide*; 2500 gp)
- (#) Cloak of the Manta Ray (Regional; *Dungeon Master's Guide*; 7200 gp)
- (#) Bottle of Air (Regional; *Dungeon Master's Guide*; 7250 gp)

APL 6 (all of APL's 2-4 plus the following):

- (#) Necklace of Adaptation (Regional; *Dungeon Master's Guide*; 9000 gp)
- (#) Ring of Swimming, Improved (Regional; *Dungeon Master's Guide*; 10,000 gp)
- (#) Trident of Warning (Regional; *Dungeon Master's Guide*; 10,115 gp)

Appendix One – All APL's

Shallah bint Sovorn al-Ghayar: Female Merfolk Ari 5; CR 4; Medium Humanoid (Aquatic); HD 5d8+5; hp 33; Init +1; Spd 5 ft, Swim 50 ft; AC 11 (+1 Dex), touch 11, flat-footed 10; Base Atk +3; Grp +3; Atk: non-combatant; Full Atk: non-combatant; SQ Amphibious; AL NG; SV Fort +2, Ref +2, Will +5; Str 10, Dex 12, Con 12, Int 14, Wis 12, Cha 18

Skills and Feats: Speak Ancient Baklunish, Aquan, Common, Elven; Diplomacy +12, Knowledge (nobility) +10, Perform (sing) +12, Listen +11, Spot +11, Swim +8; Alertness, Dodge

Possessions: Merfolk noble's outfit

Amphibious (Ex): Merfolk can breathe both air and water.

Fahloy bin Gahbul al-Ghayar: Male Merfolk Brd 5; CR 5; Medium Humanoid (Aquatic); HD 5d6+10; hp 32; Init +2; Spd 5 ft, Swim 50 ft; AC 12 (+2 Dex), touch 12, flat-footed 10; Base Atk +3; Grp +4; Atk: +4 melee [1d6+1, bone rapier]; Full Atk: +4 melee [1d6+1, bone rapier]; SQ Amphibious, Bardic Music, Bardic Knowledge; AL N; SV Fort +3, Ref +6, Will +4; Str 12, Dex 14, Con 14, Int 12, Wis 10, Cha 16

Skills and Feats: Speak Ancient Baklunish, Aquan, Common; Diplomacy +11, Knowledge (Local) +9, Knowledge (Nobility) +9, Perform (Conch Shell) +11, Sense Motive +8, Swim +5; Alertness, Eschew Materials

Possessions: Merfolk courtier's outfit, conch shell, bone rapier

Amphibious (Ex): Merfolk can breathe both air and water.

Spells Known (3/4/2; base DC = 13 + spell level): 0—[*dancing lights, know direction, mage hand, message, prestidigitation, read magic*]; 1st—[*alarm, cure light wounds, remove fear, unseen servant*]; 2nd—[*alter self, animal messenger, tongues*].

Burlay bin Bealef al-Ghayar: Male Merfolk War 5; CR 5; Medium Humanoid (Aquatic); HD 5d8+15; hp 43; Init +2; Spd 5 ft, Swim 35 ft; AC 15 (+1 Dex, +3 shell armor, +1 buckler), touch 11, flat-footed 14; Base Atk +5; Grp +8; Atk: +10

melee [1d8+3, trident] or +6 ranged [1d10, heavy crossbow]; Full Atk: +10 melee [1d8+3, trident] or +6 ranged [1d10, heavy crossbow]; SQ Amphibious; AL LN; SV Fort +7, Ref +2, Will +2; Str 16, Dex 12, Con 16, Int 10, Wis 12, Cha 10

Skills and Feats: Speak Aquan, Common; Listen +5, Spot +5, Swim +11; Alertness, Weapon Focus (trident)

Possessions: Merfolk traveler's outfit, mw shell armor (A&EG), mw turtle shell buckler, mw trident, heavy crossbow, 20 bolts

Amphibious (Ex): Merfolk can breathe both air and water.

