

CLAW/CLAW/BITE



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CREDITS

Thanks for reading the first omnibus issue of *CCB* by S.D. Hilderbrand and Adam A. Thompson, with additional work from D. Heat, Justin B. Ellis, Laura Ellis, Frank J. Kim, Jason Maggitti and Joe Calkins.

Cover and layout by S.D. Hilderbrand.

INTRODUCTION

Hail and well met, fellow role-players! Welcome to *Claw/Claw/Bite*, a resource for storytellers and gamemasters to create thrilling worlds of adventure for your players to test their mettle in. Every day or two, on our website, we post an article containing at least one new character, creature, magic item, encounter, spell or area description for use in your campaigns. We also include little nuggets that will enrich your campaign setting with cool details and intriguing features. These articles and others like them are routinely posted at **clawclawbite.com** as blog posts, many of which are collected in these monthly issues.

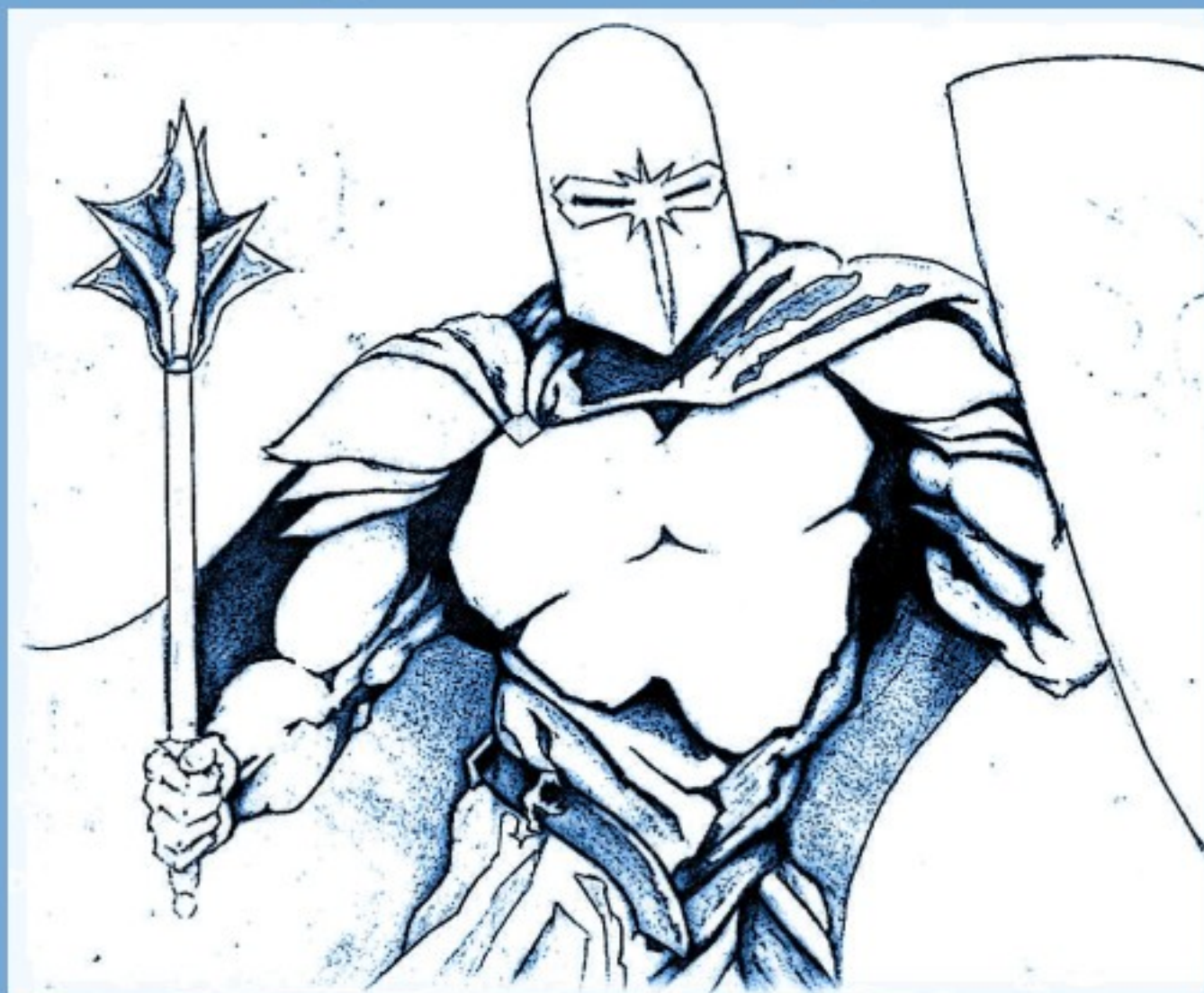
Our goal is to be a one-stop shop for you, the storyteller. All of our creations are designed for d20 3.5 rules. Many of the game elements that you see in this periodical will find their way into modules published by Unicorn Rampant, which will be available on our site: **unicornrampant.com**.

So welcome to our world of strange and wonderful things, traveler. Bizarre treasures, cunning adversaries, powerful adventurers, and mystic realms are waiting for you. This omnibus is a collection of some of our best work over the past two and a half years.

It's been a great joy to bring this material to you for the past few years, and we have every intent to continue this magazine, even as our new periodical, *Tailslap*, is gaining in popularity alongside the new edition of the core rules.

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CREDITS

Thanks for reading this issue of *CCB* – Claw/Claw/Bite #3 by S.D. Hilderbrand and Adam A. Thompson, with assistance by Frank J. Kim and Justin B. Ellis.

Cover illustration by Justin B. Ellis, layout and design by S.D. Hilderbrand.

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So welcome to our world of strange and wonderful things, traveler. Bizarre treasures, cunning adversaries, powerful adventurers, and mystic realms are waiting for you. This issue is devoted largely to spells and magic items, serving as a minor compendium of magic available later this summer from Unicorn Rampant.

Enjoy your stay, but beware the cats of Ulthar.

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THE BALEFUL BOG AND THE TEEN

TROLL RANGER (CR 8)

Presented below is an encounter with a crafty troll ranger who has laid an ambush involving a pool of quicksand. Included are some of the features applicable to any swamp you might use the encounter in, a complete description of the encounter, and statistics for the trap-laying troll.

Marsh Features

Fog: The entire marsh area is covered in low-hanging fog that obscures ground details. Attempting any tracking in this fog increases the DC by +2.

Marsh Terrain (DMG p.88): with the exception of the remnants of the road, this entire swamp is a moor. Terrain is as follows:

- 20% of terrain is Shallow Bog (movement is 2/1, Tumble DCs are +2)
- 5% is Deep Bog (Movement is 4/1 or you can swim, Tumble is impossible, water provides cover)
- 30% is Light Undergrowth (movement is 2/1, Tumble DCs are +2, provides 20% miss chance concealment)
- 10% is Heavy Undergrowth (movement is 2/1, Tumble DCs are +2, provides 30% miss chance concealment).
- The remaining 35% of terrain is normal.

As the players enter this area, read or paraphrase the following:

Low brush and pools of water are half-concealed by low-lying fog. Dark trees stretch up, as though trying to escape the fetid swamp; dense vines, moss and foliage block out any light from the sky.

The buried and half-submerged road is blocked at two places by fallen trees, the first 50' ahead and the second another 50' past that. The area to the left of the path at the second fallen tree is a patch of quicksand (see below) that the troll has concealed (DC 25 Spot or Survival check to detect). Anyone entering the squares marked as quicksand will fall in and begin to sink.

Creatures: A clever troll ranger is hiding in a hunter's blind 30' up in a tree and 30 feet away from the road, waiting for prey (Hide:+3 bonus for being 30 ft away, +6 ranks in Hide, -4 for size Large, +10 circumstance bonus because the blind is exceptionally cunning, for a total Hide of +15).

When the party gets to the second blockage on the path, the troll ranger will swing down from the blind and attempt to bull rush a member of the party into the

quicksand hidden next to the path (with +4 circumstance bonus for momentum and +4 for size Large). He may wait at first to see if any of the players stumble into the quicksand and the other players are distracted trying to rescue him.

Once he completes the bull rush, he will land on the ground on the opposite side of the bog. From there he will harry the party with showers of arrows. The first shot will be with a rope-arrow at the party member in the quicksand. The troll is equipped with a composite longbow (+3 Str) and 10 barbed arrows with a thin but strong cord made of vine attached to the shaft allowing him to retrieve prey from the quicksand. These rope arrows are located in a quiver hidden behind a tree stump. The ends of the cords are already secured to the tree stump.

☛ **Marsh Troll Ranger (1) CR 6**

CE Large Male Troll Ranger 1

Init: +2

Senses: Darkvision 90', Lowlight Vision, Scent Listen +5, Spot +6

AC: 20 (-1 size, +2 dex, +5 natural, +4 armor), touch 11, flat-footed 18

HP: 90 (7d8+42)

Saves: Fort: +13 Ref: +6 Will: +3

MV: 20 ft.

Base Attack: +5 Grapple: +15

Attack: Claw +10 (1d6+6) or bow +7 (2d6+3) [+1/+1 under 30ft]

Full Attack: 2 Claws +10 (1d6+6) and bite +5 (1d6+3) or bow +7 (2d6+3) [+1/+1 under 30ft]

Space/Reach: 10ft/10ft

Special attacks: Rend (2d6+9)

Abilities: Str 23 Dex: 14 Con 23 Int 10 Wis 9 Cha 6

Feats: Alertness, Iron Will, Track, Point Blank Shot

Skills: Craft (trapmaking) +1, +6 Hide, Listen +5, Spot +6, +0 Survival

Possessions: Hide Armor, Large Composite Longbow (+3 Str), Rope Arrows (10), Arrows (20), Dagger

SA: favored enemy (humanoid: human), Track, Wild Empathy, Regeneration 5 (fire and acid deal normal damage)

Rend (Ex): If the troll hits with both claw attacks it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

☛ **Bog Hounds (2)** HP: 29, 33 Bog Hounds should be treated as worgs with Swamp Stride. (CR 2)

SA: Swamp Stride, Trip

Swamp Stride (Ex): A bog hound may move through any natural swampy or marshy terrain at

normal speed without impairment.

Tactics: Attempting to surprise any prey, the troll will initiate combat with a bull rush to push an opponent into the quicksand. He will likely target the party member with the heaviest armor and will receive a +4 circumstance bonus for momentum and a +4 bonus for his large size.

After the party member is trapped in the quicksand, the troll will fire a rope-arrow at him, allowing retrieval of his corpse later. At the same time, he will yell for his bog hounds (free action), who will arrive 1d3 rounds later. The troll, being fearless, will then fight to the death.

When they arrive the bog hounds will attack the weakest looking party member, making use of their trip attacks.

➤ **Quicksand:** Roughly 25' x 25' area. The troll has covered the surface of the quicksand with leaves, brush, and other natural vegetation to conceal its true nature. The party can detect the trap with a DC 25 Survival or Search check. Any character entering squares marked on

the map as quicksand immediately falls in and is subject to the effects of quicksand as listed in the DMG on page 88. CR 6; mechanical; automatic reset; DC 25 Reflex avoids; 30ft. deep; drowning danger; Search DC 25; Disable Device DC 15 to clear camouflage.

Treasure: The troll has a belt-pouch with 50 silver coins and 35 gold coins, and has secured some prey he has caught in the blind with him. It amounts to 10 days worth of fresh rabbit and young wild pig meat.

Development: If the party defeats the teen troll ranger, they should be able to help drowning compatriots by pulling them out of the quicksand by the cords attached to the rope-arrows the troll shot them with. Doing so is a DC 15 strength check for every 5 feet they move their friends.

Ad Hoc XP Adjustment: +%20, or give experience for entire encounter as a CR 8.



CHARACTERS

Gundar Harl, Priest of Pelor

A warrior priest, born an aristocrat and initiated into the holy mysteries of Pelor, Gundar is as strong as he is charming. Ambitious, and often bold, arrogant, and self-righteous, this young priest finds his way in the world fighting evil in deed rather in the hearts of congregations. At the same time he is very used to getting his way in social settings, and is as powerful a debater and diplomat as he is a warrior, making him a natural leader.

Gundar can be used in your game as a ready-made PC or NPC. As a NPC he could travel with the party for a time, perhaps as they assist him with a task or vanquish some evil. He could also be useful as a contact or ally from within the temple he eventually builds. You may also find Gundar Harl useful as an antagonist, either unchanged or with slight modifications to his alignment or spells. In this case his equipment should also be reduced, as he was given equipment appropriate for a PC (at 5th and 10th level) and as such would provide an unbalancing amount of treasure for his EL.

Tactics: Gundar casts spells to increase his combat effectiveness then closes and brings an end to evil in melee combat with his mace and touch spells. As he gains levels he gets more spells that also help those around him, and a few spells to weaken his foes.

Backstory: Gundar is the youngest son of a minor lord, who was sent to a big cathedral to study. Here, he earned the trust of his god through his studies. Now he has been sent forth on his journeyman'ship to prove himself in deeds, to spread the word of Pelor to the masses. He discovered that he is more interested in and is better at directly fighting evil than in proselytizing, fighting evil in his fellow man's souls. He grew weary of the notion of settling down, being more excited about adventuring and building a cathedral of his own, having a parish of his own, one day rising to become a bishop.

This has created a slight rift between him and his elders; he has become a slight outcast among his peers and those who taught him his ways. He is still true to Pelor, so having his own parish makes sense to him. He connects with people through more everyday events rather than as a preacher, though at times he can be arrogant and self-righteous. As such, he can be easily persuaded to accept missions to fight evil. This is one of his weaknesses. His other is his pride and greed: he wishes to become an important and wealthy person in the church, though this does not ultimately prevent him from carrying out Pelor's will and doing good.

Gundar Harl (Lvl 5)

NG Size Medium Male Human Cleric 5 CR 5

Senses: normal vision

Listen +3 Spot +3

AC: 21 (-1 dex, +9 armor, +2 shield, +1 deflection)
HD: 5d8 HP: 28

MV: 20' or 50' mounted

Base Attack: +3 **Grapple:** +6

Attack: +7 heavy mace (1d8+4) or +2 Heavy Crossbow (1d10, 19-20 x2)

F: +5 **R:** +1 **W:** +8

S: 16 (+3) **D:** 9 **C:** 11 **I:** 10 **W:** 16 (+3) **C:** 15 (+2)

Feats: Power Attack, Cleave, Mounted Combat

Skills: concentration +8, diplomacy +10, know religion +2, know history +2, profession (barrister) +5, spellcraft +2

Possessions: (9000 gp worth) gold holy symbol of Pelor, +1 full plate (2650gp), +1 heavy mace (2312gp), MW Large Steel Shield (170gp), Heavy crossbow (50gp), 10 bolts, white tabard with gold sun sewn on chest, Red Cloak or Resistance +1 (1000gp), Ring of Protection +1, heavy warhorse with saddle, bit and saddlebags (426), backpack, 3 flasks of holy water (75), bedroll, 3 torches, 5 days rations, etc.

SA: Cleric Spells (Domains: Strength, Sun), Turn Undead, Greater Turning 1/day, Feat of Strength (+5 str 1/day for 1 rd.)

Spells Prepared:

0th (5): detect magic, guidance, inflict minor wounds, mending, resistance

1st (4+1): cause fear, divine favor, magic stone, doom, enlarge person*

2nd (3+1): inflict moderate wounds, sound burst, spiritual weapon, bull strength*

3rd (2+1): bestow curse, inflict serious wounds, searing light*

* : domain spell

Gundar Harl (Lvl 10)

During this phase of his life, Gundar Harl's main goal is to establish a temple. Useful both as a base of operations and as a source of income. He will either try to reconcile himself to the elders of his church or, failing that, build it in an area where a temple to Pelor does not yet exist.

Gundar Harl

LG Size Medium Male Human Cleric 10 CR 10

Senses: normal vision,

Listen +3 Spot +3

AC: 23 (-1 dex, +10 armor, +3 shield, +1 deflection)
HD: 10d8+10 HP: 62

MV: 20', fly 40' or 50' mounted

Base Attack: +7/+2 **Grapple:** +11

Attack: +12/+7 heavy mace (1d8+4) or +6 Heavy Crossbow (1d10, 19-20 x2)

Saves: Fort: +9 Ref: +3 Will: +11

Abilities: Str 16(18) Dex 9 Con 12 Int 10 Wis 16 Cha 15

Feats: Power Attack, Cleave, Mounted Combat, Improved Sunder, Negotiator

Skills: concentration +13, diplomacy +17, know religion +4, know history +4, profession (barrister) +6, sense motive +5, spellcraft +2

Possessions: (49,000 gp worth) gold holy symbol of Pelor, +2 full plate (5650gp), +2 flaming heavy mace (18,312gp), +1 Large Steel Shield (1170gp), Heavy crossbow (50gp), 10 bolts, white tabard with gold sun sewn on chest, Red Cloak or Resistance +1 (1000gp), Ring of Protection +1, gauntlets of ogre power (4000), Winged Boots (16000), heavy warhorse with saddle, bit and saddlebags (426), backpack, 3 flasks of holy water (75), bedroll, 3 torches, 5 days rations, etc.

SA: Cleric Spells (Domains: Strength, Sun), Turn Undead, Greater Turning 1/day, Feat of Strength (+10 str 1/day for 1 rd.)

Spells Prepared:

0th (6): detect magic, guidance, inflict minor wounds, light, mending, resistance

1st (5+1): bless, fear, divine favor, magic stone, doom, enlarge person*

2nd (5+1): aid, align weapon, inflict moderate wounds, sound burst, spiritual weapon, bull strength*

3rd (4+1): bestow curse, dispel magic, inflict serious wounds, prayer, searing light*

4th (3+1): death ward, divine power, dismissal, freedom of movement, fire shield*

5th (2+1): flame strike, spell resistance, righteous might*

* : domain spell

Gundar Harl (Lvl 15)

Unsuited to paladinhood, Gundar Harl nevertheless continued his career as an adventuring priest. He grew wiser but eventually reached the limit of his abilities as a cleric. From within the stained-glass windowed cathedral he had built he became more interested in the natural world and the sun's place in it, and after deep contemplation of this mystery Pelor granted him powers related to the sun the better to fight evil.

Gundar Harl

LG Size Medium Male Human Cleric 14, Master of Radiance 1 CR 15**

Senses: normal vision, Listen +3 Spot +3

AC: 25 (-1 dex, +11 armor, +4 shield, +1 deflection)

HD: 15d8+15 HP: 90

MV: 20', fly 40' or 50' mounted

Base Attack: +10/+5 **Grapple:** +14

Attack: +16/+11 heavy mace (1d8+4) or +9 Heavy Crossbow (1d10, 19-20 x2)

Saves: Fort: +12 Ref: +3 Will: +14

Abilities: Str 18 Dex 9 Con 12 Int 10 Wis 17 Cha 15

Feats: Power Attack, Cleave, Mounted Combat, Improved Sunder, Negotiator, Ride-By Attack, Spell Penetration.

Skills: concentration +18, diplomacy +19, know religion +4, know history +4, know nature +8, profession (barrister) +6, sense motive +5, spellcraft +2

Possessions: (76,000 gp worth) gold holy symbol of pelor, Greater Marbles of Ulthar***, +3 full plate (10,650gp), +3 flaming heavy mace (32,312gp), +2 Large Steel Shield (4170gp), Heavy crossbow (50gp), 10 bolts, white tabard with gold sun sewn on chest, Red Cloak or Resistance +1 (1000gp), Ring of Protection +1, gauntlets of ogre power (4000), Winged Boots (16,000), heavy warhorse with saddle, bit and saddlebags (426), backpack, 3 flasks of holy water (75), bedroll, 3 torches, 5 days rations, etc.

SA: Cleric Spells (Domains: Strength, Sun), Turn Undead (as 15th level), Greater Turning 1/day, Feat of Strength (+15 str 1/day for 1 rd.), Radiant Aura 1/day

Spells Prepared:

0th (6): detect magic, guidance, inflict minor wounds, light, mending, resistance

1st (6+1): bless, fear, 2x divine favor, magic stone, doom, enlarge person*

2nd (6+1): aid, align weapon, inflict moderate wounds, sound burst, 2x spiritual weapon, bull strength*

3rd (5+1): bestow curse, blindness, dispel magic, inflict serious wounds, prayer, searing light*

4th (4+1): death ward, divine power, dismissal, freedom of movement, fire shield*

5th (3+1): dispel evil, flame strike, spell resistance, righteous might*

6th (3+1): harm, heal, undeath to death, stoneskin*

7th (2+1): holy word, mass inflict light wounds, sunbeam*

* : domain spell

Radiant Aura (Su): A master of radiance can emanate an aura of brilliant light that weakens undead creatures. The aura provides bright illumination in a 30 foot radius around the character, and a shadowy illumination for an additional 30 feet beyond that. Creatures that take penalties in bright light also take them while within the radius of the bright aura. In addition, undead creatures within the radius of bright light take -2 penalty on attack rolls, damage rolls and

saving throws.

Activating the radiant aura is a free action that does not provoke an attack of opportunity. While her radiant aura is active, a master of radiance casts spells with the light descriptor at +2 caster level.

The aura lasts one minute, and is the equivalent of a 5th level spell with the light descriptor for the purpose of interacting with spells and effects with the darkness descriptor.

** Master of Radiance: see *Libris Mortis* p 45.

*** Marbles of Ulthar: see below.

MAGIC ITEMS

Marbles of Ulthar

Originally developed in lands far to the south, beyond the river Skai, Marbles of Ulthar have grown in popularity among lay- and street magicians. When the marbles are cast against the ground, or another being, they instantly become a creature corresponding with each marble type, as if summoned via *Summon Monster*.

Each marble is consumed in this process, so the bags of marbles have charges equal to the number of marbles in the pouch. These marbles are usually found in bags of about twenty, distributed roughly as 50% cat's eyes (typical housecats), 20% large cat's eyes (Ulthar cats), 10% dark cloudy (panther), 10% milky (lynx) and 10% swirl (tiger). The summoned creatures last 10 minutes.

