

SHL3–04

# A Light in the Dark

## A One-Round D&D LIVING GREYHAWK<sup>®</sup> Shield Lands Regional Adventure

Version 1

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The mystery of a missing noble leads to the dangerous shores of the Nyr Dyv. Part 2 of *The Towers* series. A D&D adventure for 5<sup>th</sup>-13<sup>th</sup> level characters.

Based on the original DUNGEONS & DRAGONS<sup>®</sup> rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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## Introduction

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

### Preparation

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

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

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

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

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

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

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

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

### Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

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

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

## Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

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

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

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

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1<sup>st</sup>-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

1. Attempt to create a table of six 1<sup>st</sup>-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

## Time Units and Upkeep

This is a standard one-round regional adventure, set in the Shield Lands. Characters native to the Shield Lands pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

## Adventure Background

Lord Linard, a Shield Lands' noble rumored to be under consideration by the Council of Lords to become the new Lord of South Keep was visiting with Lord Enerick in Bright Sentry two days ago. Lord Enerick was interested in gauging where the man would stand in the Council of Lords and wished to discuss matters with Lord Linard. It is believed that agents of Iuz in the city, hoping to sow discord and capture a valuable prisoner, noted when his ship was to return to the mainland and made arrangements with Rhennee pirates in the service of Iuz to have the ship attacked on its return voyage. The pirates were in the area as they have been using a recently established Rhennee settlement at the mouth of the Veng River to spy on the port of Bright Sentry for their master, known as "Eyes". During the attack, Lord Linard, was struck by an arrow and fell overboard and drowned. The remaining officers were captured and taken by the Rhennee to Corell's Watch on Walworth Isle.

The lighthouse at Corell's Watch was once the home of the Shield Mage Eórsidh. Towers of Shield Mages are protected from scrying and divination magic. When some of the occupying forces learned of this, they began using it as a prison to hide those who might be sought out by magic. In a previous adventure, Pathfinders may have learned that Alewyn, an apprentice to the Shield Mage Orand, was sent to Corell's Watch on an urgent errand. Still hidden within the tower are clues as to what that errand was and what the fate of the Shield Mages may be.

Worried by the disappearance of Lord Linard, the Council of Lords has had the Church of Holy Shielding attempt scrying and divinations on the matter, with no result. They have now ordered a Pathfinder Unit to investigate the disappearance.

## Adventure Summary

The adventure begins with the Pathfinders en route to a barge landing southeast of Critwall. They have been tasked with investigating the disappearance of a ship, the Honor Reclaimed, which was carrying Lord Linard, the man rumored to soon be named the new Lord of South Keep, from Bright Sentry. The commander tells them that the only other boat that day was a Rhennee barge that left about an hour before the missing cog was to arrive; it should have seen the ship. Another Rhennee barge is at the docks currently, they don't know the barge in question, but say that it should be at the new Rhennee settlement at the mouth of the Veng River.

After traveling to the mouth of the Veng River, they meet the bargelord of the settlement, Dravish, and his Veth, Daverna. He recognizes the barge in question as

one that he suspects of being from a Rhennee settlement on Walworth Isle. A barge also reported seeing a ship being attacked by another vessel on that day. If the pirates took any prisoners, they were probably taken to Amundfort Isle, though he doesn't know where. Daverna recommends that they speak with Linene Blackford as she has extensive knowledge of the Shield Lands, and Dravish offers to take them to Bright Sentry on his personal barge.

The barge is attacked halfway to Bright Sentry by an aquatic creature that is attempting to force its way onto the barge to get away from something that is attacking it from below the waves. When the creature is defeated, it is dragged below the waves and devoured by whatever it was running from.

On Bright Sentry, they meet with Linene who tells them that the lord met with Lord Enerick, who was less than pleased that another Heironean was being considered for the Council of Lords. She has heard rumors of Rhennee pirates working in the service of Iuz, led by someone called "Eyes". If they captured the lord, he might be being held at Corell's Watch, a lighthouse on Walworth Isle that once was home of a Shield Mage named Eórsidh. Towers of Shield Mages are protected from scryings and that could be the reason for the failed scrying and it is the reason prisoners are kept there. The lamp of the lighthouse hasn't been lit since the fall of the tower and the shore is very treacherous along the Corell Straight.

Dravish offers to sneak the Pathfinders ashore near the lighthouse, and then wait offshore for them to light the lamp of the lighthouse to signal that they are ready to be picked up. He drops them off a mile down shore, and as they approach, they find the tower guarded on the outside by crocodiles.

Inside they find twelve prisoners hanging in cages suspended from the inside of the tower, accessible by the stairs that wind up the inside of the tower. Lord Linard isn't among them, but members of his crew are. They tell that he is dead, washed overboard when the ship was captured. There is also a Furyondian Admiral, former commander of the blockade among the prisoners, and a minor noble of the Shield Lands whose ship was captured earlier this year. At the base of the lighthouse is a room with the quarters of the commander of the prison tower, an evil mage who is using the study of the Shield Mage. Stairs also go down to a dock at the base of the cliff. When the lamp atop the tower is lit, a secret door is revealed on the stairs going down to the dock; it is the workshop of Eórsidh, and contains some hints as to the fate of the Shield Mages.

The jail's commander and his companion attack the barge at dawn. They are attempting to recapture the

prisoners. Once the attackers are repelled, the prisoners are returned to Bright Sentry.

## Introduction

*Your destination is the landing on the shores of the Nyr Dyv to the southeast of Critwall. It is where supplies arriving in Bright Sentry are brought across to the mainland. Your duty officer, Sergeant Corin assigned you to investigate the disappearance of the ship "Honor Reclaimed", due to have arrived at the barge landing two nights ago. The ship was carrying Lord Linard back from a meeting with Lord Enerick in Bright Sentry. Rumors say Lord Linard is the current favorite of the Council of Lords to gain the titles and holdings of South Keep. Divinations and attempts to scry on Lord Linard were unsuccessful, and so the Council of Lords has asked that Pathfinders investigate the matter.*

## Encounter One Barge Landing

*As you approach, two ships, the "Pride of Axeport", and the "Shieldbearer", are anchored offshore to guard the landing. A warehouse and three small docks sit at the shore of the Lake of Unknown Depths. A single barge, Rhennee by the look and garb of the crew, is docked here. Several small ramshackle buildings that house the workers and dock master are scattered nearby.*

Some players may be familiar with Pride of Axeport from COR02-01 As He Lay Dying. The ship has been refitted and repaired, but is the same ship from that adventure returned to the service of the Shield Lands.

The dockmaster, Ven Caulder, is a slender, once handsome Sueloise man with light blond hair, now covered with large circular scars on his face and neck, with an eye patch over his left eye. He received these scars at the breaking of the Blockade of Amundfort over a year ago. As one of the few navy men to have survived the horrible attack by the mass of sea creatures released by the Eldritch Wave, he has risen high in the service, but he refuses to venture onto the Nyr Dyv again, working the landing is as close as he desires to come ever again.

Ven is in his office when the Pathfinders arrive, if they question any of the workers, they will direct them to him. When questioned about the Honor Reclaimed, he relates the following information.

- The ship was should have arrived just before sunset according to reports he has received of its departure time from Bright Sentry and when it was seen rounding the cape on Scragholme Isle and heading north.
- Its captain was an experienced man named Tavin Kader. Ven had been his first mate while serving on the blockade and it is thanks to him that he survived the breaking of the blockade.
- The only other boat that was at the landing that day was a Rhennee barge that left about two hours before sunset. It should have seen the Honor Reclaimed before sunset unless something happened to the ship before then. The barge was headed to the new Rhennee barge settlement at the mouth of the Veng River.
- Nobody he has talked to knows if the barge had a name or who its owner or crew was.
- He doesn't trust Rhennee as he often saw them running the blockade of Amundfort. Some Rhennee bargelord was here a week ago asking about shipping and other work for his barges. He thinks it is likely a scam to steal supplies that the Shield Lands desperately need.
- Many of the sea creatures that were awoken by the incident with the Eldritch Wave have not returned to rest, and the waters of the northern Nyr Dyv are very dangerous now. It is possible that the ship was attacked by one of these monsters.

If the Pathfinders go to speak with the crew of the Rhennee barge, Targo, the bargewright, can tell them that he is unfamiliar with the barge in question. The barge is likely at the Rhennee settlement at the mouth of the Veng River, or someone there might know more about it.

## Encounter Two Barge Town

*After an uneventful journey along the shore of the Nyr Dyv, you arrive at the mouth of the Veng River just before sunset. In the broad delta, you can see several small islands with a score of barges tied together, forming bridges between the islands. On the largest of the islands a group of musicians play tambourines and lyres while others clap and dance. Nearby a large group of men drink and throw dice. As you approach, a sentry on the nearest barge calls out to you in an unfamiliar language, and then in common, "Hail travelers."*

The sentry is unfriendly as he is wary of travelers and visitors are not common at all. When pressed, he will send for the Lord of the settlement by blowing on a small horn, but will make no effort to help them cross the river.

When the horn is blown, the dancing stops and the people return to their barges, readying to make a quick exit if necessary. Dravish arrives shortly, and attempts to diffuse any tension that may have arisen in the meantime. He will take a skiff across the river to meet with the Pathfinders, sensing an opportunity here to make the important contacts he is looking for so that he can contract with the Shield Lands to have his barges carry cargo from the deepwater port in Bright Sentry to the barge landing and upstream to Torkeep and the Critwall landing.

*Out of the deepening gloom, a small skiff is poled across the river and comes to rest on the shore near you. It is crewed by two dark haired Rhennee men with curved knives in their belts. A short, wiry, middle-aged man with curly black hair and a large mustache steps onshore; an older woman in brightly colored robes follows after him. The man is dressed in fine clothes, opened to reveal a hairy chest with several scars across it. "I am Dravish, noble lord of this vitsa. What business brings you here?"*

The woman with him is Daverna, his Veth, or wise woman. She is the mother of one of his helpmates. The "vitsa" Dravish refers to is his extended family that makes up the majority of the Veng River settlement.

Dravish believes the barge from the landing did not come to the settlement after it left the landing, but it sounds like one that was here a week ago. The barge was not one of the families in this vitsa and he didn't recognize it. He suspects that it is part of a Rhennee settlement on Walworth Isle that he has heard rumors of. Those Rhennee are reputed to be pirates and smugglers. One of his barges reported seeing a ship under attack in the distance just before sunset the day of the ship's disappearance. The bargewright believed that the attack was from a low profile vessel rather than a creature. They did pass another cog named the "Eyes of the Deep" soon after seeing the attack. It was headed in that direction. They warned that vessel of the attack, but the captain seemed unconcerned.

If the barge from the docks did indeed attack the Honor Reclaimed, the barge would move too slowly for the journey to Walworth Isle to have been made by the barge already. It would be more likely that any prisoners it would have captured would have likely been taken to there by a sailing ship, though he has no idea where they would have been taken on Walworth Isle.

If the Pathfinders choose to go to Bright Sentry to continue their investigation, Dravish will offer to take them there on his barge in the morning as he is hoping that by being helpful he can convince the Pathfinders to give him the contacts he needs to do business with the Shield Lands.

If the Pathfinders don't think to go to Bright Sentry next, Dravish will ask Daverna to read the waters to help guide them as to what to do next.

*Daverna kneels on the shore and slowly strains the water of the river through her fingers, then she stares intently at the water flowing by, whispering quietly to it and pausing to listen. She then stands and dries her hands on her robes.*

*"These waters are murky, they cloud your course. I see a great black bear by a shining guardian in the home of many scraggs. The bear can perhaps guide in your search."*

The bear referred to in Daverna's reading is Linene "The Bear" Blackford, a renowned bard who lives on Scragholme Island near Bright Sentry. A Knowledge (Shield Lands) check DC 10 will impart this information to the Pathfinders. If no one knows of Linene, Dravish will recall something of her. He will offer to take the Pathfinders to Bright Sentry in the morning on his barge as he is hoping that by being helpful he can convince the Pathfinders to give him the contacts he needs to do business with the Shield Lands.

The Pathfinders can camp on the shore for the evening. They will not be allowed to come into the settlement for the evening.

Before returning to the settlement, Daverna takes aside each pathfinder who is willing. She whispers to them a cryptic warning of danger she has seen in the waters. For those who are willing to listen to her warning, they will receive a +2 insight bonus to any one will save made during the course of this adventure.

## Encounter Three

### Barge Trip

In the morning, Dravish's barge picks up the Pathfinders and makes its way through the delta and onto the Nyr Dyv. Any mounts and possessions that can't be brought on the barge can be left behind. Dravish ensures that nothing will happen to them. Large animals such as horses, or wild animals cannot be brought on the barge. Smaller animals like dogs can be brought along.

The barge is crewed by the two men who poled the skiff over last night, and three other young Rhennee men along with Dravish. Have the players show their

positions on the barge; see the map in Appendix 1. The journey to Bright Sentry should take approximately 8 hours.

As the barge makes its way onto the lake, the crew dumps a bucket of fish entrails over the side of the barge. The superstitious crew believes that this will help ward off attacks by creatures of the lake, which have been very active recently. Most of the crew only speak Rhopan, the Rhennee language, and they do not socialize with the Pathfinders, instead focusing on working the fishing lines and working the sail. Dravish is a very friendly and talkative man. Use the information provided below as part of his conversations.