Light Riding Horse: CR ½; Large Animal; HD 3d8+6; hp 19; Init +1; Spd 60 ft; AC 13 (-1 size, +1 Dex, +3 natural), touch 10, flat-footed 12; Base Atk +2; Grp +8; Atk -2 melee (1d4+1, hoof); Full Atk -2 melee (1d4+1, 2 hoofs); Space/Reach: 10ft./5 ft.; SQ Lowlight Vision, Scent; AL N; SV Fort +5, Ref +4, Will +2; Str 14, Dex 13, Con 15, Int 2, Wis 12, Cha 6

Skills and Feats: Listen +4, Spot +4; Endurance, Run

Light Warhorse: CR 1; Large Animal; HD 3d8+9; hp 22; Init +1; Spd 60 ft; AC 14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13; Base Atk +2; Grp +9; Atk +4 melee (1d4+3, hoof); Full Atk +4 melee (1d4+3, 2 hoofs) and -1 melee (1d3+1, bite); Space/Reach: 10ft./5 ft.; SQ Lowlight Vision, Scent; AL N; SV Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6

Skills and Feats: Listen +4, Spot +4; Endurance, Run

Appendix Two – APL 2

Encounter Three

Paynim Raider: Male Baklunish War 1; CR ½; Medium Humanoid (Human); HD 1d8+1; hp 9; Init +1; Spd 30 ft; AC 15 (+1 Dex, +3 studded leather, +1 buckler), touch 11, flat-footed 14; Base Atk +1; Grp +1; Atk: +2 ranged (1d6, short bow) or +1 melee (1d6, scimitar); Full Atk: +2 ranged (1d6, short bow) or +1 melee (1d6, scimitar); AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 8, Cha 9

Skills and Feats: Speak Common; Craft (Bowyer/Fletcher) +1, Knowledge (Local) +1, Ride +5, Survival +3; Mounted Archery, Mounted Combat

Possessions: traveler's outfit, studded leather, buckler, composite short bow, 20 arrows, scimitar, dagger, wooden holy symbol of Istus, light riding horse, military saddle, bit & bridle, saddlebags, bedroll, blanket, waterskin, 5 days rations, 5 days horse feed, 6 gp in assorted coinage

Encounter Four

Spahi Soldier: Male Baklunish Ftr 1; CR 1; Medium Humanoid (Human); HD 1d10+2; hp 12; Init +1; Spd 20 ft; AC 17 (+1 Dex, +5 breastplate, +1 shield), touch 11, flat-footed 16; Base Atk +1; Grp +3; Atk: +3 melee (1d6+2 non-lethal, sap) or +4 melee (1d6+2, scimitar); Full Atk: +3 melee (1d6+2 non-lethal, sap) or +4 melee (1d6+2, scimitar); AL LN; SV Fort +4, Ref +1, Will -1; Str 15, Dex 12, Con 14, Int 13, Wis 8, Cha 10

Skills and Feats: Speak Ancient Baklunish, Common; Handle Animal +4, Knowledge (local) +2, Knowledge (nobility) +2, Profession (soldier) +1, Ride +5; Mounted Combat, Ride-By Attack, Weapon Focus (scimitar)

Possessions: Spahi uniform, breastplate, small steel shield, scimitar, sap, kukri, 25 gp in assorted coinage

Appendix Three – APL 4

Encounter Three

Paynim Raider: Male Baklunish Ftr 1; CR 1; Medium Humanoid (Human); HD 1d10+2; hp 12; Init +2; Spd 30 ft; AC 16 (+2 Dex, +3 studded leather, +1 buckler), touch 12, flat-footed 14; Base Atk +1; Grp +2; Atk: +5 ranged (1d6+1, short bow) or +2 melee (1d6+1, scimitar); Full Atk: +5 ranged (1d6+1, short bow) or +2 melee (1d6+1, scimitar); AL NE; SV Fort +4, Ref +2, Will -1; Str 13, Dex 15, Con 14, Int 12, Wis 8, Cha 10

Skills and Feats: Speak Baklunish, Common; Craft (Bowyer/Fletcher) +2, Intimidate +4, Knowledge (Local) +2, Ride +5, Survival +3; Mounted Archery, Mounted Combat, Weapon Focus (short bow)

Possessions: traveler's outfit, mw studded leather, mw buckler, mw composite short bow (+1 Str), 40 arrows, scimitar, dagger, wooden holy symbol of Istus, light riding horse, military saddle, bit & bridle, saddlebags, bedroll, blanket, waterskin, 5 days rations, 5 days horse feed, 31 gp in assorted coinage

Encounter Four

Spahi Soldier: Male Baklunish Ftr 3; CR 3; Medium Humanoid (Human); HD 3d10+6; hp 28; Init +1; Spd 20 ft; AC 17 (+1 Dex, +5 breastplate, +1 shield), touch 11, flat-footed 16; Base Atk +3; Grp +5; Atk: +5 melee (1d6+2 non-lethal, sap) or +7 melee (1d6+2, scimitar); Full Atk: +5 melee (1d6+2 non-lethal, sap) or +7 melee (1d6+2, scimitar); AL LN; SV Fort +5, Ref +2, Will +0; Str 15, Dex 12, Con 14, Int 13, Wis 8, Cha 10

