

SND8-01

Crocodile Tears

A One-Round Dungeons & Dragons[®] Living Greyhawk[™] Sunndi Regional Adventure

Version 0.5

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The war is over, the country lies in ruins and the first refugees have returned home finding nothing but the burned down remains of their former villages. King Kestor has put out a call for adventurers and war heroes to assist the refugees and to reinstate the proper law and King's rule.

(This scenario is of great interest to Squires, Bachelor Knights and for those who proved their worth during the war, there will be a special reward for them.) A one-round Regional adventure set in Sunndi for characters level 2-15 (APLs 4-12).

Resources for this adventure [and the authors of those works] include Complete Mage [Skip Williams, Penny Williams, Ari Marmell, Kolja Raven Liqueur], Lost Empires of Faerûn [Richard Baker, Ed Bonny, Travis Stout], Heroes of Horror [James Wyatt, Ari Marmell, C.A. Suleiman], Magic Item Compendium [Andy Collins, Eytan Bernstein, Frank Brunner, Owen K.C. Stephens, John Snead]

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

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To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the session Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the session DM. You must be at least a HERALD-LEVEL GM to run this adventure.

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

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase

or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50%

penalty to the amount of gold and XP gained in the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

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

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Sunndi. All characters pay 1 Time Unit per round.

Adventurer's Standard Upkeep costs 12 gp per time unit. Rich Upkeep costs 50 gp per time unit. Luxury Upkeep costs 100 gp per time unit. Characters that fail to pay at least Standard Upkeep retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

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

Chapters 1 and 5 of the LGCS present more information about lifestyle and upkeep.

PREPARATION FOR PLAY

Some of the combats in this module take place in outdoor terrain. The DM should carefully review the sections in the DMG about these terrains, especially marsh terrain features heavily in this module.

Before you start the adventure you should check if any of the PC's is a squire or bachelor knight of Sunndi or if any of the PC's have played the following adventures:

- SND7-05 A Few Less Men
- SND7-03S Battle Fatigue
- SND7-01S Unexpected Enemies
- SND6-03 Collateral
- SND6-02 Behind Enemy Lines
- SND6-02S Muddied Future
- SND5-04 Isle in the Wake
- SND5-03 A Few Bad Men
- SND5-01S Land of Confusion
- SND4-08 Saving Dolkan

If any of the PC's played at least 4 of these adventures the have the change to claim a small portion of land in this adventure. Ask if any of the PC's wants this and make sure you do the appropriate ending with the PC in question.

Of special note in this adventure is the tone it wants to set. This is the first regional adventure after the final battle of the Wastrian war. The war ravaged the country and there is no one who hasn't felt the war in his near surroundings. The tone the adventure wants to set is that of a destroyed country with not much to do than to rebuild. The population is slowly returning home and tries to get back to their former lives.

DM's should familiarize themselves with the rules regarding lycanthropy in the Monster Manual and the LGCS, there is a reasonable chance PC's contract lycanthropy in this adventure.

NEW RULE ITEMS

Regional adventures often utilize new rules items –including new classes, prestige classes, races, feats, spells, and equipment (including magic items) – that do not appear in any of the three core D&D books (*Player's Handbook*, *Dungeon Master's Guide*, or *Monster Manual*). The full write-up of any featured feats, spells, or equipment appears in Appendix 2. Information on featured classes, prestige classes, and races appears in the relevant creature's stat block. This adventure includes all the information required to run these characters. The DM should double-check that he fully understands any new rule items presented in this adventure before play begins.

ADVENTURE BACKGROUND

Post war Sunndi:

A lot has happened in the past 2 years. Wastrians forces supported by Bullywugs invaded the south of the country and slowly took the entire County of Corul. When their war machine grinded to an halt the Wastrians used the abandoned villages as camps. In the final stage of the war the Wastrians were defeated at the walls of Pitchfield and in the consecutive months driven back into the Vast Swamp.

After two years of occupation the county is but a wreck of its former self. In their retreat the Wastrians took everything they could with them and burned down that which they couldn't move. The country is officially cleaned of all insurgents and slowly the first refugees have begun the move back to their former villages.

The village and keep of Nardos:

The village of Nardos and its keep lie in the northern part of Corul. Having been spared of the initial assault of the Wastrians most of the villagers managed to get to safety. However too determined not to abandon her property, baroness Erian Derwon decided to find aid in an unusual place. She summoned a powerful fiend and bargained for protection of the keep against the Wastrian threat.

Off course her contract with the fiend didn't exactly gave her what she wanted. She had asked for strength and manpower to ward off the invading Bullywugs and strength she got. On the third night of the Bullywug siege on the keep, when there was no moon in the night's sky, all the remaining females in the keep and the village turned into werecrocodiles. That night the siege was broken and none of the Wastrians or Bullywugs survived.

The following morning Erian discovered the extends of her contract and killed all the remaining females to "save" them from this horrible fate. She has no remorse over what she has done but won't allow others to suffer from her curse. The only thing that really is gnawing at her is the life of her son. She found him the morning after the carnage ripped to pieces in his room and she can vaguely remember tearing him apart herself. Until today this is the only thing she has any remorse over.

She stayed on the keep for a year defending it from the Bullywugs and making sure they knew it was cursed so they would leave it alone. About a year ago she started to hear the voice of her son in the Keep. Unable to hear his voice and being confronted with her deed she made her new lair a few miles to the south in a swamp.

ADVENTURE SUMMARY

INTRODUCTION

The PC's will be asked by their Count or by King Kestor himself to mount a mission to clear a small patch of land in the south of Corul. If any of the PC's has gained enough reputation in the war he might lay claim to the land himself. The PC's will be introduced to their travelling party, a group of the refugees returning to build the town anew and might pick up on some of the rumours about the village and the keep.

ENCOUNTER 1

The journey from Pitchfield to the village of Nardos is relatively quiet and offers the PC's a good insight in the destruction the Wastrians have caused here in the south, setting the tone for the grim conditions they will likely find. When the PC's arrive in the village they find it in a desperate state. Only 2 houses remain standing and the villagers who returned live in a ram shack barn. Help is needed and the PC's are asked to help in a number of small tasks.

ENCOUNTER 2

When the first repairs are done the PC's can go to sleep peacefully. However they are in for a nasty surprise, some of the earlier returned female villagers have contracted a curse and all turn into ferocious Werecrocodiles during the first new moon. The PC's are attacked and must make the difficult choice of defending themselves against the innocent villagers or be eaten alive.

ENCOUNTER 3

Without any clue why the villagers turned into Werecrocodiles the PC's have no choice but to investigate the village and the razed keep. While investigating the keep the PC's find some strange references to a pact sealed by the previous owner of the keep. The villagers can relate the stories they know about the past of the village. This should give the PC's a good idea about what happened here in the past.

ENCOUNTER 4

During their investigation the PC's learn of an ancient Coven of Hags which live close by. Are they the source of the curse or are they just innocent bystanders? When the PC's seek them out they laugh and claim innocence. If the PC's decide to trust them they can gain a significant

advantage in the final confrontation, this won't come without a price off course. If they decide to kill them, they can still learn what happened but don't have the advantage in the final confrontation.

ENCOUNTER 5

To lift the curse from the keep the PC's have to slay or cure the former baroness of the Keep to undo the pact she made. When they have spoken with the hags they can lure her to them and decide the conditions of the battle. If they attacked the hags they will have to seek her out in a dangerous swamp. The PC's can just slay her or try to capture her and cure her.

CONCLUSION

The PC's have taken the first steps in securing the outlying lands, slowly rebuilding Sunndi to her previous glory. When they return to Pitchfield Kestor or their count might grant them a piece of land as their own. Depending on how they dealt with the hags they have made a powerful ally for the future.

INTRODUCTION

Let each PC decide whether they were sent here by their count or responded to the call of King Kestor.

In response to King Kestor's call you have made your way to the city of Pitchfield. The city looks more like a construction yard than the seat of a King. Everywhere you look crumbled buildings stand side by side with ruins, here and there newly erected houses contrast the otherwise ruined city. As you make your way toward the palace the scenery changes and the ruins make place for newly constructed, lushly decorated houses. Announcing your presence at the Palace guards you are taken to a small waiting room. "The King will see you shortly, please wait here" a small half elven servant asks.

Allow the PC's to introduce themselves to each other and allow them to roleplay a bit. When you feel ready continue:

The small servant girl returns and beckons you to follow her. "The King will see you now" Following the girl through some twisting hallways you enter the private chamber of King

Kestor. The room is richly decorated and dominated by a large oak wooden worktable. As you enter King Kestor rises and welcomes you to his chambers.

You are all directed to chairs and served a nice and refreshing drink. When you're comfortable Kestor starts his story:

"I'm glad to see you have all responded to my call. I'll make sure I won't forget that in the future. I called you all here for a mission of personal and government interest. The retreating Wastrians ravaged the south of Sunndi and refugees returning home are in dire need of supplies and able bodied men and woman.

Due to the war we lost a lot of our minor nobility, especially in the south, it is therefore hard to instate the proper order in those areas. I would like you to go with a groups of villagers, who will be travelling to the village of Nardos, to act as their protectors and to make sure nothing happens to them."

Kestor seats again and will answer any questions the PC's might have, he can relate the following:

Payment?

You will all be paid 50*APL gp

Where is Nardos and how long is the travel?

Nardos is a small village in the south of Sunndi. Laying in the hearth of Corul County. The travel will take about 4 days.

Who is already there?

About a month ago a small group of about 10 people went to Nardos to see how it was. They were let by Merdan, a priestess of Pelor.

When do we leave?

The villagers will travel by caravan and will leave tomorrow morning. Be at the South gate at dawn.

What is known about Nardos?

Nardos was one of the last defended villages to be overrun by the Wastrians. Most of the villagers could escape before the attack. No one knows the fate of lady Erian Derwon, the former owner of the keep. Two weeks ago the first group of villagers set out to the village, they found it burned down and razed. They are in great need for supplies to start rebuilding the town.

What group are you talking about?

You will be travelling with a group lead by Irdan, the son of the last mayor. He has gathered some former villagers to rebuild the town.

What are we likely to encounter?

I don't know any specifics. But you should expect anything. We've cleared the South quite thorough but you never know what the Wastrians have left or sent.

When the PC's have no further questions, King Kestor will ask for them to be escorted out again. If the PC's have any plans for the night or want to buy things let them. When they are ready, continue to encounter 1.

1: TO THE SOUTH

As you make your way to the South Gate, Pelor's face peeks over the hills in the east, softly illuminating the cobblestone streets of Pitch Field. Arriving at the gate a small caravan of people has already gathered there, you see 4 carts with big oxes in front of them and a dozen or so horses. About twenty people are standing nearby, checking their packs and talking among themselves, obviously waiting for you to join them.

When you step out of the gate a young and slender half elf approaches you. "I assume you're the ones who will help us rebuild our village? My name is Irdan, what are yours?"

Allow the PC's to give their names and then continue below.

"Welcome to our band, as I said my name is Irdan and this here is Etor my wife. The rest of the crew you will meet soon enough. I propose we saddle up and go, we have quite a journey ahead of us."

The journey from Pitchfield to Nardos is going to take about 4 days. During that time the PC's are free to do as they like. If the talk with some members of Irdan's band they can learn the following:

Almost everyone lost a loved one in the war, here are some ideas what happened:

- My husband was drafted by the military but died before his training was completed. The military said it was an accident but I heard

from others some Wastrians had infiltrated the academy and tricked them into some deadly cave.

- I lost my daughter when we ran from the initial assault of the bullywugs. She was helping out a friend of her and I have never seen her since.
- My wife was out by the stream doing some washes when the bullywugs came. I think I heard her screams but the only thing I could do was run.
- Our son was a tracker for the Royal Wardens, he was out there when the first assault came...

Most people can tell something from their lives before the war. Refer to their occupation and the description of Nardos.

Everybody knows the rumor of Lady Erian stubbornness and decision to defend the keep against the Bullywugs. No one has seen her since.

Other members of the band:

TO BE DETERMINED

On the last day of their journey read or paraphrase the following:

After three uneventful days you are nearing the village of Nardos. People around you are becoming restless and nervous, chatting amongst each other about what will remain of the village.

Up until now the surroundings haven't been very assuring. Since the start of the third day the landscape slowly deteriorated from the warm and sunny plains, Sunndi is known for, into something more resembling a bad part of the Vast Swamp.

Dotted in the landscape lie the remains of burned down villages and farms. Charred beams, broken walls and shattered furniture is all that is left. What once used to be paved roads are now nothing more than a dirt patch with some deep watery puddles. It's quite obvious the Wastrians took everything they could and burned down or destroyed all that remained.

As you crest yet another hill you see a small village laying below, cries of recognition and distress from you fellow travelers key you in

that this is Nardos, or at least what remains of it. The villages is a mess, the only thing that remains standing is the burned out tower of the village church. The fellow members of your companion run towards the village to check on their ruined homes.

In sharp contrast with the destroyed village a keep stands on a nearby hill. The walls and central tower seem to be untouched by the Wastrians, even the wall surrounding it still has a bit of its former grandeur.

Ask the PC's what they want to do. If they go down to the village continue with Encounter 2.

2:HELPING OUT

If the PC's go down to investigate and help the villagers continue below:

When you walk through the streets of Nardos there is not much standing anymore. It's almost like the Wastrians took extra care razing this village. When you reach the market square two small buildings have been partially restored and made somewhat inhabitable. An elven female, wearing flowing robes and a symbol of the Sun around her neck, comes out and greets you:

"Welcome to Nardos. I gather you are with Irdan and came to help us rebuild?"

If the PC's acknowledge she invites them in ask them to help with certain tasks.

Asking you inside, she tells you:

"My name is Merdan, I'm the village priestess. I was one of the first to come here and start the rebuilding. In the last week we managed to construct these small shelters and started to rebuild the church."

Looking at all the new faces who have gathered she continues. "With the new arrivals we're going to need to get some things done before the night falls. These two shelters aren't going to be enough for all of us so one or two more are needed. If you have other skills they will sure come in handy."

Basically these tasks are a roleplay encounter. This has two main reasons:

1. The PC's should be suspicious of the untouched castle but they are not

supposed to be investigating the castle just yet.

2. These tasks serve as a backdrop to the abominable state the villagers are in and to help set the tone for the adventure.

The following tasks are here to give an example about what the players could do. Feel free to come up with your own. Possible tasks include:

- Repairing some of the village homes to have a place to sleep tonight.
- Help restoring the church.
- Finding good stones
- Gathering food
- Constructing tools

Let the PC's come up with some creative means to help out the villagers. If they come up with a nice plan allow them to succeed, ask for some relevant checks if needed. When they are done continue with encounter 3.

3:A MOONLIT SURPRISE

This encounter is closely linked with encounter 2. There should be no real breakpoint for the players. Continue with reading the following:

As you finally quit working the sun is on its way down. Etor comes to pick you up for dinner and leads you to the main compound, into the warmth of the fire. Everyone is there, chatting about today's progress and the work still ahead of them, all the while enjoying their dinner.