The effects are as a medium conjuration, caster level 7. In order to create this item, the creator must have Craft Wondrous Item and cast *Summon Nature's Ally* 4 or *Summon Monster* 4, along with a tuft of feline fur. Price: 2,000gp.

There are two variants. The Minor Marbles of Ulthar have a 25% chance of summoning great cats and a 75% chance of summoning housecats, and cost 1,000gp. The Greater Marbles of Ulthar have a 75% chance of summoning great cats, priced at 4,000gp.

CREATURE

Cats of Ulthar

Hit Dice: 4d8 (18)

Initiative: +3

Speed: 30 ft

Armor Class: 14 (+2 size +2 dex)

Base Attack/Grapple: +3 / -

Attack: Swarm 1d6+1

Full Attack: Swarm 1d6+1

Space/Reach: 10ft / 0ft

Special Attacks: Distraction, stunning aura

Special Qualities: Swarm traits, low-light vision, scent

Saves: Fort +4, Ref +6, Will +2

Abilities: Str 4, Dex 15, Con 10, Int 10, Wis 12, Cha 16

Skills: Balance +10, Climb +6, Hide +14, Jump +10, Listen +3, Move Silently +6, Spot +3.

Feats: Weapon Finesse, Improved Initiative

Environment: Temperate and lunar planes

Organization: Solitary, pride (2-6 swarms), or hunting party (7-12 swarms)

Treasure: None

Alignment: Neutral with lawful and good tendencies

Advancement: None

Level Adjustment: —

Thousands of yellow cat eyes blink at you malevolently and a paralytic fear grips you. No sound comes from the horde of felines as they pounce upon and completely envelope you.

These creatures are indistinguishable from normal domestic felines. However, they are highly intelligent, well organized, magical beasts. Any mistreatment of the feline race incurs their vengeance. Once they learn of a crime, they gather under the light of the moon in sufficient numbers to dispatch the transgressor without warning. They are chillingly efficient, leaving behind no trace of their victims.

Combat

Stunning Aura (Su): Any living creature within 10' of the swarm of Cats of Ulthar must make a DC 15 Will save or be stunned for 1 round. A potentially affected creature that succeeds on its Will save remains immune to the cats' stunning presence for 24 hours.

Distraction (Ex): Any living creature that begins its turn with a swarm in its square must succeed on a DC 15 Will save or be shaken (-2 to attacks, saves, skill and ability checks) for one round.

Skills: Cats have a +4 racial bonus on Climb, Hide, and Move Silently checks and a +8 racial bonus on Jump checks. Cats of Ulthar also receive a plus one million racial bonus on Jump checks when they leap from rooftops to the dark side of the moon.



Claw/Claw/Bite is a resource for storytellers and gamemasters to help create thrilling worlds of adventure for your players to test their mettle in. In each issue, you'll find new characters, creatures, magic items, encounters, and locations for use in your campaigns. We also include little nuggets that will enrich your world with interesting details and intriguing features.

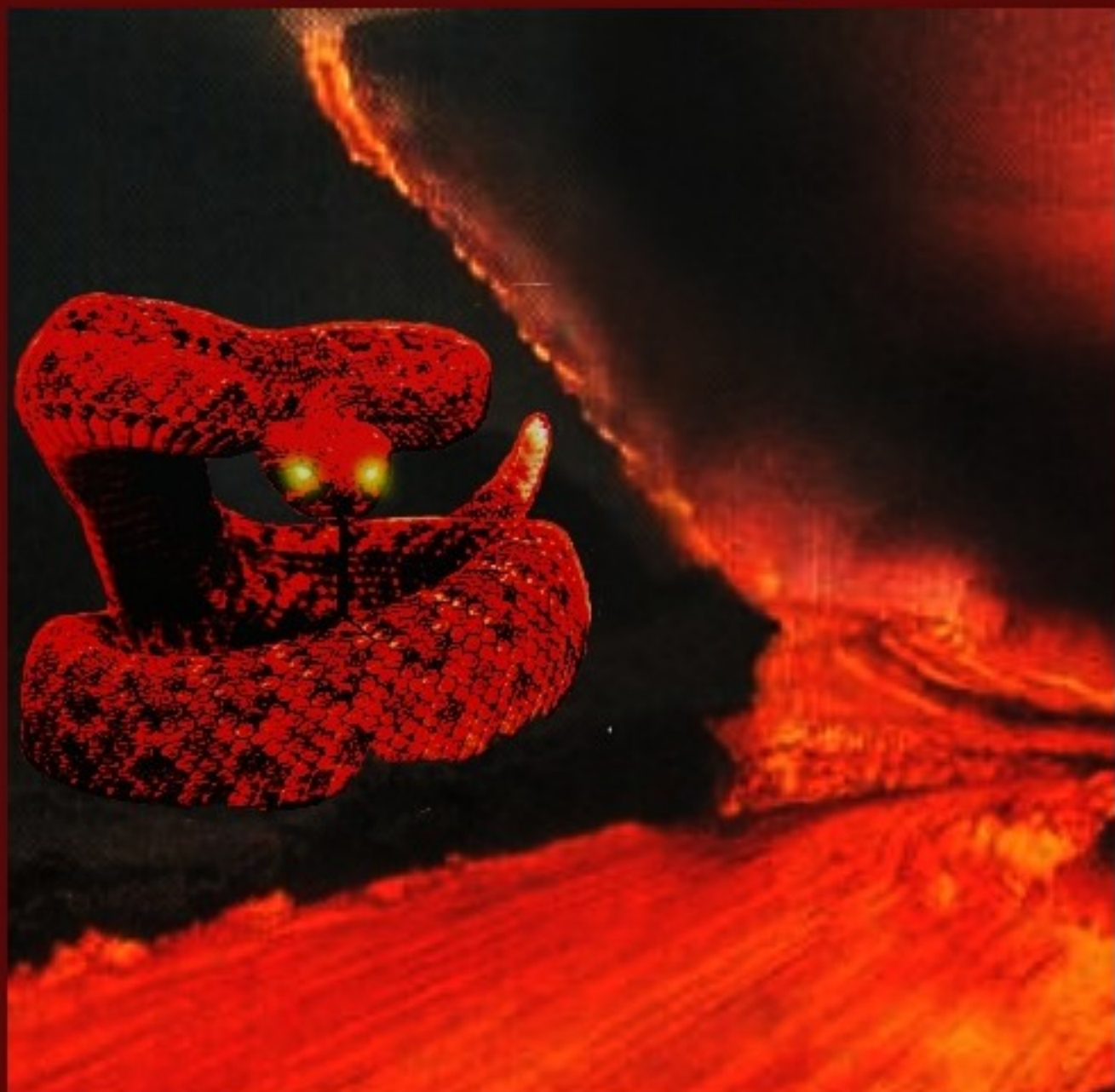
Our goal is to be a "one-stop shop" for you, the gamemaster. With little or no tweaking on your part, you will be able to drop any game element from Claw/Claw/Bite into your adventure setting and run it how you see fit. All of our creations are designed for d20 fantasy rules. And of course, everything is carefully reviewed and balanced to fit into your game without disrupting your play balance or angering sly felines that wander in the night.

This inaugural issue of Claw/Claw/Bite includes:

- * An encounter in the Baleful Bog
- * Three new creatures, including the Cats of Ulthar
- * A character, Gundar Harl, at three levels: 5th, 10th, 15th
- * And a magic item, the Marbles of Ulthar



CLAW/CLAW/BITE



ISSUE # 2 - SEPTEMBER 2006



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CREDITS

Thanks for reading this issue of *CCB – Claw/Claw/Bite* #2 by S.D. Hilderbrand and Adam A. Thompson., featuring *Jaded Jax* by Justin B. Ellis.

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Layout by S.D. Hilderbrand.

Introduction

Hail and well met, fellow role-players! Welcome to Claw/Claw/Bite, a resource for storytellers and gamemasters to create thrilling worlds of adventure for your players to test their mettle in. Every day or two, on our website, we post an article containing at least one new character, creature, magic item, encounter, spell or area description for use in your campaigns. We also include little nuggets that will enrich your campaign setting with cool details and intriguing features. These articles and others like them are routinely posted at **clawclawbite.com** as blog posts, many of which are collected in these monthly issues.

Our goal is to be a one-stop shop for you, the storyteller. All of our creations are designed for d20 3.5 rules. Many of the game elements that you see in this periodical will find their way into modules published by Unicorn Rampant, which will be available on our sites: **unicornrampant.com** and **clawclawbite.com**, as well as at **rpgnow.com**.

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If you would like to contribute content for *CCB*, or join our group of local distributors of small numbers of printed copies, fail your DC 15 will save and then drop us a line at **ccb@unicornrampant.com** or at **omeros@gmail.com**.



ENCOUNTER: THE HAUNTING OF THE SNUG HARBOR

This location is the player's first contact with the town of Onuago, and the beginning of *The Horror of the Old Ones*, an adventure available from Unicorn Rampant Publishing.

Inn features: The entire inn is lit by daylight filtering in through the windows by day or by the hearth and candles on the tables by night. All doors are simple wooden doors (hardness 5, HP: 10).

1) Snug Harbor Common Room

This inn is well taken care of, even in these times of trouble. The floors are swept and the mahogany wood of the bar is polished to a golden sheen. A bartender stands behind the bar, a middle aged man with flaming red hair, a shiny, bald pate, and a humongous sprouting beard that all but swallows his face, his dress is nondescript aside from the multicolored suspender he wears. Above his bar hangs a massive great axe.

NPCs that are likely to be encountered here include: Mademoiselle Babushka, Jax the Jaded, and the innkeeper Parvic Potbelly. By night there will also be 2-10 other patrons drowning their sorrows.

Services available here include a common meal of fish stew and bread taken with the other patrons for 3 copper, a single meal of grilled cod, potatoes and rice for 1 silver, ale for 1 silver a gallon or 4 copper a mug, wine for 2 silver a pitcher, stronger spirits for 10 gold a bottle, a bed in the common room upstairs for 2 silver and a private room with a double bed for 5 silver.

In addition, Mme Babushka's services are available for 20 silver - including the 5 silver for a private room, though she may well try to get more from a wealthy-looking patron (appraise +6, sense motive +18 - see below).

If the party speaks about their boat, they are likely to attract the unwelcome attention of Jax, who desperately wants passage out of town.

2) The Haunted Room (EL 8)

This small room reeks of death. A ghastly, maggot-ridden corpse lies on the stained bed. There is a small table and a wardrobe.

As the door to the room is opened, a translucent figure dressed in dirty but nicely tailored servant's clothes floats up from the head of the bed where it was moaning quietly to itself. It faces you and shouts "Leave me!" before unleashing a horrifying wail.

Examining the corpse's clothes will reveal the insignia

of the Baron of Stieglitz on the breast.

Creatures: This room is haunted by the ghost of Lux Cathcart the former butler of Baron Stieglitz. The ghost will try to frighten away anyone entering the room, and will defend itself if attacked.

Lux came to this inn still alive but mortally wounded. Several days ago he escaped from the Castle Stieglitz, stealing some jewelry and coming to Onuago where he intended to use the money from the jewelry to start a new life elsewhere with his sweetheart who lives in east Onuago.

Unfortunately, he was wounded by a zombie while escaping, and though able to swim to a boat and make his way to Onuago, he became feverish and died shortly after arriving at the inn.

Now his spirit cannot rest until the letters and jewelry are delivered to his love in the east side of town.

Lux Cathcart, Butler and Restless Soul CR 8
neutral (chaotic) male human aristocrat 7
medium undead -ghost (incorporeal)

Init: +1 **Senses:** darkvision 60 ft

Listen +2 **Spot** +2

Languages: common, wyndm

AC: 16 (+1 dex, +5 deflection) **touch** 16, flat-footed 15

HP: 53 (HD 7d12)

Resist: +4 turn resistance

Immune: undead immunities

Saves: Fort: +2 Ref: +2+1 Will: +5+2+1

MV: fly 30 ft (perfect)

Attack: incorporeal touch +6 (1d4 ability damage (any))

Attack Options: frightful moan, horrific appearance

Space / Reach: 5 ft / 5 ft

Base Attack: +5 **Grapple:** +5

Abilities: Str:10 Dex:12 Con:- Int:14 Wis:13 Cha:20

SQ: undead traits, rejuvenation, +4 turn resistance

SA: manifestation, frightful moan, draining touch, horrific appearance Feats: athletic, alertness, iron will, animal affinity

Skills: 60 sp appraise +10+2 = +12 bluff +10+5 = +15 diplomacy +10+5 = +15 disguise +5+5 = +10 handle animal +10+2+5 = +17, hide +8+1 = +9, listen +5+8+1 = +14, search +5+8+2 = +15, spot +5+8+1 = +14.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Frightful Moan (Su): A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a DC 18 Will save or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Horrific Appearance (Su): Any living creature within 60 feet that views a ghost must succeed on a DC 18 Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal.

A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Turn Resistance (Ex): A ghost has +4 turn resistance. Skills: Ghosts have a +8 racial bonus on Hide, Listen, Search, and Spot checks. Otherwise same as the base

creature.

Tactics: The ghost will unleash a frightening moan if the door to this room is opened. If characters do not flee, it will continue to moan. Characters have an opportunity to talk with it at this point, though it will require an attitude adjustment from indifferent to friendly. If attacked it will use its horrific appearance and draining touch to slay its attackers.

If destroyed it will rejuvenate in 2d4 days unless its letters and jewelry are taken to its intended.

Treasure: In a velvet bag in his coat - a trinket for his intended - 2000 gp worth of jewelry. On the belt - just a few copper pieces in a purse and an ornate but dull dagger (it is a costume piece -1 to attack & damage) worth 50 gp.

Also, hidden under the pillow (DC 10 search check) are love letters between him and someone named Dusana. The letters indicate his intention to come to her with something that will let them start a new life together now that "the baron has gone".

Development: The ghost cannot rest until the trinket is delivered to his intended, and will rejuvenate in 2d4 days.

Characters defeating the ghost will receive a +5 on gather information checks relating to the Castle Steiglitz after successfully completing this encounter due to gratitude from the inn's patrons and excitement generated on the topic.

Finding Dusana, the ghost's love, in east Onuago requires a DC 10 gather information check. The party must then travel through the east part of town to the edge of town near the north bank of the river where she lives in her parent's home. She is friendly, then tearful and heartbroken at the news of Lux's death. If the players deliver the jewelry to her she will accept it gratefully and announce her intention to leave the dying town. Before they leave she will offer them assistance finding things out about the town in the form of knowledgeable people to talk to. This information will confer a +2 on gather information checks taken in the town of Onuago.

Ad Hoc XP Adjustment: If the players put the ghost to rest without defeating it give XP for a CR 8 encounter. If they defeat it and then put it to rest, give CR 8 + 10%, and if they just defeat it without putting it to rest, give only half XP for the encounter.

CHARACTERS

Presented here are two characters that will be present in the Snug Harbor Inn at most times, and a goblin bard that could be friend or foe.

Jaded Jax

neutral evil male human bard 4

medium humanoid

Init: +2 **Senses:** normal

Listen Spot

Languages: common

AC: 17 (+2 Dex, +5 Armor) Touch 12, Flat Footed: 15
[+1 with Dodge]

HP: 21 (HD 4d6+4)

Saves: Fort: +2 Ref: +6 Will: +6

MV: 30 ft.

Attack: +2 dagger (1d4-1)

Space / Reach: 5ft / 5ft

Base Attack: +3 **Grapple:** +2

Abilities: Str 9 Dex 14 Con 12 Int 11 Wis 13 Cha 16

SA: Bardic music, bardic knowledge, countersong, fascinate, inspire courage +1, inspire competence, bardic spells.

Feats: Spell Focus (Enchantment), Dodge, Skill Focus (Sleight of Hand)

Skills: 42 sp Appraise +2, Bluff +10, Hide +6, Knowledge (local) +2, Move Silently +6, Perform +10, Sense Motive +8, Sleight of Hand +12. Common, elven, orcish.

Spells Available:

Spells / Day: 0th: 3, 1st: 3, 2nd: 1

Spells Known:

0th: *detect magic, ghost sound, lullaby, mage hand, prestidigitation, summon instrument*

1st: *charm person* (DC 15), *cheat**, *expeditious retreat*

2nd: *invisibility, suggestion* (DC 16)

* see Book of Vile Darkness

Possessions: (3,300gp) +1 mithril chain shirt (2,300 gp), dagger, potion of *cure light wounds* (50 gp), antitoxin, lyre of maloudiousness ** (3,125 gp), ratty clothes, 12 copper.

** see Magic Items, page ??

Description: Having lived only a short time Onuago, he has quickly become famous for his beautiful and haunting melodies. Unfortunately, his voice is his only redeeming quality. Dirty, and disheveled, he often reeks of yesterdays wine and/or the privy. His hair is dark, but thinning and he is constantly scratching his head and muttering under his breath. One of his eyes was taken in a knife fight and he wears a black patch w/ gold and jade decoration to conceal it. His nose is crooked, and his teeth are yellowed and stained. His features have a pinched look which causes him to resemble a rodent. He is of middling height, slight of build, but thick through the waist from too much wine. His dress, though once

fine, is now threadbare and patched. It has been speculated that he stole it from some wealthy nobleman years ago. He keeps a dagger hidden in his sleeve and is quick to brandish it if he feels threatened. The inn keeper tolerates him for his lovely singing, as he keeps the customers darker thoughts at bay while they drink away their sorrows. Gold will get you stories and rumors about the goings on in the city. He sleeps on the floor near the hearth with his hands clasped around his lyre. No one is certain where he came from but he has become a fixture at the Snug Harbor Inn.

Personality: Jax has earned the title of "jaded", he is well known for his foul disposition and quickness to anger. Jax is drunk more often than not, and will do anything to ensure that the wine continues to flow. He is as arrogant as he is ignorant, knowing very little outside the realm of drink and song. Though he might not be wise or well learned, he is in possession of an animal cunning. He will oft try to wring an extra coin out of a patron with blatant flattery, and simpering subservience, but these behaviors are naught but a ruse. In reality he is a conniving lout with no thoughts of others. He will do anything to get ahead, and would not think twice about slitting someone's throat to do so. Jax is also a coward though, so if he feels that his life is in danger, he will attempt to flee.

Motivation: Jax has only two goals: wine and escape. No deed is too low to accomplish fulfilling both. He often steals wine from the inn when he has no coin to pay, and has no qualms at picking the pockets of the inn's patrons, especially those deep in their cups. He has been prowling up and down the coast in search of a seaworthy vessel to carry him to greener shores. He has little coin, and what he has he spends on wine. Therefore, he plans to stow away on the first ship he comes across.

Party Interaction: Upon learning that the party has access to a ship, he will immediately attempt to charm them with his bardic wiles. He will offer them rumors and song in exchange for passage out of the doomed city. He is persistent and will follow the party. If they refuse him or ignore him, he will begin to beg and offer to help the party in whatever endeavors they undergo. If this does not work, he will become angry and distant, attempting to steal enough gold from them to buy passage. If caught, he will attempt to flee. He has a hiding place in E. Onuago where he will fall back to if chased.

Lenka Babushka

neutral old-aged female human (wyndm) expert 10
medium humanoid

Init: +1 **Senses:** normal

Languages: common, wyndm, giant, elven, dwarven

AC: 13 (+1 dex, +1 armor, +1 deflection) touch 12, flat-footed 12

HP: 22 (HD 10d6-10)

Saves: Fort: +2 Ref: +4 Will: +10

MV: 30 ft

Attack: +10 stiletto (1d4)

Full Attack: +10/+5 stiletto (1d4)

Space / Reach: 5ft / 5ft

Base Attack: +7/+2 Grapple: +5

Abilities: Str 6 Dex 12 Con 7 Int 12 Wis 16 Cha 18

Feats: 5: weapon finesse (dirk), deft hands, persuasive, negotiator, nimble fingers

Skills: Slight of Hand +16, Open Lock +13, Craft Clothes +15, Bluff +19, Sense Motive +18, Tumble +6, Appraise +6, Disguise +9, Forgery +2, Knowledge Local +12, use rope +2.

Possessions: masterwork leather and whale-bone corset (+1 armor bonus), +2 stiletto (8,000), ring of protection +1 (2,000), 2,000 gp in necklaces, bracelets, rings, and earrings, 100 gp.

This old but provocatively dressed woman smells very strongly of perfume. She sits perched on a stool at the end of the bar calmly watching the inn over a glass of red wine.

Mme. Babuska will appraise the party and quickly determine they are the wealthiest patrons to enter the snug harbor in some time. She will take any opportunity to get as much money out of them as possible by selling information or her services.

She spends her days at her home, a nice town home on the edge of the colonist's quarter near the Snug Harbor.

Yob the Maelefalent

neutral (with evil tendencies) Small Size Male Goblin Bard 12

Init: +3 **Senses:** Darkvision 60'

Listen +0 Spot +0

Languages: Common, Goblin, Draconic, Elven

AC: 18 (+1 size, +4 armor, +3 dex) touch +14, flat-footed +15

HP: 45 (HD: 12d6)

Saves: Fort: +4 Ref: +4 Will: +8

MV: 30'

Attack: +14 ranged (1d4+1/x3 shortbow) or +11 melee (1d4-2/18-20/x2 rapier)

Full Attack: +14/+9 ranged (1d4+1/x3 shortbow) or +12/+12/+7 ranged (shortbow 1d4+1/x3) or +11/+6 melee (1d4-2/18-20/x2 rapier).

