

Game Master's Workshop

volume one: Beneath the Waves



by John Josten





The City of Ehzhiman

MAP KEY

- | | | | |
|-----------------------------------|---------------------------------|-------------------------------|---------------------------------|
| 1. Lighthouses | 9. General Weaponsmith (Lukali) | 17. Glass Ship Inn | 27. Mules and Camels (Sesvej) |
| 2. Tippy Mermaid Tavern | 10. Leather Armorer (Whefez) | 18. Glass Blowers District | 28. Elos Sea Tavern |
| 3. Naval Yard & Military Barracks | 11. Metal Armorer (Hijinjani) | 19. School of Conjuraction | 29. The Blue Garden Tavern |
| 4. Navy Dock | 12. Pasha's Anchor Tavern | 20. Belkozah Patio | 30. Cozy Inn |
| 5. Dry Dock | 13. The Pasha's Palace | 21. Inevitable Order of Time | 31. Herding/Guard dogs (Norewh) |
| 6. Naval Master Carpenter (Shimo) | 14. Sword Weaponsmith (Loprahn) | 22. The Good Night Inn | 32. Riding mounts (Zhazhan) |
| 7. Harbormaster (Sirahn) | 15. The Three Gulls Tavern | 23. Fig Leaf Inn | 33. Leather Armorer (Anup) |
| 8. Founders Creation | 16. Merchant Dock | 24. Master Carpenter (Svuvoh) | 34. Tanner |
| | | 25. Doctor (Rujesh) | |
| | | 26. Bowyer/Fletcher (Minhah) | |

Kingdoms of Kalamar

Fantasy Campaign Setting
Adventure Supplement

GameMaster's Workshop

Volume One: Beneath the Waves

GameMaster's Workshop

GameMaster's Workshop (GMW) is a series of source material designed for use with any role-playing system. Each volume of GMW contains valuable tools and aids to help make GMing easier and exciting for both you and your players. This edition of GMW is set in the *Kingdoms of Kalamar* Fantasy Campaign setting in Whimdol Bay on the southern shores of the Elos Desert. However, the material is sufficiently generic so that the GameMaster can simply drop this material into his or her own campaign (if different from Kalamar) with virtually no alterations.

Standard features of GMW include **Close Encounters of a Random Kind** (random encounter or event tables), **Bait, Snare and Bag** (brief plot lines for adventures presented in a simple format) and **The Good, the Bad and the Ugly** (detailed descriptions of NPC personalities, motivations and basic abilities). A multitude of new items (both normal and magic), spells, races and monsters are also included.

This volume describes a detailed society of Mermen including their lives, their interactions with surface dwellers, and both the mundane and extraordinary plights they face. The GM should read this entire book to take full advantage of the wealth of material presented and ensure fluid game play. Use it with any fantasy role-playing game and enjoy!

Credits

Author: John Josten

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Development, Design, Layout, Editing: Jolly Blackburn, Patricia Horn, Brian Jelke, Steve Johansson, David Kenzer, Jennifer Kenzer, Mark Mueller, Rebecca Tudor.

Cover Artist: Hung Mac.

Other Artists: Mark Mueller, George Vrbanic, Lorelle Allstrom, Delfino Falciani.

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About the author: John Josten is a freelance writer living in suburban Chicago. He has published *Legend Quest* and *The Forgotten Hunt* through his company Board Enterprises. This is his first work for Kenzer and Company.

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Table of Contents

Inside Front Cover: Map of the City of Ehzhimahn

Introductory Fiction 2

A Geography Lesson

Ehzhimahn 4

The Mermen of Whimdol Bay 7

Neaesquatila 9

The Good, the Bad and the Ugly

The Good 12

The Bad 19

The Ugly. 24

Bait, Snare & Bag

Introduction to the Sea 28

Neaesquatila 31

Deep Stalkers 35

Volcano 37

Barbarian Sahuagin 37

Human Undersea City 39

Lost City 40

The Grand Flood 40

Unrelated Adventures in the Kingdoms of Kalamar. 41

Close Encounters of a Random Kind 44

All Things Magic

Appendix A: Mermen Items 48

Appendix B: Human Items 48

Appendix C: New Magic Items 49

Appendix D: Merman Magic 49

Appendix E: Undersea Religions 51

Glossary 54

Map of the Deep Stalker colony 56

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Phone: (847) 662-6600

Fax: (847) 680-8950

email: questions@kenzerco.com

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Beneath the Waves

An Adventuring Guide to Underwater Campaigns

Shock spread across Seuistus' face as pain shot through his shoulder. He stumbled forward. Careelae moved with the speed of a shark. Her spear sailed through the water, nearly missing Seuistus' head, but not what was on his back. Seuistus was forced to the sea floor by the creature on his back. The others moved in to help. Both Careelae and Frethrear jabbed away with their spears, hoping to slay the horrible beast before it could do any more damage to their king. With a surprising jolt, the creature left the young monarch's back and swam straight up. The beast did not make it very far when a speeding crossbow bolt sank into its chest, ending its flailing forever.

Seuistus rose from the sea floor, brushing sand and silt from his gleaming tail scales. As injuries went, this one did not seem too bad, but his shoulder ached and began to turn a deep shade of purple. He turned to look at his comrades who were already beginning to argue.

"I'd court martial any of my men who threw a spear at a Royal," General Frethrear growled.

"I would have let the thing eat one of *your* men," snapped Careelae. "The Royal Huntsmen have a duty to protect the King and the skill to carry it out."

"Your huntsmen are just decorations for the court, not real soldiers."

"Enough," Seuistus managed to squeak out. "The spear was masterfully hurled and you both had a part in saving me. I thank you both." The king's attempt at peacekeeping may have calmed the two hot-heads, but all knew that conversation was far from over. "We need to continue the mission. We must and learn more about these creatures."

"That's just what I'm doing, my boy." Seuistus glanced over at the human contingent of the scouting party. It was so odd to see these misshapen creatures with limbs where their tails should be. It was especially hard to accept their being underwater and seemingly not minding it. Seuistus swam over to see what the old human was looking at. "You see, my boy," Cehzillaozh, the human wizard explained, "this creature is different from those that have been attacking our ships."

Frethrear used his massive shoulders and tail to force his way past the king. "I am sure these are deep stalkers. Stop your petty bubbling."

"Well, yes, but no." The human mage, was so oblivious to Frethrear's attempt at intimidation that Seuistus had to smile. No matter what occurred around him, the old man just proceeded in his investigation with childlike fascination. "Look at the mouth. The ones that attacked the port had jaws like crocodiles. This one looks more like a frog."

Careelae swam over the human and looked down. "You know, he's right," she acknowledged. "The body looks smaller, too."

"Didn't look too small from underneath," the king mumbled to himself.

Here he stood, face to face with one of the creatures that threatened to destroy his kingdom. It had even attacked him. Now it floated limply, bleeding from several wounds and with a crossbow bolt protruding from its chest. It was hard for him to believe that this dead creature could have anything to do with the feeling of terror that was running through his beloved city. The citizens of Neaesquatila were beginning to flee their homes because of their dread of these unknown shambling grotesques. It was this apparent danger to his citizens and his naive bravery that forced him to lead the hastily prepared scouting mission which he was now having second thoughts about. That's the kind of King I am, he thought. Never order someone to do something you aren't willing to do your-

self, he often said to himself. This time he had to see the threat for himself.

"Hey, Seuistus. Over here." Hughveno was calling to him, motioning him over from behind a series of boulders. Seuistus finally noticed what the military scout had discovered almost immediately. The boulders formed a short wall, a protected path, under cover of which the party could move forward with little fear of more of these creatures spotting them and attacking. The two old friends, one king, one a low ranking soldier, smiled at each other with a knowing glance reserved for such friendships. For once, things might be turning their way.

The two turned back toward the others, expecting to share their good news, but an argument had already erupted. General Frethrear was insisting on mobilizing the army and bringing them here en masse to search for the deep stalkers. Careelae was arguing for taking the king home and returning another day. Even the humans were getting into the debate. Captain Effim was trying to convince the others that they should use stealth and subtlety to finish the scouting mission.

Seuistus swam back to the group. "I have made a decision for the group," he proclaimed in his most imperious voice. "We will travel down this line of boulders, using them for cover." To his credit, the three did stop arguing for a moment, but they soon started again, with renewed vigor.

Cehzillaozh came up behind the young king. "That was a very good try, your majesty. Don't get discouraged yet. Try it again." Seuistus did not know whether to be consoled by the fatherly human or disgusted by the pathetic nature of the circumstances. He felt a little of both.

With Cehzillaozh urging him on, Seuistus once again swam over to the escalating debate and in as confident a tone as he could muster, he declared, "Everyone get up. We will go now. Follow Hughveno." The argument halted for a brief moment, but it was long enough. Tanta'nepro, the enormous human, was very familiar with this kind of order, and he simply started moving. Cehzillaozh got in line behind him. The three bickering individuals also reluctantly started to move. Careelae winked at her cousin and king, silently showing her support without actually admitting it.

By the time Seuistus reached the end of the bouldered path, Tanta halted the procession. He was staring at the ground and in his slow manner said, "Boat."

Frethrear was not one to be stopped by a human, especially one with an obvious mental handicap. "Move forward," he ordered. "And stop your gibberish. There are no boats here."

As Frethrear moved forward, Tanta put out a huge arm and stopped him. Again he said, "Boat," in his native Svimozhish tongue and pointed to the ground.

The situation was again getting out of hand. While Tanta like his compatriots, could understand the merman language, he could not speak it. Seuistus looked to Effim to reprimand his subordinate but Effim came to Tanta's defense instead. "Tanta has seen much in his time. If he has noticed some odd tracks, we should take a look. The word he has spoken is 'boat', it means a vessel that travels on the surface of the sea, I'm sure you've seen them."

"Yes I have, but what are tracks?" queried the merman monarch. "Why should these 'tracks' stop us from moving forward?"

"Tracks ... you know, like footprints ... in the sand?" Frustrated Effim was obviously getting nowhere with the merman.

Fortunately, Cehzillaozh quickly understood the problem and spoke up. "My dear captain, they are merman. They swim. They simply do

not leave footprints, nor would they think to notice those of others.”

Tanta seemed to get the gist of this now too, so he continued his explanation and pointed to the sand. “Boat. Dragged. See.” Effim interpreted for the mermen.

There was but a single line in the silt. The line seemed to begin at the boulders and run straight ahead. Cehzillaozh started nodding his head, and finally smiled. “They sunk the vessel here but dragged it somewhere else. If we follow this line, it will bring us right to them.”

For once, everyone seemed to agree. If the mage was correct, this trail would lead them right to the deep stalker colony. This was the best lead they had had since they started this expedition, and no one was ready to leave now. The line only ran forty yards before it dropped off over a small cliff. As the scouting party approached this cliff, a sight that evoked equal amounts of wonder and horror filled their eyes. There, laid out below them in an underwater valley, was a field of debris easily half a mile across. In the center of this underwater junkyard was an open area. The center of the two fields seemed to be a hillside, a common enough sight with caves and crevices covering it.

Frethrear was the first to speak up. “It must be a defensive perimeter with a kill zone inside. They seek to slow you down as you approach but retain clear fields of fire for their crossbows.” His confidence was unshakable.

“They don’t use weapons, eel brain,” Careelae snapped sarcastically.

“Then what is it, Huntsman?” he spat out in disgust.

“Just because I don’t know doesn’t mean you’re right,” she immediately countered.

“Shhhh,” was Seustus’ only contribution to the conversation but it proved enough.

Immune to the graveness of the situation, Cehzillaozh started offering his observations. “It looks just like a field of wheat, you know, a farm on the surface. Look at the pattern that is laid out. I can’t tell if it’s rows or concentric circles. Seems to be circles, but there is definitely a pattern.”

“I don’t think they are farmers.” Although Effim was the first to voice it, everyone else had the same thought.

Seustus surveyed the situation. There could be no doubt that this was the deep stalkers’ colony. Not only was it in the right spot, with evidence leading right up to it, but there were dozens of the creatures milling around the interior field. They seemed to take no notice of the intruders up on the cliff, but then they did not seem to even lift their heads from their work. If they could get down the cliff face quickly, Seustus, reasoned and get into the debris field, they could sneak up to the interior field, unnoticed. He was sure that the secret of the interior field was important enough to risk the lives of everyone in the party.

Hughneno, true to form, acted without orders. As Seustus pondered the next step, Hughneno swam down to the debris field. Effim and Careelae both tried to grab him, but he was simply too quick. The party waited apprehensively to see what would happen to the foolhardy scout. As he reached the field, the group collectively held their breath. There was no movement. Nothing jumped out and ate him; nothing made a move toward him. He darted into the field and back out again, waving the party forward. Slowly, they followed, nervous about the relative ease, but feeling foolish for being so cautious.

The debris field was a nightmare come true for both merman and human. Here lay the skeletons of numerous ships and creatures. Rotted whale carcasses and bones were mixed with the stripped husks of Kalamaran galleys. Everywhere they looked were the remnants of death and destruction. Even battlefields could not match the sickening dread that this sight evoked in them.

With Hughneno leading, they made their way to a relatively

straight path that traversed the eerie field. Cehzillaozh began to ponder the existence of such a road at the bottom of the sea, but the rest of the party simply began to move on without him. He came bounding up, completely oblivious to the tension felt by each of the others. Everyone was on guard against possible attacks, each expecting the worst around each and every giant husk.

Unchallenged in the graveyard, they made their way toward the center and the mysterious farm. As Hughneno motioned for them to take cover, they peered into the open area, hoping to understand. At least forty deep stalkers swam just above the sea floor, tending to the mystifying crop. They were completely engrossed in their work, never even glancing toward the scouting party hiding at the edge of their garden.

“I propose an attack,” Frethrear stated in a completely matter of fact tone.

“Sure, fishbrain,” retorted Careelae, “you take those dozen, I’ll take the dozen over there, and the big guy can have anyone who’s left.”

Frethrear missed the sarcasm and was about to press forward when Seustus stopped him. “We cannot attack now.”

“And why not?” the general retorted in a disrespectful manner.

“We have to understand them first.” Seustus knew he was beginning to whine, and fought desperately to maintain a regal appearance. “We are gathering information.”

“They are monsters, what more do you need to understand?” The general was getting hot. He had lost too many of his men to these freaks to be denied now.

“Gentlemen, if I may interrupt.” Cehzillaozh seemed intent on intervening, but Frethrear would have none of it. Just as he opened his mouth to continue, Tanta pointed out to the field. There Hughneno was swimming right at the sea floor. He slipped out about five yards, grabbed one of the puzzling fruits and darted back to cover. Both general and king were too stunned by the sheer recklessness of the action to continue their argument. The gods must have been smiling on the foolish scout, because, once again, he returned unnoticed.

“I think it’s an egg,” he declared. It was an oval with a milky white coloring. It seemed soft, but it disgusted Seustus in the way it seemed alive. Frethrear drew a blade and cut the thing open before anyone could react. A developing deep stalker could be seen within. The horror was not the disgusting unborn stalker, but in the ramifications of the find. If the field were filled with these eggs, which appeared to be the case, no one for hundreds of leagues would be safe.

“This only serves to support my earlier strategy,” Frethrear began. “We must attack and destroy this field.”

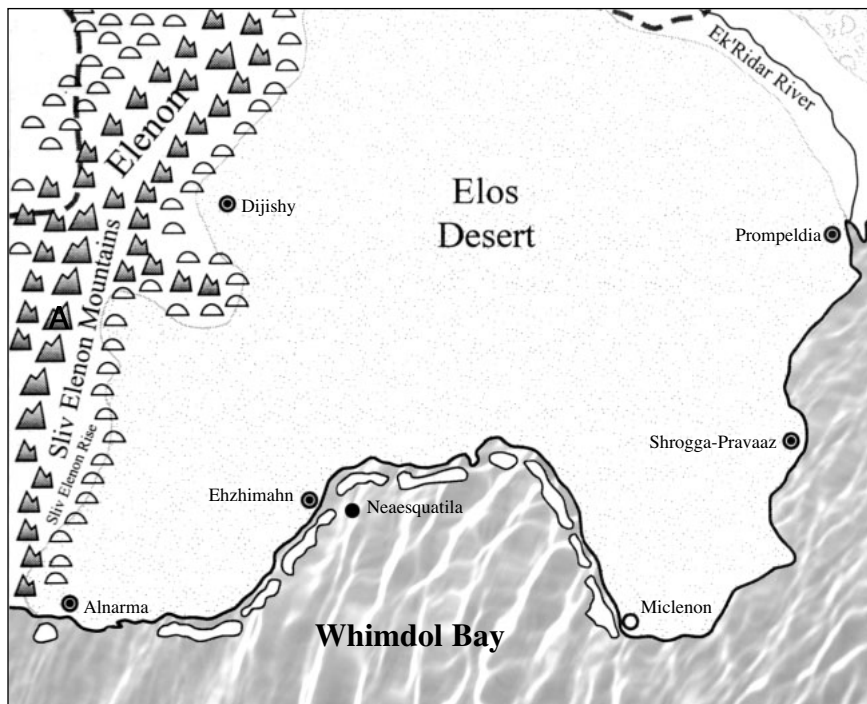
Captain Effim seemed to be the only other one who could think rationally. “While noble, your cause is hopeless. We’d never defeat all of those creatures, and there are sure to be hundreds of reinforcements.”

“An attempt should be made, nonetheless.”

Seustus was completely overwhelmed by the magnitude of the threat to his kingdom. What should he do? What could he do? How long did he have before these eggs matured? His mind was reeling as he stood dumbfounded. It was the longest moment of his life, but then Seustus found his lips moving and these words coming out of his mouth, “We’ll withdraw to the city. We can discuss what we have discovered then. We will ready the army and prepare to defend against the deep stalkers. Come, we are leaving.”

Any bickering stopped before it began. A stiff and uncertain king swam slowly back through the debris field, accompanied by Careelae and soon the rest of the party. It was not the end of the story. It was only the beginning.

A G E O G R A P H Y L E S S O N



The Elos Desert and Whimdol Bay

Elos Desert: This low-lying coastal plain is remarkable in that most of its surface is covered with crusty salts, the residue of a bygone era when the sea covered this plain. The shelter of the Elenon Mountains precludes all but infrequent rainfall, rendering this area a bone-dry desert. Despite this harsh climate, several large bands of Deji nomads are known to dwell in the Elos.

Whimdol Bay: This bay is bounded entirely by the Elos Desert. Sailing its waters is hazardous to all except the most experienced sailors as numerous halite shoals lurk but a mere fathom beneath her surface.

The Barrier Islands: A row of barrier islands skirt the coast of Whimdol Bay all the way from east of Alnarma to the southernmost tip of the Elos desert near Miclenon. These islands are sparsely inhabited by hearty fishermen in tiny villages up and down the coast. The waters off the barrier islands are home to an enormous network of coral reefs. Beautiful yet fragile plant and animal life are found in abundance near the barrier islands. The islands climate is ideal for fruit crops of many kinds since they receive more rainfall than the mainland. The low lying islands are also home to several tribes of lizard men who threaten the local fishermen from time to time. Whivezh island, being closest to Ehzhimahn, is the most civilized of the chain.

City State of Ehzhimahn (Spire City)

Just off the Straits of Svimohzia, on the edge of the Elos Desert, lies the city-state of Ehzhimahn (population 8,500). Originally a Meznamishii colony, Ehzhimahn gained its independence shortly after the Fortnight's Battle. Set atop the buildings of Ehzhimahn are the many tall spires that give the city its nickname, Spire City. Ehzhimahn is best known for its glass blowers and the magnificent colored glass they produce. The splendor of the city inspires its

glassblowers to create beautiful jewelry, ornaments, vases and other works of art. These goods are traded to foreign merchants for necessities such as wood, textiles and grain.

Merchants trade with a tribe of mermen who live amongst the coral reefs, just off the coast. The mermen have shellfish, mother-of-pearl, coral and other treasures of the deep to offer. Ehzhimahn is also known for the fig and date trees that grow in abundance in and around the city. Despite the fact that little fresh water is available, gardens abound in Ehzhimahn, as many plants have adapted to survive on sea water.

Beneath the beauty of the city, there exists a bustling underworld of corruption. Ehzhimahn is ruled by Pasha Wemahn III, a fair but ruthless man. Although the Pasha holds absolute power over the city, his authority is continually challenged by his four sons. Wemahn would openly kill his four sons—and has attempted to more than once—but they have the backing of many powerful merchants. In Ehzhimahn's growing underground, secret warfare and political subterfuge flourishes between the various factions that attempt to wrest control from the Pasha.

The Pasha commands a fleet of ten warships and a force of 75 light footmen, 50 cavalry, and 50 archers. Many religions prosper in Spire City, especially those of the Founder's Creation, the Inevitable Order of Time, Church of Chance, the Fraternal Order of Aptitude, Assembly of the Four Corners, the House of Hunger, Impostors, the Courts of Inequity, Church of Endless Night and the Congregation of the Dead.

Ehzhimahnii Geography

The original Meznamishii founders of Ehzhimahn chose this location because of its deep bay. A protective piece of land, ranging from 40'-50' high, separates the bay from Whivezh straight. Two lighthouses guide sailors into the harbor, one upon an island in the bay, the other high on a hill on the southwest side of the city. With these two beacons showing the entrance to the deep bay, ships may sail safely into either the city-state's naval shipyard

or the merchant docks. The barrier islands, chiefly Whivezh island, also protect the bay. Whivezh straight covers a narrow channel to the northeast which is deep enough to allow ships access from the open sea of Whimdol Bay.

Ehzhimahn sprawls across the wharves, up the surrounding hillsides and out toward the Elos Desert. Constructed from a mixture of brick, sandstone, and a primitive type of concrete, most of the buildings have multiple stories. The tallest buildings are set on the crest of hills to magnify their splendor from the bay. Many buildings also have spires made possible by the availability of structurally sound stone block from the surrounding hills. The Pasha's Palace dominates the view from the wharves, resting on top of a hill overlooking the city. The Founder's Creation and School of Conjuraton are also clearly visible lying to the south and north of the palace, respectively. Walls are a common feature for the wealthier estates within the city. Even the poorer buildings have enclosed patios and gardens; a reflection of the otherwise unseen underworld of corruption that exists throughout the city. Several roads meander through the groves of fig and date trees, tying the many groupings of buildings together. In addition to a dry dock, two large dock structures separately serve the navy and merchant vessels.

The Harbormaster controls both docks. His tasks include managing the slips (who goes where and for how long), the dry dock (who may make use of it and for how long), and ensuring the collection of fees from the merchant vessels. The naval shipyard is home to ten warships: two galleys (175' in length by 44' in breadth), four frigates (130' in length by 30' in breadth), and four corvettes (100' in length by 24' in breadth). A key feature of the shipyard and a significant source of revenue for the Pasha is the dry dock, capable holding ships up to 180' in length and 48' in breadth. Included in the naval shipyard is the military barracks for the Pasha's army. The entire military yard is surrounded by an encompassing stone wall.

The House of Nhila

Pasha Wemahn Nhila is the elder descendent of the noble house that has ruled since the time Ehzhimahn declared its independence from Meznamish. In addition to his authority over the military as rightful ruler of Spire City, he retains the endorsement of the local sect of the Founder's Creation. The architectural guild in Ehzhimahn, which is part of the Founder's Creation, is known in many other lands and members are sometimes hired away for their expertise. It is these two elements of power that allow him to remain in control amidst the plotting of his sons.

Wemahn's eldest son, Wheren, joined the Inevitable Order of Time at a relatively young age in order to develop his potential as a prophet. He shows no outward interest in taking over governmental matters after his father's time has passed. Because of this, his other bothers feel he will renounce the throne, making it available to one of them. This is also the reason that the Pasha dislikes Wheren. Although Wheren has not rejected his position as heir to the throne, his lack of involvement makes it appear that he does not support his family's rule. The Prophets primarily retain support from the local farmers and shepherds, many of whom live in outlying areas. Wheren often journeys into the outback to visit these followers for reasons unknown to the suspicious city-dwellers.

Shohoj is the Pasha's second son. He has learned the art of glass

making and spends much of his time crafting beautiful objects and designs. His associates in the business continually ask him to lead their cause in tax reform for the artisans of the city. They hope that he can use his influence with his father to reduce taxes on them so that they can reap even more profit from their craft. Shohoj publicly agrees with this position and his dissension makes his father's tax collectors all the more challenged in their task.

Wemahn's third son, Pivishu, can often be found around the waterfront. Pivishu works closely with Sirahn the Harbormaster to ensure that sea commerce is sufficiently controlled. He passes himself off as a friend and champion of commoners such as sailors, teamsters and those small merchants who import wood, textiles and grain. In reality, he and Sirahn run a corrupt racketeering operation for their own benefit. Pivishu, claims to be representing his father yet he really resents his own position as third son, unlikely to ever rule on his own. His association with common thugs makes him even more powerful than simply being the son of the Pasha.

The Pasha's fourth son is perhaps his biggest disappointment of all. Young Menahmi only recently left his father's palace to join the Church of Chance. The Challengers of Fate run several secret gambling houses in Ehzhimahn. Menahmi is developing into an anarchist who does not believe in his family's sole right to rule. Now, he is likely to betray his father on a simple dare.

Merchants and Services

Although trade routes exist to neighboring cities, the relatively long distances cause the city to rely more on shipping for trade. As such, a wide range of professional services can be found in Ehzhimahn. At any given time, other skilled laborers may be found as travelers who are just passing through on a ship.

The available beasts of burden are mostly camels and mules with a few work horses and oxen. Riding mounts include camels and horses (riding and light war horses). Guard dogs or herding dogs are available. A few weaponsmiths and carpenters capable of swords, bows and other weapons and a few armorers who fashion in both metal and leather reside in the town but work mostly for the military. A blacksmith is available for general services.

City merchants deal in various dry goods and potters are common. Since fig and date trees don't make good wood for barrels most goods use clay pots (or wicker baskets). Similarly, weavers of both baskets, rugs and clothes are common. Many farmers tend their orchards in or near town and a few grain farmers and shepherds, also live in town but go farther out to tend their fields. Of course the famous glass blowers can make nearly any kind of custom piece and most dabble in artistic endeavors.

Taverns and Inns

The Blue Garden Tavern

The beautiful garden setting of the tavern is popular among both locals and travelers. The Blue Garden Tavern is well known for its special blue wine and blue ale. These unusually colored but fine tasting beverages are made from a rare variety of local plant. Some even claim the elixirs have medicinal properties, but this is too often masked by the haze of intoxication so easily produced by the concoctions. A sometimes annoying side effect of drinking the blue liquids is mild staining of the lips, teeth and gums.

Cozy Inn

Desert nomads and farmers from outlying areas tend to frequent the Cozy Inn. The rustic decor keeps meals and room fees down to where honest common men can afford to stay when coming into town to buy supplies. The food is plain but filling. Space to sleep in the common room is only 1 cc/day. The lack of wealthy patrons keeps thievery to a minimum although gullible travelers are sometimes taken advantage of by the locals.

Elos Sea Tavern

The Elos Sea Tavern is the oldest bar in the city of Ehzhimahn. Its historic character, friendly atmosphere and reasonable prices make it a favorite among the locals. Skilled bards sometimes tell stories and poems here to the delight of both young and old, rich and poor. This is a nice meeting place for honest folk who just need a little escape from their ordinary lives. Adventuring tales are often well received and many rumors abound.

Fig Leaf Inn

The Fig Leaf is a place where food and a night's shelter are not the main attraction. One can obtain the company of a woman as easily as a meal. Although this attracts some rowdier patrons, the half-hobgoblin twin brothers, Grug and Sharif provide ample security. Prices range from 5 cc/day for the common room and 6 sc/day for a semi-private room.

Glass Ship Inn

This well kept Inn caters to the merchants who come to town to purchase items crafted from glass. The whole place is decorated with art made from glass and all of the pieces are for sale. The building is clean and relatively safe since private guards stand watch around the clock. The food is also of high quality. A semi-private room costs 8 sc/day.

The Good Night Inn

The Good Night Inn is a sanctuary from nighttime disturbances. Shah, the inn-keeper, takes special care to ensure that his guests are comfortable and allowed to get a good night's sleep. The meals are hearty and almost suspiciously induce a deep sleep. A semi-private room costs 6 cc/day.

Pasha's Anchor Tavern

The Pasha's Anchor is a stark contrast to the Tipsy Mermaid in that the atmosphere and patrons are much more reserved. Seagoing merchants and ship captains find this place a comfortable spot to relax and discuss business deals. Although one seldom finds trouble here, the business discussed is not necessarily honorable.

The Three Gulls Tavern

In most outward respects the Three Gulls Tavern is an ordinary drinking establishment. However, the Three Gulls Tavern is also a cover for a secret gambling operation run by the Church of Chance. The gambling activities remain secret so that they are not taxed by the Pasha. First time customers are never allowed to enter the gambling area. But a customer who repeatedly demonstrates his interest and trustworthiness might be invited to participate. The Church of Chance would certainly take revenge on anyone who was foolish enough to blow their cover.

Tipsy Mermaid Tavern

Most people know this waterfront bar as a rowdy sailor place. Seamen who have been at sea too long love to stop here for a good time. Lively music and strong drink are featured attractions. Although things sometimes get out of hand, the local constable is well aware of this and keeps close tabs on the activity here.



Ehzhimahn

The Mermen of Whimdol Bay

Since before written history, mermaids have been seen by sailors. Not always understood, they have been creatures of myth and legend. But in Whimdol Bay, the merfolk and the air breathers enjoy a different relationship. The shallow waters and halite shoals have brought the two worlds closer together. Here stands the enchanted city of Neaesquatila. Built on a mesa less than twenty fathoms beneath the waves, this grand and glorious city of mermen glimmers in the strained sunlight.

The Kingdom of Neaesquatila faces new challenges as it teeters on historic threshold. Organized trade between land and sea has begun. Religious and cultural differences seek to divide the merfolk. All the while, a new menace from the depths of the sea threatens merfolk and human, alike.

Merfolk Society

Without the ability to use fire, merman culture lacks many of the tools and trades common to terrestrial societies. The main industries in this aquatic civilization are fish husbandry, agriculture, and hunting. Fish herders breed and raise fish livestock (tuna and other large fish), as a main staple of the merman diet. Competition between the hunters and fishermen is common, but both are necessary. The hunters do use melee and ranged weapons, but their use of nets and elaborate traps yield the best results.

Agriculture is probably one of the merfolk's greatest accomplishments. Their scholars have a knowledge of aquatic flora far beyond anything understood by land creatures. Farms are closer to the shore than the cities due to the need for greater sunlight. Since the farmers are able to work in a three-dimensional environment, they have no need for rows and pathways. Crops can be planted much tighter together. Merfolk cultivate various edible kelp, most of which would be considered detritus if it washed up on the beach. Flowers, as surface dwellers know them, do not exist. Their decorative function is served by colorful sea anemones and coral.

Tool use is limited; they are crafted from animals products or stone. Hammers and chisels are common along with shark tooth saws. Coral is another common tool material, especially for pointed or piercing tools and also rasping or scraping tools. Though most coral is very brittle and fragile, there are some types suited to this use. Weapons take the form of spears and crossbows, daggers, harpoons, javelins, spears, stabbing swords and tridents. Nets, both for fishing and war, are very common, and their use often yields the mermen an advantage versus their less advanced rivals.

Mermen take full advantage of their environment. Without the ability to craft larger items, they utilize all they find. Crustacean shells, turtle and tortoise shells, sharks' teeth, shipwrecks, and other less obvious materials are used directly out of the environment. Fish and other sea creatures are also put to task. Rays are used as steeds, with the rider lying on the creature's back in a comfortable, whole-body leather saddle. Giant sea horses are sometimes used as pack animals, but they are typically too expensive for this purpose and are more often used as mounts by the upper classes. No war or hunting animals have been domesticated, but experimentation continues.

Durable fabrics are very hard to come by underwater. Cured fish skins are used, but they are expensive. For this reason, merfolk wear little in the way of garments. Clothing is not intended to protect

the wearer from the elements, but to make a statement. Several strands of pearls holding up very small triangles of cured fish hide would be considered an elegant dress in Neaesquatila. Total nudity is considered inappropriate, and even the poorest merman will wear some type of kilt or cover woven from seaweed.

Art is the last of the major crafts of the mermen. Although poets and musicians are incredibly popular, it is the physical artists that achieve the greatest aspirations of the race. Sculptors, landscapers and architects produce incredibly beautiful effects, often beyond the imagination of surface dwellers. Merman jewelers are also famous for their use of relatively limited, but unique, resources to produce stunning treasures.

Culture

Culturally, merfolk occupations are divided between the sexes. For example, mermen are traditionally the leaders and food providers (religious figures, merchants, hunters, fishermen, and farmers). Noble titles are usually passed to the oldest male child, though they will be passed down to a mermaid if no males are born to the family. Mermaids are assigned childcare duties. If working outside the home, mermaids are typically pearl collectors. There is no numerical disparity between the two sexes as is commonly believed on land.

The division of duties causes the higher proportion of mermaid sightings compared to merman sightings. Mermen are typically engaged in the deeper waters (hunting large game fish), while mermaids are in the shallow waters collecting oysters.

One of the clearest distinctions between the sexes is in their singing. Songs and singing are of extreme importance to the mermen, as they convey their history to the younger generations. Having no written language, the mermen must rely on an oral tradition, and the history within this oral tradition is shared through long ballads and sagas. Genealogies are also sung, though sometimes facts or pronunciations are changed so they will fit the song better. Only mermen sing history; mermaids sing for entertainment. So strong is this cultural edict, that a mermaid singing history may fear for her life, as audiences have been known to throw such contemptuous mermaids up on shore so they will asphyxiate.

Split-tails

A split-tail is a genetic mutation that occurs in about one in every thousand mermen. Instead of having a single tail fin, the tail has two pieces that work independently of each other. Split-tails appear to have two fin-legs, and legends blame interbreeding with humans and elves. Split-tails are rejected by the rest of merman society. Although they are allowed to live within the city, they are shunned and oppressed. The full-tailed mermen are capable of much greater speeds than the split-tails, but the split-tails can maneuver much sharper and more quickly.