Slowly the night falls. It's a dark and starry night and there is no moon in the sky. The villagers go to their sleeping cabins and things start to quite down.

Ask all the PC's for a listen check DC 15. If any of the PC's make it they get a surprise round action soon to follow. Read the following:

A sickening scream followed by a thunderous growl pierce the silence of the night. People start running around and grabbing their weapons.

PC's who made the listen check may act in any way they deem appropriate. Treat this as a surprise round. After their action read the following, adjust to the PC's actions as necessary.

As you get outside a gruesome scene unfolds before your eyes. You see a giant crocodile rip one of your companions apart. As it swallows the corpse it turns on you, bloodlust and confusion in their eyes. Just before it reaches you it changes form slightly and in a flash of recognition you see the familiar face of Merdan.

Roll for initiative. Make sure the PC's know they are fighting villagers which they have spoken this morning. If they don't seem to get it make sure to give them some hints.

APL 4 (EL 6)

Merdan: female elf, werecrocodile cleric 3; hp 48; Appendix 1.

APL 6 (EL 8)

Merdan: female elf, werecrocodile cleric 5; hp 71; Appendix 1.

Milara: female human, werecrocodile fighter 2; hp 59; Appendix 1.

Almora: female human, werecrocodile fighter 2; hp 59; Appendix 1.

APL 8 (EL 10)

Merdan: female elf, werecrocodile cleric 7; hp 88; Appendix 1.

Milara: female human, werecrocodile fighter 3; hp 70; Appendix 1.

Almora: female human, werecrocodile fighter 3; hp 70; Appendix 1.

APL 10 (EL 12)

Merdan: female elf, werecrocodile cleric 9; hp 105; Appendix 1.

Milara: female human, werecrocodile fighter 4; hp 82; Appendix 1.

Almora: female human, werecrocodile fighter 4; hp 82; Appendix 1.

APL 12 (EL 14)

Merdan: female elf, werecrocodile cleric 11; hp 122; Appendix 1.

Milara: female human, werecrocodile fighter 5; hp 94; Appendix 1.

Almora: female human, werecrocodile fighter 5; hp 94; Appendix 1.

Tactics: Merdan and the others have just involuntarily changed to crocodile form and took on the Lawful Evil alignment. They fight without tactics being in an involuntary rage. If the PC's subdue or kill them they return to their normal

form. Remember that they are not aware of their affliction so they cannot use their hybrid form.

Treasure: Refer to the Treasure section of this adventure to determine what the PCs find here.

Development: If the PC's subdue any of the Werecrocodiles and heal them up afterwards they won't wake up. All the females have slept "peacefully" and dreamed the same. Refer to encounter 4 for the specifics.

If the PC's decide to investigate they don't find any other lycanthrope attack. Only the females who have been in the village for 3 weeks got affected. Further investigation will yield little result, most villagers haven't seen anything. If you must refer to encounter 4 for any specifics.

4: INVESTIGATION

This investigation likely is broken in two parts:

- Villagers
- The Keep

The villagers will be detailed in part 4a, the keep will be detailed in part 4b. Allow the PC's to investigate any way they want.

4A: THE VILLAGE

The PC's can investigate the villagers and talk with anyone they want. Most villagers slept through the night and only know as much as the PC's at the moment. They know however some rumors about the keep and the protection of it. Quick thinking PC's might connect the dots when hearing the dream Merdan, Milara and Almora had.

As you wake up you find the town in great upheaval. Villagers are still scared about what happened last night and most are worried that another attack is imminent.

See how the PC's are going to handle this. If they try to calm the villagers and get them to work allow them to pick up some rumors from the list below. PC's are likely to go around asking questions about the attack and other things people know. Use the rumors below to provide some backstory for each villager.

Everyone in the village knows the following rumors. Some people only know a specific rumor and need to be specially asked to tell them. Specific rumors require a gather information or diplomacy check or just good roleplaying, general

rumors the PC's can just pick up. Try to spread the general and specific rumors through out the villagers and roleplay a bit with the PC's.

General rumors:

- The keep has stood and defended the village for years. Lady Erian d'Orwan was the last lady of the keep. The Orwan family used to be quite influential in Corul, a streak of infertility over the last few years seriously hampered the family.
- When the Bullywugs were on their initial assault almost all villagers and some of the keep residents fled to the North. Lady Erian and her most trusted servants and knights stayed behind. Lady Erian wouldn't give up the keep to the Wastrians.
- Since their new arrival in the village no one has been to the keep. People believe it's cursed, the black towers and the unharmed state it is in frighten people.

Specific rumors:

Derbrandt: male human warrior 2

Derbrandt is an retired Sunndian Army private. He came to Nardos to help the village and hopes to retire here in a few years. Currently he is one of the few warriors the village has.

Rumor (Diplomacy or Gather Information DC15):

There is one story about the keep of Nardos that he heard from a friend from a sister from a former soldier who interrogated some Wastrian prisoners. The prisoners told that the keep of Nardos was haunted and that everyone who entered it would disappear. They claimed the ghost of lady Erian had taken over to protect the keep from the Wastrians even in her death.

Lanar: male human expert 2 (Track feat, +9 Survival)

Lanar is the towns tracking expert. He joined the initial expedition in the hope to settle anew. The Wastrians burned down his former village and he wants a clean sheet. Lanar is an adept tracker and small game hunter.

Rumor (Diplomacy or Gather Information DC 10):

During one of my trips to the nearby forest I got slightly lost and ended up in a murky swamp a few miles to the south. While trying to regain my bearings I heard two large creatures trashing through the bushes. They were talking about hiding

the eye of the mistresses and about some great plot their mistresses had apparently put in motion.

I hid under some bushes and they never saw me, It has given me the creeps and I'm not going near it anytime soon. I'm sure something or someone is making a hideout there.

If the PC's ask him, he can accompany them, and point them in the right direction the next day. He has set up some traps and need to empty them now or wild animals will empty them for him.

Erdigo: male elf commoner 2

Erdigo used to work in the keep. He decided to join the expedition home to rebuild the keep and hoped to find his former lady in good health. Another reason is his hidden love for Merdan, he hopes to impress her and win her heart by helping the villagers. He haven't had the chance to check out the keep yet.

Rumor 1: (Diplomacy DC 20, -5 if the PC's saved Merdan, +5 if the PC's lethally wounded Merdan the evening before):

A few years ago I used to work in the kitchen of the keep. The Orwans were always a bit weird. Some say the meddled in the art of necromancy, I never saw any of that though.

Sense Motive DC 15 reveals he is holding something back. If the PC's ask him about this or convince him to talk he will hesitantly tell them:

Rumor 2: (Diplomacy DC 25, -5 if the PC's saved Merdan, +5 if the PC's lethally wounded Merdan the evening before):

Well, I wasn't entirely honest. I once Lady Erian doing some weird gestures and incantations. She fell down in a chair and before her hovered a strange glowing translucent hand. She opened her eyes again and I quickly ran back to the kitchen. I've never told anyone this, please don't tell anyone else.

Spellcraft DC 22 reveals that the translucent hand to be the result of a spectral hand spell.

Confronting Merdan:

Merdan will most likely be killed or otherwise incapacitated. When the PC's ask her about yesterday night she can't remember a thing only that she has slept very well but still felt tired this morning. When the PC's confront her about the attack and its source she is truly ashamed and immediately asks whether anyone got hurt and if

she could be of any assistance in curing people injured.

The only thing Merdan remembers from last night is the following:

I went back to the church quite early, it was quite a day with all the new arrivals and I felt very tired yesterday. I got back around eight, I think, did my last round in the church, thanked the sunlord for another day with his blessings and went to bed.

I fell to sleep very easily and drifted off in a beautiful but weird dream:

"I was alone on a great plain. Pelor's face was overhead and his touch caressed my skin. I laid there for some time when I really got the urge to swim, so I dived into a nearby pond and splashed around in the water.

Only read this passage at APL6-12:

After some time I was joined by two others, you might have met them, Mirala and Almora. They came with us as town guards.

Together we swam and finally laid down on the small patch of sand there was. We talked for quite a while.

Continue here regardless of APL:

Suddenly a strange looking man came by. He offered something to eat and told a beautiful story about his homeland, a place where everyone can do what he want and enjoy the pleasures of life.

During his story I slowly dozed off and when I woke again it was morning. I wonder what it meant."

This is all Merdan can tell the PC's. If they go to the other two, Milara and Almora, they tell an almost identical tale about wanting to get in early and having a nice dream.

Development: The PC's should get a feeling about what is going on. The only real option they have is to take a look around the keep or go talk with the Hags. When they go to the keep continue below with encounter 4B, when they seek out the Hags go to encounter 5.

4B: THE KEEP

This section contains the information the PC's can find within the keep. Take note that the traps here are meant for APL 4 and 6, at higher APL the traps will still be here but the players won't earn any experience for them. When the PC's set out to reach the keep read aloud the following:

The paved road to the keep is in quite a good fashion. For the first time in two days you travel over a paved road. Slowly rising towards the Keep you can see a the big and black doors of the outer gate. Coming closer these door look to be a bit skewed and not entirely closed. The entire keep is surrounded by a watery moat and from under the bridge a crocodile eyes you lazily.

Allow the PC's to react. If they want to can kill the harmless crocodile (monster manual 271) and proceed inside. Once they open the gate read the following:

With a lot of noise the gates finally open. Inside the castle wall everything looks to be well conserved, you see two small buildings, appearing to be stables. A small path leads up to door of the main keep.

The PC's are free to investigate around. A map of the keep is provided as DM's map 1. Only rooms of interest are numbered. The other rooms of the keep are mostly supply rooms, guest rooms or work rooms. Feel free to make them unique if the time permits.

Room 1; Work room of Lady Erian:

As you enter this room it is in stark contrast with the other rooms you have seen. It is nicely decorated and kept almost clean. A small desk and some bookshelves line the wall.

This is Lady Erian's workroom. Here she studied and received people. The shelves contain some books on the country of Sunndi. A DC 20 search check reveals some books about necromancy and about dealing with fiends.

If the PC's search the desk they find can find a hidden drawer with a DC 25 search check. This drawer contains Lady Erian's research and the contract she made with the fiend. The drawer is trapped.

APL 4:

Burning Hands Trap: CR 3; magic device; touch trigger; automatic reset; spell effect (burning hands, 5th-level wizard, 5d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26.

APL 6-12:

Fireball Trap: CR 5; magic device; touch trigger; automatic reset; spell effect (fireball, 8th-level wizard, 8d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

Inside the drawer are a spellbook containing some PHB sorcerer wizard spells up to 2nd level. Of greater interest is a nicely sealed scroll and some notes. The notes concern a ritual summoning a fiend and help him do your bidding. The sealed scroll is actually the contract Erian signed with the fiend. When any of the PC's tries to open it read the following:

As the wax of the seal crumbles and you try to unroll the scroll a gush of black smoke comes from the center of the seal and suddenly the scroll is ablaze. Before you have the chance to react only dust remains.

There is no way the PC's are going to be able to read the scroll.

Room 2; The bedroom of Lady Erian

This luxury decorated chamber obviously is a bedroom. Fine silk sheets cover a huge 2 person bed in the center of the room. Heavy curtains block out the sunlight, giving the room a shadowy appearance.

When the PC's enter this room ask for a Spot check. Any PC making a DC 20 notes some peculiar marks on the furniture. A knowledge (nature) DC 13 reveals them to be crocodile bite marks. There are no other things of interest here.

Room 3; Kitchen

This room used to be the kitchen. A big stove dominates the back of the room and a large table in the center shows obvious marks of cutting.

There isn't much to find in the kitchen, except for a slight flaw in the structural integrity of the keep. Due to neglect the area around the stove has become instable and will collapse if anyone comes near. This collapse is a trap, a DC 20 knowledge (architecture) can be made to see the danger.

APL 4:

Camouflaged Pit Trap: CR 2; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 24; Disable Device DC 19.

APL6-12:

Spiked Pit Trap: CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 21; Disable Device DC 20.

If any of the PC's fall in the trap they end up in the basement of the keep. There a surprise is waiting for them, read the following:

Suddenly you find yourself one story lower than you comrades. It appears you landed in the basement and as the dust settles, you can make out a peculiar construction.

It appears as if someone erected a burial mound here. Atop some tables lies a nicely dressed decomposing body, the hands clapped around a sword bearing a coat of arms.

This is the skeleton of Roddar, Erian's son. After the initial onslaught she took his body and stowed it here. She used to cast gentle repose on it every day, but since Erian retreated to the swamp the body was unattended and started to rot.

A DC 15 heal check informs the PC's that the human male died of bites to his neck.

A DC 20 knowledge (nobility/royalty) reveals the coat of arms to be that of the Orwall family.

Room 4: Servants quarters:

You enter a large unassuming room. A few beds, a table and some chairs make up the furniture of this room. Overhead you can see the clear sky through a hole in the roof.

This room is where the personal servants of Lady Erian slept and worked. As soon as the PC's enter ask them for a spot or knowledge (architecture) check DC 20. If any of the PC's make it they realize the roof has become very unstable and they should be very careful. If the PC's make the check and take care not to set off the trap allow them to succeed. If they fail the check the ceiling will collapse when the second PC enters the room.

Under one of the beds lies the diary of one of the maids, if the PC's search the room they will automatically find it.

In the diary the last entry describes the horror when the girl woke up the morning after the first transformation. It's a gory story about blood filling the halls and moat of the keep, the story ends with the servant being called by Lady Erian. No further entries are done.

APL 4:

Bricks from Ceiling: CR 2; mechanical; touch trigger; repair reset; Atk +12 melee (2d6, bricks); multiple targets (all targets in two adjacent 5-ft. squares); Search DC 20; Disable Device DC 20.

APL 6-12:

Stone Blocks from Ceiling: CR 3; mechanical; location trigger; repair reset; Atk +10 melee (4d6, stone blocks); Search DC 25; Disable Device DC 20.

5: FRIEND OR FOE

In this encounter the PC's will can locate the Hag Coven and find the information they need to put all the pieces together. Read aloud the following when the players are ready to set out for the search. This text assumes Lanar is with them, adjust if the PC's decide to go alone.

The sun is burning bright as you set out to find whatever it is that lairs in the swamp nearby. Lanar has led you for about three hours when the low rolling hills are broken by a small patch of forest. Nearing the edge of the forest a foul stench overwhelms your senses.

As soon as you leave the shadow of the forest heat presses down on you and mosquitoes swarm around your head. You have definitely

found the swamp. Leading you to a small dry clearing Lanar holds:

"Here I heard those Giants, you should look around for clues. They went that way, I'm going back to the village, good luck!"

With these words your guide points slightly to the south and then swiftly heads back the way you just came.

Unknowingly Lanar has brought the PC's very near the Hags lair. The PC's can find it by following the tracks the "Giants" left or by just walking in the direction Lanar pointed them.

Following the tracks requires a DC 13 Survival check to find them and then a DC 18 Survival check to follow them. PC's without the track feat can find tracks with a DC 13 Search check but can't follow them any further than the edge of this piece of dry land. These tracks are from the Ogres (Bipedal large creatures) keeping watch on the surrounding bogs and generally walking around the area, they go in the same direction as Lanar pointed.