Base Attack: (+1 size, +9 bard) Grp: +3 (-4 size, -2 str, +9 BAB)

Abilities: Str 6 Dex 14 Con 10 Int 14 Wis 11 Cha 16

Feats: Precise Shot, Dodge, Point Blank Shot, Rapid Shot, Spell Focus (Enchantment)

Skills: Appraise +7, Bluff +18, Concentration +10, Escape Artist +7, Gather Information +8, Hide +26, Knowledge +10, Move Silently +16, Perform (yowling & storytelling) +18, Ride +7, Sense Motive +10, Sleight of Hand +8, Spellcraft +12, Tumble +8.

SA: Bardic music (12/day), bardic knowledge, countersong, fascinate (DC 19 Will), inspire courage +2, Inspire competence, Suggestion, Inspire greatness (two people), Song of freedom

Spells: bard spells (DR 13+ spell level. +1 for Enchantment spells)

0th (6, 3/day): Detect Magic, Lullaby*, Mage Hand, Message, Prestidigitation, Read Magic

1st (4, 3/day): Disguise Self, Charm Person*, CLW, Sleep*

2nd (4, 3/day): Alter Self, Detect Thoughts, Invisibility, Minor Image

3rd (4, 3/day): Charm Monster*, Fear, Glibness, Invisibility Circle

4th (3, 2/day): Dominate Person*, Hold Monster*, Modify Memory*

* enchantment spell

Gear: (27,000 gp) Rapier, +1 fey bane shortbow (8,330 gp), 20 arrows, +1 glamered studded leather (3,860 gp), Cloak of Goblinskind - gives +10 on hide checks (2,700 gp), Bag of Holding, type 1 (2500 gp), Chime of Opening (3,000 gp), Gloves of Dexterity +2 (4000 gp), 2 potions of cure serious wounds (1500 gp), 1,000 gp in coin and gems.

Yob the Maelefalent (a loose translation from goblin to stand in for their word which means a quality of sound that is melodious, loud and evil or malevolent) is a goblin traveler, bard and battle-crier. He has traveled through many lands, met many people (often in disguise) and learned many things.

Generally Yob is only openly hostile when working as a battle-crier; leading and inspiring war-parties for anyone who will pay him enough. Other times he is content to merely swindle folks out of what he can without too much effort. Unless he's feeling cruel, and alone with someone who is helpless relative to him.

ENCOUNTER: OLD MAN THRENS'N

"Kommen Sie in, and welcome, my friends... I am Kjarl Bard Thorenson, son of Thoren Bard Kjarlson... and on and on... You seem a nice lot... make yourselves comfortable... the signs of the zodiac... ah yes... Ven I was your age, I lived out at sea. I sailed a great vessel... the Fjord Escort 'twas, ja... The only mistress far me, if ya catch me drift."

At this point the characters notice a stench emanating from the bearded man; they do catch his drift. Luckily, he lights a pipe and the room is filled with the tangy odor of sweetleaf. An owl paces back and forth along a perch on the far end of the room. The old man continues without pause as the characters examine the room.

The walls of this living room are covered with nautical regalia -- silver sextants, sea-soaked and sun-stained maps of faraway lands; even a proverbial ship-in-a-bottle adorns the oaken table before the window. The light from the lone window barely illuminates the room, assisted by a fading fire under the mantle and the dim cherry of Thorenson's pipe.

"So, how do you expect to fight it... I mean... 24, 40, 60 sailing men... driven back in fear... Have you seen it yet?"



He waits only briefly for an answer, continuing,

"And the gilled children... swimming out to sea along a warm current... right out to Harpy Point... no doubt to feed the harpies on the rocks... foul bitches... feeding on your young... My friend's child! O, Anrik, now there was a lad... a wee tot, but full of piss and vinegar... I've seen so many terrible things... at sea... and at that window..."

The owl lets out a squawk, eying the characters and making them feel uneasy. The characters will later see the same owl hunting rats elsewhere in the wharf district if they wander the streets at night. Grack is the old man's closest companion now that he's lost the sea to his memories, and keeps a close watch on the house. His eyes glow an intense golden glow, and he always appears to be on the verge of speaking, leaning forward and peering deep into any character's eyes that come near.

If pressed with great skill, the old man will tell of his past life as a shipwright and then sailor, culminating with his encounters with sea serpents, after which he retired from the sea some sixty moons ago. He will speak of his friend's loss of his child to "the mutation." This friend, Falkonne, has been studying the mutation on the east side of town, where the disease seems to have appeared with the most prevalence. He urges the party to talk to him, and to relay a message, which he removes from his pocket and hands the most trustworthy of the party (determined with a sense motive check +12) a letter, sealed with an emblem of the Wyndm marsh tongue for sea ("go"), which appears as two wavy lines with two dots in between.

The note is in the Wyndm marsh tongue and reads:

Falkonne, I fear the worst for you. I have heard nothing from you in weeks, and cannot help thinking that you too have become one of the sea-spawn and become harpy bait. I watch the eastern sky with my spyglass looking for signs of your demise. Alas, I am too pessimistic. But an old man am I! On a positive note, the harpies seem awfully quiet lately. I send Grack to deliver this note to you, and hope you will return word of your whereabouts. As one of my few friends, you must understand my request that you halt your work and return to more a civilized neighborhood. With care, -KBT



CREATURES

Brass Golem

Good Medium Size Construct (Outsider)

Init: +4

Senses: darkvision 60 ft., see invisibility, detect evil

AC: 27 (+4 Dex, +13 natural), touch 14, flat-footed 23, damage reduction 5/adamantine and evil

HP: 76 HP (HD 9d10+27)

Immune: magic

Saves: Fort +3, Ref +7, Will +4

MV: 30 ft

Attack: slam +12 melee (1d4+6)

Full Attack: 2 slams +12 melee (1d4+6)

Attack Options: improved grab

Space / Reach: 5 ft / 5 ft

Base Attack: +6 **Grapple:** +12

Abilities: Str 23 Dex 21 Con — Int — Wis 13 Cha 11

SQ: Construct traits, damage reduction 5/adamantine and evil, darkvision 60 ft., see invisibility, detect evil, immunity to magic.

SA: improved grab

The handsome goldish-colored statue suddenly swivels its head to lock its glowing blue eyes with yours. It bounds off the pedestal it was on, dropping its discus, and charges at you.

These metal statues are carved in the form of muscular men and women - often appearing as athletes or heroes. Usually they are cast in brass but are also made of bronze

or copper. They are animate guardians that are set in temples to detect and catch intruders. Priests form their bodies from metal and then summon a spirit from their deity's home plane to animate their bodies. They are sometimes also known as wrestling golems, templar statues, wringen golems, wrestlen golem or guardian statues.

Combat

Upon detecting evil intruders guardian statues charge their opponents and tackle them using a slam and their improved grab ability. Once grappling their foes they will attempt to wrestle them to the ground and pin them there. Foes that struggle will be dealt subdual damage until they submit. They will hold a foe indefinitely or until a priest of the temple arrives to decide the fate of the interloper.

Improved Grab (Ex): To use this ability, a guardian statue must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Immunity to Magic (Ex): Immune to all magic with the following exceptions. Spells with the fire descriptor do no damage but instead cause it to become hasted and to deal an additional 1 point of heat damage with its slam attacks for 1 round for every 10 points of fire damage dealt. In addition the golem will be healed by 1 point for every 3 points of damage that would have been dealt and returns 1 point of DR for every 10 points of fire damage. Spells with the cold descriptor deal no damage but instead cause its DR to be reduced by 1 for every 10 points of cold damage dealt. Its DR cannot be reduced below 0 in this fashion. Its DR returns at a rate of 1 point per round. Spells that dismiss or otherwise banish outsiders drive off the spirits within them, effectively slaying them.

Construction

A guardian statue is cast or carved from a metal such as bronze, copper or brass weighing 400 lbs and costing 200 gp. It must then be treated with special alchemical mixtures and oils worth 1000 gp.

Creating the body requires a successful DC 20 Craft (sculpting) check..

CL 9th; Craft Construct, dispel evil, true seeing, commune, raise dead, caster must be at least 9th level; Price 30,000 gp; Cost 15,000 gp + 1,200 XP.



Great Earth Serpent

neutral Colossal Magical Beast (fire)

Init: +3 **Senses:** Tremorsense: 60 ft, 5 x lowlight vision
Listen +1 Spot +26

AC: 31 (-8 size, +3 dex, +20 natural)

HP: 267 (HD 25d10 + 125)

Immune: fire

Saves: Fort: +17 Ref: +15 Will: +9

Weakness: cold

MV: 30 ft, burrow 20ft, swim 60ft

Attack: +38 bite 2d8 + 15 plus 2d8 fire or +37 tail slap
4d6 + 22 plus 2d8 fire

Full Attack: +38 bite 2d8 + 15 plus 2d8 fire and +32 tail
slap 4d6 + 22 plus 2d8 fire

Attack Options: constrict, improved grab, swallow
whole

Space / Reach: 30' / 20'

Base Attack: +37 **Grapple:** +51

Abilities: Str 41 Dex 17 Con 21 Int 5 Wis 12 Cha 3

SQ: DR 10/frost, destroy weapon, fire immunity, heat
aura, sheds light 20'

SA: constrict, improved grab, swallow whole

Feats: Power Attack, Cleave, Great Cleave, Awesome
Blow, Improved Sunder, Snatch, Weapon Focus (bite),
Improved Bull Rush, Iron Will.

Skills: spot 25+1 = +26

Treasure: double standard, no items (as raw precious
metal and uncut gems - see below)

A colossal serpent rears up 20 feet out of the lava, its body composed of molten rock and its eyes shining with white-hot light. The great heat of its body distorts the air.

Earth serpents, the beasts that dwell beneath and among the mountain's roots and are the cause of earthquakes and volcanoes (according to dwarves), appear to be colossal snakes or wyrms whose bodies are composed of lava or semi-molten rock, having eyes that gleam with a white-hot light. Dwelling in and around the lakes of molten stone that pepper the underdark and delving deeper even than dwarven lore, these creatures are mysterious and strange.

Generally content to bask in the pools of lava that their bodies create, sometimes they are seized with a sudden restlessness, burrowing through solid rock and causing disastrous shifts in the surface.

Great earth serpents are rumored by deep dwarves to have blood of molten gold, and when they die create veins of ore.

Combat

Great Earth Serpents are straightforward in combat, charging, swallowing and crushing any that intrude on their territory or threaten them or their offspring.

Damage Reduction: No weapon without the magical frost ability has a chance of completely penetrating the molten metal and rock that compose an earth serpent's scales.

Destroy Weapon (Su): Any nonmagical weapon that strikes them is destroyed by the great heat of their bodies.

Fire Trait: Great earth serpents take no damage from fire at all, and take double damage from cold except on a successful save.

Improved Grab (Ex): To use this ability, a great earth serpent must hit with its bite or tail attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe or constrict the following round.

Swallow Whole (Ex): A great earth serpent can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 4d8+22 points of crushing damage plus 2d8 points of heat damage per round from the serpent's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 24). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Colossal serpent's interior can hold 4 Large, 16 Medium, 64 Small, 256 Tiny, or 1024 Diminutive or smaller opponents.

Constrict (Ex): A great earth serpent automatically deals 4d6+22 points of bludgeoning and 2d8 heat

damage with a successful grapple check.

Heat Aura (Su): All creatures and objects within 10' of an earth serpent take 2d8 damage from the immense heat of their bodies, (reflex save ½). Those failing their saves have caught fire and will burn for an additional 1d4 rounds for 1d6 points of damage per round.

Tremorsense: Great Earth Serpents have tremorsense to a distance of 60 ft.

Lowlight vision: Great Earth Serpents can see 5 times as far as a normal human in low light.

Sheds light: Great Earth Serpents shed light in a 20' radius.

Hide: Great Earth Serpents gain a +10 to hide checks when in lava.

Treasure: Earth serpents have significant quantities of molten precious metal in their bloodstreams and gems in their eyes and skulls. After their deaths the metals cool and can be mined from the rock like flesh. Roll for coins and gems and award that value in raw ore by dividing the coin value by 50 to determine the number of pounds of precious metal available.

SPELLS

Brier Brambles

Transmutation

Level: Druid 4

Components: V, S, DF

Casting Time: 10 minutes

Range: Short

Area: 5' cubes defined by the caster within a 40' radius (2 cubes / caster level)

Duration: perm.

Saving Throw: see text

Spell Resistance: none

This spell grows dangerous brambles that prevent passage. Anyone entering the area of the brambles risks entanglement and injury by the vines thorny appendages and a magical sleeping poison carried on their thorns.

The spell causes to grow areas of thick, strong, animated brambles. Any creature entering the area of the brambles or attacking them must make a grapple check against the brambles. The brambles have a strength of 17 (+3), and a BAB equal to your caster level (minimum grapple +10). Any creatures caught up in the brambles take 1d6+3 points of bludgeoning and slashing damage on a successful grapple check as the thorny tentacles crush and lacerate them. In addition, anyone taking slashing damage from the brier brambles is subject to a mild sleeping poison (DC 12 + caster's Wisdom Bonus. Fortitude save or sleep (per sleep spell) for 1d4 hours or until woken).

Anyone who falls asleep in the brambles as a result of

the venom is merely held securely, and will no longer be crushed and torn. Upon their waking or during attempts to disentangle sleeping prisoners the brambles will hold tight and resume crushing.

The brambles will obey the orders of the caster of the spell, to the extent of their limited abilities ("crush him, don't crush her", "part and let me pass" etc). The brambles are also vulnerable to any spells that control or effect plants.

Each 5' area of brambles has the following statistics: Medium Magical Plant AC: 15 HP: 45 (hd:10d8) DR: 5/slashing Vulnerability to Fire (double damage) Saves Fort: +9 Ref: +1 Will: +8 Str: 17 Con: 15 Dex: 7 Int: 4 Wis: 13 Cha: 12 Space / Reach: 5ft / 10ft.

Holy Transfixion

Evocation (Good)

Level: Cleric 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature (see below)

Duration: 1 round/level (D); see text

Saving Throw: Will negates; see text

Spell Resistance: Yes

This spell summons holy (positive) energy to form an enclosure that holds undead, creatures from the negative energy plane and creatures from the plane of shadow and makes them more vulnerable to other holy energies. The subject becomes paralyzed and freezes in place. It is aware and unhurt but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect, breaking out of the prison. (This is a full-round action that does not provoke attacks of opportunity.)

Creatures from the negative energy plane receive a -4 on their saving throws against the hold effect, while creatures from the plane of shadow (or any other creature with the minor negative energy trait) receive a +4.

Creatures so held receive a -2 on any saves against spells with the holy, light or positive energy descriptor while held in the holy transfixion. In addition clerics and paladins receive a +2 on their turning checks against creatures held by this spell.

A winged creature who is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Holy Transfixion, Mass

Evocation (Good)

Level: Cleric 8

Targets: One or more creatures, no two of which can

be more than 30 ft. apart

This spell functions like holy transfixion, except as noted above.

MAGIC ITEMS

The Hand of Despair

This potent magic item was created by a powerful Necromancer named Balthazar the Broken. After decades of practicing his dark arts, he went decidedly mad. He began to fear that his enemies lurked around every corner, and lest they catch him unawares, he crafted an item of great power that would allow him to escape the clutches of his foes.

At first glance, this appears to be an ordinary glove, made out of soft, black leather. Upon the palm of the glove, there is a gray circle which appears to be made of gray velvet. If the glove is examined more closely, one can observe that the patch of gray shifts and swirls as if filled with dense smoke or fog.

To use this item the player must know the command word which is typically sewn on the inside lining of the glove. While wearing the glove the player must turn their palm upward and utter the command word, at which point a 3 inch glass sphere will appear in their hand. The globe appears to be filled with smoke or fog as well. When the user hurls the sphere at an opponent (successful ranged touch attack), the sphere will shatter and a shadow will emerge and immediately begin attacking the target.

The shadow will attack this target until it is slain, or until it is destroyed. If the target is killed, the shadow will follow the orders of the wearer of the hand, in the limited capacity that it is capable of (i.e. protect me/attack this creature). Creatures that are killed by the shadow do not themselves become shadows. The shadow will remain for ten minutes, or until destroyed. Summoned shadows share the alignment of the wearer of the Hand of Despair.

This magic item comes in two forms Lesser, and Greater. The Lesser version summons a regular shadow, whereas the Greater summons a Greater shadow. The Greater shadow does 1d8 STR damage, as opposed to 1d6. They also have the Spring Attack feat, in addition to Dodge and Mobility. (See MM).

Lesser Hand of Despair: Moderate Conjunction; Craft Wondrous Item; Summon Monster IV; cost 5,040 gp.

Greater Hand of Despair: Strong Conjunction; Craft Wondrous Item; Summon Monster VI; cost 11,880 gp.

Lyre of Malodiousness

This magical lyre was once the prized possession of the famous philanthropist bard Zagreus. It is enchanted to magically enhance performances and bestows a +5

circumstance bonus to perform checks while being played.

It was buried with Zagreus long ago. A dastardly rake named Jax plundered his tomb to steal the lyre and became cursed in doing so. Now, any time anyone possessing it attempts to gain monetarily they find themselves frustrated. This manifests in various ways but is generally a -10 circumstance penalty on their social skill checks to do so; negotiations turn sour, diplomacy checks almost always fail etc.

Minor transmutation; caster level 5th; Create wondrous item, eagle's splendor; Price: 3,125 gp; Weight 5 lbs.

Sepulcher of Ghost Catching

Originally created by Father Spenglehoff, priest of Baccob of the famous Ghost-Vanquishers, these sepulcher have since been created by many other holy warriors for use fighting the undead.

This small, ornately decorated coffin is slightly smaller than a breadbox (18 in. x 8 in. x 6 in.). Once per day, if hurled or placed at the feet of an undead creature, or any other creature with the negative-energy trait, the lid springs open and bright light pours out of it, creating an effect identical to the spell holy transfixion for 5 rounds (DC 14 Will save negates). This effect holds undead and makes them more vulnerable to turning and other holy spells. Using the sepulcher is a standard action that does not provoke an attack of opportunity.

Minor Conjunction; CL 5th; Craft Wondrous Item; holy transfixion; Price: 6,000 gp; Weight 5 lbs.

LOCATION: PORT ONUAGO

Also known as Onuago Port-town by the foreigners who've settled it, Onuago (in the marsh tongue of the native Wyndm-folk, "where the river meets the sea") is a colonial town, and it prospered greatly from the trade generated by the inland resources, carried out by native slaves. In the past five years, ever since the Lazy River changed its course, the town has been on a decline. Rarely do foreign ships enter the Old Bay, and increasingly the townspeople are unwilling to venture seaward. There is still a native population in small pockets in the region which you are free to introduce at any time.

When the party arrives by sea, read the following:

As you disembark, you note the tufts of spanish moss which dangle from the ancient oaks that dot the streets of

Onuago. The streets seem desolate and a silver mist hangs in the moist air. The buildings are set close to one-another, pulling at your most claustrophobic strings. To the southeast end of the town, the docks form a hedge against the Old Bay, perhaps serving a purpose more like a levee, as they are covered in sandbags. The Lazy River has overflowed its banks, dividing the town into murky east and slightly-less-murky west banks. The west bank appears inhabited, but the east bank appears deserted.

The players notice before too long that there are only elderly and children in the town. The children have smooth, olive skin and move much faster than the rest of the city's denizens.

The town once prospered as a trading port, but now it seems stuck in time, reverted to a fishing village. Various skiffs, canoes, and other vessels line the docks, and in the early morning, the elder men still head to sea, their profiles set against a foggy backdrop. The east portion of town on the other side of the river has been abandoned, and is dangerous to travel in.

Creatures in and around Onuago: (for use in random or planned encounters):

- Kelp Angler (CR9) along coast
- Mud Slaad (CR6) in marsh
- Octopus Tree (CR12) in river delta, east side of Onuago
- Swampflight Lynx (CR7) in marsh
- Mudmaw (CR7) in marsh
- Morkoth (CR5) underwater
- Darktentacles (CR7) in marsh
- Catoblepas (CR6) in marsh
- Reekmurk (CR6) in water along shore

Wharf District

The Wharf District is situated on the east side of the west split of Onuago, along the waterfront. It was once a bustling port of ten warehouses, but now it is eerily deserted.

This salty run of docks has fallen into disrepair. Dilapidated shacks and weathered warehouses give way to creaky planks along an industrial boardwalk that juts out over the bay itself. Piles of sandbags, now mudbags, provide a makeshift levee that wavers against the waves. The air is uncomfortably still, and the sound of cats skirmishing echoes down the alleyways. The sky is overcast and a light drizzle plops into the pools in the

building stoops.

As the characters make their way through the streets of the wharf district, point out the rustiness of the gutters and boarded up buildings and bring particular attention to the growling cats on rooftops. There is a distinct uneasiness in town, especially along the waterfront. The misty fog reduces visibility to 30', allowing creatures and thieves to sneak up on the party.

Key locations within the Wharf District include:

Old Captain Thorenson's House (C)

A strand of smoke rises out of a the chimney of a lone hovel, set off the road, partially hidden by a row of connected homes. Three cats patrol the grassy yard, the only patch of green in this part of town. A flowerbox decorates the single window, set off to the left of the front door, painted blue.

Thorenson will answer the door if the party knocks. He will not have time for any haughty behavior, and he has many stories to tell.

Warehouses (W)

In one of the warehouses, surprise the party with three to four Koa-Toans, freshly visiting from the marshy bay for their daily catch. They are hungry and attack without pause or end; they fight until they are slaughtered.

Rowhomes (R)

The most common domicile in Onuago is a rowhome. Almost all the homes in the city itself share walls with other homes.

Thieves (t)

Thieves patrol the darker and more remote alleys of the wharf district. If the characters stray too far from the roads with foot traffic, they will likely be jumped by a band of two to three third level thieves. If they capture one, the thieves have a one in three chance of being an expatriate of Baron von Stieglitz' militia, and are either fending for themselves or are part of one of the factions that now claim von Stieglitz' lands. If the latter, they will demand a tariff or entrance fee of the party when they are first encountered, and will threaten the party in the name of their faction leader, Petry Pokrm the Dish-eater.