His family grew up on the Veng and Ritensa Rivers and the northern shores of the Nyr Dyv when he was younger. They fled south with the invasion of Shield Lands by the Horned Society.

He has traveled mostly the Volverdyva River and the southern shores of the Nyr Dyv during the years of the Greyhawk Wars. There he rose to become the noble lord of this vitsa. The vitsa is primarily made up of several extended families that are related to him in some way. All the young men serving aboard the barge are sons of the sisters of his helpmates

A year ago he heard of the many victories in the Shield Lands and the retaking of Torkeep and Gensal. He then believed that it could be safe enough for him to lead his families back north to the Veng River, which he had longed to return to for years.

He also saw an excellent opportunity for his people to prosper in the area, as he heard that the Shield Lands didn't have enough boats to transport the supplies it receives in Bright Sentry to shore. The barges of his families are experienced cargo handlers and he believes they could provide a valuable service.

He also wished to leave the crowded Volverdyva River where there were many other Rhennee to compete with for cargo and fishing. Here he will be the only lord.

He spoke with Ven Caulder at the barge landing about the possibilities of his people working to carry cargo for the Shield Lands. Ven was very rude to him and rebuffed his offer without even considering it. Since then he has not been sure what to do, as he is not sure whom he could contact with his offer. He would be very grateful if the Pathfinders could help to put him in touch with someone with influence.

About halfway through the trip to Bright Sentry, read the following.

*Dravish has kept a sharp watch on the lake even as he has been talking with you, and his attention now seems drawn to a flight of gulls that has just taken flight ahead of the barge. He quickly stands and begins shouting to his crew in the Rhennee tongue*

*moments before a massive creature breaks the water just in front of the barge and attempts to crawl onto the front.*

Everyone must make a Balance check, DC equal to 4+ APL, or slide forward to the front of the barge. If already at the front of the barge when this happens, a failed check results in being thrown overboard. Any movement on the barge while the creature is still only partly on the barge requires another balance check.

### APL 6 (EL 8)

🔪 **Nyrrian Boatcrusher, Wounded (1):** hp 56, see *Appendix 2*.

### APL 8 (EL 10)

🔪 **Nyrrian Boatcrusher (1):** hp 115, see *Appendix 2*

### APL10 (EL 11)

🔪 **Nyrrian Boatcrusher, Advanced (1):** hp 254, see *Appendix 2*.

### APL 12 (EL 12)

🔪 **Nyrrian Boatcrusher, Advanced (1):** hp 309, see *Appendix 2*.

**Creature:** The Nyrrian Boatcrusher is attempting to force its way on to the boat (the shore in its mind), to escape the attack of a powerful kraken deep below the waves. It will attack anyone who blocks its way or attempts to force it back into the water. It is crazed with fear of what is below it, and its only thought is to get out of the water, it will fight until it dies. At APL 6 it will only attack once each round, at all other APLs it will both bite and gore. It will not use its tail slam attack as its tail is flailing about furiously trying to push it up onto the deck, however if a character should fall overboard in an area behind the creature but within its reach, they will be subject to an attack from the tail. It will not use its power dive ability. It will take five rounds for the creature to pull itself onto the barge, moving five feet further onto the barge each round. If not removed from the barge within three more rounds, the barge will sink, completely submerging in two more rounds.

The kraken only wishes to eat the boatcrusher for a meal, and is not interested in the barge or its passengers; however, if anyone should die in the water, below the surface, the kraken will not be averse to having a quick snack. Under no circumstances will the kraken engage the characters, having learned to be wary of the potential dangers of surface creatures, if attacked it will use its ink and then jet away.

Dravish and the rest of the crew stay to the back of the barge during the fight. They will try to help in ways that do not involve them directly in combat. They will throw lines to anyone who has fallen overboard and pull fallen people back from danger, etc. If things are going badly for the Pathfinders, they will attempt to help out by throwing knives at the boatcrusher.

*After defeating the strange sea creature, a massive, spiked tentacle bursts from the water and wraps around the creature's body. It easily drags the corpse off the barge and below the waves. Dravish quickly calls for the barge to get underway once again before the tentacle can return to grab anyone else.*

**Development:** If anyone should die during this combat, the Rhennee will insist that the body belongs to the waters and should be thrown overboard as the Rhennee have strong taboos against keeping corpses on their barges. If the Pathfinders can convince them that the dead person will be raised when they reach Bright Sentry, they will allow the corpse to be kept on board, but will avoid coming near it if at all possible.

The rest of the journey to Bright Sentry is uneventful. Dravish tells the Pathfinders that the creature was a Nyrrian Boatcrusher, probably a male who was driven out of its herd. He doesn't know what the tentacle was from, but it must have been huge whatever it was.

## Encounter Four The Great Black Bear

*After the barge sails into the harbor and docks, Dravish tells you that he will await you here while he sees to the care of the "Veldrane", his fine sailing cog.*

*The streets of Bright Sentry are buzzing with rumors of the disappearance of Lord Linard. One of the most common rumors you've heard as you walked through town is that Honor Reclaimed was spotted sailing for Amundfort so Lord Linard could turn traitor like Burryne Arbas, the last lord of South Keep.*

The Pathfinders can seek out more information from sources in Bright Sentry; however they will be unable to learn much more information. Sources in town will suggest they visit the knowledgeable bard who lives just south of town if they are seeking more information. When they go to visit Linene, read the following:

*You make your way south of Bright Sentry about half a mile down the shore at the edge of town to a large,*

*stilted, white house with bright red curtains in the windows. A spiral staircase leads up to a large porch where an old woman wrapped in a blue shawl sits in a comfortable chair. As you approach, she waves you up. "Its about time you arrived, I feared the tea would get cold waiting for you."*

Linene seats everyone on the many chairs on the porch while an unseen servant brings tea and biscuits for everyone, only when everyone is comfortably settled does she answer their questions. Linene is a kindly older woman, calling everyone dear, or my boy, etc, but if provoked, she has a sharp tongue and scathing wit. She can relate the following information related to the events in the module after being told of what the Pathfinders have learned to this point.

- If asked how she knew to expect company she will respond, "The lake has much to say to those who know how to listen".
- Lord Enerick met with Lord Linard because Lord Linard's politics and religious affiliations were not well known. Lord Enerick and a few other Lords were hopeful that he could be won over to their faction within the Council of Lords. The meeting was said to be somewhat heated, though she hasn't heard what specifically was discussed. She says this with a knowing smile, letting on that she knows more than she is saying.
- There are tales of Rhennee pirates working in the service of Iuz, led by someone called "Eyes". No one is sure who "Eyes" might be or what he looks like, but he is rumored to have smuggled many weapons from Greyhawk past the blockade of Amundfort, and his ships have attacked many others in the Nyr Dyv after the breaking of the blockade.
- If the attack the Rhennee barge witnessed was by these pirates and the lord was captured by them, he would likely be held at Corell's Watch, a lighthouse on Walworth Isle that once was home of a Shield Mage named Eórdsidh (pronounced eh-ord-sid-ah). Towers of Shield Mages are protected from scryings. These protections are the reason prisoners are rumored to be kept there, and that could be the reason for the failed scrying on Lord Linard. Corell's Watch is the nearest prison to the Rhennee encampment on Walworth Isle.
- The lamp of the lighthouse hasn't been lit since the fall of the Shield Lands and the shore is very treacherous along the Corell Straight, it would take an experienced captain in a shallow draft vessel to be able to approach the shore near Corell's Watch.
- Linene knew the mage, Eórdsidh, before the fall of Amundfort and has visited Corell's Watch before.



Eórsidh was an expert in light magic. She used a single candle to light the lamp of the lighthouse, the light of which could be seen on the far shore of the straights on a clear night. Linene can give a basic layout of the building, but can't recall any specific detail other than the many brightly polished silver mirrors that surrounded the lamp. She is aware of the lab on the lower flight of stairs; it was not concealed at that time, so its location is included in her description, though not the fact that it can be hidden by magic (she doesn't know this).

If the Pathfinders mention Dravish, and his offer, she will recommend that if anyone has influence with the Council of Lords or an individual lord, that influence could be used to gain him an audience to make his offer. If none of the Pathfinders have any influence with the Council of Lords, the use of the contact with Linene Blackford cert or a successful Diplomacy check of 8 + APL can convince her to attempt to arrange a meeting for him, though she will want to meet him herself first before she is willing to speak on his behalf. The Pathfinders must ask her to do this though, don't just give them the option of making the diplomacy check.

This offer should be enough for the Pathfinders to convince Dravish to take them to Corell's Watch. Dravish is familiar with Corell's Watch, having sailed the waters around Walworth Isle extensively before the war. He is confident that he can avoid any detection by the occupying forces. He will agree to take the Pathfinders there in exchange for their help in arranging a meeting for him later. If the Pathfinders have no influence and haven't convinced Linene to help, he will volunteer to take them to Corell's Watch, hoping his help will be remembered and will help him gain his meeting later.

**Developments:** If the Pathfinders have other means of traveling to Corell's Watch, they may use those means; however they will likely be unable to rescue all the prisoners without a boat to carry them all. This is their choice. This may also allow them to avoid the final encounter, again, their choice.

The Pathfinders may not be willing to make the journey to Corell's Watch, even with Dravish's help getting them there as Walworth Isle is a place to be rightly feared as the capital of the occupying forces of Iuz. If they choose not to go on, they return to Sergeant Corin and make their report. He will be obviously disappointed, but will thank them for their efforts and detail another unit of Pathfinders to make the journey to Corell's Watch to complete their investigation for them. This is the end of the adventure, award experience for the encounters completed to this point.

If they are shamed enough by the Sergeant's disapproval, they can continue the adventure and

Dravish will still be willing to take them there. However all the common crewmen will have been killed in the extra time it has taken the party to decide.

## Encounter Five Crocodile Tears

See Appendix One for the map of Corell's Watch.

*The two-day journey aboard Dravish's cog to the Corell Strait was relatively uneventful. Under the cover of night, you boarded the small barge being towed behind the cog. Dravish has slipped you ashore about a mile east of Corell's Watch. As the bargemen pole the barge away from the shore he whispers to you. "Good luck my friends. When you are ready to be picked up, light the lamp atop the lighthouse, and I will meet you at its base as quick as I may." A worn path, barely visible in the moonlight, runs toward the lighthouse at the top of the rocky shore.*

Dravish has refused to sail his barge to the dock at the base of the tower, considering it too risky to his crew and his barge to attempt the approach without the light of the lighthouse.

The journey to the lighthouse will take about 20 minutes; they will arrive at the tower at one hour after midnight. When they arrive, read the following:

*A white stone tower stands at the point of a rocky shore. No light can be seen through the small windows that wind up around the sixty-foot tall lighthouse. A wooden wall about eight feet high runs from one shore to the other. A large double door is set in its middle. The crashing of the waves onto the shore of the cliffs below drowns out all other noise from beyond the wall.*

The double doors in the wall are barred from the inside; they cannot be opened by the Open Locks skill, as there is no lock on them. The door will have to be forced, or someone will have to climb over the wall and remove the bar.

🗡 **Wooden Doors With Wooden Bar:** 3 in. thick; hardness 5; hp 30; AC 5; Break DC 24

When anyone moves to the other side of the wall and enters the water, the crocodile's left to guard the tower by Ferylan will attack them. The crocodiles are submerged in the water filled ditch around the tower. The water is between three to ten feet deep with the shallowest part

being the area directly between the door to the tower and the door to the palisade. The crocodiles are taking 10 on their hide; note that crocodiles get a +12 bonus to hide when submerged and the lighting conditions also make spotting them much more difficult.

Note that Giant Crocodiles are huge creatures. Only a few will be able to be hiding in the water near the gate. Spread the others out farther around the side of the lighthouse, and have one waiting inside the lighthouse.

### **APL 6 (EL 7)**

🔥 **Crocodiles (6):** hp 21, 22, 22, 25, 25, 29; see MM.

### **APL 8 (EL 9)**

🔥 **Giant Crocodiles (6):** hp 55, 57, 59, 59, 61, 63; see MM.

### **APL10 (EL 12)**

🔥 **Fiendish Giant Crocodiles, Advanced (4):** hp 112, 112, 115, 116; see *Appendix 2*.

### **APL 12 (EL 14)**

🔥 **Fiendish Giant Crocodiles, Advanced (8):** hp 109, 110, 112, 112, 115, 116, 119, 120; see *Appendix 2*.

**Tactics:** The crocodiles will attack when anyone enters the water. If reduced to 1/3 of their hit points, they will attempt to flee into the lighthouse and down the stairs into the Nyr Dyv. If they cannot flee into the lighthouse, they will jump over the edge and take 1d6 points of subdual damage as they hit the water.

**Developments:** Any crocodiles that survive the encounter will be available for the battle in encounter seven.

Note that at APL 12 Ferylan has Animal Perception, and can see anything that the crocodiles are able to see during this fight. Use this knowledge to its fullest when he attacks later.

When the Pathfinders fight the crocodiles or enter the tower, Colizard's familiar (a seagull) flies off to find and warn him of intruders in the lighthouse. The familiar is roosting by the lamp at the top of the lighthouse. Colizard and Ferylan are away from the lighthouse searching for an aquatic creature for Waquonis, the commander of Iuz's forces in Amundfort.

