

Water Genie vs. Undead Mermaid Gladiator

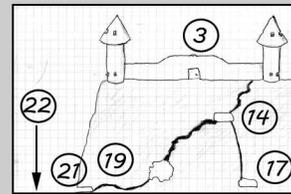
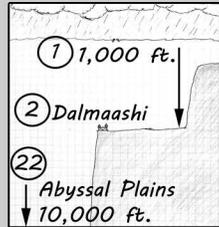
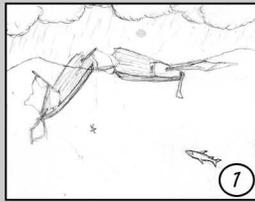
High magic underwater adventure
for powerful PCs and expert GMs

by David Gay
April 2012

This work is licensed under a Creative Commons
Attribution-ShareAlike 3.0 Unported License.

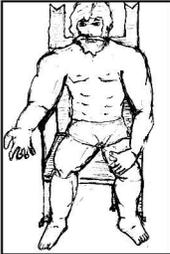
After a mysterious shipwreck in the open sea, the party sees a light far below. They investigate the lit-up palace.

This adventure takes place 1,000 ft. underwater with all the deadliness that implies.



In the palace of Dalmaashi, the party meets the marid King Haymar who wants his magic scepter that was stolen by Delva, the lich-like Undead Mermaid Gladiator. He offers the party one wish if they'll return it.

HAYMAR



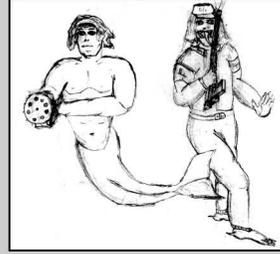
BAYLYA



NULZUK



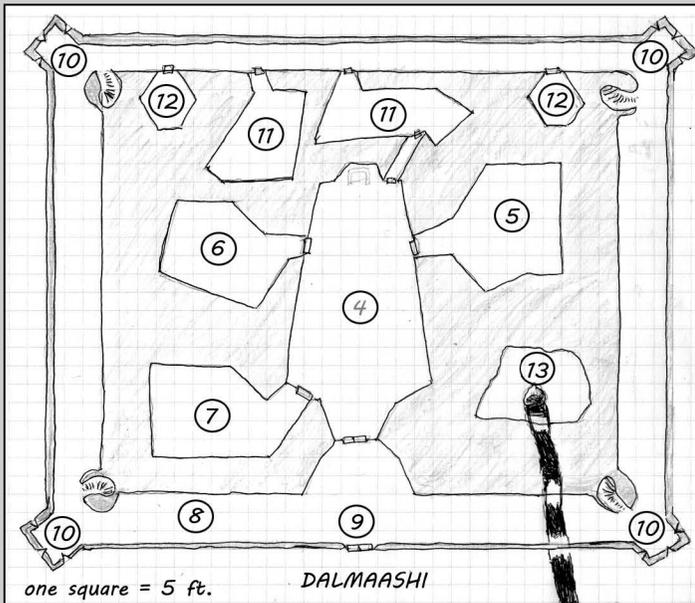
MERMEN & LACEDONS



MICRO-TORPEDO WEAPONS

Haymar's mermen use micro-torpedo guns similar to 9mm pistols. The mermen each have 12 rounds of ammo and carry tridents for melee.

Delva's lacedons use full auto versions of the same micro-torp guns. They each carry 40 rounds of ammo and attack like ghouls.



HAYMAR'S SCEPTER

Haymar's scepter can fuse life forms. Delva wants to fuse herself with the Squizard Gorgo and become ultra-powerful. Haymar intends to use the scepter to "wed" his daughter Baylya to his slave/visier Nulzuk, a plan he's wisely kept secret from both of them. Delva might try to use it on the party...

DALMAASHI KEY

1. Open sea - A dozen megalodons.
2. Dalmaashi - Three mermen on sea-horses greet the party.
3. Seaweed door in roof - Water pressure jams standard doors.
4. Throne room - Haymar awaits. He's cunning, powerful, and might keep his word if well-pleased.
5. Haymar's room - Ornate seaweed and coral furniture fills the room..
6. Baylya's room - Depressed by her mother's untimely death, Princess Baylya finds solace only in Fluffy, her dog-sized deep water anglerfish.
7. Nulzuk's room - The triton vizier is a giant-sized merman with psi

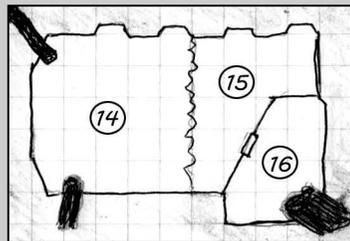
8. Corridor - Nine mermen.
9. Front doors - Verdigris binds these brass doors in place.
10. Guard towers - Three polar ray cannon on each of two levels, crewed by mermen.
11. Merman quarters - Twenty off-duty mermen drink rum.
12. Privies. Gotta go somewhere.
13. Treasury - Screened against divination and keyed so only, Haymar, Baylya, and Nulzuk could teleport here, still the wily Squizard Gorgo tunneled in with the Death Knight Argon.

DELVA'S LAIR KEY

All passages are 200 ft. and filled with inky contact poison.

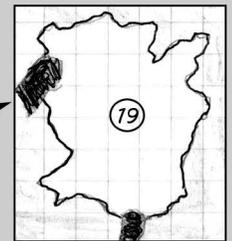
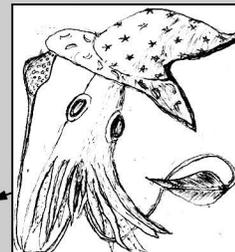
14. Welcome - Argon the Death Knight and two lacedons. Argon wields a black blade of annihilation that destroys anything it hits.
15. Support - Four more lacedons as backup.
16. Delva's office - She watches what happens and pitches in. She re-spawns in area 20 if defeated, taking a younger appearance.
17. Argon's torture room - Bones, racks, manacles.
18. Secret treasure - Argon keeps 100 bottles filled with rum and potions in a chest, along with four exquisite rubies. The chest has a deadly lightning trap.
19. Gorgo - The Squizard filled this entire room with poisonous ink. He uses force magic and has a hat that lets him cast many extra spells.
20. Delva's crypt - Delva keeps her best trident here in case she re-pawns, along with less powerful weapons. She strives to shove foes through a one-way force wall to area 22.
21. Sarcophagi - Sixteen contain false phylacteries. One holds Delva's true phylactery plus Haymar's scepter, 4,500 platinum, and a cursed dagger.

DELVA'S LAIR

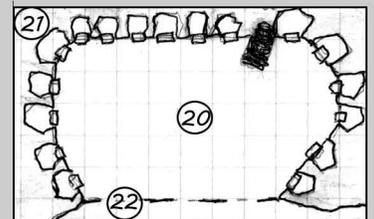
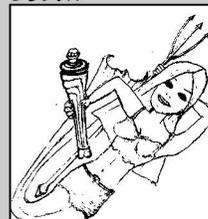
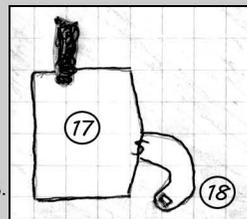


one square = 5 ft.

GORGO



DELVA



22. Abyssal Deeps - Anyone who goes down here gets sucked to the depths by the magic of an even deeper, more powerful marid than Haymar who lives on the Plane of Water.