THE SNUG HARBOR INN

ONE SQUARE = 5 FEET





THE
PORT
OF
ONVAGO



Claw/Claw/Bite is a resource for storytellers and gamemasters to help create thrilling worlds of adventure for your players to test their mettle in. In each issue, you'll find new characters, creatures, magic items, encounters, and locations for use in your campaigns. We also include little nuggets that will enrich your world with interesting details and intriguing features.

Our goal is to be a "one-stop shop" for you, the gamemaster. With little or no tweaking on your part, you will be able to drop any game element from Claw/Claw/Bite into your adventure setting and run it how you see fit. All of our creations are designed for d20 fantasy rules. And of course, everything is carefully reviewed and balanced to fit into your game without disrupting your play balance or letting you step on snakes.

This issue of Claw/Claw/Bite includes:

- * Two new encounters
- * Three new characters, including Madame Babushka
- * Two new creatures, including the Great Earth Serpent
- * Three new spells, including Holy Transfixion
- * Three new magic items, including the Sepulcher of Ghost Catching
- * And a new location, the Port of Onuago.



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CREDITS

Thanks for reading this issue of CCB – Claw/Claw/Bite #3 by S.D. Hilderbrand and Adam A. Thompson, featuring some rumors contributed by Frank J. Kim.

Cover and layout by S.D. Hilderbrand.

Introduction

Hail and well met, fellow role-players! Welcome to Claw/Claw/Bite, a resource for storytellers and gamemasters to create thrilling worlds of adventure for your players to test their mettle in. Every day or two, on our website, we post an article containing at least one new character, creature, magic item, encounter, spell or area description for use in your campaigns. We also include little nuggets that will enrich your campaign setting with cool details and intriguing features. These articles and others like them are routinely posted at **clawclawbite.com** as blog posts, many of which are collected in these monthly issues.

Our goal is to be a one-stop shop for you, the storyteller. All of our creations are designed for d20 3.5 rules. Many of the game elements that you see in this periodical will find their way into modules published by Unicorn Rampant, which will be available on our sites: **unicornrampant.com** and **clawclawbite.com**, as well as at **rpgnow.com**.

So welcome to our world of strange and wonderful things, traveler. Bizarre treasures, cunning adversaries, powerful adventurers, and mystic realms are waiting for you. This issue is devoted largely to spells and magic items, serving as a minor compendium of magic available later this summer from Unicorn Rampant.

Enjoy your stay, but be careful overturning any loose stones on the way to Castle Stieglitz.

If you would like to contribute content for CCB, or join our group of local distributors of small numbers of printed copies, fail your DC 15 will save and then drop us a line at **omeros@gmail.com**.



FOUL DEEDS AT CASTLE STIEGLITZ

This story takes the party northeast of the town of Onuago, and is an optional side quest in *The Horror of the Old Ones*, an adventure coming soon from Unicorn Rampant publishing.

The characters most likely learn of the castle through one of the many rumors circulating around Onuago and the nearby inns and towns. Through these rumors, they learn either about Castle von Stieglitz or of Talook, the hamlet whose celebration is normally held at the castle but this year is rehosting the event due to the Baron's situation.

The situation is that the Baron's guilt, brought on by years of leading a militia of thieves and robbers, has finally caught up to him with the murder of one of his servants. The Baron feels that the murder is his fault, and has spent the past few months holed up in his room, brooding over his fallen mistress. This time in isolation and depression, coupled with the corruption already present in his soul and a drinking habit which has hampered his body to fight off infections, has hastened his becoming a wight. Meanwhile his men have splintered into factions, each with its own lieutenant-leader, and the castle has been looted, which has caused unrest in his buried elders. They too have risen as undead to restore the family to its once proud status as a merchant house.

The party can face this situation in many ways, but the most obvious paths include:

1. diplomacy checks to convince the baron to hold the festival, atonement and diplomacy checks or tasks to put the army back together.
2. defeat the baron and the undead at the castle, put Anna in as the new baroness or one of the other lieutenants as the new baron, breaking the family line. This will include some type of priest to make it official, and some sort of deal or combat to put down the other armies.

Rumors Surrounding the Baron

The baron's presence has been felt long and wide in the lands to the north of the Olde Bay. Here are some rumors regarding the Baron, along with their accuracy.

DC 10: "St. Zek's Day isn't being held this year... This is a first... the Baron must be going through some hard times."

DC 15: "The Baron has lost control of his men-at-arms. His forces are split into four competing factions and they now scour the countryside as bandits."

DC 20: "They say the Baron has gone mad. He is now a savage shadow of his former self."

DC 25: "I hear the Baron doesn't leave his room anymore. He haunts his looted castle as a twisted creature

of evil."

If the players fail their Gather Information check, they get false or misleading information. This isn't because the locals are intentionally attempting to fool the party. Rather it is because the party is talking to people that have themselves received information from questionable sources or second-, third-, and fourth-hand accounts.

If the party attempts a Gather Information and the check result is between 6 to 9, they hear partially accurate rumors:

"I've heard the Baron had an affair with a young servant woman. She's having his illegitimate child."

"The Baron's not having the festival this year because his castle is haunted. One of the ghosts from his long-dead rivals, I hear."

If the party attempts a Gather Information and the check result is between 1 to 5, they hear outright fabrications:

"I've heard tales of dragons in the Cyrük mountains. I'd beware."

"The Baron is dead and one of his lieutenants is pretending to be him and ruling in his place."

The Road to Castle Stieglitz

Presented here are several likely encounters travelers will face between Onuago and Castle Stieglitz.

Background: Several months ago, the Baron Stieglitz disappeared from public life. Since then his armies have split into four factions, each one led by one of his former captains. Two of these captains have set up illegitimate tolls on the road to Castle Stieglitz. The third has moved to the edge of the swamplands near a Wyndm-folk village. The fourth defends the tiny hamlet of Talook, near the castle and its surroundings.



Random Encounters

Random encounters include leocotta, manticores, hill giants, cloud giants, stone giants, werewolves, thoqua, and dark naga. Most will use the steep rocky terrain to attack from above, due to the road becoming increasingly rocky and uphill, up to a 3-5% grade.

The Dish-Eater's Trolls on the Bridge (EL 11)

Here the road crosses the Swift River. The bridge is 10 ft wide and stretches 30 feet across the ravine. The Swift river can be heard rushing 20 feet below. Four dirty men in mail and armed with polearms stand on the opposite side of the bridge.

The men will demand a steep toll from all using the bridge. They will ask the party to hand over half their wealth, or their best guess: 100gp per person if they appear well-equipped. They will claim it is for repairs to the bridge and other "improvements."

A DC 10 spot check will reveal the 2 archers on a steep ridge 40' up on the north side of the river valley.

➤ **5th Level Fighters (6):** HP: 37, 42, 33, 45, 35, 38. All have heavy maces, and 2 with halberds, two with longspears, and two with longbows. See DMG for stats.

Tactics: The warriors on the bridge will stick together and concentrate attacks on single opponents, most likely the first warrior to charge them. The two with halberds may try to trip approaching attackers or may attempt to bull rush weaker characters off the bridge into the river below. The archers will harry spellcasters once they reveal themselves. If the party manages to fell 3 of the guards, the remaining will attempt to flee, or surrender if unable to do so.

👑 **Treasure:** Other than the gear on the six warriors, there is a lockbox with 78 gold and 240 silver coins.

Development: If the players defeat all of the men here those remaining alive will return to Petry's camp nearby in the hills where the rest of his men are. Petry will not send men to staff the toll again, instead concentrating on recruiting from Onuago until he has more men.

Through the rest of the road, it is even more rocky, and averages a 5-7% grade.

The Underharl's Defile

Here the road passes through a defile with steep rocky walls on either hand that rise up 15 to 25 feet. Coming around a bend you are faced by several impressive-looking men in clean uniforms. Crossbowmen stand at the ready at the top of the defile on either side.

➤ **5th Level Fighters (4):** HP: 40, 39, 45, 32. All have long swords, large shields and heavy crossbows. These men of Karl Underharl will exact a tax of 10 gold per person, claiming it is for maintenance of the road.

Tactics: The two men on the road will fight side by side while the two crossbowmen above fire down. If two of them fall the rest will attempt to flee and will surrender if pursued.

Treasure: One of the men carries a large purse that contains 25 gold and 45 silver coins.

Development: If these men are dispersed, the toll will be unstaffed for two weeks while Karl recruits more men.

Ancestral Tomb

This long dark passage ends in a small earthen chamber. A passage to either side and to the front leads off into the darkness. Several stone sarcophagi can be seen at the end of each passage. Four bodies lie on the ground, two dressed as peasants and two in bloodied uniforms.

A Wyndm couple snuck by Karl's toll in the night to make an offering at an ancestor's tomb. Two of the guards followed, and they haven't returned. When the guards caught up to the peasants in a strange cave, they attacked them as they were making offerings to their forefathers.

➤ **Mummies (4):** HP: 56, 52, 49, 60. This tomb houses 4 mummies who have risen from their graves after their descendants were attacked while bringing offerings to them. They destroyed the attackers (Karl's men) and now roam about the tomb.

Tactics: The mummies will attack anyone entering the tomb, one coming from each side passage and two from the front. They will fight until destroyed. If the party attempts to parlay with them, a DC 25 Diplomacy check will adjust their attitude to indifferent, at which point it is possible to find out what is causing them unrest. They will be able to put the mummies to rest if a priest, even a priest from the party, is able to properly bury the dead descendants in the tomb.

Treasure: If the tomb is looted the party finds the following in the first tomb: 29,240 copper coins, 108 platinum coins (1,080gp), a potion of Mage Armor in a Bottle (1,400gp), and a scroll of See Invisibility (12, cl3) that is cursed: the reader must sleep twice as much as normal the next night. There is also an arcane (175gp) scroll with Precise Vision (11, cl1) and Sensory Link (12, cl3).

The second contains a large steel shield +1, 28,972 copper coins, 2 gems: a crazy lace agate (11.9gp), and a goshenite (clear to pale blue beryl) (770.9gp), a scroll of Balagarn's Iron Horn (12, cl3) and Bristle (12, cl3).

The third is 688 gold coins and 56 platinum coins, 3 gems: a crazy lace agate (12.5gp), a raindrop (492.9gp), and a rhodolite (pink garnet) (438gp), 3 scrolls: an arcane (325gp) scroll with Flaming Sphere (12, cl3) Spectral Hand (12, cl3) and Erase (11, cl1), an arcane scroll with Minor Image (12, cl3) and Rapid Strikes (12, cl3), and a divine scroll (450gp) with Delay Poison (12, cl3), Animal Infusion (12, cl3) and Enkili's Luck (12, cl3).

The last tomb has 678 gold coins (678gp) and a potion of Expeditious Retreat (50gp) that is cursed: item has opposite effect in that it reduces the drinker's movement by 30' to a minimum of 5' per round. There is also a scroll with Make Fast (11, cl1), Lesser Spell Immunity (12, cl3) and Spider Climb (11, cl1).

The Swift River Inn and Stables

A day's travel by horse northeast along the road that parallels the Swift River lies, this inn has a long-proud heritage that is sadly coupled to the fate of Onuago and Castle von Stieglitz.

As the party ascends from the swampy lower regions of North Bay, the air becomes less humid and stagnant, even refreshing, and accompanied by a light breeze. The low croaking of toads gradually gives way to the sharp cawing of ravens and other birds, just as the lands surrounding the road sheds its greenery to assume the mottled mantle of the earth. Sharp stones rise on either side of the road and the roaring of the swift river grows louder with each step. In the distance a vague and ambiguous shape can be seen leaning heavily over the road. Lights glow brightly from within, and the vague impression of movement can be seen inside. As the party marches up the hill towards the structure, its form resolves itself into a weathered but sturdy stone building.

This is the Swift River Inn and Stables, and its history is as long and as storied as the town of Onuago. Once the party is in full view, too furtive looking men will emerge from inn with crossbows levelled. These men are wary and suspicious, but as long as the party shows proof that they have coin to spend and are not overly threatening, they will let them pass.

The inside of the inn is well lit, and fresh rushes cover the floor. The furnishings are mismatched but sturdy, and a warm fire burns in the hearth. Several patrons sit slumped around the inn, or stare warily at the party. The smell of something warm and filling wafts from the kitchens. The inn keeper is an older man, obviously once a powerful man, his weight now sags on his frame. His brow is knitted together as he regards the party with suspicion. His

gnarled hands polish a chipped stone mug as he waits for the party to state their business.

The inn has both beds and stables available for 5 gold a night. The exorbitant prices can be attributed to the roving brigands and the cost of getting supplies from the troubled city of Onuago. Ale, wine and food are also available for outrageous prices (1 gold for ale, 2 for wine, 2 for food, and 3 for both wine and food). Bertram is the name of the bartender and proprietor of the inn, and if pressed he will tell the party what he knows of the surrounding country side and the brigands that roam the area.

The Thorp of Talook

Nestled at the foot of the Cyrūk mountains, the thorp of Talook's stone hovels are visible for many miles down the road. Tiny plumes of smoke rise from each of the huts set close together for protection.

When the party arrives, the citizens are busy setting up a makeshift celebration to honor St. Zelnyeki the following weekend.

Population: 58

GP Limit (price of most expensive item available in thorp): 40gp

Ready Cash: 116gp

Power Center: conventional (Anna Červená), LN (with good tendencies)

Highest Level Locals:

Adept: 1st

Barbarian: 1st

Cleric: 1st – Caretaker of the tiny wooden chapel that is the spiritual center of the town.

Commoner: 5thf

Expert: 5th

Fighter: 4th – Orlay Petronova – an older man, appointed by the Baron's father as magistrate of Talook. Orlay supports Anna as the last legitimate authority for the region.

Monk: 1st – An ascetic who has taken a vow of silence and lives on the church grounds tending the communal gardens.

Ranger: 2nd

Warrior: 2nd

CREATURE

Flock of Ravens (CR 2)

neutral

Diminutive Animal (Swarm)

Init: +2 **Senses:** normal

Listen: +11 **Spot:** +11

AC: 16 (+4 size, +2 dex)

HP: 13 (HD 3d8)

Resist: half damage from slashing and piercing

Saves: Fort: +3 Ref: +7 Will: +3

Weakness: swarm weaknesses

MV: 20 ft. or fly 60 (good)

Attack: Swarm (1d6)

Space / Reach: 10 ft / 0 ft

Base Attack: +2 **Grapple:** NA

Abilities: Str: 3 Dex: 15 Con: 10 Int: 2 Wis: 14 Cha: 4

SQ: half damage from slashing and piercing, low-light vision, swarm traits

SA: distraction, blinding

Feats: Alertness, Lightning Reflexes

Skills: listen +11, spot +11

Combat

A raven swarm seeks to surround and attack any prey it encounters. The swarm deals 1d6 points of damage to any creature whose space it occupies at the end of its move.

Distraction (Ex): Any living creature that begins its turn with a swarm in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Blinding (Ex): Any living creature damaged by a raven swarm may be permanently blinded unless they succeed at a DC 11 Fortitude save.

Tactics

In order to attack, a single swarm moves into opponents' spaces, which provokes an attack of opportunity. It can occupy the same space as a creature of any size, since it crawls all over its prey, but remains a creature with a 10-foot space. Swarms never make attacks of opportunity, but they can provoke attacks of opportunity.

Unlike other creatures with a 10-foot space, a swarm is shapeable. It can occupy any four contiguous squares, and it can squeeze through any space large enough to contain one of its component creatures.

Vulnerabilities of Swarms

Swarms are extremely difficult to fight with physical

attacks. However, they have a few special vulnerabilities as follows:

1. A lit torch swung as an improvised weapon deals 1d3 points of fire damage per hit.
2. A weapon with a special ability such as flaming or frost deals its full energy damage with each hit, even if the weapon's normal damage can't affect the swarm.
3. A lit lantern can be used as a thrown weapon, dealing 1d4 points of fire damage to all creatures in squares adjacent to where it breaks.

CASTLE STIEGLITZ

The Castle von Stieglitz is located in a broad valley deep within the Cyrük Mountains along the northeast shore of the Old Bay. Its isolated location has provided Baron von Stieglitz and his militia of seventy-five men an outpost for their nefarious operations for decades. Despite being universally feared, the citizens of neighboring towns joyously attend the annual St. Zyekni's Day festivities.

The enormous Castle von Stieglitz offers an impressive counterpoint to the distant mountains surrounding this broad valley. Atop a slightly inclining hill, its stonework glows in the afternoon sun. Normally a festive occasion, the castle grounds are abnormally quiet for this St. Zyekni's Day. The trees within the complex are early in their barrenness, despite the planned celebration of autumn harvest season. There is no welcoming party, save a flock of ravens perched by the hundreds in the defoliated arbors. Other ravens pirouette about the main steps, rending pieces of cloth from one another's beaks.

Ground Floor



- 1 Driveway
- a,b Brush Piles
- 2 Entry
- 3 Foyer
- 4 Dining Hall
- 5 Hallway
- 6 Storage
- 7 Kitchen
- 8 Pantry
- 9 Training Hall
- 10 Training Hall
- 11 Meeting Room
- 12 Trophy Room
- 13 Sitting Room
- 14 Mud Room
- 15 Back Patio
- 16 Stables
- 17 Shed
- 18 Mausoleum
- 19 Graveyard

Overview

Presented here is the first floor of the interior of Castle Stieglitz. Here characters will meet the Baron in the castle and learn his history, and what must be done to save him and restore glory to the castle which requires having him right his wrongs with the help of his disbanded men.

The castle has been looted by fleeing servants & factions, but the wine steward remains (who is aware of something creepy in the cellar!), as are two remaining servants, who spend their days foraging for food in and around the kitchen, and their evenings huddled for safety in the stables.

The mausoleum is full of ghosts who wander the graveyard wailing at the baron. They will flee if attacked, but will return again. This is their home.

There are two routes for resolution:

1) diplomacy checks to convince the baron to hold the festival (atonement) and diplomacy checks or tasks to put the army back together

2) defeat the baron and the undead at the castle. Put Anna in as the new baroness (with the help of a local preist to make it official) and put down the other armies.



Additional Background: Several months ago the Baron Stieglitz witnessed the violent assault and murder of one of his servants by the drunken kennel master. Instead of stopping the crime he hid in the shadows and watched the whole scenario. When the vile kennel master tried to skulk away undetected the Baron stabbed him in the back. He then took the body of the servant girl to his room and locked himself in. Overcome with the guilt of experiencing pleasure at witnessing such a horrific event, he contemplated the monster he truly was. He shed tears over the girls bruised face and lay down beside her to join her in the afterlife. After several days with out food and water his vitality diminished and he closed his eyes for the sleep of eternity. But the Baron did not die. His body stirred again. His corrupted spirit lived beyond death and refused to give up it's mortal host. The Baron Stieglitz had become a wight.

1 Driveway

This brick-inlaid driveway framed by diseased trees leads from the road to Castle von Stieglitz. The path is slightly overgrown with weeds, and large piles of brush decorate both halves of the

front lawn. The castle rises in the distance, a wide stone structure with a central tower made from the grey granite of the surrounding mountains.

Creatures: Thousands of ravens inhabit the grounds, mostly living in the trees. They will follow the party as they make their way about the grounds.

1a,b Brush Piles

Piles of brush have been left here to rot, including entire branches of the shorn trees. Ravens circle in the sky above the piles.

Creatures: Dire Rats(6), detected with a listen check DC 15. In addition, brush mites may infest the characters' equipment, making them itchy and generally uncomfortable during their stay in the castle.

Tactics: Unless detected earlier, the dire rats spring from the piles as the last character walks past attacking en masse!

2 Entry

The enormous Castle von Stieglitz offers an impressive counterpoint to the distant mountains surrounding this broad valley. Atop a slightly inclining hill, its stonework glows in the afternoon sun. Normally a festive occasion, the castle grounds are abnormally quiet for this St. Zyekni's Day. The trees within the complex are early in their barrenness, despite the planned celebration of autumn harvest season. There is no welcoming party, save a flock of ravens perched by the hundreds in the defoiled arbors. Other ravens pirouette about the main steps, rending pieces of cloth from one another's beaks.

Two heavy wooden doors adorned with the Stieglitz coat of arms - a ship above three coins in a chevron - are framed by an arch.



If the characters approach the ravens, they fly off, landing on the multi-stepped rooftops of the giant stone structure, calling out to their brethren. If the characters examine the cloth, they notice that it was once a tunic, but there is no sign of the disrobed. Once the characters approach the doors with the intent of opening them, a breeze picks up and the doors creak open slightly.

Creatures: Swarm of Ravens (hundreds), though they will not attack unless attacked themselves or the characters enter the castle.

Tactics: If attacked, the ravens swarm fiercely in groups of 30 or 40 per party member. When they enter the castle, the ravens swarm at them. Luckily they cannot open the castle doors. Unluckily, the wind may, if they are not properly fastened or barricaded.

3 Foyer

The doors at the far end of this hall open and close in the breeze. Staircases rise on either hand before meeting in a landing on the south end of the hall. Orange light streams through a stained-glass window, illuminating the intricate marble floor now marred with scuffmarks from many heavy things being dragged across its surface. Archways open two to the east and two to the west.

4 Dining Hall

Light filters in through the dusty curtains covering the floor to ceiling windows in this once lavish dining room. Dust several layers thick covers the long wooden table that dominates this room. The tablecloth has been partially removed and spills off one side of the table onto the floor. A couple of wilted floral arrangements that were once centerpieces have been knocked over and lie in disarray. There are cobwebs decorating the chandeliers, and chairs are conspicuously absent from the room. Clean patches of the floor and walls remain where once there were tapestries and rugs.

The door near the back wall is locked. If the PC's manage to unlock it, they will discover that the door across the hall to the pantry is locked and also has a large pile of broken furniture covering the doorway.

Creatures: Rats (30).

Tactics: The rats scurry away from the party.

