

THE FOLIO

Mini-Module



WHITE SHIP CAMPAIGN

Candon Shaman of the Dark Fen

Mini-Adventure WS1.7

by Scott Taylor

Candon Shaman of the Dark Fen is a companion adventure made to go along with the events unfolding prior to the core adventure found in Folio #14. It is designed for 1E & 5E mechanics and is for characters levels 1-3. It contains the information needed to run a side adventure that will help characters gain a degree of experience before setting out into the interior of the Isle of Jade.

After moving into the swamps of the southern coast the party becomes aware of a threat to the native village that now repairs their vessel. A Candon shaman, roused by the corruptive magic of the Necrotic Pearl, is raising a force to destroy the town and only the players have a chance of stopping the Candon before his force grows to a size they cannot handle.

CANDON SHAMAN OF THE DARK FEN

A mini-adventure for use with The Isle of Jade

Characters Levels 1–3

Dungeon Master Notes

The use of this adventure will revolve around the relationship between the characters and the villagers of the Isle of Jade. If the characters have already taken part in the mini-adventure WS1.5 The Pearl of Madness, they should already have a strong bond with at least two of the villagers, as well as the chief, who now sees them as allies of the tribe. They would also have participated in the cleansing ceremony and pig roast, which would be a way to keep the characters bound to a feeling of protectors over what happens to the village. Whatever the case, the events that unfold in WS1.7 will need to lean on the characters as heroes, and not freebooters out for themselves, so keep that in mind, but if a lever must be used against them, then have it be the fact that the village getting destroyed also means their ship getting destroyed.

1. Primary Purpose: To protect the southern part of the island from getting overrun.

2. Secondary Purpose: Finding a source of healing that will help the party throughout the events of Folio #14.

3. Time for running: This mini-adventure is meant to be run AFTER the events that take place in mini-adventure WS1.5 and BEFORE the first watchtower battle of Folio #14.

All ‘grey blocks’ are for 5E conversions in this section.

The Dark Fen

Also called the ‘Looa’Tua’ or ‘Black Water’, this is the massive delta that surrounds and fills the lowlands south of the Dragon’s Back. A few dinosaurs live here, but most are herbivores, save for great alligators that lurk in the stagnant water. Fern goblins and a single tribe of candon also call this area home. A ranger with some skill (4th level) is needed to navigate the swamp without incident, otherwise a random encounter with one of the below can occur (1 in 6) for each 4-hour period characters are in the fen. Random encounters include alligators, venomous serpents, giant water spiders, herbivore dinosaurs (who only attack if provoked), and fern goblin patrols (see Folio #14).

Candon Lizard Men

Chaotic Neutral

Armor Class: 5 (scales)

HD: 4+4

Hit Points: 28

Move: 9"

No. of Attacks: 3

Damage/Attack: 1-4/1-4/2-8 (claw, claw, bite)

Special Attacks: Water's Might

(add 2d4 to damage 4/day)

Special Defenses: NIL

Magic Resistance: Standard

Intelligence: Standard

Size: M

Psionic Ability: NIL

% in lair: 20%

Treasure Type: L, M

Candon: [AC 15, Speed 30 ft., HD 5d10+5, #Att 2, Init +2, Hit +4, Damage Claws 5 (1d6+2), Bite 6 (1d8+2), Multiattack, Water's Might (can add half their hit dice to damage up to number of hit dice per day, ala 2d4 damage 4/day for standard candon), candon with greater HD, those above 8, gain access to the Wizard ability Afterglow Manipulation. This ability, however, is limited to d4s instead of d6s, and can only have total dice equal to 1/2 the candon's HD.]

[Medium Affinity Water] 5+ foot tall 'lizardmen' with alligator-like heads, scales, and all the terror that goes with it. They have long ago moved into swamps, marshes, and secluded rivers where their medium water affinity makes them hard to pursue or fight. They don't hold a dedicated connection with Afterglow, having never studied it like Wizards, but sometimes shaman in the culture have a way with magic not seen in other races. Many are known to court feathered serpents as pets, and some believe that the race has the ability to change the color of

their scales as camouflage. In some tales they are mistaken as alligators, and their animalistic ferocity plays into this legend, but truly they are intelligent and wise. They are also rather long lived, some sustaining a robust lifestyle as long as 150 years.