*The inside of Corell's Watch is littered with refuse and the droppings of both crocodiles and the prisoners who are locked in cages suspended from chains just off the stairs that wind up the inner wall of the lighthouse. A score of cages ring the tower, all hung at the same height as the nearest steps. Four doors exit this room, and a flight of stairs goes down at the far side of the room.*

None of the doors exiting the room are locked. There is a cage spaced every ten feet around the stairs that circle up the inside of the lighthouse. The cages are 5 feet away from the stairs, and they each have a lock: Open Locks DC 20, Break DC of 28.

Eight of the twenty cages are currently occupied. Three of the prisoners are sailors from captured vessels from Dyvers and Leukish. Two are sailors from Honor Reclaimed. Tavin Kader, captain of Honor Reclaimed, and Regweld Dayne, a Furyondian admiral and the commander of the Blockade of Amundfort are in the highest cages. The final prisoner is Jelik Lardon, nephew of Lord Lardon, and a minor noble of the Shield Lands whose ship was captured earlier this year.

If questioned about Lord Linard, Tavin can tell them that he took a crossbow bolt during the attack on the ship and fell overboard. He presumes him to be dead. The rest of his crew that were captured were fed to the crocodiles or tortured by the wizard in Room Two (on the map). The screaming went on for hours.

The prisoners can describe their jailors. The leader is a wizard with strange oily black skin named Colizard. The other is a large human named Ferylan who has lots of trained crocodiles.

Rhennee pirates captured most of the prisoners. Many of the attacks were by barges. Once captured, they were transferred to a ship within a day and brought here. One who seemed to be a leader amongst the Rhennee captured Jelik Lardon while he traveled on a ship from Dyvers. He heard the crew call this man Izendro. Izendro was an ugly pock faced male, nearly six feet tall and with a shaved head. This matches the description of the captain of the Eyes of the Deep that Dravish may have mentioned in encounter two.

If released from their cages, the prisoners will accompany the pathfinders. With a bit of crowding, all the prisoners can fit on Dravish's barge. The prisoners are unarmed and in no condition to fight.

## **Encounter Six Corell's Watch**

See Appendix One for the map of Corell's Watch.

### **Room One: Colizard's Quarters**

*This room contains a large bed, a wardrobe with blue robes, a small bookshelf, and a small writing desk. A letter sits on the writing desk along with two tomes, one on aquatic creatures of the Nyr Dyv, and the*

*other on aquatic variants of land creatures. A large book on the bookshelf is bound in foul black skin. It is attached to a massive chain anchored in far the wall.*

The letter is from Waquonis, commander of the forces of Iuz in Amundfort. See Player Handout #2. Colizard's notes indicate that he believes the creature described in the letter is an aquatic variant of a beast usually found underground, possibly an Umber Hulk or a Chuul.

The large black book is written in Abyssal, it is titled *Demonic Transmutations*. The chain is enchanted with a *Dimensional Anchor* spell, preventing the book from returning to the Abyss where it was created. If the chain is removed, the book will vanish back to the Abyss in one minute. The book describes the gruesome scene found in room two as part of a ritual of enslavement. The book also details the process of binding the skin of a demon to a willing mage to increase his power.

**Treasure:** Potion of Water Breathing-located on the bookshelf. 62.5 GP.

### Room Two: Laboratory

*Ruined bookshelves line the walls. A small alchemical lab is in the near right corner, while a large summoning circle with a torture table in the middle of it dominates the rest of the room. The remains of a prisoner are strapped to the table face down. Much of the skin on the man's back has been removed and replaced with a black and oily skin from an unknown source.*

The grisly scene in this room is a ritual described in the book *Demonic Transmutations* found in room one. The victim of the experiment was one of the captured crew of Honor Reclaimed. Notes found nearby indicate the experiment is designed to bind a victim with a section of demonic skin, enslaving them to the will of the creature the skin came from. The process seems to have been designed for use by demons, but there are many notes about how the process could be changed to use similar skin from a different source. A heal check DC 20 indicates that the prisoner died of poisoning and he has no other visible wounds.

### Room Three: Kitchen

*This room is a small kitchen and a well-stocked pantry. A large pot of cold gruel with a dozen dirty plates sits on the counter. Plates with the bones of several cooked fish sit next to two wine glasses on a table in the middle of the room.*

### Room Four: Ferylan's Quarters

*These quarters are very sparsely furnished. A mud and straw bed that looks more like a nest is on the floor next to a wardrobe with a few simple clothes inside. On a small table are half a dozen large teeth with runes carved into them.*

**Treasure:** Tooth of Aquatic Animal Summoning 117 GP.

**Development:** If the Tooth of Aquatic Animal Summoning is not taken, Ferylan will have one along to use in encounter seven.

### Lamp

*The top of the lighthouse is a covered circular platform with stone walls on the landward side and a metal guardrail on the seaward side. There are still small bits of silver lining the inner walls, though most appears to have been stripped away by looters. In the middle is a massive oil lamp with the remains of a single candle in the middle. An old cask of oil stands near the back wall, but the large bird nest built on it indicates that it has not been disturbed in some time.*

The Pathfinders will need to relight the lamp to signal Dravish to bring his barge in to the docks below the tower. Another effect of lighting the lamp is that it will reveal and unlock the door to the secret lab on the stairs going down to the docks.

There are several ways to light the lamp. The cask of oil can be opened and used to refill the lamp. Also a continual flame spell or daylight spell cast on an object and then placed into the lamp will work, as will placing an everburning torch in the lamp.

If the Pathfinders have another way to contact Dravish to be picked up, they can do so. They will likely miss the door to the secret lab unless they have an elf along who can notice the hidden door despite the magic hiding it or if they remember its location from Linene's description of the lighthouse.

### Secret Laboratory

The door to this room is halfway down the flight of stairs that leads to the dock. It can only be seen if the lamp in the tower has been lit, though it can be noticed by elves or found by a search check DC 20. The door has no lock, but cannot be opened unless the lamp has been lit.

A *knock* spell will open the door and other spells such as *dimension door* and *stone shape* will allow the room to be entered as will destroying the door with a *shatter* spell cast by a sufficiently high level caster, the door weighs 60 pounds. To open the door with force requires a Strength check with a DC of 30, otherwise it is

a regular stone wall with a thickness of one foot for purposes of dealing damage to destroy the door, see the Players handbook.

***Behind the secret door is a small magic laboratory going back into the face of the cliff. Dozens of candles light the room. A small alchemical lab, wicks, and blocks of wax cover the table in the center of the room. The many shelves along the far wall have books, small vials, and dozens of candles labeled with a number and letter in a spidery script.***

This is the lab of the Shield Mage Eórsidh. She used her illusions to hide it when she left the lighthouse with Alewyn for Amundfort, fearing that the forces of Iuz might overrun the lighthouse before she could return. The lit candles around the room appear to have Continual Flame spells cast upon them, but they go out as soon as they are removed from the lab. The candles on the shelves are various unfettered candles made by Eórsidh and left here when she and Alewyn traveled to Amundfort during the invasion of the Shield Lands. Lighting a candle is a standard action that provokes an attack of opportunity. The spell effect stored within the candle will affect the person lighting it at the start of their next round, in all other respects, it is just as if they had drank a potion.

A book on the shelves by the candles contains a code that tells the nature of each candle on the shelves. It will take 2 hours of studying the candles and the book to decipher the code and determine what spell is in each candle. The vials on the shelves contain spoiled spell components.

One of the books on the shelf is one of Eórsidh's backup spellbooks; another details the processes to create two uncommon alchemical items, flashpellets and glowpowder. If the book of alchemical processes is taken, Linene can recommend a good alchemist to give it to. This will make flashpellets and glowpowder available for purchase in Shield Lands' regional modules.

Also on the shelf is a scroll tube containing several journal entries from a young Shield Mage named Alewyn. Anyone who learned to read Alewyn's code in SHLo3-01 The Lonely Tower can read the journal entries. The judge should give them the following information:

URL: <http://www.shieldlands.net/files/alewyn2.pdf>  
Password: alewyn

The journal entries contain more information about Alewyn's journey to Corell's Watch and then on to Admundfort only days before Iuz's forces invaded the Shield Lands. It also includes more information on the Shield Mages themselves. The information it contains

has no bearing on the rest of this event, but will be important in later parts of The Towers series.

#### **Treasure:**

**APL 6:** Eórsidh's Spellbook 38 gp, Flashpellet 4 gp, Glowpowder 4 gp, Unfettered Candle - Owl's Wisdom 25 gp, Unfettered Candle - Fox's Cunning 25 gp, Unfettered Candle - Eagle's Splendor 25 gp

**APL's 8, 10, & 12:** Eórsidh's Spellbook 38 gp, Flashpellet 4 gp, Glowpowder 4 gp, Unfettered Candle - Owl's Wisdom 25 gp, Unfettered Candle - Fox's Cunning 25 gp, Unfettered Candle - Eagle's Splendor 25 gp, Unfettered Candle - Displacement 63 gp, Unfettered Candle - Arcane Sight 63 gp

#### **Dock**

***A stone dock extends fifteen feet out from the shore near the base of the cliff. A dark doorway leads back into the white stone tower of the lighthouse. To either side of the dock is an earthen embankment that leads up out of the lake.***

The tracks of many crocodiles can be found here as they use the embankment to crawl out of the lake and up into the tower.

If the lamp has been lit, the lighthouse seems to glow faintly and the lamp atop the tower shines brightly, illuminating the landing. Dravish will arrive in a few minutes, expertly avoiding the many rocks. Once everyone is aboard, the barge makes its way back out onto the Nyr Dyv to meet up with the cog again after sunrise. However, they will not make it back to the cog before an attack occurs just before sunrise.

## **Encounter Seven Crocodile Hunted**

***You have sailed through the night towards Dravish's cog. The sun is just appearing on the eastern horizon and Dravish expects to be back to the cog within the hour. The cries of the gulls flying overhead are suddenly drowned out by the familiar growl of a crocodile just ahead.***

This encounter takes place on the small barge that has been towed behind the Velldrane. The barge is 20 feet long by 15 feet wide. There is a small mast in the middle and a short rail around the edges. Dravish and three Rhennee bargemen man the barge. Note that at all APL's, Dravish, his crew, and the rescued prisoners will be stunned by the Fiendish Glare attack leaving the fight to the Pathfinders for the first 12 combat rounds.

Colizard has used his familiar to find and follow the barge while he and Ferylan prepare an ambush to

recapture their prisoners. Colizard casts *ghost sound* to create the sound of many large crocodiles somewhere to the front of the barge hoping to draw the attention of the passengers to the front while they attack from behind. They are not looking to kill anyone, preferring to capture them if possible; this means they will target active foes over stunned foes, will not coup de grace a helpless foe, and if they have absolutely nothing better to do, they will attempt to stabilize a dying foe. Any animals or other creatures that may be accompanying them at various APLs are not subject to this.

Ferylan and Colizard will fight not to the death if they can escape, but they will continue the fight for as long as it seems possible to win before escaping back into the water and retreating. Please read and be familiar with the tactics section for the APL you are playing at for information on how to run this fight, as it can get somewhat complex. See Appendix 3 for Acolyte of the Skin and Marine Lord prestige class descriptions.

### **APL 6 (EL 9)**

- **Colizard:** hp 41; see *Appendix 2*.
- **Ferylan:** hp 49; see *Appendix 2*.
- **Octopus (2):** hp 9 each; see MM.
- **Crocodile (1):** hp 22; see MM.
- **Eagle (1):** hp 5; see MM.

### **APL 8 (EL 11)**

- **Colizard:** hp 97; see *Appendix 2*.
- **Ferylan:** hp 63; see *Appendix 2*.
- **Octopus (2):** hp 9 each; see MM.
- **Crocodile (1):** hp 22; see MM.
- **Eagle (1):** hp 5; see MM.

### **APL 10 (EL 13)**

- **Colizard:** hp 103; see *Appendix 2*.
- **Ferylan:** hp 77; see *Appendix 2*.
- **Octopus (2):** hp 9 each; see MM.
- **Crocodile (1):** hp 22; see MM.
- **Eagle (1):** hp 5; see MM.
- **Giant Octopus (1):** hp 44; see MM.
- **Seagull Familiar (1):** hp 44; see MM (use Raven stats).

### **APL 12 (EL 15)**

- **Colizard:** hp 135; see *Appendix 2*.
- **Ferylan:** hp 89; see *Appendix 2*.
- **Octopus (2):** hp 9 each; see MM.
- **Crocodile (1):** hp 22; see MM.
- **Eagle (1):** hp 5; see MM.
- **Giant Octopus (1):** hp 44; see MM.
- **Seagull Familiar (1):** hp 44; see MM (use Raven stats).

#### **Tactics:**

**APL 6:** At this APL the attack starts with Colizard having precast *ghost sound*, *mage armor*, *shield*, *spectral hand*, and *fly* and having drunk a potion of water breathing. Ferylan has cast *resist elements* on Colizard for whatever element the seagull familiar witnessed used in the fight with the crocodiles, unless that element is fire. If no other elemental spells were cast, then protection from electricity is cast. Ferylan also has drunk a potion of water breathing.

Colizard is flying under the water until he is within 100 feet of the barge. Colizard emerges from the water behind the barge and uses his Fiendish Glare ability to attempt to stun the passengers. Due to his recent experiments using his demonic skin, this ability is not as powerful as normal; halve the duration of the stun effect for those who fail, the other effects of the glare are unaffected.