Although split-tail mermen do seem to resemble tritons, they are not. The dual tails that each of these creatures have do not resemble each other. Although an untrained person might easily mistake one for the other, anyone familiar with either race would immediately notice the difference.

Split-tails often leave Neaesquatila to strike out on their own.

Those that do not become adventurers or rogues, often start their own villages. Villages begun by split-tails often seem no different than other merman villages. This is because split-tail parents will typically have full-tail children. Although split-tail parents have a higher chance of having split-tail children, the chance is still only one in sixty. For this reason, after a generation or two, most split-tail villages have only full-tail residents.

Friends and Neighbors

Tritons are not commonly known by the civilian merfolk. They inhabit much deeper waters, and most mermen would assume them to be split-tails should they encounter them. The prejudices against split-tails has been extended onto the tritons, causing the mermen to be disrespectful of their deep water cousins.

Aquatic elves are not frequently found in this region, though some elven travelers and adventurers do pass through. These travelers are treated with the same interest teamed with mistrust that most land peoples have for travelers in their societies. The crustaceaolothrops, or lobster men, are more common travelers, but are treated in a similar manner. There have been some cases of lobster men living in Neaesquatila for some time (up to two years) before leaving to continue their search for items of their former capital. See the Good, the Bad and the Ugly section for more information on lobster men.

Within the Whimdol Bay region, the king of Neaesquatila holds absolute power. All mermen in the area are technically under his rule, but only those in Neaesquatila actually recognize this. Other mercolonies exist, usually closer to the shore. Typically no larger than extended family units, these merfolk are less rigid in their social structure and interaction. It is these smaller colonies that have been trading with the surface dwellers for many years.

In times of war and crisis, such as now, the king of Neaesquatila has a responsibility to protect these people. Granted, these people have shirked their responsibilities to the crown for many years, but they still expect protection. King Seustus intends to keep the entire region safe, not just his own city, but many of his officials and military leaders feel that these rural merfolk should be forced to fend for themselves.

Domestic Animals

The merfolk of Whimdol Bay have successfully domesticated rays and giant sea horses. These creatures are used as steeds and beasts of

burden. Both the military and the merchants use these animals, but despite their commonality, they are still extremely expensive. A few mermen have managed to capture and keep hippocampi, but these are rare.

In Neaesquatila, the mermen have been unable to domesticate any war animals. Although the rays and sea horses are used as military steeds, there are no domestic creatures that will fight alongside the mermen. Domestic barracuda may exist in other merman communities, but not in Whimdol Bay.

Enemies and Dangers

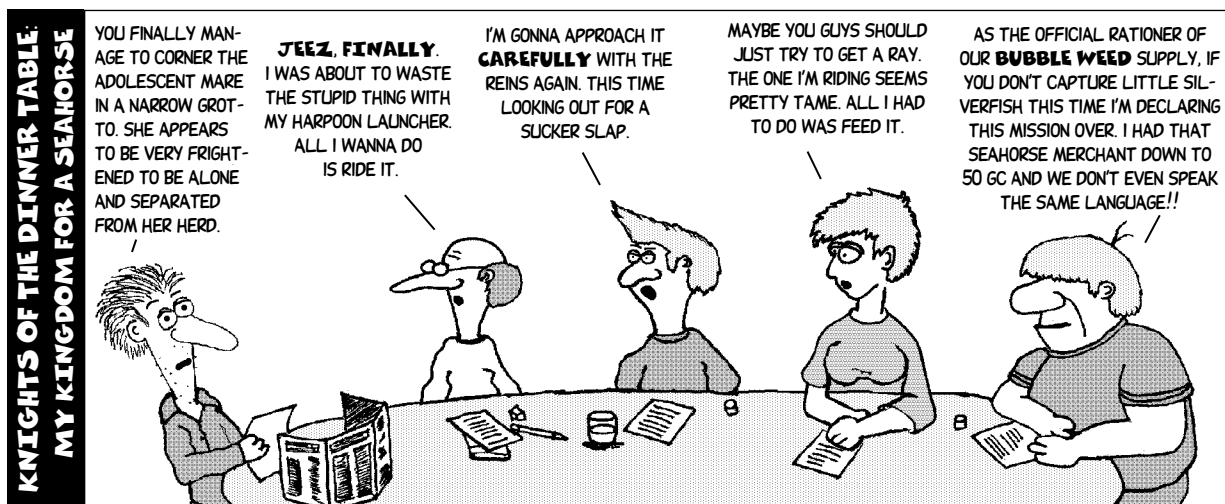
The sea is a very dangerous place to live. Natural and organized dangers abound. The presence of other aggressive undersea races and predatory animals has necessitated that Neaesquatila maintain a strong military. The waters southwest all the way to the Dragon's Teeth teem with sharks, sea lions, and sea serpents, while the deeper southeastern waters are the home of sahuagin, giant squids, and other terrors.

Long ago, the mermen tried to domesticate sharks. The hope was that they could be used as attack beasts and guards. After twenty years of trying, the attempt was abandoned. It was determined that all sharks were too dumb and too stubborn to be trained. Sharks continue to be one of the most frequent dangers to the mermen, and especially to their children.

The merfolk's distrust of air breathers extends to whales and porpoises. Whales are typically ignored and treated as simple animals. (This is mainly because they are hard to kill and deadly when angered.) Porpoises are a different story. They are hunted, but not for their food value. The mermen are convinced that porpoises are thieves and scavengers. Bounties on them are common and most mermen assume they are evil, or at least mischievous. The mermen will eat porpoise, but more often they will simply leave the carcass for scavengers.

Until recently, the principal organized threat to the mermen have been the sahuagin. Various groups of these sea devils have come up from the depths to establish outposts in the Bay. While the mermen were typically not the primary targets of their aggressions, they were still seen as prey.

Currently no organized sahuagin base exists in this area. Decades of war have made it too costly for the sahuagin to remain here and defend fixed outposts from the mermen. There are, however, vari-



ous sahuagin bandit groups, typically referred to as “fishmen barbarians” by the mermen. These barbarians are seen as primitives, but they are feared for their battle lust. These barbarians have been fighting the mermen for years. They have begun to learn the mermen military strategies and to develop ways of circumventing the strongest of defenses.

Times have changed, though. A new threat has arrived that has brought terror and confusion. A menace known as the deep stalkers has established a colony on the eastern boundaries of the region and threatens to overtake the bay completely.

The deep stalkers are a more deadly foe than any other that the mermen have faced to date. With their seemingly limitless numbers, and their vicious attacks, the deep stalkers could easily bring about the end of the merman colonies throughout this region. If Neaesquatila were to fall, all mermen would be forced to flee the area for fear of becoming the next deep stalker dinner.

Fortunately, the mermen do not have to face this threat alone. Humans have come to investigate the deep stalker problems, and they may be able to provide some valuable help against the deep stalkers. They too have lost lives and property and wish to force the deep stalkers back to their former depths.

Writing, Language and Sciences

Writing is not completely absent among the mermen. The scarcity of materials to write on makes it rare and only used for the most important of documents. Typically, documents are carved or etched into thin stone tablets. These are then specially treated with a stain made from octopus ink, which darkens the etchings. The time consuming process and the weight of the stone tablets reserves writing for such matters as laws, genealogy and magic. The ability to write is usually only present among scholars, magicians and some merchants.

The outlying inhabitants of the region are the only merfolk who are likely to speak Merchant’s Tongue from their years of trade with the surface. There are very few citizens of Neaesquatila who can speak Merchant’s Tongue. All merfolk can speak their native language and many are versed in languages of other aquatic races.

The mermen are not by any means primitive. They have made advances in many of the sciences that parallel or exceed those being achieved on land. They are skilled in the sciences of botany, anatomy, physics and veterinary (fish) sciences. Some of these sciences rely on regular trade with the land dwellers.

Weather

One might think that being beneath the waves, the mermen are immune to weather. This is hardly the case. The temperature of the water is constantly being affected by warm and cool currents. These currents change in intensity, mirroring surface winds. There are also major weather disasters such as whirlpools, waterspouts and tidal waves which can cause great tragedies on the sea floor. The mermen are also affected by earthquakes and other environmental catastrophes.

The City of Neaesquatila

The city of Neaesquatila was founded three centuries ago by mermen looking for a good place to fish and to farm pearl oysters. It

was built on an enormous mesa that rose to a depth of 120' below sea level. At this depth, the sunlight over Whimdol Bay still sheds some light and some warmth. The city is located just over 10 miles from the shore off the coast of Ehzhimahn. This makes it about a two-day walk or swim for most surface dwellers since water movements are about half as fast as they are on land. Of course, taking a boat there and just diving down will get one there much faster. The current population has swollen to nearly 4000 inhabitants with the settlements in the nearby regions outside the city doubling this number.

Neaesquatila is a good example of merman culture and livelihood. Its architecture is much different from that seen in land-based buildings. First, the stones are cut precisely, so as to fit together without the aid of mortar. Secondly, no stairs are necessary. With the ability to swim anywhere in the water, the mermen live a far more three-dimensional life than most land dwellers can imagine. As a matter of etiquette, the lowest entrances into a building are intended for servants. Guests are always greeted from the “roof” or at least from somewhere further up the tower. The towers crafted by the mermen are spectacular. They are thin and tall, looking as graceful as any elven structure.

The architecture also differs in that sharp edges are extremely rare. Smooth and sleek would define the buildings, and in fact, just about every object made by the mermen. Towers are round or oval and often arranged in clusters or “bouquets”. Doors and especially windows are typically circular. If a doorway has a flat threshold, chances are, its frame is a half circle or oval.

Wood and metal materials are only found as items traded from the surface dwellers. Ceramics are also impossible to make but may rarely be found as an item of trade from the surface. Animal materials are very common. Whale bones are used in building, and it is not uncommon for a home’s main entrance to contain a whale bone gate. No solid doors are used due to the difficulty in moving such a large object through the water.

Warriors and hunters are equipped with the best weapons and armor available in the sea. Some of the most common protection devices are clam shell shields and sharkskin or sea serpent armor. They arm themselves with coral-tipped, whale-bone spears and special aquatic crossbows made from various nautical materials. Their nets are woven from the strongest stems of the largest sea plants and are weighted with rocks or heavy shells. Other equipment will often be made of bone, or adapted from a sea animal.

Economics

Trade between the humans of Ehzhimahn and the merfolk began many years ago, but it did not originally include the city of Neaesquatila. Those mermen who lived away from the capital of Neaesquatila and closest to shore began trading with the humans in an effort to make peace. While their small quantities of excess food (mainly shellfish delicacies) and coral were appreciated, it only gave the land men a taste of what they really wanted.

It was Timaprión, Minister of Trade, who opened trade between Ehzhimahn and Neaesquatila. He sought to trade pearls and other undersea jewels for “magical” weapons made of metal. Desperate to be the first merman to sell iron and steel weapons to the king, he was easily duped, having absolutely no understanding of rust.

Not to completely lose out, Timaprión traded with the surface

dwellers again, this time for gold and silver. At first the exchange rates were for equal weights of pearls for the precious metals. After all, the mermen of Neaesquatila had fabulous fields of pearl oysters, and trading the unattractive ones to the surface seemed a good deal. After a short time, the merfolk saw that they could not do anything with the flat circles of gold and silver and began to insist upon gold and silver that had already been worked into objects. They also learned that they could get much better exchange rates. As this trade has continued, the mermen have come to desire gold far more than silver or even platinum. They prefer how it holds its color. Although those who trade gold for pearls are becoming very wealthy in Ehzhimahn, the exchange rates have been changing rapidly and always in favor of the mermen.

Currently, the mermen are trading a variety of goods with the surface. Pearls, coral and mother-of-pearl are the main exports to the land. Fish and shellfish, along with baby squids and other sea delicacies are also becoming a big business. Some rare items, such as octopus ink and lava rock are also being traded to the surface.

The mermen are starting to enjoy the bounty of the land as well. The main import into Neaesquatila has been metal goods. As described, gold jewelry is all the rage, but bronze tools are also being used. The glass makers of Ehzhimahn are famous for their skills, and the new mermen customer base is looking to become a huge, new consumer group. Food of the air breathers has not gained a large following in Neaesquatila, nor does it seem likely that it will.

The chief economic system in Neaesquatila is barter. A less commonly used method of payment is pearls. Each pearl in Neaesquatila is currently worth about the same as a gold coin from Ehzhimahn. Rare, round, or baroque pearls will not be used as currency, but the standard, small, irregularly-shaped pearls are used. Seed pearls are used as the smaller currency (approximately equivalent to a silver coin). The palace has recently issued especially etched bone coins which are the equivalent of a copper coin in terms of land currency. Although use of these coins is convenient in Neaesquatila, they are worthless to most surface dwellers except for certain merchants in Ehzhimahn. Since this simple trade of pearls for surface items could make anyone rich, it will be important for the GM to restrict this trade. The mermen do not put the same value on these pearls as land dwellers and often use them as common decorations and ornamentation.

As the beginnings of trade open between the two cities, pearls (the smaller irregularly-shaped pearls) will be worth about 10 gc in Ehzhimahn, and round pearls will be worth about 75 gc. As trade continues and pearls become far more common, these prices will begin to drop. At first, a slow decline, it will eventually drop drastically until it levels off around 3 gc for standard pearls and 30 gc for round pearls. These prices will not fall any farther, because of the trade between Ehzhimahn and the rest of Tellene.

Air Breathers in the City

Air pockets do exist under the water, both naturally and magically. Recently, a group of practical innkeepers banded together and petitioned the palace for assistance in building the first "air pocket" inn. This inn allows surface dwelling merchants, mercenaries, and adventurers to spend more time underwater without using up all of their water breathing devices. The inn has air filled rooms for sleeping and eating, along with tiny windows transparent dividers (manufactured in Ehzhimahn) so communications can still take place.

While the cost of the inn is similar to top-notch quality land inns, the mermen value the silver and gold of their surface clients far more than land innkeepers. The inn will become a bit of a spectacle, with mermen coming to watch the strange surface creatures in their natural environment. This will only serve to boost the profits for the owners and the palace. The inn makes use of the rare bubble weed plant native to the region (See appendix for details on bubble weed) to produce a continuous supply of fresh breathable air.

The Palace of Neaesquatila

The Palace of Neaesquatila is located in the heart of the city. Central, both physically and politically, all governmental functions are handled within the palace. The palace itself is a cluster of seven towers, each of different size. The largest tower is the King's Tower. It contains the living quarters for the royal family as well as most of the halls and entertaining chambers.

Other towers include: the Tower of Defense which houses the military leaders; the Trade Tower which houses all financial functions for the kingdom, including tax collectors; and the Tower of Gynuillia which houses the king's advisors, historians and scholars and was named for a historic advisor.

The Gateway of Neaesquatila

The eastern edge of the city has long been considered the front, probably because this is the direction that the first explorers came to this mesa. Marking this entryway is the Gateway of Neaesquatila. The gateway contains no gate, but is instead a monument to peace. It consists of two matching stone structures that rise about 75' above the mesa's top.

Any dignitaries entering the city will be officially met at the Gateway with as much pomp and ceremony as they deserve. Any outsiders entering the city through any other route will be considered "sneaking" into the city. No guards are posted at the Gateway, but anything that happens there, will quickly be reported to the palace. Obviously, the entry has no gate or wall because anyone underwater would simply swim over such a barrier.

Aelieora's Void

Just west of the city of Neaesquatila, near the base of the mesa, is a strange, natural phenomenon known to the mermen as Aelieora's Void. Assumed to have been named after the explorer who first found it, the Void is an odd, open pit with a strong suction current. The current will capture anything near the Void, unless it is able to resist the pull.

The mermen use the Void as a dumping ground, but do not understand the Void's true nature. Aelieora's Void is actually the entrance to a small undersea volcano. As the water flows into the Void, it runs to the volcano's core and is turned to steam. This steam is then ejected from the volcano's cone which juts above the water. As the mermen dispose of refuse in the void, they will sometimes change the color of the steam to gray or even black. This causes many sailors to claim to see omens or other divine communication as they pass by the tiny volcano.

A skilled swimmer of normal human or merman strength should have little difficulty escaping the suction generated by the Void.

Unskilled swimmers would need to get to one of the walls of the eight foot diameter tunnel and then climb out of the tube. Smaller or weaker creatures have been sucked into the Void and lost forever. It is extremely unlikely that anyone could survive the incredible temperatures at the volcano's core, should they be sucked in and unable to free themselves from the current. As a safety precaution, the mermen have placed a coarse bone cage over the Void.

The Pearl Beds

North and west of the city lie the famous Pearl Beds. Neaesquatila was originally founded because it was near an ideal spot for the mermen to raise pearl oysters. Now, centuries later, it is these pearls that support the bulk of the trade within Neaesquatila and between the mermen and their neighbors.

The Pearl Beds are worked by many of the mermaids of Neaesquatila. Surprisingly there are very few defenses at the Pearl Beds. A token force of guards will always be here, but their mission is to protect the pearl divers more than the pearls. The various sites ensure an ample supply of pearls for both Neaesquatila and for export.

The Lost City

The Lost City is a mysterious structure northwest of Neaesquatila. "City" is actually a misnomer. The Lost City is merely the remains of an island cathedral along with several support buildings (a convent, an outdoor worship area and a boat house).

Mermen legend describes the Lost City as an island of hideous cannibals who worshipped sharks. Ambomorphys, the primary god of the mermen, became angry with these disgusting pagans and sank the island below the waves. The evil ones were eaten by the sharks that they worshipped.

In truth, the cathedral was built on a dangerously unsafe atoll that sank during a violent earthquake and drowned all of the inhabitants. The cathedral is obviously a surface structure as evidenced by its heavy wooden arches (collapsed) and solid doors. Sharks have been attracted to this area by the abundance of fish nurtured by the warm waters and abundant plant growth.

The original settlers of the island worshippers of the sun god, Dirasip the Eternal Lantern. The cathedral was built on the island in an effort to gain an optimal view of sunrises and sunsets. Presumably, the mainland landscape somehow restricted the proper recording of these events. Most of their ceremonies took place outside in the paved, open square in front of the cathedral. Many of the paving stones are still in place despite the fact that almost all are loose.

Because the cathedral was located on an island a significant distance from land, two special structures were built. A small boathouse lies behind the cathedral. This building does not seem to have been well built and is now little more than a disintegrating pile of wood. Since the devout would often have to spend long periods of time at the cathedral, dormitories had been set up on either side of the square. The dormitories were well crafted from carved stone and still stand. The doors on the dorms and other buildings can be

opened with a standard strength test.

The atoll that the cathedral once stood upon has long since been covered over by silt and plant life. While the Lost City stands on a higher elevation than much of the surrounding area, the extinct volcano and the atoll destroyed by it are now simply part of a smooth landscape.

The courtyard is now a breeding site for sharks. At all times there will be 25-30 sharks of various types and sizes circling the courtyard. They eagerly snap at food, including the abundant fish. Carrion eaters are also abundant, feeding off the shark's leavings and refuse in the shallows of the sunken atoll.

The cathedral itself rests under a collapsed roof. A bend bars roll is needed to open its doors as they are buried in silt. Several holes in the walls and the roof exist, and most humans or mermen could squeeze through them. Of course, small sharks can squeeze through. Buried in the silt and sand within the cathedral are the remains of the stained glass windows that once caught the sacred sunlight. Along with these glass shards can be found religious trappings such as the gold chalices and candelabras of the long dead congregation.

Barbarian Fishmen's Camp

The sahuagin or fishmen barbarians have a permanent base built onto the side of a steep, undersea hill. The highest point on the hill is given to Caaeikcek, the witch doctor. He lives in a shallow (12') cave with a low (8') ceiling. A picket of spears decorated with skulls of various races and large shark's teeth charms hanging on them decorate the entrance.

Seeshthinle, the barbarian's leader, is next highest on the hill. He lives in a "hut" constructed of a series of whale ribs standing together to form a 10'x18' building. The ribs are strung with weak fish nets, but this is enough to restrict entrance.

Scattered throughout the lower hill area are warrior lean-tos. These are small, one-man tents made of nets with a single pole for support. Each warrior is expected to build his own lean-to, and there is a definite feeling of chaos to them. There are also several group houses for the non-combatants. These are fragile buildings with two whole bones stretching some fish nets. Far too many are crammed into these shacks.

A few "fish pods" have been built. These pits are five to eight feet deep and covered with fish nets. The pits hold live fish food for meals.

Other features of the camp are the armory, the prisoner pen, and the stable. The armory is a collection of about ten giant (6' to 10' diameter) oyster and clam shells turned upside down. Beneath these shells are the captured weapons from many raids, including human, merman and aquatic elf-crafted weapons. The prisoner pen is another whale bone construction, but this one is more cubical. It has strong nets covering the sides and top. Since escape would be simplistic, the pen is guarded at all times. The stable is little more than a flat spot at the edge of the camp that has some plants growing in it. Three giant sea turtles are tethered here. The sahuagin use these turtles as cargo carriers when they move their camp. Each has its own trainer who watches his turtle constantly.



The Good,



King Seuistus

Alignment: (lawful/good)
Occupation: Monarch of Neaesquatila
Skills: Diplomacy, Public Speaking
Motivation: Dedication to Neaesquatila
Weaknesses: Lack of self-confidence, naiveté

King Seuistus was crowned less than two years ago upon the death of his father. Unfortunately, Seuistus was far too young and completely unprepared for the responsibility of leadership. He has been struggling with his role and has shown some improvement. He remains a naive and uncertain ruler. He relies heavily on the guidance of his mother, but it is his extended family that offer advice most often.

Seuistus is a handsome merman. All his life he has been pursued by women, both due to his looks and his station. He met Lalomintru at his coronation dinner and immediately fell in love. They were married within the year. While this has certainly caused a large number of unhappy women at court, the kingdom is happy their king is settling down with a fine lady.

Although Seuistus is young and naive, he is very brave. He feels he should lead by example, and would rather undertake a dangerous task himself than to order someone else to do it. He has spent time with the long range scouts and with the Royal Huntsmen.

Assuming he continues to have the guidance of his mother and his loyal advisors, Seuistus will grow into an honest and conscientious king. If forced to go it alone, he will surely fail.

5th level merman cavalier: S15 I14 W15 D15 C15 Ch 18, AR 6, HTK 37, THACO 16 (+ Cav bonuses), DMG by weapon.



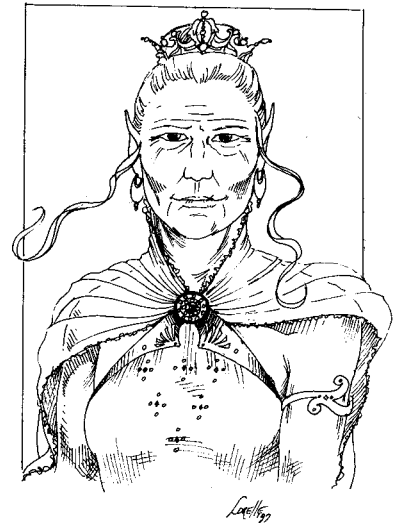
Queen Lalomintru

Alignment: (neutral/good)
Occupation: Consort
Skills: Medicine, Decorating, Socializing
Motivation: Love of Seuistus
Weaknesses: Minimal Physical Capability

Queen Lalomintru was married to King Seuistus about a year ago. She came to his coronation banquet as was required of all nobility of the kingdom. When she was introduced to him, she considered him a bumbling fool. He pursued her and had her remain at the palace so he could court her. At first she was very angry with this treatment, but eventually she got to know him and fell in love with his kindness and his vulnerability.

Lalomintru had come from a distant manor and previously had spent very little time in the palace. She quickly learned to deal with palace etiquette and intrigue. She has spent a great deal of time with her new mother-in-law, and has learned many tricks and secrets from her. Lalomintru has a kind soul, but she is still learning the shrewd devices she will need to protect herself and her husband in the court.

Lalomintru is currently pregnant and is expecting to give birth in four months. This is cause for celebration around the kingdom, because there currently is no direct heir. The queen is planning for the blessed event and for the care of the new heir. This is her top priority, and she is desperately trying to learn exactly who in the palace she can truly trust to protect the child.



Elainiamenthale

Alignment: (lawful/neutral)
Occupation: Queen Mother
Skills: Socializing, Grace, Ruling
Motivation: Honor and Station
Weaknesses: Advanced Age

Elainiamenthale is the former queen and mother of Seuistus. She is still active at court despite her advanced age and is typically still referred to as Queen Elaine. Elaine married the former king and was not a direct line descendant of the ruling line. While she could have maintained full control of the government after her husband's death, she chose against it. She was deeply in love with her husband, and his death has affected her greatly.

Elainiamenthale was a ravishing beauty in her time, and although her looks have faded, her presence has not. Her personality and will seem to announce her presence before she even speaks. She has the bearing and aura of command, and very few people are able to resist her.

Elainiamenthale is highly supportive of her son and his wife, but she feels that he needs to accept the responsibility of leadership himself. She is afraid that she will only be around for a short time, and needs to make sure that if he makes any mistakes, he makes them now. She avoids publicly advising her son, and even in private, she will prompt him to solve the problem himself. Elaine and Lalomintru have become the best of friends, and the two of them seem to have regained control of the courtiers.



The Good,



Careelae

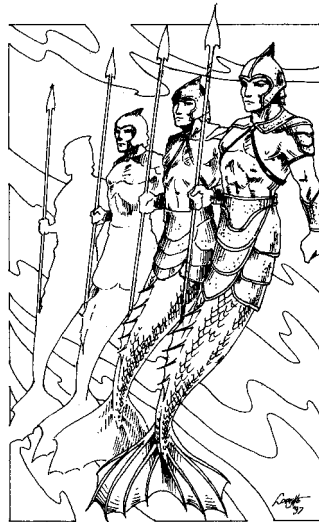
Alignment: (lawful/neutral)
Occupation: Royal Hunt Mistress
Skills: Hunting, Crossbows, Leadership
Motivation: Honor and Station
Weaknesses: Temper, Pride

Lady Careelae is the Captain of the Royal Huntsmen. She is the king's cousin and has been a thorn in his side since they were children. She spent the majority of her early teen years pestering Seuistus. Her motives were pure; she wanted Seuistus to become a competent king. Obviously, most of the people in the palace were constantly fawning over the young prince, and Careelae's behavior stood out. Surprisingly, Seuistus came to rely on his cousin. She was the only one he could trust to give him an honest opinion. She was also one of the few people not intimidated by his title of Heir.

Careelae is a beautiful mermaid with long brown hair. A professional soldier, she takes her position very seriously. She is an expert rider. Careelae commands the complete and total respect of her troops.

Careelae's first priority is the Royal Family. As a member, she protects it from threats both political and physical. Unfortunately, her life as a soldier has not taught her the finer skills of patience and humility. Careelae will defend any slight she notices, even those that were not intentional. This pride often causes her to appear as a bully or a fool, but no one would ever dare accuse her of either.

9th level mermaid fighter: S17 I15 W13 D16 C16 Ch 17, AR 1 (sea serpent armor + shield + Dex), HTK 77, THACO 12 (+S), DMG by weapon. Special: specialized in underwater crossbow.



Royal Huntsmen

Alignment: (typically lawful/neutral)
Occupation: King's Bodyguard
Skills: Weapons, Warfare
Motivation: Loyalty to the Throne
Weaknesses: None

The Royal Huntsmen have long been a ceremonial troop maintained within the palace. They were ceremoniously displayed on special occasions. In an effort to curb her less peaceful tendencies, King Helistatis (Seuistus' father) assigned Lady Careelae to the Huntsmen as their commander. Careelae took the appointment as a challenge and decided to whip the Huntsmen into shape.

Many of the former Huntsmen have left the unit due to the strenuous training Careelae began. What remains is a hard corps of dedicated soldiers. In addition to their ceremonial duties, they have taken on one other: the protection of the King. As the King's bodyguard, four are assigned to him at all times. They will escort him wherever he goes or stand guard outside the room if he needs privacy.

The Royal Huntsmen were originally selected from the best families in Neaesusquata. They are typically handsome and tall. With the physical and psychological discipline that Careelae has begun, they have become a crack unit, possibly the best in the city. Membership is severely restricted, and Careelae keeps firm control of recruitment. With the current level of security, it seems impossible that someone could infiltrate the Royal Huntsmen.

5th level merman fighters: AR 4 (sharkskin armor + shield), HTK 35-50, THACO 16, DMG by weapon.



Kalek Rinstorm

Alignment: (chaotic/neutral)
Occupation: Adventurer
Skills: Spears, Exploration
Motivation: Adventure, Curiosity
Weaknesses: Loneliness

Kalek Rinstorm is one of the heroes of the city. The stories told of him are far more exaggeratedly thrilling than his real life, though his real life is pretty exciting. Kalek spends much of his time exploring farther and farther from the city. He has examined the Lost City and many of the coastal regions. Currently he is searching for the legendary whales' graveyard.

Kalek is everything a stereotypical hero should be. He is athletic, handsome, brave, daring, and resourceful. Although cunning and clever, Kalek is not a great thinker. One of the best examples of this is when he discovered a surface dweller splashing in the surf. He was instantly infatuated with her and decided to carry her off to be his bride. As one would expect, she drowned shortly after being abducted. After this tragic mistake, he decided he would need to learn more about the surface dwellers and frequently studies them from hiding. He has also managed to learn bits of both the Merchant's Tongue and Svimohzish languages. As such, he can be a very valuable ally to surface dwellers wanting to explore the realm of the merfolk.

Kalek has been of great service to the city. His constant explorations have warned them of many perils long before they hindered the city. In addition, he has often discovered vast wealth, most of which he donates to the king's treasury. His lust is for new places and experiences, not material things.

Kalek has the attention span of a spoiled child. He is never happy if he has to sit still for any length of time. Because of this constant movement, he has never been able to find a companion that could keep up with him. A companion such as this is the treasure for which he truly longs.

8th level merman fighter: S16 I10 W7 D17 C15 Ch 10, AR0 (sea serpent armor+ shield + Dex), HTK53, THACO14, DMG by weapon. Special: +2 spear.



The Good,



Tufuloloan

Alignment: (neutral)
Occupation: King's Advisor
Skills: Natural Spell Casting, Animal Handling
Motivation: Ecology
Weaknesses: Love of Animals

Tufuloloan is the King's Advisor and was appointed to the position on the advice of Elainiamenthale. Tufuloloan is well-known as one of the city's most intelligent men, and his service as an advisor tends to lend some credibility to the King's decisions. Tufuloloan also benefits from the situation as he is allowed far more respect. When he tells someone to do something, he carries the authority of the throne with him. Although Seuistus and Tufuloloan seldom spend time socially together, they are on good terms. Neither really needs to hear the other's inner-most thoughts, and they go about their lives happier for their agreement.

Tufuloloan is a thin scholarly man and is fluent in Merchant's Tongue, which also proves extremely valuable to the King. He is active and has a wiry strength, but one would never know it from looking at him. Tufuloloan believes strongly that no one species' right to exist overshadows that of any other. Because of this belief, he works actively to defend animals and fish in the sea. While he is personally a vegetarian, he does not fight the fishing industry. He does actively work to stop the wholesale slaughter of porpoises, whales seals and other air breathers. He does not personally wish to own or live with such animals, but is disgusted by the actions of his fellow mermen. Tufuloloan also works to end the prejudice against the split-tail mermen.

7th level merman druid, Priest of Banasquata the Balancer: S14 I17 W18 D12 C14 Ch154, AR7, HTK40, THACO16, DMG by weapon or spell. See religion section for special powers and restrictions of the priesthood.



General Frethrear

Alignment: (neutral)
Occupation: Military Leader
Skills: Warfare, Leadership, Sports
Motivation: Loyalty to Neaesquatila
Weaknesses: Pride

Frethrear is the youngest of the city's generals. He has taken over the training of the new soldiers and leads many of the expeditions outside the city. His charisma and physical prowess make him a natural leader, and his handsome features only serve to add to this.

Frethrear is a distant cousin of Seuistus and is two years older. The two had been rivals all through their youth, but Frethrear was always able to come out ahead. His constant victories have made him conceited and sometimes intolerable, but his devotion to the city is his true driving force. He continues to test and even embarrass Seuistus, but he feels his challenges keep the king on his toes and always at his best.

Frethrear is a boisterous and flamboyant soldier. He is always at the best parties, and surrounded by the cream of the social crop. Despite all the glamour, he is also a brilliant military tactician. Although a distant relative, Frethrear has been considered a likely candidate for heir should something happen to Seuistus. This is the farthest thing from his mind, but others have been known to ponder its ramifications. Frethrear is content with the exceptional pace of his military career.

Frethrear is a ladies' man, and can often be found with a new female in the court or a comely maid. His morals are liberal and his devotions fleeting.

10th level merman fighter: S18/52 I15 W15 D14 C17 Ch17, AR3 (sea serpent armor + shield), HTK82, THACO12 (+S), DMG by weapon.



High Priest Ralaoatron

Alignment: (neutral)
Occupation: High Priest of the Water Corner
Skills: Religion, Public Speaking, Leadership
Motivation: Religious Beliefs
Weaknesses: Closed Mindedness, Hatred of the Surface

Ralaoatron is the chief religious figure in the city. He began his career as a good and honest man, but over the years he has developed preconceived notions of the universe and refuses to change his mind. Ralaoatron worships Ambomorphys the Wavecrusher, the most commonly revered of the merman gods. Worship of Ambomorphys is the state's official religion and the largest theology in the city. In recent times, however, he has formed a strong alliance with the local House of Scorn, bringing mass appeal to the racist ideas of the Hatemonger.

Life began in the oceans. Life outside the oceans is blasphemous to Ambomorphys. This is the chief tenant of his brand of religion. Ralaoatron gives many sermons on the fact that the surface dwellers are evil sinners sent to tempt the mermen into the air where they will be helpless. One of their "proofs" that they are correct is flying fish. The flying fish try as hard as they can to "swim through the air", but they simply fall again into the sea where they belong. Followers of Ambomorphys deny the existence of birds and other flyers.