Necrotic Clouds

Necrotic Clouds are an aftereffect of the Necrotic Pearl being placed on the altar of the Amazons. This coalescence of dark energy has a corruptive power, and will seek out life in an attempt to turn it evil and malignant. It has no real persona or nature, save that it is a magical force, and therefore not subject to mundane attacks. Its attacks drain Wisdom, and once Wisdom has been completely drained, the victim is considered an NPC with a Chaotic Evil alignment.

Minor Necrotic Cloud [AC 8, HD 2+1, HP 12, #AT 1, D 1-4 (Wisdom Drain), +1 or better weapon to hit]

TREASURE

NONE

Minor Necrotic Cloud [AC 12, HD 2d10+4, HP 14, Initiative +1, #AT 1, Hit +3, Dam Necrotic Envelope 2 (1d4), Damage Resistance (non-magical weapons), Vulnerability (radiant), Corruption (DC 12 Constitution or take 2 (1d4) Wisdom damage)]

Running Combat

Combat in this adventure is going to be more of a surgical strike, the party needing to first discern the threat of the candon shaman, and then making the attempt on his life before he can raise his legion to destroy the native village. As candon are much more powerful than the characters at this point, it is not wise to attack them head-on, as they will also have numbers.

The Village Scout

The basis for this adventure revolves around information gained by Moa'Eto, a village senior scout who has been in the Dark Fen since the rumblings began on the island the day before. During his mission he has discovered that a call has gone out from the candon settlement to the fern goblins and also of a seemingly unexplainable migration of beasts moving toward the candon settlement. He perceives that within another day a mighty force of beasts and goblins will have joined the candon and that their purpose is the destruction of the village. He must return to the village to warn the people and attempt a defense, but before he goes, he will provide the characters with a detailed map to the candon settlement and state that the trouble seems to rise from a change in countenance of the once peaceful candon shaman, something he cannot explain (although the players should suspect the work of a Necrotic Cloud). Once the

map is in hand, the players will have only a handful of hours to get to the candon settlement, slip inside, and deal with the candon shaman before he can finalize his plans for destruction.

Telling the Story

Again, it is vitally important to give weight to this mission if the players are to undertake it. A strong foundation of friendship, and possible marooning, has to be laid beforehand. It is also a good idea to foster the feeling of dread the now pervades the swamp, as though color were draining from it, and that the need for action is paramount.

Set up from Folio #14

The characters can either have already spent some time in the Dark Fen and had an encounter listed in Folio #14, or this can be their first encounter on the island proper; that is up to the DM. Whatever the case, this is when the clock begins on the candon shaman mini-adventure, and there should be less than twelve hours before it is too late to get close to the shaman.

‘The canoe slides silently through the algae-covered water of the fen, trees dripping with moss and the sound of birds or other life oddly absent. Ahead, a birdcall sounds, and a villager appears, his eyes dark and his visage one of fear. It is Moa'Eto, the village scout, the one who was to guide you into the fen but was dispatched by the chief the day before to investigate the rumblings of the island.’

THE UNDERGROUND VILLAGE

A hill of sticks, mud, and low vegetation rises from the swamp. In a way, it is reminiscent of a beaver's lodge, but darkness now surrounds it, and the single tunnel entrance seems to be the genesis for that lack of color. Somehow, water from the fen stands at bay around the entrance, as though an unseen hand holds it back, some magic at play here that is beyond your current scope.'

1.

The Muddy Incline

The ground slips away into a mesh of long tracks in the mud. Roots and vines hold up surprisingly dry walls, as the mouth of the tunnel descends into a warm darkness that is illuminated by a single glowing globe housed in the ceiling and looking more like a ball of iridescent water than an actual crystalline object.

The entry tunnel is unguarded at this time, as the darkness that is invading the settlement has caused some candon to flee and others to hide in their shelters deeper within.

2.

The Barricade

A hastily erected barricade of crossed and lashed sharpened poles bars the path of this large chamber. Beyond it, lit

by several more 'water lights' is a single candon, his tail fervently lashing back and forth on the dry dirt floor as though he his agitated.

This candon guard is unnerved and understands that the shaman has lost his moral compass. He will not fight and will flee once the characters attack, slipping back into one of the #3 tents and staying low until the fight is over.