5 Hallway

This narrow hallway is dark, dusty, and filled with cobwebs. There are 2 doors along one wall, one open one not. Through the open door you can see the dining room. There are 3 doors running down the other side of the hallway, 2 are open, the third has a pile of broken furniture stacked up against it.

Treasure: Among the broken furniture, the party finds a few religious relics from local shrines and chapels.

6 Storage

The smell of spoiled food lingers in the air in this dark storage room. Vermin scurry into hiding in the darkness. This room contains pieces of broken furniture and filthy clothes lie in disarray on the floor.

7 Kitchen

The smell of a recently cooked meal permeates the air. The hearth gives off a welcome warmth. A dusting of flour on the floor reveals foot prints. There are some dirty pots on the washstand along the southern wall.

Creatures: The party may encounter one of the 3 remaining servants cooking a meal at the hearth. The servant flees when the party arrives. A DC 10 survival check reveals 3 different persons footprints in the flour.

8 Pantry

A table lies on its back in the center of the room, a stack of gravestones on top of it. A corner of a wooden trapdoor is visible along its edge.

Development: If the party heads down into the trapdoor, and they haven't met the servants, the servants close the trapdoor and drag the table back atop it, trapping the party in the cellar. A DC 25 strength check is required to open the trapdoor. Cries for help will eventually bring the remaining servants to investigate. They will not open the trapdoor until they verify the party means them no harm, which may require the party disposing of the undead.

a. Cellar

b. Wine Cellar

9 Training Hall

Straw training dummies lie strewn about the room, the victims of some spontaneous pinata party. A large straw mat -- nearly the

size of the room -- covers the center of the parquet floor. The room is otherwise completely spartan.

10 Training Hall

This room is completely empty, save random strands of straw that lead off in every direction along the parquet floor.

11 Meeting Room

A large table adorns the far corner of this room, over which is hung a map of the surrounding countryside. Pins mark regions close to the castle, including Onuago, the Swift River Crossing Inn and Talook. One region of the map -- close to the eastern edge of the Old Bay -- has been torn off.

The area that has been removed from the map is Harpy Point. Characters who make a Local Geography check DC15 will recognize this.

Treasure: The map may be worth something, especially since there are clues leading to a pirate treasure on the back side. Unfortunately, the missing area of the map contains one half of the riddles.

12 Trophy Room

The fireplace at the back end of this room signifies a space that once displayed hunting trophies. Wooden stands lie empty, pilfered of the furs and taxidermied animal corpses.

If the characters search the fireplace, they find the remains of burnt books with barely legible writing scribbled in the interior margins. One book appears to be a history of the once proud Stieglitz family, but there is not enough remaining text to tell any complete story. If the characters present these remains to the Stieglitz ghosts, they will tell more of their stories.

13 Sitting Room

This room is full of thrashed furniture with major pieces missing.

A few copper pieces are all that remain inside one of the cushions. All other treasures have been removed from the castle.

14 Mud Room

This tiny room serves as the space between the back west wing of the castle and the north side of the castle. A

wooden door frame in search of a door provides a view of the back patio.

15 Back Patio

Rows of what were once poplars extend from the the back patio, extending along the border to the back of the estate. A plane of fitted stones once made for a cozy patio space, but they are now overgrown with lichen and moss has collected in the spaces in between. A brick-inlayed path leads north between the trees, making for a once formal garden. Gnarly bushes lines the walk, overgrown and under-foliated. The baying of wolves can be heard off in acres of forest behind the estate.

Creatures: If the characters wander too far into the woods, a pack of dire wolves are likely to descend upon them.

➤ **Dire Wolves (8-10).** HP: 45 each.

16 Stables

These stables no longer house horses or carts, both of which are long gone. The stables are relatively spartan, save a pair of hay bales set up as twin makeshift beds, covered with blankets and leather sacks.

Treasure: The sacks are filled with gold flakes and scraps of tapestries, linens and a few pieces of tarnished silverware.

17 Shed

A rickety old shed adorns the east end of the estate, its splintered wood a reminder of the eternal entropy at home in this place.

If the characters enter, they note various tools and a bale of hay in the center of the room. Rain water has made the hay soggy.

Creatures: A few rats have made their home in a bale of hay in the center of the shed. They scatter once the party opens the door to the shed.

18 Mausoleum

If the characters enter the mausoleum with a light source, read or paraphrase the following.

Behind the castle is an outbuilding that serves as a monument to the von Stieglitz family. Multiple generations are buried in the sacred chambers in the mausoleum and on sacred ground in the graveyard. Five

sarcophagi line the outer walls of the mausoleum, one along the far wall, and two along each of the two side walls. The walls ooze with a murky jelly.

Unfortunately, the denizens of the graveyard are restless, and seek to haunt the Baron until he embraces the family law. These characters from the past will rise up to protect the Baron if the party attacks him. They should heed the warnings of the many generations of paintings on the walls of the castle.

19 Graveyard

An impressive stone edifice occupies a large part of the backyard. Rows of gravestones populate the grounds behind the mausoleum in three neat rows, framed by cherry trees. The carvings on the door of the stone mausoleum indicate a minor fortune spent to honor the dead. The door itself has been left slightly ajar.

The door is ajar because it's been used by the Baron's undead ancestors as they wander the castle grounds at night. They have been haunted by their faded family name, and have withered into wights like their corrupt descendant. If the party attacks the Baron, they will rise from their graves, along with the dead from the other graves and shamble to his defense.

➤ **Creatures: Wights (5):** By night the wights from the mausoleum wander these grounds moaning remonstrations up at the barons window. "St. Zyekni! St. Zyekni!" they groan as clearly as their rotted tongues will allow.

Tactics: The wights are unfriendly to anyone entering and hiss from the shadows and from behind decayed trees, but will not attack unless themselves attacked. The undead family members will not be satisfied until the Baron returns the Castle von Stieglitz to honor. The celebration of St. Zyekni's Day has never before been missed on the castle grounds.



2nd floor:

1 Hallway

The light makes a shifting patchwork on the floor as the party passes through the broad halls.

2-7 Quarters

The quarters are full of eight slashed beds. It appears that anything of value has already been removed from these walls.

8 Petry's Room

A single small window looks out to the grounds at the back of the Stieglitz property. Like all the other areas inside this castle, the room has been completely looted. The mattress of the bed has been slashed open and its innards lie strewn across the floor. A chair lies on its side and the desk has several deep gashes as if struck by a handaxe or other small chopping tool.

9 Yevgeny's Room

This room contains a large bed which has been turned on its side. Dusty hay and down litter the corners of the room, which without exterior windows is cast in a deep earthen shadow.

10 Karl's Room

This room contains a thrashed bed and some broken furniture. The small window has been smashed. A breeze blows into the room, bringing with it the smell of grass and cedar.

11 Anna's Room

This windowless room has a single bed that has been gutted like the rest. A vanity and wardrobe shows signs of vandalism. Their contents have long since been looted. Someone with the initials "K.U." has carved crude remarks about a woman named Anna and her questionable heritage into the wood grain of the furniture.

12 Baron's Suite

The room has a distinctly foul odor to it. In the shadowy light that streams through the windows, a humanoid form with withered and whitened hair slithers from a throne, shakes his fists defiantly and charges up the iron spiral staircase at the far end of the room. A sitting table flanked by two chairs fills the north end of the room under the window, atop it an unlit candelabra. Three chests line the south wall, upon the center one rests a notebook and a silver pitcher.

When the party enters the baron's suite, he will flee up the spiral staircase.

3rd floor:

1 Baron von Stieglitz' Bedchambers

In this round chamber high above the valley, bright spotlights from the five circular windows illuminate silver cobwebs draped like tulle about the five-poster bed in the center of the chamber. A small table leans against the west curved wall, and a dresser against the east curve. A spiral staircase at the south end of the room leads down into the darkness.

Beneath the cobwebs in the bed is a long-dead servant girl, the object of desire that drove the Baron into madness. (more description here, probably a read-aloud, something to the effect of)

Sinewy strands of flesh bind the woman's mouth, and a festered and rotten slit is visible under her chin.

The windows offer views of the surrounding valley, making the tower a perfect lookout spot and the castle well-defended.

Creatures: Baron von Stieglitz, wight (CR12) who has likely fled to this location from the room below. In addition, many bats (20-40) live in the rafters beneath the tall ceilings of this tower. They will fight on the baron's side.

If the party survives the fight, the Baron's parting words:

I have failed you Katherine! I have failed you father, grandfather, uncle Jakob! I now know in death what you thought of me in life.

Soon after, the Stieglitz ghosts arrive and carry his body down to the mausoleum for burial. Then they sink back into their sarcophagi and disappear from sight.

An alternate ending is that the party parleys with the Baron and works with him to restore his name and honor.

Cellar:

Development: If the party heads down into the trapdoor, and they haven't met the servants, the servants close the trapdoor and drag the table back atop it, trapping the party in the cellar. Cries for help will eventually bring the remaining servants to investigate. They will not open the trapdoor until they verify the party means them no harm, which may require the party disposing of the undead.

The party must succeed at a DC 25 strength check to lift the trap door open (5 round action) if the servants do not help. They can also cajole the servants to open the trap door. This requires a DC 25 Diplomacy check (10 round action) to change their initial attitude from Unfriendly to Friendly.

1 Food Storage

This 5' x 10' room is musty and riddled with cobwebs. Shelves that look as if they once held dry goods now only display rat droppings.

2 Equipment Storage

This is another 5' x 10' room that contains mops, brooms, balls of rags, buckets, feather dusters, and other custodial

equipment. They have not seen use in quite some time.

A DC 5 Search check will allow to party to find 5 large bars of soap.

3 Wine Cellar (EL 8)

This unlit earthen room is filled with narrow rows of shelves, stocked with bottles of wine. Several dead men in mail lie on the ground amongst broken bottles of wine in the tight spaces between the shelves, weapons still in their rotting hands.

The spaces marked on the map as having broken glass should be treated as being laced with caltrops. Characters moving into or fighting in such areas receive and "attack" from the broken glass. This attack is at +0 attack bonus and is against the character's touch AC (+2 if the character is wearing boots of other footwear). A successful attack deals 1 point of damage and reduces the character's movement by half.

Most of the areas in this cellar are 2 1/2 feet wide, which means that medium sized creatures will have to squeeze to move through these areas. Squeezing characters move at half speed and receive -4 to their attack rolls and AC.

Violent activity while squeezing adjacent to the wine racks has a 50% chance of sending wine bottles crashing to the ground. This fills the space the character is in with glass-caltrops as above.

➤ **Creatures:** Mohrg, HP: 85 and Zombies (3) HP: 15, 18, 15 AC: 16

Several months ago the kennel master, a cruel and coarse man, was caught by a servant girl getting drunk on the Baron's wine here. Enraged, he slit her throat and drunkenly violated her. Shortly afterwards the Baron leapt upon him and slew him. The taint of his evil has lingered and now his body stalks the cellar as a Mohrg.

Afterwards, during the looting of the castle by the Baron's factious underlings, several men-at-arms came to the basement to steal the wine. The mohrg slew them and they now serve him as zombies. The zombies will lie still on the ground until the mohrg begins it's attack, at which point they will rise up and join the fray.

All of the undead, being dead and suffering no pain, are unaffected by the wine-caltrop effect.

Tactics: The Mohrg will attempt to hide until it can attack one of the party from such a position that they must face it one-on-one. The zombies will rise up to sew confusion once the attack has begun, grappling and slamming. The mohrg will tenaciously attack one foe until it is dead or paralyzed, then move on to the next, until it is slain or has slain everyone. If defeated

it expels vile curses with it's grotesque tongue as it falls, calling it's defeaters mongrels and dogs in one of the Wyndm tongues.

Treasure: The three zombies are wearing serviceable suits of chain mail and their heavy maces lie on the ground. In addition, there is a large sack of loot they had taken before meeting their fate here. It contains 500 gold worth of accouterments including a candelabrum worth 100 gp, most of a 8 seating set of silverware worth 80gp and various other valuables. Finally, the wine on the racks amounts to 80 bottles of various quality and vintage. Their values range from 2 sp to 10 gp each, and average at 4 gp each. A DC 20 search check along with a DC 15 appraise check will allow characters to discover a 50 year old bottle of fine brandy worth 100 gold.

Development: If anyone moves the obstacles and enters the cellars without speaking with the remaining servants first, they will come and replace the obstacles at the first sound of battle, or before if they happen upon the open hatch. As noted above, opening the hatch with the table and rubble piled on it requires a DC 25 strength check, or convincing of the former servants that the trapped people mean them no harm via diplomacy or bluff at DC 15.

Ad Hoc XP Adjustment: +10% XP for difficult terrain and zombies.

CHARACTERS

The Baron once commanded an army of 70 men, who pillages the hills and exacted tolls on the many merchants and peoples of the road to the Cyrük Mines. Now his men have splintered into factions led by his lieutenants.



Baron von Stieglitz (CR 12)

"Baron von Stieglitz" is a title referring to the current ruler of the Barony of Stieglitz.

This von Stieglitz lived his life a bawdy drunkard, leading a militia of seventy from an isolated castle deep in a valley in the Cyrük Mountains. In the past few months, the Baron has become corrupted by his greedy lifestyle, and has become a wight.

Baron von Stieglitz CR 12

Medium Male Wight Fighter 7, Rogue 2

lawful evil Undead

Init: +2 **Senses:** Darkvision 60 ft

Listen +7 **Spot** +10

AC: 22 (+6 Armor, +2 Dex, +4 natural) touch 12, flatfooted 20

HP: 72 (HD 7d10 and 2d6 and 4d12)

Saves: Fort: +6 Reflex: +8 Will: +6

Defensive Options: Hide +11 Move Silently +14, Combat Expertise

Immunities: All mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), poison, sleep effects, paralysis, stunning, disease, and death effects, not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects, immune to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).

MV: 20 ft. (50 ft hasted)

Base Attack: +10 Grapple: +13

Attack: +13 slam (1d4+3 plus energy drain) or +15 bastard sword (1d10+6)

Full Attack: +13 slam (1d4+3 plus energy drain) or +15 / +10 bastard sword (1d10+6) or +13 / +8 bastard sword (1d10+6) and +11 slam (1d4+3 plus energy drain)

Face / Reach: 5 ft / 5 ft

Attack Options: energy drain, sneak attack +1d6

Abilities: Str 17 Dex 14 Con 8 Int 13 Wis 10 Cha 12

Feats: (5 and 4 bonus, 1 undead) Leadership, Two-Weapon Fighting, Exotic Weapon Proficiency (Bastard Sword), Combat Expertise, Improved Disarm, Dodge, Mobility, Spring Attack, Weapon Focus (Bastard Sword), Weapon Specialization (Bastard Sword).

Skills: Languages: common, draconic/dwarf. (Skill points 18 rogue, 30 fighter, 20 wight): Bluff +3+1=+4, Climb +10+3-4=+9, Diplomacy +3+1=+4, Hide +10+2+5-4=+13, Intimidate +12+1=+13, Listen +7, Move Silently +10+2+8-4=+16, Ride +10+2-4=+8, Sense Motive +3, Spot +10.

Possessions: 12,493gp worth of gear: +1 bastard sword (2,335gp), masterwork throwing axe (308gp), +1 breastplate of shadows(5,100gp), cloak of resistance +2 (4,000gp), Potion of Haste (750gp).

Special Qualities: Darkvision 60 ft., undead traits, trapfinding, evasion.

SA: Energy Drain, Create Spawn, Sneak attack +1d6.

This grizzled warrior's skin and hair are a shocking, sickly white. Blue veins are clearly visible beneath the leathery-looking skin. Gauzy, black-yellow eyes glare out from beneath his wiry eyebrows. Claw-like fingernails tip the ends of his powerful, gnarled digits. His breastplate is tarnished and stained but still sturdy, his cloak is dusty and a fine bastard sword and throwing-axe hang from his belt.

Tactics: If attacked, Herr Stieglitz will attempt to flee combat to attack again from surprise or with his family at his side. Given opportunity he will quaff his potion of haste, which will last for 5 rounds.

If able to sneak up on an opponent he will approach the weakest-looking one and attempt to perform a full attack with bastard sword and a slam attack as his off-hand weapon. His hope is that this will slay them and they will rise in 1d4 rounds as a wight to fight at his side. If fighting with his family he will try to spring attack the party from behind their ranks.

Create Spawn (Su): Any humanoid slain by the Baron becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Energy Drain (Su): Living creatures hit by the Baron's slam attack gain one negative level. The DC is 13 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the wight gains 5 temporary hit points.

Skills: Wights have a +8 racial bonus on Move Silently checks.

Undead Type: Undead are once-living creatures animated by spiritual or supernatural forces. Traits: An undead creature possesses the following traits (unless otherwise noted in a creature's entry).

—No Constitution score.

—Darkvision out to 60 feet.

—Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

—Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects.

—Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects.

—Cannot heal damage on its own if it has no Intelligence

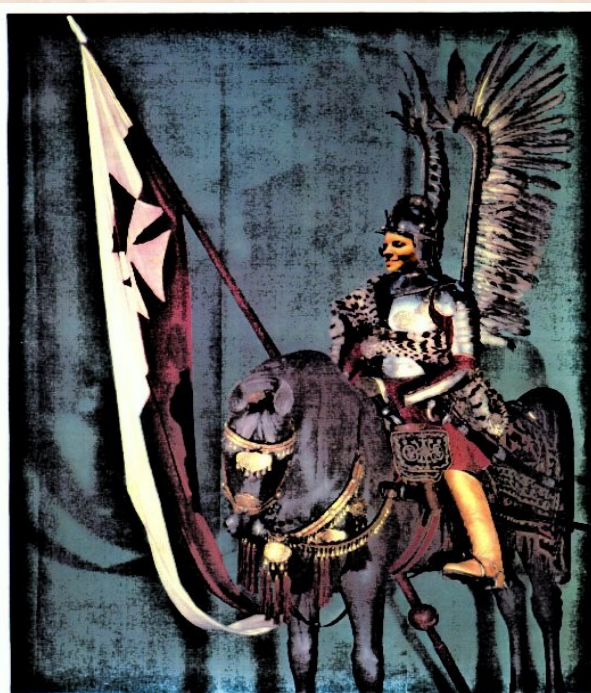
score, although it can be healed. Negative energy (such as an inflict spell) can heal undead creatures. The fast healing special quality works regardless of the creature's Intelligence score.

—Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).

—Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed.

—Not affected by raise dead and reincarnate spells or abilities. Resurrection and true resurrection can affect undead creatures. These spells turn undead creatures back into the living creatures they were before becoming undead.

—Undead do not breathe, eat, or sleep.



Anna Červená (CR 9)

Anna Červená is a tall, hardy woman who has fought her way up through the ranks to be the second-in-command in the Baron's militia, where she was often called "the Baroness" in jest by men whose respect she hadn't earned. All those men are dead now. She always provided a voice of reason to the Baron, before he became overly corrupted. Her closest followers are those who were most loyal to the Baron himself, when he was more honorable.

"The Baroness" Anna Červená (CR 9)

Medium humanoid female Fighter 9

Lawful Neutral with good tendencies

Init: +2 **Senses:** normal

Listen +3 **Spot** +3

Languages: common

AC: 20 (+8 Armor, +1 Dex, +1 shield)
HP: 73 (HD 9d10+18)
Saves: Fort: +8 Reflex: +5 Will: +3

MV: 20 ft., 50 ft. mounted
Base Attack: +9 / +4 **Grapple:** +11
Attack: +12 battleaxe (1d8+4) or +12 shortbow (1d6+3) [+1/+1 under 30 ft.]
Full Attack: +12 / +7 battleaxe (1d8+4) or +12 / +7 shortbow (1d6+3) [+1/+1 under 30 ft.] or +10 / +10 / +5 shortbow (1d6+3) [+1/+1 under 30 ft.]
Face / Reach: 5 ft / 5 ft
Attack Options: spring attack, ride-by attack

Abilities: Str 16 Dex 14 Con 14 Int 12 Wis 11 Cha 9
Feats: 5 bonus, 5 normal Power Attack, Dodge, Mobility, Spring Attack, Point Blank Shot, Percise Shot, Rapid Shot, Mounted Combat, Ride-By Attack, Mounted Archery
Skills: 48 sp Climb +6+3= +8, Handle Animal +6-1= +5, Intimidate +12-1= +11, Listen +3, Ride +12+2= +14, Spot +3

Possessions: 12,000gp worth of gear: heavy flail, +1 battleaxe (2,310gp), masterwork mighty composite shortbow (str +3) (525gp), +2 full plate (5,650gp), light wooden shield +1 (1,153gp), big honkin' warhorse named Pinky (400gp), studded leather barding (100gp), 2 potions of cure moderate wounds (600gp), 1,226 in coin and gems.

Heavy Warhorse: HP: 31 AC: 17 MV: 50 ft

Petry Pokrm the Dish-eater (CR 8)

Petry Pokrm the Dish-eater is a man of unknown origin who fought himself out of the slums of Onuago when he was brought to the town to work as a slave as a young boy. His present-day followers are mostly of thug origin, and seek to disrupt the powers that be. It is said that he is part orc, which comes out in his violent language and actions when he drinks. His men have been seen harassing people in Onuago. His name comes from a time, after out-slugging a man in a duel, as tribute he ate not only his opponent's meal, but the wooden dish it was served on. Then he took his money, and has been a thug ever since.