Despite his fanatical beliefs, Ralaoatron cares deeply for his school of parishioners. He wants desperately to protect them from the dangers and evils of the sea and land. It is this desire to protect his parishioners that led him to the manipulations of Seruvi, the Purger and his House of Scorn. Physically, Ralaoatron is fit, but his spiritual strength and willpower are remarkable. The sheer number of Ralaoatron's followers make him a powerful man.

10th level merman cleric, Priest of Ambomorphys the Wavecrusher : S14 I14 W18 D12 C13 Ch16, AR7, HTK39, THACO14, DMG by weapon. See religion section for special powers and restrictions of the priesthood.



The Good,



Hughneno

Alignment: (chaotic/good)
Occupation: Long Range Scout
Skills: Keen Eyesight, Stealth
Motivation: Adventure
Weaknesses: Foolhardy

Hughneno is a long range scout associated with the army. He is given a wide degree of latitude, but is expected to patrol those areas away from the city that could threaten its safety. He is very dedicated to his mission and greatly enjoys the freedom of his life. He spends most of his time wandering the sea watching other cultures, both to determine their threat and because he is interested. He has been known to slip into human ports and watch or actually interact with the sailors on the docks. Because of this he has a basic understanding of both the Svimohzish and Merchant's Tongue languages.

Hughneno has been the friend of King Seuistus since they were young. They trained together in the army and were inseparable. They performed many missions together, and it was always up to Hughneno to sneak the prince away from his bodyguards. This disrespect for the prince's guards has caused some problems for Hughneno, but he seldom spends time in the city and has no aspirations that would be foiled.

Hughneno is a free-spirit. He commands his own life and will take great risks when he wishes. A thrill seeker, he has been known to take missions that no one else would even attempt. Unfortunately, these missions are seldom sanctioned by his superiors. Hughneno is a loose cannon, but he is so good at his job that his superiors choose to overlook his recklessness.

7th level merman ranger: S15 I14 W14 D17 C15 Ch15, AR4 (Dex), HTK49, THACO14, DMG by weapon.



Cuewemwine

Alignment: (chaotic/neutral)
Occupation: Artist
Skills: Sculpting
Motivation: Artistic Preferences
Weaknesses: Obnoxious Personality

A sculptor, Cuewemwine is very popular among the wealthy in Neasquatila. While his artistic skills are incredible, his social skills are deplorable. He intentionally provokes some of the most dangerous soldiers and adventurers at the most gala events knowing that they would not dare raise a hand against him. He believes that art is the most important part of a civilized people and is constantly belittling other professions.

Obviously, Cuewemwine has many enemies. His patrons often provide him quarters, thus keeping him out of harm's reach. He does not seem to mind the need for these special precautions, and can be quite bold in the face of danger.

Cuewemwine is an effeminate man with several unsightly features. His nose is too long for his face and his chin comes to an unappealing point. His hair is dark and unmanageable. He lives his life with the intention of being different from everyone. While he is extremely lonely, he would never want it any other way. He dislikes other people as much as they dislike him. His one great perverse pleasure is knowing the complete disdain he outwardly shows toward his customers, while they continue to fawn over him at their grand balls and parties.



Cehzillaozh

Alignment: (neutral/good)
Occupation: Wizard
Skills: Creation of magic items and potions
Motivation: Curiosity, Discovery
Weaknesses: Innocence

Cehzillaozh is the cause of the dramatically increased interest in the exploitation of the sea. While he has been calmly and quietly toiled in his laboratory for several years, he developed a low cost water breathing technique. His interest in underwater herbalism led him to discover a rare type of seaweed, which he dubbed Bubble Weed. When specially treated, the plant can be eaten by air breathers to allow them to survive underwater. This herbal concoction can be created locally at such a low cost, that air breathers should be able to stay on the ocean's floor almost indefinitely. Bubble Weed has thus far only been found in Whimdol Bay, so Cehzillaozh immediately put together an expedition to gather a large amount of this component. He was also quick to master the merman language after his discovery, since he had only dabbled in it before.

Cehzillaozh's only concern is scholastic advancement. He is fairly naive in his belief that others who follow him will also have these noble goals. He has taken no precautions to keep his discoveries secret and would willingly share the knowledge with anyone who showed both an interest and the ability to use the knowledge. Fortunately, Captain Effim has taken a great liking to the scholar and is looking out for his safety.

Cehzillaozh is an accomplished wizard, but his specialty lies in underwater herbalism and enchantment. He is an expert on scientific and magical knowledge concerning the sea, but so far he has little practical knowledge. Cehzillaozh is a chubby little man and does not seem cut out for adventuring. He is very likable, and people that meet him take an instant liking to him.

13th level human magic-user: S8 I18 W13 D11 C9 Ch14, AR7 (Ring), HTK30, THACO16, DMG by weapon or spell. Special: +3 Ring of Protection



The Good,



Captain Efwilmozh Villdensver

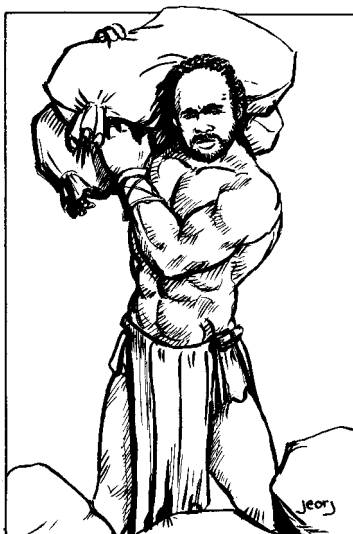
Alignment: (lawful/good)
Occupation: Military Sea Captain
Skills: Leadership, Sailing, Navigation
Motivation: Discovery, Exploration
Weaknesses: Honesty, Compassion

Captain Efwilmozh Villdensver "Effim" joined the navy as a cabin boy at the age of eight. As a member of a minor noble family, he received special care and training. By the time he was thirteen, he could climb the riggings, handle the helm, and plot a course as well as sailors twice his age. His inquisitiveness and intelligence delighted his captain and fostered his rapid advancement.

Effim was given his own ship to captain at the age of 20. It was only a scout sloop with three sailors, but he was determined to show his ability. He charted coasts, reefs and water currents. He explored dangerous seaside caves, and most importantly, tracked three separate groups of pirates back to their lairs. His skill was rewarded, and he was given a warship to command.

Effim is still a young go-getter. He is handsome, brave and honest to a fault. He has faced down the most vicious storms and outmaneuvered the craftiest pirates. He retains his yearning for discovery, and it was this that got him involved with Cehzillaozh. His ship, the Cresting Saber, serves as the base of operations for the exploration, though he typically is underwater with Cehzillaozh. At Cehzillaozh's recommendation, he too has learned the merman tongue.

9th level human fighter: S17 I16 W15 D17 C16 Ch17, AR2 (elven chain + Dex), HTK69, THACO12 (+S), DMG by weapon.



Tanta'nepro

Alignment: (neutral)
Occupation: Porter
Skills: Great Strength
Motivation: Loyalty to Cehzillaozh
Weaknesses: Limited Capacity

Tanta'nepro was a slave from early in his life. He has no memories of his childhood, but he believes he was taken as a slave around the age of five. He spent his earlier life as a porter and a teamster, carrying the heaviest objects. This has made him incredibly strong, increasing his value as a slave.

Two years ago, his life changed. Cehzillaozh was walking through the market and saw Tanta unloading a wagon. The slavemaster was eager for the job to be done and whipped Tanta. Cehzillaozh could not stand to see such unfair cruelty, and spent several days negotiating to buy Tanta. Immediately upon closing the deal, Cehzillaozh set him free, but Tanta has stayed on as a salaried house servant. Tanta does his best to defend Cehzillaozh, but he does not have the military training to put his incredible strength to proper use.

Tanta is an enormous man. His size makes him stand out anywhere he goes. He has never been properly schooled in any academic capacity. Additionally, Tanta has some type learning disability. This condition shows itself in his slurred speech and his slowed reactions to questions. Because Tanta is incapable of learning a new language, Cehzillaozh has loaned him an *Amulet of Comprehending Languages* for use on their underwater expeditions.

6th level human barbarian: S18/97 I5 W7 D14 C16 Ch10, AR8 (leather), HTK58, THACO16, DMG by weapon.



Lundtriem

Alignment: (neutral)
Occupation: Wizard
Skills: Elemental Magic, Enchantment
Motivation: Conquering the air
Weaknesses: Stubbornness, Closed-Mindedness

Lundtriem is one of the three members of the Council of Wizards. He spends his days in the single-minded pursuit of his one dream, conquering the air. He believes if he can fly through the air, he will prove himself the greatest wizard of all time (he has no knowledge of human spells). He studies magic in all its elemental forms and has become a master of water magics.

Lundtriem was also able to create a potion of air breathing usable by mermen after examining a potion of water breathing. He has tested the potion himself and has convinced several of the merman military leaders to try them out as well. Of course, the potions do not assist movement on the land, but they are a start. He firmly believes that the surface dwellers will soon force the mermen into a war and wants to be able to counterattack when necessary. His excursions onto land have always been at night, and he has not done any exploring but he has learned Merchant's Tongue for future encounters with his potential enemies.

Lundtriem is a devout follower of Ralaoatron. Lundtriem believes that the mermen and other water breathers are the chosen ones and all air breathers are unholy. He has no problem voicing this opinion and would never back down from his position. This thick-headed streak also appears in his other personality traits. He is not well liked by any of his colleagues who dislike his egotistical attitude.

11th level merman magic user: S11 I18 W13 D15 C12 Ch14, AR7, HTK29, THACO16, DMG by weapon or spell.

The Good,



Keimpio

Alignment: (neutral)
Occupation: Wizard
Skills: Creation of Magic Items, Research
Motivation: Producing fire under water
Weaknesses: Obsession with Research

Keimpio is one of the three members of the Council of Wizards. He is an elemental and firmly believes in the power of the four elements. He believes that each of the elements is equal in power, and therefore he should be able to produce fire while in the water. His theories on the elements cause conflict with, and are in direct opposition to, the teachings of High Priest Ralaoiron who promotes water as the most powerful of the elements. This puts him on the edge of society despite his important teaching position.

Keimpio is a scholar at heart and does research for the sheer joy of knowledge. He is always taking copious notes and never seems to be off-duty. When speaking to another scholar, he can become almost child-like in his desire to pump them for information.

Keimpio is a family man and happily supports his wife and their three young children. His four older children have all left the home due to disagreements with their father. They have all chosen trades and decided not to become scholars which is blasphemy to Keimpio. He continues to drive his remaining children, and will not allow them exposure to things outside academia.

Keimpio himself is well traveled. He has done research in various curious areas and with several different cultures. He has mastered many languages, including Merchant's Tongue, which he has also taught to all his children. Despite his travels, Keimpio presently enjoys his quiet, sedentary life.

11th level merman magic user: S12 I17 W14 D13 C10 Ch13, AR7, HTK25, THACO16, DMG by weapon or spell



Veenour

Alignment: (neutral)
Occupation: Wizard
Skills: Conjunction, Anatomy
Motivation: Development of new species
Weaknesses: Lack of "vision"

Veenour is a member of the Council of Wizards. His skills lie mainly in conjunction and animal husbandry. He is determined to create a new species to secure his place in history. Many of his colleagues have argued against this course of action due to the dangers involved, but Veenour refuses to be dissuaded. Such concerns as food chain, environment, or disease do not concern him in the least.

Due to a lack of success with standard methods, Veenour has begun discussions with extra-dimensional creatures. He has no idea about the motives of these creatures, but again, he does not care. He is an atheist and does not believe in gods or demons.

Veenour is a gentleman and a scholar. He was born to a minor noble family and is a frequent guest at the palace and other social events. He has the grace and poise of the noble born, but does not lord it over his fellow mages. He would be quick to make friends with surface dwellers, but only for his own purposes. If his dreams could be fulfilled by breeding an amphibious humanoid from a mermaid and a land dweller, he would take any risk to see it through. His amoral tendencies have so far gone unnoticed by his peers.

11th level merman magic user: S13 I17 W15 D11 C13 Ch16, AR7, HTK31, THACO16, DMG by weapon or spell



Juinippei "Double Trouble"

Alignment: (chaotic/neutral)
Occupation: Adventurer
Skills: Stealth, Trapping, Exploration
Motivation: Need to Prove Himself
Weaknesses: Obsession with Others' Opinions

Juinippei is a split-tail merman most often called "Double Trouble". He is an adventurer and an explorer. He works for his own gain and spends very little time in the city. Mainly, he spends his time investigating sunken ships and searching for ancient civilizations. His adventures would have made him quite wealthy, but he has squandered his money in the vain attempt to be accepted.

Juinippei is a plain-faced young merman. He joined the army at an early age, but was counseled against re-enlisting due to prejudice against his split-tail. While he may not be able to match stronger mermen in flat-out speed, his reactions are phenomenally fast, an attribute that has saved him during many of his adventures. He is skilled with many weapons, but relies mainly on a two-pronged spear and his crossbow. He makes his own crossbow bolts; they are two-pronged, just like his spear.

Juinippei travels far out into the sea. He is a skilled hunter and survivalist and can maintain himself for long periods of time without ever having civilized contact. His chief love is discovering ship wrecks, and he will follow just about any rumor that could lead him to one. A simple merman, he is gullible enough to believe most stories.

6/6th level split-tail merman fighter/thief: S15 I10 W9 D18 C14 Ch12, AR3 (Dex), HTK32, THACO16, DMG by weapon



The Good,



Zheley

Alignment: (lawful/good)
Occupation: Fisherman
Skills: Sea Knowledge
Motivation: Providing for his Family
Weaknesses: Simple Lifestyle

Zheley is one of the best fishermen on the seas. He and his brother-in-law go out in their small fishing boat and fish for their daily keep. Zheley's incredible knowledge of the sea garners them far better catches than their competition, and he has become a legend and a leader among his peers.

Zheley is a weatherbeaten, middle-aged man. He has a wife and four children. His family is his joy and his treasure. He supports his immediate family and much of his extended family. He is a responsible man, but is also quick with a joke and the first to grab an ale at any gathering.

Recently, Zheley has been consulted by many of the parties interested in exploring the ocean bottom. While he refuses to stay underwater longer than he can hold his breath, his knowledge of the sea and the shoreline have proven very valuable to explorers. He has been able to show people where certain formations and phenomenon are.

Zheley has made friends with a small group of flirtatious mermaid pearl divers. They have taught him their language. He has kept his knowledge of the merfolk quiet.



Warriors of the Trident

Alignment: (neutral)
Occupation: Mercenaries
Skills: Combat, Small Unit Tactics
Motivation: Greed, Adventure
Weaknesses: Bad reputation

The Warriors of the Trident are a group of aquatic elves who sell their services to the highest bidder. Being aquatic elves, they have few races whom they can trust enough to work for, but they are on good terms with the mermen of Neaesquatila.

The Warriors' symbol is a trident piercing a conch shell. While this symbol and the warriors themselves appear flashy and noble, they are simple mercenaries with no moral restrictions.

The leader of the Warriors is **Juleintyrlly**. He is a skilled fighter and has spent most of his life in one battle or another. While he has fought sea serpents, dragons and other monsters, he is far more confident when facing other "people". The monsters and beasts of the sea unnerve him, despite the fact that he has managed to kill so many. Juleintyrlly fights with a trident, but he is also armed with a dagger and a crossbow. (8th level aquatic elf fighter: S17 I14 W14 D16 C15 Ch14, AR2 (elven chain + shield + Dex), HTK71, THACO14 (+S), DMG by weapon)

Yeaneltraeln is Juleintyrlly's right-hand man. The two have been partners for many years and will always watch each other's back. Not as powerful as his leader, Yeaneltraeln prefers to kill from the shadows. His backstab is his main attack and he only carries daggers. While Juleintyrlly is more of a stern, serious elf,

Yeaneltraeln is a free spirit. He spends his free time carousing and flirting, and is quick to join in any form of gambling. (6/7th level aquatic elf fighter/thief: S16 I13 W13 D17 C14 Ch15, AR7 (Dex), HTK35, THACO16, DMG by weapon)

Eneosaniefee is the team's magical support. His skills with spells are matched by his combat experience, and his courage is of heroic levels. An elf of discipline and confidence, he is willing to continue casting his spells, regardless of the dangers that surround him. Of course, he does tend to get wounded this way, but so far his teammates have been able to keep him alive. Eneosaniefee is a very superstitious elf. He has seen the power of magic and believes that most superstitions are based on currently unknown magical laws. For this reason, he will often behave oddly, in an effort to follow some childish superstition, rather than risk a course of bad luck. (6/6th level aquatic elf fighter/magic user: S15 I17 W15 D16 C12 Ch12, AR2 (sharkskin armor + shield + Dex), HTK24, THACO16, DMG by weapon or spell)

Soatineactesa is the last of the Warriors. The newest member and the least experienced, he tries very hard to keep up with his companions. Soatineactesa is typically not allowed to vote when important decisions are being made. Treated like a tag-along little brother, he is starting to resent this treatment. However, he does not resent his share of the money, which is quickly making him a wealthy elf. Given the chance, he will eventually leave the Warriors and go off on his own, but for now, he plans to stay. (4th level aquatic elf fighter: S16 I13 W14 D15 C15 Ch13, AR3 (sharkskin armor + shield + Dex), HTK32, THACO18, DMG by weapon)

The Warriors have been in this region for several months and believe that it will be a profitable region. They have worked with several of the merchants, both from Neaesquatila and from Ehzhimahn to protect cargo moving through the area. They have also saved a town or two from shark attacks and gone on other adventurous missions. They can typically be found in Neaesquatila, where they are staying at an inn with a boisterous bar.

The Warriors have a sinister reputation with the military and several other factions within Neaesquatila. For this reason, there are several missions that will be offered to air breathing adventurers first. Any missions that the air breathers pass up, will most likely go to this team. They may even come into contention with air breathing teams over bounties or other prizes that are "up for grabs".



The Bad,



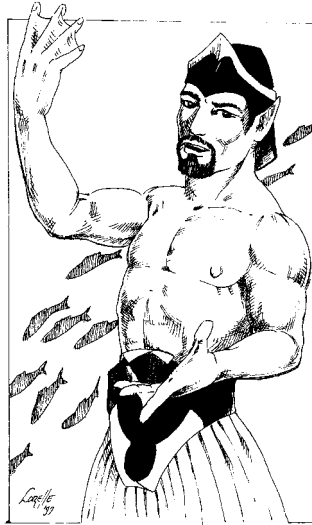
Lady Berbein Trolla

Alignment: (lawful/evil)
Occupation: Lady of Court
Skills: Socializing, Court Intrigue
Motivation: Personal Wealth and Power
Weaknesses: Greed

Upon Seuistus being officially named Heir, the most powerful, noble families in the city lined up their daughters and tried to arrange a marriage with the king-to-be. The King and Queen were determined to allow their son to choose his own wife, and rejected all offers. Lady Berbein Trolla was one of the potential brides. From her earliest days, she was taught everything she would need to win the King and rule the city. As would be expected, she was outraged when he announced his marriage to Lalomintru.

Lady Berbein is currently the administrator of her family's considerable estates. She attends court and is probably the most powerful person in the palace without a crown. She considers Seuistus' choice of Lalomintru as a rejection of her, and for that insult she has sworn revenge. She uses all of her influence and power to belittle and humiliate the King, and refuses to stop until she holds the throne. Obviously, the Royal Huntsmen are investigating her, but so far she has done nothing for which she can be arrested. Any rash moves by either side could easily trigger a civil war.

Lady Berbein is a beautiful woman of class and distinction. She thrives on the games of deception. Her concerns are all for herself, and she would watch her family fall to ruin if it would insure Seuistus' fall as well.



Seruvi

Alignment: (neutral/evil)
Occupation: Priest of Peasorta, Emperor of Scorn, Leader of the local House of Scorn
Skills: Religion, Public Speaking, Leadership
Motivation: Religious Beliefs, Hate
Weaknesses: Lamé, Hatred of the Surface

As a young merboy, Seruvi liked to wander close to the shallows and try to catch glimpses of the surface dwellers. One day, a fisherman caught Seruvi in his net. Fearing this half-man, half-fish, the fisherman cut the boy loose with a mighty slash. The slash freed Seruvi, but also severed a large portion of his tail. Seruvi survived with the help of nearby merfolk but the seed of his hatred for the surface dwellers was thus planted. Upon overhearing some of the tenants of the House of Scorn, he decided to devote his life to breeding his hatred among all his kinsmen and beyond. Showing excellent leadership and charisma despite his disability, he quickly rose to the upper echelons of the House. He has even gone so far as to sway many worshippers of other patrons over to his cause, including the influential Ralaotron, High Priest of the Water Corner.

Seruvi's unprecedented rise to power has many, including the royal family, fearing that they might one day be the subject of his wrathful, mesmerizing speeches. What he lacks in physical prowess, he makes up for in wit and demagoguery. His power to induce others into action for his evil goals is truly remarkable. He takes advantage of this at every opportunity, rarely ever having to act on his own. It is this technique of relying on others to carry out his wicked plans and his popularity that keep the secular authorities from arresting him as a danger to the monarchy.

Seruvi may only move at half the rate of a normal merman and is rather clumsy with his injured tail. Because of this, he stays heavily armored (sea serpent armor and shield) when in public.

7th level merman priest of Peasorta the Emperor of Scorn: S6 I18 W18 D7 C9 Ch18, AR3, HTK28, THACO16, DMG by weapon. See religion section for special powers and restrictions of the priesthood.



Timapriion

Alignment: (neutral/evil)
Occupation: Minister of Trade
Skills: Selling, Business Management, Court Intrigue
Motivation: Greed
Weaknesses: Greed

Timapriion was one of the more successful merchants in Neaesquatila when Seuistus took the throne. Through great strategy and cunning, he maneuvered his way into the court and became the Minister of Trade. In this powerful position, he is privy to all information regarding trade into and out of the city. He also uses his position to foil his rivals' plans, or stall them until he is better ready to compete. He does act as a valuable advisor to Seuistus, who has no concept of the intricate workings of trade agreements, but the information is always muddled with schemes to add to Timapriion's wealth. Timapriion is fluent in Merchant's Tongue.

Timapriion is a flabby merman with no physical training. He has proven himself a coward in all aspects of life, and prefers to work through others. With his extensive businesses, he has more than enough employees to do his dirty work for him. Although he is married, he and his wife rarely speak. They do not hate each other, but they avoid contact.

Timapriion's main business dealings are in pearls, jewelry, and other fine goods. He has some dealings in fishing and rays, but these "common" trades are typically beneath him. He is an expert appraiser.



The Bad,



Fishmen Barbarians

Alignment: (evil)
Occupation: Hunters and Warriors
Skills: Combat, Stealth
Motivation: Expansion, Survival
Weaknesses: Limited Technology

The fishmen barbarians are a tribe of sahuagin. They have a fearsome visage with scaled hides and spined skulls. They are equipped with taloned hands and feet and shark-like teeth. Their streamlined bodies and webbed hands and feet enable them to swim at a high rate of speed.

The fishmen barbarians have a hunter-gatherer society. They have limited technology, but have shown a cunning beyond many other aquatic races. They also breed in large numbers and train all offspring in the art of war. They regularly attack and destroy entire villages and cities of other races.

The barbarians are typically led by their strongest warriors. However, they are also susceptible to religious zealots. Spell casters have been seen, but are not common.

The barbarians are related to the other Sahuagin. These others have large underwater cities where nobles of all kinds meet and plan the conquest of the sea. The culture and science of these Sahuagin does not find its way to the barbarians, who are an extremely primitive tribe.

Sahuagin: HD2+2, AR5, THACO16, DMG by weapon.



Seeshthinle

Alignment: (neutral/evil)
Occupation: Barbarian Leader
Skills: Intimidation, Mass Combat Tactics
Motivation: Power, Greed
Weaknesses: Distrust of his Troops

Seeshthinle is the local tribal chieftain of the barbarians. It is his leadership that has brought a large number of the tribesmen together. He has promised his warriors slaves from the merman city as well as praise from the shark gods. In combat, it is his physical strength and not necessarily his skill that gives him his edge. His strength comes from his royal blood, and is far superior to any merman, barbarian or human.

Seeshthinle is a ruthless leader and aggressor. He will kill anyone who annoys him, whether it be an enemy or his own troops. He has had incredible military success up to this point, but has failed to bring home a large number of slaves. He hopes to change that by the time he leaves Neaesquatila.

Seeshthinle is easily discernible from his troops. He stands almost a foot taller and broader. In combat he uses a coral spear enchanted with a number of spells that increase his combat abilities. In addition, the magic of the spear prevents it from breaking under Seeshthinle's considerable strength. The spear was created by a merman wizard, but Seeshthinle claimed it after a particularly bloody battle.

Seeshthinle believes in Skorotigu the shark god, but he does not believe he notices what happens to the fish-men.

Sahuagin "noble": HD6+6, AR5, HTK47, THACO13, DMG 2-16, Special: +2 spear that will not break The spear also confers +1 protection the AR rating of its wielder.



Caeikcek

Alignment: (neutral/evil)
Occupation: Priest of Skorotigu the Unseen One, god of murder and revenge
Skills: Necromantic and Healing Magic
Motivation: Holy War
Weaknesses: Blind Faith

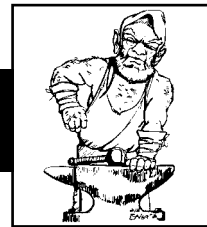
Caeikcek is the witchdoctor for Seeshthinle's tribe. He came to Seeshthinle knowing that he was the champion that could lead the barbarians to victory. Caeikcek believes fervently that Skorotigu the Soul Eater wants the sahuagin to slaughter all other intelligent races in the sea. After this "cleansing", the sahuagin will know peace and prosperity as the only harvesters of the sea's bounty. This holy war is actually a test that the sahuagin must pass to prove their worth to Skorotigu, after which they will be properly rewarded.

Caeikcek is small for a barbarian and his poor combat ability is what drove him to religious service in the stealthy methods of the Veiled Priesthood. He is capable of both true magic and non-magical trickery. He uses both trickery and theology to scare the savage barbarians into doing his bidding.

Caeikcek believes Seeshthinle is a divine champion, fated to his current role. He is continually trying to advise the young leader, but is often rebuffed. Despite this abuse, Caeikcek will never turn against Seeshthinle. To do so would anger the House of Piercing and bring down their wrath.

Among the barbarians, Caeikcek is feared and left alone. He controls powers far beyond the understanding of the barbarians, and they fear the unknown.

5th level sahuagin priest of Skorotigu the Soul Eater cleric: AR5, HTK27, THACO18, DMG by weapon or spell. See religion section for special powers and restrictions of the priesthood.



The Bad,



Captain Llywendale

Alignment: (neutral/evil)
Occupation: Pirate
Skills: Swimming, Diving, Sailing
Motivation: Greed
Weaknesses: Treacherous Crew

Llywendale is the son of an elven pearl diver. His mother taught him all about the sea and the bounty that could be found there. It was a lesson he took completely to heart. Llywendale's knowledge of the seas and the weather made him a valuable addition to any captain's crew. After serving many years under others, he mutinied and took the ship for himself.

Llywendale is a slight elf, but it has never been his size nor his skill in combat that have given him power. His cunning and confidence have led him far beyond the seaside waif he once was. His ship, renamed *The Oyster's Heart*, is fast, formerly used for carrying messages along the coastline. Now outfitted for quick attacks and adventurous exploration, *The Oyster's Heart* is a swift, shocking pirate vessel.

Captain Llywendale leads his men by playing on their greed. Each one knows that the longer their captain lives, the longer they will see continued success on the seas. Unfortunately, there may soon come a time when the wheel turns, and Llywendale will find himself the object of a mutiny.

Llywendale is an attractive swashbuckling type. He keeps his long, fair hair in a pirate's ponytail and takes great efforts to keep his boots shiny. He also has a habit of wearing too much jewelry. He speaks Svimohzish, Merchant's Tongue and Elvish.

7/7th level elven fighter/thief: S13 I16 W14 D18 C13 Ch16, AR4 (leather + Dex), HTK40, THACO14, DMG by weapon.



Buckskin Johnny

Alignment: (neutral/evil)
Occupation: Pirate
Skills: Brawling, Swimming, Knives
Motivation: Greed
Weaknesses: Lack of Intelligence

Buckskin Johnny is Captain Llywendale's chief enforcer. Buckskin got his name from the calf-high buckskin boots he insists on wearing at all times. He is a half-orc, and as such is far stronger than the other members of the crew. His strength is matched equally by his stupidity and gullibility.

Buckskin Johnny joined Llywendale less than a month after he turned pirate. Buckskin had been working as a pirate for many years and was able to teach his captain many of the more vicious tricks of the trade. Llywendale relies on Buckskin to intimidate the crew with his size, something that the captain can not do. Unfortunately, Buckskin is no more loyal to his captain than the rest of the crew. He too would mutiny if he felt it profitable.

Buckskin is the type of character one would expect to see in a remote gold rush town. His whiskers are long and unmanaged. He clomps around the deck when he is walking. He chews an awful substance available only from goblins and hardly ever bathes.

Buckskin is an expert in a bar room brawl or a back alley knife fight. He uses these skills when *The Oyster's Heart* attacks. While he is the first to board the enemy's vessel, he is not the leader of the men.

8th level half-orc fighter: S18/82 I6 W5 D10 C16 Ch4, AR8 (leather), HTK79, THACO14 (+S), DMG by weapon.



Janixk

Alignment: (neutral)
Occupation: Pirate
Skills: Water Elemental Magic
Motivation: Search for Comtwaq
Weaknesses: Women

Janixk joined the crew of *The Oyster's Heart* in an effort to locate the mythical Comtwaq, a magical sphere of water floating in the middle of the sea. The legends say that water elementals can easily appear at Comtwaq, and they will reveal their secrets to anyone who finds them there.

As a crewman, Janixk is one of the most valuable during a chase. His knowledge of water magic can often give his ship advantages or hinder an enemy. He can even summon a water elemental to aid his cause, but is typically reluctant to do this unless in an emergency.

Janixk is a plain scholar. He stands out among his crew mainly because of his lack of color. No matter how long Janixk is in the sun, he will never tan. He believes it is because his close ties to the water will not allow fire (the sun) to have any hold over him.

Like many sailing men, Janixk has a weakness for women. Unfortunately, Janixk's problem is that he is unable to get one. Socially, he is incompetent, and his many failures reduce his confidence even more. He greatly desires a relationship with a beautiful woman, but has failed with every attempt. He even fails when one of his friends sets him up. His failures are well known, and he is very touchy about them.

10th level human magic user: S10 I17 W16 D14 C11 Ch7, AR5 (Bracers of Defense), HTK19, THACO19, DMG by weapon or spell.



The Bad,



Straokleoki

Alignment: (chaotic/evil)
Occupation: Merchant
Skills: Selling, Deceit, Appraisal
Motivation: Greed
Weaknesses: Obviously Untrustworthy

Straokleoki is a merchant in Ehzhimahn. Straokleoki has heard very little of Neaesquatila, but he has heard they have pearls. His only desire now is to cheat the mermen out of as many pearls as he can. He tried to get involved in Cehzillaozh's expedition, but was turned down. Now he has to rely on another source of information, probably an adventuring party.

Straokleoki is a vile man. His greed controls his life, and it is obvious in everything he does. Most people describe him as despicable, and he has all of the features of a slimy con artist. He has no family that will admit to him and he would rather not be bothered with such no-profit acquaintances.

Straokleoki's schemes are typically extravagant. He would prefer to take all the mermen pearls in one grandiose ploy instead of following a calm and steady course of action. He is very reluctant to risk his own neck. His schemes revolve around the use of "patsies" just in case something does not work out. His opinion of people other than himself lump most into the patsy category.

Straokleoki is doomed to failure. He is too greedy and not clever enough to accomplish his evil deeds; however, he is clever enough to cause immeasurable trouble between the two races.

5th level human thief: S12 I14 W12 D16 C14 Ch13, AR8 (Dex), HTK22, THACO19, DMG by weapon.



Warlord Picsquawain

Alignment: (chaotic/evil)
Occupation: Bandit
Skills: Leadership, Terrorism
Motivation: Search for easy pickings
Weaknesses: Chased by army

Picsquawain was a noble working for King Helistatis (Seuistus' father). His chief duty was collecting taxes from the baronies and villages in the more remote areas. His terrorism and embezzling caused him to be removed from his post, but he turned traitor and continues his reign of terror.

Warlord Picsquawain leads a motley gang of bandits. While skilled warriors and brigands, the band is only slightly successful. The army from Neaesquatila is always hot on their heels and keeps them running most of the time. Picsquawain would like to leave the region, but the farther away he goes, the less victims he will find.

Picsquawain is a brutal and savage man. His leadership style is based on threats and bullying. He has feral looks and a terrible temper. The frustrating circumstances caused by the army have run him ragged and his nerves are on edge. He has already killed two of his own men over simple disagreements, and the rest of his troops are nervous. Unfortunately, merman justice does not allow for lighter sentencing for those that cooperate, so the bandits are joined to Picsquawain permanently.

Picsquawain is currently holding up in a small fishing village north of Neaesquatila. He has sent scouts farther north in hopes of finding a new base of operations.

5th level merman fighter: S17 I14 W14 D15 C15 Ch14, AR3 (sea serpent armor + Dex), HTK38, THACO16 (+S), DMG by weapon.



Immbepala

Alignment: (chaotic/evil)
Occupation: Slave Owner
Skills: Seduction, Deception
Motivation: Search for Entertainment
Weaknesses: Blood Lust

Almost 45 years ago, a young mermaid ventured close to the shore and met a dashing handsome man. They spoke briefly under the moonlight and before they parted, the stranger asked her for a kiss. The naive mermaid complied and found herself the victim of a vampire.