While Ferylan's Animal Companion crocodile attacks from the front of the barge Colizard will follow this ambush with a *glitterdust* if many people have not been stunned, or a *stinking cloud* if only a few have. He will then follow up with as many disabling spells as possible hoping to beat the Pathfinders into submission.

Ferylan will attempt to slip aboard the barge when it looks like several people have been disabled and attempt to bind them with his Use Rope skill.

**APL 8:** at this APL the attack starts with Colizard having precast *ghost sound*, *mage armor*, *shield*, *spectral hand*, *endurance* and *fly* and having drunk a potion of water breathing. Ferylan has cast *resist elements* on Colizard for whatever element the seagull familiar witnessed used in the fight with the crocodiles, unless that element is fire. If no other elemental spells were cast, then protection from electricity is cast.

Colizard is flying under the water until he is within 100 feet of the barge. Colizard emerges from the water behind the barge and uses his Fiendish Glare ability to attempt to stun the passengers. Due to his recent experiments using his demonic skin, this ability is not as powerful as normal; halve the duration of the stun effect for those who fail, the other effects of the glare are unaffected.

While Ferylan's animal companion crocodiles attack from the front of the barge, Colizard will follow this ambush with a *stinking cloud* if obvious spellcasters have not been stunned, or a *fear* if obvious fighters have not been stunned. He will then follow up with as many disabling spells as possible hoping to beat the Pathfinders into submission.

Ferylan will attempt to slip aboard the barge when it looks like several people have been disabled and attempt to bind them with his Use Rope skill. If attacked, he

jumps back into the water and wildshapes into a crocodile and blends in with the other crocodiles attacking, healing himself in the process, this is one of his favorite tactics as he can wildshape an unlimited number of times a day.

**APL 10:** At this APL the attack starts with Colizard having precast *ghost sound*, *mage armor*, *shield*, *spectral hand*, *endurance*, *haste*, and *fly* and having drunk a potion of water breathing. Ferylan has cast *resist elements* on Colizard for whatever element the seagull familiar witnessed used in the fight with the crocodiles, unless that element is cold or fire. If no other elemental spells were cast, then protection from electricity is cast.

Ferylan uses his summon animals ability to summon more crocodiles and casts *nature's favor* on one.

Colizard emerges from the water behind the barge and uses his Fiendish Glare ability to attempt to stun the passengers, then uses his haste action to move back under the water. Ferylan then uses his share lesser wildshape ability to turn himself and Colizard, his familiar, and all his animal companions except the giant octopus into giant crocodiles.

While Ferylan's animal companion crocodiles attack from the front of the barge, Colizard will follow by casting a still/silent *glitterdust* if fighters appear to not be stunned or still/silent *stinking cloud* if spellcasters are not stunned. He can cast in crocodile form with still/silent spells as he applies the eschew materials feat and there are no focuses required for these spells. Once he has used his still/silent spells up, he will revert to his natural form and then follow up with as many disabling spells as possible, hoping to beat the Pathfinders into submission.

Ferylan will attempt to slip aboard the barge when it looks like several people have been disabled and attempt to bind them with his Use Rope skill. If attacked, he wildshapes into a giant crocodile, healing himself in the process. This is one of his favorite tactics as he can wildshape an unlimited number of times a day.

If Colizard is injured, Ferylan will wildshape into an animal and share it with Colizard to heal him as per wildshaping. If anyone enters the water, his Animal Companion Giant Octopus attacks them, otherwise it will attempt to grab anyone who is within reach.

**APL 12:** At this APL the attack starts with Colizard having precast *ghost sound*, *mage armor*, *shield*, *spectral hand*, *cat's grace*, *endurance*, *haste*, and *fly* and having drunk a potion of Water Breathing and having attempted to gate in a Vrock with his Summon Fiend ability. Ferylan has cast *resist elements* on Colizard for whatever element he witnessed with his Animal Perception ability during the fight with the

crocodiles unless that element is cold or fire, and if no elemental spells were cast, then electricity.

Ferylan uses his summon animals ability to summon more crocodiles and casts *nature's favor* on one animal and *animal growth* on three of his animals.

Colizard emerges from the water behind the barge and uses his Fiendish Glare ability to attempt to stun the passengers, then uses his haste action to move back under the water. Ferylan then uses his share lesser wildshape ability to turn himself and Colizard, his familiar, and all his animal companions into giant crocodiles.

While Ferylan's Animal Companion crocodiles attack from the front of the barge, Colizard will follow by casting a still/silent *glitterdust* if fighters appear to not be stunned or still/silent *stinking cloud* if spellcasters are not stunned. He can cast in crocodile form with still/silent spells as he applies the eschew materials feat and there are no focuses required for these spells. Once he has used his still/silent spells up, he will revert to his natural form and then follow up with as many disabling spells as possible, hoping to beat the Pathfinders into submission.

Ferylan will attempt to slip aboard the barge when it looks like several people have been disabled and attempt to bind them with his Use Rope skill. If attacked, he wildshapes into a giant crocodile as a move equivalent action due to his fast wildshaping feat, healing himself in the process. This is one of his favorite tactics as he can wildshape an unlimited number of times a day.

If Colizard is injured, Ferylan will wildshape into an animal and share it with Colizard to heal him as per wildshaping.

#### **Treasure:**

APL 6: Quall's Feather Token – Anchor 4 gp; Quall's Feather Token – Fan 17 gp; Quall's Feather Token - Swan Boat 38 gp; Headband of Ferocity 167 gp; Vest of Resistance +1 83 gp.

APL 8: Quall's Feather Token – Anchor 4 gp; Quall's Feather Token – Fan 17 gp; Quall's Feather Token - Swan Boat 38 gp; Headband of Ferocity 167 gp; Vest of Resistance +1 83 gp; Arcane Scroll (Invisibility) 13 gp; Arcane Scroll (Protection From Arrows) 13 gp; Hide Armor +1 97 gp.

APL 10: Quall's Feather Token – Anchor 4 gp; Quall's Feather Token – Fan 17 gp; Quall's Feather Token - Swan Boat 38 gp; Headband of Ferocity 167 gp; Vest of Resistance +1 83 gp; Scroll of Invisibility 13 gp; Scroll of Protection From Arrows 13 gp; Hide Armor +1 97 gp; Periapt of Wisdom +2 333 gp; Wilding Clasp 333 gp.

APL 12: Quall's Feather Token – Anchor 4 gp; Quall's Feather Token – Fan 17 gp; Quall's Feather Token - Swan Boat 38 gp; Headband of Ferocity 167 gp; Vest of

Resistance +1 83 gp; Hide Armor +1 Wild 1347 gp; Periapt of Wisdom +2 333 gp; Wilding Clasp 333 gp.

**Developments:** If the pathfinders are defeated or some are captured while others escape, Colizard will use his Quall's Feather Tokens: Swan Boat and Fan, to sail everyone who was captured back to Corell's Watch and imprison them there.

## Conclusion

*After returning to the cog, the winds blow you quickly back to the safe haven of the port of Bright Sentry. The bright red hair of Sergeant Corin is blown by the strong winds as he waits to welcome you at the docks as you disembark. "I must give a report to Lord Enerick on your investigation this afternoon, what have you discovered?"*

After listening to the report, Sergeant Corin will order the rescued prisoners be taken to the Temple of the Blinding Light to be cared for there.

*"It looks as if the Council of Lords will need to find another to claim South Keep when it is reclaimed. It is unfortunate that Lord Linard was not among those you rescued, but it is obvious that the True Path has guided you on your mission. I must commend you for your bravery and dedication to your mission, lesser men might have turned away from such a dangerous course." He gives each of you a hearty slap on the back and then goes to deliver his report to Lord Enerick.*

If the Pathfinders promised to help Dravish to gain a meeting with someone earlier in the adventure, he will remind them of this now, asking that they remember their promise to him. This meeting can be gained by using three influence points with the Council of Lords, or two influence points with either Lord Bohdon or Lord Enerick from among all the Pathfinders. If the Pathfinders have no influence with the Council of Lords, they can attempt to convince Linene, a well-known and respected figure to arrange a meeting for him. See Encounter Four for more information on how they can do this. Only do this if they think to ask her for her help.

## The End

## Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the

experience award. Award the total value (objectives plus roleplaying) to each character.

### Encounter Three: Barge Trip

APL 6 240 xp; APL 8 300 xp; APL 10 330 xp;  
APL 12 360 xp.

### Encounter Five: Crocodile Tears

APL 6 210 xp; APL 8 270 xp; APL 10 360 xp;  
APL 12 420 xp.

### Encounter Seven: Crocodile Hunted

APL 6 270 xp; APL 8 330 xp; APL 10 390 xp;  
APL 12 450 xp.

### Story Award

Light the lamp of Corell's Watch:

APL 6 60 xp; APL 8 60 xp; APL 10 60 xp;  
APL 12 60 xp;

Find Eórdsidh's secret lab and recover the information on the Shield Mages:

APL 6 60 xp; APL 8 60 xp; APL 10 60 xp;  
APL 12 60 xp;

### Discretionary roleplaying award

APL 6 60 xp; APL 8 90 xp; APL 10 120 xp;  
APL 12 150 xp;

### Total possible experience:

APL 6 900 xp; APL 8 1110 xp; APL 10 1320 xp;  
APL 12 1500 xp;

## Treasure Summary

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

#### Encounter Six:

APL 6: L: 0 gp; C: 0 gp; M: 300 gp - Total: 300 gp  
 APL 8: L: 0 gp; C: 0 gp; M: 425 gp - Total: 425 gp  
 APL 10: L: 0 gp; C: 0 gp; M: 425 gp - Total: 425 gp  
 APL 12: L: 0 gp; C: 0 gp; M: 425 gp - Total: 425 gp

#### Encounter Seven:

APL 6: L: 0 gp; C: 0 gp; M: 308 gp - Total: 308 gp  
 APL 8: L: 0 gp; C: 0 gp; M: 430 gp - Total: 430 gp  
 APL 10: L: 0 gp; C: 0 gp; M: 1097 gp - Total: 1097 gp  
 APL 12: L: 0 gp; C: 0 gp; M: 2322 gp - Total: 2322 gp

#### Total Possible Treasure

APL 6: L: 0 gp; C: 0 gp; M: 608 gp - Total: 608 gp  
 APL 8: L: 0 gp; C: 0 gp; M: 855 gp - Total: 855 gp  
 APL 10: L: 0 gp; C: 0 gp; M: 1522 gp - Total: 1522 gp  
 APL 12: L: 0 gp; C: 0 gp; M: 2747 gp - Total: 2747 gp

### Items for the Adventure Record

**Tooth of Aquatic Animal Summoning:** When the command word is spoken and this rune carved tooth is thrown into a body of water larger than ten feet square, it

will summon either 1d3 crocodiles, 1d3 large sharks, or 1d4+1 medium sharks. See Monster Manual for animal statistics. This functions as a Summon Nature's Ally IV spell, cast at 7th level.

Frequency: Adventure, Requirements-Craft Wondrous Item, ability to cast Summon Nature's Ally IV, tooth from an aquatic animal. Cost 1400 GP

**Unfettered Candles:** These candles were made by the Shield Mage Eórsidh. Lighting a candle is a standard action that provokes an attack of opportunity, it can be lit defensively with a Concentration check DC 15. The spell effect stored within the candle will affect the person lighting it at the start of their next round, leaving them free to take other actions that round. The spell effect will continue as long as the candle remains lit. The candle burns for the duration of the spell and cannot be extinguished except by the will of the caster. All spells within the candles are at minimum caster level.