If the PC's follow the tracks or walk in the general direction Lanar pointed them the cross two shallow bogs and make their way through some reed. Halfway through ask them for a Spot check DC 15. PC's who make this check can see two Orcs patrol the edge of a piece of dry land. If the PC's miss this check they will walk out of the reed and automatically be spotted by the Orcs standing guard. Make sure to tell them the Orcs haven't drawn weapons and don't look violent.

The Orcs are actually Ogres in disguise. They are the trusted servants of a Coven of 2 Sea Hags and a Green Hag who have made their home here. They used mirage arcane (DC 21) to make this look like a small piece of dry ground, in reality it is a careful hidden camp, consisting of three separate buildings and a small hall to welcome visitors. This coven is led by Olivia a fearsome Sea Hag together with her younger sister Darli and Treva a Green Hag they formed a Coven during the war.

The Coven recruited 4 Ogres to serve as servants and body guards. Using *veil* (DC 21) these Ogres now look like regular Orcs, albeit a bit bulky.

The three Hags have no evil intent and are more than happy to talk with the PC's. Take care to

allow the PC's to pick this up. Especially for the lower APLs this isn't a combat encounter. Even though the PC's may know that Hags are usually evil this Coven has useful information that the PC's should bargain for.

As soon as the PC's are spotted or leave the reed read the following:

When you step out of the cover of the reed, two orcs in a nearby clearing spot you and try to get your attention. Without drawing their weapons they wade into the water towards you.

Allow the PC's to react any way they want. The Orcs won't attack the PC's but will order the PC's to follow them to the camp. If the PC's attack the Orcs will change form and attack with non lethal damage. Don't forget to apply the -4 to hit when attack for subdual damage. If the PC's follow them read the following:

As you follow the two Orcs towards the small island they were standing on it appears as if your entire surroundings ripple with energy. As if passing through some kind of barrier the previously overgrown island suddenly changes to reveal a small camp. You can make out three small huts and a small hall without any walls.

The Orcs lead you to the small covered clearing. Rising as you enter you see three beautiful human women, all clad in tight fitting long dresses in a multitude of colors. They make a slight bow and welcome you to their home. The one in the middle who is just an inch taller than the others steps forward and introduces herself:

"Welcome travelers, my name is Olivia, what brings you to our home?"

Allow the PC's to react and introduce themselves. Assume these greetings trigger a saving throw to disbelieve the veil (DC 21) the Hags are under. If any of the PC's makes this save he sees all the hags for what they really are, horrendous looking females in dirty rags. Take note that the PC's making this save are immediately subject to the Horrific Appearance of both the Sea Hags, refer to Appendix 1 and Monster Manual 144 for specifics.

The PC's probably have a lot of questions at this point and the Hags are willing to answer most of them.

The Hags know:

- The story of Lady Erian and her son, see adventure background. They can assure the PC's that to lift the curse the lady must either die or be cured.
- The location Lady Erian is hiding right now, a small swamp a bit to the east of Nardos.
- How to lure her to a place they want (Treva mimicking the voice of her son)
- Lady Erian is a lycanthrope so you need silver weapons to harm her. They are willing to sell 2 silver longswords and a silver dagger to the PC's.
- The Hags also know how to cure of Lycanthropy and inform the PCs of this. If any of the PC's asks they have a small supply of belladonna, 2 doses at 5 gp a dose.

The Hags love to bargain and won't give this information without a price:

- The want your promise that the can stay here and be left alone, in return they will leave the village or Nardos alone.
- The want a personal gift of any of the PC's. This doesn't have to be of great monetary value but should have a close connection to the PC. A bracelet from a friend, a small lock of hair. It should be a sacrifice for the PC's but at in personal feelings, this sacrifice is in no way intended to take gp from the PC's.

At low APL it should be quite clear their only way to obtain the location of Lady Erian is to make the deal with the Hags. APL 8 or higher can fight with the Hags and have a fair chance of winning. As soon as combat breaks out the Hags will drop the veil spell and the PC's are subject to the Horrific Appearance.

If the PC's stay polite and interact with the Hags they can

APL 4 (EL 11)

Olivia: female sea hag, sorcerer 4 dreadwitch 1; hp XX; Appendix 1.

Darli: female sea hag; hp 19; *Monster Manual* 144

Treva: female green hag; hp 49; *Monster Manual 143*; add +3 armor, +1 natural armor, +1 resistance on saves;

Ogres (4) hp 29; *Monster Manual 199*

APL 6 (EL 11)

Olivia: female sea hag, sorcerer 4 dreadwitch 1; hp XX; Appendix 1.

Darli: female sea hag; hp 19; *Monster Manual 144*

Treva: female green hag; hp 49; *Monster Manual 143*; add +3 armor, +1 natural armor, +1 resistance on saves;

Ogres (4) hp 29; *Monster Manual 199*

APL 8 (EL 11)

Olivia: female sea hag, sorcerer 4 dreadwitch 1; hp XX; Appendix 1.

Darli: female sea hag; hp 19; *Monster Manual 144*

Treva: female green hag; hp 49; *Monster Manual 143*; add +3 armor, +1 natural armor, +1 resistance on saves;

Ogres (4) hp 29; *Monster Manual 199*

APL 10 (EL 13)

Olivia: female sea hag, sorcerer 4 dreadwitch 4; hp XX; Appendix 1.

Darli: female sea hag; hp 19; *Monster Manual 144*

Treva: female green hag druid 3; hp XX; ; Appendix 1

Verda: male crocodile, animal companion; hp XX; Appendix 1

Ogres, Barbarian 4 (2) hp 79; *Monster Manual 199*

APL 12 (EL 15)

Olivia: female sea hag, sorcerer 5 dreadwitch 5; hp XX; Appendix 1.

Darli: female sea hag; hp 19; *Monster Manual 144*

Treva: female green hag druid 3; hp XX; ; Appendix 1

Verda: male crocodile, animal companion; hp XX; Appendix 1

Ogres, Barbarian 4 (4) hp 79; *Monster Manual 199*

Tactics: As soon as combat ensues Olivia will drop the *veil* spell revealing the Hags to everyone. PC's are immediately affected by the horrific appearance of Olivia and Darli.

Olivia will use her fear spell to her best effect trying to reduce the resistance of the PC's, when this proves ineffective she will use her goggles or gloves for some offensive power.

Treva will first cast *barkskin* on herself and depending on the situation will place an entangle. After that she will join melee. At lower levels she will just go in melee immediately.

The Ogres act as the average foot soldier. They will protect the Hags as best as they can and try to knock down PC's.

The Hags won't kill the PC's. They will try to incapacitate them and throw them out of their swamp.

Treasure: Refer to the Treasure section of this adventure to determine what the PCs find here.

Development: If the Hags manage to subdue the PC's they will wake up outside the swamp with all their equipment, each of them will be missing a piece of (facial)hair. They will have a note pointing them in the direction of the swamp Erian is hiding in, the Hags are hoping the PC's will solve the problem they just aren't willing anymore to help them.

6:THE FINAL RECKONING

In this encounter the PC's will set out to find the hideout of Lady Erian and confront her. The difficulty of this encounter depends on their dealings with the Hags in encounter 5. If they successfully negotiated with the Hags Treva will accompany them and lure Lady Erian to a carefully chosen spot. The PC's will have the advantage of knowing when they will encounter the Lady and can prepare accordingly. If they failed to negotiate with the Hags they will have to find Lady Erian the hard way. This means they are in for a challenging encounter in hostile environment.

When the PC's head off for the swamp read the following:

As you approach the swamp in which Lady Erian presumably is hiding, the environment warp slightly. Shadows jump in the corner of your eyes and everything looks to be just a bit more black than normal.

Depending on how the PC's fared with the Hags they can either lure Lady Erian towards them or have to go look for her.

If the PC's managed to negotiate with the Hags, Treva will be with them and can lure Erian towards the PC's mimicking the voice of her deceased son. The PC's will be able to carefully pick the terrain and cast any buff spells they want. The PC's will have to move into the swamp a bit and choose a spot in which to ambush lady Erian. There is no map for this encounter so draw a map for the PC's or let them draw their own, make sure there are some deep bogs and a lot of shallow bogs.

When the PC's are done Treva will call out and Lady Erian will appear in 2d4+2 rounds.

If the PC's don't have the assistance of the Hags tracking down Lady Erian is a bit more of a hassle. They will have to go into the swamp and hope to find some tracks or be lucky enough to stumble over her. If any of the PC's have track the can use it to track her. The DC for this track check is 25.

When the PC's don't have a tracker with them they just have to move through the swamp and hope to find her.

Lady Erian however won't idly sit by and will attack the PC's at a certain moment. She will cast some preparatory spells and then shift to animal form. Together with her pets she will carefully sneak up on the PC's and surprise them. She will take great care in selecting a suitable battlefield, so make up a map that is challenging to the PC's. Parts with deep water and lots of deep bogs, Erian and her pets won't have any trouble dealing with the water.

Allow the PC's a spot check to notice the upcoming ambush. The DC is 33, assume Erian takes 10 on this check. If the PC's followed her tracks the DC becomes DC 28 because they can expect her. PC's who make this check can act in the surprise round.

APL 4 (EL 8)

Lady Erian: female human, werecrocodile wizard 3; hp XX; Appendix 1.

Crocodile (2); hp 26; *Monster Manual* 271

APL 6 (EL 10)

Lady Erian: female human, werecrocodile wizard 3/ranger 2; hp XX; Appendix 1.

Crocodile, Giant (2); hp 63; *Monster Manual* 271

APL 8 (EL 12)

Lady Erian: female human, werecrocodile wizard 3/ranger 4; hp XX; Appendix 1.

Indos: male crocodile, animal companion; hp XX; Appendix 1

Advanced Crocodile, Giant (2); hp XX; Appendix 1

APL 10 (EL 14)

Lady Erian: female human, werecrocodile wizard 3/ranger 6; hp XX; Appendix 1.

Indos, Crocodile animal companion; hp 26; *Monster Manual* 271

Advanced Crocodile, Giant (4); hp XX; Appendix 1

APL 12 (EL 16)

Lady Erian: female human, werecrocodile wizard 3/ranger 8; hp XX; Appendix 1.

Indos, Crocodile animal companion; hp XX; *Monster Manual* 271

Advanced Fiendish Crocodile, Giant (4); hp XX; Appendix 1

Tactics: Lady Erian has fully mastered her curse of lycanthropy, she can assume hybrid form. Remember she can't cast any spells with a verbal component in hybrid form. In the surprise round Lady Erian will close with the nearest pc and shift to hybrid form.

At APL4 she has some spells who might impact the PC's at higher APL she will just go into combat mode. Lady Erian has a basic understanding with her pets so they will fight with a basic intelligence, carefully swimming around to set up flank. If the crocodiles have a PC grappled they will try to drag him off with them.

Treasure: Refer to the Treasure section of this adventure to determine what the PCs find here.

Development: The PC's basically have two options here: They can try to subdue Erian or they can just kill her. Both options are equally viable. If the PC's kill her the curse is lifted and the villagers of Nardos can rest assured.

If the PC's subdue and capture her they have about 2 weeks to get to Pitchfield and get a cleric to cast *remove disease* on her. This will also break the curse. The conclusion has more information about both paths.

CONCLUSION

This adventure has three different outcomes depending on the actions of the PC's.

Ending A: The curse remains:

If somehow the PC's don't succeed in killing or curing Erian the curse on the keep remains. Read the following:

Despite your best efforts, lifting the curse that threatens Nardos proved to be a too daunting task. You have returned home with the villagers who have decided to abandon the village. Reporting back, King Kestor isn't pleased with your efforts and sends you home.

In this unlikely scenario PC's don't receive the **Land granted**, **Emnity of a fiend** and **Favor of the Royal Court** favors. If the made a deal with the Hags they do get the **Unusual alliance**.

Ending B: Lady Erian was killed

This ending occurs when the PC's manage to kill lady Erian.

After helping the villagers of Nardos take their first steps in rebuilding the village you return to King Kestor. King Kestor is glad that the curse is lifted and extends his thanks to you all. No repercussions follow for the killing of a noble woman since those who deal with fiends should be punished.

The PC's may receive the **Land granted** and receive the **Emnity of a fiend** and **Favor of the Royal Court** favors. If the made a deal with the Hags they also get the **Unusual alliance**.

Ending C: Lady Erian was subdued and cured:

This ending occurs if the PC's manage to subdue Lady Erian and take her to Pitchfield.

It has been an arduous journey back to Pitchfield. Arriving in the city and reporting to King Kestor it is quickly arranged that Lady Erian will be cured. When she is cured and the curse is lifted she will be sentenced by an official court.

King Kestor offers his thanks to you and asks if he can rely on you may the need arise.

The PC's may receive the **Land granted** and receive the **Emnity of a fiend** and **Favor of the Royal Court** favors. If the made a deal with the Hags they also get the **Unusual alliance**.

If there is any character who is a Squire, Bachelor Knight or decorated war hero who was interested in acquiring a piece of land read the following to them, make sure it's a bit of a ceremony:

When you are ready to leave King Kestor stands up and draws his ornately engraved longsword from his belt.

"<PC name>, you have proven yourself to be a true servant of the Kingdom of Sunndi, time after time. This of course won't go without a reward. Please kneel before me."

Slowly bringing his sword down on your right shoulder Kestor speaks:

"When the keeps and holds of Corul are rebuild once again you may claim one of them and the surrounding lands as your own. From this day on you will have the right to collect taxes and use your land in any way you see fit."

If any of the PC's wants to become a knight or bachelor knight read the following:

Knight:

Slowly lifting his sword and letting it tip your left shoulder and head:

"<PC Name>, you have proven to be a loyal servant to not only the county but to me as well. With that you have earned my gratitude. As a token of my gratitude you will have from this day on the right to bear the title: "Baron of Sunndi"."

Bachelor Knight:

Slowly lifting his sword and letting it tip your left shoulder and head:

"<PC Name>, you have proven to be a loyal servant to the country and expressed your willingness to continue doing this in the future. To uphold this pledge you will be made Bachelor Knight in my court, so you might be able to become a Baron of Sunndi some day."

If multiple PC's at the table can and want to receive this favour King Kestor will knight each of them in no particular order. Inform those who became Baron that they should contact the Sunndi Triad.

CAMPAIGN CONSEQUENCES

Please answer the following questions after running the scenario. These questions help the Triad in designing the following plot and to take in account your influence on the story. Answers and any questions or comments relating to this module can be send to magicstar@home.nl and rolspeels@planet.nl

1. Which APL did you play the adventure on?
2. Did Merdan survive?
3. How did the PC's handle the tasks of rebuilding Nardos?
4. Did the PC's kill Merdan?
5. What deal did the PC's made with the Coven of Hags?
6. Did the PC's lift the curse?
7. Did any of the PC's became a bachelor knight or Baron?

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.