Immbepala fell to her blood lust for several months before she began to regain control of herself. She recognized what her newfound powers could do for her, and she returned to her village. Her family and friends noticed the change in her immediately. She attempted to hide her condition, but she was instantly suspected when the first corpse was discovered. Driven from her village, she spent years wandering the sea preying on innocent people of various races.

The long distances between merman cities forced her to look for new prey. She began swimming near the shores and luring land dwellers to her for a "kiss". After all, it had worked on her. Immbepala had much success with luring the air breathers to their doom and soon legends of a water sprite drowning people became popular in the region. As



The Bad,

her fame spread, her tasks became harder, and she was forced to move back out to sea.

While her tragic existence seemed to have handed her defeat at every turn, Immbepala has learned her craft well. She has become a ruthless wrestler and a tempting seductress. She was able to charm her way into the heart of an old merman lord, and quickly destroyed almost everyone in his underwater keep. Those that escaped spread the stories of the sea devil that had taken over the now cursed keep, and Immbepala was left to her own devices. She hunted both for food and for followers. As her retainers grew, so did her power.

Immbepala is now the absolute ruler of her keep and the nearby region. She maintains an army of vampires and mercenaries, but keeps them constantly battling for her favors. She is unforgiving with those who fail her, and heartless in her destruction of anyone by whom she feels threatened. Unfortunately, this existence has begun to bore her.

Immbepala's keep is a monument to all that is corrupt and perverted. She and her followers hunt for sport, and often take prisoners for later use in their sick and twisted games. People have escaped from her clutches, but not with their minds intact. Her torturing and horrific amusements break both the body and the spirit of her captives.

Immbepala owns stables of slaves. Their chief purpose is to maintain the region as though it were ruled by a living monarch, but their desperation and pitiful existence clue in most travelers. The slaves are also her feeding stock, and most pray for the end to come soon. Many have tried to remove her evil presence, but none have been able to defeat her and her army.

HD8+3, AR1, HTK49, THACO12, DMG 5-10, Special - all powers and defenses of a vampire.



Deep Stalker

Type: Scavenger
Skills: Boating, Brawl, Swimming
Motivation: Revenge
Weaknesses: Fire, Electricity

Deep Stalkers are mysterious creatures that dwell at the bottom of the sea. They often make their colonies in the deepest, darkest parts of the ocean, and have therefore not been encountered by many other creatures. Due to their rarity and dangerous nature, no one has ever been able to study the creatures, but some basic facts are known.

Deep Stalkers seem to be fish, but many of their characteristics argue against this. They are bipedal, although they typically swim. When they do walk, they amble in a manner similar to a gorilla. They have some limited intelligence, but seem incapable of developing a culture or civilization.

Most unusual about their nature is that they breed similar to insects. About one in every ten thousand eggs produces a queen. These queens are the only Deep Stalkers capable of laying eggs. They are much larger than the others (often up to 15' long), but are immobile. Their legs and arms are the same size as a regular Stalker and therefore do not have the strength to move the huge body.

The queens are cared for by the drones. About 90% of the eggs produce drone Deep Stalkers. The drones perform a number of maintenance tasks, but their most important job is caring for the spawning grounds. The spawning grounds are like enormous "egg fields" where the eggs have been carefully placed after being taken from the queen. While the drones seem sexless, each is capable of fertilizing the eggs.

The remaining 10% of the eggs produce the hunters. Hunters are slightly larger than the drones and have much longer mouths with far more devastating teeth. It is the hunters that most people would recognize as Deep Stalkers, for it is the hunters that have been known to attach themselves to passing ships. Once attached to the hull, the hunter chews its way into the

ship, scuttling it. This technique is actually derived from the hunters' typical way of bringing down its customary prey, whales. The hunters, either separately or in groups, bring down the giants of the sea by drilling into them until they manage to kill them. The hunters are so skillful at this, that they can often bring a whale down within 200 yards of the spawning ground. Once this close, the immature Stalkers have something to eat within range of their movement.

Newly hatched Deep Stalkers are indistinguishable from one another. It is impossible to tell drones from hunters from queens until at least the second week. At this point the hunters' jaws begin to elongate, and the queens begin to show their incredible size. An interesting related fact is that if a colony comes under attack and many of its hunters or drones are killed, the next group of eggs produced will have an uneven ratio of drones to hunters. The final result of this unevenness, is that the colony as a whole will swing back into the nine drones for every one hunter ratio.

If a colony happens to have two queens at one time, the younger queen will be nurtured until maturity. At this time, she will take about a quarter of the drones and hunters and go off to found a new colony. These mass movements are known as "swarms". If a colony's only queen happens to die, the drones and hunters will continue their normal work until a queen hatches from the remaining eggs or they die.

The Deep Stalkers are a vicious terror in their own right, but they do have enemies. Any civilized race will do their best to keep the Stalkers from establishing a colony near them. Since the Stalkers eat just about everything, they would quickly devour any culture that could not defeat them or move away.

They also have problems with sharks. Sharks often come into the egg fields and dine on the drones and the eggs. For this reason, most of the hunters will be near the colony at all times, to defend against these attacks. While some scholars would like to classify these hunters as soldiers, they do not seem to be permanently on guard duty. It seems that they simply plan to be near the colony unless there are enough others to defend it.

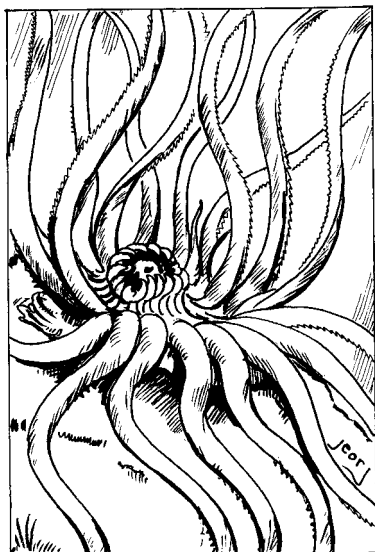
Deep Stalker colonies are the junk yards of the sea. The outer rim of the colony is a collection of whale carcasses and sunken ships. These are the remains of the hunters' prey and are never cleared away. Within the refuse ring are the egg fields, and at the center of the egg fields is the queen. The Stalkers do not build, and therefore have no form of shelter. Hunters will often dwell in the hulks of the ships or a colony may actually begin within a cave system, but these are rare occurrences.

Queen Deep Stalker: HD10, AR5, THACO nil (no movement), DMG nil (no movement).

Drone Deep Stalker: HD2, AR6, THACO16, DMG bite for 1-6.

Hunter Deep Stalker: HD4, AR4, THACO15, DMG bite for 1-10.

and the Ugly



Anemaconda

Occupation: Devourer
Skills: Camouflage, Deception
Motivation: Hunger
Weaknesses: Immobile

Anemacondas are a strange cousin of the sea anemones. They appear to be plants but are, in fact, animals. They appear as strange, grass-like weeds growing up from the bottom of the sea. Their saw-toothed arms can be up to thirty feet long and have the strength of an average man. Anemacondas can have up to sixty arms. These arms are flat and easily camouflaged on the sea floor.

Anemacondas are firmly anchored to the ocean floor and cannot move themselves. To move one would require an incredible effort, equal to a full scale mining operation. To attract food, they will begin by capturing small prey, through the use of stealth. They will use the trapped small prey to attract bigger and bigger prey. Anemacondas have been known to feed on creatures up to the size of medium sharks.

As fearsome a creature as the anemaconda is, it also carries a potent nerve poison that paralyzes its prey. Every time the creature successfully breaks the victim's skin, it will deliver a small dose of poison. As the prey continues to receive this poison, it eventually stops moving.

The individual arms of the anemaconda are rather weak by themselves. They can be cut or ripped. It is only in concert that the arms become deadly.

HD 10, AR10, (arms have HTK2), THACO10, DMG 1 + poison (no damage vs. metal armor). If the victim fails saving throws from 10 separate poison attacks, he becomes paralyzed for 3-12 turns.



Aotumba

Alignment: (chaotic/evil)
Occupation: Hunter
Skills: Huge Size, Combat, Speed
Motivation: Hunger
Weaknesses: Single-Mindedness

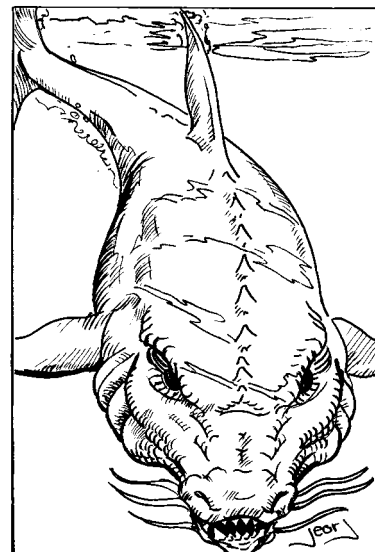
Aotumba is a great white shark of mammoth proportions. He hunts the areas east of Neaesquatila and considers everything he finds prey. For generations, merman hunters have gone off to try to kill him, but none have succeeded in even dealing him a major blow.

Aotumba's life span and incredible power have made him a living legend to the people of Neaesquatila. Mothers scare their children with stories of him coming to eat bad boys and girls, and hunters claim he is actually a demon. He is actually a crafty and experienced killing machine that has yet to meet his match.

Aotumba hunts for both food and for pleasure. Many are the scavengers that follow him simply for the scraps. Once he has spotted something he wishes to kill, he will pursue it until it is dead. He has shown great skill in tracking his prey, which has only added to the legends that he is a demon.

Like other great whites, Aotumba is susceptible to feeding frenzies, but he typically hunts with a skill and intelligence not expected from a cold blooded fish. He has been known to prey on other sharks, and even whales. Although he has no known scars or other visible markings, he is easy enough to recognize simply by his size.

Aotumba: HD15, AR5, HTK102, THACO8, DMG 6-24. A to hit roll of 4 or greater than minimum needed to hit indicates that the victim is caught in Aotumba's maw and will automatically suffer 6-24 points per round until death.



Dragon Sharks

Alignment: (chaotic/evil)
Occupation: Hunters
Skills: Vicious biting attack
Motivation: Gluttony
Weaknesses: Weak gill structure

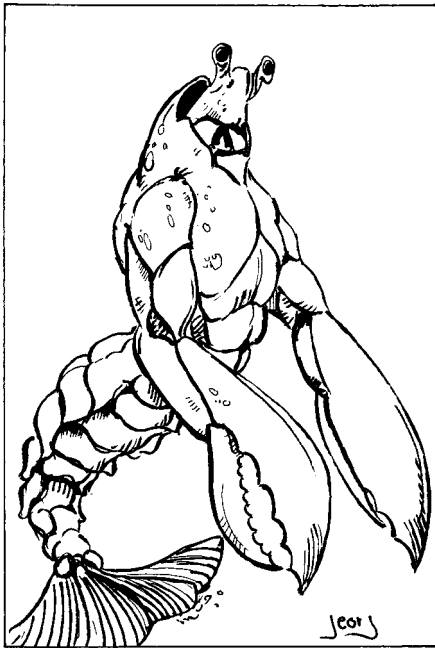
Dragon sharks are a form of aquatic wurm. They have bodies closely resembling great white sharks, but their head shows their dragon ancestry. Dragon sharks are completely aquatic and will quickly drown if unable to return to the water. In addition, if they ever stop swimming, they will begin to suffocate. This is due to the fact that they must constantly have high oxygen water flowing through their gills.

Dragon sharks hunt in schools known as packs. These packs prey on every sea-born creature from the lowest fish to whales (if they can find a small breed or a baby). They do attack men and other creatures and seem to enjoy playing with sentient races before eating them. The dragon sharks themselves do show intelligence and a simple society, but they are not concerned with culture or civilization. They speak a primitive version of land dragon languages. When they hunt, they cry and call in a way similar to hyenas.

Dragon sharks have some things in common with both dragons and sharks. They are susceptible to feeding frenzies like sharks, and have been known to overeat like dragons. They hunt and attack out of malice and a desire to kill more than for simple survival.

HD 7-9, AR2, THACO13 or 12, DMG 3-24, Dragon sharks have no breath weapon.

and the Ugly



Lobster Men

- Alignment:** (typically neutral/good)
Occupation: Refugees
Skills: Hunting, Scrounging
Motivation: Survival of the race
Weaknesses: Few in numbers

The Crustaceaolothrops, or “lobster men”, as they are commonly called, are refugees from a great underwater catastrophe. The lobster men were once the rulers of a great aquatic city. This city, whose name has been lost over time, was larger than Bet Kalamar, and populated by lobster men, mermen, and even Sahuagin. Everyone lived in a utopian peace until the Great Tragedy. The legends say that the Great Tragedy was an “immense opening of the sea floor” in which the city was sucked into the core of the planet. Almost all the lobster men were killed in the disaster, and the race faced extinction.

Those lobster men that survived worked hard to survive in the rough environment in which they now found

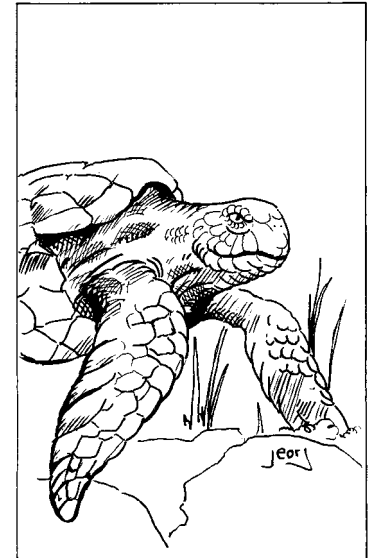
themselves. Some adapted; most died. Even the peace that had reigned in the region for decades was broken as the mermen and the Sahuagins battled for the remaining pieces and artifacts from the lost civilization. Many scholars believe that much of the merman culture is based on what the lobster men had before their fall, especially their architecture and art.

The lobster men are grotesque. They have huge oversized arms ending in lobster-like claws. Their heads form a bizarre cone with two eye-stalks jutting out from either side. Their heads are able to be retracted most of the way into their exoskeletons, and will be during combat. When in melee, the lobster men will charge forward, relying on their great strength and hard armored shell. They attack with their claws and can cause a great deal of damage by pinching with either claw.

Lobster men have no legs. They have lobster-like tails and are capable of swimming quickly. It is fortunate that they are quick because despite the fact that they are a sentient race, many other races consider them a delicacy. They wander the sea gathering useful items and searching for relics from their lost culture. They will often ally themselves with other races or cultures in an effort to protect their young. The race is in such jeopardy that their young are their highest priority.

Lobster men seldom act in an aggressive manner. Although they are capable of fighting, they choose to be more passive. They hope to one day regain their numbers and their glory.

HD 4+3, AR3, THACO15, DMG 1-6/1-6.



The Jade Turtle

- Occupation:** Tortoise
Skills: Swimming
Motivation: Basic Survival
Weaknesses: Sluggish Speed

The Jade Turtle is actually a giant sea tortoise. Although he has lived his life innocently, he has been the focus of battles, deceit and magical assassinations. Thirty years ago, a common giant sea tortoise was brought into an elven wizard's lab for examination. It is believed that the wizard wished to learn more about the tortoise for use when changing shape. While in the lab, the tortoise swallowed an enchanted jade amulet and then escaped.

The elven wizard was never heard from again, and it is unknown whether he was somehow killed when Jade escaped. The wizard's apprentice reported the missing amulet and the missing tortoise to the other local wizards. They immediately began searching for the tortoise using magical and mundane means. Jade slipped into the sea and began to swim away.

Since then, wizards of all stripes have tried to track down the Jade Turtle to retrieve the jade amulet within its stomach. Feuds and battles have sprung up whenever someone comes close to capturing Jade. Search parties find themselves ambushed by rivals, and wizards are constantly blocking each others' efforts. Through it all, Jade survives and swims away.

The Jade Turtle is a fairly common-looking creature. Its only distinguishing features are three yellow stripes on the rear of its shell.

The Jade Turtle: HD15, AR2/5, HTK92, THACO8, DMG 4-16.



and the Ugly



Paqurir Xastrax

Alignment: (neutral/good)

Occupation: Philosopher

Skills: Debate, History, Science

Motivation: Wisdom, Search for Peace

Weaknesses: Enormous Size, Age

Paqurir Xastrax is an aquatic dragon of great size and age. While once a hunter of unmatched skill, Paqurir has devoted the last few centuries of his life to the quest for peace and enlightenment. He believes that if he follows the correct line of questioning far enough, he will come to understand the nature of all things. He currently seeks this correct line.

Paqurir has grown enormous during his sedentary meditations. So large in fact, that he would be hard pressed to leave his cave should the need ever arise. His incredible bulk is intimidating, but his buoyancy allows him to move freely about the cave itself. Despite his search for peace, he can become violent if disturbed during an important thought. (It is important to note that some of his thoughts require months to completely formulate.) When violent, his size and strength will enable him to dispatch any human or merman group.

Seuistus has developed a strong bond of friendship with Paqurir. The young king

has learned when not to bother the venerable dragon, and when he is open for a long discussion. Whenever Seuistus has a problem he is uncomfortable discussing at court, he will seek out Paqurir and ask his advice. The two have been known to talk for days.

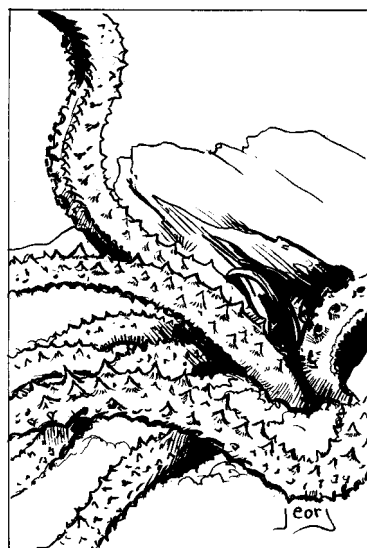
Paqurir's long life has allowed him to live through history. This first hand knowledge and his other research puts his store of facts and data far beyond any simple biped. He has a unique perspective of history and has been able to avoid the bending caused by interpretation. He has also spent years in discussions with the greatest merman minds and understands their discoveries as though they were his own. His continued search for knowledge makes him open to discussions with others as long as they are courteous and do not disturb him.

Paqurir has pearly, green scales that cover his entire body. His ivory fangs are the size of spears, and his talons the size of swords. His length is so incredible that he cannot be seen all at once. He curls and coils throughout his lair and often meets his own tail.

Paqurir has learned a fair degree of magic in his long life, but he prefers "true" science. Philosophy is his forte, but he believes in having a deep understanding of all disciplines. This makes him a living encyclopedia. He is also fluent in many languages. Paqurir's dislike of interruptions makes him surly at first, but he will quickly warm up to a witty visitor.

Paqurir is a specific dragon, the last survivor of an ancient breed of aquatic dragons. His extremely long life has passed beyond the classifications of "normal" dragons, and he is not constrained by merely being ancient. His breath weapons consists of scalding steam breath (much like a dragon turtle's) and a sonic attack (similar to the platinum dragon's). He is capable of breathing scalding steam three times each day but can only breathe a sonic vibration once a day. He does cast magical spells, and will have three of each level from 1-7 memorized at all times.

HD18, AR -2, HTK144, THACO7, DMG 1-8/1-8/6-48.



Pestigioton "Horny" Squid

Occupation: Hunter

Skills: Great Strength

Motivation: Prey, Territory

Weaknesses: Solitary

The pestigioton squid, also called the horny squid, is a skilled sea predator. Each of its ten arms has the strength of an ogre or a giant. The bizarre thing about these creatures is that they do not have suckers on their tentacles. Instead, each arm is lined with spiked scales resembling rhinoceros horns. These scales, or horns, give the horny squid its name and its devastating attacks. One hit from one of these arms can easily crush a human or merman chest, and an array of ten attacks could beat through a giant sea turtle's shell.

Horny squids hunt large fish and crustaceans. Their tentacles will grasp or bash prey, and then pull the dead or dying creature into their mouth. Horny squids are very slow eaters, a very painful process for their prey if it is still alive. If its prey is dangerous or too quick, the horny squid will use its ink to make an escape.

The predators of which a horny squid must most beware are schools of killer whales or sharks. The squids are solitary hunters, while the whales and some sharks hunt in schools. Together, a school of orcas or sharks can bring down a horny squid.

Some other differences from normal squids are that pestigiotos are up to 40' long and have no chameleon abilities. They are white and brown and have been known to hunt day or night.

HD13, AR1, THACO9, DMG 2-16 (x10)

and the Ugly



Trolaentru Porpoises

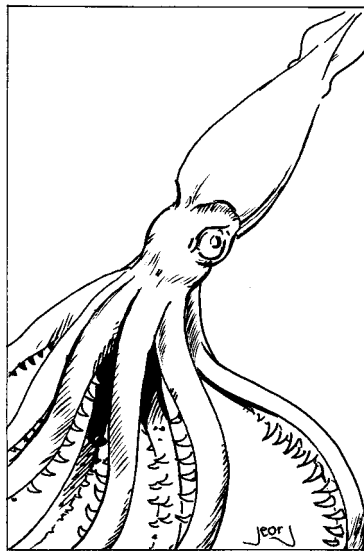
Alignment: (lawful/good)
Occupation: Nomads
Skills: Bardic Songs
Motivation: The Pursuit of Happiness
Weaknesses: Lack of Limbs

Trolaentru porpoises are a strange breed of intelligent dolphin. They live in family groups called tribes and swim the warmer areas of the sea. They are gray in color with some white markings. The only way to distinguish trolaentru porpoises from normal porpoises is to examine their heads. The trolaentru have larger heads, causing a bump to extend along the top of the body.

The trolaentru porpoises have special abilities. Not only do they have a complete language, but they are capable of using bardic song and can cast spells. This ability begins in early adolescence, and they increase their abilities throughout their lives. Even when not spell casting, trolaentru will typically sing as they swim. They are unable to mimic humanoid speech patterns and have therefore had a very difficult time communicating with other races. They have had some success when using magic and hope to gain more ground.

Like other porpoises, the trolaentru are air-breathing mammals, something that causes them to be disliked or even hated by other aquatic life. They have a deep resentment for sharks, and will typically attack a shark on sight. As allies, they can be extremely helpful, and trolaentru porpoises should probably be credited with most of the stories about sailors being saved by dolphins and porpoises.

HD6, AR7, THACO13, DMG jab with nose for 2-8. Special - spell abilities equal to bard level 1-8.



Tucelephoid

Occupation: Monster
Skills: Hunting, Great Strength
Motivation: Hunger
Weaknesses: Soft Head

Tucelephoid is an enormous squid who lives in a cave. He has forty-foot long tentacles and uses these to snare unsuspecting passersby. He is an ugly green-gray color with a mottled hide. He is willing to eat anything that happens his way and has been known to consume schools of fish, sharks, and careless mermen.

The reason that Tucelephoid stays in the cave is that his head is unarmored. His tentacles are horny growths that protect him better than most armor, but his head is vulnerable. By leaving his head inside the cave, no predators can get to it, and he can usually kill a hunter before it gets near his mouth. For those sea serpents, whales and other predators large enough to put him at risk, he simply draws his tentacles into the cave, too. Anything big enough to fight him will be too big to get into the cave after him.

Tucelephoid lives a simple life. He is not a sentient creature, but has been hunting for so many years that he is quite clever at it. Typically, he will bury his tentacles in the silt and wait for something to pass by. As it does, the camouflaged tentacles spring up surprising the prey. Many of the nearby cultures have marked this area as dangerous on their maps and in their legends, but this will not help those who do not understand the signs.

HD12, AR7/3, HTK96, THACO9, DMG 1-6 (x8)/5-20.



Wimsanmaroo

Alignment: (neutral)
Occupation: Witch
Skills: Seer Powers, Medicine
Motivation: Privacy
Weaknesses: Failing Senses

Wimsanmaroo is a hideous old witch who lives near Neasquatila. She was ostracized decades ago due to her repulsive features. Knowing she would never attract a husband, her father tried to get her interested in magic, typically a solitary profession anyway. She took to her schooling immediately and proved herself not only a capable student, but quickly surpassed her masters. Fear of this upstart witch teamed with her looks ensured she would need to leave the city to find peace.

Wimsanmaroo and her father left the city and began living on their own. With infrequent visits to the city, Wimsanmaroo began to acquire more and more knowledge of magic. When her father died, she was able to make a living by selling spells and charms to those that came to visit her. She has also been able to extend her life, so far to twice the normal lifetime for mermaids.

As the most learned witch in the area, Wimsanmaroo finds herself consulted by merfolk from all walks of life. Her love charms and cure alls are well known despite the fact that no one ever admits to going to see her. Payments are usually in food or necessary items, but she has been known to give freebies to those who compliment her looks and are not repulsed. Her desire for new knowledge can also be used to trade for help or advice.

14th level mermaid magic user: S10 I18 W17 D9 C11 Ch3, AR7, HTK26, THACO16, DMG by weapon or spell.

Bait, snare & Bag™

Bait: This is the carrot-on-a-stick or the cheese on the trap. It's what the GM uses to lure the players into the adventure.

Snare: The snare is sprung once the players have taken the bait. This is the part of the adventure that sets events into motion. It's usually some conflict that must be resolved, a challenge players feel compelled to face or the promise of some type of reward.

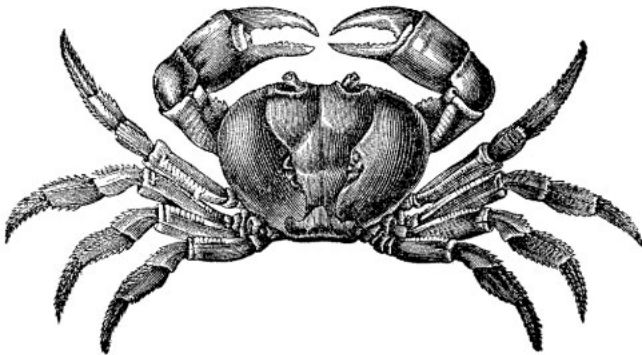
Bag: The Bag is the adventure itself. The players have taken the bait and the trap has been sprung. The bag includes the important details of the adventure.

Introduction to the Sea

Bait: The party receives an invitation to one of the fanciest restaurants in Ehzhimahn.

Snare: After being treated to a magnificent dinner as the special guests of the proprietor, the party is joined by the owner for drinks. The restaurant owner, Shiraki, wants to hire the party to retrieve a special type of crab from the sea floor. This crab it seems has a far better taste than local crabs or lobsters. He will pay them well for each crab and wishes for them to bring back as many as they can.

Bag: The adventure is actually as straight forward as it sounds. The restaurant owner can give them a general idea of where to look and there will be few if any enemies between the characters and their goal. The only catch is that the crab is the size of a hippo and has huge, powerful claws. Not only is the crab a terrible foe worthy of the party, but they always live in mated pairs. While fighting the male, the female will emerge from their sea floor lair to attack from the side or rear. The party should be so battered by the two crabs that they are unable to search for more. Also, the crabs will spoil in one day, greatly reducing the amount of time they have to spend searching for more.



Bait: The party has explored into the sea, but is currently on land.

Snare: The party is minding their own business at their local tavern or restaurant when a dozen fancy dressed guards storm in and surround them. Immediately a nobleman walks in and addresses the characters. He very arrogantly demands that the party go to retrieve the royal jewels that went down in a ship wreck.

Bag: A royal person was traveling by ship. During a particularly violent storm, the ship began to sink. A wizard that had been on board managed to save the royal but not the ship. A portion of the crown jewels was on the ship and went down with the ship and crew.

The party will be well rewarded if they manage to retrieve the jewels. If the party is hesitant about going, the nobleman should have the ability to legally force them, or at least make their lives extremely difficult until they go.

The ship sank in shark infested waters. Other than the sharks, a few barbarians, and maybe a squid or two, this mission should be pretty straight forward.

Bait: The party is back above the waves. It is assumed they are in or near a major trading city.

Snare: A warrior priest approaches the party. It is obvious that he is trying to be polite, but he is a man of pride and confidence. He tells the party that a sacred sword has been stolen from his temple (Prince of Turmoil). The thief was a spell casting merman that put the guards to sleep. The party is the only local group capable of going after the thief. The temple will offer a high reward for the recovery of the sword.

Bag: The merman that stole the sword is part of a radical faction of Ambomorphsys followers. They believe that a holy war is inevitable between the land and the sea races. They want to force the issue now because they feel that the sea races are in a better condition to win the war now. In support of this, they gathered some magic items from shipwrecks and sent one of their own to make the first strike. A minor merman spell caster was sent to steal a major religious artifact from one of the land temples.

The stolen sword is made of silver and gold and is encrusted with gems. It is used in the Dance of Blades (See *Kingdoms of Kalamar Volume II: Mythos of the Divine and Worldly* p. 49) and other celebrations and has been blessed and dedicated to their god. A sword of this style was of obvious value to the mermen, and has caused the desired reaction from the land dwellers.

The undersea religious faction has a strong base situated in a cavern system west of Neaesquatila. They have strong warriors and priests along with some minor mages and pets. They expect a party of surface dwellers to come after the sword, but they are hoping the party will attack the merman city. They have protected their base with mundane and magical traps and are fully prepared to repel any attacks.

If the party goes to the merman city and demands the return of the sword, they could easily start a riot with their accusations. If they ask the mermen for help, some might be convinced to tell the party about the renegades. The attack is their style, and most merman leaders would recognize it. Support for the party against the thieves will be mixed at best, and it may be a good idea for the party not to announce their intentions.

Bait: The party is met on their way into Neaesquatila. They were spotted on their way there by a long range scout, who in turn informed a supply officer who had been looking for them. The supply officer will want to talk to them before they get to the city.

Snare: The supply officer is with the military and has been instructed to assemble a party to go into the deepest parts of the sea and retrieve giant clam shells. These shells will then be used

for shields by the infantry. The officer is afraid of going into such dangerous waters with only regular army soldiers. He has budgeted properly and has some money left over to hire the party.

Bag: The supply officer will tell the party as much as he knows. He has a fixed amount of money, but is willing to give it all to them. The expedition will also include some draft rays and a couple of armorers. They will encounter the standard barbarians, sharks, eels, and other typical encounters. He wanted to meet the party outside the city, because he was afraid that something would go wrong if they entered the city first (his superiors would kill the deal, the party would take another mission, and so on).

Bait: The party is passing beneath the waves, either on a mission or on their way to the city.

Snare: They come upon a young mermaid being attacked by a shark. Just as they arrive, the shark bites her arm off.

Bag: The party could leave the girl to her fate, or become involved. The shark is not particularly large, but is dangerous. Not only must they drive away the beast, they must save the girl from bleeding to death. Without a healer or at least someone skilled in first aid, the girl will probably die before they can get help.

The girl is the daughter of a minor merchant. She went for a swim with her young suitor who now lies dead at the tip of her tail. Though he tried to protect her from the shark, it proved far more deadly than he. The merchant may reward the party for the return of his daughter, but will more likely be looking for someone to blame for the maid's lost arm. With the suitor dead, he may turn his anger on the party.

Bait: A magical battle that occurred between two ships ended when one of the ships was completely encased in magical ice.

Snare: Icebergs are understood by the mermen, but the local climate prevents them from ever coming near their city. The mermen are very concerned about the oddity, and suggest that the party go investigate.

Bag: While exploring the surface of the iceberg, they will see that there is a dark spot at the middle. This is the ship. It is emanating cold, and has caused the water near it to form the iceberg. The ice furthest from the ship (external) will be normal and can be chipped away. As the party mines their way in, the unnatural cold will begin to affect them. They could probably free the ship with proper use of nullifying magic, and will then have a very nice ship and some of the magical research and trinkets kept by the losing captain.

This could easily be a challenging "no-combat" mission, or the GM could add some dangerous sea creatures in, on or around the iceberg.

Bait: The party is sailing around in their new ship that they freed from the iceberg.

Snare: A larger, ominous ship is spotted on the horizon, and it is closing on the party.

Bag: The same sorcerer that put the ship in the iceberg has heard that it is sailing again and has come to renew his attacks on his arch-enemy. He has no idea that the party has taken over the ship, but does not care. He wants the magical research kept on the ship and will stop at nothing to get it.

The attacking mage has captured an air elemental and is using the creature to power his sails. With this bonus, it will be almost impossible for the party to outrun their attacker. They could agree to surrender the ship, but then they would not be adventurers. If they manage to defeat the predator, they will gain his magical trinkets and research as well. One note, upon the death of the mage, the air

elemental will be freed and will take out its anger on anyone within range. This includes any ships, which it will attempt to destroy.

Bait: The party is moving through the sea. Their destination or purpose are relatively unimportant.

Snare: As the party travels, they will notice a disturbance ahead. A wounded dolphin is trying to escape from three sharks. The blood seeping from the dolphin's wounds could attract more sharks to the scene.

Bag: The sharks are small to moderate size, but with the wounds already dealt to the dolphin, he is not strong enough to fight them off, nor escape. If the party does not step in to save the dolphin, it will be torn to shreds in the very near future.

Successfully defending the dolphin will earn his gratitude. Although he is a normal dolphin, he will follow the party and attempt to help them whenever he can. This could prove useful or could endanger the party, depending upon the situation. If he loses the party, he will swim away, but will keep an eye out for his benefactors.

Bait: The characters are in one of the port cities along Whimdol Bay. They are relaxing or training.

Snare: A herald from one of the noble families seeks the party out in their inn or rooms. He has been told to summon the party to his lord's house in the most fashionable district in the city. Upon arrival at the noble house, the party is quickly ushered into an upstairs bedroom. There they find the lord, three of his sons, and a herbalist of some sort. A fourth son is lying in the bed covered in sweat.

The lord will turn to the party. He is obviously distraught, but able to communicate the situation. He will offer the party a sizable reward if they can retrieve a fish of the same type that poisoned his son. The herbalist will explain better, and the oldest son will actually handle the finances.

Bag: The youngest son of the lord was walking along the beach when he happened to step on a spiny fish. He kicked the thing away in his anger and pain and quickly came home to have it looked at. By the time he got home, the poison had entered his blood stream and began to kill him. The herbalist was called in, but cannot save the boy's life without some of the poison from which to make an antidote. (The poison has so far resisted magical curing.)