Frequency: Adventure, Requirements-3<sup>rd</sup> level Candle Caster. Cost-Varies

**Eórsidh's Spellbook:** 1st—*Color Spray, Silent Image, Expeditious Retreat, True Strike, Change Self*, 2nd—*Continual Flame, Hypnotic Pattern, Mirror Image, Invisibility, Daylight, Glitterdust, See Invisibility, Blur, Eagle's Splendor (Tome and Blood), Owl's Wisdom (Tome and Blood), Fox's Cunning (Tome and Blood), body of Fire (Masters of the Wild)* 3rd — *Corpse Candle (Tome and Blood), Displacement, Invisibility Sphere, Arcane Sight (Tome and Blood)*, 4th — *Rainbow Pattern*

Frequency-Adventure, Cost- 450 gp

### Item Access

#### APL 6:

Glowpowder 50 gp (Region; Tome and Blood)  
 Flashpellet 50 gp (Region; Tome and Blood)  
 Eórsidh's Spellbook 450 gp (Adventure; AR)  
 Tooth of Aquatic Animal Summoning 1400 gp (Adventure; AR)  
 Potion of Water Breathing 750 gp (Adventure; DMG)  
 Quall's Feather Token (Anchor) 50 gp (Adventure; DMG)  
 Quall's Feather Token (Fan) 200 gp (Adventure; DMG)  
 Quall's Feather Token (Swan Boat) 450 gp (Adventure; DMG)  
 Headband of Ferocity 2000 gp (Adventure; Sword and Fist)  
 Unfettered Candle (Owl's Wisdom) 300 gp (Adventure; AR & Tome and Blood)  
 Unfettered Candle (Fox's Cunning) 300 gp (Adventure; AR & Tome and Blood)  
 Unfettered Candle (Eagle's Splendor) 300 gp (Adventure; AR & Tome and Blood)



Vest of Resistance +1 1000 gp (Adventure; Tome and Blood)

**APL 8:**

Unfettered Candle (Displacement) 750 gp (Adventure; AR)

Unfettered Candle (Arcane Sight) 750 gp (Adventure; AR & Tome and Blood)

APL 6 Items

**APL 10:**

Wilding Clasp 4000 gp (Adventure; Masters of the Wild)

Periapt of Wisdom +2 4000 gp (Adventure; DMG)

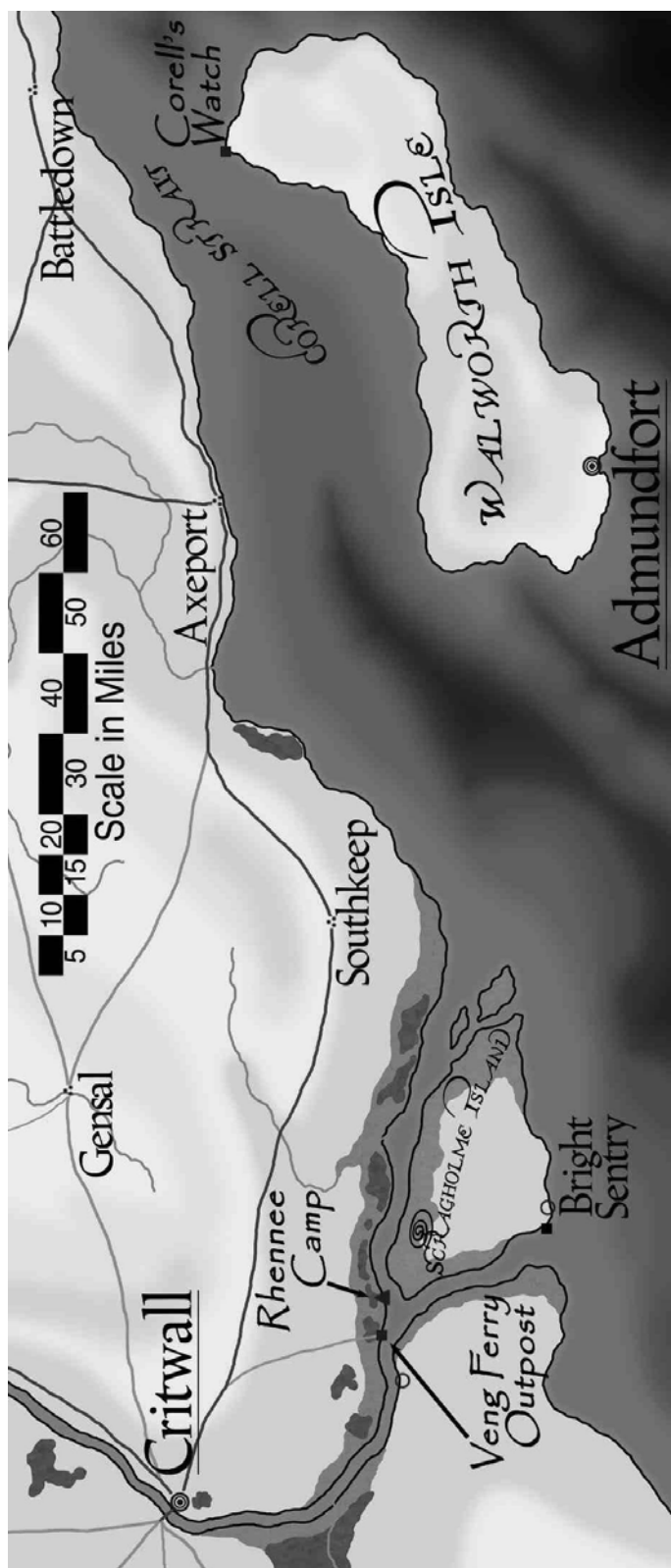
APL 6 & 8 Items

**APL 12:**

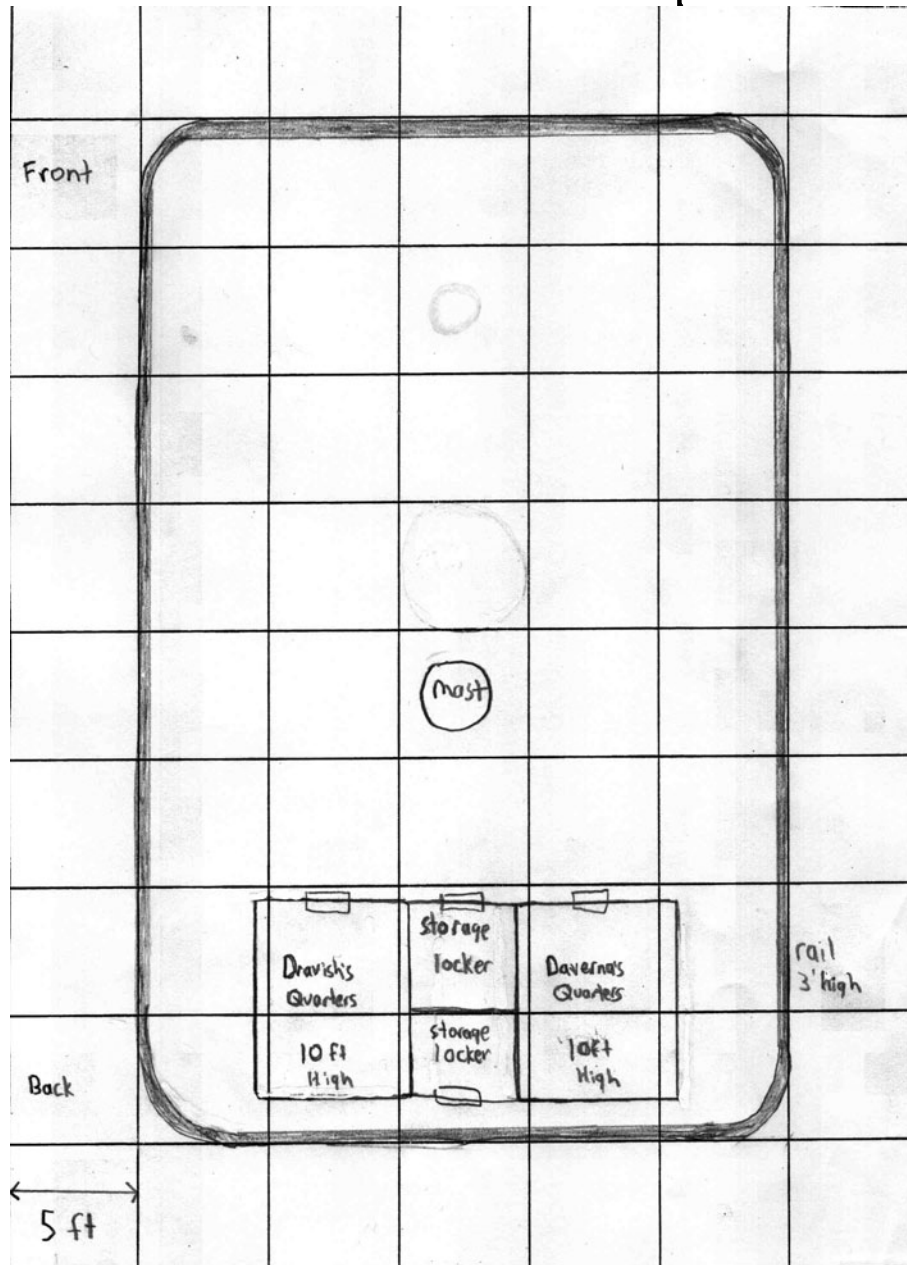
Wild Hide Armor +1 16165 gp (Adventure; Masters of the Wild)

APL 6, 8 & 10 Items

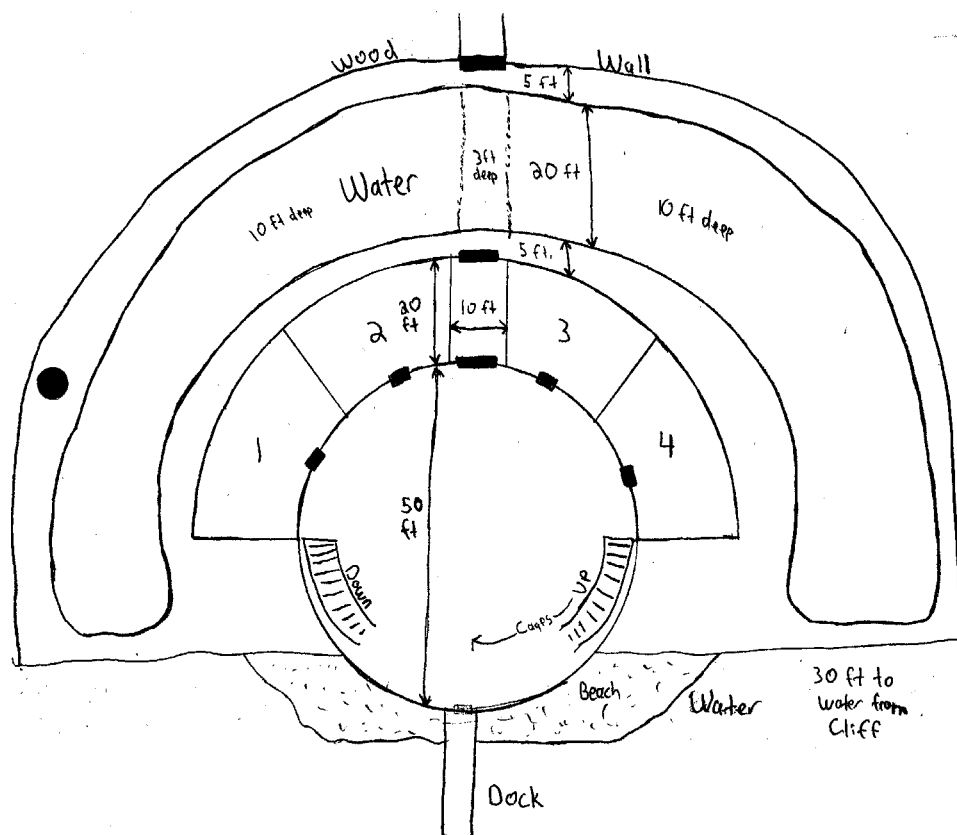
## Appendix 1: Maps: Map 1 – Northern Nyr Dyv



Map 2 – Dravish's Barge



## Map 3 – Corell's Watch



## Appendix 2: NPC Stats

### APL 6

#### Encounter 3: Barge Trip

🔥 **Nyrrian Boatcrusher**: CR 9; Huge beast (Aquatic); HD 11d10+55; hp 56; Init +1; Spd 15 ft., swim 40 ft.; AC 16 (touch 9, flat-footed 15) [[+1 Dex, -2 size, +7 natural]]; Atk +14 melee (2d6+12, bite), +9 melee (2d6+4, gore), +9 melee (1d6+4, tail slam); Face/Reach 10 ft. by 20ft./10 ft. SQ Darkvision, low-light vision 60 ft., power dive; AL N; SV Fort +12, Ref +8, Will +4; Str 27, Dex 12, Con 20, Int 2, Wis 13, Cha 11.

*Skills and Feats*: Hide -7, Listen +16, Spot +10

**Power Dive (Ex)**: When in the water, the boatcrusher can dive downward (at any angle up to 45 degrees from straight down) and move up to four times its speed as a double move

#### Encounter 7: Crocodile Hunted

🔥 **Colizard, male human Wiz 5, AotS 3**: CR 8; Medium-size Humanoid; HD 8d4+10; hp 41; Init +3 (Dex); Spd 30 ft; AC 18 or 25 (+3 Dex, +1 Natural Armor, +4 Mage Armor, +7 Shield); Atks +3 melee (1d6, staff) +6 ranged (1d4, dagger); SA spells, fiendish glare, poison 1/day; SQ Darkvision 60ft., summon familiar, flame resistant, wear fiend; AL NE; SV Fort +9, Ref +6, Will +8; Str 10, Dex 16, Con 14, Int 18, Wis 10, Cha 8.

*Skills*: Alchemy +15, Concentration +13, Intimidate +10, Knowledge (nature) +12 Knowledge (the Planes) +12, Profession-Torturer +11, Spellcraft +12. *Feats*: Scribe Scroll, Silent Spell, Still Spell, Eschew Materials, Spell Focus-Necromancy, Spell Focus-Conjuration.

*Equipment*: Quall's Feather Tokens-Anchor, Fan, Swan Boat, Staff, 4 Daggers, Vest of Resistance +1

*Spells Prepared* (5/5/4/4; base DC = 14 + spell level, 16 + spell level for Necromancy and Conjuration spells, shown in **Bold**): 0—[**Disrupt Undead**, **Ray of Frost**, **Daze**, **Ghost Sound**, **Detect Magic**] 1st—[**Mage Armor**, **Ray of Enfeeblement**, **Shield**, **Chill Touch**, **Grease**] 2nd—[**Glitterdust**, **Ghoul's Touch**, **Spectral Hand**, **Stinking Cloud**] 3rd—[**Vampiric Touch**, Hold Person, Slow, Fly]

🔥 **Ferylan, male human Drd 1, Rgr 4, NmlLrd 1**: CR 6; Medium-size Humanoid; HD 2d8+4d10+10; hp 49; Init +1 (Dex); Spd 30 ft; AC 16 (+1 Dex, +5 Armor); Atks +6 melee (1d6+2, club), +5 ranged (1d6+2, club); SA favored enemy-humans, spells; SQ animal companion, nature sense, animal sense, animal bond;

AL NE; SV Fort +10, Ref +4, Will +4; Str 14, Dex 12, Con 14, Int 10, Wis 13, Cha 10.