3: A moonlit surprise

Experience objective

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

4: Investigation

Experience objective

APL 4	120 XP
APL 6	180 XP

5: Friend or Foe

Experience objective

APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

6: The Final Reckoning

Experience objective

APL 4	240 XP
APL 6	300 XP
APL 8	360 XP
APL 10	420 XP
APL 12	480 XP

Story Award

Objective(s) met:

APL 4	90 XP
APL 6	120 XP
APL 8	150 XP
APL 10	180 XP
APL 12	210 XP

Discretionary roleplaying award

APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 XP

Total Possible Experience

APL 4	675 XP
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APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP
APL 12	1575 XP

TREASURE SUMMARY

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

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

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

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

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

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items. **Do not list a category if the PCs find no treasure belonging to it. For example if the PCs**

find no coins or gems do not list "Coin" in the treasure summary. To calculate the amount of gold each PC gets from selling an item divide its full market price by 12.

This section lists any treasure that the PCs can find during the encounter.

Use the following format to list the treasure found in the encounter.

APL A: Loot XX gp; Coin XX gp; Magic XX gp
item name (XX gp each [if more than one]); Total XX gp.

Loot: The value per character of all mundane equipment found such as nonmagical weapons and armor. Calculate this figure by dividing the full market price of all found items by 12.

Coin: The per character value of all coins, gems, jewelry, works of art and so on. These items are sold at full market price. Calculate how much each character receives by dividing the full market price of all these items by 6.

Magic: List all magical and nonstandard items which the PCs find or gain access to. Follow each item by a gp value in parenthesis. Calculate this figure by dividing the full market price of the item by 12.

Total: Total value per character of all treasure.
Example:

APL 2: Loot 12 gp; Magic 13 gp; *scroll of protection from arrows* (13 gp); Total 25 gp.

APL 4: Loot 25 gp; Magic 180 gp; *scroll of protection from arrows* (13 gp), *ring of protection* +1 (167 gp); Total 205 gp.

APL 6: Loot 16 gp; Magic 214 gp; 2 *potions of cure light wounds* (8 gp each), *scroll of haste* (31 gp), *ring of protection* +1 (167 gp); Total 230 gp.

1: Introduction

APL 2: Coin: 50 gp.

APL 4: Coin: 50 gp.

APL 6: Coin: 50 gp.

2: Encounter Name

APL 2: Loot 12 gp; Magic 13 gp; *scroll of protection from arrows* (13 gp); Total 25 gp.

APL 4: Loot 25 gp; Magic 180 gp; *scroll of protection from arrows* (13 gp), *ring of protection* +1 (167 gp); Total 205 gp.

APL 6: Loot 16 gp; Magic 214 gp; 2 *potions of cure light wounds* (8 gp each), *scroll of haste* (31 gp), *ring of protection* +1 (167 gp); Total 230 gp.

Treasure Cap

APL 4: 650 gp

APL 6: 900 gp

APL 8: 1300 gp

APL 10: 2300 gp

APL 12: 3300 gp

Total Possible Treasure

APL 2:

APL 4:

APL 6:

APL 8:

ADVENTURE RECORD ITEMS

Land granted; You have been awarded a small pice of land in Corul. If you are already a squire or bachelor knight of another count or organization you instead gain the same for your feudal lord and on your lord's land.

This minor piece of land grants you the following:

- A +5 bonus on profession (seneschal, farmer and other related professions) checks.
- A +2 bonus on your leadership score for having a stronghold
- This favor may be used to immediately become a Bachelor Knight of King Kestor, waving the favor requirements and required time. Skill ranks should still be met.
- Bachelor Knights may immediately advance to Knight and may bear the title of Baron of Sunndi. Contact the Sunndi Triad for more information.

This piece of land may have an impact in future scenarios.

An unusual alliance; This alliance will has more impact in the future. For now they also arrange the following for you: Access to the Dread Witch PrC and the Unnatural Will feat, both from Heroes of Horror. In addition you gain Regional access to the items marked with an *.

Emnity of a fiend; By disrupting the plans of a fiend you have drawn his attention. The enmity of a fiend is never a positive thing.

Favour of the Royal Court; This has one of the following effects, chosen at the signing of this AR:

- Regular favor with King Kestor.
- One time access to upgrade a weapon with the *axiomatic*, *ghost touch* or *spell storing* enhancement.
- Access to copy *spawn screen* (SC), *blade of blood* (SC) and *black karma curse* (PHBII)
- One time access to a *demolition crystal* (least, lesser, greater) (MIC)
- One time access to a *crystal of return* (least, lesser, greater) (MIC)

ITEM ACCESS

APL 4:

- Memento magica, 1st level (Adventure; 1500 gp; MIC)*
- Memento Magica, 2nd level Adventure; 6000 gp; MIC)*
- Gloves of the Starry Sky (Adventure; 1100 gp; MIC)*
- Lesser rod of extend (Adventure; DMG)

APL 6 (all of APL 4 plus the following):

APL 8 (All of APLs 4-6 plus the following)

- Deep red ioun stone (Adventure; DMG)

APL 10 (All of APLs 4-8 plus the following)

- Goggles of the golden sun (Adventure; 4000 gp; MIC)*
- Luck stone (Adventure, DMG)
- Dusty rose ioun stone (Adventure, DMG)
- Collar of healing (Adventure; 5000 gp; MIC)

APL 12 (All of APLs 4-10 plus the following)

- Memento Magica, 3rd level (Adventure; 13500 gp; MIC)*

APPENDIX 1: APL 4

3: A MOONLIT SURPRISE

MERDAN, CROCODILE FORM CR 5

Female human/werecrocodile* cleric 3

*Lost empires of Faerun

LE Medium humanoid (elf, shapechanger)

Init +3; **Senses** Listen +8, Spot +8; lowlight vision, scent

Languages Common, Elven,

AC 19, touch 13, flat-footed 16

(+3 Dex, +6 natural)

hp 39 (6 HD); DR 5/silver

Immune sleep

Fort +9, **Ref** +7, **Will** +9; +2 racial against enchantment

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

Melee bite +8 (1d8+4) or tail slap +7(1d12+4)

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

Base Atk +4; **Grp** +7

Atk Options improved grab

Combat Gear

Cleric Spells Prepared (CL 3th):

2nd—

1st—

0—

D: Domain spell. Deity: Pelor. Domains: Sun, Healing

Abilities Str 16, Dex 16, Con 17, Int 10 Wis 18, Cha 14

Feats Combat Casting, Iron Will^b, Scribe Scroll, Weapon Focus (bite), Alertness^b, Skill Focus (hide)^b

Skills Concentration +9 (+12 when casting defensively), Heal +7, Hide +9* Knowledge (religion) +3, Listen +8, Spot +8, Swim +14

Possessions combat gear plus

Alternate form (Su) A werecrocodile can assume the form of a crocodile or a crocodile-human hybrid.

NOTE: Merdan is not yet aware of her condition so cannot assume hybrid form yet.

Crocodile empathy (Ex) A werecrocodile can communicate with crocodiles and giant crocodiles. It gains a +4 racial bonus on Charisma-based checks against such creatures.

Hold Breath (Ex) A werecrocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning

Improved Grab (Ex) To use this ability a werecrocodile animal form must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the werecrocodile wins the grapple check, it establishes a hold on the opponent with its mouth, drags it into deep water, and attempts to pin it to the bottom.

Skills A werecrocodile in animal or hybrid form has a +8 racial bonus on any swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a swim check, even if

distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

* A werecrocodile in animal or hybrid form gains a +4 racial bonus on Hide checks when in the water. A werecrocodile in animal form can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

5: FRIEND OR FOE

OLIVIA

CR 9

Female sea hag sorcerer 4 dreadwitch 1*

*Heroes of Horror 98

CE Medium monstrous humanoid

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

Languages Common, Giant

AC 16, touch 13, flat-footed 13

(+3 Dex, +3 natural)

hp 53 (8 HD);

SR 19

Fort +8, **Ref** +8, **Will** +12 (+6 against fear)

Speed 30 ft. (6 squares), base movement 30 ft., swim 40 ft.;

Melee 2 claws +8 (1d4+3)

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

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

Atk Options

Special Actions horrific appearance, evil eye

Combat Gear gloves of the starry sky, memento magica 1st, memento magica 2nd,

Sorcerer Spells Known (CL 4th, +8 ranged touch):

2nd (4/day)— *bane* (DC20), *doom* (DC20), *scare* (DC20)

1st (8/day)— *cause fear* (DC 19), *charm person* (DC 17), *ray of enfeeblement*

0 (6/day)— *detect magic*, *detect poison*, *light*, *message*, *prestidigitation*, *touch of fatigue* (DC17)

† Already cast

Abilities Str 16, Dex 16, Con 14, Int 10, Wis 15, Cha 23

SQ rat familiar

Feats Spell Focus (necromancy), Toughness, Fearsome necromancy, Unnatural Will^b, Alertness^b

Skills Concentration +13, Knowledge (arcana) +6, Spellcraft +7

Possessions combat gear plus cloak of charisma +2, amulet of health +2, vest of resistance +1

Horrific appearance (Su) The sight of a sea hag is so revolting that anyone (other than another hag) who sets eyes upon one must succeed on a DC 19 Fortitude save or instantly be weakened, taking 2d6 points of Strength damage. This damage cannot reduce a victim's Strength score below 0, but anyone reduced to Strength 0 is helpless. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. The save DC is Charisma-based.

Evil eye (Su) Three times per day, a sea hag can cast its dire gaze upon any single creature within 30 feet. The target must succeed on a DC 19 Will save or be dazed for three days, although remove curse or dispel evil can restore sanity sooner. In addition, an affected creature must succeed on a DC 19 Fortitude save or die from fright. Creatures with immunity to fear effects are not affected by the sea hag's evil eye. The save DCs are Charisma-based.

Amphibious (Ex) Although sea hags are aquatic, they can survive indefinitely on land.

Master of Terror (Ex): Your fear-based spells become more potent. The save DC of any spell you cast with the fear descriptor increases by 1. This bonus stacks with Spell Focus. Furthermore, add the spells bane and doom to your arcane spellcaster list as 2nd-level spells. In addition, you become adept at making people uneasy. You gain a bonus to all Intimidate skill checks equal to +2 per class level.

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

6: THE FINAL RECKONING

LADY ERIAN, HYBRID FORM CR 6

Female human/werecrocodile* wizard 3

*Lost empires of Faerun

LE Medium humanoid (human, shapechanger)

Init +6; **Senses** Listen +6, Spot +6; lowlight vision, scent

Languages Common

AC 23, touch 13, flat-footed 21

(+2 Dex, +4 mage armor, +6 natural, +1 deflection)

hp 40 (6 HD); DR10/silver

Fort +10, **Ref** +6, **Will** +6

Speed 30 ft. (6 squares), base movement 30 ft., swim 40 ft.;

Melee (hybrid) 2 claws +7 (1d4+4) and bite +3 (1d8+2)

Melee (animal) bite +8 (1d8+6) or tail slap +7 (1d12+6)

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

Base Atk +3; **Grp** +7

Atk Options improved grab (animal form only)

Special Actions spells

Combat Gear lesser rod of extend, used

Wizard Spells Prepared (CL 3th):

2nd— *blur*, *stilled color spray* (DC 13), *false life*

1st— ~~*mage armor*~~ (3), *cause fear* (DC13);

0—*daze*, *detect magic* (2), *disrupt undead*, *mending*;

Abilities Str 18, Dex 14, Con 22, Int 14, Wis 10, Cha 15

Feats Iron Will^b, Improved Initiative, Combat Casting, Scribe Scroll^b Still Spell, Weapon Focus (bite), Alertness^b, Skill Focus (hide)^b

Skills Concentration +13 (17 when casting defensively), Knowledge (arcane) +8, Knowledge (planes) +8, Listen +6, Spellcraft +9, Spot +6, Swim +12,

Possessions combat gear plus periapt of health +2, cloak of resistance +1, ring of protection +1

Spellbook spells prepared plus 0—

Alternate form (Su) A werecrocodile can assume the form of a crocodile or a crocodile-human hybrid.

Crocodile empathy (Ex) A werecrocodile can communicate with crocodiles and giant crocodiles. It gains a +4 racial bonus on Charisma-based checks against such creatures.

Curse of Lycanthropy (Su) Any humanoid or giant hit by the bite attack of a werecrocodile in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy

Hold Breath (Ex) A werecrocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning

Improved Grab (Ex) To use this ability a werecrocodile animal form must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the werecrocodile wins the grapple check, it establishes a hold on the opponent with its mouth, drags it into deep water, and attempts to pin it to the bottom.

Skills A werecrocodile in animal or hybrid form has a +8 racial bonus on any swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. * A werecrocodile in animal or hybrid form gains a +4 racial bonus on Hide checks when in the water. A werecrocodile in animal form can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

1: A MOONLIT SURPRISE**MERDAN, CROCODILE FORM CR 7**

Female human/werecrocodile* cleric 5

*Lost empires of Faerun

LE Medium humanoid (elf, shapchanger)

Init +3; **Senses** Listen +8, Spot +8; lowlight vision, scent**Languages** Common, elven,**AC** 19, touch 13, flat-footed 16

(+3 Dex, +6 natural)

hp 56 (8 HD); DR 5/silver**Immune** sleep**Fort** +11, **Ref** +7, **Will** +10; +2 racial against enchantment**Speed** 20 ft. (4 squares), base movement 20 ft., swim 30 ft.;**Melee** bite +9 (1d8+4) or tail slap +8(1d12+4)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +5; **Grp** +8**Atk Options** improved grab**Combat Gear****Cleric Spells Prepared** (CL 5th):

3rd—

2nd—

1st—

0—

D: Domain spell. Deity: Pelor. Domains: Sun, Healing**Abilities** Str 16, Dex 16, Con 18, Int 10 Wis 18, Cha 14**Feats** Combat Casting, Iron Will^b, Scribe Scroll, Weapon Focus (bite), Alertness^b, Skill Focus (hide)^b**Skills** Concentration +12 (+16 when casting defensively), Heal +8, Hide +6* Knowledge (religion) +4, Listen +8, Spot +8, Swim +14**Possessions** combat gear plus**Alternate form (Su)** A werecrocodile can assume the form of a crocodile or a crocodile-human hybrid.**NOTE:** Merdan is not yet aware of her condition so cannot assume hybrid form yet.**Crocodile empathy (Ex)** A werecrocodile can communicate with crocodiles and giant crocodiles. It gains a +4 racial bonus on Charisma-based checks against such creatures.**Hold Breath (Ex)** A werecrocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning**Improved Grab (Ex)** To use this ability a werecrocodile animal form must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the werecrocodile wins the grapple check, it establishes a hold on the opponent with its mouth, drags it into deep water, and attempts to pin it to the bottom.**Skills** A werecrocodile in animal or hybrid form has a +8 racial bonus on any swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. * A

werecrocodile in animal or hybrid form gains a +4 racial bonus on Hide checks when in the water. A werecrocodile in animal form can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