The spiny fish is rare and of course can only be found in the most dangerous areas of the region. The party will have to brave killer squid and poisonous fish to find the exact type that poisoned the young nobleman. The herbalist believes he can keep the boy alive for only a few days, so the party must hurry.

The lord is distraught, but intelligent. He has no head for business, so he has assigned his oldest son to handle the payment and negotiations with the party. Unlike his father, the young man is a savant with numbers and a born salesman. The party will not be taking advantage of this saddened noble and his inexperienced son. In fact, the tables may easily turn on them if they get greedy.

Bait: Within a few days of the last mission. The characters have begun to return their lives to normal.

Snare: The herbalist that cared for the nobleman's son comes to see the party. He offers to take them out for a drink to discuss a business opportunity that he has come up with.

Bag: After thoroughly examining the poison that the characters returned with, the herbalist feels they may have a marketable poison.

If it was able to almost kill a healthy adolescent despite immediate medical attention, just think what it could do if it were properly distilled. If the party will just go and get a whole bunch of the fish, he will distill a powerful poison out of it and cut them in on the profits.

Depending on local law, anyone participating in this mission could be treading into dangerous territory both physically and morally. Not only would they have to go back through all the perils they just faced, now they have to drag a large number of the fish with them (risking poisoning themselves the whole way). This mission has no urgency, and the party could choose to do it months from now if that is how it best fits into their schedule.

Bait: The party is back on land and in a port city.

Snare: A local naval officer comes to the party to enlist their aid. Sharks are swarming into the harbor, making it very difficult and dangerous for the small boats. Harpooners have managed to kill some of the sharks, but the dead sharks have only served to further the frenzy. The navy will pay the party handsomely if they can go underwater and stop whatever is causing the shark attacks.

Bag: A cult of barbarians is behind the attacks. They worship the shark gods and fear the ships from the surface. In an effort to rid themselves of the cursed ships, they have lured a great number of sharks into the harbor using blood. Once the sharks are there, they release great quantities of blood and cause a feeding frenzy. They have done this every morning, just before dawn, for the last four days. By noon the frenzy has almost completely died down, but the best hours of fishing have already gone. In addition, the high concentration of sharks has decreased the local fish population.

The navy can give the party information about the symptoms, but that is all. The party will have to go down into the water and find the evil cult. With the cult gone, the sharks will quickly dissipate.

Bait: The party is in a port city or traveling by boat. They could be on their way to a mission or between missions.

Snare: A well built, dark haired man comes over to the party and introduces himself as Whorton. He is a sea captain in need of something the party may be able to get for him: a sea serpent hide. He has a wizard waiting to enchant the hide and make it into a suit of water breathing armor. He will pay the party handsomely if they will retrieve the valuable skin. Size is unimportant as long as he will be able to get a suit of armor out of it for himself.

Bag: This captain is actually a pirate. He does have a wizard waiting, but the wizard plans to cast a disguise spell on the armor as well as water breathing. This will allow the pirate to enter Neaesquatila

disguised as one of their generals. The two men plan to cause all sorts of trouble with this armor, but they must have a sea serpent's hide for it.

Bait: The party is traveling beneath the waves. They can either be on their way to Neaesquatila or on their way to a mission. (This scenario could even be played by a group currently aboard a ship.)

Snare: The party happens upon a sperm whale locked in combat with a gigantic (100') squid. The whale is smaller than the squid and appears to be losing. The party can decide whether or not they want to get involved.

Bag: The whale snapped at the squid's head before it realized the size of its foe. The squid will soon defeat the whale and go looking for something else to sate its appetite. The party would do well to help the sperm whale win the fight, otherwise they will be the squid's next target. They will be happy to know that the monstrous squid did take some damage from its battle with the whale.

Bait: The party is in a port city. They are hanging around the docks when a cry goes up. Someone at the end of a pier has a spyglass and has spotted a major battle going on less than a half mile from shore.

Snare: A ship coming into port was attacked by a giant squid. The ship tried to make it in, but the squid killed the helmsman. The ship is out of control and veering towards the shore instead of the docks. Not only that, but if no one helps the boat, the squid will grab all of the sailors from the boat.

Bag: The squid usually does not hunt this close to shore, but it grabbed onto this ship and rode it in. It is simply hunting, and it could be fairly easy to drive it off. It has already fed on several crew members and is not as desperate to feed as it was. This could be a great advertisement for the party, because everyone on shore will be watching. The party could of course ignore the whole situation.

Bait: The party is in Neaesquatila. Three long range scouts that have been assigned to different areas are all coming in at top speed.

Snare: An enormous sea serpent has been spotted coming towards the city. The army is mobilizing, and the civilians are evacuating.

Bag: The sea serpent is actually a prehistoric creature of incredible size. It has been swimming for quite a while and is very hungry. It has a head like a crocodile, an elongated neck, a bloated hippo-like body, and a long thick tail. It will attempt to devour as many mer-men as it can, before it swims on. The military is simply not prepared to battle a creature such as this, but they may be useful if prop-



erly directed by the adventurers. The creature is truly massive. As it is only looking for a meal, it will not battle to the death. Failure in this mission could destroy a very large portion of the city.

Bait: The party is on land. They can be anywhere, as the expedition will specifically seek them out.

Snare: An old dwarf approaches the party. He is a fairly sinister looking fellow; he is missing a few teeth and has a gray, sloppy beard. He asks the characters what they know about the sea, and what they know about the whales' graveyard. They may have heard the old legends of a whales' graveyard, but they certainly do not believe them. The dwarf insists they are true, and he knows how to find them.

Bag: The dwarf already has convinced a disreputable captain and crew to help him on this voyage. He believes he will need the party to explore once they get to the spot. The dwarf himself is a very honest and hard working scholar, he just looks sinister. The captain and crew both look and are evil. They plan to accompany the old dwarf to the graveyard and then pitch him over the side. They have the same opinion of the party.

Surprisingly enough, the whales' graveyard exists. Why it exists may not be apparent, but there certainly will be a large number of whale carcasses. To get there, the ship will have to survive a sea serpent attack, ice flows and icebergs, vicious walrus attacks, erupting volcanoes, and several other hair-raising adventures. Once they get there, the party will have to travel through a water filled tunnel to get inside a huge mountain of ice. It is at the end of this tunnel that they will find the graveyard. It is an enormous cavern filled with the mummified remains of whales of all kinds. The dwarf is looking for scientific knowledge as well as profit from whale bone, ambergris, and spermaceti. After they find the graveyard, the party will also have to contend with the traitorous crew as well as escape the erupting volcanoes and now enraged whales. Good luck on this extended adventure.

Neaesquatila

Bait: The party is in Neaesquatila when disturbing news starts to spread. The people are beginning to panic by the time that the party actually hears what is going on.

Snare: Legend tells that the pathway to hell is guarded by an enormous rainbow-hued clam. Just such a clam has been found not too far from the city. Every able-bodied warrior is going out to investigate.

Bag: The clam was actually colored by a charlatan from another merman city. He has prepared the clam to deceive the people of the city. As soon as he gathers a big enough crowd, he will begin to give the big speech. His trick is to make them believe that only he can banish the hell clam. He will boast that, in fact, he has been chasing the entrance to hell for years, and it has been trying to elude him. Now that he has tracked it down, he plans to eliminate it altogether.

Bishop Ralaotron has come out with a large group of followers. He is terrified that the legends are coming true, and this forebodes the end of all life. He is so scared that he is not thinking clearly. He has been completely duped and is willing to pay any price to have the hell clam destroyed. If the party can prove that the hell clam and the charlatan are fakes, they will earn the respect of the citizens. Of course if they succeed, they may alienate Bishop Ralaotron by making him look like a fool and solidify his resolve even more regarding his belief in the evils of the surface dwellers.

Bait: The party is swimming the streets of Neaesquatila minding their own business.

Snare: A mob of angry, religious fanatics comes storming down the street directly from one of Seruvi the Purger's sermons. They are convinced that any surface dwellers are only there to destroy Neaesquatila. They will either spot the party or intentionally go looking for them. This is not a mission that the party can choose, it is one that is being forced upon them.

Bag: The party would be much better served to avoid the mob. While they could slaughter individual members of the mob with little difficulty, the sheer numbers could overwhelm them. Any civilians that are hurt in this brawl will be considered martyrs and held up as proof that the surface dwellers intend to harm merfolk.

Bait: The party is in Neaesquatila and looking for money and/or acceptance.

Snare: A minor merchant approaches the party with an offer. He will trade them pearls for luminescent fish. Pretty, luminous fish are popular pets in the city, and he could make a healthy profit on them. Unfortunately, they live in the deepest, darkest parts of the sea. He can tell the party where to look, but he is afraid to go.

Bag: This is another straight-forward mission. The region is slightly dangerous, and the party can expect to meet sea predators on the way. The luminous fish will be obvious, though the party will have to have come prepared to capture, not kill.

Bait: The party arrives at Neaesquatila after being away for at least two weeks.

Snare: General Frethrear comes looking for the party along with four soldiers. Dangerous amounts of debris are starting to fall on the western areas of the city. The General insists that the party race to the surface and put a stop to whatever is causing this problem.

Bag: A major sea battle is occurring on the sea's surface. Three large warships are battling six smaller ships. The smaller ships are smugglers attempting to bring various illegal cargoes into Ehzhimahn. The warships were alerted to the smugglers' plans and came out to greet them.

The warships have brought a druid with them. This spell caster hid them with a fog cloud so the smugglers would not be prepared for them. Immediately upon emerging from the cloud, the warships began their attack. The initial debris was several of the smugglers throwing the contraband over the side. Their hope was that if they were caught, there would be no evidence to convict them. Unfortunately, the warships are not slowing down to investigate who is carrying what.

The warship captains are determined not to let smugglers escape. The smugglers will be happy to flee the site if they could get far enough away from the warships, but the druid is controlling the winds and preventing that. The battle is taking place over a large area and the ships are all trying to outmaneuver each other. If the party is able to recognize the druid for what he is and remove him from the battle, the smugglers will probably be able to escape, thus ending the battle. The longer the party takes, the more debris (now in the form of pieces of the smugglers' ships) will fall on the city.

Bait: The characters are visiting with some mermen who know them.

Snare: A distraught merman races up to the party. He sobs out his horrible story of how his daughter was stolen from the water by an evil net. He looked up and saw his daughter hauled into a ship which then quickly sped away towards the land.

The merman begs the party to go up onto the land and bring his daughter back to him.

Behind the distraught father, a crowd has begun to gather. Murmurs within the crowd are blaming all surface dwellers for the kidnapping and discussing holding the party in an effort to later make an exchange.

Bag: First, the party must get away from the crowd before they become a lynch mob. Hopefully this will not be too difficult, but it will probably force the party to accept the mission before they normally would just to get out of there.

The mermaid was taken by a less than reputable side show owner to be the star attraction in his traveling freak show. He specifically chartered the ship to find a mermaid and bring her in. He will tour the local area and then move on in search of new audiences. This should give the party a legitimate amount of time to find him while he is still in the area.

The side show is advertising the new star and should easily attract the attention of the party. They will have to liberate the mermaid from her captors and get her back to the sea without having her suffocate in the air. The side show has the typical roustabouts and several other "freaks" to make this more difficult.

Bait: A merman (probably Hughneno) seeks out the party wherever they are.

Snare: An army of skeletons have been seen marching towards Neaesquatila. Long range scouts detected their movements, but they are afraid their piercing weapons will not be enough to stop the horde. The mermen will pay the party handsomely if they can stop the hideous invasion. The party cannot tell anyone, if word of this danger got out, the panic could endanger the civilians.

Bag: A land bound necromancer has built an army of skeletons to attack the underwater city. He is convinced that his god (the Harvester of Souls) is disgusted with the Ambomorphys and his followers. Only death can appease the necromancer's god, and that is just what the skeletons are expected to deal.

The mermen do not want to panic their civilians or allow people to believe that a war has begun. The party's intervention will prevent this. While there will be more skeletons than the party could normally handle, there are not enough to conquer the entire city. The characters will have to come up with some clever plans if they wish to defeat the macabre army before it reaches its destination.

Bait: The party is in Neaesquatila and hears news of a strange death. Curious, they ask around about the news.

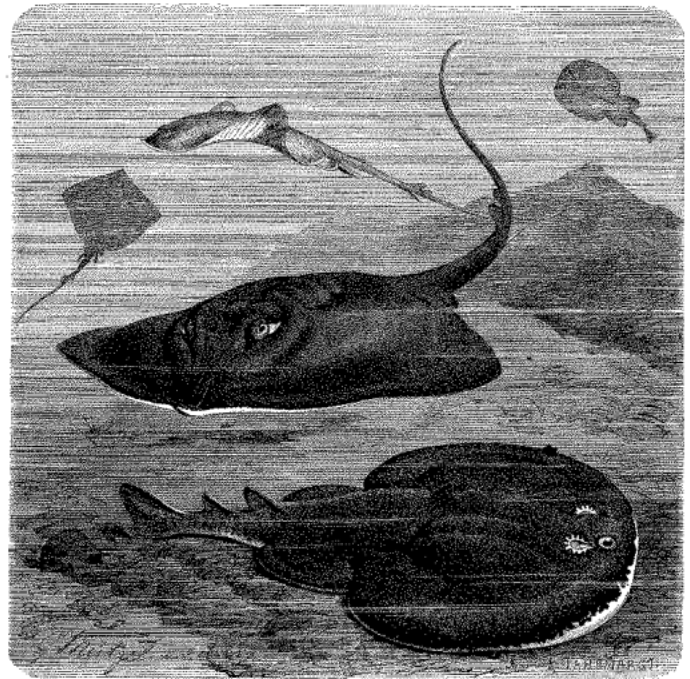
Snare: A sea anemone gardener has been stricken with a strange illness. Since he has come in contact with nothing but his anemone "flower" beds, most people believe that there must be something poisonous about his anemones. Currently, herbalists are investigating the cultivated anemones searching for toxins.

Bag: The gardener was not struck ill by his flowers. He was bitten by a tiny fish that carries a dangerous bacteria. The fish happens to hide in anemones and is only barely above microscopic. In the rest of the sea, these tiny fish are gobbled up by rabbit sharks, but in Neaesquatila, rabbit sharks are driven off.

The disease will spread, and while not deadly, could easily cause a panic. Unless someone figures out what is really going on, people will start ripping anemones out and get bitten while doing so. There is no known cure, and anyone stricken will take three weeks to recover.

Bait: The party is in Neaesquatila. They are not currently involved in a mission.

Snare: A merman approaches the party. It is obvious that he is with the military, but his function and rank are unfamiliar. He comes right to the point. He will tell the party that his superiors wish to hire them to capture an enormous ray that has been spotted in the deeper waters east of the city. They will pay the party well if the ray is returned unharmed.



Bag: The military man addressing the party is a ray trainer. The huge ray was spotted by a long distance scout returning to report. Due to its incredible size, the military believes that they can use it to move as many as twenty mermen. This could give the military a mobility that they have never been able to muster.

The mission is relatively straight-forward. The party will need to find a way to subdue the enormous beast without causing any noticeable damage. While the beast itself is basically non-aggressive, the sting rays that live near it are nasty. Both species of ray co-exist peacefully, but are easily disturbed. The giant ray will flee combat, while the sting rays will attack any strange creature (the party) trespassing in their hunting grounds.

Bait: The party is currently between missions and is in Neaesquatila.

Snare: The party is contacted by a minor servant of the King. This page asks the party to come to the palace through a servants' entrance (close to the bottom) and wait for an "important person" in a small room. The servant is wearing the uniform of a royal page.

Bag: King Seuistus wishes to ask a favor of the party, but he is afraid that public contact between himself and the party could cause him problems with Lady Trolla or High Priest Ralaotron. (Sneaking the party in will cause exactly these kind of suspicions, but that is another matter.)

The King's friend, Paqurir Xastrasx, is having some trouble. A pack of dragon sharks has been harassing him lately. They swim in, bite him near the tail and then flee. If he tries to come after them, several more wait in ambush to deal a few more bites. They have been harassing him for two days, and he has begun to retaliate with his steam breath. His extreme use of steam has been affecting the

environment and scaring locals (both mermen and fish).

The King wants the party to kill or drive off the dragon sharks. He would prefer them dead, but he is a little uncomfortable asking the party to kill them. He wants his friend to be left alone and he wants Paquirir to stop upsetting the locals.

Bait: The party is approached by a land or sea merchant. They could be in any trade center above or below the waves.

Snare: The person contacting the party will explain that trade between surface and aquatic races has begun. The merchant will really lay it on thick about how this trade is good for bringing the two races together. Unfortunately, the frequent use of the same paths has left the caravans open to attack. Some rude sahuagin have taken it upon themselves to interfere with this wonderful agreement between the two peoples.

Bag: The party will be well rewarded for defeating the Sahuagin and retrieving the lost goods. Some of the things left out by the merchant(s) is that these barbarians are head hunters. They enjoy hunting other races and decorating their homes with the skulls. They are seasoned warriors and will put up quite a fight. Fortunately for the merchants, the head hunters have little concern for the merchandise and it can all be found laying around their camp.

Bait: A long range scout comes to the party when they are in or on their way to the merman city. He wants them to help him test a potion of air breathing.

Snare: The long range scout has very little to offer to the party, but will try to win them over. He was picked to test the potion on the land and is terrified of what he may find. His best offer will probably be some kind of exchange: If the party scouts the land for him, he will scout the sea for them at a later time.

Bag: Despite the scout's desire to have the party help him, Lundtriem, the wizard that developed the potion, will become enraged if he finds that surface dwellers have been allowed to know about the "secret". Lundtriem believes that all surface dwellers are evil and including them in this venture will curse it. Not only that, it is a leak of information to the enemy. The party must contend with Lundtriem and the dangers that the clumsy merman will encounter on land.

Bait: A young merman scholar bursts into where the party is staying and begs them for help. He wants them to follow him, stating he will explain along the way.

Snare: If the party will follow him, he will tell them of his master, Veenour. Veenour has long been researching new species, and recently had some great success. He was able to create a squid with the same intelligence as a merman. The only problem was that this squid was far stronger than Veenour. The squid is now holding him against his will and demanding that Veenour make more intelligent squids.

Bag: The squid at first wanted a mate, but it is now wondering if it could take over the city with enough others of his kind. It is a strong and cunning opponent. It will be able to camouflage itself in the lab and will try to escape and cause confusion. If the party is unable to capture or kill the squid, it will escape and continue to cause trouble for Veenour. If the party does not succeed, the army will move in to stop this monster and wind up killing it and Veenour.

Bait: The party is in Neaesquatila, but they are on their way back to Ehzhimahn.

Snare: A scholarly merman (one of Lundtriem's students) seeks out the party to enlist its aid. He needs glass tubing and equipment for an alchemy lab, but he can only get the glass from Ehzhimahn. He is willing to describe exactly what he needs and give the party a small fortune in pearls for their services. The glass consists of tubes over six feet long as well as some heavier items and some other extremely fragile pieces.

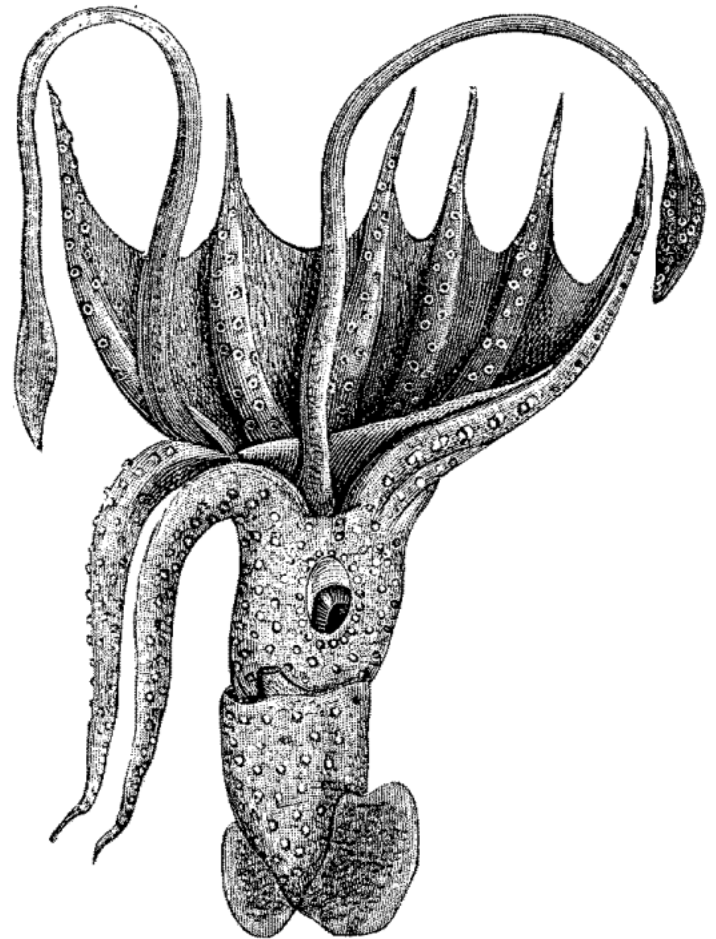
Bag: Of course, this is a matter of some pearls now, more upon completion. After the characters haggle with the glass blowers to make the products, they then have to transport it. One simple fight during the trip from Ehzhimahn to Neaesquatila might be enough to reduce the bulky glass tubing to shards.

Each time the party tries to bring the glass, they will have a minor encounter where the glass might be damaged. They will need to devise a way of moving the glass without allowing it to be broken, if they wish to earn their money. Also, the broken glass should severely cut their profits.

Bait: The characters are in a seaweed restaurant in Neaesquatila. They have never been in this place before, and do not recognize any of the other patrons.

Snare: Two mermen bump while passing. The larger of the two mermen becomes extremely offended by the insult. After yelling at the other for being so careless, he pushes the smaller merman into the characters' table.

Bag: The larger merman is here specifically to pick a fight with the smaller merman and break his jaw. The smaller merman is a poet and is scheduled to complete in the king's poetry contest next week.



His competitors would prefer he was not able to compete.

The larger merman will immediately attack the smaller merman, right at the party's feet. He will jab at the merman's face, hoping to cause some real damage. If the party does not intervene at the beginning, the poet will suffer a broken jaw. If they do decide to help, they may protect the poet from future attacks, and possibly even recite his poetry before the king if the attackers are successful.

Bait: A little girl has fallen into Aelieora's Void. Everyone gathers to watch.

Snare: The adventurers are probably the only people gathered with experience in climbing. The mermen do not know how to climb into the Void and then get back out without swimming (a very dangerous prospect). The little girl has caught onto an outcropping of rock, but she will not be able to hold on for long.

Bag: The party must devise a way to rappel into the void and still be able to climb out again with the little girl. It is too far and too hard to swim without tiring. Success will make them heroes for a short time. Failure could get them blamed for the whole incident.

Bait: A young merman is fighting with some older adolescent mermen. The party happens to hear the commotion.

Snare: The younger merboy will be beaten by the older merboys unless the party assists him in scaring off the bullies.

Bag: The younger merboy is defending his sister, a split-tail who is hiding behind a nearby building. The older merboys were taunting her, and her brother came to her rescue. Their parents are embarrassed about their daughter and will not appreciate the party bringing any more attention to their family.

Bait: A large number of scavenger fish have been spotted in and around the Neaesquatila. They spread disease and are rather unpleasant to have around. Reports of a huge shark have caused some alarm, but the military is not responding to the "wild stories".

Snare: Local citizens will ask the party to help rid them of these horrible scavengers. They may offer some pearls or other minor payment, but not much.

Bag: A huge shark is indeed swimming through the area, and the scavengers are part of her retinue. She is very old, and has grown to incredible proportions. She migrates around the globe every five years, and is simply continuing on her way. If the party engages her in combat, she will fight hard, but attempt to escape. The party should simply drive her off. If they kill her, the scavengers will have no reason to move on, and will stay in the city. If she is driven off, the scavengers will follow her in her voyage.

Bait: Many rays are being found dead, including some domesticated ones. Their tails have been cut off, and they have been mutilated in others ways as well.

Snare: A ray shepherd has seen surface dwellers come into the water and spear the rays. They then drag them up onto the land (or ships) and mutilate them. Since they are surface dwellers, the party is asked to look into the problem and stop the slaughter of such valuable livestock.

Bag: The poachers are collecting ray tails as souvenirs in Ehzhimahn. They claim the tails have magical properties and are making a lot of money. They are relatively simple bandits, but the ray tail scheme is making them wealthy (and well equipped).

Bait: The characters are on their way back to Neaesquatila.

Snare: As the characters are moving toward the city, a huge school of sharks appears from their right. They appear to be heading straight for the party. As the party looks around for somewhere to hide, they spot another horde coming at them from their left. This group seems to consist of rays, eels and barracudas.

Bag: A barbarian beastmaster magically summoned all the sharks in the region and sent them to attack the city. Veenour summoned all the eels, rays and barracudas he could and sent them to meet the shark attack. The characters just happen to get caught in the middle.

Neither group is in control of their actions. They have been told to attack and will strike out at anything in their path, including the adventurers. Since the sharks are heading for the city, they will basically follow the party, while the rays, eels and barracuda are attempting to meet the sharks. Due to the immense size of both groups, it will be very difficult for the party to completely avoid the confrontation.

Bait: Immediately after the last encounter.

Snare: The party turns to look back at the battle they have just escaped. As they do, they see a group of five mermaids near the center of the conflict. They are attempting to hide in a hole, but the battle is enveloping them.

Bag: The mermaids are pearl divers caught by the conflict just as the party was. They must decide if they can save the mermaids, or if they will let them be torn apart by the enraged creatures. Hopefully the party will take pity on the innocents and attempt to save them from their peril. If not, the mermaids will be killed.

Bait: The party is contacted by a merman sheriff. They could be on land or at Neaesquatila.

Snare: The sheriff asks the party for help. One of the more adventurous merlads went to a nearby mountain range to explore. On a dare, he entered one of the many caves, and was trapped by the strange and chaotic currents in the region. When he tried to swim out, he was pushed back in and broke his tail bone. The mermen need the party since they are more heavily armored and more familiar with climbing as opposed to swimming.

Bag: There does not need to be any dangerous monsters to fight on this mission. Skilled team-work will be necessary to enter the cave and free the boy. The currents will try to batter the characters against the mountainside. They will need to climb the mountain and then formulate a plan for moving the injured boy. Their pay may not be high for this mission, but they will be received as heroes by the majority of the merfolk.

Bait: The characters are in Neaesquatila and are offered a delicacy, porpoise. Just before the characters accept, six dolphins swim in.

Snare: The dolphins begin to make loud squawking noises and appear hostile.

Bag: The dolphins are actually a tribe of trolaentru porpoises. One of their younger members was caught in a merman fishing trap. Since the nets are not checked more than once a day, the young porpoise drowned. The tribe had been searching for him and gathered that the mermen had been responsible for his death. They have come for revenge and to scare the mermen out of the area.

The trolaentru are actually screaming and cursing at the mermen. Upon entering they saw the remains of their family member on a plate and understood. They are enraged and will soon begin a heavy magical assault on the mermen and their land-based allies. If the

party tries to communicate, the trolaentru will have one of their members cast a spell allowing language understanding. The mermen consider the porpoises and dolphins to be thieves and scavengers, and will therefore rush to go for help or to escape.

There are eight more porpoises outside, but they will enter when battle breaks out. The now fourteen spell casting combatants should be extremely formidable foes for the adventurers and the non-combatant mermen around them. The trolaentru are faster swimmers than the mermen and will be able to flee if any reinforcements come. If the party is unable to mediate the current situation, a war will begin between the two races. The mermen are far more plentiful, but the trolaentru are vicious and determined terrorists.

Deep Stalkers

Bait: The party stayed overnight or just recently returned to Neaesquatila.

Snare: The city is alive with activity early in the morning. On and above the eastern edge of the city's mesa, a huge crowd has gathered. Military personnel and sentries are in abundance and one calls the party over.

"We've got a dead whale down there," he explains. "No one's really sure what to do. Do you have any ideas on how we can clear the carcass out of here?"

The whale crashed into the side of the mesa during the night. It took until dawn to escalate the situation through the higher levels of command because no one wanted to awaken their commander. No one has investigated the body, or even gone near it.

Bag: The whale was killed by the deep stalkers. Six of the creatures attached themselves to the whale's underbelly and began to eat their way in. The whale was strong and tried to swim away from this unseen menace. It made it as far as the city before it perished.

The whale sank to the floor belly down, trapping the deep stalkers inside. They have been working to free themselves and will be just about out by the time the party comes down to investigate. From the top or the sides, it will be impossible to see what killed the whale. It will not be until the deep stalkers burst forth from the corpse covered in gore that the party will understand what happened. The deep stalkers will see the party as scavengers and will attack to protect their kill. The mermen will see the deep stalkers as mythological beasts and attack out of fear.

For the adventurers, this is very good introduction to the deep

stalkers. The image of bloody deep stalkers crawling out of the whale's corpse is likely one that will stick in the players' minds every time they encounter the creatures. Even after the party defeats the deep stalkers, they still have to get rid of the whale.

Bait: The adventurers are back on land in Ehzhimahn. They are relaxing in a wharf bar or restaurant.

Snare: A ship comes into port, and a sailor leaps off screaming. Everyone on the wharf hears and comes out to see. The sailor is screaming about monsters in the hold. There do not seem to be any other sailors moving around on the ship.

Bag: Four deep stalkers chewed their way through the bottom of the ship and immediately attacked the crew. The ship was near port and continued to sail despite the lack of crew. The sailor that lived had been asleep in the crow's nest; the only reason he remains alive. Because of his screaming, it has gone relatively unnoticed that the ship slammed into the dock. It has not been tied up nor have the sails been brought down. The ship is slowly sinking.

Because of their dislike of the sun, the deep stalkers have dragged the crew below deck. They are currently feasting, but will be more than happy to battle with anyone disturbing their meal. Anyone getting aboard the ship to investigate will notice blood stains on the deck and bloody streaks (drag marks) leading to the hatches.

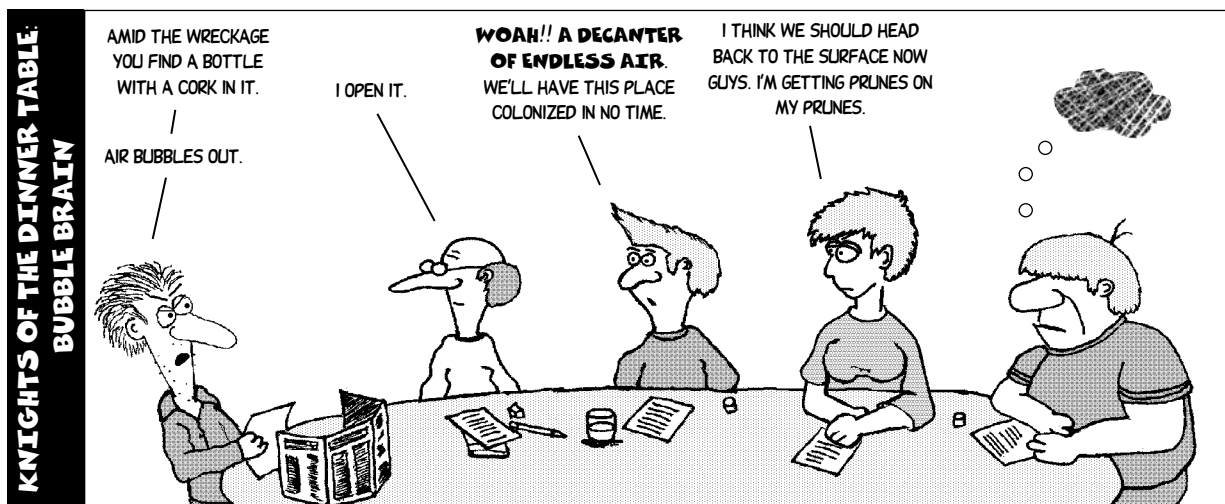
The deep stalkers are from a new colony that has recently been set up in the area. They have not fully explored this area, and this attack was part of their exploration.

Bait: The party visits Neaesquatila. One of the long range scouts invites the party to a darkened alley. He promises that they are in no danger.

Snare: Three long range scouts are waiting for the party. Two of their fellow scouts are missing and did not report in when they were supposed to. The regular army commanders have little concern for the scouts and barely consider them to be part of the army. They have declared the two missing in action, but believe that they will turn up sooner or later.

The scouts wish to ask the party to search for the missing scouts. They have no money to offer, but they can tell the party about a warship that is sitting on the bottom not too far away. The warship has already proved to be magically defended, so the scouts are afraid of it. That also means that it could hold magical treasures.

Bag: The scouts are missing because of a single Deep Stalker. This stalker is the last of his colony. He is a hunter and is out to exact



revenge on anyone he can find. He is killing lone mermen that he finds, but has avoided groups. He has also killed several merfishermen, but this has not gotten back to the mermen officials yet. The party should not have too much trouble finding him, but he is a crafty hunter. He will lead them on a merry chase through several cave systems, ambushing as he goes.

Bait: The last BSB.

Snare: The characters can choose to go after the sunken magical ship if and when they want. It is fairly far from the merman city, and the party may wish to charter their own ship to get there. It has gone down in a region inhabited by killer whales.

Bag: The killer whales will probably leave the party alone, as long as they try to steer clear of them. The other denizens of the sea avoid the area due to the danger from the whales.

The sunken ship is a war ship from a long forgotten magician-run navy. It was equipped with spell casters and magical armaments. The ship has several corpses on it, each laden with magic items. Magical tricks, traps and protections abound. The doors to the holds and cabins, sea chests, and the corpses themselves are all protected from just this sort of robbery. This mission should be far too dangerous for a couple of merman scouts, but offer a good challenge to a careful party of adventurers.