Skills and Feats: Speak Ancient Baklunish, Common; Handle Animal +6, Knowledge (local) +2, Knowledge (nobility) +3, Profession (soldier) +2, Ride +7; Combat Expertise, Improved Disarm, Mounted Combat, Ride-By Attack, Weapon Focus (scimitar)

Possessions: Spahi uniform, mw breastplate, mw small steel shield, mw scimitar, sap, kukri, 50 gp in assorted coinage

Appendix Four – APL 6

Encounter Three

Paynim Raider: Male Baklunish Ftr 3; CR 3; Medium Humanoid (Human); HD 3d10+6; hp 28; Init +2; Spd 30 ft; AC 18 (+2 Dex, +4 studded leather, +2 buckler), touch 12, flat-footed 16; Base Atk +3; Grp +4; Atk: +7 ranged (1d6+2, short bow) or +5 melee (1d6+1, scimitar); Full Atk: +7 ranged (1d6+2, short bow) or +5 melee (1d6+1, scimitar); AL NE; SV Fort +5, Ref +3, Will +0; Str 13, Dex 15, Con 14, Int 12, Wis 8, Cha 10

Skills and Feats: Speak Baklunish, Common; Craft (Bowyer/Fletcher) +2, Intimidate +6, Knowledge (Local) +3, Ride +7, Survival +4; Mounted Archery, Mounted Combat, Point Blank Shot, Weapon Focus (short bow)

Possessions: traveler's outfit, +1 studded leather, +1 buckler, +1 composite short bow (+1 Str), 40 arrows, mw scimitar, dagger, wooden holy symbol of Istus, light war horse, military saddle, bit & bridle, saddlebags, bedroll, blanket, waterskin, 5 days rations, 5 days horse feed, 17 gp in assorted coinage

Encounter Four

Spahi Soldier: Male Baklunish Ftr 5; CR 5; Medium Humanoid (Human); HD 5d10+10; hp 44; Init +1; Spd 20 ft; AC 19 (+1 Dex, +6 breastplate, +2 shield), touch 11, flat-footed 18; Base Atk +5; Grp +8; Atk: +9 melee (1d6+3 non-lethal, sap) or +10 melee (1d6+6, scimitar); Full Atk: +9 melee (1d6+3 non-lethal, sap) or +10 melee (1d6+6, scimitar); AL LN; SV Fort +6, Ref +2, Will +0; Str 16, Dex 12, Con 14, Int 13, Wis 8, Cha 10

Skills and Feats: Speak Ancient Baklunish, Common; Handle Animal +8, Knowledge (local) +3, Knowledge (nobility) +3, Profession (soldier) +3, Ride +9; Combat Expertise, Improved Disarm, Mounted Combat, Ride-By Attack, Weapon Focus (scimitar), Weapon Specialization (scimitar)

Possessions: Spahi uniform, +1 breastplate, +1 small steel shield, +1 scimitar, mw sap, mw kukri, 100 gp in assorted coinage

Encounter Five

Advanced Hyena: Large Animal; CR 3; HD 5d8+20; hp 43; Init +1; Spd 50 ft; AC 15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 14; BAB/Grp: +3/+13; Atk: +8 melee (1d8+6 + Trip, Bite); Full Atk: +8 melee (1d8+6 + Trip, Bite); Space/Reach: 10ft./5 ft.; SA Trip; SQ Lowlight Vision, Scent; AL N; SV Fort +8, Ref +5, Will +2; Str 22, Dex 13, Con 19, Int 2, Wis 13, Cha 6

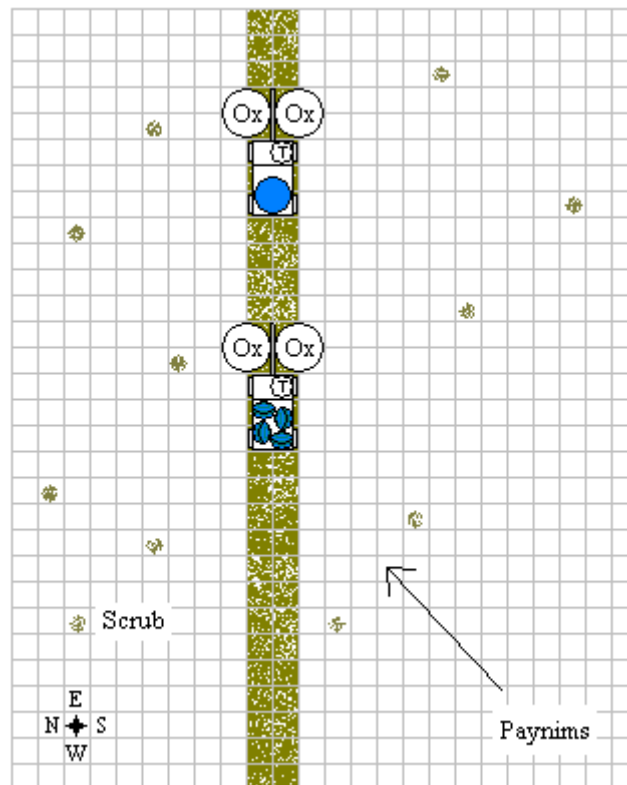
Skills and Feats: Hide +0 (+4 in tall grass), Listen +7, Spot +5; Alertness, Improved Natural Armor