Petry Pokrm the Dish-eater (CR 8)
Chaotic Neutral Male Human/Quarter-Orc Barbarian 5, Fighter 3
medium humanoid
Init: Senses: normal
Listen Spot
Languages: common, orc, some Mountain Wyndm

AC: 16 (+4 armor, +2 dex)
HP: 5d12+20 + 3d10+12 (HD) 120 hp.
Fort: +7 **Ref:** +2 **Will:** +2

MV: 40'
Attack: +11 halberd 1d10+4 (x3) plus trip or +11 falchion 2d4+4 (18-20, x2) or whip disarm or trip or +10 throwing axe 1d6+3
Full Attack: +11 / +6 halberd 1d10+4 (x3) plus trip or +11 / +6 falchion 2d4+4 (18-20, x2) or +3 / -2 whip disarm or trip and +2 throwing axe 1d6+3 (adjust for 2 weapon fighting) or +11 / +6 throwing axe 1d6+3
Attack Options: Rage
Space / Reach: 5' / 5', 10' (halberd), 15' (whip)
Base Attack: +8 **Grapple:** +11



Abilities: Str: 17 Dex: 14 Con: 18 Int: 12 Wis: 11 Cha: 13
SQ: Fast Movement, Uncanny Dodge, Trap Sense +1, Improved Uncanny Dodge
SA: Rage 2/day
Feats: quick-draw, dodge, mobility, spring attack, power attack
Skills: +7 climb, +12 intimidate, +7 jump, +5 listen, +8 survival, +14 swim

Possessions: chain shirt +2, halberd +2, dagger, falchion, whip, 2 throwing axes, 200gp.

Rage (ex): +4 str, +4 con (+16 HP), +2 will, -2 AC for up to 25 rounds.

Tactics: A wild fighter, Petry will run circles around his foes, charging in and out in a rage, dropping one weapon to draw another and leaving the field of battle littered with his weapons and the limbs of his foes.

Yevgeny Divoký the Fierce (CR 8)

Yevgeny Divoký the Fierce, an ethnic Wyndm-folk, took charge of one of the four factions created by the Baron von Stieglitz' power vacuum. His followers mostly include other Wyndm-folk. He intends to round up even more by visiting the refugee camps hidden deep in the marsh. His main motivation is the protection of his people.

Yevgeny Divoký the Fierce (CR 8)

Neutral good Male Human (Wyndm) Ranger 8 medium humanoid

Init: +3 **Senses:** lowlight vision
Listen +10, **Spot** +9

Languages: common, Wyndm, giant

AC: 23

HP: 68 (8d8+16 HD)

Saves: Fort: +8

Ref: +9 Will: +4

MV: 30ft.

Attack: +11/ +6
with +1

longsword, +13/
+8 with +1

longbow

Full Attack:

+11/+6/+11 with
+1 longbow

Space / Reach:

5ft/5ft

Base Attack:

+8/+3

Grapple: +10

Abilities: Str: 15

(+2) Dex: 16 (+3)

Con: 14 (+2) Int: 12 (+1) Wis: 14 (+2) Cha: 10

Feats: dodge, mounted combat, mounted archery,
weapon focus (longbow), rapid shot*, many shot*

Skills: climb +8, handle animal +6, heal +7, hide +11,
jump +6, knowledge (local) +6, knowledge (nature) +7,
listen +10, move silently +9, profession(mercenary) +7,
ride +8, search +6, spot +9, survival +7, swim +7, use
rope +5

Class Features: track, wild empathy +8, animal
companion, endurance, combat style* (archery),
improved combat style* (archery), woodland stride, swift
tracker

Favored enemies: human/ giant

Spells Prepared or Available: 2/1: Summon Nature's
Ally I, entangle, barkskin

Possessions: Leather Armor +4, long sword +1, long bow
+1, 50 arrows, sack of dried meat, scroll case filled with
various poems written in forest wyndm, 400gp.

***Attacks (type):** Combat style archery grants him the

rapid shot feat. Improved
combat style archery grants
him the many shot feat.

Minions: Yevgeny is
sometimes seen with a
Wyndm wolf named Zami,
which means "wild one" in
forest Wyndm.

Zami (CR 4): Wyndm wolf



Karl Underharl (CR 8)

Karl Underharl, an ex-knight turned robber baron when his wife left him for a more famous knight. When the Barony splintered, similarly cuckolded men followed Karl.

The eldest son of Gundar Harl, Karl was groomed for knighthood from an early age. Sadly, he never fit his life's role, and he fell out of favor with his family, disgracing them on his 15th birthday by having sexual relations with a young harlot, then an older one (Mme. Babushka) in a very public place. He doesn't take very good care of himself, and often loses money, forcing him into his life as a mercenary. He is quick to anger and holds a grudge, two traits perhaps not best suited to his line of work. Despite these traits, he thinks he deserves knighthood, and is quick to convince any naysayers of his honor, which is usually what gets him into trouble. He finally settled down and married, only to become cuckolded by his wife. He now is known also by the alias of Karl Harlot.



Karl Underharl CR 8

CN Male Human Fighter 8 medium humanoid

Init: +1 **Senses:** normal

Listen: +4 **Spot:** +4



Languages: Common

AC: 20 (+9 Armor, +1 Dex) touch 11, Flat 19

HP: 64 (8d10+8)

Saves: Fort: +7 Ref: +3 Will: +3

MV: 20'

Attack: +12 Morning Star (1d8+4) or +12 Lance (1d8, x3)

Full Attack: +12 / +7 Morning Star (1d8+4) or +13 /+8 Lance (1d8+7, x3)

Space / Reach: 5'/5'

Base Attack: +8 **Grapple:** +11

Abilities: Str 17 Dex 13 Con 13 Int 12 Wis 13 Cha 11

Feats: (9) Cleave, Die-Hard, Endurance, Improved Sunder, Mounted Combat, Power Attack, Ride-by Attack, Weapon Focus (Lance), Weapon Specialization (Lance)

Skills: Handle Animal +6, Intimidate +6, Listen +4, Ride +12, Spot +4

Possessions: +1 breast plate (1000gp), +1 large steel shield with crescent moon enameled (1000gp), +1 morning star (2000gp), +1 lance (2000gp), 300gp. He has lost or spent all the rest.

He is currently mountless, having lost his war horse in his last drunken encounter on the road east of Onuago Port-Town.

Detailed Attacks (type): Dirty fighting among other ex-knightly skills.

Any creature coming within 10' of the wall must succeed at a fortitude save or be knocked back 5' and fall prone. Flying creatures who fail this save fall from the air and are knocked back a distance equal to their height above the ground. In addition, any creature within 20' of the wall takes 1d4 points of sonic damage and must succeed at a fortitude save or be deafened.

In addition, any creature attempting to pass through the wall is automatically deafened and takes 1d6 points of sonic damage + 1 point per caster level (max 15 points), and must succeed at a fortitude save or be knocked down, back and prevented from passing through the wall by the force of the sound.

Arcane Material Component

A 4 foot length of catgut or copper wire.

SPELL

Wall of Sound

Evocation [Sound]

Level: Bard 3, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Wall of sound up to one 10-ft. square/level, or hemisphere of sound with a radius of up to 3 ft. + 1 ft./level

Duration: 1 round/level

Saving Throw: see text

Spell Resistance: Yes

Holding one arm perpendicular to the body and moving the other in a circular motion that begins quickly and then slows, the caster of this spell brings into being a stationary Wall of Sound that can knock creatures down and deafen them.

An invisible vertical curtain or sphere of sound appears. Sound is projected away from the caster, possibly damaging, deafening, and knocking down creatures on the other side of the wall.

MAP: THE ROAD TO STIEGLITZ





Claw/Claw/Bite is a resource for storytellers and gamemasters to help create thrilling worlds of adventure for your players to test their mettle in. In each issue, you'll find new characters, creatures, magic items, encounters, and locations for use in your campaigns. We also include little nuggets that will enrich your world with interesting details and intriguing features.

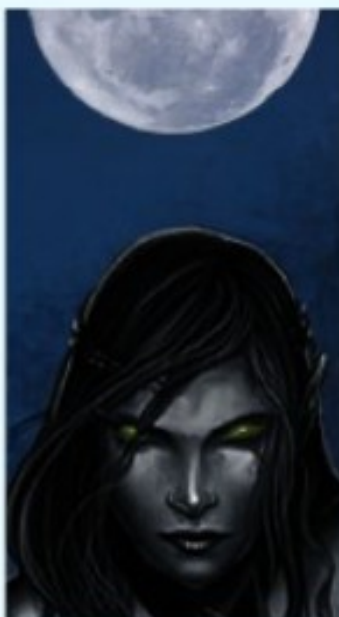
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This issue of Claw/Claw/Bite includes:

- * Three new encounters, including one in an ancestral tomb
- * Five new characters, Baron von Stieglitz and his four lieutenants
- * Three new locations, including Castle von Stieglitz
- * A new spell, Wall of Sound
- * And a regional map, the Road to Stieglitz.



CLAW/CLAW/BITE



Issue 4 - November 2006



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CREDITS

Thanks for reading this issue of CCB – Claw/Claw/Bite #4 by S.D. Hilderbrand (Howlingmime) and Adam A. Thompson (Priest of Doom) with help from Justin B. Ellis (Derendil) and Laura Ellis for his drawing. A thanks and shout-out to all those who have come before.

INTRODUCTION

Hail and well met, fellow roleplayers! Welcome to Claw/Claw/Bite, a resource for storytellers and gamemasters to create thrilling worlds of adventure for your players to test their mettle in. Every day or two, on our website, we post an article containing at least one new character, creature, magic item, encounter, spell or area description for use in your campaigns. We also include little nuggets that will enrich your campaign setting with cool details and intriguing features. These articles and others like them are routinely posted at **clawclawbite.com** as blog posts, many of which are collected in these monthly issues.

Our goal is to be a one-stop shop for you, the storyteller. All of our creations are designed for d20 3.5 rules. Many of the game elements that you see in this periodical will find their way into modules published by Unicorn Rampant, which will be available on our sites: **www.unicornrampant.com** and **clawclawbite.com**, as well as at **rpgnow.com**.

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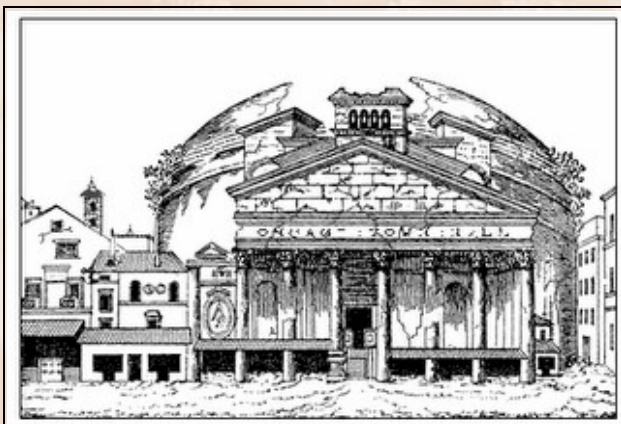


LOCATION

Onuago Town Hall

1 Front Facade

The Old Town Hall was once an architectural marvel, standing five stories high with a dome providing the top two storeys. Now the dome has caved into the center, and the structure is nothing more than a husk with a few carved figures adorning facades. Seven marble columns rise before the entrance, five of which are structurally intact. Splinters of broken timbers block the entrance to the building, labeled overhead with the text "Onuago Town Hall" in carved lettering.



The boards are easily removed from the doorway, revealing a doorless passage into the interior, location 2.

2 Antechamber

From here, the main dome of the town hall rises into the next room. The floor slopes sharply down, forming a basin, which is full of murky water, the ripples illuminated in the crisp moonlight. A small boat is tied to the shore close to this chamber.

The party will find that the boat is seaworthy, and that the water is at least 6' deep. Ideally, they will take it to the center of the chamber, where gargoyles lay in wait at location 3.

3 Center of the Dome

The water here is suddenly not so calm! Swooping down from above are two gargoyles, while another two burst from the water, rocking the boat!

Once the party reaches this spot (hopefully in the boat), the gargoyles will attack. If the party members in the boat when the attack begins must make a reflex save DC 15 or fall in the water. Characters who fall in the water are descended upon by any gargoyles not already engaged in melee.

Creatures: Gargoyles (4) as per DMG. HP: 37, 41, 33, 45

Tactics: The gargoyles will wait until the party has passed them before attacking by swooping down upon them. Though vicious, they are not bloodthirsty, and if strongly opposed will likely flee through the cracked dome and scatter.

Treasure: The individual gargoyle's hordes are located under the lectern in location 4 and include material looted from the Town Hall's coffers. The individual caches of treasure are: 1) 23,190 silver coins (2,319 gp), 374 gold coins (374 gp) and 64 platinum coins (640 gp), 26,043 silver coins (2,604.3 gp) and a scroll- divine (150 gp) Stonetell (12, cl3), 4) 466 gold coins (466 gp) and a potion of Reduce (at 5th level) (250 gp), which is fallow-colored, has a peppery odor and taste, and a vaporous, layered appearance.

Development: Any gargoyles that escape the party's defenses will fly off to harpy point where they came from and may be encountered there later.

The side chambers are all empty, with the exception of a few nests made from shredded parchment and scrolls. This suggests other living creatures which make their homes here, as gargoyles require no such nests. Indeed, harpies from the island in the bay sometimes take up residence in the town hall, and toy with and feast on Onuago's less-aware citizens.

4 Lectern

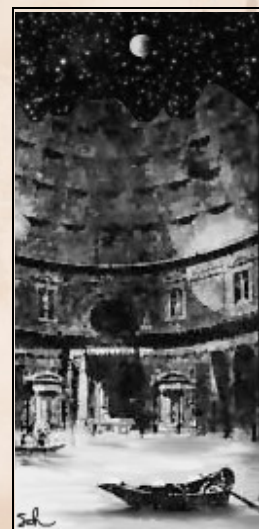
The gargoyles' horde is stuffed inside an old lectern (see location 3).

A worn and warped lectern is the lone island in the far end of the chamber. The moonlight casts unusual shadows against the back of the room, framing the brightly lit lectern.

5 Councilman Rifa's Chambers

Two feet of standing water fill the room. A bookshelf on the far wall appears half full.

Most of the documents are simple, though the party finds old documents describing the rising waters and



the lack of useful legislation and organization to stop it. In addition, the party finds a scroll of Comprehend Languages and another of Zone of Truth.

6 Councilwoman Gulley's Chambers

A film of sticky mud coats the bottom foot of the room, unmarked by footprints or other visible signs of disturbance.

The party finds documents describing the lack of focus on public health and other domestic shortfalls of the Port of Onuago. Gulley's personal writings lambast the inability of the town council to get the job done.

7 Back Chambers

Shallow ridges in the mud-filled hallway give way to a 20x20' chamber.

This meeting room/hallway is the home of a mud naga (stats to appear as a new creature). The naga has very little treasure.

8 Steps

A set of stairs leads up, though the passage is filled with rubble.

The party is unable to move this rubble, and if they do, the steps lead to an empty, roofless chamber that overlooks the dome. There is nothing of interest here.

9 Rally Pedestal

A stone pedestal is set into the alcove.

This was once the rally point for political organizations that approached the town council. It was also once a shrine to Hemera and Nyx, the Gods of Time.

If the characters examine it closely enough, they find "Time is on our side" etched into the wooden pedestal.

Attacks: Adamantine Dagger +8; Adamantine Dagger (Thrown) +12; *Sling of Holy Silence +12;

Full Attack: Adamantine Dagger 1d4+2; Adamantine Dagger (Thrown) 1d4; *Sling of Holy Silence 1d4+3

Face / Reach: 5 ft. / 5 ft.



Special Qualities: elf bonuses, Evasion (Ex), Immunity to magic sleep effects., Rebuke Undead (Su) 0/day (turn level 3) (turn damage 2d6+0), Smite 1/day (Su), Sneak Attack +2d6, Spontaneous casting, Trap Sense (Ex) +1, Trapfinding, Uncanny Dodge

Abilities: STR 15 (+2), DEX 22 (+6), CON 13 (+1), INT 13 (+1), WIS 17 (+3), CHA 4 (-3)

Skills: Appraise 4; Balance 8; Bluff -3; Climb 12; Concentration 2; Craft (Untrained) 1; Diplomacy -3; Disguise -3; Escape Artist 14; Forgery 5; Gather Information -3; Heal 5; Hide 11; Intimidate -3; Jump 4; Knowledge (Arcana) 2; Knowledge (History) 2; Knowledge (Religion) 2; Listen 5; Move Silently 6; Ride 6; Search 3; Sense Motive 3; Spellcraft 2; Spot 5; Survival 3; Swim 2;

Feats: Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Dodge, Point Blank Shot, Shield Proficiency, Silent Spell, Simple Weapon Proficiency

Challenge Rating: 7

Alignment: Chaotic Neutral

Possessions: Adamantine Dagger; Bag of Holding (Type 1); Bracers of Armor +4; Bullets, Sling (50); Gloves of Dexterity +2; Goggles of Paranoia; Grappling Hook; Ring of Protection +2; Rope (Silk/50 Ft.); Sling of Holy Silence; Thieves' Tools;

Deity: Olidammara

Domains: Luck, Destruction

Spells per Day: (4/3/2 DC:13+spell level)

This elf will take your lunch money by hook or by

CHARACTERS

Adsel Matar

Medium-size Male Elf

Cleric 3 Rogue 4

Initiative: +6

Senses: Low-light vision

Hit Dice: (3d8)+(4d6)+7

Hit Points: 49

AC: 22 (flatfooted 22, touch 18)

Saves: Fortitude: +5, Reflex: +11, Will: +7

Speed: Walk 30 ft.

force. He started on a self-righteous path that led him into his thievery. He favors destruction over salvation, but then he was never in it for the milk and honey.

Unfortunately for him, he recently stole a pair of goggles from a recluse, and now has developed paranoia. He doesn't trust anyone and will try to distance himself from any contact. He only wants to be by himself...

Yamarra Sul-ýammûn

Medium-size Female Elf

Rogue 7 Sorcerer 3

Alignment: Neutral Good

Initiative: +6

Senses: Low-light vision

Hit Dice: (7d6)+(3d4)+20

Hit Points: 65

AC: 24 (flatfooted 24, touch 20)

Saves: Fortitude: +5, Reflex: +12, Will: +6

Speed: Walk 30 ft.

Attacks: *Longbow (Masterwork) +2 +13/+8

Full Attack: *Longbow (Masterwork) +2 1d8

Face / Reach: 5 ft. / 5 ft.

Special Qualities: +2 racial saving throw bonus against enchantment spells or effects., An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it., Evasion (Ex), Immunity to magic sleep effects., Sneak Attack +4d6, Summon Familiar, Trap Sense (Ex) +2, Trapfinding, Uncanny Dodge

Abilities: Str 12, Dex 22, Con 14, Int 18, Wis 13, Cha 12

Skills: Appraise 8; Balance 21; Bluff 1; Climb 5; Concentration 7; Craft (Untrained) 4; Diplomacy 1; Disguise 1; Escape Artist 19; Forgery 4; Gather Information 1; Heal 1; Hide 19; Intimidate 1; Jump 12; Listen 5; Move Silently 19; Open Lock 11; Ride 6; Search 6; Sense Motive 1; Sleight of Hand 19; Spellcraft 15; Spot 11; Survival 1; Swim 1; Tumble 21;

Feats: Armor Proficiency (Light), Dodge, Mobility, Point Blank Shot, Precise Shot, Simple Weapon Proficiency

Possessions: Arrows (50); Arrows +2 (50); Bag of Withholding (Type 1); Bedroll; Blowgun; Charcoal (1 piece); Dagger; Dart; Glove of Storing; Grappling Hook; Leather +2; Longbow (Masterwork) +2; Phase Ring;

Spells:

Spells per Day: (6/6)

Sorcerer – Known:

Level 0: Dancing Lights, Detect Magic, Message, Prestidigitation, Read Magic

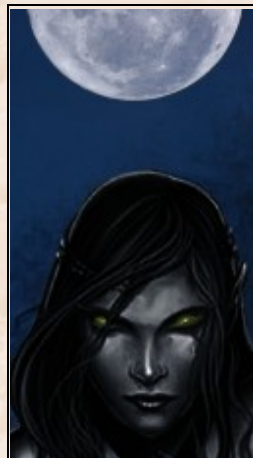
Level 1: Animate Rope, Expeditious Retreat, Silent Image

Spells to acquire in the future: Invisibility, Tightrope

(new spell, description to come in a future issue), Silence Spell (new spell, description to come in a future issue), Deodorize, Feather Fall

Familiar: Rat

Named for the Silver Moon, Yamarra is a "night-elf," one of but a few elves who thrive under the cover of darkness. Other elves often retain a great deal of disdain for such night-elves, which forces them into lonely lives. Their eyes are often attuned to the moonlight, and Yamarra can see almost twice as far as other elves.



Spritely and nimble, Yamarra grew up as a traveling entertainer. Her acrobatic skills led her into a life as a trapeze artist and tightrope walker. She has perfect balance (natural Dex 22) and quick reflexes, often performing such stunts as juggling daggers on a tightrope while blindfolded!

Appearance: Yamarra wears her hair in a pony-tail, keeping it dyed black and tied back. She is always dressed in black.

Quotes: Yamarra is known for intoning the following upon being challenged: "timing is everything", "just watch me!"

Derendil Moonshadow

Derendil once flunked out of his mage school, partying too hard and miscasting spells on important exams. Fortunately, he was so effective as a class clown that everyone liked him enough to pass him through the system. In his later adolescence, he finally found out what worked for him as a sorcerer, and now has a mind as sharp as Occam's Razor to complement his wit.

Medium-Size Male Elf

10th Level Sorcerer

Chaotic Good

Init: +4

HP: 61

AC: 18

Saves: Fortitude +6 (+9)/ Reflex +9 (+12)/ Will +9 (+12)

Abilities: Str: 14, Dex: 18, Con: 16, Int: 14, Wis: 10, Cha: 24



Derendil by Laura Ellis

Attack: +10 Flaming Long Composite Strength Bow
1d8(+3) 1d6 Flaming

Base Attack: +7 Melee: +7 Ranged: +9

Skills: Concentration: +16/Spellcraft: +15/Escape Artist: +10/Tumble: +10

Feats: Spell Penetration, Greater Spell Penetration, Iron Will, Spell Focus Enchantment

Possessions: +1 Flaming Long Composite Strength Bow (+3 str), Bracers of Armor +2, Ring of Protection +2, Cloak of Charisma +4, Ring of Resistance +3

Spells/Day: 6/6/6/6/5/3

Spells Known:

0th (9): Mage Hand, Touch of Fatigue, Prestidigitation, Mend, Daze, Detect Magic, Read Magic, Light, Ray of Frost

1st (5): Ray of Enfeeblement, Color Spray, True Strike, Magic Missile, Obscuring Mist

2nd (4): Scorching Ray, Tasha's H. Laughter, Touch of Idiocy

3rd(3): Fireball, Glitter Dust, Ray of Exhaustion, Haste

4th (2): Ice Storm

5th (1): Feeblemind

Familiar: Weasel

Erik Gustafson

Erik grew up in the tough lands to the south of Olde Bay, but has traveled north in search of adventure and loot. He's driven by his need to kill evil and hold back the human interest in colonizing his people's lands.