Bait: The party is traveling/swimming underwater. They notice a merchant vessel moving along the sea bottom.

Snare: As the party watches, the ship slowly moves through the silt and over the infrequent rocks and coral. No visible means of movement exist. The boat is about 40' long, and it is lying on its side. Its sails are in tatters, and its trek seems to have battered it beyond repair.

Bag: A Deep Stalker hunter who misjudged the speed of the vessel brought the ship down. It came down a distance from the debris field and is now being dragged by a group of eight drones. These deep stalkers are hidden from view by the sails and the ship itself. Close examination of the ship will reveal them, but will also attract their attention. They will fight to the death to keep this prize.

The ship itself is ruined. A gaping hole in the bottom along with the damage from being dragged/pushed along the sea floor make it unlikely it could be repaired. Inside are 30 corpses. There is no treasure and any cargo that had been in the hold is no longer present.

If the party decides not to attack and only follow at a distance, the deep stalkers will lead them to the colony.

Bait: While the party is staying in Ehzhimahn, a life boat comes into dock.

Snare: The lifeboat escaped from a trading ship that was under attack from deep stalkers. The survivors are barely alive, having been at sea with almost no supplies for six days.

As soon as they recuperate, they will search for help. They will ask the party to retrieve an important object from their ship.

Bag: The ship was transporting a coffer filled with a special metal. This metal was to be smelted with steel to form a supernaturally strong metal for weapon making. This metal is so valuable that the merchants are willing to make a deal. Not only will they give the party a small purse of emeralds, they will inform the party about their champion. The merchants had a bodyguard who stayed behind in an effort to save the metal or at least cover the life boat's retreat. They saw him go down under four stalkers. He was wielding a highly potent magic sword and wearing magic armor. All they

want is the coffer full of the metal (about 30 pounds).

The ship went down on the edge of a deep stalker colony. The ship is currently crawling with stalkers.

Bait: Ashoshanim officials have heard incredible stories of the party's undersea adventures. In need of aid, the officials have asked the party to travel to Ashoshani, but warns them to arrive by way of the town of Miznahn (east of Ashoshani) and travel to Ashoshani by land.

Snare: The money offered attracted the party, but their first meeting may change their mind. The port officials will explain that a group of deep stalkers has been found just outside the port. They want the party to go down there and wipe out the infestation.

Bag: The deep stalkers are part of a new colony that has just started. The young queen has settled in and begun laying eggs. The hunters are out hunting, and many of them are waiting for the easy pickings coming out of the port. The drones are laying out the egg field, but none of the eggs have hatched.

The party will have quite a few deep stalkers to eliminate. The colony is young and not very well established, but there should be more than enough stalkers to overwhelm any party careless enough to simply wade into the colony. Killing the queen will cause the colony to come to an end, but it will not end fast enough for the port authority. Careful planning and well thought out strategy are the only way to win the day.

Bait: Several of the previous deep stalker missions.

Snare: After exploring the site of the deep stalker colony, King Seuistus has declared that the colony is too close to Neaesquatila and is a threat to the safety of the mermen. Because of this, Neaesquatila has declared war on the deep stalkers. Anyone wishing to enlist as a soldier or a mercenary should report.

Bag: Soldiers in the merman army are not actually going to engage the deep stalkers in open combat. Fortunately, practical minds have decided that that would be far too dangerous and result in too much bloodshed. Mercenaries on the other hand will be encouraged to kill as many deep stalkers as they can. A bounty will be placed on each deep stalker.

At first, the bounty will be 5 pearls per dead stalker. [GMs, please adjust this number for your campaigns!] Once the mermen establish that there are indeed two different types of stalkers, the bounty for hunters will remain at 5, while the bounty on drones will fall to 2.

Deep Stalker War Missions:

- Sneak up to the edge of the debris field and gather information.
- Gather several deep stalker eggs and return them to Neaesquatila.
- Ambush stalker hunters as they leave the colony.
- Ambush stalker hunters as they return to the colony.
- Attack the drones in the egg field and then make a run for it.
- Antagonize the hunters at the colony, in an effort to make them follow the party into a trap.

Bait: The merman/deep stalker war.

Snare: The party has been functioning as mercenaries and bounty hunters against the deep stalkers. During this time, the mermen discover that the deep stalkers have a queen, and that her function is to lay all of the eggs.

Bag: The mermen will bring in their best mercenary groups and explain the new bounty strategy. The bounty on drones will fall to one pearl, while the bounty on hunters will fall to 3. However, a

new bounty will be established. To the group who can kill the deep stalker queen, the king will give one of the crown jewels, the Pearl of Realinnewae (the “Dawn Rainbow”). This enormous pearl has a slight pink shade to it and is easily five inches in diameter. Of course this will encourage just about every bounty hunter beneath the waves to race out in hopes of defeating the queen.

Killing the queen will be an extremely difficult task. She is guarded by hundreds of drones and hunters, all of whom would lay down their lives to save her. She is also protected within a cave system that gives the stalker hunters a defensive advantage. It is impossible for a party to boldly battle their way through the number of deep stalkers that will be at the colony. Assuming a party of adventurers was stealthy enough to sneak in and kill the queen, they will still need to escape with proof.

This mission will make legends of whomever manages to accomplish it. It has a far better chance of making corpses of those who attempt it and fail. You should not force the party into taking this mission. If the adventurers decide to continue fighting drones and hunters for the lower bounties, allow them to live a bit longer, if less famous, lives.

Volcano

Bait: The party has been made welcome Neaesquatila and is living in an inn.

Snare: Timaprión comes to the characters in a frantic state. One of the city's largest pearl farms is currently infested with sharks. Not only are the sharks scaring off the harvesters, they are eating the oysters. He begs the party to go and kill the sharks before they destroy the entire bed. He will offer to pay them handsomely in pearls.

Bag: The sharks have moved into the area because of the high sulfur content of their normal hunting grounds. This sulfur is coming from the active underwater volcano that has begun to erupt for the first time since Neaesquatila was built. While the characters will probably not determine the cause of the shark infestation, this volcano will become an active part of their adventuring.

The sharks that have moved into the bed are mostly non-aggressive. Despite this, the characters will probably have to kill them to save the oysters. Extra treasure can be gained by cutting the sharks open and retrieving some of the pearl oysters that they have swallowed.

Bait: Hughmeno has been sent to the hospital. He has been wounded in a strange and completely bizarre way. The party is asked to come see if they can help.

Snare: Hughmeno was swimming around the volcano and was burned by the lava. If one of the party has first aid skills, she or he will recognize the wound as a burn. The local doctors and healers are afraid to treat the wound because they do not know what it is.

Hughmeno tells a very strange story that hopefully will throw the party off the right track. “I was scouting around west of the city when I spotted an odd creature. It seemed to be a giant, and I mean giant, squid. It was black and red, and its tentacle was over 100' long. I didn't think it would see me sneak up on it, but when I touched it, it did this to my hand.”

Bag: The characters will be asked to go see the witch. She has always been a good source of information about such things. Indeed, she will recognize the symptoms, and send the party to retrieve a medicinal plant. The plant will keep the scaring down

and help the burn to heal. While the party may encounter wandering type monsters, this should be more of a role-playing encounter and less of an action oriented one.

Bait: The party is in Neaesquatila for the annual Festival of Change.

Snare: The Festival of Change celebrates the migration of the tuna and other food fish. During this time, the local fishermen bring in enormous loads of fish. The festival helps them to sell their abundance and gives everyone a chance to celebrate.

This year, the fishermen are coming back without their bounteous catches. They went out to the long established migration paths of the tuna, but found none. They are obviously disturbed. The King will offer a rare, round, black pearl to anyone that can save the festival.

Bag: The fishermen have tracked and mapped the migration patterns of the tuna over the past centuries. The tuna always follow the same path, except for this year. The change is due to the volcano and its poisonous exhaust. The party could go out to find where the tuna have gone, but this will bring them into the predator infested waters. There they will encounter all manner of sharks, sea lions, and dragon sharks. Killing these predators will not only work as self-defense, but it will help to keep them from eating all the tuna.

Complicating matters is a matter of a religious omen. A baroque pearl has been found in the shape of a killer whale's head. This omen (interpreted by the High Priest) would indicate that air breathers are going to ruin the fishing in the area. The air breathers are not necessarily the humans or the adventurers. But, if the party does not help, Ralaotron will blame them for the problems.

Bait: By now the party should figure there is something wrong. Hopefully, they have figured out that there is a live volcano. If not, they will be encouraged to go investigate the recent mysterious occurrences.

Snare: An enterprising merman approaches the party. This merman is a weaponsmith for the army and may come with a supply officer or other army officer with whom the party is familiar. He wants the party to lead him to the volcano. His research indicates that the heat coming from the volcano would be enough to melt metal. He plans to attempt forging weapons from scrap steel using the volcano.

Bag: This merman may be enterprising, but he does not understand heat, nor lava. The party will have to protect him from his own ignorance or be boiled alive along with him. Although he is intelligent, he will make some mistakes that will seem obvious to land dwellers. Given enough time and enough advice, he just may come up with a way to smelt metals and forge weapons, but steel will be beyond his ability.

The volcano itself will not have any dangerous creatures near it, but the trip there will be highly dangerous. The fish and other animals in the vicinity will be highly aggravated by the ecological changes and will be easily provoked. Sharks and rays will attack trespassers.

Barbarian Sahuagin

Bait: The party is either preparing to leave either Neaesquatila or Ehzhimahn for the other.

Snare: Captain Efwhilmozh Villdensver rushes into where the

party is staying. Tanta'nepro is close behind him. Effim is very excited, but trying to stay calm. He explains that Cehzillaozh went exploring without a guard. Tanta tried to follow him, but kept a discreet distance. Tanta observed Cehzillaozh ambushed and netted by a group of eight or ten barbarian fishermen. Effim is planning to mount a rescue, but needs some help.

Bag: The rescue effort is even more vital because Cehzillaozh will only have a few hours left on his dose of bubble weed. Effim will be bringing him some more, but needs to get to him before he drowns. He will promise to pay the party from Cehzillaozh's bubble weed profits, but needs the party to come with him right away.

The barbarians holding Cehzillaozh are a simple hunting party. They number less than twenty, and could have a beast master or shaman with them if necessary to challenge the party. They will not have gone too far from where Tanta saw them capture Cehzillaozh. Now that they have caught the land dweller, they do not know what to do with him. While they really do not want him, they will put up a fight to keep him.

Bait: The party has had a seemingly random encounter with some Sahuagin barbarians.

Snare: While looting the barbarians, a mother-of-pearl handled dagger is found. The workmanship is exceptional, but the dagger is not magical. If any of the barbarians survive, they will try to retake the dagger and escape. They will not answer questions about the dagger, even if threatened with death.

Bag: The dagger is a family heirloom of the tribe's chieftain. One of the dead Sahuagin was the chief's son. The ceremonial nature of the dagger and the death of the chief's son will force the chief to send out trackers to look for the weapon. These trackers will be aided by magic, and will follow the party even if they leave the water. Quickly disposing of the dagger and leaving the region may protect the party from the trackers, but they will not stop until they have either recovered the dagger or exacted their revenge on the party. The chief is not foolish enough to send more people if the first group fails, but he will continue to look for his chance to avenge his son and his loss of honor.

Bait: The prehistoric sea serpent that attacked Neaesquatila (or its twin) has now been sighted near a human port city.

Snare: The party is the only group with any experience fighting this creature and will immediately be contacted. The government will practically insist that the party do something to end the menace.

Bag: This time the creature is being controlled by a barbarian Sahuagin. This powerful spell caster is going to try to have the serpent destroy the docks, piers and wharves of the human port, thus crippling their navy. The hope is that once the navy has been destroyed, the fishermen will be able to raid anywhere along the coast. They will also get all the plunder that falls into the sea. Because of the magical control, the creature cannot be frightened, and it will fight to the death. While the Sahuagin would like to have the creature around for quite some time, they will sacrifice it. If anyone enters the water to battle the serpent, they will find the beastmaster along with his personal retinue (a couple of bodyguards and a couple of apprentice spell casters).

Bait: The characters, now on good terms with the mermen, are near the seahorse stables. They had been planning to learn how to ride the seahorses.

Snare: A large, mixed group of sharks comes swimming up and

attacks the seahorses in the stables. The characters will probably be drawn into the melee even if they try to avoid it,

Bag: The sharks were sent by a powerful spell caster among the barbarians. His spells revolve around the control of animals and using magic to obtain their abilities. The characters must first defend themselves and the stables, then they must figure out why the sharks attacked so specifically.

Some clues that the attack was not random would be: 1.) Each of the sharks has a mysterious tattoo. This device is necessary for the spell caster to retain control over the long distances. 2.) The sharks are a mixed group, a group that would never hunt together in nature. 3.) One of the sharks held back from the attack and seemed to be observing. Suddenly, it was consumed in the feeding frenzy and attacked. This shark was acting as the spell caster's eyes. It was through this animal that he knew what was happening and could control the attack.

Once the party knows this was not the work of nature, they can learn more about these types of spell casters from High Priest Ralaotron or Wimsanaroo. From one of these sources they will learn how to track the spell controlling the sharks back to its source using the tattoos.

Bait: The last BSB.

Snare: The party is preparing to find the barbarians shark master and has received advice from Ralaotron or Wimsanaroo.

Bag: The shark master is living in a valley frequented by sharks. He has control over many of them and also maintains Sahuagin guards. If the party hopes to attack and defeat this enemy, they will have to use stealth to get in closer. A frontal assault will find them in the middle of an enormous feeding frenzy while the Sahuagin get away.

The shark master is a powerful adversary on his own. His spells allow him to use the powers of the sharks and various other aquatic life forms. Between him and his creatures, the party will be highly challenged.

Bait: The party has just arrived in Neaesquatila.

Snare: An army scout rushes up to them. Although he is trying to be discrete, his speed makes him stand out. He is trying to get the party to come with him without asking too many questions. Once he has gotten them away from the crowds, he will explain that some merfishermen have been found dead. The army's top people said that land dwellers know a strange magic called "tracking". He wants the party to track the killers. The army will reward them for their help.

Bag: The party will be taken to a sight with three dead mermen. The corpses have been repeatedly stabbed, and the sea floor shows signs of a struggle. The scout (and the two more that are at the site) will explain that these three were merfishermen. They would have been on the sea floor emptying their nets.

Surprisingly enough, the party will be able to track the murderers. They were dragging what appears to be a large sack through the silt. This sack is actually a large net filled with fish. Over a couple of hills, the party will find six barbarian fishermen. They are seated in a circle, eating the fish. Each is watching over his friend's shoulder, so they have a fairly good view of the area. They are armed only with spears, but are fierce warriors. The party and the three scouts should be able to defeat them with little difficulty.

Bait: Now that barbarian activity has been spotted near to the city, the scouts are all out on patrol. The army would also like to hire the party.

Snare: The party's first assignment is to go and explore the eastern reaches, just past a series of small hills and kill any barbarians they find there. Only one scout has been sent to that region, and he has not returned.

Bag: When the party crests the rise of hills, they will look down on an assembly of close to 2,000 Sahuagin. The party must now decide whether their orders are worth dying for, and if they want to go back and warn the mermen.

The Sahuagin (the more advanced nation) are beginning a campaign in this area and would very much like to conquer the mermen and sack their city. This will of course begin a large war.

Bait: The Sahuagin/merman war.

Snare: The party is patrolling/stationed on the eastern side of the city (closest to the Sahuagin camp). Fifty Sahuagin are reported as being within the city and attacking innocent civilians.

Bag: These Sahuagin are acting under their own orders. They have come to the city in hopes of looting a portion of it before the main army attacks. They have moved into a residential area and are hoping to carry off some plunder.

The characters have two things going for them against these fifty warriors. First, the barbarians are motivated by greed. This means that they have not been butchering mermen in the streets, nor are they really ready for a fight. Second, the party will be moving into battle with a dozen mermen soldiers. Not only do they have these allies, but within a few minutes (probably six) three dozen more mermen soldiers will be arriving as reinforcements. If the party cannot win the battle with the help of 48 mermen, the Sahuagin will escape with their loot, severely affecting the morale of the civilians within the city.

Bait: The Sahuagin army is about to attack Neaesquatila.

Snare: Although the party is now a hired mercenary band reporting to the army, they are not trusted by all of the other soldiers, nor by all of the army's officers. The commanders wish to use them, but do not feel it would be appropriate to use them on the front lines.

Bag: The party's assignment, as soon as the Sahuagin attack, is to sneak behind the lines and counter-attack the Sahuagin leaders. This way, their adventuring style can be exploited, and they will not have any problems with the mermen soldiers.

The Sahuagin leaders will have quite a few bodyguards, but no troops. It is against their style to hold troops in reserve, but there will be a large number of leaders, along with sharks and witchdoctors. This should be an extremely bloody battle, with the leaders receiving small numbers of reinforcements all the time (messengers coming back to report)

Simply killing the leaders will not be enough to save Neaesquatila. The party must kill or capture the four-armed leader, and then prove it to the attacking troops. Without such obvious proof, the Sahuagin will continue to attack until they are all dead, or they have taken Neaesquatila. They do not understand surrender but will run if they see their leader is dead. If the party fails in this, the attacking Sahuagin will win the battle and bring about the end of Neaesquatila.

(It is assumed that the Sahuagin have almost 2,000 troops, while the mermen have only 600-800. The mermen will be fighting a defensive battle from within the city, using their crossbows and traps to gain an advantage over the attackers. This technological and positional advantage will not be enough to balance the overwhelming numbers of the Sahuagin.)

Human Undersea City

Bait: The party is in Ehzhimahn. A burglar has recently been gathering fame for his ability to elude the local law.

Snare: The law finally corners the burglar at the end of a pier. There they see him leap into the sea, and again elude them. In their frustration, they contact the party and ask them to go after the thief. They want the party to find him and bring him to justice.

Bag: The burglar has indeed been eluding the law by using bubble weed. In fact, a small supply of the weed was one of the first things he stole. He flees to an air filled, underwater cavern where he can rest and plan his next job. He has bolstered his defenses with a group of eight lobster men. These lobster men have been in need of a safe haven to try to breed some young. They agree to defend the burglar (and their developing eggs) in exchange for the large amounts of shrimp that the burglar catches for them. If the party attacks, the lobster men will fight to defend their eggs, not knowing that the party would probably leave without ever having disturbed the eggs. The grotesque lobster men should appear to be monsters to the adventurers, who will probably attack at first sight.

Bait: A group of human mages approaches the party in Ehzhimahn. They wish to hire the party's services for an underwater mission.

Snare: The group of mages wishes to build a city underwater. They believe that they can find a cave large enough to hold their small city, and that their magic can keep the cave filled with breathable air. They want the party to seek out the site for their new city. They will give the dimensions they need, and hope the party can find a cave with some air currently trapped in it.

Bag: The mages believe that society has too many evils. They wish to start their own culture, and are willing to sacrifice all the comforts of civilization to do it. They are all successful in their crafts and most are very wealthy (something that will be unimportant once they begin their own culture). The party will need to spend quite a bit of time underwater searching for a cave large enough for what they need. It should be possible, but the party will have to fight off hostiles while searching and maybe even remove the cave's current occupants.

Bait: The party located the cavern for the mages.

Snare: After succeeding in the last mission, the mages would like the party to stay on for a short time. They are going to need the party to escort them to the cave and then serve as protection for the first of the supply caravans that will be arriving.

Bag: The money will be good, and the risks will seem minimal. However, guarding these mages and their supplies will be a little more difficult than the party may think. First, these mages have no combat spells, thus the party cannot rely on getting any additional magical help from their employers. Second, moving these types of supplies attracts a lot of attention. Land and sea based thieves will become interested in alchemical supplies of this magnitude. The party will have their hands full beating off all of the attacks and snoopers.

Bait: The underwater city is being built. The characters are still in contact with the mages and receive a desperate summons.

Snare: The mages need the party to hurry to their cavern city right away. The air appears to be leaking out, and they are in grave danger.

Bag: A team of alchemists figured out a magical way to turn the water into oxygenated air. They have over filled the cavern with air, and hope to be able to do so whenever necessary. Over the last couple of days, the water has begun to seep back in. The water line is rising, and the mages are terrified.

Fortunately, the water will only rise to a certain point. The escaping air is leaking out through a crack near the entrance to the cavern, and as long as the mages are content to live in a slightly smaller space, they will be all right. Of course to find this out the party will have to search the cave and everything around it, including the sharks' den on the other side of the rock face. There should be some minor combat encounters, and some difficult detective work to accomplish this mission.

Lost City

Bait: The party has arrived in Neaesquatila. Soon after they settle in, they are summoned to the palace by a royal page.

Snare: Upon their arrival, the characters are brought to the King's private chambers. The servants all seem to be extremely nervous, but this could be because the air breathers are here. The King will come right to the point. A ghost, assumed to be of some air breathing priest, has been haunting the palace. It seems that the ghost desires a crystal vase that was recovered from the lost city. The King would like the party to take the vase to the Lost City and bury it somewhere.

Bag: The King's mother is actually the one who has been haunted by the ghost. She has seen the apparition every night for the past two weeks. If the party attempts to attack the apparition, it will flee, only to return as soon as they have gone. The only way to free the spirit is to bury the vase near the lost city. Investigative spells might reveal that the vase was a favorite of the priest's, as he always made sure it had fresh sun daisies. In the after life, he has been unable to enjoy his flowers without his vase. If the vase is buried near the spot where he died (anywhere in the Lost City will do), the ghost will vanish never to be seen again.

If the party attempts to attack the ghost, it will vanish, but it will return at night. If faced with a group of adventurers intent on attacking and destroying it, the ghost will begin to appear throughout the palace, attacking innocent servants and causing a general panic. The best course of action is to brave the Lost City and return the vase.

Bait: The party is in Neaesquatila and has built up a fairly good reputation.

Snare: One of the city's wizards comes to the group looking for help. He was bringing back a merman document on magic from a distant merman city and was forced to pass close to the Lost City. A shark attacked his riding ray, throwing him off and scaring the huge ray into the Lost City, where it was devoured in a feeding frenzy of the sharks that live there. The document was written on four stone tablets that were in a saddle bag on the ray. He assumes the sharks would not have eaten something so large. The wizard will reward the party for retrieving the documents. (Most likely rewards would include teaching their spell casters new spells or giving them some valuable pearls.)

Bag: The saddle bags now rest in the bones and silt in the center of the Lost City. The tablets are still safely stacked within the bags, but the bags are half covered in silt and sand. The bags will probably

not be spotted unless the area is searched.

Impairing the party's ability to search is the horde of sharks circling the courtyard. They are snapping down the medium sized fish and are generally agitated. They have not completely calmed down from their earlier feeding frenzy caused by the injured, riding ray thrashing about. Any food or possible food will be snapped at. This includes a party of adventurers.

There will be 25-30 sharks of various types and sizes at the Lost City. Hopefully this will be too much for the adventurers in terms of raw combat, and they will have to use strategy and cunning to accomplish this mission. Two strategies might work in this scenario: 1) attack from range, or 2) lure them away.

Attacking from range has two benefits. The first is that the sharks will have no counter attack. The second is that the frenzied sharks will quickly turn on each other if there is blood in the water. The outcome of a successful ranged attack (one that causes heavy bleeding) will be that one large shark will come to investigate the party, while all but seven of the remaining sharks will be killed by their fellows. The investigating shark will attack, but can be driven off if he is wounded to half his HTK. Of the seven still in the courtyard, four will be wounded to two-thirds their maximum HTK. These sharks have now fed and cannot be provoked into another feeding frenzy. They will attack until it becomes obvious that they will lose.

Luring the sharks away will not be too difficult. A large quantity of blood in the water will attract their attention. It must be fairly close by, close enough for the sharks to detect it. All but three of the sharks can be lured away in this manner. The remaining three will stay and defend themselves until they are severely wounded, at which point they will flee. The sharks that were lured away will be attracted by the battle, unless they were attacked at range and turned on each other. If this occurs, none of the sharks will return to the Lost City for at least a day.

The Grand Flood

Bait: The party is in Ehzhimahn. The city begins to buzz with rumors of a flood. A fortune teller has predicted a huge flood. All means used to confirm this have indicated excessive rainfall and flooding. The commoners are panicking, while the wealthy are sand-bagging and stock piling.

Snare: A wealthy merchant approaches the party. He has a large store of food and wine down on the docks. He wants to move everything to higher ground, but he fears the commoners attacking. He will pay the party well in supplies if they would guard the mini-caravan the six miles to his country estate.

Bag: The panicking civilians will indeed attack the food train. With all the stockpiling, food has become scarce and expensive. They will attack as soon as the train leaves that city. Typical adventuring slaughter tactics will not be good against the mob and would give the party sinister reputations.

Bait: The torrential rains have begun. The flood waters are rising.
Snare: A ship builder travels through the hideous storm to petition the party. The dikes around his shipyard look like they are going to break. He needs the adventurers to use some magic to protect his shipyard for which he would pay them well.

Bag: The wood and dirt dikes will break before dawn (10 hours away). Not only must the dikes last through the night, the improvements must last through the two week flood. It is possible that the

party simply will not be able to help the ship builder. In this case, he will stumble out into the storm seeking help; help which he will never find.

Bait: The storm has stopped, but the water is now racing to the sea. The flooding is horrible in the rural communities, but not life threatening in the city.

Snare: A navy officer seeks out the party. He would like them to help him rescue a family trapped by the flood. The waters are too deep for people, but too shallow and rapid for boats. Could the party rescue the family from beneath the waves?

Bag: This is intended to be a humanitarian effort. The navy officer has nothing he can offer the party. If they refuse to help, they will be vilified throughout the city.

A mother and her three daughters (ages 7 years, 3 years, and a 9 month old infant) are trapped on the roof of their home. The father swam for help and was picked up by the rescue boats. Unfortunately, the terrain near the house has caused rapids and whirlpools; surf too dangerous for the rescue boats. The mother and her daughters have been trapped for two days and have no food. This should be a “no-combat” mission. The party need only find a way to pass over or through the rapids and back again with the victims. (The young girls and the infant will not wish to breathe water.)

Bait: The flood waters are receding, and some people are returning to their homes. As they return, they find some of their possessions missing.

Snare: The local sheriff would like to hire the party to investigate. He believes that the flood waters did not carry away all the items.

Bag: The sheriff will pay a modest sum to the party if they can locate the looters and return the stolen property. Among the missing items are horseshoes, tools, silverware, knives, an axe, and other mostly metal objects. Some jewelry and keepsakes were also taken.

The looters were mermen swimming onto the land through the flood waters. They are a small band of thieves. They are still in the area, looting homes still under water. They will remain until the flood waters completely recede, at which time they plan to sell their ill-gotten gains.

Their base is a coral-lined cave not too far from the shore. There are six mermen thieves. While they are not skilled hand-to-hand combatants, they are master thieves and crossbowmen. All the loot is in their cave, awaiting their final move back to the city.

Bait: The flood waters have pulled back. The rivers and streams are still high, but the farmland is drying out.

Snare: The party hears of a merman trapped in a well. The well was under water, but is now high and dry. The party was informed because of their part in the last BSB.

Bag: The farmers around the well are planning to haul the merman out and lynch him. They assume he was one of the looters and plan to give him his just desserts. He is not a looter. He is simply an over curious merboy who got himself trapped in the well after the flood waters receded.

Unrelated Adventures in The Kingdoms of Kalamar

Bait: The party is in the Kalamaran Empire, preferably the city of Bet Urala.

Snare: Small shipping and fishing villages have been under attack from aquatic marauders. The Basiran government needs someone (such as a party who can travel beneath the waves) to stop the raiders before more villages are sacked and destroyed.

Bag: The attacks are following a semi-predictable pattern. With little difficulty, the adventurers should be able to figure out which village will be hit next. They should wait in ambush and counter-attack the raiders.

The raiders are a group of aboleth. One of the more difficult problems is that the adventurers will have to defend the town, but not kill all the attackers. The attackers must be driven off, so they can be followed back to their base. If all the attackers are killed, the party may have defended one town, but very shortly, the next village in line will be sacked and destroyed.

The aboleth base must be destroyed if the raids are to stop. The aboleth are egotistical, and they will not believe that a party of air breathers would stand a chance against them in their own environment. They have good reason for being arrogant and destroying this base should be extremely difficult.

Bait: The party is in Ehzhimahn.

Snare: While they are at a tavern or other public place, they are approached by a fisherman. He tells an interesting story of how his ship was out fishing for several days. Twice in the same day, when they brought in the nets, they had pulled in artifacts from the sea floor. He wants to sell these antique looking items to the party for a gold coin each.

Bag: The items are fairly interesting, and hopefully the party will see two gold coins as pocket change. One of the items is a platter made from a clam's shell (about two feet long and oval). The other item is a walrus tusk carved into a drinking horn. Both of these items are etched, but neither can be examined closely in the tavern's dim light.

Close examination will reveal that both items have strange runes on them and picto-graphs of lobster men. These items are either from the ancient lobster man city or from a period immediately after its fall. To a scholar they would certainly be valuable, but more importantly, the fisherman can tell the party where they came from. The party could then go looking for clues to the origin of the lobster men.

Chances are, the party will only discover a few more items. The items were brought to the spot where the fishermen found them by an odd seasonal current. Serious research and charting of currents could lead the party closer to the ruined capital, but this is work for full time scholars. Hopefully, the party can find more artifacts and sell them all to a sage. The sage will then spend the next year or two researching the information and might be able to suggest new places to look (for a small piece of the profits of course).

The area with the items is southeast of Neaesquatila. Dragon sharks and other dangerous creatures hunt this area. On top of this, lobster men may learn of the discoveries and wish to have the items. They could easily be mistaken for monstrous thieves.

Bait: A water elemental has been terrorizing ships and coastal villages within a small region.

Snare: The merchants who need to sail through this region have put out a reward for the group who can remove the water elemental and return the region to normal.

Bag: A wizard was trying to create a Bowl of Commanding Water Elementals. Unfortunately, he lost his concentration during the

dedication of the bowl and was killed by the water elemental. The bowl is now on the ocean floor, and the elemental is bound to it. The elemental is destroying anything he can get his watery mitts on, but it is restricted to a region within half a mile of the bowl. This region is a valuable shipping lane, and the elemental cannot simply be avoided.

If the party only kills the elemental but does not destroy the Bowl, the elemental will simply reform two days later. It is the bowl that they must destroy. If the party does manage to kill the elemental and then tries to use the bowl, the same elemental will be summoned back, still berserk and still bound to the bowl. The elemental simply wants to be released, but it will rage beyond any hope of reasoning with it.

Bait: The party could be in any coastal region.

Snare: Fishing has been bad and a mob of undersea creatures seems to be the cause. The creatures have attacked the docks of several communities and several fishing vessels. Help is desperately needed.

Bag: Completely unrelated to anything that the land dwellers have done, the locathah and ixitxachitl have battled. The locathah were badly beaten, though there were many deaths on both sides. A locathah priest has decided to try to gain revenge over his enemies by animating the bodies of the dead and sending this mob of rampaging undersea zombies out to do evil.

Not only are the zombies fouling the water and ruining the fishing, they are attacking everyone, including air breathers. Even though they were not the intended targets, it will be necessary for the land dwellers to have someone go and destroy the zombies before they cause even more damage. The party must fight their way through several squads of zombies, until they come to the battle site. There they will confront the locathah priest and even more zombies.

Bait: The party is in a region of settlements familiar with frequent lizardman raids such as the chain of coastal islands in Whimdol Bay.

Snare: Although the lizardmen have seldom been a real problem (just a little raiding and harassment), they have recently increased the frequency of their attacks and begun taking slaves. Now they must be stopped.

Bag: The lizardmen are under the direction of some aquatic trolls, who are teaching them how to become a big-time operation. The trolls sell the slaves to some human pirates and give the lizardmen a small cut of the profits. The pirates ship the slaves to distant ports, making it difficult to rescue anyone.

For the moment, the slaves taken in these raids are marooned on an island about fifteen miles from shore. They have no shelter and only minimal supplies. The pirate slavers are expected soon. The adventurers will have to find the lizardmen with their troll allies and defeat them in battle. Then they must find the captives and remove them from the island before the pirates arrive (or fight the pirates when they do arrive).

Bait: While underwater, the party sees a humanoid shape darting away from them.

Snare: The figure swims into a cavern about 200 yards away.

Bag: This is actually a very involved mugging/murder attempt. The party is lured into the cave and then a merman thief (the partner of the guy they saw dart into the cave) will seal the entrance with a cave-in. There is a way out, through the back, but the two merman figure air breathers will never be able to hold their breath long

enough to reach the exit. After several hours, the two mermen will enter the cave (through the back tunnel entrance) and loot the bodies. The tunnel in the back of the cave is approximately 300 yards long.

Bait: The adventurers are passing through an area dominated by fishermen.

Snare: While the party is pausing in an inn or tavern, they overhear the fishermen complaining about how bad the fishing has been lately. Later, a messenger from the magistrate enters the tavern and explains that three people who made their livings near the shore are missing. The messenger offers a modest reward to anyone who can return these people to their homes.

Bag: Tragically, the three were eaten by a pack of weresharks. This pack is also causing the problems with the fishing in the region. Detective work and combat will be necessary to complete this mission, and even then, the party will probably not get the full reward (it is impossible to return the three to their homes).

Bait: Two weeks after the last BSB.

Snare: More people have disappeared. The party will be called back to help.

Bag: One wereshark still prowls the bay; the pack expelled a mentally unstable member before the party fought them. Lycanthropy has driven this lone wereshark insane. He is turning as many people as he can into weresharks. Of course, this means that people are disappearing and his pack is expanding. The party will need to clean up this mess as well.

This mission will be more difficult than the last because there are more weresharks. The party should be more knowledgeable about hunting the weresharks, and this knowledge should offset the larger numbers.

The party and the magistrate might be on bad terms if there was a dispute over the pay from the last mission. The magistrate will be willing to pay more, but if the party pushes too hard, he will insist that they do this or return their pay from the last time. After all, they were paid to do a job, but they did not complete it. They might wind up doing this mission for free or becoming outlaws in the area.