Trip (Ex): An advanced hyena that hits with its bite attack can attempt to trip the opponent (+10 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the advanced hyena

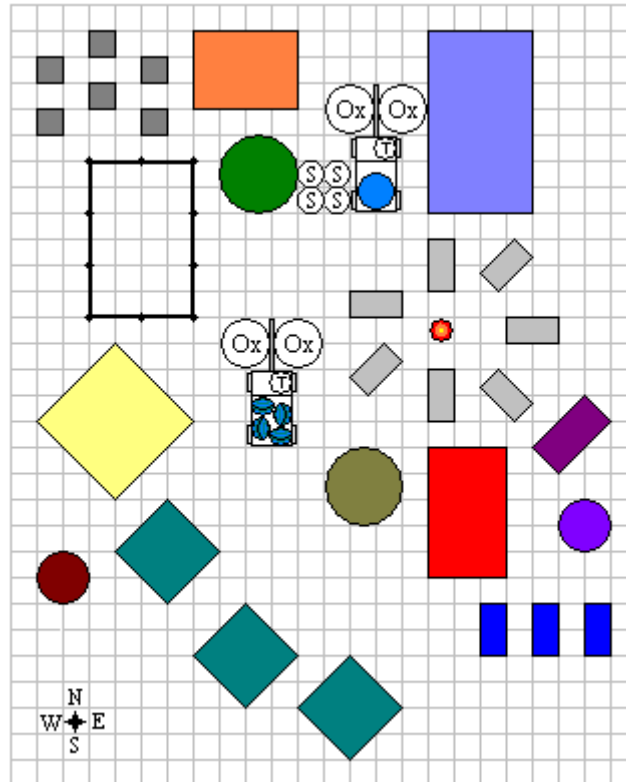
Judge Aid #1 – Merfolk Caravan Route



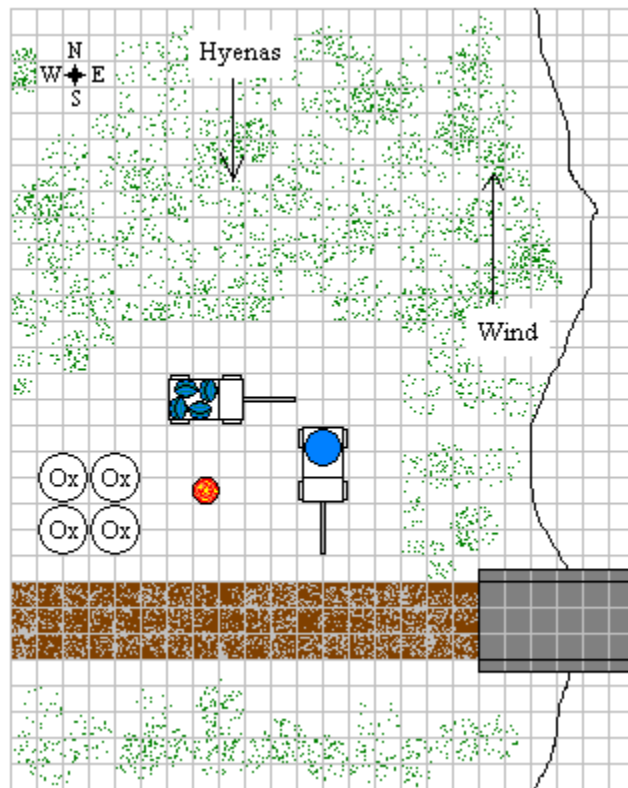
Judge Aid #2 – Paynim Raider Map



Judge Aid #3 – Barakhat Map



Judge Aid #4 - Kemer al-Kader Map



Player Handout #1 – Map of Zeif