*Skills*: Animal Empathy +8, Intuit Direction +3, Listen +6, Spellcraft +4, Spot +6, Swim +9, Wilderness Lore +9, Use Rope +5. *Feats*: Animal Defiance, Animal Control, Power Attack, Skill Focus-Swim, Track, Two-Weapon Fighting, Ambidexterity.

*Equipment*: Club, Hide Armor, Large Wooden Shield, Headband of Ferocity, 50' Silk Rope

Druid Spells Prepared (3/2): Ranger Spells Prepared: (1) Animal Lord Spells Prepared: (1)

*Spells Prepared* (3/4; base DC = 11 + spell level): 0—[*Cure Minor Wounds*, *Resistance*, *Flare*] 1st—[*Faerie Fire*, *Shillelagh*, *Resist Elements* (*ranger spell*, as 2nd level caster), *Cure Light Wounds*]

#### Ferylan's Animal Companions

🔥 **Octopus (2)**: see MM.

🔥 **Crocodile (1)**: see MM.

🔥 **Eagle (1)**: see MM.

### APL 8

#### Encounter 3 Barge Trip

🔥 **Nyrrian Boatcrusher**: CR 9; Huge beast (Aquatic); HD 11d10+55; hp 115; Init +1; Spd 15 ft., swim 40 ft.; AC 16 (touch 9, flat-footed 15) [[+1 Dex, -2 size, +7 natural]]; Atk +14 melee (2d6+12, bite), +9 melee (2d6+4, gore), +9 melee (1d6+4, tail slam); Face/Reach 10 ft. by 20ft./10 ft. SQ Darkvision, low-light vision 60 ft., power dive; AL N; SV Fort +12, Ref +8, Will +4; Str 27, Dex 12, Con 20, Int 2, Wis 13, Cha 11.

*Skills and Feats*: Hide -7, Listen +16, Spot +10

**Power Dive (Ex)**: When in the water, the boatcrusher can dive downward (at any angle up to 45 degrees from straight down) and move up to four times its speed as a double move.

#### Encounter 7 Crocodile Hunted

🔥 **Colizard, male human Wiz 5, AotS 5**: CR 10; Medium-size Humanoid; HD 10d4+36; hp 77 (97 with Endurance); Init +3 (Dex); Spd 30 ft; AC 19 or 26 (+3 Dex, +2 Natural Armor, +4 Mage Armor, +7 Shield Spell); Atks +4 melee (1d6, staff) +7 ranged (1d4, dagger); SA spells, fiendish glare, poison 2/day; SQ Darkvision 60ft., summon familiar, flame resistant, wear fiend, skin adaptation; AL NE; SV Fort +9 (11 with Endurance), Ref +6, Will +9; Str 10, Dex 16, Con 16 (20 with Endurance), Int 18, Wis 10, Cha 8.

*Skills*: Alchemy +15, Concentration +15 (+17 with Endurance), Intimidate +12, Knowledge (Arcana) +11,

Knowledge (nature) +12 Knowledge (the Planes) +12, Profession-Torturer +13, Spellcraft +12. *Feats*: Scribe Scroll, Silent Spell, Still Spell, Eschew Materials, Spell Focus-Necromancy, Spell Focus-Conjuration, Spell Focus-Enchantment, Dwarf's Toughness.

*Equipment*: Vest of Resistance +1, Quall's Feather Tokens-Anchor, Fan, Swan Boat, Staff, 4 Daggers, Scroll of Invisibility, Scroll of Protection From Arrows

*Spells Prepared* (5/7/6/4/3; base DC = 14 + spell level, 16 + spell level for Necromancy, Enchantment, and Conjuration spells, shown in **Bold**): 0—[**Disrupt Undead**, **Ray of Frost**, **Daze**, *Ghost Sound*, *Detect Magic*] 1st—[**Mage Armor**, **Ray of Enfeeblement**, *Shield*, **Chill Touch**, *Grease*, *Charm Person*, *Shocking Grasp*] 2nd—[**Glitterdust**, **Ghoul's Touch**, **Spectral Hand**, **Stinking Cloud**, *Endurance*, **Summon Swarm**] 3rd—[**Vampiric Touch**, **Hold Person**, *Slow*, *Fly*] 4th—[**Fear**, **Confusion**, *Rary's Mnemonic Enhancer* (precast for one 1st and one 2nd level spell)]

➤ **Ferylan, male human** Drd 1, Rgr 4, NmlLrd 3: CR 8; Medium-size Humanoid; HD 4d8+4d10+16; hp 63; Init +1 (Dex); Spd 30 ft; AC 17 (+1 Dex, +6 Armor); Atks +8/+3 melee (1d6+2, club), +7 ranged (1d6+2, club); SA favored enemy-humans, spells; SQ animal companion, nature sense, animal sense, animal bond, animal speech, first totem-breath water, lesser wildshape; AL NE; SV Fort +11, Ref +4, Will +6; Str 14, Dex 12, Con 14, Int 10, Wis 14, Cha 10.

*Skills*: Animal Empathy +8, Intuit Direction +4, Listen +7, Spellcraft +4, Spot +7, Swim +9, Wilderness Lore +9, Use Rope +8. *Feats*: Animal Defiance, Animal Control, Power Attack, Skill Focus-Swim, Track, Two-Weapon Fighting, Ambidexterity.

*Equipment*: Club, Hide Armor +1, Large Wooden Shield, Headband of Ferocity, 50' Silk Rope

Druid Spells Prepared (3/2): Ranger Spells Prepared: (1) Animal Lord Spells Prepared: (2/1)

*Spells Prepared* (3/4; base DC = 11 + spell level): 0—[*Cure Minor Wounds*, *Resistance*, *Flare*] 1st—[*Faerie Fire*, *Shillelagh*, *Resist Elements* (ranger spell, as 2nd level caster), 2 *Cure Light Wounds* (animal lord spell, as 3rd level caster)] 2nd—[*Cure Moderate Wounds* (animal lord spell, as 3rd level caster)]

**Changes to Ferylan while wild shaped into a crocodile**: +4 to hit, gets a Bite, 2d8 +12 damage, or a tail slap, 1d12 +12 damage, AC becomes 16(+1 Dex, +7 Natural, -2 Size), Saves become Fort +13, Ref +4, Will +6. Stats become: Str 27, Dex 12, Con 19, Int 10, Wis 14, Cha 10.

Gains Special Ability: Improved Grab with Bite Attack

Loses Special Ability: Animal Sense

Loses the effects of the magic item: Headband of Ferocity, if dropped to negatives, he automatically reverts to human form, and the headband kicks in again.

Heals 12 HP every time he wild shapes into a crocodile.

### Ferylan's Animal Companions

➤ **Octopus**: 1 see Monster Manual page 199

➤ **Crocodile**: 3 see Monster Manual page 195

➤ **Eagle**: 1 see Monster Manual page 196

### APL 10

#### Encounter 3 Barge Trip

➤ **Nyrrian Boatcrusher**: **Advanced** CR 11; Gargantuan beast (Aquatic); HD 22d10+154; hp 254; Init +1; Spd 15 ft., swim 40 ft.; AC 18 (touch 7, flat-footed 17) [[+1 Dex, -4 size, +11 natural]]; Atk +24 melee (2d6+18, bite), +19 melee (2d6+6, gore), +19 melee (1d6+6, tail slam); Face/Reach 20 ft. by 40ft./10 ft. SQ Darkvision, low-light vision 60 ft., power dive; AL N; SV Fort +20, Ref +14, Will +8; Str 35, Dex 12, Con 24, Int 2, Wis 13, Cha 11.

*Skills and Feats*: Hide -7, Listen +16, Spot +10

**Power Dive (Ex)**: When in the water, the boatcrusher can dive downward (at any angle up to 45 degrees from straight down) and move up to four times its speed as a double move.

#### Encounter 5 Crocodile Tears

➤ **Fiendish Giant Crocodile**, **Advanced**: CR 6; Huge Animal (Aquatic); HD 14d8+56; hp 112; Init +1; Spd 20 ft., swim 30 ft.; AC 16 (touch 9, flat-footed 15) [[+1 Dex, -2 size, +7 natural]]; Atk +16 melee (2d8+12, bite), +16 melee (1d12+12, tail slap); Face/Reach 10 ft. by 20ft./10 ft. SA Improved Grab, smite good; SQ darkvision 60ft., cold resistance (20), fire resistance (2), damage resistance 10/+3, spell resistance (25); AL N; SV Fort +13, Ref +10, Will +5; Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2.

*Skills and Feats*: Hide +5 (+12 when submerged), Listen +10, Spot +10

**Improved Grab (Ex)**: To use this ability, the crocodile must hit a Medium-size or smaller opponent with its bite attack. If it gets a hold, the crocodile grabs the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom. The crocodile automatically deals bite damage each round it maintains the pin.

**Smite Good (Su)**: Once per day the creature can make a normal attack to deal additional damage equal to its HD total (maximum of +20) against a foe.

## Encounter 7 Crocodile Hunted

🦋 **Colizard, male human Wiz 5, AotS 7:** CR 12; Medium-size Humanoid; HD 12d4+42; hp 89 (103 with Endurance); Init +3 (Dex); Spd 30 ft; AC 23 or 30 (+3 Dex, +2 Natural Armor, +4 Mage Armor, +4 Haste, +7 Shield Spell); Atks +5 melee (1d6, staff) +8 ranged (1d4, dagger) +1 to hit/damage within 30ft; SA spells, fiendish glare, poison 2/day, glare of the pit; SQ Darkvision 60ft., summon familiar, cold resistant, flame resistant, wear fiend, skin adaptation; AL NE; SV Fort +10 (+12 with Endurance), Ref +7, Will +10; Str 10, Dex 16, Con 16 (20 with Endurance), Int 19, Wis 10, Cha 8.

**Skills:** Alchemy +15, Concentration +18 (+20 with Endurance), Intimidate +14, Knowledge (Arcana) +16, Knowledge (nature) +12 Knowledge (the Planes) +12, Profession-Torturer +15, Spellcraft +14. **Feats:** Scribe Scroll, Silent Spell, Still Spell, Eschew Materials, Spell Focus-Necromancy, Spell Focus-Conjuration, Spell Focus-Enchantment, Dwarf's Toughness, Point Blank Shot.

**Equipment:** Quall's Feather Tokens-Anchor, Fan, Swan Boat, Staff, 2 Daggers, Scroll of Invisibility, Scroll of Protection from Arrows, Vest of Protection +1

**Spells Prepared** (5/6/5/5/4; base DC = 14 + spell level, 16 + spell level for Necromancy, Enchantment, and Conjuration spells, shown in **Bold**): 0—[**Disrupt Undead, Ray of Frost, Daze, Ghost Sound, Detect Magic**] 1st—[**Mage Armor, Ray of Enfeeblement, Shield, Chill Touch, Charm Person, Grease**] 2nd—[**Ghoul's Touch, Spectral Hand, Tasha's Hideous Laughter, Endurance, Summon Swarm**] 3rd—[**Vampiric Touch, Hold Person, Slow, Haste, Fly**] 4th—[**Fear, Confusion, Glitterdust-Still/Silent, Stinking Cloud-Still/Silent**]

**Changes to Colizard while wild shaped into a crocodile:** +6 to hit, gets a Bite, 2d8 +12 damage, or a tail slap, 1d12 +12 damage, AC 24 or 31 (+1 Dex, +7 Natural, +4 Mage Armor, +7 Shield, +4 Haste, -2 Size), Saves become Fort +10 (+12 with Endurance), Ref +4, Will +9. Stats become Str 27, Dex 12, Con 19 (23 with Endurance), Int 19, Wis 10, Cha 8.

Gains Special Ability: Improved Grab with Bite Attack

Loses Special Ability: Poison 2/day, Fiendish Glare, Glare of the Pit, Darkvision, Wear Fiend, Skin Adaptation

Loses Use of Magic Items: Vest of Resistance +1

Heals 15 HP every time he wild shapes into a crocodile.

🦋 **Ferylan, male human Drd 1, Rgr 4, NmlLrd 5:** CR 10; Medium-size Humanoid; HD 6d8+4d10+20; hp 77;

Init +1 (Dex); Spd 30 ft; AC 17 (+1 Dex, +6 armor); Atks +9/+4 melee (1d6+2, club), +8 ranged (1d6+2, club); SA favored enemy-humans, spells, summon animal-1/day; SQ animal companion, nature sense, animal sense, animal bond, animal speech, first totem-breath water, lesser wildshape, animal farspeech, share lesser form; AL NE; SV Fort +12, Ref +5, Will +7; Str 14, Dex 12, Con 14, Int 10, Wis 16, Cha 10.

**Skills:** Animal Empathy +8, Intuit Direction +5, Listen +8, Spellcraft +4, Spot +8, Swim +9, Wilderness Lore +10, Use Rope +10. **Feats:** Animal Defiance, Animal Control, Power Attack, Skill Focus-Swim, Track, Two-Weapon Fighting, Ambidexterity, Improved Swim, Natural Spell.