Bait: The characters are contacted by an aquatic elf who works as a messenger. A storm giant with an undersea palace would like them to stop in and discuss some business.

Snare: The giant wishes to enlist the aid of the party in ridding himself of some pesky Sahuagins. They have been stealing from him, and he wants it to stop. Sure, he kills two or three when they attack, but that does not stop the other dozen or so from making off with his treasures.

Bag: The giant will offer some magnificent art work in exchange for the elimination of the Sahuagin and the return of his stolen property. The Sahuagin are of the primitive "barbarian" type, but their camp is protected by sentries with pet sharks. There should be enough of them to make a full frontal assault foolish, but an adventuring style sneak attack should be perfectly challenging for both sides. The items they have stolen are in total more valuable than what the giant is offering for pay, but antagonizing this giant might prove deadly.

Bait: The last BSB.

Snare: The same elf tells the party that the same storm giant has another job for them. This message should come relatively soon after the last mission (maybe two weeks).

Bag: The giant wishes to prevent a similar situation from occurring in the future. For this reason, he has decided that living alone is no longer his best choice. He wishes to have some pets who will entertain him as well as protect his palace. He needs the party to go off and get these pets for him.

His sources have revealed the location of an aquatic dragon and her three whelps. The giant wants the party to retrieve at least two of the young dragons for him. The life or death of the mother is unimportant to him, as long as she does not come looking for her children at his doorstep.

The mother dragon does indeed have three young, but she also has a mate. This unexpected addition should make the encounter that much more dangerous when the larger, stronger male comes out to see who is bothering his mate and offspring. Should the parents be killed and the young captured (no small feat), the giant will have exactly the kind of pets he desires. If the parents live, they will make the return trip and the giant's life miserable. The dragons have very little treasure, and live in an undersea cave system. The giant will be generous if he gets what he wants.

Bait: The party is traveling through small towns that have river or sea ports.

Snare: They begin to hear tales of horrible pirates who come ashore and loot villages and towns. Not much is known, because they kill or maim most of the people whom they meet.

Bag: If the party does not go looking for the pirates, the pirates will happen to attack the town in which they are staying. The town has very minimal defenses and will not be able to stand up to the pirates. Only token defense will be seen as most villagers attempt to flee to the lands away from the water.

The pirates themselves should be a rather challenging encounter for the party, but they have a very major ace-in-the-hole: a dragon turtle. The dragon turtle is not only their servant, it is their attack platform. The pirates come riding in on the dragon turtle's shell with some of their party swimming in ahead. The turtle's shell even has a small catapult on it, which the pirates use to launch rocks at the villages.

The pirates themselves are a mixed band of Sahuagin, lizardmen and aquatic trolls (maybe others). They have a small shack on the back of the turtle where they keep most of their loot. They even have a hatch in the shell which allows them to hide inside the shell in case they should need to retreat. The pirates control the turtle by feeding it, and acquired it from another pirate band who had raised it from an egg. The dragon turtle does not know any other life, and has only the most basic animal intelligence.

Even though the towns will not reward the party with money, they will make them heroes and allow them to stay on for free (at least for a few weeks). The pirates do have considerable loot stashed in the shack and on their bodies.

Bait: The party finds a large book in a treasure trove.

Snare: The book details the location of an underwater titan base and describes some of the wondrous magic that can be found there. In addition, it also tells of how the titans who lived there were declared outcasts by other titans and wiped out. The outcast titans were left in their aquatic base as a lesson to other titans who wished to break these obscure titan laws. Maps are included.

Bag: The titan base is indeed ancient and indeed filled with wondrous magic. There are, of course, a few problems. While there are

no longer any titans, the base is currently the home of a group of amazon mermaids. These mermaids are extremely skilled in combat, and have learned to use some of the titan magic to make themselves more powerful. They keep mermen around as slaves and expendable guards, but all the power rests with the maids.

The magic of the titans was granted by the Storm Lord (*see Kingdoms of Kalamar Volume II: Mythos of the Divine and Worldly*) and intended to be used to predict and control storms, both above and below sea level. When this type of magic was abused, the other titans became furious and the resulting infighting eliminated the colony. Most of the other titan magic is non-combat oriented. One such spell allows the mermaids to detect intruders, and they will therefore be ready for the party when they approach.

Assuming the party defeats the amazons or somehow befriends them, they will find many examples of titan magic, but none of it will have any military or combat use. The more important magic items, like the weather related magic, will not work if it is moved from this site (it is large and bulky, and consists of several major pieces). The party should still be able to find smaller, lesser items.

Bait: The party is in or near Kalamar or Basir.

Snare: The party hears of a new ship to be dedicated and either goes to the docks to see or is invited to come witness the ship's dedication.

Bag: The ship is intended to be the newest warship in a fleet of dominant ships. Its hull is completely armored with a bronze and iron alloy, but unfortunately, the ship builders have failed miserably in their task. The ship will sink within minutes of setting off from the dock. While a crowd looks on, the galley will slowly row away from the pier, sinking slowly into the sea. It will take the sailors longer to realize the problem than the crowd, and by the time they realize the danger, it will be too late to get back to shore.

Sailors will abandon the ship as soon as they can. The mission for the players will actually start at that point. They might wish to try to help the sailors and the rowers make it to shore without drowning (a distance of about one-third of a mile).

More important than the loss of the ship and the armored hull is that the ship also had a new design on a catapult. The catapult itself was not very odd, but its ammunition is. The catapult shot small clay pots filled with an acid that would eat wood, sail or flesh. The pots were made to break upon impact, hopefully eating holes in the enemy ship. (The catapult's spoon is made of a ceramic material and was not at risk from the acid.) The local ruler wants the clay pots recovered before anything happens to them.

The local population of locathah had learned that the Kalamar Navy was about to launch a new weapon on the sea. They sent a squad of soldiers to reconnoiter the situation and report back. These soldiers are now in perfect position to investigate the sunken ship and to make off with the pots full of acid. By the time the adventurers get down to the ship, it will be filled with locathah, who will attack the air breathers without hesitation. The locathah should not be able to figure out what the acid is during this battle, but if they are allowed to escape, they will eventually come back to attack the docks and pier with their new-found weapon.

Bait,
snare
& Bag™

Close Encounters of a **RANDOM Kind**[™]



Encounters within the City of Neaesquatila

- 01 Military courier hurrying to the palace
- 02 Sea anemone gardener
- 03 Off-duty royal huntsman
- 04 Mermaid mother with two young merkids
- 05 Sculptor looking for inspiration
- 06 Aquatic elf merchant on the way to the market
- 07 Noble mermaid with serving girl
- 08 Blue whale passing far above the city
- 09 Mermaid waitress on break
- 10 Four merkids hurrying home
- 11 Young noble merman playboy
- 12 Large crab seeking new shell
- 13 Careelae leading twenty huntsmen in exercises
- 14 Young mermaid waiting for her fiancée
- 15 Mid-sized shark looking for a meal
- 16 Three soldiers on "sheriff" duty
- 17 Mermaid nanny with five merkids
- 18 Three young mermaids on the way to school
- 19 Hunter's assistant carrying spears and bolts
- 20 High Priest Ralaoatron and two underlings
- 21 Dolphin exploring the city
- 22 Merman sharecropper in the city for the first time
- 23 Seruvi the Purger and two converts
- 24 Three young mermen out exercising
- 25 Merman carrying rare inks
- 26 Veenour out gathering information
- 27 Queen Lalomintru, four maids, and five Huntsmen
- 28 Mermaid nagging her husband
- 29 Merman hunting vermin fish
- 30 Mermaid seeking suitor
- 31 Lost and crying merkid
- 32 Merman historian/singer practicing
- 33 Shark attack
- 34 Merman visiting from a distant city
- 35 Chef on way to the market
- 36 Tufuloloan with a split-tail girl
- 37 Human fishing boat passing overhead
- 38 Merman weaponsmith testing crossbows
- 39 Minor mermaid priestess of the Raiser
- 40 Pearl merchant with four bodyguards
- 41 Split-tail garbage collector
- 42 Well-known mermaid singer with seven fans
- 43 Queen Elainiamenthale and eight royal huntsmen
- 44 Merman magic-user on way to school
- 45 Elderly merman swimming slowly
- 46 Timapriion and three mer-merchants
- 47 Mermaid merchant selling shark's teeth
- 48 Merman athlete with his coach
- 49 Mermaid actress "wanna-be" daydreaming
- 50 Merman stonecutter with his tools
- 51 School of small colorful fish
- 52 Cargo ray with handler, carrying seaweed
- 53 Five merkids playing in the "street"
- 54 Four mermen ruffians looking to rob someone
- 55 Noble merman on the way to the palace
- 56 Kalek Rinstorm in town for supplies
- 57 Genealogist reciting several family trees
- 58 Three mermaids returning to the palace with food
- 59 Mermaid maid going home after work
- 60 Merman farmer with delicacy crop
- 61 Three hunters with a dead tuna (200lbs.)
- 62 Physician on his way to a house call
- 63 Seahorse (steed) wandering free from its stable
- 64 Rabbit shark eating small, wandering fish
- 65 Landscaper carrying far too many sea anemones
- 66 Song historian collecting the news of the day
- 67 Fish herder just coming from the market (with pearls)
- 68 Architect with seven construction workers
- 69 Mob of fifteen followers of High Priest Ralaoatron
- 70 Three young mermen watching mermaids
- 71 Mermaid mother with infant
- 72 King Seuistus and four royal huntsmen
- 73 Cuewemwine and four fans
- 74 Party of human adventurers
- 75 Timapriion and seven guards moving pearls
- 76 Huge bottom feeder (street sweeper)
- 77 Elderly mermaid with three merkids
- 78 Long range scout returning with rock samples
- 79 Hughmeno returning from a mission
- 80 Merman loan shark and enforcer
- 81 Mermaid singing on a street corner
- 82 Merchild's toy lost on the sea floor
- 83 Mermaid herbologist with medicines
- 84 Lundtrien going to see Ralaoatron
- 85 Giant crab escaped from a restaurant
- 86 Six mermen loafing
- 87 Mermaid mid-wife on way to a delivery
- 88 Merman warehouse manager looking for teamsters
- 89 Merman seahorse breeder mounted
- 90 General Frethrean with four officers
- 91 Merman jeweler on the way home from work
- 92 Merman tutor with mermaid student
- 93 Young merman learning to ride a ray
- 94 Mermaid maid on the way to work at the palace
- 95 Noble merman military officer in armor
- 96 Lady Trolla and nine guards
- 97 Train of cargo rays carrying whale meat
- 98 Mermaid farmer's wife shopping
- 99 Party of twelve merman hunters
- 00 Titan coming to watch the city for one week

Encounters outside the City of Neaesquatila

- 01 Seaweed forest filled with tiny fish
- 02 Bronze dragon in search of a lair
- 03 Afanc awaiting passing ship
- 04 Large cavern lair of 18 selkies
- 05 Bunyip looking to get into mischief
- 06 Giant sea turtle swimming along
- 07 Five playful porpoises
- 08 Party of human adventurers using airy water
- 09 Abandoned merman farm field
- 10 Mated pair of hippocampi with two young
- 11 Long range scout on the way out for general duty
- 12 Mermaid pearl divers on the way to pearl beds
- 13 Merman fish herder bringing fish to market
- 14 Five ixitxachitl hoping to kill a lone merman
- 15 Seaweed forest guarded by nymph
- 16 Human galley testing wooden diving bell
- 17 Bed of several dozen oysters
- 18 Sunken ship lair of verme
- 19 Three giant lampreys chasing an injured dolphin
- 20 Surface storm with lightning
- 21 School of fish - all dead
- 22 School of flying fish
- 23 Seaweed forest filled with strangle weed
- 24 School of poisonous jelly fish
- 25 Echo of whale song
- 26 Pair of giant eels swimming free
- 27 Seven merman hunters riding rays
- 28 Large cavern lair of giant squid
- 29 Seventeen skeletons attacking everything
- 30 Overly aggressive killer whale
- 31 Pack of nine kopoacanth out for murder
- 32 Sea hag starving for prey
- 33 Pack of nine wild seahorses
- 34 Outcast, four-armed sahuagin
- 35 Pirate ship looking for targets
- 36 Six mermen panning for gold
- 37 Dragon shark hunting
- 38 Masher eating coral
- 39 Large cavern lair of six scraggs (trolls)
- 40 Lost mermaid looking for help
- 41 Pack of 15 lacedons heading towards city
- 42 Storm giant out for a walk
- 43 Wild ray (too small for a steed)
- 44 Lone deep stalker warrior looking for prey
- 45 Team of five merman hunters (trappers)
- 46 Giant oyster with black pearl
- 47 Seven sahuagin priests performing an evil rite
- 48 Two enraged red urchins
- 49 Whirlpool
- 50 Sunken ship lair of water dragon
- 51 Three of Picscquawain's bandits scouting
- 52 Anemaconda awaiting prey
- 53 Halite reef rising to four feet below surface
- 54 Rowboat containing three dead sailors
- 55 Water weird virtually invisible in sea
- 56 Volcanic vent spitting out steam
- 57 Eye of the deep seeking victims
- 58 Lobster man sifting through silt
- 59 Six sahuagin barbarians looking for trouble
- 60 Killer whale hunting seals
- 61 Pungi ray concealed beneath the sand
- 62 Sunken ship lair of a dozen lesser seawolves
- 63 Sea weed forest with luminescent fish
- 64 Wimscanaroo looking for ingredients
- 65 Pack of seven sea lions roaming west
- 66 Hypnotic lair of a morkoth
- 67 Kraken seeking sahuagin worshippers
- 68 Sponge colony
- 69 Human galley looking to increase speed
- 70 Island of floating moss
- 71 Merman scouting for oyster beds
- 72 Giant sea snake hunting
- 73 Long range scout on way out for specific duty
- 74 Wild giant seahorse
- 75 School of four giant gar
- 76 Ixitxachitl battle group (20) with clerics and vampire
- 77 Sixteen locathah gathering vegetation
- 78 Hungry, aggressive dragon turtle
- 79 Large cavern lair of evil sirine
- 80 Cruising portuguese man-o-war (giant)
- 81 Trolaentru porpoise singing at the sky
- 82 Sea weed forest with weed eel lairs
- 83 Floating eyes with barracuda
- 84 Party of aquatic elf adventurers
- 85 Six black urchins floating harmlessly
- 86 Giant oyster with no pearl
- 87 Six deep stalker drones dragging a boulder
- 88 Roc flying above hunting for prey
- 89 Nine lacedons with horrid intent
- 90 Ink cloud from previous battle
- 91 Merman military patrol
- 92 Large number of electric eels swimming in a circle
- 93 Fishing vessel overhead with nets out
- 94 Vampire merman out hunting
- 95 Company of 50 sahuagins with clerics
- 96 Lonely merman hunter looking for companionship
- 97 Sunken ship with sharks and treasure
- 98 Pirate ship filled with ghosts
- 99 Water spout
- 00 Merman caravan from another city

Oceanic Animal Encounters

01	Anchovies	51	Ray, Electric
02	Aholehole	52	Ray, Manta
03	Amberjack	53	Ray, Sting
04	Angelfish	54	Redfish
05	Anglerfish	55	Sailfish
06	Barracuda	56	Sawfish
07	Blennies	57	Scads
08	Bluefish	58	Scallops
09	Bonefish	59	Scorpion fish
10	Butterfly-fish	60	Sea Anemone
11	Clams	61	Sea Bass
12	Clams, giant	62	Sea Cucumbers
13	Crab, Blue	63	Sea Horses
14	Crab, Sponge	64	Sea Urchins
15	Crevalle Jack	65	Seal, Elephant
16	Cuttlefish	66	Shark, Angel
17	Dogfish	67	Shark, Basking
18	Dolphin, Bottlenose	68	Shark, Blue
19	Dolphin, Risso's	69	Shark, Ghost (Chimaera)
20	Dragonfish	70	Shark, Great White
21	Eel, common	71	Shark, Hammerhead
22	Eel, Electric	72	Shark, Mako
23	Eel, Moray	73	Shark, Reef
24	Flying Fish	74	Shark, Thresher
25	Grouper	75	Shark, Tiger
26	Guitarfish	76	Shark, Whale
27	Gulper	77	Snapper
28	Gurnards (Sea Robins)	78	Squid
29	Hatchetfish	79	Starfish
30	Jellyfish	80	Sunfish
31	Lamprey	81	Surf Perch
32	Lantern fish	82	Surgeon fish (Tang)
33	Lion-fish	83	Swordfish
34	Lobsters, common	84	Tarpon
35	Lobsters, Rock	85	Trunkfish (Boxfish, Cowfish)
36	Lobsters, Spiney (sea crayfish)	86	Tuna, Albacore
37	Mackrel	87	Tuna, Bluefin
38	Mahi-Mahi	88	Tuna, Yellowfin
39	Manatee	89	Turtles, Green
40	Man-o-War	90	Turtles, Hawksbill
41	Marlin, Black	91	Turtles, Leatherneck
42	Marlin, Blue	92	Turtles, Loggerhead
43	Marlin, Striped	93	Whales, Blue
44	Marlin, White	94	Whales, Humpback
45	Nautili	95	Whales, Killer (Orca)
46	Oarfish	96	Whales, Sperm
47	Octopi	97	Wolf Herring
48	Opah (Moonfish)	98	Wrasse, Cuckoo
49	Oysters	99	Wrasse, Tautog
50	Porpoises	00	Yellow Jack

Things found within the debris field near a Deep Stalker colony

- 01 Great white shark lower jaw
- 02 Great white shark upper jaw
- 03 Three whale ribs
- 04 Scavenger/bottom feeder fish (non-combative)
- 05 Small school of vicious carnivorous fish
- 06 Medium-sized shark carcass
- 07 Deep stalker drone looking for food
- 08 Deep stalker warrior coming out of recent kill
- 09 Three deep stalker warriors on patrol
- 10 Treasure chest with coins spilling out
- 11 Large tattered sail
- 12 Three broken oars
- 13 Racing yacht (treasure opportunity)
- 14 Corpse of small dog
- 15 Case of wine bottles (intact)
- 16 Carved wooden figure head
- 17 Rusty saber
- 18 Naval catapult
- 19 Human skeleton still in chain mail
- 20 Several maps (faded from sea water)
- 21 Tangled fishing nets
- 22 Four hobgoblin skeletons still chained to a bench
- 23 Main mast
- 24 Rudder (severe scraps)
- 25 Merchant galley
- 26 Warship
- 27 Trireme
- 28 Blue whale carcass
- 29 Sperm whale carcass
- 30 Salt-encrusted leather armor
- 31 Wicker picnic basket
- 32 Cask of wine (ruined)
- 33 Crow's nest
- 34 Lobster man (searching debris)
- 35 Treasure seeking sahuagin (3)
- 36 Huge (10' across) starfish
- 37 Whale skull and spine
- 38 Dolphin (investigating)
- 39 Life boat
- 40 Long boat (Viking style)
- 41 Pirate ship (carrock - treasure opportunity)
- 42 Outrigger
- 43 Whale shark carcass
- 44 Whale's tail
- 45 Dead deep stalker warrior
- 46 Deep stalker warrior alive (trapped beneath a sail boat)
- 47 Intact whale skeleton
- 48 Pile of bones (6' high and 12' diameter)
- 49 Deep stalker drones (7) disposing of garbage
- 50 Deep stalker warriors (2) returning empty handed
- 51 Bale of cotton
- 52 Junk (the raft-like boat)
- 53 Sampan
- 54 Carpenter's tool box
- 55 Sailor's sea chest
- 56 Kayak
- 57 Bronze bathtub
- 58 Barrels of whale oil
- 59 An empty coffin (squid carved on cover)
- 60 Torn wedding gown
- 61 Saddle (horse) with saddle bags
- 62 Small pile of rocks (arranged like a shrine)
- 63 Stone cube (anchor)
- 64 Scavenging shark
- 65 Empty sea turtle shell (4' diameter)
- 66 Dead deep stalker warrior (pierced with javelin)
- 67 Sixteen lobster shells in a mesh bag
- 68 Huge bolt of sail linen
- 69 Large oil painting of ship in a storm
- 70 Pewter flagon
- 71 Carcass of enormous eel (45'+)
- 72 Complete set of deep stalker warrior teeth
- 73 Hunting party of four deep stalker warriors
- 74 Cord of fire wood
- 75 Iron safe (8' cube) with drown human inside
- 76 Necklace of halfling skulls
- 77 Three deep stalker eggs
- 78 Vest made of alligator hide
- 79 Barrel of flour (ruined)
- 80 Tangled coil of hemp rope
- 81 Catapult ammunition
- 82 Bronze trident (+1 magic)
- 83 Sahuagin zombie
- 84 Bronze claw-shaped anchor
- 85 Seahorse carcass
- 86 Deep stalker drone digging into the silt
- 87 Feathered headdress
- 88 Large deck mounted telescope
- 89 Rusty pots and pans from ship's galley
- 90 Dragon shark
- 91 Giant barracuda torn to shreds
- 92 Section of red brick wall
- 93 Large piece of wood (pier piling)
- 94 Three mermaid corpses stored away for later
- 95 Barrel of sugar (still sealed)
- 96 Large amount of spermaceti
- 97 Deep stalker drone planting eggs in wrong spot
- 98 Wooden statue of sea captain
- 99 Angry aquatic elf looking for revenge
- 00 Swarm of deep stalkers with young queen



all things **MAGIC**

Appendix A: Mermen Items

Sharkskin Armor: Without the fire necessary for the smelting and working of metals, the mermen have turned to nature to provide them with the tools and protection they need in battle. One of the chief forms of protection that can be found is sharkskin armor. Made from the skin of the mermen chief enemy, sharkskin armor is functional and relatively common. Once correctly constructed, this armor will offer protection equivalent to that of chain mail armor worn by the surface dwellers. Sharkskins come in a wide variety of colors including reddish brown, bronze, metallic blue, gray, or nearly black. It can be a solid color or patterned with spots, bands, or marbling. The tough hide is embedded with enamel-covered dermal denticles; sharp, tooth-like structures. Because of the denticles, anyone without a weapon attempting to attack an opponent in sharkskin will be cut and take damage (d4). This damage can be considerable, and several mermen are known to have their armor specifically constructed to allow them to use this as an attack (d6). Sharkskin armor is available in Neaesquatila for about 125 pearls.

It is important to note that the craftsmen of Neaesquatila have been creating sharkskin armor for generations. They specially cure the hides so that they will last for several years. This curing process will not protect the armor if it is taken out of the water. Any sharkskin armor left out of the water for more than a couple of hours will begin to stink and rot. The armor will be completely useless within a day of being removed from the water. Taking the armor out of the water and then submerging it will allow it to last longer, but eventually the stench and decay will render it useless.

Sea Serpent Armor: In order to protect their fishing waters mermen hunt sea serpents, and anyone lucky enough to kill the serpent will be certain to use as much of the beast as possible. Sea serpent meat, fangs and skins all have common uses under the waves. The skins are made into armor, and this armor will protect as well as metal-crafted splint mail. Sea serpent armor is also a sign of distinction. Since it is rare, it is typically assumed that the person wearing the armor is the person that killed the serpent. Sea serpents come in the same variety of color that the sharks do, but are far more likely to be a solid color. Due to its scarcity, sea serpent armor costs 600 pearls and is seldom available. Sea serpent armor suffers from the same problems as sharkskin armor when exposed to the air.

The creatures referred to as sea serpents are not a specific creature type. Several of the eastern dragons and various aquatic dinosaurs are included in this category. Only the most knowledgeable mermen would actually know the difference between a coiled dragon and a nothosaurus and therefore consider them all sea serpents. Giant gars, giant sea snakes, and other creatures find their way into this category as well.

Shields: The soldiers of Neaesquatila commonly use shields for defense. The most common material used is the giant clam shells found north of the city. The giant clams are harvested as food, and some of the shells are of sufficient size for use as shields. The shells need to be prepared and have a handle and/or straps attached before they can be used. Depending upon the size of the shell, the shield could be equivalent to a buckler, a small shield or even a medium shield. Shells large enough for use as large shields are typically too bulky to be used effectively. The special shape of the clam shell seems to aid in moving it through the water fast enough to make it an effective shields.

Appendix B: Human Items

Cehzillaozh's Bubble Weed: The local surge in underwater exploration is due to this new non-magical alternative to the Potion of Water Breathing. Cehzillaozh discovered a seaweed that naturally gave off a significant amount of air. After specially treating the weed, Cehzillaozh found that it could be ingested safely. Eating but a small portion of the treated weed allows an individual to breath underwater for 6-9 hours. The weed itself is common and the treatment is simple and inexpensive. Cehzillaozh sells Bubble Weed (through other merchants) for 12 gc per six hour dose or more commonly for 50 gc for five doses.

Bubble Weed differs slightly from a Potion of Water Breathing:

- It does not work in fresh water. Cehzillaozh believes that the heavily salted water of Whimdol Bay where the plant grows is the reason for this.
- The user actually continues to breathe air supplied by the weed, he or she does not truly gain the ability to breath water, but may breath normally while underwater. The weed gives off a continuous supply of air such that bubbles will emanate from the user's mouth or nose for the duration of the dose. The weed suffocates creatures that are unable to breath air.
- The side effects of the weed include bloating and gas. Thus, it is somewhat uncomfortable to use the weed for extended durations. However, this does have the benefit of allowing the weed's user to know when his or her dose is about to run out (no bloated feeling).
- The weed tastes quite foul. Cehzillaozh is working on improving the taste of the weed. Many new users may become ill and vomit from their first few doses, negating the benefits. Cehzillaozh insists that the tolerance for the taste grows with use.
- The user's mouth will become stained dark green for a day.
- The weed causes severely offensive halitosis. The bad breath usually wears off in about a week.

Although the amount needed for a six to nine hour dose is small, no more than a six to nine hour dose will safely work at a time. Chowing down five doses will not extend the effects significantly past six to nine hours and could make the person dangerously ill from bloating. Taking less than a full dose will have a shorter duration. Those overdosing must make a save versus poison or take 1 point of damage per round from internal rupturing and bleeding. Inducing vomiting may stop this effect in 1 turn if the person saves against their constitution score. Characters sleeping underwater will immediately be awakened if the weed wears off, and should be able to eat more, before they drown.

Continual Light Globes: Similar to what is often seen on land, the undersea explorers have brought their ways below sea level. Continual light spells cast in or on objects are even more useful at the sea floor than they are on land. Typically these spells are cast on small glass globes. More experienced aquatic adventurers use a flat object to hold the continual light spell so that it will move through the water with much less resistance.

The Mersail Craft: Cehzillaozh is currently working on the design of a ship that will carry mermen. Basically, the ship is a sleek submarine with huge sails that stand above the water. The sails can be worked from the underwater cabin. The hope of the project is to allow the merfolk to move across the sea at much greater speeds than are currently possible and without relying on an animal or person who can become tired. In this way, he hopes to give back something to the mermen for all their help and advice.

Currently the Mersail is only in the design phase. This is fortunate, because High Priest Ralaotron would be outraged at the thought of relying on a human invention, especially one that gains its power from the air and not from the water. The cultural problems with this craft are considerable. If Cehzillaozh can successfully complete the project, it might be generations before the merfolk accept it as a legitimate mode of transportation.

Appendix C: New Magic Items

The following magical items are known to be in existence. In some cases, it will be obvious whether they were created by an aquatic race or a land race, but for some, this distinction is uncertain. The items might be found in either environment, and are rarer than other magical items.

Amulet of Comprehending Languages: This finely crafted gold amulet allows the wearer to understand any language he or she hears. It does not confer the ability to speak the language. More limited forms of the device exist which only function for certain languages. Another variant of the amulet is one in which any language may be understood but once used as such for several hours, the language is “locked in” to the amulet. Only a limited number of languages may be “locked in” to an amulet of this style.

Eel Bolts: These magical crossbow bolts will only function underwater. When they are used in the air, they will function as normal bolts. When they are used underwater, they will paralyze the target for five rounds unless a successful save vs electricity is made.

Creatures immune to electrical damage are immune to these bolts as well. Typically 2-12 of these bolts will be found together.

Flippers of the Dolphin: These magical flippers resemble modern day fins. They are enchanted to increase a person's swimming speed to 18” no matter what armor the person might be wearing (other encumbrances will still slow the movement rate). The flippers do not aid in underwater breathing, nor do they improve dexterity or other statistics.

Potion of Air Breathing: This potion allows the one drinking it to breath normally in oxygen-rich air. The potion lasts for four hours per dose imbibed. It will reduce effects of breathing putrefied air (such as Stinking Cloud) by one half and allow a +4 bonus to save while breathing poison gas. Of course, water breathers that drink this potion gain the ability to breath normally in air.

Ring of the Sea Hag: This odd ring is enchanted with the power of the sea hag. It will allow the wearer to cast a weakness (lose half strength for 1-6 turns) caused by fright up to five times a day. The victim is allowed a save versus magic to avoid the effect. The ring does have a drawback. Anyone wearing one of these rings will begin to become hideously ugly. This transformation is slow (over a year or so) but permanent.

Staff of the Water Wizard: This staff can only be used by magic users. It typically has 5-50 charges when created, but may have far less when found. All spells cast from a Staff of the Water Wizard are as though they had been cast by an eighth level magic user. When using this staff, the mage has the ability to cast the following spells:

<i>Water Breathing</i>	3 charges
<i>Lower Water</i>	4 charges
<i>Airy Water</i>	5 charges

Each spell can be cast but once per day.

Surf Cutter: This magical two-handed sword has been enchanted with powerful magic. It carries the relatively standard +2 magical bonus to hit and damage, but it has also been crafted to aid in underwater adventures. This sword cuts through the water without resistance. While it does not increase the wielder's movement, it eliminates the penalties for a land dweller using a slashing weapon underwater.

Appendix D: Merman Magic

The merfolk have had magic for at least as long as the elves have. Although there certainly are merman mages, the merfolk do not depend on magic. As in many societies, those who have magic protect it, while those who do not have the power, do not miss it.

The task of “protecting” merfolk magic is overseen by the Council of Wizards. The Council is a loosely organized guild charged by the palace with regulating the use of magic within the city limits. Although its leadership has been larger in the past, currently the Council is controlled by only three directors, Lundtriem, Keimpio and Veenour. The Council also serves to pass magical traditions and knowledge on to new generations.

Membership is required for those wishing to practice the art within the demesne of Neaesquatila.

Mermen spell casters come in many varieties. Of course priests exist and several of the religions gain powers as druids. Both magic users and illusionists are also found, though magic users seem to be the more common. There are no schools of magic within the mermen culture. Each student is trained as an apprentice, and inherits his master's store of supplies and knowledge. The main reason for this is the limited written material among the merfolk. Relying so heavily on oral teaching, this is the most practical way for passing magical knowledge.

Mermen spell casters seem to be heavily influenced by their culture when it comes to their spells. They have a tendency to use transformation spells most often. The destructive, combat spells simply do not appeal to them, and they will often seek to capture their enemies instead of killing them. The argument as to whether this is a cultural influence or dependent upon the fact that there are so few battle magics that work well underwater will probably continue forever.

Surprisingly, healing magics are not common. They do exist, but are often reserved in case someone of high noble standing should need them. Despite the fact that this is rare, the spells are still not used for commoners. The mermen are also fond of communication and divination spells. Anything having to do with necromancy or other death magic is morally offensive and thus, extremely rare.

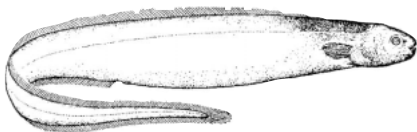
The following are some examples of the spells used by the mermen of Neaesquatila.

Octopus Skin (Alteration)

Explanation/Description: The octopus skin spell gives the target person the camouflage abilities of an octopus. This camouflage makes the target practically invisible to anyone not thoroughly searching the area. Not only are the colors of the surrounding terrain mimicked, the textures are too. Slow movement (3") is allowed, as the spell will continue to match the changing terrain. The spell only affects the targets' skin. Anyone wearing clothing or armor will be easily detectable. The material component of this spell is a bit of octopus skin. Level: 2, Components: V, S, M Range: touch, Casting Time: 1 round, Duration: 10 minutes + 10 minutes per level, Saving Throw: None, Area of Effect: One creature + 1 creature for every five levels of the spell caster.

Shark Skin (Alteration)

Explanation/Description: The recipient of a shark skin spell will receive protection as though he or she were wearing shark skin armor. The recipient will have the same defense (AR 5) and the sharp denticles as he or she would if wearing true shark skin armor. Unlike real shark skin armor, the spell armor functions normally in air. The material component of this spell is a bit of shark skin. Level: 2, Components: V, S, M Range: touch, Casting Time: 1 round, Duration: 2 minutes + 1 minute per level, Saving Throw: None, Area of Effect: One person.



Electric Eel (Alteration)

Explanation/Description: Electric Eel delivers a minor electrical shock that paralyzes its target. After casting the spell, the next creature the mage touches will discharge the electric effects. A standard save vs spells will allow the target to avoid the paralysis. This spell only works on creatures with electrically driven nervous systems, and will therefore not work on undead or magical creations. Although the effects of this spell do not cause damage, they are painful. Most animals attacked in this manner will think twice about approaching the spell caster again. The material component of this spell is a live eel. Level: 3, Components: V, S, M Range: touch, Casting Time: 1 round, Duration: 1 minute per level, Saving Throw: Negates paralysis, Area of Effect: One creature.

Puffer (Alteration)

Explanation/Description: Anyone under the protection of a puffer spell has the ability to balloon their entire body up to five times its normal diameter. Six inch spikes stand up from the skin, further defending the recipient from attacks. The recipient will be unable to perform any actions other than movement. No attacks or spell casting are allowed. Anyone wearing armor during this transformation will find themselves completely filling the suit. While this will not cause damage, it will completely immobilize the individual. The recipient of the spell has complete control of the transformation and can grow or shrink once per minute. The transformation itself is practically instantaneous. The material component of this spell is a live puffer fish. Level: 3, Components: V, S, M Range: touch, Casting Time: 1 round, Duration: 1 minute + 1 minute per level, Saving Throw: None, Area of Effect: One creature.