1 Candon Guard [AC 5, HD 4, HP 24, #AT 3, D 1-4/1-4/2-8 (Claw x2/Bite), Water's Might (can add up to 2d4 to damage rolls 4/day)]

TREASURE

NONE

1 Candon Guard: [AC 15, HD 5d10+5, HP 30, #Att 2, Init +2, Hit +4, Damage Claws 5 (1d6+2), Bite 6 (1d8+2), Multiattack, Water's Might (can add up to 2d4 to damage rolls 4/day)]

3.

Villager Dwellings

The tent flap opens to reveal a small clutch of candon, huddled and hissing at the back of the dwelling. They take no offensive action, instead lowering their heads while maintaining eye contact with their dark unblinking orbs.

For the most part, the settlement is under duress, and the candon hope the darkness will pass. They will not engage the characters unless pressed, but if they are attacked, assume there are at least 3 full hit dice candon in each dwelling who will fight to the death to protect their families.

4.

The War Leader's Tent

A larger tent, this one decorated with the bones of animals and some humanoids, rests close to the outer wall of the settlement. A snarling and hissing conversation can be heard from the outside.

Within, the candon war leader is discussing the attack with one of his subordinates. Both have been corrupted by the Necrotic Cloud and will attack anyone not known to them that enters the structure.

1 Candon Subordinate [AC 5, HD 4, HP 24, #AT 3, D 1-4/1-4/2-8 (Claw x2/Bite), Water's Might (can add up to 2d4 to damage rolls 4/day)]

TREASURE

NONE

1 Candon Subordinate: [AC 15, HD 5d10+5, HP 30, #Att 2, Init +2, Hit +4, Damage Claws 5 (1D6+2) Bite 6 (1d8+2), Multiattack, Water's Might (can add up to 2d4 to damage rolls 4/day)]

1 Candon War Leader [AC 3, HD 6, HP 36, #AT 3, D 1-4/1-4/2-8 (Claw x2/Bite), Water's Might (can add up to 3d4 to damage rolls 6/day)]

TREASURE

BONE RING OF PROTECTION +2

1 Candon War Leader: [AC 17, HD 7d10+7, HP 42, #Att 3, Init +3, Hit +6, Damage Two Claws 5 (1d6+2) each + Bite 6 (1d8+2), Multiattack, Water's Might (can add up to 3d4 to damage rolls 7/day)]

5.

The Hunter's Tent

Trappings of a hunt, skins, scales, bones, feathers, and the like, decorate the outside of this simple hut.

This is the home of the lead hunter in the candon settlement. His name is Hish'shii (He's E E), and he has yet to be corrupted by the Necrotic Cloud. He can also speak a limited form of the Common tongue, taught to him by Moa'Eto, whom he sometimes hunts with in the Dark Fen.

When the characters arrive at the tent, Hish'shii will have his bone bow at the ready, but will not fire unless fired upon. He will attempt communication with the party members, telling them of the fall of the shaman, and that his people are in jeopardy. Once this is worked out, he will first take them to the Shrine of Tefnut (if they are

wounded) or to the back of the settlement to the tents of the beast master and the shaman, helping the party slay them both.

1 Candon Hunter [AC 4, HD 5, HP 30, #AT 3, D 1–4/1–4/2–8 (Claw x2/Bite), Water's Might (can add up to 2d4 to damage rolls 4/day), Bone Bow (+4 Hit, Damage (1–6)+4, #Att 5/2]

TREASURE

CORAL NECKLACE OF PROTECTION +1, BONE SHORT BOW +1

1 Candon Hunter: [AC 16, HD 6d10+6, HP 36, #Att 2, Init +2, Hit +4, Damage Claws 5 (1d6+2), Bite 6 (1d8+2), Multiattack, Water's Might (can add up to 2d4 to damage rolls 4/day), Bow (+6 Hit, 8 (1d6+5))]

6.

The Egg Clutch Tent

Within this large chamber are several boulder-sized rocks that steam with an inner glow. Atop each are moss-covered nests that hold up to a dozen watermelon-sized eggs. Three lean candon slink around the stones, hissing quietly and watching you with dark eyes.

This is the communal egg clutch of the settlement. If the players choose to attack the eggs, the three female candon will attack in a frenzy. Use standard candon guard

stats, but increase claw attacks to three and damage by an additional +2.