**Equipment:** Club, Hide Armor +1, Large Wooden Shield, Headband of Ferocity, Periapt of Wisdom +2, Wilding Clasp, 50' Silk Rope

Druid Spells Prepared (3/2): Ranger Spells Prepared: (1) Animal Lord Spells Prepared: (2/2/1)

**Spells Prepared** (3/4; base DC = 11 + spell level): 0—[*Cure Minor Wounds, Resistance, Flare*] 1st—[*Faerie Fire, Shillelagh, Resist Elements (ranger spell, as 2nd level caster, 2 Cure Light Wounds (animal lord spells, as 5th level caster)*] 2nd—[*Nature's Favor, Cure Moderate Wounds (animal lord spells, as 5th level caster)*] 3rd—[*Cure Serious Wounds, 5th level caster*]

**Changes to Ferylan while wild shaped into a crocodile:** +4 to hit, gets a Bite, 2d8 +12 damage, or a tail slap, 1d12 +12 damage, AC becomes 16(+1 Dex, +7 Natural, -2 Size), Saves become Fort +13, Ref +4, Will +5. Stats become: Str 27, Dex 12, Con 19, Int 10, Wis 12, Cha 10.

Gains Special Ability: Improved Grab with Bite Attack

Loses Special Ability: Animal Sense

Loses the effects of the magic items: Headband of Ferocity, if dropped to negatives, he automatically reverts to human form, and the headband kicks in again.

Heals 18 HP every time he wild shapes into a crocodile.

## Ferylan's Animal Companions

🦋 **Octopus: 2** see Monster Manual page 199:

**while wild shaped into giant crocodile:** AC 16, HP 9, Bite +7, 2d6 +12 damage, or Tail Slap +7, 1d12 +12, SV Fort +7, Ref +4, Will +1;

🦋 **Crocodile: 1** see Monster Manual page 195:

**while wild shaped into giant crocodile:** AC 16, HP 22, Bite +8, 2d6 +12 damage, or Tail Slap +8, 1d12 +12, SV Fort +7, Ref +4, Will +2;

🦋 **Eagle: 1** see Monster Manual page 196:

**while wild shaped into giant crocodile:** AC 16, HP 5, Bite +6, 2d6 +12 damage, or Tail Slap +6, 1d12 +12, SV Fort +6, Ref +3, Will +2;

🦋 **Giant Octopus:** 1 see Monster Manual page 199

🦋 **Seagull Familiar:** 1 Tiny Magical Beast; HD 12d8; hp 44; Init +2; Spd 10 ft., fly 40 ft.; AC 20 (touch 12, flat-footed 19) [[+2 Dex, +2 size, +6 natural]]; Atk +7 melee (1d4-5, claws), Face/Reach 2 1/2 ft. by 2 1/2 ft. /0 ft. SA Touch Spells SQ Improved Evasion, Empathic Link, Share Spells, Speak With Master, Speak With Animals of its Type, SR 17; AL N; SV Fort +6, Ref +5, Will +11; Str 1, Dex 15, Con 10, Int 11, Wis 14, Cha 6.

*Skills and Feats:* Listen +6, Spot +6, Weapon Finesse: Claws

**while wild shaped into giant crocodile:** AC 16, HP 44, Bite +6, 2d6 +12 damage, or Tail Slap +6, 1d12 +12, SV Fort +10, Ref +4, Will +11;

## APL 12

### Encounter 3 Barge Trip

🦋 **Nyrrian Boatcrusher:** Advanced CR 12; Gargantuan beast (Aquatic); HD 33d10+154; hp 309; Init +1; Spd 15 ft., swim 40 ft.; AC 18 (touch 7, flat-footed 17) [[+1 Dex, -4 size, +11 natural]]; Atk +24 melee (2d6+18, bite), +19 melee (2d6+6, gore), +19 melee (1d6+6, tail slam); Face/Reach 20 ft. by 40ft./10 ft. SQ Darkvision, low-light vision 60 ft., power dive; AL N; SV Fort +24, Ref +18, Will +12; Str 35, Dex 12, Con 24, Int 2, Wis 13, Cha 11.

*Skills and Feats:* Hide -7, Listen +16, Spot +10

**Power Dive (Ex):** When in the water, the boatcrusher can dive downward (at any angle up to 45 degrees from straight down) and move up to four times its speed as a double move.

### Encounter 5 Crocodile Tears

🦋 **Fiendish Giant Crocodile, Advanced:** CR 6; Huge Animal (Aquatic); HD 14d8+56; hp 112; Init +1; Spd 20 ft., swim 30 ft.; AC 16 (touch 9, flat-footed 15) [[+1 Dex, -2 size, +7 natural]]; Atk +16 melee (2d8+12, bite), +16 melee (1d12+12, tail slap); Face/Reach 10 ft. by 20ft./10 ft. SA Improved Grab, smite good; SQ darkvision 60ft., cold resistance (20), fire resistance (2), damage resistance 10/+3, spell resistance (25); AL N; SV Fort +13, Ref +10, Will +5; Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2.

*Skills and Feats:* Hide +5 (+12 when submerged), Listen +10, Spot +10

**Improved Grab (Ex):** To use this ability, the crocodile must hit a Medium-size or smaller opponent with its bite attack. If it gets a hold, the crocodile grabs

the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom. The crocodile automatically deals bite damage each round it maintains the pin.

**Smite Good (Su):** Once per day the creature can make a normal attack to deal additional damage equal to its HD total (maximum of +20) against a foe.

### Encounter 7 Crocodile Hunted

🦋 **Colizard, male human Wiz 5, AotS 9:** CR 14; Medium-size Humanoid; HD 14d4+54; hp 107 (135 with Endurance); Init +5 (+3 Dex) (+5 with Cat's Grace); Spd 30 ft.; AC 25 or 32 (+3 Dex (+5 with Cat's Grace), +2 Natural Armor, +4 Armor, +4 Haste, +7 Shield Spell); Atks +6/+1 melee (1d6, staff) +11/+6 ranged (1d4, dagger) +1 to hit/damage within 30ft; SA spells, fiendish glare, poison 2/day, glare of the pit; summon fiend SQ Darkvision 60ft., summon familiar, cold resistant, flame resistant, wear fiend, skin adaptation; AL NE; SV Fort +11 (+13 with Endurance), Ref +8 (+10 with Cat's Grace), Will +11; Str 10, Dex 16 (20 with Cat's Grace), Con 16 (20 with Endurance), Int 19, Wis 10, Cha 8.

*Skills:* Alchemy +15, Concentration +18 (+20 with Endurance), Intimidate +14, Knowledge (Arcana) +16, Knowledge (nature) +12 Knowledge (the Planes) +12, Profession-Torturer +15, Spellcraft +14, Tumble +10 (+12 with Cat's Grace). *Feats:* Scribe Scroll, Silent Spell, Still Spell, Eschew Materials, Spell Focus-Necromancy, Spell Focus-Conjuration, Spell Focus-Enchantment, Dwarf's Toughness, Point Blank Shot, Dwarf's Toughness.

*Equipment:* Quall's Feather Tokens-Anchor, Fan, Swan Boat, Staff, 4 Daggers, Vest of Resistance +1

*Spells Prepared* (5/6/6/5/4/2); base DC = 14 + spell level, 16 + spell level for Necromancy, Enchantment, and Conjuration spells, shown in **Bold**: 0—[**Disrupt Undead**, **Ray of Frost**, **Daze**, **Ghost Sound**, **Detect Magic**] 1st—[**Mage Armor**, **Ray of Enfeeblement**, **Shield**, **Chill Touch**, **Charm Person**, **Grease**] 2nd—[**Ghoul's Touch**, **Spectral Hand**, **Tasha's Hideous Laughter**, **Endurance**, **Summon Swarm**, **Cat's Grace**] 3rd—[**Vampiric Touch**, **Hold Person**, **Slow**, **Haste**, **Fly**] 4th—[**Fear**, **Confusion**, **Glitterdust-Still/Silent**, **Stinking Cloud-Still/Silent**] 5th—[**Magic Jar**, **Dominate Person**]

**Changes to Colizard while wild shaped into a crocodile:** +6 to hit, gets a Bite, 2d8 +12 damage, or a tail slap, 1d12 +12 damage, AC 26 or 33 (+1 Dex (+3 with Cat's Grace), +7 Natural, +4 Mage Armor, +7 Shield, +4 Haste, -2 Size), Saves become Fort +11 (+13 with Endurance), Ref +5 (+7 with Cat's Grace), Will +10. Stats become Str 27, Dex 12 (14 with Cat's Grace), Con 19 (23 with Endurance), Int 19, Wis 10, Cha 8.



Gains Special Ability: Improved Grab with Bite Attack

Loses Special Ability: Poison 2/day, Fiendish Glare, Glare of the Pit, Darkvision, Wear Fiend, Skin Adaptation

Loses Use of Magic Items: Vest of Resistance +1

Heals 21 HP every time he wild shapes into a crocodile.

🦋 **Ferylan, male human Drd 1, Rgr 4, NmlLrd 7:** CR 12; Medium-size Humanoid; HD 8d8+4d10+24; hp 89; Init +1 (Dex); Spd 30 ft; AC 17 (+1 Dex, +6 armor); Atks +11/+6 melee (1d6+2, club), +10 ranged (1d6+2, club); SA favored enemy-humans, spells, summon animal-2/day; SQ animal companion, nature sense, animal sense, animal bond, animal speech, first totem-breath water, lesser wildshape, animal farspeech, share lesser form, animal perception; AL NE; SV Fort +13, Ref +6, Will +9; Str 14, Dex 13, Con 14, Int 8, Wis 18, Cha 10.

*Skills:* Animal Empathy +8, Intuit Direction +5, Listen +6, Spellcraft +4, Spot +6, Swim +9, Wilderness Lore +12, Use Rope +11. *Feats:* Animal Defiance, Animal Control, Power Attack, Skill Focus-Swim, Track, Two-Weapon Fighting, Ambidexterity, Improved Swim, Natural Spell, Fast Wildshaping.

*Equipment:* Club, Hide Armor +1 -Wild, Large Wooden Shield, Headband of Ferocity, Periapt of Wisdom +2, Wilding Clasp, 50' Silk Rope

Druid Spells Prepared (3/2): Ranger Spells Prepared: (1) Animal Lord Spells Prepared: (3/2/1/1)

*Spells Prepared* (base DC = 11 + spell level): 0—[*Cure Minor Wounds, Resistance, Flare*] 1st—[*Faerie Fire, Shillelagh, Resist Elements (ranger spell, as 2nd level caster, 3 Cure Light Wounds (animal lord spells, as 7th level caster)*] 2nd—[*Nature's Favor, Cure Moderate Wounds (animal lord spells, as 7th level caster)*] 3rd—[*Cure Serious Wounds, 7th level caster*] 4th—[*Animal Growth, 7th level caster*]

**Changes to Ferylan while wild shaped into a crocodile:** +4 to hit, gets a Bite, 2d8 +12 damage, or a tail slap, 1d12 +12 damage, AC becomes 20(+1 Dex, +7 Natural, +4 Armor, -2 Size), Saves become Fort +13, Ref +4, Will +6. Stats become: Str 27, Dex 12, Con 19, Int 10, Wis 14, Cha 10.

Gains Special Ability: Improved Grab with Bite Attack

Loses Special Ability: Animal Sense

Loses the effects of the magic item: Headband of Ferocity

Heals 18 HP every time he wild shapes into a crocodile

### Ferylan's Animal Companions

🦋 **Octopus: 2** see Monster Manual page 199:

**while wild shaped into giant crocodile:** AC 16, HP 9, Bite +7, 2d6 +12 damage, or Tail Slap +7, 1d12 +12, SV Fort +7, Ref +4, Will +1;

🦋 **Crocodile: 1** see Monster Manual page 195:

**while wild shaped into giant crocodile:** AC 16, HP 22, Bite +8, 2d6 +12 damage, or Tail Slap +8, 1d12 +12, SV Fort +7, Ref +4, Will +2;

🦋 **Eagle: 1** see Monster Manual page 196:

**while wild shaped into giant crocodile:** AC 16, HP 5, Bite +6, 2d6 +12 damage, or Tail Slap +6, 1d12 +12, SV Fort +6, Ref +3, Will +2;

🦋 **Giant Crocodile: 2** see Monster Manual page 195

🦋 **Seagull Familiar: 1** Tiny Magical Beast; HD 14d8; hp 53; Init +2; Spd 10 ft., fly 40 ft.; AC 21 (touch 12, flat-footed 19) [[+2 Dex, +2 size, +7 natural]]; Atk +8 melee (1d4-5, claws), Face/Reach 2 1/2 ft. by 2 1/2 ft. /0 ft. SA Touch Spells SQ Improved Evasion, Empathic Link, Share Spells, Speak With Master, Speak With Animals of its Type, Scry, SR 19; AL N; SV Fort +7, Ref +6, Will +12; Str 1, Dex 15, Con 10, Int 12, Wis 14, Cha 6.

*Skills and Feats:* Listen +6, Spot +6, Weapon Finesse: Claws

**while wild shaped into giant crocodile:** AC 16, HP 53, Bite +6, 2d6 +12 damage, or Tail Slap +6, 1d12 +12, SV Fort +11, Ref +5, Will +12;

## Appendix 3: Rules

### Special Rules for Prestige Classes, Spells, Magic Items, and Feats From Tome and Blood, Sword and Fist, and Masters of the Wild.