MILARA, CROCODILE FORM CR 4**ALMORA, CROCODILE FORM**

Female human/werecrocodile* fighter 2

*Lost empires of Faerun

LE Medium humanoid (human, shapchanger)

Init +6; **Senses** Listen +3, Spot +3; lowlight vision, scent**Languages** Common, Elven**AC** 18, touch 12, flat-footed 16

(+2 Dex, +6 natural)

hp 53 (5 HD); DR 5/silver**Fort** +12 **Ref** +5, **Will** +3**Speed** 20 ft.(4 squares), base movement 20 ft., swim 30 ft.;**Melee** Bite +11 (1d8+9) or tail slap +10 (1d12+9)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +4; **Grp** +10**Atk Options** improved grab, power attack**Combat Gear****Abilities** Str 22, Dex 15, Con 22, Int 12, Wis 12, Cha 8**Feats** Improved Initiative, Weapon Focus (bastard sword), Power Attack, Blind Fight, Weapon Focus (bite) Iron Will^b, Alertness^b, Skill Focus (hide)^b**Skills** Climb +14, Jump +10, Swim +22**Possessions** combat gear plus**Alternate form (Su)** A werecrocodile can assume the form of a crocodile or a crocodile-human hybrid.**NOTE:** Milara is not yet aware of her condition so cannot assume hybrid form.**Crocodile empathy (Ex)** A werecrocodile can communicate with crocodiles and giant crocodiles. It gains a +4 racial bonus on Charisma-based checks against such creatures.**Hold Breath (Ex)** A werecrocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning**Improved Grab (Ex)** To use this ability a werecrocodile animal form must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the werecrocodile wins the grapple check, it establishes a hold on the opponent with its mouth, drags it into deep water, and attempts to pin it to the bottom.**Skills** A werecrocodile in animal or hybrid form has a +8 racial bonus on any swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. * A werecrocodile in animal or hybrid form gains a +4 racial bonus on Hide checks when in the water. A werecrocodile in animal form can lie in the water with

only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

OLIVIA

CR 9

Female sea hag sorcerer 4 dreadwitch 1*

*Heroes of Horror 98

CE Medium monstrous humanoid

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

Languages Common, Giant

AC 16, touch 13, flat-footed 13

(+3 Dex, +3 natural)

hp 53 (8 HD);

SR 19

Fort +8, **Ref** +8, **Will** +12 (+6 against fear)

Speed 30 ft. (6 squares), base movement 30 ft., swim 40 ft.;

Melee 2 claws +8 (1d4+3)

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

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

Atk Options

Special Actions horrific appearance, evil eye

Combat Gear gloves of the starry sky, memento magica 1st, memento magica 2nd,

Sorcerer Spells Known (CL 4th, +8 ranged touch):
2nd (4/day)— *bane* (DC20), *doom* (DC20), *scare* (DC20)

1st (8/day)— *cause fear* (DC 19), *charm person* (DC 17), *ray of enfeeblement*

0 (6/day)— *detect magic*, *detect poison*, *light*, *message*, *prestidigitation*, *touch of fatigue* (DC17)

† Already cast

Abilities Str 16, Dex 16, Con 14, Int 10, Wis 15, Cha 23

SQ rat familiar

Feats Spell Focus (necromancy), Toughness, Fearsome necromancy, Unnatural Will^b, Alertness^b

Skills Concentration +13, Knowledge (arcana) +6, Spellcraft +7

Possessions combat gear plus cloak of charisma +2, amulet of health +2, vest of resistance +1

Horrific appearance (Su) The sight of a sea hag is so revolting that anyone (other than another hag) who sets eyes upon one must succeed on a DC 19 Fortitude save or instantly be weakened, taking 2d6 points of Strength damage. This damage cannot reduce a victim's Strength score below 0, but anyone reduced to Strength 0 is helpless. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. The save DC is Charisma-based.

Evil eye (Su) Three times per day, a sea hag can cast its dire gaze upon any single creature within 30 feet. The target must succeed on a DC 19 Will save or be dazed for three days, although remove curse or dispel evil can restore sanity sooner. In addition, an affected creature must succeed on a DC 19 Fortitude save or die from fright. Creatures with immunity to fear effects are not affected by the sea hag's evil eye. The save DCs are Charisma-based.

Amphibious (Ex) Although sea hags are aquatic, they can survive indefinitely on land.

Master of Terror (Ex): Your fear-based spells become more potent. The save DC of any spell you cast with the fear descriptor increases by 1. This bonus stacks with Spell Focus.

Furthermore, add the spells bane and doom to your arcane spellcaster list as 2nd-level spells. In addition, you become adept at making people uneasy. You gain a bonus to all Intimidate skill checks equal to +2 per class level.

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

6: THE FINAL RECKONING

LADY ERIAN, HYBRID FORM

CR 8

Female human/werecrocodile* wizard 3 ranger 2

*Lost empires of Faerun

LE Medium humanoid (human, shapechanger)

Init +6; **Senses** Listen +10, Spot +10; lowlight vision, scent

Languages Common

AC 23, touch 13, flat-footed 21

(+2 Dex, +4 mage armor, +6 natural, +1 deflection)

hp 68 (8 HD); DR10/silver

Fort +14, **Ref** +10, **Will** +7

Speed 30 ft. (6 squares), base movement 30 ft., swim 40 ft.;

Melee (hybrid) 2 claws +11 (1d4+6) and bite +7 (1d8+3)

Melee (animal) bite +12 (1d8+9) or tail slap +11 (1d12+9)

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

Base Atk +5; **Grp** +11

Atk Options improved grab (animal form only), favored enemy (humanoid aquatic) +2

Special Actions spells, combat style (two-weapon combat)

Combat Gear lesser rod of extend, used

Wizard Spells Prepared (CL 3th):

2nd— *blur*, *stilled color spray* (DC 13), *false life*

1st— ~~*mage armor*~~ (3), *cause fear* (DC13);

0—*daze*, *detect magic* (2), *disrupt undead*, *mending*;

Abilities Str 23, Dex 14, Con 20, Int 14, Wis 10, Cha 15 **SQ** wild empathy

Feats Iron Will^b, Improved Initiative, Combat Casting, Scribe Scroll^b Extend Spell, Weapon Focus (bite), Track^b, Two Weapon Fighting^b, Alertness^b, Skill Focus (hide)^b

Skills Concentration +13 (17 when casting defensively), Knowledge (arcane) +8, Knowledge (planes) +8, Listen +10, Spellcraft +9, Spot +10, Survival +8, Swim +14,

Possessions combat gear plus belt of giant strength +4, cloak of resistance +2, periapt of health +2, ring of protection +1

Spellbook spells prepared plus 0—

Alternate form (Su) A werecrocodile can assume the form of a crocodile or a crocodile-human hybrid.

Crocodile empathy (Ex) A werecrocodile can communicate with crocodiles and giant crocodiles. It gains a +4 racial bonus on Charisma-based checks against such creatures.

Curse of Lycanthropy (Su) Any humanoid or giant hit by the bite attack of a werecrocodile in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Hold Breath (Ex) A werecrocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.

Improved Grab (Ex) To use this ability a werecrocodile animal form must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the werecrocodile wins the grapple check, it establishes a hold on the opponent with its mouth, drags it into deep water, and attempts to pin it to the bottom.

Skills A werecrocodile in animal or hybrid form has a +8 racial bonus on any swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. * A werecrocodile in animal or hybrid form gains a +4 racial bonus on Hide checks when in the water. A werecrocodile in animal form can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

1: A MOONLIT SURPRISE

MERDAN, CROCODILE FORM CR 9

Female human/werecrocodile* cleric 7

*Lost empires of Faerun

LE Medium humanoid (elf, shapechanger)

Init +7; **Senses** Listen +8, Spot +8; lowlight vision, scent

Languages Common, elven,

AC 19, touch 13, flat-footed 16
(+3 Dex, +6 natural)

hp 67 (10 HD); DR 5/silver

Immune sleep

Fort +12, **Ref** +8, **Will** +11; +2 racial against enchantment

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

Melee bite +11 (1d8+4) or tail slap +10(1d12+4)

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

Base Atk +7; **Grp** +10

Atk Options improved grab

Combat Gear

Cleric Spells Prepared (CL 7th):

4th—

3rd—

2nd—

1st—

0—

D: Domain spell. Deity: Pelor. Domains: Sun, Healing

Abilities Str 16, Dex 16, Con 17, Int 10 Wis 18, Cha 14

Feats Combat Casting, Iron Will^b, Scribe Scroll, Weapon Focus (bite), Improved Initiative, Alertness^b, Skill Focus (hide)^b

Skills Concentration +13 (+17 when casting defensively), Heal +9, Hide +9* Knowledge (religion) +5, Listen +8, Spot +8, Swim +14

Possessions combat gear plus

Alternate form (Su) A werecrocodile can assume the form of a crocodile or a crocodile-human hybrid.

NOTE: Merdan is not yet aware of her condition so cannot assume hybrid form yet.

Crocodile empathy (Ex) A werecrocodile can communicate with crocodiles and giant crocodiles. It gains a +4 racial bonus on Charisma-based checks against such creatures.

Hold Breath (Ex) A werecrocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning

Improved Grab (Ex) To use this ability a werecrocodile animal form must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the werecrocodile wins the grapple check, it establishes a hold on the opponent with its mouth, drags it into deep water, and attempts to pin it to the bottom.

Skills A werecrocodile in animal or hybrid form has a +8 racial bonus on any swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.
* A werecrocodile in animal or hybrid form gains a +4 racial bonus on Hide checks when in the water. A werecrocodile in animal form can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

MILARA, CROCODILE FORM CR 5

ALMORA, CROCODILE FORM

Female human/werecrocodile* fighter 3

*Lost empires of Faerun

LE Medium humanoid (human, shapechanger)

Init +6; **Senses** Listen +3, Spot +3; lowlight vision, scent

Languages Common, Elven

AC 19, touch 12, flat-footed 17
(+2 Dex, +7 natural)

hp 61 (6 HD); DR 5/silver

Fort +12 **Ref** +6, **Will** +4

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

Melee Bite +12 (1d8+9) or tail slap +11 (1d12+9)

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

Base Atk +5; **Grp** +11

Atk Options improved grab, power attack

Combat Gear

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

Feats Improved Initiative, Weapon Focus (bastard sword), Power Attack, Blind Fight, Weapon Focus (bite) Iron Will^b, Improved Natural Armor, Alertness^b, Skill Focus (hide)^b

Skills Climb +14, Jump +10, Swim +22

Possessions combat gear plus

Alternate form (Su) A werecrocodile can assume the form of a crocodile or a crocodile-human hybrid.

NOTE: Milara is not yet aware of her condition so cannot assume hybrid form.

Crocodile empathy (Ex) A werecrocodile can communicate with crocodiles and giant crocodiles. It gains a +4 racial bonus on Charisma-based checks against such creatures.

Hold Breath (Ex) A werecrocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning

Improved Grab (Ex) To use this ability a werecrocodile animal form must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the werecrocodile wins the grapple check, it establishes a hold on the opponent with its

mouth, drags it into deep water, and attempts to pin it to the bottom.

Skills A werecrocodile in animal or hybrid form has a +8 racial bonus on any swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.
* A werecrocodile in animal or hybrid form gains a +4 racial bonus on Hide checks when in the water. A werecrocodile in animal form can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

OLIVIA

CR 9

Female sea hag sorcerer 4 dreadwitch 1*

*Heroes of Horror 98

CE Medium monstrous humanoid

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

Languages Common, Giant

AC 16, touch 13, flat-footed 13

(+3 Dex, +3 natural)

hp 53 (8 HD);

SR 19

Fort +8, **Ref** +8, **Will** +12 (+6 against fear)

Speed 30 ft. (6 squares), base movement 30 ft., swim 40 ft.;

Melee 2 claws +8 (1d4+3)

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

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

Atk Options

Special Actions horrific appearance, evil eye

Combat Gear gloves of the starry sky, memento magica 1st, memento magica 2nd,

Sorcerer Spells Known (CL 4th, +8 ranged touch):

2nd (4/day)— *bane* (DC20), *doom* (DC20), *scare* (DC20)

1st (8/day)— *cause fear* (DC 19), *charm person* (DC 17), *ray of enfeeblement*

0 (6/day)— *detect magic*, *detect poison*, *light*, *message*, *prestidigitation*, *touch of fatigue* (DC17)

‡ Already cast

Abilities Str 16, Dex 16, Con 14, Int 10, Wis 15, Cha 23

SQ rat familiar

Feats Spell Focus (necromancy), Toughness, Fearsome necromancy, Unnatural Will^b, Alertness^b

Skills Concentration +13, Knowledge (arcana) +6, Spellcraft +7

Possessions combat gear plus cloak of charisma +2, amulet of health +2, vest of resistance +1

Horrific appearance (Su) The sight of a sea hag is so revolting that anyone (other than another hag) who sets eyes upon one must succeed on a DC 19 Fortitude save or instantly be weakened, taking 2d6 points of Strength damage. This damage cannot reduce a victim's Strength score below 0, but anyone reduced to Strength 0 is helpless. Creatures that are affected by this power or that successfully save against it cannot be affected

again by the same hag's horrific appearance for 24 hours. The save DC is Charisma-based.

Evil eye (Su) Three times per day, a sea hag can cast its dire gaze upon any single creature within 30 feet. The target must succeed on a DC 19 Will save or be dazed for three days, although remove curse or dispel evil can restore sanity sooner. In addition, an affected creature must succeed on a DC 19 Fortitude save or die from fright. Creatures with immunity to fear effects are not affected by the sea hag's evil eye. The save DCs are Charisma-based.

Amphibious (Ex) Although sea hags are aquatic, they can survive indefinitely on land.

Master of Terror (Ex): Your fear-based spells become more potent. The save DC of any spell you cast with the fear descriptor increases by 1. This bonus stacks with Spell Focus. Furthermore, add the spells bane and doom to your arcane spellcaster list as 2nd-level spells. In addition, you become adept at making people uneasy. You gain a bonus to all Intimidate skill checks equal to +2 per class level.