Legs (Alteration)

Explanation/Description: This spell is only useful to creatures without legs. By use of this spell, non-legged creatures will sprout legs and have the ability to walk. Unfortunately, the ability and the skill of walking are not the same thing. Learning to use land legs requires some practice, but once mastered, someone would be able to move about normally. The legs spell does nothing to assist the recipient in breathing in air. Level: 4, Components: V, S, Range: touch, Casting Time: 1 round, Duration: 10 minutes per level, Saving Throw: Negates, Area of Effect: One creature.

Sonar (Alteration)

Explanation/Description: By means of a sonar spell the recipient is able to detect shapes and movement in the water up to a half mile away. This is done by gaining the ability to send out sound waves (outside the hearing range of humans and mermen) and judging the way in which they return. Neither darkness nor invisibility have an effect on a person using sonar. Level: 4, Components: V, S, Range: 1/2 mile, Casting Time: 1 round, Duration: 5 minutes + 5 minutes per level, Saving Throw: None, Area of Effect: One creature.

Appendix E: Undersea Religions

Merfolk

Like surface dwellers, the undersea races are influenced by the Gods of Tellene. Among the Mermen of Neasquatila the most prevalent are Wavecrusher, god of water and the elements; the Raiser, god of fertility, agriculture, harvest and life; the Emperor of Scorn, god of hate; the Balancer, the god of nature; and the Raconteur, god of art, poetry, music and humor. Most religions are officially tolerated but those espousing what the majority of merfolk would consider extreme views are rare. Although merfolk revere the same deities as surface dwellers, the religions devoted to the gods can be significantly different from those formed on dry land. The following is a summary of the religions of the most prevalent deities as practiced by the Merfolk. For descriptions of the corresponding surface dweller religions, see the *Kingdoms of Kalamar Volume II: Mythos of the Divine and Worldly*.

WAVECRUSHER, MOTHER OF THE ELEMENTS

Ambomorphsys (Merman Name)

Spheres of Influence: Elements (earth, air, fire, water)

Alignment: Neutral

Symbol: Like the surface religion, worship of this deity is divided into cults relating to earth, air, fire and water. However, the air and fire cults are basically unheard of among the mermen. The earth cult has a small following and uses the same symbol as the air dwellers: a circle divided into four equal parts with one cult represented in each corner. However, the most prevalent cult by far is the water cult which uses a cresting wave as its symbol.

Holy Symbol: A miniature coral wave (water) or a piece of obsidian (earth)

Holy Days: First day of winter

Place of Worship: Undersea temples (usually in a natural cavern)

Colors: Blue (water), brown (earth)

Animal: Seahorse (water), sea turtle (earth)

Appearance: Wavecrusher appears as a giant blue merman with rippling muscles, clad in intricately woven seaweed and wielding a massive harpoon

Church: Assembly of the Four Corners. Individually, the cults are referred to as the Earth, Fire, Air and water Corners, respectively

Sacrifice and Frequency: Once per month, an intricately carved fishbone statuette or similar item (water), a beautiful piece of obsidian or an item crafted of obsidian (earth)

Priesthood: Keepers of the Four Corners or Keepers of the (Cult) Corner

Raiment: Priests must keep their heads unadorned and wear a medallion depicting the symbol of Wavecrusher. They also wear a woven seaweed loin cloth.

Advancement: Advancement within the Assembly of the Four Corners is based on helping to maintain the balance of nature. The assembly is organized such that all novice members receive training and education relating to all of the four cults. Beyond this initial title, all priests must declare an allegiance to a specific cult. Until this declaration is made, priests are all members of one cult.

Level titles follow with '(Cult)' representing the element to which the priest is devoted (e. g. Guardian of the Water Corner).

Initiate of the Four Corners
Initiate of the [Cult] Corner
Servant of the [Cult] Corner
Guardian of the [Cult] Corner
Priest of the [Cult] Corner
High Priest of the [Cult] Corner

Priests: The water cult believes that the seas, the source of all life, belong to those races naturally capable of living there. They do not like to see surface dwellers invade or defile their domain. They do, however, keep in contact with the water cults of the surface races in order to cooperate against their enemies.

The Water Corner sees itself as the champion of all the intelligent undersea races. Therefore, they strive to maintain the balance of power while trying to ensure that no one race becomes too powerful at the expense of another. Their most recent crusade involves protection of and rendering assistance to the lobster men, a down-trodden race whose cultural center suffered a major natural disaster.

Priests of the Water Corner are trained to be adept riders of the giant sea horse. Many of their ceremonies involve these animals. The assembly is very interested in breeding the finest specimens and uses this as a significant source of income. Noble families often seek mounts or equestrian training from the Assembly of the Water Corner.

In the merman society, priests of the Earth Corner tend to feel that the popularity of the Water Corner has drifted out of balance with the other cults. They continually seek to remind the Water Corner of the importance of the other cults in the eyes of Wavecrusher. In other areas such as maintaining the balance of power between the undersea races, they cooperate with the Water Corner.

Non-Weapon Proficiencies: Keepers of the Earth Corner are skilled at mining, engineering, stone masonry and waterborne riding. Keepers of the Water Corner are skilled in animal husbandry, animal handling, waterborne riding, fishing, direction sense, weather sense and weaving

Crossover Groups: General/priest

Weapons Permitted: Harpoon, net, spear, dagger

Armor Permitted: Shield only

Ability Restrictions: Wisdom-12, charisma-15

Powers: Gain spells as druids. Upon joining a specific cult, Keepers of the Four Corners are awarded one additional spell relating to their cult per day and may take wizard spells relating to their element as priest spells. Priests gain +2 to save versus all spells relating to the four basic elements. Upon joining a specific cult they gain +4 to save versus all spells relating to their element. All high priests can conjure elementals once per day as a wizard of the same level.



THE RAISER, FIELD MOTHER, MOTHER TELLENE, BRINGER OF LIFE

Reagoor (Merman Name)

Spheres of Influence: Harvest, life, fertility, agriculture

Alignment: Neutral good

Symbol: A cornucopia of food

Holy Symbol: A pouch of seeds or a strand of kelp

Holy Days: First day of the harvest. Birthdays of famous followers and saints are also celebrated.

Place of Worship: Simple undersea temples near kelp beds

Colors: Green and brown

Animal: Any type of commonly eaten fish

Appearance: The Raiser appears as an older, plump mermaid with a smile as wide as her hips. She dresses in common clothes.

Church: The Church of the Burgeoning Bowl

Sacrifice and Frequency: Bushels of harvested kelp, which are distributed to the needy. Clerics must sacrifice their time during the harvest to help local farmers with work.

Priesthood: Friends of the Fields

Raiment: A woven sash with color as listed in the advancement table

Advancement: See the table for the titles of advancement within the church. Advancement is gained by dedication to civic duty in the areas of feeding the needy and helping the poor.

Title	Raiment
Fielder	tan
Field Leader	brown
Field master	golden brown
High Field Master	leafy green

Priests: The Field Mother is a kind and jolly being who encourages her priests to make strangers feel as welcome as an old friend. Priests love to see good things grow and thrive be it plant or mermaid. Fertility of the crops is a primary concern since it means that the people will prosper. Therefore, the religion revolves around agriculture and the harvest which allows worshippers to have a happy and steady life.

Followers of Mother Tellene are common and simple folk and her religion reflects this. It is usual for followers to have many children and to care for orphans, too. Her people become angered to see fields, children or animals neglected. They make every effort to correct these situations and work to help those responsible for the negligence to improve their ways.

Clerics of the Field Mother are jolly merfolk who are well known for their kindness and generosity. They are expected to work amongst the commoners blessing fields before planting and infants year round. Female clerics are often called upon as midwives.

The Friends of the Fields are generally not willing participants in any wars, they prefer a life of peace. However, since it is necessary to protect the masses and fight the Congregation of the Dead, they must be skilled in combat. The Bringer of Life and her clerics fiercely hate undead since they desecrate and mock everything the Church of the Burgeoning Bowl represents.

Non-Weapon Proficiencies: Agriculture (bonus), animal handling (required), cooking, healing and herbalism

Crossover Groups: General/priest

Weapons Permitted: Trident, net, dagger

Armor Permitted: Shield and shell armor only

Ability Restrictions: None

Powers: Green thumb - Anything priests plant is 90% likely to grow if conditions are favorable and 50% likely even if conditions are unfavorable. +1 bonus to hit and turn all undead. Empathy (10% chance per level). At fifth level may cast plant growth once per day.

THE EMPEROR OF SCORN, THE HATEMONGER

Peasorta (Merman Name)

Spheres of Influence: Hate, bigotry

Alignment: Neutral evil

Symbol: Pearled scepter on a blue background

Unholy Symbol: A small pearled scepter

Unholy Days: First of each month

Place of Worship: Temples in cities and large towns.

Colors: Pearl white, dark blue

Animal: Barracuda

Appearance: The Emperor of Scorn appears as a perfect physical specimen of the same race as the observer.

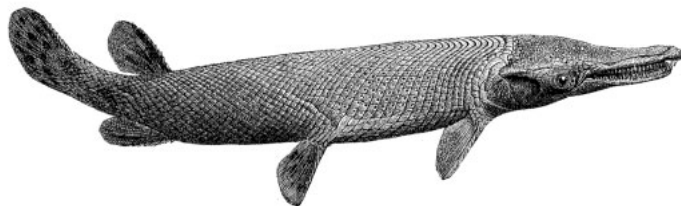
Church: The House of Scorn

Sacrifice and Frequency: Strangulation, performed at least once a month. Victims are usually foreigners or races considered inferior. If a victim cannot be found, priests must desecrate or destroy works of art or other goods that are representative of, and have strong sentimental value to, another race.

Priesthood: The Purgers

Raiment: Pearl necklace

Advancement: Advancement is attained through seniority and number of converts gained. The House of Scorn also looks favorably on those who are able to incite racial or other separatist violence among the population.



Priests: Different sects of the House of Scorn exist in all nations. Each race and every kingdom has a different church. Although these sects sometimes cooperate, they are frequently at war with one another. This is entirely due to the teachings of the Hatemonger.

The Purgers of each cult preach hatred and scorn for all other races, peoples, nations and religions. This naturally causes each house to despise the others. Alliances are formed only when it is mutually beneficial to put aside their differences, such as when a more hated third party is present.

Each House of Scorn attempts to breed hatred and anger toward the other races. This extends to prejudices between the different undersea races. Thus, merfolk are instructed to not only detest sur-

face dwellers and other undersea races, but split tails as well.

The Purgers preach the superiority of their own race. Each House of Scorn teaches that its congregation has been chosen to rule over all. To this end, the Purgers seek to cleanse the taint of other races from their people. Foreigners are either enslaved or strangled. This is known as the Purging.

Non-Weapon Proficiencies: Rope use (required), local history (required), ancient history, reading/writing

Crossover Groups: General/priest

Weapons Permitted: Crossbow, dagger, harpoon, net, spear, stabbing sword, trident

Armor Permitted: Any

Ability Restrictions: Charisma ≥ 12

Powers: Fascination. At seventh level, Incite Berserker Rage. May cast Emotion (hate only) as a third level priest spell.

THE BALANCER

Banasquata (Merfolk)

Spheres of Influence: Nature

Alignment: Neutral

Symbol: A strand of kelp wrapped around a clam shell

Holy Symbol: Clam shell

Holy Days: Summer and winter solstice

Place of Worship: A clearing within a kelp forest or a giant clam bed

Colors: Green and brown

Animal: Giant Clam

Appearance: The Balancer has appeared to the Merfolk as an ancient member of their own race and some claim to have communicated with him in the form of an enormous giant clam.

Church: The Coven of the Clam

Sacrifice and Frequency: Plant kelp seeds once per month

Priesthood: Naturions

Raiment: Priests wear green and brown kilts

Advancement: Advancement within the Coven of the Clam is gained by protecting the balance and natural order of life in the oceans. Level titles for priests are: Seed, Seedling, Sprout, Strand, Stalk, Great Stalk, Grand Stalk, Mighty Stalk

Priests: In general the Naturions tend to live in smaller settlements away from the larger cities of the intelligent undersea races. They prefer to roam the wilder areas of the oceans and seek to deter the encroachment of submerged civilizations. They also tend to frequent shallows near shipping or fishing lanes in order to prevent damage to fragile coral from the anchors of careless air breathers. Attacks on humans by the Naturions have led to significant misunderstandings between the races.

Naturions are experts in oceanography and undersea agriculture. They frequently tend and plant new beds of kelp. Merfolk farmers will often seek their advice on such matters.

Similar to the air-breathing cult of the Balancer, Naturion traditions are passed along in the form of ancient and mysterious songs. It is through these songs of power that the Naturions are said to gain their special skills bestowed upon them by their god.

Naturions hold giant clams in the highest esteem of all the undersea creatures and frequently consult with these large specimens. The

gift of this communication is a power bestowed by the Balancer.

Non-Weapon Proficiencies: Sea animal lore, agriculture, herbalism, healing, ancient languages, religion

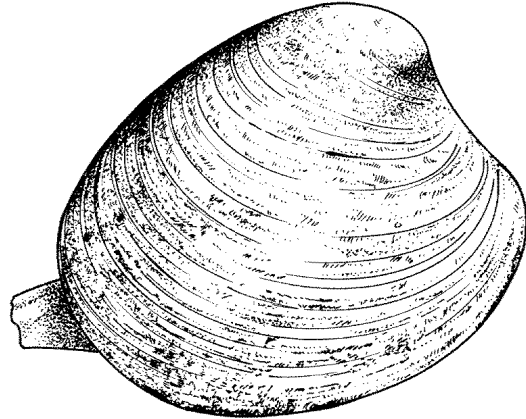
Crossover Groups: General/priest

Weapons Permitted: Net, spear, dagger

Armor Permitted: Shield only

Ability Restrictions: Wisdom ≥ 12 , charisma ≥ 15

Powers: Green thumb - Anything priests plant is 90% likely to grow if conditions are favorable and 50% likely even if conditions are unfavorable. Cast spells and gain other powers as druids (languages and shape-changing limited to undersea creatures). Priests may communicate with giant clams.



Sahuagin

The sahuagin worship several deities like the merfolk but lean more towards the spheres of murder, pain, fear, war, hate, battle, and other evils. The local sahuagin witchdoctor worships the Unseen One, god of murder and revenge. The undersea religion is practiced much the same as it is on land.

THE UNSEEN ONE, THE SOUL EATER, THE VINDICATOR, FATHER OF MURDER, THE SHARK GOD

Skorotigu (Sahuagin Name)

Spheres of Influence: Murder, revenge

Alignment: Neutral evil

Symbol: A skull

Unholy Symbol: A skull from an intelligent race or a large shark's tooth

Unholy Days: Once a month

Place of Worship: Undersea caverns

Colors: Red and black

Animal: Shark

Appearance: Although rarely appearing to his worshippers or victims in a visible form, the Seller of Souls is rumored to appear as a short, thin being with dark features shrouded in shadow.

Church: House of Piercing

Sacrifice and Frequency: Revenge once per month

Priesthood: The Veiled Priesthood

Raiment: The Veiled Priests wear a red woven sash, a mesh shirt and black shell bracelets. Each priest also bears a tattoo of a shark.

Followers frequently pierce their skin with jewelry such as rings of precious metal or shells.

Advancement: Advancement within the House of Piercing is based on meritorious acts and is granted by superiors. Merit is, at least partially, measured by clandestine missions successfully completed in the name of the Vindicator.

Priests: Unlike the land-based religion which keeps the identity of its members and the location of their temples a secret, the sahuagin openly pay tribute to the Vindicator. Sahuagin assassins in particular pay homage to the Unseen One and virtually every assassin's guild houses an altar dedicated to him. Indeed, the House of Piercing runs and operates many assassins' guilds, often cooperating with their land dwelling brethren. While it is true that the Veiled Priests receive profit and favors for their work, they do not kill to gain worldly goods. They kill to please their dark god, for they believe that the Father of Murder consumes the souls of those who have been slain by his priests.

It is said by some that a priest of the Soul Eater can read the vengeful thoughts in a persons mind. The priest then persuades that person to either act upon those thoughts himself or hire the priest to exact his revenge. Still others say it is the Unseen One himself who plants the seeds of murder and revenge in a person's head and sends his priests to reap the evil harvest. In any case, the vengeful one who hires a Veiled Priest is allowed to name her exact revenge and the priest will carry out the instructions precisely as requested. This work is not without its price.

The price paid to the House of Piercing for assistance is two-fold: money is paid and a favor is owed. The favor may be called in at any time and could be anything. For example, if a prince received help gaining the throne, the Veiled Priesthood might request money, a special item of power, that a priest or follower of the Soul Eater be appointed to an important position or a combination of these. Failure to pay leads to certain and horrible retribution. Because of this arrangement, the House of Piercing holds great sway in sahuagin society.

Non-Weapon Proficiencies: Herbalism (bonus), disguise (bonus), blind-fighting, reading/writing, religion, spellcraft

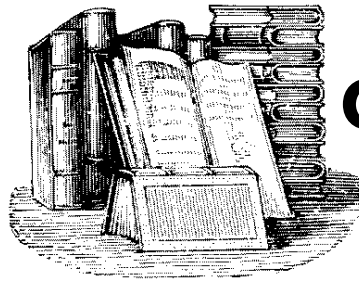
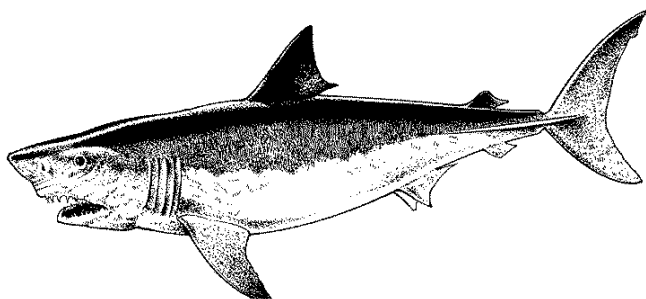
Crossover Groups: General/priest/rogue

Weapons Permitted: Any piercing weapon

Armor Permitted: Shield only

Ability Restrictions: Intelligence ≥ 12 , dexterity ≥ 13

Powers: Priests of the Unseen one have thieving skills of move silently, hide in shadows and hear noise equivalent to a thief two levels below their own. Backstab as thieves of the same level. Familiar with the use of most poisons. Can identify poison 75% of the time. Immunity to common poisons. Save at +2 for uncommon poisons.



Glossary

Ambomorphys: Merman name for the god of the elements p51.

Anemaconda: Strange cousin of the sea anemone p24.

Aotumba: Great white shark p24.

Ashoshani: Capital of Ozhvnmish, the western state of Svimohzia. See *The Kingdoms of Kalamar Volume I: Sourcebook of the Sovereign Lands* p65.

Assembly of the Four Corners: Church of the god of the elements p51.

Balancer, The: God of nature p51.

Banasquata: Merman name for the god of nature p51.

Basir: Country south of the Elos Bay. See *The Kingdoms of Kalamar Volume I: Sourcebook of the Sovereign Lands* p26.

Berbein Trolla: Lady of the court p19.

Bet Kalamar: Capital of the Kingdom of Kalamar. See *The Kingdoms of Kalamar Volume I: Sourcebook of the Sovereign Lands* p25.

Bet Urala: Capital of the Kingdom of Basir. See *The Kingdoms of Kalamar Volume I: Sourcebook of the Sovereign Lands* p26.

Bringer of Life: God of harvest, life, fertility and agriculture p52.

Buckskin Johnny: Pirate and Captain Llywendale's chief enforcer p21.

Caaeikcek: Witch doctor and priest of the Unseen One p20.

Carelae: Captain of the Royal Huntsmen p13.

Cehzillaozh: Wizard p15.

Challengers of Fate: Priesthood of the god of thievery, gambling and luck. See *The Kingdoms of Kalamar Volume II: Mythos of the Divine and Worldly* p52.

Church of Chance: Church of the god of thievery, gambling and luck. See *The Kingdoms of Kalamar Volume II: Mythos of the Divine and Worldly* p51.

Church of Endless Night: Church of the god of dusk, darkness and moonless nights. See *The Kingdoms of Kalamar Volume II: Mythos of the Divine and Worldly* p57.

Church of the Burgeoning Bowl: Church of the god of harvest, life, fertility and agriculture p52.

Congregation of the Dead: Church of the god of death and the underworld. See *The Kingdoms of Kalamar Volume II: Mythos of the Divine and Worldly* p59.

Council of Wizards: p49.

Courts of Inequity: Church of the god of injustice, envy and jealousy. See *The Kingdoms of Kalamar Volume II: Mythos of the Divine and Worldly* p54.

Coven of the Clan: Church of the god of nature p53.

Cuwemwine: A Neaesquatilan sculptor p15.

Deep Stalker: Mysterious creatures that dwell at the bottom of the sea p23.

Dragon Sharks: Form of aquatic wyrm p24.

Dragon's Teeth: Peaks of once fierce mountains protruding from the Straits of Svimohzia. See *The Kingdoms of Kalamar Volume I: Sourcebook of the Sovereign Lands* p71.

Effim: Short name for Efwhilmozh Villdensver p16.

Efwhilmozh Villdensver: Military sea captain p16.

Ehzhimahn: City state on the edge of the Elos Desert p4.

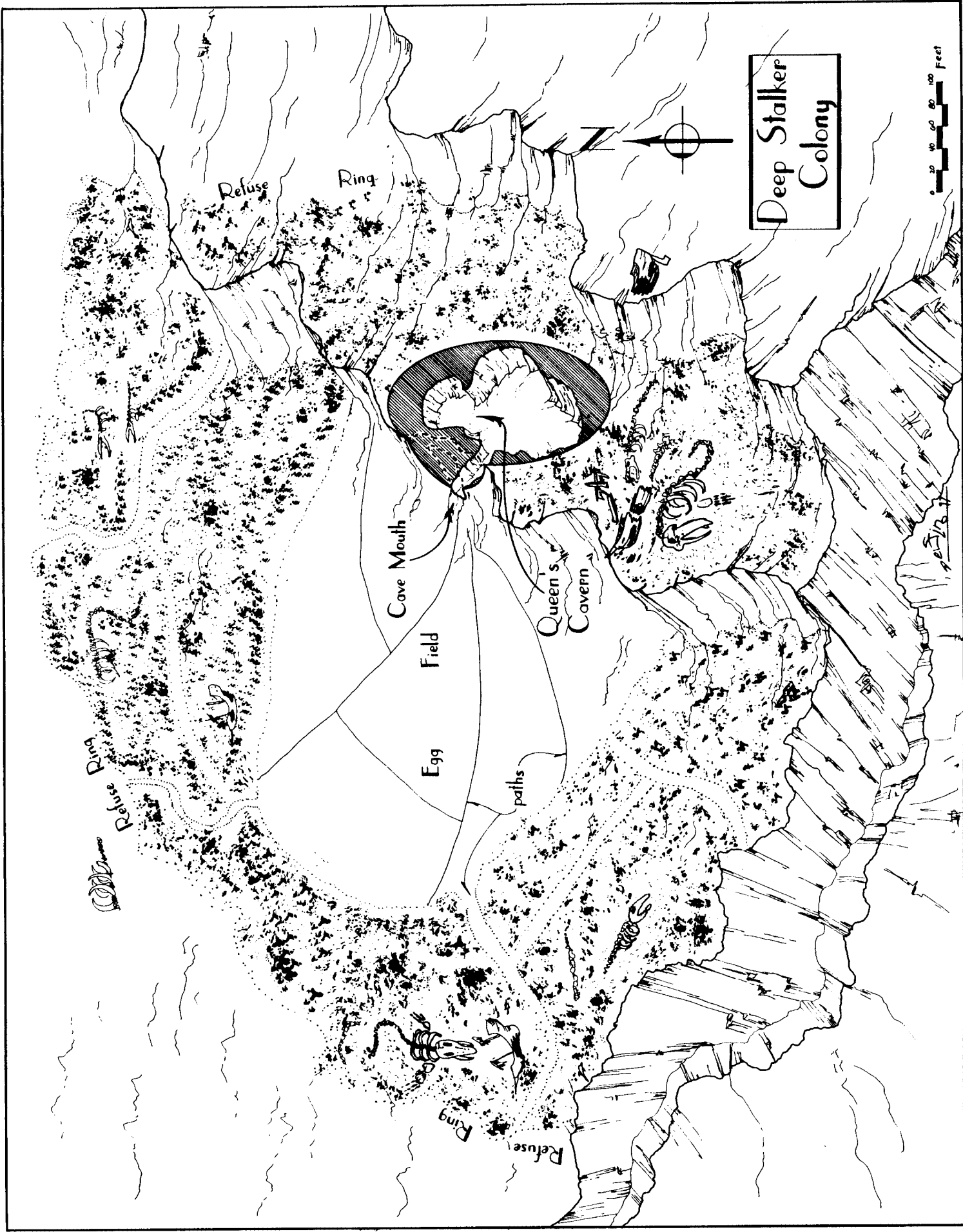
Elainiamenthale: Queen mother of Neaesquatila p12.

Elos Desert: The large desert surrounding Whimdol Bay p4.

Emperor of Scorn, The: God of hate and bigotry p52.
Father of Murder: God of murder and revenge p53.
Field Mother: God of harvest, life, fertility and agriculture p52.
Fishmen Barbarians: Tribe of Sahuagin hunters and warriors p20.
Founder's Creation: Church of the god of law, order and cities. See *The Kingdoms of Kalamar Volume II: Mythos of the Divine and Worldly* p32.
Fraternal Order of Aptitude: Church of the god of mathematics, science and invention. See *The Kingdoms of Kalamar Volume II: Mythos of the Divine and Worldly* p34.
Frethrear, General: Military leader of Neaesquatila p14.
Friends of the Field: Priesthood of the god of harvest, life, fertility and agriculture p52.
Hatemonger, The: God of hate and bigotry p52.
House of Hunger: Church of the god of famine, hunger and starvation. See *The Kingdoms of Kalamar Volume II: Mythos of the Divine and Worldly* p61.
House of Piercing: Church of the god of murder and revenge p53.
House of Scorn: Church of the god of hate and bigotry p52.
Hughneno: Long range scout associated with the army p15.
Immbepala: Vampiric slave owner p22.
Impostors, The: Priesthood of the god of lies, deceit and mischief. See *The Kingdoms of Kalamar Volume II: Mythos of the Divine and Worldly* p66.
Inevitable Order of Time: Church of the god of prophesy, time and fate. See *The Kingdoms of Kalamar Volume II: Mythos of the Divine and Worldly* p47.
Jade Turtle, The: A giant sea tortoise p25.
Janix: Pirate and crewman on the Oyster's Heart p21.
Junippei: Split tail merman adventurer p17.
Kalamar: Largest most populous nation on Tellene. See *The Kingdoms of Kalamar Volume I: Sourcebook of the Sovereign Lands* p23.
Kalek Rinstorm: Adventurer and hero of the city of Neaesquatila p13.
Keepers of the Four Corners or Keepers of the [Cult] Corner: Priesthood of the god of the elements p51.
Keimpo: One of the three members of the Council of Wizards p17.
Lalomintru, Queen: Queen of Neaesquatila p12.
Llywendale: Pirate and captain of the Oyster's Heart p21.
Lobster Men: Crustaceaolothrops p25.
Lundtriem: One of the three members of the Council of Wizards p16.
Merchant's Tongue: Name of the common language spoken by most of the people of Tellene. See *The Kingdoms of Kalamar Volume II: Mythos of the Divine and Worldly* p77.
Meznamish: Northern central country of Svimohzia. See *The Kingdoms of Kalamar Volume I: Sourcebook of the Sovereign Lands* p64.

Mother of the Elements: God of the elements p51.
Mother Tellene: God of harvest, life, fertility and agriculture p52.
Naturions: Priesthood of the god of nature p53.
Neaesquatila: Underwater city where the adventure occurs p9.
Paquirir Xastrax: An aquatic dragon p26.
Peasorta: Merman name for the god of hate and bigotry p52.
Pestigioteon Squid: A horny squid p26.
Piscsquawain: A noble working for King Helistatis p22.
Prophets, The: Priesthood of the god of prophesy, time and fate. See *The Kingdoms of Kalamar Volume II: Mythos of the Divine and Worldly* p47.
Purgers, The: Priesthood of the god of hate and bigotry p52.
Raiser, The: God of harvest, life, fertility and agriculture p52.
Ralaotron: High Priest of the Water Corner p14.
Reagoor: Merman name for the god of harvest, life, fertility and agriculture p52.
Royal Huntsmen: Bodyguards for the king p13.
Seeshthinle: Local tribal chieftain of the Fishmen Barbarians p20.
Seruvi: Leader of the local House of Scorn p19.
Seuistus, King: Monarch of Neaesquatila p12.
Shark God, The: God of murder and revenge p53.
Skorotigu: The Sahuagin name for the god of murder and revenge p53.
Soul Eater, The: God of murder and revenge p53.
Spire City: Another name for the city state of Ehzhimahn p4.
Straokleoki: Merchant in Ehzhimahn p22.
Svimohzia: Island that was the cradle of civilization. See *The Kingdoms of Kalamar Volume I: Sourcebook of the Sovereign Lands* p63.
Tanta'nepro: Porter for Cehzillaozh, the wizard p16.
Tellene: The planet where the adventure occurs. See *The Kingdoms of Kalamar Volume I: Sourcebook of the Sovereign Lands* p7.
Timapriion: Minister of Trade p19.
Trolaentru Porpoises: Strange breed of intelligent dolphin p27.
Tucelephoid: Enormous squid p27.
Tufuloloan: Advisor to King Seuistus p14.
Unseen One, The: God of murder and revenge p53.
Veenour: One of the three members of the Council of Wizards p17.
Veiled Priesthood, The: Priesthood of the god of murder and revenge p53.
Vindicator, The: God of murder and revenge p53.
Warriors of the Trident: A group of aquatic elf mercenaries p18.
Wavecrusher, The: God of the elements p51.
Whivezh Straight: p4.
Wimscanaroo: Witch who lives near Neaesquatila p27.
Zheley: One of the best fishermen on the seas p18.

Abbreviations	AL: Alignment.	DMG: Damage.	L/E: Lawful/evil.	P: Priest.
	AR: Armor.	DN: Detect noise.	L/G: Lawful/good	PP: Pick pockets.
	AT: Number of attacks.	ec: Electrum coin.	ML: Morale	RL: Read languages.
	BSB: Bait, snare and bag.	F: Fighter.	MS: Move silently.	S: Strength.
	C/G: Chaotic/good.	FDT: Find and disarm traps.	MV: Movement.	sc: Silver coin.
	C/N: Chaotic/neutral.	gc: Gold coin.	N: Neutral.	THACO: To hit armor class zero.
	C: Constitution.	GM: Gamemaster.	N/G: Neutral/good.	W: Wisdom.
	cc: Copper coin.	HD: Hit dice.	NPC: Non-player character.	XP: Experience points.
	CH: Charisma.	HS: Hide in shadows.	OL: Open locks.	
	CL: Climb.	HTK: Hits to kill.	PC: Player character	
	D: Dexterity.	I: Intelligence.	pc: Platinum coin.	



Deep Stalker Colony

0 20 40 60 80 100 Feet

Refuse

Ring

Cave Mouth

Egg Field

paths

Queen's Cavern

Refuse Ring

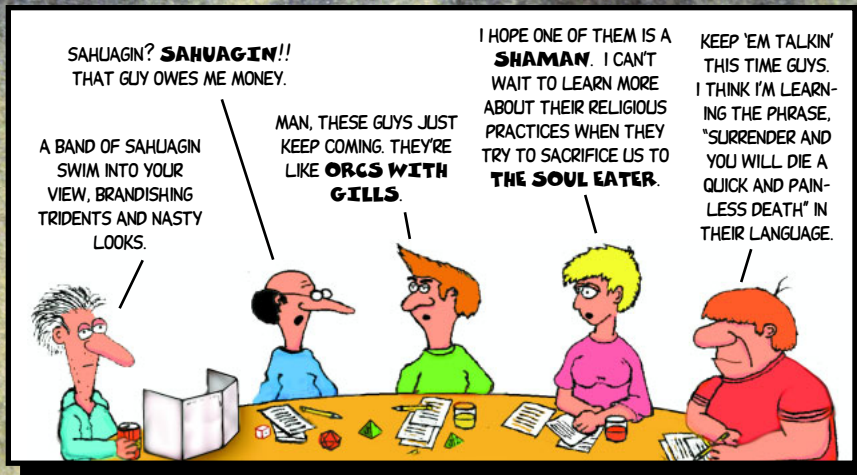
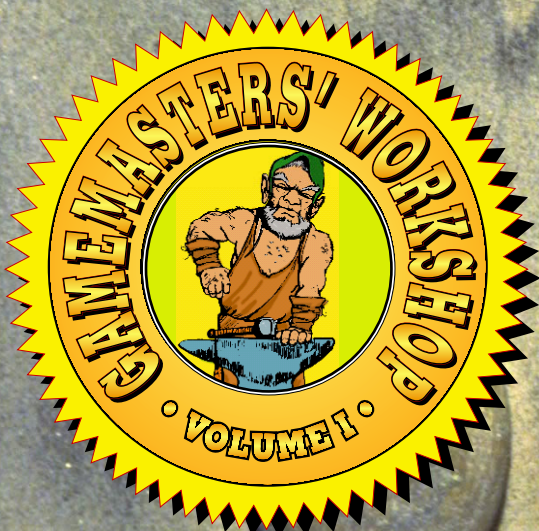
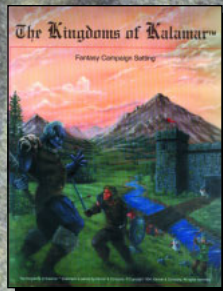
Ring

Refuse

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