7.

The Shrine of Tefnut

A large tent structure, twice the size of those in the main settlement stretches out to fill the bulk of this chamber. Strange symbols and designs have been painted on the tent's surface, and a large opening in the eastern side faces the entrance.

This is the shrine of the goddess Tefnut. If the players have gone through the events in WS1.5, they should recognize the designs on the outside as venerating the same goddess as found in the sea cave of the merfolk. Whatever the case, the shrine is currently still intact, the Necrotic Cloud not yet having turned the shaman's attention to desecrating it.

Inside the tent there is enough room to house the bulk of the candon in the settlement if they squeeze shoulder to shoulder, and a large bone and scale altar is at the center of the western wall. A coral bowl lies atop the center of the altar, beside which is a slender bone and coral dagger (+1) used for various ceremonies. At the northern side of the structure a small thatch chest houses 5 jungle gourds filled with Potions of Healing.

8.

Candon Beast Master's Tent

Standing proudly outside this dark-scale tent is a large candon with a fourteen-foot alligator at his side.

This is Ash'Heesh, the creature handler of the settlement. Like the shaman, he and his familiar have been corrupted by the Necrotic Cloud and now stand guard over the rear chamber of the settlement. He and his pet will attack without hesitation, all the while hissing warning to the tent of the shaman to the east.

1 Candon Beast Master [AC 5, HD 5, HP 30, #AT 3, D (1-4)+1/(1-4)+1/(2-8)+2 (Claw x2/Bite), Water's Might (can add up to 2d4 to damage rolls 5/day)]

TREASURE

NONE

1 Candon Beast Master: [AC 15, HD 6d10+6, HP 36, #Att 2, Init +2, Hit +4, Damage Claws 7 (1d6+4) Bite 8 (1d8+4), Multiattack, Water's Might (can add up to 3d4 to damage rolls 6/day)]

1 Corrupted Alligator [AC 6, HD 8, HP 48, #AT 1, D 3-12 (Bite)]

TREASURE

NONE



1 Corrupted Alligator: [AC 14, HD 8d12+12, HP 60, #Att 1, Init +2, Hit +6, Damage Bite 13 (3d6+4)]

9.

Candon Shaman's Tent

Ulish'Sha, the candon shaman, steps from the folds of his tent with a mighty hiss, vaporous water magic dripping from his claws and an amorphous black cloak-like cloud billowing out behind him.

1 Candon Shaman [AC 5, HD 8, HP 36, #AT 3, D 1-4/1-4/2-8 (Claw x2/Bite), Water's Might (can add up to 4d4 to damage rolls 8/day)]

TREASURE

NONE

1 Candon Shaman: [AC 15, HD 5d10+5, HP 30, #Att 2, Init +2, Hit +5, Damage Claws 5 (1d6+2), Bite 6 (1d8+2), Multiattack, Water's Might (can add up to 4d4 to damage rolls 8/day)]

The 'cloak-like' cloud is actually a remnant of the Necrotic Cloud that first entered the village two days ago. Luckily for the players, it split itself in two and sent a part into the sea to the southwest (where it developed the events that transpired yesterday in WS1.5). The cloud will attack alongside the shaman.

Minor Necrotic Cloud [AC 8, HD 2+1, HP 12, #AT 1, D 1-4 (Wisdom Drain), +1 or better weapon to hit]

TREASURE

NONE

Minor Necrotic Cloud [AC 12, HD 2d10+4, HP 14, Initiative +1, #AT 1, Hit +3, Dam Necrotic Envelope 2 (1d4), Damage Resistance (non-magical weapons), Vulnerability (radiant), Corruption (DC 12 Constitution or take 2 (1d4) Wisdom damage)]

Remember, this mini-adventure is setup to give the players experience, not kill them, so if you want to decrease hit point totals of any enemies, you may do so by saying that they enemies look 'sick', as though the corruption were killing them.

Also, assuming that Hish'shii is with the party, he can take hits for the characters and even sacrifice himself if necessary. However, if the candon hunter does live, he will provide any character with a bow, his enchanted bone bow, and give thanks for saving his people. He is also considered an ally and will become the new chief of the settlement.

Once this adventure has ended, the characters will again be free to move further into the events of Folio #14.

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