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

6: THE FINAL RECKONING

LADY ERIAN, HYBRID FORM CR 10

Female human/werecrocodile* wizard 3 ranger 4

*Lost empires of Faerun

LE Medium humanoid (human, shapechanger)

Init +6; **Senses** Listen +15, Spot +15; lowlight vision, scent

Languages Common

AC 24, touch 14, flat-footed 21

(+3 Dex, +4 mage armor, +6 natural, +1 deflection)

hp 89 (10 HD); DR10/silver

Fort +16, **Ref** +12, **Will** +6

Speed 30 ft. (6 squares), base movement 30 ft., swim 40 ft.;

Melee (hybrid) 2 claws +13 (1d4+6) and bite +8 (1d8+3)

Melee (animal) bite +14 (1d8+9) or tail slap +13 (1d12+9)

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

Base Atk +7; **Grp** +13

Atk Options improved grab (animal form only), favored enemy (humanoid aquatic) +2,

Special Actions spells, combat style (two-weapon combat)

Combat Gear lesser rod of extend, used

Wizard Spells Prepared (CL 3th):

2nd— *blur*, *stilled color spray* (DC 13), *false life*

1st— *mage armor* (3), *cause fear* (DC13);

0— *daze*, *detect magic* (2), *disrupt undead*, *mending*;

Abilities Str 23, Dex 14, Con 24, Int 14, Wis 10, Cha 15
15SQ wild empathy, animal companion
Feats Iron Will^b, Improved Initiative, Combat Casting, Scribe Scroll^b Extend Spell, Weapon Focus (bite), Track^b, Two Weapon Fighting^b, Endurance^b, Power Attack^b, Alertness^b, Skill Focus (hide)^b
Skills Concentration +15 (19 when casting defensively), Knowledge (arcane) +8, Knowledge (planes) +8, Listen +15, Spellcraft +9, Spot +15, Survival +13, Swim +14,
Possessions combat gear plus belt of giant strength +4, cloak of resistance +2, deep red ioun stone, periapt of health +4, ring of protection
Spellbook spells prepared plus 0—

Alternate form (Su) A werecrocodile can assume the form of a crocodile or a crocodile-human hybrid.

Crocodile empathy (Ex) A werecrocodile can communicate with crocodiles and giant crocodiles. It gains a +4 racial bonus on Charisma-based checks against such creatures.

Curse of Lycanthropy (Su) Any humanoid or giant hit by the bite attack of a werecrocodile in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy

Hold Breath (Ex) A werecrocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning

Improved Grab (Ex) To use this ability a werecrocodile animal form must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the werecrocodile wins the grapple check, it establishes a hold on the opponent with its mouth, drags it into deep water, and attempts to pin it to the bottom.

Skills A werecrocodile in animal or hybrid form has a +8 racial bonus on any swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. * A werecrocodile in animal or hybrid form gains a +4 racial bonus on Hide checks when in the water. A werecrocodile in animal form can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

INDOS (ANIMAL COMPANION) CR -

Male crocodile
 N Medium Animal
Init +1; **Senses** Listen +4, Spot +4, Low-light vision

AC 17, touch 11, flat-footed 16
 (+1 Dex, +6 natural)

hp 26 (3 HD);
Fort +6, **Ref** +4, **Will** +2

Speed 20 ft. (4 squares), swim 30 ft.,
Melee Bite +6 (1d8+6) or Tail Slap +7 (1d12+6)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +6
Atk Options improved grab

Abilities Str 19, Dex 12, Con 17, Int 1, Wis 12, Cha 2
Feats Alertness, Skill Focus (hide)
Skills Hide +7, Listen +4, Spot +4, Swim +12,

Improved Grab (Ex) To use this ability a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the crocodile wins the grapple check, it establishes a hold on the opponent with its mouth, drags it into deep water, and attempts to pin it to the bottom.

Hold Breath (Ex): A crocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.

Skills: A crocodile has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A crocodile gains a +4 racial bonus on Hide checks when in the water. Further, a crocodile can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

ADVANCED GIANT CROCODILE CR 6

Male giant crocodile
 LE Huge animal
Init +1; **Senses** Listen +5, Spot +5

AC 20, touch 8, flat-footed 19
 (-2 size, +1 Dex, +7 natural, +4 armor)

hp 127 (13 HD);
Fort +13, **Ref** +9, **Will** +5

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

Melee bite +21 (2d6+13) or tailslap +20 (1d12+13)
Space 15 ft.; **Reach** 10 ft.

Base Atk +9 **Grp** +26
Atk Options improved grab

Abilities Str 28, Dex 12, Con 20, Int 1, Wis 12, Cha 2
15SQ hold breath

Feats Alertness, Endurance, Skill Focus (hide), Weapon Focus (bite), Improved Natural Attack (bite)

Skills Hide +1*, Listen +7, Spot +7, Swim +21,
Possessions combat gear plus

Spellbook spells prepared plus 0—

Improved Grab (Ex) To use this ability a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the crocodile wins the grapple check, it establishes a hold on the opponent with its mouth, drags it into deep water, and attempts to pin it to the bottom.

Hold Breath (Ex): A crocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.

Skills: A crocodile has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use

the run action while swimming, provided it swims in a straight line. *A crocodile gains a +4 racial bonus on Hide checks when in the water. Further, a crocodile can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

1: A MOONLIT SURPRISE

MERDAN, CROCODILE FORM CR 11

Female human/werecrocodile* cleric 9

*Lost empires of Faerun

LE Medium humanoid (elf, shapechanger)

Init +7; **Senses** Listen +8, Spot +8; lowlight vision, scent

Languages Common, elven,

AC 19, touch 13, flat-footed 16

(+3 Dex, +6 natural)

hp 78 (12 HD); DR 5/silver

Immune sleep

Fort +13, **Ref** +9, **Will** +12; +2 racial against enchantment

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

Melee bite +12 (1d8+4) or tail slap +11(1d12+4)

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

Base Atk +8; **Grp** +11

Atk Options improved grab

Combat Gear

Cleric Spells Prepared (CL 9th):

5th—

4th—

3rd—

2nd—

1st—

0—

D: Domain spell. Deity: Pelor. Domains: Sun, Healing

Abilities Str 16, Dex 16, Con 17, Int 10Wis 19, Cha 14

Feats Combat Casting, Iron Will^b, Scribe Scroll, Weapon Focus (bite), Improved Initiative, Empower Spell, Alertness^b, Skill Focus (hide)^b

Skills Concentration +15 (+19 when casting defensively), Heal +10, Hide +9* Knowledge (religion) +6, Listen +8, Spot +8, Swim +14

Possessions combat gear plus

Alternate form (Su) A werecrocodile can assume the form of a crocodile or a crocodile-human hybrid.

NOTE: Merdan is not yet aware of her condition so cannot assume hybrid form yet.

Crocodile empathy (Ex) A werecrocodile can communicate with crocodiles and giant crocodiles. It gains a +4 racial bonus on Charisma-based checks against such creatures.

Hold Breath (Ex) A werecrocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning

Improved Grab (Ex) To use this ability a werecrocodile animal form must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the werecrocodile wins the grapple check, it establishes a hold on the opponent with its mouth, drags it into deep water, and attempts to pin it to the bottom.

Skills A werecrocodile in animal or hybrid form has a +8 racial bonus on any swim check to perform some special action or avoid a hazard. It can always

choose to take 10 on a swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. * A werecrocodile in animal or hybrid form gains a +4 racial bonus on Hide checks when in the water. A werecrocodile in animal form can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

MILARA, CROCODILE FORM CR 6

ALMORA, CROCODILE FORM

Female human/werecrocodile* fighter 4

*Lost empires of Faerun

LE Medium humanoid (human, shapechanger)

Init +6; **Senses** Listen +3, Spot +3; lowlight vision, scent

Languages Common, Elven

AC 19, touch 12, flat-footed 17

(+2 Dex, +7 natural)

hp 70 (7 HD); DR 5/silver

Fort +13 **Ref** +6, **Will** +4

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

Melee Bite +13 (1d8+9) or tail slap +12 (1d12+9)

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

Base Atk +6; **Grp** +12

Atk Options improved grab, power attack

Combat Gear

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

Feats Improved Initiative, Weapon Focus (bastard sword), Power Attack, Blind Fight, Weapon Focus (bite) Iron Will^b, Improved Natural Armor, Alertness^b, Skill Focus (hide)^b

Skills Climb +15, Jump +11, Swim +23

Possessions combat gear plus

Alternate form (Su) A werecrocodile can assume the form of a crocodile or a crocodile-human hybrid.

NOTE: Milara is not yet aware of her condition so cannot assume hybrid form.

Crocodile empathy (Ex) A werecrocodile can communicate with crocodiles and giant crocodiles. It gains a +4 racial bonus on Charisma-based checks against such creatures.

Hold Breath (Ex) A werecrocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning

Improved Grab (Ex) To use this ability a werecrocodile animal form must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the werecrocodile wins the grapple check, it establishes a hold on the opponent with its mouth, drags it into deep water, and attempts to pin it to the bottom.

Skills A werecrocodile in animal or hybrid form has a +8 racial bonus on any swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a swim check, even if distracted or endangered. It can use the run action while

swimming, provided it swims in a straight line. * A werecrocodile in animal or hybrid form gains a +4 racial bonus on Hide checks when in the water. A werecrocodile in animal form can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

OLIVIA

CR 12

Female sea hag sorcerer 4 dreadwitch 4*

*Heroes of Horror 98

CE Medium monstrous humanoid

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

Languages Common, Giant

AC 20, touch 13, flat-footed 17

(+3 Dex, +4 armor, +3 natural)

hp 69 (12 HD);

SR 23

Fort +10, **Ref** +10, **Will** +15 (+7 against fear)

Speed 30 ft. (6 squares), base movement 30 ft., swim 40 ft.;

Melee 2 claws +10 (1d4+3)

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

Base Atk +7; **Grp** +10

Atk Options

Special Actions horrific appearance, evil eye, absorb fear, fearful empowerment 1/day, delay fear 2/day

Combat Gear gloves of the starry sky, memento magica 1st, memento magica 2nd, goggles of the golden sun

Sorcerer Spells Known (CL 11th, +10 ranged touch):

3rd (6/day)— *haste*, *ray of exhaustion* (DC21)

2nd (8/day)— *bane* (DC22), *blindness/deafness* (DC20), *doom* (DC 22), *scare* (DC22), *scorching ray*

1st (7/day)— *cause fear* (DC 21), *charm person* (DC 18), *chill touch* (DC19), *mage armor*, *ray of enfeeblement*

0 (6/day)— *detect magic*, *detect poison*, *ghost sounds*, *light*, *message*, *prestidigitation*, *touch of fatigue* (DC 18)

† Already cast

Abilities Str 16, Dex 16, Con 16, Int 10, Wis 15, Cha 24

SQ rat familiar

Feats Spell Focus (necromancy), Toughness, Fearsome necromancy, Unnatural Will^b, Practiced Spellcaster, Alertness^c

Skills Concentration +17, Intimidate +17, Knowledge (arcana) +9, Spellcraft +11

Possessions combat gear plus cloak of charisma +2, amulet of health +2, vest of resistance +2

Horrific appearance (Su) The sight of a sea hag is so revolting that anyone (other than another hag) who sets eyes upon one must succeed on a DC 23 Fortitude save or instantly be weakened, taking 2d6 points of Strength damage. This damage cannot reduce a victim's Strength score below 0, but anyone reduced to Strength 0 is helpless. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. The save DC is Charisma-based.

Evil eye (Su) Three times per day, a sea hag can cast its dire gaze upon any single creature within 30 feet. The target must succeed on a DC 23 Will save or be dazed for three days, although remove curse or dispel evil can restore sanity sooner. In addition, an affected creature must succeed on a DC 23 Fortitude save or die from fright. Creatures with immunity to fear effects are not affected by the sea hag's evil eye. The save DCs are Charisma-based.

Amphibious (Ex) Although sea hags are aquatic, they can survive indefinitely on land.

Master of Terror (Ex): Your fear-based spells become more potent. The save DC of any spell you cast with the fear descriptor increases by 1. This bonus stacks with Spell Focus.

Furthermore, add the spells bane and doom to your arcane spellcaster list as 2nd-level spells. In addition, you become adept at making people uneasy. You gain a bonus to all Intimidate skill checks equal to +2 per class level.

Absorb Fear (Su): Starting at 2nd level, you can turn your own fear, whether natural or mystical in origin, into extra power for your spells. Any time you are exposed to a condition that could make you shaken, all your spells function at +1 caster level; if the condition could make you frightened, they function at +2 caster level; if panicked, they function at +3 caster level. These bonuses last for the duration of the fear effect, or for a number of rounds equal to your Charisma modifier, whichever is less. (Of course, if you fail your saving throw against the condition, you might not be in a position to use the bonuses, but you do have them.) These bonuses are treated in all ways as though you had failed the save. In other words, if you are subject to a spell that causes panic on a failed save but only frightens those who make the save, you gain the bonus from being panicked even if you make the save.

You can, instead of gaining these bonuses, choose to cast a single extra spell; this casting does not use up a spell slot. You must make this choice the instant you are subject to the fear effect, and once you have made your choice you must cast the spell within a number of rounds equal to your Charisma modifier. You can cast an additional cantrip if shaken, an additional 1st-level spell if frightened, or an additional 2nd-level spell if panicked.

If you are subject to a second fear effect while still enjoying the effects of the first—either the granted benefits or holding the extra spell—you must decide whether to keep the original effect or replace it with the new one; you cannot benefit from more than one fear effect at a time.

Fearful Empowerment (Su): Starting at 3rd level, once per day you can add the fear descriptor to any spell you cast that has some sort of visual manifestation. For example, you could apply it to a fireball, to a summon monster spell, or to any visual illusion, but not to charm person, since that spell does not directly create any visual effect. Creatures targeted by a spell modified by fearful empowerment must make a Will save (DC equal to 10 + your class level + your Cha

modifier) or become shaken for 1d4 rounds; this is in addition to any other effects the spell might have. Your save DC bonuses from master of terror apply to this spell. At 5th level, you can invoke this power twice per day.

Delay Fear (Su): Starting at 4th level, you can choose to delay the onset of any fear effect you impose on someone else, such as by casting a cause fear spell. You can delay the onset up to a number of minutes equal to your Charisma modifier. You must determine the onset time when casting the spell, and you cannot later change your mind. Similarly, you can delay fear effects affecting you. If you fail your save against a fear effect, you can delay its onset for a number of rounds equal to your Charisma modifier. You still gain the advantages granted by the absorb fear class feature, even though you are delaying the negative effects. You can invoke this version of delay fear twice per day.

Greater Master of Terror (Ex): Beginning at 4th level, the increased difficulty of all save DCs against all spells you cast with the fear descriptor increases from +1 to +2. In addition, your fear spells are now so potent that they can even affect individuals normally immune to fear, such as paladins, although the subject still gains a saving throw to resist the spell's effect. Only a target whose HD exceed your caster level by 4 or more is immune to your mastery of terror. For instance, if you are a sorcerer 7/dread witch 4 (overall caster level 10), a paladin of 14th level or higher is immune to your fear spells.

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

TREVA

CR 8

Female green hag druid 3

CE medium monstrous humanoid

Init +2; **Senses** Listen +20, Spot +20; darkvision 90 ft.