Easily enraged, Erik has many bruises and scars that he's happy to show anyone (especially those who challenge him to a duel) at the drop of a helm. His wrestling prowess has recently won him respect among the local militias, though he has yet to pick a side to join. He prefers his own way and the highway.

Medium-size Male Human

Barbarian 5

Alignment: Chaotic Good

Initiative: +0

Hit Dice: (5d12)+20

Hit Points: 71

AC: 15 (flatfooted 15, touch 10)

Saves: Fortitude: +8, Reflex: +1, Will: +1

Speed: Walk 30 ft.

Attacks: +13 Grimming Sword +2 1d10+8 plus 1 Con Face / Reach: 5 ft. / 5 ft.

Special Qualities: Bonuses when enraged (STR +4, CON +4, Will +2, AC -2, HP 10), Illiteracy, Improved Uncanny Dodge (can't be flanked except by a rogue of 9 level), Rage (Ex) 2 times/day (9 rounds), Trap Sense (Ex) +1

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

Skills: Appraise 0; Balance -2; Bluff 2; Climb 10; Concentration 4; Craft (Leatherworking) 1; Craft (Untrained) 0; Diplomacy 2; Disguise 2; Escape Artist -2; Forgery 0; Gather Information 2; Handle Animal 5; Heal 0; Hide -2; Intimidate 9; Jump 5; Listen 1; Move Silently -2; Profession (Hunter) 1; Ride 7; Search 0; Sense Motive 0; Spot 0; Survival 7; Swim 7;

Feats: Armor Proficiency (Light), Armor Proficiency (Medium), Improved Bull Rush, Martial Weapon Proficiency, Mounted Combat, Power Attack, Shield Proficiency, Simple Weapon Proficiency

Possessions: Belt of Giant Strength +4; Grimming Sword +2 (Bastard/Wounding); Outfit (Explorer's); Rhino Hide; Shield; Dagger

Mount: Godablakk

Godablakk

Large-size Male Warhorse, Heavy

Alignment: Chaotic Good

Animal 4

Initiative: +2

Vision: Low-light

Hit Dice: (4d8)+12

Hit Points: 38

AC: 15 (flatfooted 13, touch 11)

Saves: Fortitude: +7, Reflex: +6, Will: +2

Speed: Walk 50 ft

Face / Reach: 10 ft. / 5 ft.

Special Qualities: Animal Traits, Scent (Ex)

Abilities: Str 18, Dex 14, Con 16, Int 2, Wis 12, Cha 6

Skills: Appraise -4; Balance 2; Bluff -2; Climb 4; Concentration 3; Craft (Untrained) -4; Diplomacy -2; Disguise -2; Escape Artist 2; Forgery -4; Gather Information -2; Heal 1; Hide -2; Intimidate -2; Jump 13; Listen 1; Move Silently 2; Ride 2; Search -4; Sense Motive 1; Spot 5; Survival 1; Swim 4; Feats: Combat Reflexes, Hold the Line



LOCATION

The Scholar Falkonne's House

The party experiences this encounter in *Horror of the Old Ones*, a module due out next year by Unicorn Rampant Publishing.

1 Outside The Scholar's Home

113 Torrance Street. The house sags to the right as you stand before the mildewy wooden door, which hangs slightly ajar. Through the space between the row houses on either side, you can see the muddy banks of the Lazy River, its waters sliding past the foundation stones.

A DC 5 Wilderness Lore check allows the players to see the boot prints of a humanoid walking towards and away from the house. They are also found around the front yard leading up to the door. All the bootprints are from the same person: the old scholar. The most recent ones are about two days old.

2 The Scholar's Rooms

Upon entering the house, the players will smell the briny water of the Lazy River intermingled with a fouler stench coming from the basement – a combination of rotten eggs and decaying vegetables.

The first floor of the house is cluttered with stacks of papers, books, and various measuring instruments.

The kitchen is located in the back and a door leads out to what would have been a backyard in days past. Now it opens up to the muddy banks of the Lazy River. The kitchen sink still has dirty dishes in it. The coals from the stove are cold. There is a trap door to one side of the kitchen. It is open and stairs lead down into darkness. The smell of rotten vegetables and salt water is stronger here.

A DC 10 Search check will allow the players to find an old, but still serviceable spyglass in the closet/spare bedroom on the first floor. Most of the papers are written in the same handwriting (the scholar's). Others are taken from various sources. The papers and books pertain to the history of this region, the Wyndm people and their culture (particularly their religious beliefs), and geographical surveys of the area.

The best source of information will be on the second floor loft, where the scholar's magnum opus sits upon an unvarnished wooden desk with uneven legs. The book is entitled "On the Origin of the Children of the Sea" and is unfinished. The last sentence of the last

page stops in mid-sentence (this is when the scholar went downstairs to investigate the noise from the basement). Cold coffee and half-eaten bread (covered with small cockroaches) are next to the book on the desk. The desk also has an inkpot, some pens. In one of the drawers, the party can find 10 silver and 35 copper pieces.

On the second floor, a bed with a sagging, stained mattress is directly opposite the desk. A wardrobe is next to the bed and contains a few articles of threadbare clothing.

Whenever the party spends a few minutes perusing the book, they discover the following things about the situation in Onuago and Elsemere:

His reasons for studying the spawn were first spurred by the fact that his only child was born one, and his Wyndm wife died in childbirth, which is often the case when spawn are born. His research revealed that once every decade, a handful of babies are born with deformities among the native Wyndm people. The child will have gills, slimy skin, grotesque facial features, or a tentacle in place of one of its limbs. Such babies are traditionally put onto a raft and floated down the Lazy River—its fate to be determined by the sea-gods. But every 150 years, the Lazy River changes course drastically, flowing with more force. During this time, the frequency of mutant births increases tenfold. These aberrations are also floated down the river to the sea.

Bits of obscure references to Wyndm lore are also recorded that aren't fully explained such as: "Beware the twisted visages. The soul-slakers. Strange eons will pass ere the malignant stars align and the children's work is done."

The notes go on to theorize that the source of the ill that causes the children is in the village of Elsemere. His investigations led him to meet a wise old naturalist named Pava the Wise who became a valuable source of information.

They also learn that he was heading to Elsemere to meet his old naturalist mentor. In addition, he notes that he intends to speak with the priest of the village again, indicating that on his last visit he had a feeling the priest knew something about the strange children and the forest, but that he had been evasive and unhelpful on the subject.

3 Flooded Basement (EL 7)

This basement is severely flooded, half of it's floor eroded and filled with dark water. At the base of the steep steps leading down an unlit lantern lies on it's side, it's glass broken.

Creatures: A Chuul (CR 7) has taken up residence in the washed-out and flooded basement, into which it dug a canal several days ago. Yesterday it had become hungry and restless. When the scholar entered the basement to

investigate the sounds he quickly became it's latest meal. It is now well-satiated, having eaten approximately half of Falkonne's body, and is content to lay concealed in the water in the basement unless it's realm is entered or it's kill is disturbed.

Chuul: HP 98 (Monster Manual)

Tactics: If the chuul hears the party entering the house it will conceal itself in the water in the basement (Hide +13, +6 circumstance for water and +2 for darkness = +21). If anyone comes downstairs it will attempt to grab them with surprise and drag them into the deeper water with it to drown, paralyzed by it's tentacles. Persistent attacks will cause it to resurface to grab the last attacker and submerge them.

Treasure: A thorough search of the basement (DC 20) reveals a small lock-box mostly buried in the mud. It contains the Falkonne family's savings: 20 gold coins, 315 silver coins, and a rodochosterite worth 10 gold.

Development: The dead scholar is restful in the afterlife and will not return if raise dead or similar magic is cast on him.

If enterprising characters cast speak with dead on the body it reveals the information listed in the scholar's journal.

Asking around (DC 10 gather information) reveals that the scholar has no next of kin, being bereft of his wife and recently his only child, who was apparently a disfigured shut-in.

Ad Hoc XP Adjustment: +10 % XP due to ambush situation.

CREATURES

Skylion (CR 9)

Large Magical Beast (outsider)

Alignment: usually neutral, some lawful tendencies

Initiative: +3

Hit Dice: 15d10+30 (112 hp)

Armor Class: 15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12

Immunities (Ex): Cold and electricity resistance 10.

Saves: Fort +11, Ref +12, Will +6

Speed: 40 ft. (8 squares), Fly 80 ft. (average)

Attack: Claw + 20 melee (1d4+5)

Full Attack: 2 claws +18 melee (1d4+5) and bite +20 melee (1d8+2)

Base Attack/Grapple: +15/+20

Space/Reach: 10 ft./5 ft.

Special Attacks: Pounce, improved grab, rake 1d4+2

Special Qualities: Low-light vision, scent

Str 21, Dex 17, Con 15, Int 5, Wis 13, Cha 10
Skills: Balance +7, Hide +3*, Listen +5, Move Silently +11, Spot +5

Feats: Alertness, Run, Improved Grab, Power Attack, Iron Will, Multiattack, Flyby Attack

Environment: Outer Planes (elemental air, concordant domains, and others)

Organization: Solitary, pair, or pride (6-10)

Treasure: Standard

Advancement: 16-20 HD (Huge)

This creature, most often seen serving as a noble and beautiful steed to powerful conjurers, originates from snow capped, wind swept peaks on the outer planes. They are strongly empathic and magical creatures, making them excellent steeds, especially if cared for properly.

Their form is that of a large white lion, with colored mane and wings (typically sky blue), and are 6 to 9 feet long and weighs 330 to 550 pounds. Females are slightly smaller and lack a mane but use the same statistics.

Combat

Pounce (Ex): If a lion charges a foe, it can make a full attack, including two rake attacks.

Improved Grab (Ex): To use this ability, a lion 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 it wins the grapple check, it establishes a hold and can rake.

Rake (Ex): Attack bonus +18 melee, damage 1d4+2.

Skills: Lions have a +4 racial bonus on Balance, Hide, and Move Silently checks. *In the sky (when viewed from below) or snow, the Hide bonus improves to +12.

In addition, because of their empathic nature, riders can receive a +5 on their ride checks if the Sky Lion wishes to confer it (usually dependent on their treatment by their rider).



Fireflyers

Fireflyers are like will-o-the-wisps, except they take the form of glowing parchments that float in the night sky. The parchments represent the spells they cast when in danger, but do not disappear when the spell is cast. The most common cast burning hands, the uncommon ones fireball or flame strike, but the rare fireflyers cause earthquakes. There are tales of a wish fireflyer, but

(oddly) nobody can corroborate this rumor. There are also tales of wizards trapping read magic or light fireflyers in their towers in order to take advantage of their spell-like abilities.

The effects are as scrolls of the spells cast at the lowest caster level possible.

Fireflyer

Tiny Construct (any terrain)

Alignment: true neutral

Initiative: +1

Hit Dice: variable (equal to the spell level)

Armor Class: 26 (+2 size, +4 Dex, +10 nat), touch 23

Saves: Fort +3+lvl, Ref +5+lvl, Will +6+lvl

Speed: fly 60 ft. (12 squares).

Base Attack/Grapple: see text

Attack: see text

Full Attack: see text

Space/Reach: 5 ft./5 ft.

Special Attacks: spells

Special Qualities: Darkvision 60 ft.

Abilities: Str 3, Dex 18, Con 11, Int 18, Wis 15, Cha 11

Feats: Combat Casting, Quicken Spell, Lightning Reflexes

Environment: any

Organization: Solitary (sheet), pamphlet (5-10), or book (30-40)

Challenge Rating: caster lvl

Treasure: none

Advancement: none

Level Adjustment: —

Combat

Fireflyers go about their business, but if backed into a corner, they unleash their spells.

Spells

Fireflyers cast the arcane magic written upon them at the lowest level required to cast the spell.

Stone Cats of the Goddess

Large neutral construct

Init: +3

AC: 30 (-1 size, +3 Dex, +18 nat), touch 12, flat-footed 26

HP: 107 (HD 14d10+30)

Resist: DR 10 / Adamantine

Immune: Magic

Saves: Fort +4, Ref +7, Will +4

MV: 40 ft. (8 squares)

Attack: claw +18 melee (2d10+9)

Full Attack: 2 claws +18 melee (2d10+4), bite +13

melee (2d12+9 +1d6 Electricity)

Attack Options: Breath Weapon, Pounce

Space / Reach: 10 ft./5 ft.

Base Attack: +10

Grapple: +23

Abilities: Str 29, Dex 17, Con -, Int -, Wis 11, Cha 1

SQ: Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision

SA: Breath Weapon, Pounce

Greater Stone Cats

Huge neutral construct

Init: +2

AC: 31 (-2 size, +2 Dex, +21 natural), touch 6, flat footed 27

HP: 271 (**HD:** 42d10+40)

Resist: DR 10 / Adamantine

Immune: Magic

Saves: Fort +14, Ref +16, Will +14

MV: 40 ft. (8 squares)

Attack: claw +42 melee (4d8+6)

Full Attack: 2 claws +42 melee (4d8+6), bite +37 melee (4d10+13 +1d8 Electricity)

Attack Options: Breath Weapon, Pounce

Space / Reach: 15 ft./10 ft.

Base Attack: +31

Grapple: +52

Abilities: Str 37, Dex 15, Con -, Int -, Wis 11, Cha 1

SQ: Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision

SA: Breath Weapon, Pounce

This golem has the form of a great cat (tiger, lion or leopard) made completely out of stone. A stone cat is 9 feet long and weighs around 2,000 pounds. When angry they will often breathe sparks from their mouths.

COMBAT

Stone Cats are formidable opponents, combining the power and grace of jungle cats with the supernatural toughness and powerful magical attacks of sorcerous constructs.

Pounce (Ex): If a Stone Cat charges a foe, it can make a full attack, including two rake attacks.

Breath Weapon (Su): Stone cats can breathe a 20' cone of electricity as a standard action, dealing 8d8 points of electricity damage (half damage with DC 23 Reflex save) in the case of normal Stone Cats and 12d8 with a DC 27 Reflex save in the case of Greater Stone Cats. After breathing sparks, a stone cat is unable to use its breath weapon again for 1d4 rounds.

Immunity to Magic (Ex): A stone cat is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A transmute rock to mud spell slows a stone cat (as the slow spell) for 2d6 rounds, with no saving throw, while transmute mud to rock heals all of its lost hit points.

A stone to flesh spell does not actually change the cat's structure but negates its damage reduction and immunity to magic for 1 full round.

CONSTRUCTION

A stone cat's body is chiseled from a single block of hard stone, such as granite, weighing at least 3,000 pounds. The stone must be of exceptional quality, and costs 5,000 gp. Assembling the body requires a DC 17 Craft (sculpting) check or a DC 17 Craft (stonemasonry) check.

CL 14th; Craft Construct, antimagic field, geas/quest, chain lightning, caster must be at least 14th level; Price 90,000 gp; Cost 50,000 gp + 3,400 XP.

GREATER STONE CAT

A greater stone cat is 18 feet long and weighs around 32,000 pounds. It resembles a typical stone cat in all respects, except that the Reflex save DC is 27 against its breath weapon. CL 14th; Craft Construct, antimagic field, geas/quest, chain lightning, caster must be at least 14th level; Price 196,000 gp; Cost 105,000 gp + 7,640 XP.

LOCATION

The Lazy River Wayhouse

This is the house of the Marsh Troll family. The building was constructed several decades ago as a wayhouse for travelers going between Elsemere and Onuago. After the Lazy River shifted course and the monsters in the swamp became more numerous and aggressive, the inhabitants of the area relocated to the village and the port town. The wayhouse was abandoned, but not for long. The troll family has been living here for several years by the time the party arrives. The parents of the teen troll ranger and the troll children under the bridge are on the second floor of the wayhouse.

The road that connected Elsemere to Onuago is completely submerged by the south fork of the Lazy River here. Fortunately the water is only two feet deep. The party moves at 1/3 speed through this water to get to the mud island.

The Marsh Troll clan is not normally hostile, but they haven't eaten well in recent months; the ecosystem is still in a period of flux and adjustment. They will do all they can to lure the party ashore for an ambush. They do this by using ghost sound to create shrieking as if a damsel in distress. The adept will create an illusion of a human female trapped behind the bars of one of the top floor windows to prey upon any good tendencies the party may have.

1 Outside

A two-story building sits atop an island of mud in the middle of the Lazy River. Here the river forks as it continues its course to the east. One fork flows north of the mud island and the other flows south of it. The two forks recombine 300 feet to the east of the island.

The building itself is heavily weathered but still stands proud above the sluggish waters. On the south side of the building, a large oaken door with iron hinges marks the entrance into the structure. Curiously, all the windows on the top floor have metal bars in front of them to keep something out...or keep something in. A human female can be seen straining against the bars and crying for help to get off the island.

There is also a penned area 30 feet to the east of the building. No animals can be seen in it at the moment.

2) Inside the Wayhouse

The interior of this building is half covered in pools of murky water where the ground has been washed away. A dark gray stone hearth covered in moss stands cold and damp against the north wall. A sturdy wooden staircase, it's bottom three steps rotted away, leads up along the west wall.

A DC 5 climb or jump check is required to begin ascent of the stairs.

Giant Constrictor Snake (HP 67): A giant constrictor snake hides in the pools of water in the center of the room. It will not attack unless attacked or if the pool it are in are disturbed (when a player is thrown down the stairs by the trolls above). A DC 25 spot check is required to spot the snake.

3 Upstairs in the Wayhouse

The second floor of this wayhouse was once divided into separate chambers. Portions of the interior walls still stand here and there, but are mostly rotten wooden rubble scattered around the large open room thus created.

A DC 10 search check will reveal a wooden trapdoor giving the access to the attic.

Troll Fighter and Adept: two trolls occupy this building. They will use ghost sound and minor image to create an image of a human female in distress, to lure passerby into the way house, and will hide.

Poppa Troll

Chaotic evil male troll fighter 6

Large Giant

Init: +2

Senses: Darkvision 90 ft., low-light vision, scent

Languages: Giant, Common

AC: 20 (-1 size, +2 dex, +5 natural, +4 armor)

HP: 158 (HD 6d8 + 6d10 + 72)

Saves: Fort: +16 Ref: +6 Will: +5

MV: 20 ft

Attack: +19 greatclub 2d8 + 11 or +14 greatclub 2d8 + 21 (power attack for 5)

Full Attack: +17 / +12 / +7 greatclub 2d8 + 11 and +13 bite 1d6 + 3

Attack Options: rend

Space / Reach: 10 ft / 10 ft

Base Attack: +12 Grapple: +18

Abilities: Str: 25 Dex: 14 Con: 23 Int: 6 Wis: 9 Cha: 6
SQ: Darkvision 90 ft., low-light vision, regeneration 5, scent

SA: Rend

Feats: Alertness, Iron Will, Track, Power Attack, Improved Bull Rush, Awesome Blow, Improved Sunder, Weapon Focus and Weapon Specialization (greatclub).

Skills: Listen +5, Spot +6

Possessions: hide armor, large greatclub.

Challenge Rating: 11

Mamma Troll

Chaotic evil female troll adept 6

Large Giant

Init: +2

Senses: Darkvision 90 ft., low-light vision, scent

Languages: Giant, Common

AC: 20 (-1 size, +2 dex, +5 natural, +4 armor)

HP: 103 (HD 6d8 + 6d6 + 60)

Saves: Fort: +13 Ref: +6 Will: +8

MV: 20 ft

Attack: +14 spear 2d6 + 7 or +9 spear 2d6 + 17 (power attack for 5)

Full Attack: +12 / +7 spear 2d6 + 7 and +9 bite 1d6+2

Attack Options: rend

Space / Reach: 10 ft / 10 ft

Base Attack: +9 Grapple: +14

Abilities: Str: 20 Dex: 14 Con: 21 Int: 6 Wis: 14 Cha: 6

SQ: Darkvision 90 ft., low-light vision, regeneration 5, scent

SA: Rend

Feats: Alertness, Iron Will, Track, Lightning Reflexes, Power Attack

Skills: Listen +5, Spot +6, Concentration +11

Adept Spells Prepared:

0th (3): ghost sound x2, touch of fatigue x2

1st (2): bless, minor image

2nd (1): resist energy

Possessions: hide armor, large spear, holy symbol of Vaparack.

Challenge Rating: 10

Familiar: medium viper snake

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Tactics: This pair of marsh trolls is very experienced working together and are quite cunning. Their preferred tactic is to begin with a prayer to Vaparack (bless) and then lure prey to them using ghost sound and minor image and then attack from hiding. When facing magic or fire-using opponents, the female will ward the male with resist energy (fire) before attacking.

In the way house they will hide and wait for someone to come upstairs to investigate the cries of distress. The female will stay behind the male and attack with her spear. The male will stand at the top of the stairs and use his greatclub with Awesome Blow and bull rush to knock attackers down the stairs where they will be attacked by the snake.

The trolls will fight to the death.

Treasure: 210 platinum, 3,500 gold, 9,000 silver and 15 gems can be found in purses and bags scattered amongst bones from humanoids and animals in the attic. In addition there are potions of aid, spider climb, and remove paralysis.

Ad Hoc XP Adjustment: +10%.