#### Acolyte of the Skin

##### Class Features

**Spells per Day:** At every second level gained in the acolyte of the skin class, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not however gain any other benefit that class would have gained, except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming an acolyte of the skin, he must decide to which class he add the new level for purposes of determining spells per day.

**Wear Fiend (Su):** An acolyte of the skin summons the essence of a fiend to himself and wears it like a second skin. The Ritual of Bonding is painful and is not to be undertaken lightly. The ritual requires 10 rounds from initiation to completion, and once begun, nothing can halt its progress. The fiendish essence subsumes the caster's own skin, an agonizing process that deals 1d4 points of damage each round of the ritual- wise candidates keep some cure potions on hand.

At the end of the rite, the acolyte's skin sports an oily, almost unnoticeable sheen. However, as he gains additional levels of the prestige class, his skin darkens, sprouts spikes, and gradually gives the wearer a fiendish visage. The fiendish essence also begins to whisper foul secrets to its wearer, urging him to evil. (The wearer may accept or ignore this advice according to his temperament.)

The bonded fiendish skin is for all intents and purposes the character's own. It grants the acolyte of the skin a +1 natural armor bonus, a +2 inherent modifier to Dexterity, 60-foot darkvision, and the spell-like ability to cast poison once per day as cast by a 16<sup>th</sup>-level caster.

The DM determines the actual nature of the skin, be it demonic, devilish, or some other fiendish creature.

**Flame Resistant (Ex):** At 2<sup>nd</sup> level, the fiendish skin bonds tighter, granting the acolyte fire resistance 20.

**Fiendish Glare (Su):** At 3<sup>rd</sup> level, the acolyte of the skin gains the supernatural ability to unnerve opponents with a ferocious glare once per day. This is not a gaze attack, and the target need not meet the acolyte's eyes. Glaring is a standard action that affects

any creature he can see within 100 ft. Opponents must succeed at a Will save (DC 20) or be appalled by the terrible promise of retribution in the acolyte's eyes, suffering a –2 morale penalty to attack rolls, damage rolls, and saving throws for 10 minutes. A creature with 50 or fewer hit points is also stunned for 3d4 rounds, and one with 51 to 100 hit points is stunned for 2d4 rounds, and one with 101 to 150 hit points is stunned for 1d4 rounds. A creature with 151 hit points or more is not stunned but still suffers the –2 morale penalty if it fails its saving throw.

**Fiendish Knowledge:** The fiendish skin whispers promises of great power, and to prove it, reveals a hitherto unknown ability. At 4<sup>th</sup> and 8<sup>th</sup> level, the acolyte chooses a bonus feat for which he already meets the prerequisites.

**Skin Adaptation (Su):** By 5<sup>th</sup> level, skin and wearer have grown more comfortable together, as if they had never been separate. The natural armor bonus increases to +2, the acolyte's darkvision improves to a 120-foot range, and he can now use poison twice a day as cast by a 16<sup>th</sup>-level caster. In addition, the acolyte gains an inherent +2 modifier to constitution.

**Cold Resistance (Ex):** At 6<sup>th</sup> level, the fiendish skin confers cold resistance 20.

**Glare of the Pit (Su):** At 7<sup>th</sup> level, the acolyte gains the ability to produce fiery rays from his eyes. Once per day as a standard action, he can project two rays (one from each eye) with a range of 100 feet. He may aim both at one target, or one each at two different targets, by making a ranged touch attack. A ray that hits the target deals 8d6 points of fire damage. If both rays hit the same target, the damage is 16d6.

**Summon Fiend (Sp):** At 9<sup>th</sup> level, the acolyte learns to draw on another power of his fiendish skin. If the skin is demonic, once per day he can attempt to summon a vroock with a 35% chance of success; if devilish, once per day he may attempt to summon a gelugon with a 35% chance of success. The summoned creatures do the acolyte's bidding but automatically return whence they came after 1 hour. A fiend that has just been summoned cannot use its own summon ability for 1 hour. At the DM's discretion, using this power leaves the acolyte beholden to the summoned fiend.

**Symbiosis:** At 10<sup>th</sup> level, the fiendish skin and the acolyte as one, and only final death can separate them. His type changes to "outsider", which means (among

other things) that he is no longer affected by spells that specifically target humanoids, such as charm person, but he can be hedged out by a magic circle spell against his alignment. Additionally, the acolyte gains damage reduction 20/+1.

### **Colizard's Feats**

#### **Dwarf's Toughness**

Prerequisite: Base Fort save bonus +5

Benefit: You gain +6 hit points.

Special: You can gain this feat multiple times.

#### **Eschew Materials**

Prerequisite: Any other metamagic feat.

Benefit: An eschewed spell can be cast with no material components. Spells without material components or whose material components cost more than 1 gp are not affected by this feat. An eschewed spell uses up a spell slot of the spell's normal level, modified by any other metamagic feats.

### **Animal Lord-Marine Lord**

#### **Class Features**

**Spells:** An animal lord can cast a small number of divine spells. Her spells are based on Wisdom, so casting any given spell requires a Wisdom score of at least 10 + the spell's level. The DC for saving throws against these spells is 10 + spell level + the animal lord's Wisdom modifier. When the table indicates that the animal lord is entitled to 0 spells of a given level (such as 0 1<sup>st</sup>-level spells at 1<sup>st</sup> level), she gets only those bonus spells that her wisdom allows. An animal lord prepares and casts spells just like a druid does, but she must choose them from the spell list below.

**Animal Bond:** Beginning at 1<sup>st</sup> level, the animal lord develops a bond with animals of her selected group. For instance, the marinelord's bond extends to porpoises, whales, and other aquatic mammals, along with fish, sharks, squid, octopus, and crocodiles. Because of this bond, all animals of the appropriate kinds automatically have a friendly attitude toward the animal lord.

Animal bond also allows the animal lord to have one or more animal companions chosen from among her selected group. This aspect of animal bond is a spell-like ability that functions like the druid's animal friendship spell, except that the animal lord can acquire companions only from among her selected group, and her maximum Hit Dice of animal companions (whether she adventures or not) equals twice her animal lord level. The character can train these animal companions just as the druid does.

**Animal Sense (Su):** At 1<sup>st</sup> level, an animal lord can sense any animals of her selected group within a radius of miles equal to her animal lord level squared. This ability does not allow the character to communicate with the animals she senses.

**Animal Speech (Ex):** At 2<sup>nd</sup> level, an animal lord can converse at will with any animals of her selected group as though a speak with animals spell were in effect. The creatures' responses, of course, are limited by their intelligence and perceptions.

**First Totem:** At 2<sup>nd</sup> level, the animal lord gains the extraordinary ability to breathe water in her normal form. (She cannot however, breathe air while in a form that can breathe only water.)

**Lesser Wild Shape (Sp):** At 3<sup>rd</sup> level, an animal lord can use wild shape to take the form of any kind of natural animal in her selected group. This ability otherwise functions like the druid's wild shape, except the animal lord can use it as often as desired. At 7<sup>th</sup> level, an animal lord can use this ability to adopt the dire form of an animal in her selected group, and at 10<sup>th</sup> level, she can use it to adopt the legendary form of an animal in her selected group.

**Animal Farspeech (Sp):** At 4<sup>th</sup> level, an animal lord can use her animal speech ability to converse telepathically with any animal of her selected group that she can sense.

**Summon Animal (Sp):** At 4<sup>th</sup> level, an animal lord can summon 1d3 animals of her selected group once per day. This ability functions like the appropriate summon nature's ally spell, except the duration is 1 round per animal lord level. At 6<sup>th</sup> level, the animal lord can use this ability twice per day, and at 8<sup>th</sup> level, she can use it to summon 1d3 dire animals of her selected group.

**Share Lesser Form (Sp):** Beginning at 5<sup>th</sup> level, an animal lord can share whichever animal form she is currently using with a number of willing individuals equal to her animal lord level. This effect is identical to that of the polymorph other spell, except that its duration is 1 hour per animal lord level.

**Second Totem:** At 5<sup>th</sup> level the animal lord gains the improved swimming feat.

**Animal Perception (Sp):** At 6<sup>th</sup> level, an animal lord can share the sensory input of any animal of her selected group that is within the range of her animal sense.

**Third Totem:** At 8<sup>th</sup> level the animal lord gains a +2 inherent bonus to Wisdom.

**Share Greater Form (Sp):** At 9<sup>th</sup> level, an animal lord can share her dire form with her allies. This ability is otherwise identical to share lesser form.

### **Ferylan's Feats:**

#### **Natural Spell**

Prerequisite: Ability to use wild shape, Wis 13.

Benefit: You complete the verbal and somatic components of spells while in a wild shape. For example, while in the form of a hawk, you could substitute screeches and gestures with your talons for the normal verbal and somatic components of a spell. You can use any material components or focuses that you can hold with an appendage of your current form, but you cannot make use of any such items that are melded within that form. This feat does not permit the use of magic items while in a form that could not ordinarily use them, and you do not gain the ability to speak while in a wild shape.

#### **Fast Wild Shape**

Prerequisite: Ability to use wild shape to become a dire animal, Dex 13

Benefit: You gain the ability to use wild shape as a move-equivalent action.

Normal: A druid uses wild shape as a standard action.

#### **Animal Defiance**

Prerequisite: Ability to cast detect animals or plants.

Benefit: You can turn (but not destroy) animals as a good cleric turns undead. The number of times per day that you can use this ability is equal to 3 + your Charisma modifier. Your highest divine caster level is the level at which you turn animals.

#### **Animal Control**

Prerequisite: Animal Defiance, ability to cast speak with animals and animal friendship

Benefit: You can rebuke or command animals as an evil cleric rebukes undead. To command an animal, you must be able to speak with it via a speak with animals effect, though you may issue your commands mentally if desired. The number of times per day that you can use this ability is equal to 3 + your charisma modifier. Your highest level divine caster level is the level at which you rebuke animals.

Special: Animals you command through this ability count against the HD limit of animals you can befriend through animal friendship.

#### **Improved Swimming**

Prerequisite: Swim 6 ranks.

Benefit: You swim at one-half of your land speed as a move-equivalent action or at three-quarters of your land speed as a full-round action.

Normal: You swim at one-quarter of your land speed as a move-equivalent action or at one-half your land speed as a full-round action.

### **Ferylan's Spells:**

#### **Nature's Favor**

Evocation

Level: Drd 3, Rgr 2

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Duration: 5 rounds/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

By calling on the power of nature, you grant the target animal a +1 luck bonus on attack and damage rolls for every two caster levels you possess.

#### **Ferylan's Magic Items:**

##### **Wilding Clasp**

Appearing as a 3-inch long gold chain, this item works only when attached to an amulet, vest, or similar item. The clasp prevents both itself and the attached item from melding into the wearer's new form when transforming magic (such as polymorph self or wild shape) is used. The item is still worn in the same manner it previously was and remains available for use in the new form. For example, a druid with a wilding clasp attached to her periapt of Wisdom could use wild shape to become a wolf, but the periapt and the wilding clasp would remain in their normal forms, fully functional. Some forms may be harmful to certain items; for instance, it would be unwise to take the form of a fire elemental while retaining a functional necklace of fireballs.

##### **Headband of Ferocity**

This headband made of wild boar leather lets the wearer keep going when she would normally collapse from her wounds. She can act normally at 0 hp (though taking strenuous actions still damages her). If she's at negative hp (as low as -9), she acts normally, although she still risks losing 1 hp each round, as normal. At -10 hp, she dies. Likewise the wearer is harder to stop with subdual damage. Subdual damage does not stagger her, and she falls unconscious only when her subdual damage exceeds her hp by 10 or more.

## **Player Handout #1**

### **Letter to Colizard**

*1, Reaping*

*My former apprentice,*

*You have done well in your new position, the information you have learned from Dayne has been most enlightening, and should prove very useful in the right hands. Continue your interrogations and send me anything else interesting you discover.*

*I will be sending you another doppelganger soon. If you have another ship captain, he will impersonate him, and if not, make use of that Shield Lander noble that was captured earlier this year if you haven't flayed him for your experiments yet. I find your research on this matter intriguing and look forward to seeing some results soon. It would be very useful to my plans to have such agents available to me soon.*

*I have another job for your companion. I trust he shall once again prove up to the task. I have recalled another aquatic creature I saw in the waters after my victory over Vayne in Axeport. I would like a specimen of it, as I have not ever seen its like before. It was very much like a crab, with the pincers and hard shell, but also tentacles on the chest and face as well. My research thus far on the creature leads me to believe that a specimen can be found in the depths of the Corell Strait; so recovering one should not take you away from your experiments too long. As usual, I would prefer a live specimen if possible. All the usual storage arrangements have been made at my lab in Amundfort, I will expect delivery of the specimen as quickly as is possible.*

*Waquonis*

## **Critical Events Summary**

Did the PC's help to arrange a meeting for Dravish and if so with which lord? \_\_\_\_\_

Did Colizard survive? \_\_\_\_\_

Did Ferylan survive? \_\_\_\_\_

Did the book Demonic Transmutations return to the Abyss? \_\_\_\_\_

Were all the prisoners rescued? If not who was left behind? \_\_\_\_\_

Did the Pathfinders learn the true name of "Eyes"? \_\_\_\_\_