Languages Common

AC 28, touch 12, flat-footed 26
(+2 Dex, +4 armor, +12 natural)

hp 105 (12 HD);

SR 21

Fort +14, **Ref** +10, **Will** +11

Speed 30 ft. in light (6 squares), base movement 30 ft., swim 30 ft.;

Melee 2 claws +16 (1d4+5)

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

Base Atk +11; **Grp** +16

Atk Options weakness, spells, spell-like abilities

Combat Gear potion of cure serious wounds

Druid Spells Prepared (CL 3th):

2nd—*barkskin*, *bull's strength*

1st—*entangle* (DC 14), *faerie fire*, *magic fang*,

0—*detect magic*, *guidance* (2), *purify food and drink*

Spell-Like Abilities (CL 12th):

At Will—*dancing lights*, *disguise self*, *ghost sound* (DC 11), *invisibility*, *pass without trace*, *tongues*, *water breathing*

Abilities Str 20, Dex 14, Con 18, Int 12, Wis 16, Cha 12

SQ mimicry, nature sense, woodland stride, trackless

step, animal companion

Feats Alertness, Blind-Fight, Combat Casting, Great Fortitude, Track

Skills Concentration +19 (+23 when casting defensively), Listen +20, Spot +20, Survival +11
Swim +13

Possessions combat gear plus +2 leather armor, vest of resistance +2, amulet of natural armor +1

Weakness (Su): A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 18 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

Mimicry (Ex): A green hag can imitate the sounds of almost any animal found near its lair.

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

VERDA (ANIMAL COMPANION)

CR -

Male crocodile

N Medium Animal

Init +1; **Senses** Listen +4, Spot +4, Low-light vision

AC 17, touch 11, flat-footed 16
(+1 Dex, +6 natural)

hp 41 (5 HD);

Fort +5, **Ref** +4, **Will** +4

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

Melee Bite +7 (1d8+7) or Tail Slap +7 (1d12+7)

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

Base Atk +2; **Grp** +6

Atk Options improved grab

Abilities Str 20, Dex 13, Con 17, Int 1, Wis 12, Cha 2

Feats Alertness, Skill Focus (hide)

Skills Hide +5, Listen +5, Spot +5, Swim +13,

Improved Grab (Ex) To use this ability a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the crocodile wins the grapple check, it establishes a hold on the opponent with its mouth, drags it into deep water, and attempts to pin it to the bottom.

Hold Breath (Ex): A crocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.

Skills: A crocodile has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A crocodile gains a +4 racial bonus on Hide checks when in the water. Further, a crocodile

can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

6: THE FINAL RECKONING

LADY ERIAN, HYBRID FORM CR 14

Female human/werewolf* wizard 3 ranger 6

*Lost empires of Faerun

LE Medium humanoid (human, shapechanger)

Init +6; **Senses** Listen +17, Spot +17; lowlight vision, scent

Languages Common

AC 26, touch 16, flat-footed 23

(+3 Dex, +4 mage armor, +6 natural, +2 deflection, +1 insight)

hp 106 (12 HD); DR10/silver

Fort +19, **Ref** +15, **Will** +11

Speed 30 ft. (6 squares), base movement 30 ft., swim 40 ft.;

Melee (hybrid) 2 claws +16 (1d4+7) and bite +11 (2d6+3)

Melee (animal) bite +17 (2d6+10) or tail slap +16 (1d12+10)

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

Base Atk +9; **Grp** +16

Atk Options improved grab (animal form only), favored enemy (humanoid aquatic) +4, favored enemy (humans) +2

Special Actions spells, improved combat style (two-weapon combat)

Combat Gear lesser rod of extend, collar of healing (MiC)

Wizard Spells Prepared (CL 3th):

2nd— *blur*, *stilled color spray* (DC 13), *false life*

1st— *mage armor* (3), *cause fear* (DC13);

0—*daze*, *detect magic* (2), *disrupt undead*, *mending*;

Abilities Str 24, Dex 14, Con 24, Int 14, Wis 10, Cha 15
SQ wild empathy, animal companion

Feats Iron Will^b, Improved Initiative, Combat Casting, Scribe Scroll^b Extend Spell, Weapon Focus (bite), Track^b, Two Weapon Fighting^b, Endurance^b, Power Attack^b, Improved Two Weapon Fighting^b, Improved Natural Attack (bite), Alertness^b, Skill Focus (hide)^b

Skills Concentration +15 (19 when casting defensively), Knowledge (arcane) +8, Knowledge (nature) +12, Knowledge (planes) +8, Listen +17, Spellcraft +9, Spot +17, Survival +17, Swim +15,

Possessions combat gear plus belt of giant strength +4, cloak of resistance +3, deep red ioun stone, dusty rose ioun stone, periapt of health +4, ring of protection +2, stone of good luck

Spellbook spells prepared plus 0—

Alternate form (Su) A werewolf can assume the form of a crocodile or a crocodile-human hybrid.

Crocodile empathy (Ex) A werewolf can communicate with crocodiles and giant crocodiles. It gains a +4 racial bonus on Charisma-based checks against such creatures.

Curse of Lycanthropy (Su) Any humanoid or giant hit by the bite attack of a werewolf in animal or

hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy

Hold Breath (Ex) A werewolf can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning

Improved Grab (Ex) To use this ability a werewolf animal form must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the werewolf wins the grapple check, it establishes a hold on the opponent with its mouth, drags it into deep water, and attempts to pin it to the bottom.

Skills A werewolf in animal or hybrid form has a +8 racial bonus on any swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. * A werewolf in animal or hybrid form gains a +4 racial bonus on Hide checks when in the water. A werewolf in animal form can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

INDOS (ANIMAL COMPANION) CR -

Male crocodile

N Medium Animal

Init +1; **Senses** Listen +4, Spot +4, Low-light vision

AC 17, touch 11, flat-footed 16

(+1 Dex, +6 natural)

hp 41 (5 HD);

Fort +5, **Ref** +4, **Will** +4

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

Melee Bite +7 (1d8+7) or Tail Slap +7 (1d12+7)

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

Base Atk +2; **Grp** +6

Atk Options improved grab

Abilities Str 20, Dex 13, Con 17, Int 1, Wis 12, Cha 2

Feats Alertness, Skill Focus (hide)

Skills Hide +5, Listen +5, Spot +5, Swim +13,

Improved Grab (Ex) To use this ability a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the crocodile wins the grapple check, it establishes a hold on the opponent with its mouth, drags it into deep water, and attempts to pin it to the bottom.

Hold Breath (Ex): A crocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.

Skills: A crocodile has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A crocodile gains a +4 racial bonus on Hide checks when in the water. Further, a crocodile can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

ADVANCED GIANT CROCODILE CR 6

Male giant crocodile

LE Huge animal

Init +1; **Senses** Listen +5, Spot +5

AC 20, touch 8, flat-footed 19

(-2 size, +1 Dex, +7 natural, +4 armor)

hp 127 (13 HD);

Fort +13, **Ref** +9, **Will** +5

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

Melee bite +21 (2d6+13) or tailslap +20 (1d12+13)

Space 15 ft.; **Reach** 10 ft.

Base Atk +9 **Grp** +26

Atk Options improved grab

Abilities Str 28, Dex 12, Con 20, Int 1, Wis 12, Cha

2 **SQ** hold breath

Feats Alertness, Endurance, Skill Focus (hide), Weapon Focus (bite), Improved Natural Attack (bite)

Skills Hide +1*, Listen +7, Spot +7, Swim +21,

Possessions combat gear plus

Spellbook spells prepared plus 0—

Improved Grab (Ex) To use this ability a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the crocodile wins the grapple check, it establishes a hold on the opponent with its mouth, drags it into deep water, and attempts to pin it to the bottom.

Hold Breath (Ex): A crocodile can hold its breath for a number of rounds equal to $4 \times$ its Constitution score before it risks drowning.

Skills: A crocodile has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A crocodile gains a +4 racial bonus on Hide checks when in the water. Further, a crocodile can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

1: A MOONLIT SURPRISE

MERDAN, CROCODILE FORM CR 13

Female human/werecrocodile* cleric 11

*Lost empires of Faerun

LE Medium humanoid (elf, shapechanger)

Init +7; **Senses** Listen +8, Spot +8; lowlight vision, scent

Languages Common, elven,

AC 19, touch 13, flat-footed 16

(+3 Dex, +6 natural)

hp 75 (14 HD); DR 5/silver

Immune sleep

Fort +14, **Ref** +10, **Will** +13; +2 racial against enchantment

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

Melee bite +14 (1d8+4) or tail slap +13(1d12+4)

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

Base Atk +10; **Grp** +13

Atk Options improved grab

Combat Gear

Cleric Spells Prepared (CL 11th):

6th—

5th—

4th—

3rd—

2nd—

1st—

0—

D: Domain spell. Deity: Pelor. Domains: Sun, Healing

Abilities Str 16, Dex 16, Con 17, Int 10, Wis 19, Cha 14

Feats Combat Casting, Iron Will^b, Scribe Scroll, Weapon Focus (bite), Improved Initiative, Empower Spell, Alertness^b, Skill Focus (hide)^b

Skills Concentration +17 (+21 when casting defensively), Heal +11, Hide +9* Knowledge (religion) +7, Listen +8, Spot +8, Swim +14

Possessions combat gear plus

Alternate form (Su) A werecrocodile can assume the form of a crocodile or a crocodile-human hybrid.

NOTE: Merdan is not yet aware of her condition so cannot assume hybrid form yet.

Crocodile empathy (Ex) A werecrocodile can communicate with crocodiles and giant crocodiles. It gains a +4 racial bonus on Charisma-based checks against such creatures.

Hold Breath (Ex) A werecrocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning

Improved Grab (Ex) To use this ability a werecrocodile animal form must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the werecrocodile wins the grapple check, it establishes a hold on the opponent with its mouth, drags it into deep water, and attempts to pin it to the bottom.

Skills A werecrocodile in animal or hybrid form has a +8 racial bonus on any swim check to perform some

special action or avoid a hazard. It can always choose to take 10 on a swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. * A werecrocodile in animal or hybrid form gains a +4 racial bonus on Hide checks when in the water. A werecrocodile in animal form can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

MILARA, CROCODILE FORM CR 7

ALMORA, CROCODILE FORM

Female human/werecrocodile* fighter 5

*Lost empires of Faerun

LE Medium humanoid (human, shapechanger)

Init +6; **Senses** Listen +3, Spot +3; lowlight vision, scent

Languages Common, Elven

AC 19, touch 12, flat-footed 17

(+2 Dex, +7 natural)

hp 79 (8 HD); DR 5/silver

Fort +13 **Ref** +6, **Will** +4

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

Melee Bite +14 (1d8+9) or tail slap +13 (1d12+9)

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

Base Atk +7; **Grp** +13

Atk Options improved grab, power attack

Combat Gear

Abilities Str 23, Dex 15, Con 22, Int 12, Wis 12, Cha 8

Feats Improved Initiative, Weapon Focus (bastard sword), Power Attack, Blind Fight, Weapon Focus (bite) Iron Will^b, Improved Natural Armor, Alertness^b, Skill Focus (hide)^b

Skills Climb +16, Jump +12, Swim +24

Possessions combat gear plus

Alternate form (Su) A werecrocodile can assume the form of a crocodile or a crocodile-human hybrid.

NOTE: Milara is not yet aware of her condition so cannot assume hybrid form.

Crocodile empathy (Ex) A werecrocodile can communicate with crocodiles and giant crocodiles. It gains a +4 racial bonus on Charisma-based checks against such creatures.

Hold Breath (Ex) A werecrocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning

Improved Grab (Ex) To use this ability a werecrocodile animal form must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the werecrocodile wins the grapple check, it establishes a hold on the opponent with its mouth, drags it into deep water, and attempts to pin it to the bottom.

Skills A werecrocodile in animal or hybrid form has a +8 racial bonus on any swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a swim check, even if distracted

or endangered. It can use the run action while swimming, provided it swims in a straight line. * A werecrocodile in animal or hybrid form gains a +4 racial bonus on Hide checks when in the water. A werecrocodile in animal form can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

OLIVIA

CR 14

Female sea hag sorcerer 5 dreadwitch 5*

*Heroes of Horror 98

CE Medium monstrous humanoid

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

Languages Common, Giant

AC 22, touch 15, flat-footed 19

(+3 Dex, +4 armor, +2 deflection, +3 natural)

hp 80 (14 HD);

SR 25

Fort +10, **Ref** +10, **Will** +15 (+7 against fear)

Speed 30 ft. (6 squares), base movement 30 ft., swim 40 ft.;

Melee 2 claws +10 (1d4+3)

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

Base Atk +7; **Grp** +10

Atk Options

Special Actions horrific appearance, evil eye, absorb fear, fearful empowerment 2/day, delay fear 2/day, horrific aura, reflective fear

Combat Gear gloves of the starry sky, memento magica 1st, memento magica 2nd, memento magica 3rd, goggles of the golden sun

Sorcerer Spells Known (CL 13th, +10 ranged touch):

4th (5/day)— *enervation* (DC 23), *fear* (DC 25)

3rd (7/day)— *haste*, *ray of exhaustion*, *vampiric touch*

2nd (8/day)— *bane* (DC 23), *blindness/deafness* (DC 21), *doom* (DC 23), *ghoul touch* (DC 21), *scare* (DC 23), *scorching ray*

1st (7/day)— *cause fear* (DC 22), *charm person* (DC 18), *chill touch* (DC 20), *mage armor*, *ray of enfeeblement*

0 (6/day)— *detect magic*, *detect poison*, *ghost sounds*, *light*, *message*, *prestidigitation*, *touch of fatigue* (DC 19)

† Already cast

Abilities Str 16, Dex 16, Con 16, Int 10, Wis 15, Cha 25

SQ rat familiar

Feats Spell Focus (necromancy), Toughness, Fearsome necromancy, Unnatural Will^b, Practiced Spellcaster, Greater Spell Focus (necromancy), Alertness^b

Skills Concentration +20, Intimidate +20, Knowledge (arcana) +13, Spellcraft +14

Possessions combat gear plus combat gear plus cloak of charisma +2, amulet of health +2, vest of resistance +2, ring of protection +2

Horrific appearance (Su) The sight of a sea hag is so revolting that anyone (other than another hag) who sets eyes upon one must succeed on a DC 24 Fortitude save or instantly be weakened, taking 2d6 points of Strength damage. This damage cannot

reduce a victim's Strength score below 0, but anyone reduced to Strength 0 is helpless. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. The save DC is Charisma-based.

Evil eye (Su) Three times per day, a sea hag can cast its dire gaze upon any single creature within 30 feet. The target must succeed on a DC 24 Will save or be dazed for three days, although remove curse or dispel evil can restore sanity sooner. In addition, an affected creature must succeed on a DC 24 Fortitude save or die from fright. Creatures with immunity to fear effects are not affected by the sea hag's evil eye. The save DCs are Charisma-based.

Amphibious (Ex) Although sea hags are aquatic, they can survive indefinitely on land.

Master of Terror (Ex): Your fear-based spells become more potent. The save DC of any spell you cast with the fear descriptor increases by 1. This bonus stacks with Spell Focus.

Furthermore, add the spells bane and doom to your arcane spellcaster list as 2nd-level spells. In addition, you become adept at making people uneasy. You gain a bonus to all Intimidate skill checks equal to +2 per class level.

Absorb Fear (Su): Starting at 2nd level, you can turn your own fear, whether natural or mystical in origin, into extra power for your spells. Any time you are exposed to a condition that could make you shaken, all your spells function at +1 caster level; if the condition could make you frightened, they function at +2 caster level; if panicked, they function at +3 caster level. These bonuses last for the duration of the fear effect, or for a number of rounds equal to your Charisma modifier, whichever is less. (Of course, if you fail your saving throw against the condition, you might not be in a position to use the bonuses, but you do have them.) These bonuses are treated in all ways as though you had failed the save. In other words, if you are subject to a spell that causes panic on a failed save but only frightens those who make the save, you gain the bonus from being panicked even if you make the save.

You can, instead of gaining these bonuses, choose to cast a single extra spell; this casting does not use up a spell slot. You must make this choice the instant you are subject to the fear effect, and once you have made your choice you must cast the spell within a number of rounds equal to your Charisma modifier. You can cast an additional cantrip if shaken, an additional 1st-level spell if frightened, or an additional 2nd-level spell if panicked.

If you are subject to a second fear effect while still enjoying the effects of the first—either the granted benefits or holding the extra spell—you must decide whether to keep the original effect or replace it with the new one; you cannot benefit from more than one fear effect at a time.

Fearful Empowerment (Su): Starting at 3rd level, once per day you can add the fear descriptor to any spell you cast that has some sort of visual manifestation.

For example, you could apply it to a fireball, to a summon monster spell, or to any visual illusion, but not to charm person, since that spell does not directly create any visual effect. Creatures targeted by a spell modified by fearful empowerment must make a Will save (DC equal to 10 + your class level + your Cha modifier) or become shaken for 1d4 rounds; this is in addition to any other effects the spell might have. Your save DC bonuses from master of terror apply to this spell. At 5th level, you can invoke this power twice per day.

Delay Fear (Su): Starting at 4th level, you can choose to delay the onset of any fear effect you impose on someone else, such as by casting a cause fear spell. You can delay the onset up to a number of minutes equal to your Charisma modifier. You must determine the onset time when casting the spell, and you cannot later change your mind. Similarly, you can delay fear effects affecting you. If you fail your save against a fear effect, you can delay its onset for a number of rounds equal to your Charisma modifier. You still gain the advantages granted by the absorb fear class feature, even though you are delaying the negative effects. You can invoke this version of delay fear twice per day.

Greater Master of Terror (Ex): Beginning at 4th level, the increased difficulty of all save DCs against all spells you cast with the fear descriptor increases from +1 to +2. In addition, your fear spells are now so potent that they can even affect individuals normally immune to fear, such as paladins, although the subject still gains a saving throw to resist the spell's effect. Only a target whose HD exceed your caster level by 4 or more is immune to your mastery of terror. For instance, if you are a sorcerer 7/dread witch 4 (overall caster level 10), a paladin of 14th level or higher is immune to your fear spells.

Horrific Aura (Su): At 5th level, you radiate an aura of terror. Creatures with 6 or fewer HD must succeed in a Will save (DC equal to 10 + your class level + your Cha modifier) or remain shaken as long as they are within 10 feet of you. A creature who successfully saves is immune to your horrific aura for 24 hours. Creatures of greater than 6 HD are unaffected. Once per day per point of Charisma modifier, you can channel this aura into a potent touch attack. Creatures struck by this horrific touch attack who fail their Will save (see above) are panicked for 1d4+1 rounds; creatures who succeed on their save are shaken for 1 round. This touch attack, unlike the standard aura, functions against creatures of any HD and can even affect individuals normally immune to fear.

Reflective Fear (Su): At 5th level, any fear effect against which you successfully save is immediately targeted back at the source. You still gain the benefits of absorb fear. If the source of the fear effect fails its save, everyone else who might have been subject to the fear effect (such as your companions) immediately gains a second saving throw to shake off the effects, as they observe the object of their fear itself grow terrified.

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

TREVA

CR 8

Female green hag druid 3
CE medium monstrous humanoid
Init +2; **Senses** Listen +20, Spot +20; darkvision 90 ft.
Languages Common

AC 29, touch 13, flat-footed 27
(+2 Dex, +4 armor, +1 deflection, +12 natural)

hp 105 (12 HD);

SR 21

Fort +14, **Ref** +10, **Will** +11

Speed 30 ft. in light (6 squares), base movement 30 ft., swim 30 ft.;

Melee 2 claws +16 (1d4+5)

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

Base Atk +11; **Grp** +16

Atk Options weakness, spells, spell-like abilities

Combat Gear potion of cure serious wounds

Druid Spells Prepared (CL 3th):

2nd—*barkskin*, *bull's strength*

1st—*entangle*, *faerie fire*, *magic fang*,

0—*detect magic*, *guidance* (2), *purify food and drink*

Spell-Like Abilities (CL 12th):

At Will—*dancing lights*, *disguise self*, *ghost sound* (DC 11), *invisibility*, *pass without trace*, *tongues*, *water breathing*

Abilities Str 20, Dex 14, Con 18, Int 12, Wis 16, Cha 12
SQ mimicry, nature sense, woodland stride, trackless step, animal companion

Feats Alertness, Blind-Fight, Combat Casting, Great Fortitude, Track

Skills Concentration +19 (+23 when casting defensively), Listen +20, Spot +20, Survival +11
Swim +13

Possessions combat gear plus vest of resistance +2, amulet of natural armor +1

Weakness (Su): A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 18 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

Mimicry (Ex): A green hag can imitate the sounds of almost any animal found near its lair.

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

VERDA (ANIMAL COMPANION)

CR -

Male crocodile

N Medium Animal

Init +1; **Senses** Listen +4, Spot +4, Low-light vision

AC 17, touch 11, flat-footed 16
(+1 Dex, +6 natural)
hp 41 (5 HD);
Fort +5, **Ref** +4, **Will** +4

Speed 20 ft. (4 squares), swim 30 ft.,
Melee Bite +8 (1d8+7) or Tail Slap +8 (1d12+7)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +8
Atk Options improved grab

Abilities Str 20, Dex 13, Con 17, Int 1, Wis 12, Cha 2
Feats Alertness, Skill Focus (hide)
Skills Hide +5, Listen +5, Spot +5, Swim +13,
Improved Grab (Ex) To use this ability a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the crocodile wins the grapple check, it establishes a hold on the opponent with its mouth, drags it into deep water, and attempts to pin it to the bottom.
Hold Breath (Ex): A crocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.
Skills: A crocodile has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A crocodile gains a +4 racial bonus on Hide checks when in the water. Further, a crocodile can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

6: THE FINAL RECKONING

LADY ERIAN, HYBRID FORM CR 14

Female human/werecrocodile* wizard 3 ranger 8
*Lost empires of Faerun
LE Medium humanoid (human, shapechanger)
Init +6; **Senses** Listen +19, Spot +19; lowlight vision, scent
Languages Common

AC 27, touch 17, flat-footed 24
(+3 Dex, +4 mage armor, +6 natural, +3 deflection, +1 insight)
hp 127 (14 HD); DR10/silver
Fort +22, **Ref** +17, **Will** +12
Speed 30 ft. (6 squares), base movement 30 ft., swim 40 ft.;
Melee (hybrid) 2 claws +19 (1d4+8) and bite +15 (2d6+4)
Melee (animal) bite +20 (2d6+12) or tail slap +19 (1d12+12)
Space 5 ft.; **Reach** 5 ft.
Base Atk +11; **Grp** +19
Atk Options improved grab (animal form only), favored enemy (humanoid aquatic) +4, favored enemy (humans) +2
Special Actions spells, improved combat style (two-weapon combat)
Combat Gear lesser rod of extend, collar of healing (MiC)

Wizard Spells Prepared (CL 3th):

2nd— *blur*, *stilled color spray* (DC 13), *false life*
1st— *mage armor* (3), *cause fear* (DC13);
0— *daze*, *detect magic* (2), *disrupt undead*, *mending*;

Abilities Str 26, Dex 14, Con 26, Int 14, Wis 10, Cha 15
SQ wild empathy, animal companion, woodland stride, swift tracker
Feats Iron Will^b, Improved Initiative, Combat Casting, Scribe Scroll^b Extend Spell, Weapon Focus (bite), Track^b, Two Weapon Fighting^b, Endurance^b, Power Attack^b, Improved Two Weapon Fighting^b, Improved Natural Attack (bite), Alertness, Skill Focus (hide)^b
Skills Concentration +16 (+20 when casting defensively), Knowledge (arcane) +8, Knowledge (nature) +19, Knowledge (planes) +8, Listen +19, Spellcraft +9, Spot +19, Survival +19, Swim +18,
Possessions combat gear plus belt of giant strength +6, cloak of resistance +4, deep red ioun stone, dusty rose ioun stone, periapt of health +6, ring of protection +3, stone of good luck

Spellbook spells prepared plus 0—

Alternate form (Su) A werecrocodile can assume the form of a crocodile or a crocodile-human hybrid.

Crocodile empathy (Ex) A werecrocodile can communicate with crocodiles and giant crocodiles. It gains a +4 racial bonus on Charisma-based checks against such creatures.

Curse of Lycanthropy (Su) Any humanoid or giant hit by the bite attack of a werecrocodile in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy

Hold Breath (Ex) A werecrocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning

Improved Grab (Ex) To use this ability a werecrocodile animal form must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the werecrocodile wins the grapple check, it establishes a hold on the opponent with its mouth, drags it into deep water, and attempts to pin it to the bottom.

Skills A werecrocodile in animal or hybrid form has a +8 racial bonus on any swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. * A werecrocodile in animal or hybrid form gains a +4 racial bonus on Hide checks when in the water. A werecrocodile in animal form can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

INDOS (ANIMAL COMPANION) CR -

Male crocodile
N Medium Animal
Init +1; **Senses** Listen +4, Spot +4, Low-light vision

AC 17, touch 11, flat-footed 16
(+1 Dex, +6 natural)
hp 41 (5 HD);
Fort +5, **Ref** +4, **Will** +4

Speed 20 ft. (4 squares), swim 30 ft.,
Melee Bite +8 (1d8+7) or Tail Slap +8 (1d12+7)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +8
Atk Options improved grab

Abilities Str 20, Dex 13, Con 17, Int 1, Wis 12, Cha 2
Feats Alertness, Skill Focus (hide)
Skills Hide +5, Listen +5, Spot +5, Swim +13,

Improved Grab (Ex) To use this ability a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the crocodile wins the grapple check, it establishes a hold on the opponent with its mouth, drags it into deep water, and attempts to pin it to the bottom.

Hold Breath (Ex): A crocodile can hold its breath for a number of rounds equal to 4 × its Constitution score before it risks drowning.

Skills: A crocodile has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A crocodile gains a +4 racial bonus on Hide checks when in the water. Further, a crocodile can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

mouth, drags it into deep water, and attempts to pin it to the bottom.

Hold Breath (Ex): A crocodile can hold its breath for a number of rounds equal to 4 × its Constitution score before it risks drowning.

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

Skills: A crocodile has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A crocodile gains a +4 racial bonus on Hide checks when in the water. Further, a crocodile can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

ADVANCED FIENDISH GIANT CROCODILE CR 8

Male giant crocodile
 LE Huge magical beast
Init +1; **Senses** Listen +5, Spot +5; darkvision 60 ft.

AC 20, touch 8, flat-footed 19
 (-2 size, +1 Dex, +7 natural, +4 armor)
hp 127 (13 HD); DR10/magic
Resist cold 10, fire 10; **SR** 18
Fort +13, **Ref** +9, **Will** +5

Speed 20 ft. (4 squares), base movement 20 ft., swim 30 ft.;
Melee bite +21 (2d6+13) or tailslap +20 (1d12+13)
Space 15 ft.; **Reach** 10 ft.
Base Atk +9 **Grp** +26
Atk Options improved grab, smite good (+13 damage) 1/day

Abilities Str 28, Dex 12, Con 20, Int 3, Wis 12, Cha 2
2SQ hold breath
Feats Alertness, Endurance, Skill Focus (hide), Weapon Focus (bite), Improved Natural Attack (bite)
Skills Hide +1*, Listen +7, Spot +7, Swim +21,
Possessions combat gear plus
Spellbook spells prepared plus 0—

Improved Grab (Ex) To use this ability a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the crocodile wins the grapple check, it establishes a hold on the opponent with its

APPENDIX 2: NEW RULES ITEMS

FEATS

Fearsome Necromancy

Creatures subjected to your necromantic spells feel the chill of fear.

Prerequisite: Spell Focus (necromancy) or necromancer level 1st.

Benefit: Any foe required to save against a necromancy spell you cast is shaken for 1 round, regardless of the result of the save. This mind-affecting fear ability does not stack with any other fear effect (it can't make a foe worse than shaken).

Special: A necromancer can select this feat as a wizard bonus feat.

Source: *Complete Mage* 42

Unnatural Will

You have learned to focus your force of personality and inner strength to stand against fearful circumstances.

Prerequisites: Charisma 12, Iron Will.

Benefit: Add your Charisma modifier to all Will saves against fear effects. This bonus stacks with any Wisdom bonus you might have to Will saves.

Special: This feat is used by dread witches to resist the negative effects of fear while still empowering their mystical abilities.

MAGIC ITEMS

Collar of Healing

This lightweight animal collar is crafted from fine leather.

Benefit: This collar allows you to heal your trusted animal friend at a moment's notice. A collar of healing functions only when worn by your animal companion, familiar, or special mount. While that creature wears the collar, you always know its exact hit point total. This is a continuous effect and requires no activation. In addition, you can activate the collar from any distance (as long as you are on the same plane) to cure the animal wearing it. This instantly heals the creature wearing the collar of 50 points of damage and removes the fatigued or exhausted condition (if the creature currently suffers from such). This ability functions once per day.

Source: *Magic Item Compendium* 89

Gloves of the starry sky

These supple gloves are velvet black. In their darkness, stars seem to swim.

Benefit: While wearing gloves of the starry sky, you emit a bright, silvery radiance equivalent

to a light spell. You can douse or renew this light with a standard (mental) action. In addition, three times per day you can activate these gloves and sacrifice a prepared spell or spell slot of 1st level or higher to use magic missile (as the spell), using your own caster level rather than

that of the gloves. The missiles created by the gloves appear as a series of tiny falling stars.

Source: *Magic Item Compendium* 205

Goggles of the golden sun

The reflective gold lenses of these goggles are gripped in thick midnight blue steel wrapped in leather.

Benefit: While wearing goggles of the golden sun, you are immune to blindness and dazzling effects. This is a continuous effect and requires no activation. In addition, three times per day you can activate these goggles and sacrifice a prepared spell or spell slot of 3rd level or higher to use fireball (as the spell; Reflex DC 14 half), using your own caster level or that of the goggles, whichever is higher. The fireball created by the goggles resembles a hurtling, exploding comet.

Source: *Magic Item Compendium* 205

Memento Magica

Carved into the shape of a dragon's scale, this piece of amethyst swirls with foggy images of runes.

Benefit: When activated, a memento magica allows you to regain any one spell slot that you have previously used this day. The spell slot is available just as if the spell had not been cast. A memento magica recalls a spell slot of the level it was created to hold. Different mementos magica exist for each level from 1st through 9th. A memento magica functions once per day. This item has no effect for spellcasters who prepare their spells.

Source: *Magic Item Compendium* 164

DM MAPS 1: THE KEEP