MAGIC ITEMS

Edgewise Dagger

This dagger allows a wearer to slip in a word edgewise. The effect is similar to daze and requires a DC 12 Will save to resist. The downside is that in order to work, the dagger must be removed from a hit or belt and pointed at the target. This usually has the effect of starting a fight... It is otherwise non-magical.

Faint evocation; CL 1st; Craft Wondrous Item, daze; 1,000 gp.



Brooch of Tangents

The wearer of this brooch has the power to hijack a conversation through the careful use of tangents, with the effect that it's difficult (DC 20, modified by intimidate, bluff, diplomacy, or charisma) for others to get in a word edgewise.

These brooches double in intensity (and DC) if two are worn. As a pair, they are worth 4x the value of just one.

Moderate Enchantment; CL 1st; Craft Wondrous Item, Hypnotism; Value: 8,000 gp

Goggles of Paranoia

Originally crafted by the reclusive wizard Zalahazan Kramnezzar, these goggles would fetch a fine price as edgy adornment. Various high quality knock-offs exist, as well as a few low-quality ones. Regardless of the quality, others are likely to pay a hefty sum for such copies, since the goggles are rather trendy. These goggles travel from wearer to wearer, and usually stay within the rogue community -- usually stolen from a previous recluse by a greedy thief.

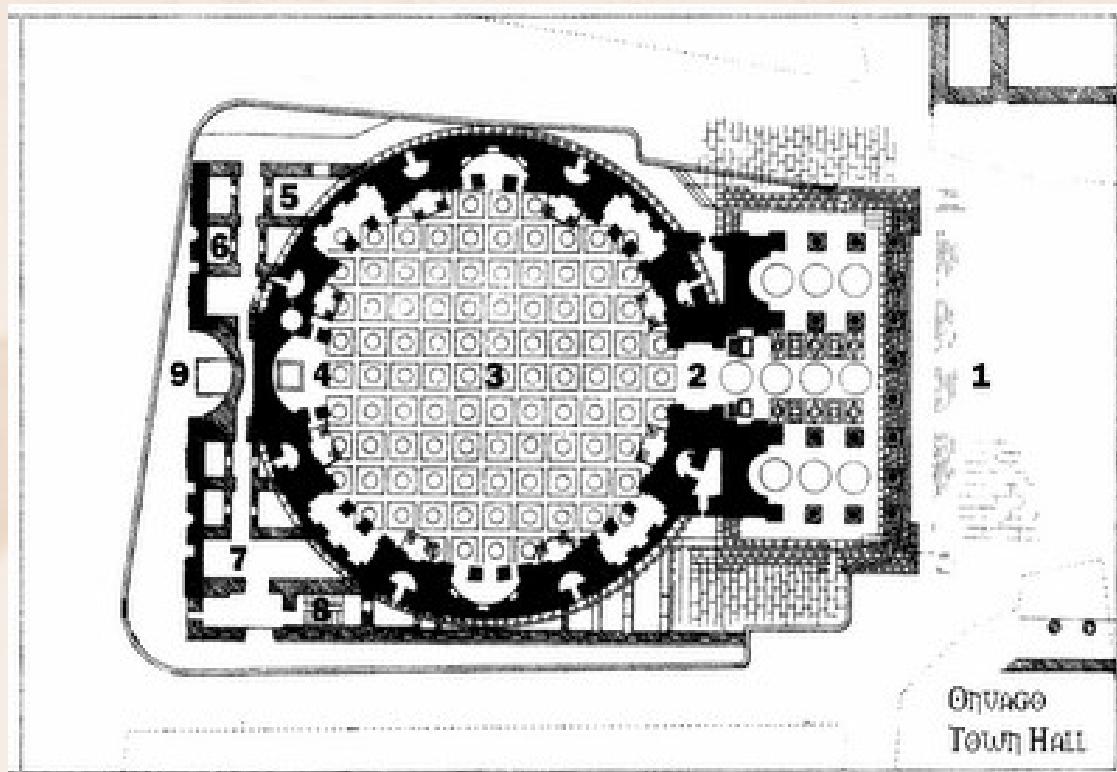
When worn, these goggles make the wearer paranoid. Despite this paranoia, the wearers usually insist on wearing them, as they feel that they are well liked when wearing them, and that they are more aware of what's going on around them. In fact, wearers suffer a -3 Charisma penalty but the user can use a

standard action to activate True Seeing (Clr4). Over time, the wearer tends to become a recluse, like dear old Zalahazan himself, who never intended the consequence of his failed enchantment. They are rarely but occasionally (and arguably mistakingly) referred to by their intended name -- Goggles of True Seeing.

Since they are rarely for sale, they don't really have an accurate street price.



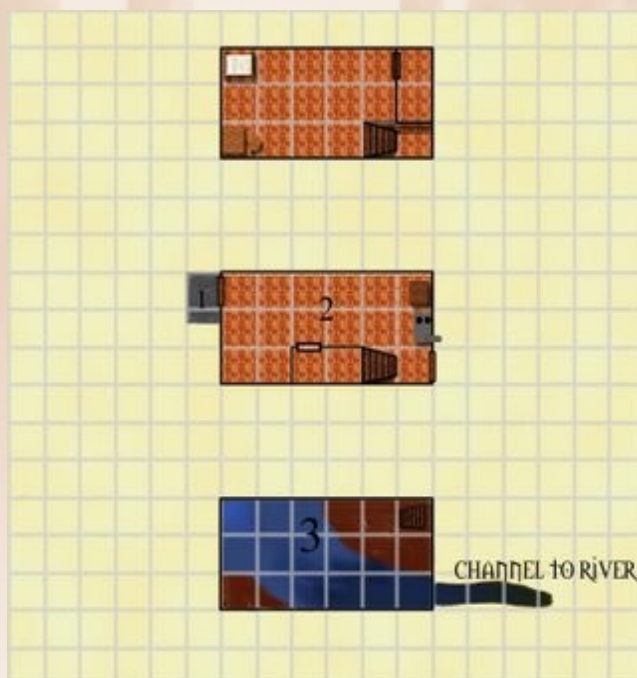
SUPPLEMENTAL MAPS



Map of Onuago Town Hall



Map of the Troll Wayhouse



Map of the Scholar Falkonne's House

Claw/Claw/Bite is a resource for storytellers and gamemasters to help create thrilling worlds of adventure for your players to test their mettle in. In each issue, you'll find new characters, creatures, magic items, encounters, and locations for use in your campaigns. We also include little nuggets that will enrich your world with cool details and intriguing features.

Our goal is to be a "one-stop shop" for you, the gamemaster. With little or no tweaking on your part, you will be able to drop any game element from Claw/Claw/Bite into your adventure setting and run it how you see fit. All of our creations are designed for d20 fantasy rules. And of course, all of our everything is carefully reviewed and balanced to fit into your game without disrupting your play balance.

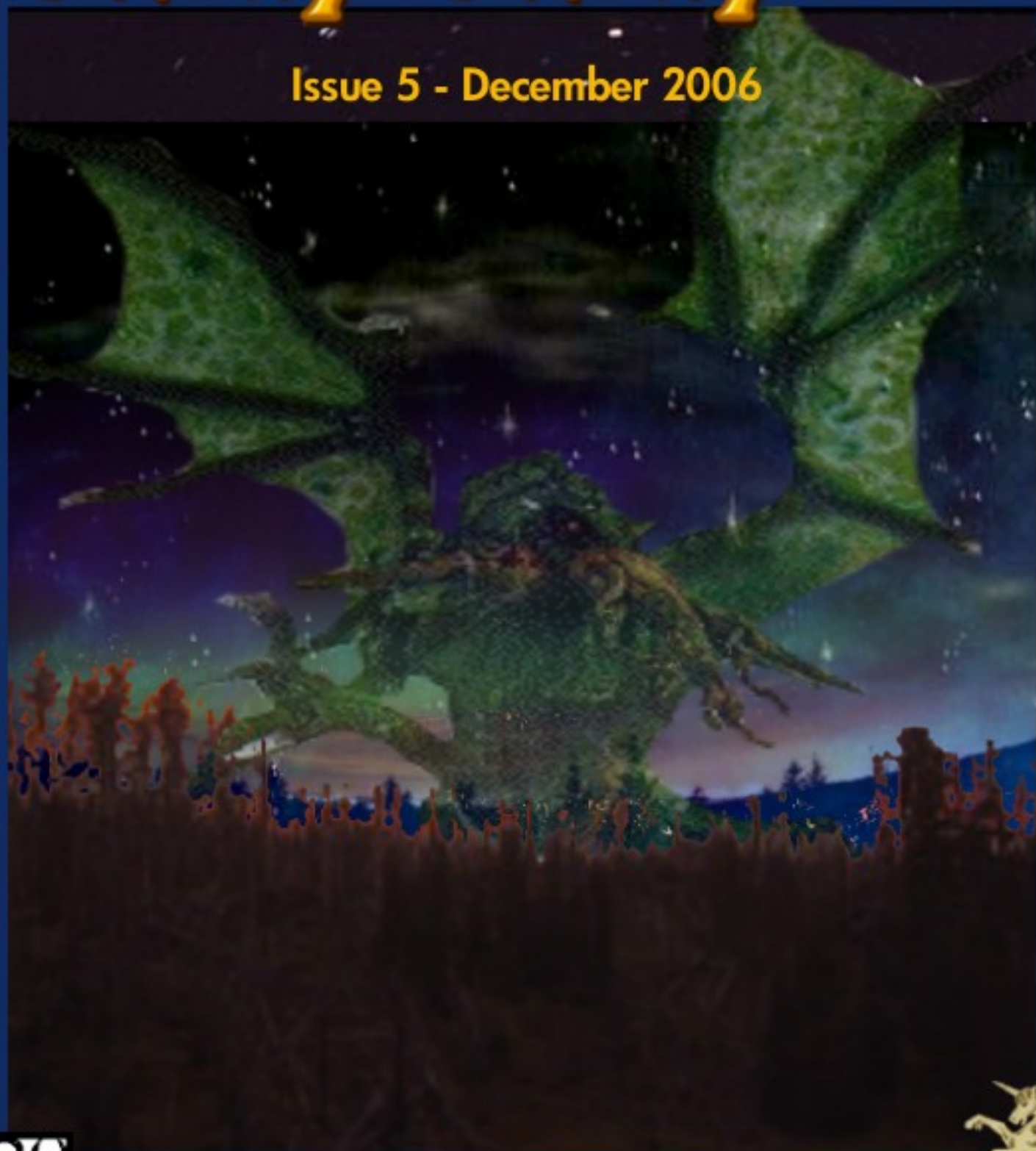
This issue of Claw/Claw/Bite includes

- * Three new campaign locations
- * Four new NPCs
- * Three new creatures
- * Three new magic items



CLAW/CLAW/BITE

Issue 5 - December 2006



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CREDITS

Thanks for reading this issue of *CCB* – Claw/Claw/Bite #5 by S.D. Hilderbrand and Adam A. Thompson. For 4th edition material, check out our sister magazine, *Tailslap*.

Cover illustration by Adam A. Thompson, layout and design by S.D. Hilderbrand.

Introduction

Hail and well met, fellow role-players! Welcome to Claw/Claw/Bite, a resource for storytellers and gamemasters to create thrilling worlds of adventure for your players to test their mettle in. Every day or two, on our website, we post an article containing at least one new character, creature, magic item, encounter, spell or area description for use in your campaigns. We also include little nuggets that will enrich your campaign setting with cool details and intriguing features. These articles and others like them are routinely posted at **clawclawbite.com** as blog posts, many of which are collected in these monthly issues.

Our goal is to be a one-stop shop for you, the storyteller. All of our creations are designed for d20 3.5 rules. Many of the game elements that you see in this periodical will find their way into modules published by Unicorn Rampant, which will be available on our sites: **unicornrampant.com** and **clawclawbite.com**, as well as at **rpgnow.com**.

So welcome to our world of strange and wonderful things, traveler. Bizarre treasures, cunning adversaries, powerful adventurers, and mystic realms are waiting for you. This issue is devoted largely to spells and magic items, serving as a minor compendium of magic available later this summer from Unicorn Rampant.

Enjoy your stay, but don't venture too deep into the woods.

If you would like to contribute content for *CCB*, or join our group of local distributors of small numbers of printed copies, fail your DC 15 will save and then drop us a line at **omeros@gmail.com**.



SPELL

Studied Divination

Studied Divination is a spell that allows the caster to gain insight into future events. It is especially useful for the DM to introduce a threat that the players must eventually face, as it gives vague warnings about a future threat.

Studied Divination (Divination)

Level: Clr 3, 6 and 9, Drd 3, 6 and 9, Sor/Wiz 3, 6 and 9.

Components: V, S, M/DF, F

Casting Time: 1 month of 4 hrs/day

Range: See text

Effect: self

Duration: instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: no

This spell allows the caster, through long and careful study, to gain portents regarding developing or distant events. Through the careful study of the stars, or the throwing of yarrow sticks, or the study of sacrificial entrails, or the drawing of runes, or the study of cards, or the throwing of bones, or the entering of sacred trances, or some similar activity, the caster may be able to gain knowledge of important events that are of interest to him. As a secondary effect, the caster may know weather certain mundane events will come to weal or woe, such as the prosperity of a wedding, weather the establishment of a certain field will be fruitful or some other such events.

The knowledge so divined is limited to vague portents, easily misunderstood. At 3rd level it is limited to knowledge regarding a single town or county not more than one month in the future. At 6th level it can relate to a kingdom for a year, and at 9th can regard a world for a decade. Information and prophecy gained can be misunderstood, and is not necessarily foolproof (the future is not set), or can be self-fulfilling (aka, you can't escape fate). The specific information given is left to the discretion of the DM.

The casting of this spell requires it's preparation and casting every day for a month. The casting itself requires a quiet place of study where the caster may examine the signs for the required four hours, the divination objects themselves (which cost 500, 2500, and 125,000gp at the respective levels), and a successful knowledge arcana, nature or religion check at the end of the casting (DC 15, 25, and 35, respectively). Failure represents a confused or unclear interpretation of events.

CHARACTERS

Elfis Pressleaf

Always shakin' his hips, this crazy elf speaks only out of the side of his mouth. Still, he's a good ole boy, and people love him. He's not much of fighter (more of a lover); most of the time he spent in the elven army he posed for paintings and entertained the other troops, earning him his nickname "tha que'eng," elvish for "sequined leader" and often quoted "then'qu, then'qu faer'e u'mush," elvish for "pompadoured and pampered i am." Though no one would say it to him (in fact many adore him for it), many despise his fashion sense.

Still, this guy sings himself into everyone's hearts, his long, flowing sideburns hypnotizing as they sway with his hips in tune with the music. Elfis' favored songs include:

- * blue suede boots
- * alehouse rock
- * hunka hunka burnin' hands
- * i can't help feather falling in love with you

Elfis Pressleaf

Medium-size Male Elf

Bard4

Hit Dice: (4d6)

Hit Points: 21

Initiative: +3

Speed: Walk 30 ft.

AC: 18 (flatfooted 15, touch 13)

Attacks: *Longsword +1 +5; ;

Damage: *Longsword +1 1d8+2;

Vision: Low-light

Face / Reach: 5 ft. / 5 ft.

Special Qualities: +2 racial saving throw bonus against enchantment spells or effects., An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it., Bardic knowledge (+7), Bardic music 8/day, Immunity to magic sleep effects., May wear light armor without incurring the normal arcane spell failure chance.

Saves: Fortitude: +1, Reflex: +7, Will: +4

Abilities: Str 13 Dex 16 Con 11 Int 16 Wis 11 Cha 20

Skills: Appraise 3; Autohypnosis 3; Balance 5; Bluff 11; Climb -2; Concentration 0; Craft (Untrained) 3; Diplomacy 12; Disguise 7; Escape Artist 7; Forgery 3; Gather Information 10; Heal 0; Hide 0; Intimidate 7; Jump -2; Listen 3; Move Silently 0; Perform (Dance) 6; Perform (Sing) 6; Perform (String Instruments) 6; Ride 3; Search 5; Sense Motive 7; Spellcraft 10; Spot 2; Survival 0; Swim -5; Tumble 4; Use Magic Device 11;

Feats: Armor Proficiency (Light), Combat Casting, Extra Music, Shield Proficiency, Simple Weapon

Proficiency

Challenge Rating: 4

Alignment: Chaotic Neutral

Possessions: Chain Shirt; Cloak of Charisma +2; Disguise Kit; Longsword +1; Musical Instrument (Lute); Outfit (Entertainer's); Shield, Light;

Spells:

Spells per Day: (3/4/1 DC:15+spell level) Bard Known:

Level 0: Dancing Lights, Detect Magic, Message, Prestidigitation, Read Magic, Summon Instrument

Level 1: Grease, Hideous Laughter, Magic Mouth

Level 2: Enthrall, Glossolalia



Morbane the Mad Monk of Elsemere

A prodigious youth, Morbane became too powerful too fast and it drove him slightly mad. He spends much of his time pacing the tree line to the west of present-day Elsemere. It is said that his parents are buried in the mausoleum that the forest has grown over, and that this is what has driven him mad. Who is to say, really. As the other kids used to joke, "Perhaps plaving in da deep, dawk fowest has fweightened wittle bitty Mowbane..." This scorn led him into the Shada Monastery where he trained for a few years before returning to Elsemere to seek his parents' graves. There are also those humans who say he is a Wyndm, and that's also compounding his insanity. Still others think he knows too much about the Old Ones and that that's also weighing upon his fragile soul. Needless to say, everyone agrees that he's slightly "touched."

Morbane the Mad Monk of Elsemere

Medium-size Male Human

Monk3

Hit Dice: (3d8)+6

Hit Points: 27

Initiative: +2

Speed: Walk 40 ft.

AC: 13 (flatfooted 11, touch 13)

Attacks: *Flurry of Blows +3/+3; ;

Damage: *Flurry of Blows 1d10+3; ;

Vision: Normal

Face / Reach: 5 ft. / 5 ft.

Special Qualities: Evasion (Ex), Flurry of Blows (Ex), Still Mind (Ex)

Saves: Fortitude: +5, Reflex: +5, Will: +2

Abilities: Str 17 Dex 14 Con 15 Int 12 Wis 9 Cha 7

Skills: Appraise 1; Balance 5; Bluff -2; Climb 10; Concentration 4; Craft (Untrained) 1; Diplomacy -2;

Disguise -2; Escape Artist 7; Forgery 1; Gather Information -2; Heal -1; Hide 4; Intimidate -2; Jump 12; Knowledge (Arcana) 2; Knowledge (Local) 2;

Knowledge (Nature) 2; Knowledge (Religion) 2; Listen 2; Move Silently 8; Ride 2; Search 1; Sense Motive 1; Spot 2; Survival -1; Swim 8; Tumble 8;

Feats: Blind-Fight, Combat Reflexes, Improved Grapple, Improved Unarmed Strike, Snatch

Challenge Rating: 3

Alignment: Lawful Neutral

Possessions: Belt, Monk's; Boots of Elvenkind;

Gloves of Swimming/Climbing; Flurry of Blows; Outfit (Monk's Robes);



Pava the Wise

Pava is a druid who has set up shop outside of east Onuago. Friend of the Wyndm folk and Yevgeny Divoký the Fierce. Occasionally seen wandering the rocky moor lands along the shore of the bay muttering to the gulls and controlling the flow of the Swift River, she has been blamed by some townfolk for the changes in the Lazy River, but is not actually connected. Her wolf companion helps protect her from the creepy-crawlies of the moors.

Pava the Wise (CR 4)

Medium-size Female Human Druid

Hit Dice: (4d8)+8

Hit Points: 35

Initiative: +2

Speed: Walk 30 ft.

AC: 14 (flatfooted 12, touch 12)

DC:12+spell level) Bard – Known:
Level 0: Flare, Know Direction, Mage Hand, Mending, Open/Close, Summon Instrument

Level 1: Expeditious Retreat, Obscure Object, Ventriloquism

Spells per Day: (3/2+1/0/0/0/0/0/0/ DC:12+spell level)
Cleric – Known:

0th: Create Water, Cure Minor Wounds, Detect Magic, Detect Poison, Guidance, Inflict Minor Wounds, Light, Mending, Purify Food and Drink, Read Magic, Resistance, Virtue

1st: Bane, Bless, Bless Water, Cause Fear, Command, Comprehend Languages, Cure Light Wounds, Detect Chaos, Detect Evil, Detect Good, Detect Law, Detect Undead, Divine Favor, Doom, Endure Elements, Entropic Shield, Hide from Undead, Inflict Light Wounds, Longstrider, Magic Stone, Magic Weapon, Obscuring Mist, Obscuring Mist, Protection from Evil, Protection from Law, Remove Fear, Sanctuary, Shield of Faith, Summon Monster I



Témas is often followed by his dog, Home.

Home

Small-size Male Dog

Animal 1

Hit Dice: (1d8)+2

Hit Points: 10

Initiative: +3

Speed: Walk 40 ft.

AC: 15 (flatfooted 12, touch 14)

Vision: Low-light **Face / Reach:** 5 ft. / 5 ft.

Special Qualities: Animal Traits, Scent (Ex)

Saves: Fortitude: +4, Reflex: +5, Will: +1

Abilities: STR 12 (+1), DEX 16 (+3), CON 14 (+2), INT 2 (-4), WIS 12 (+1), CHA 6 (-2)

Skills: Appraise -4; Balance 3; Bluff -2; Climb 1; Concentration 2; Craft (Untrained) -4; Diplomacy -2; Disguise -2; Escape Artist 3; Forgery -4; Gather Information -2; Heal 1; Hide 7; Intimidate -2; Jump 9; Listen 1; Move Silently 3; Ride 3; Search -4; Sense Motive 1; Spot 1; Survival 1; Swim 1;

Feats: Track

Challenge Rating: 1/3

Alignment: Chaotic Good

Torsten Danattaway

Torsten is a dancin' fool who also plays the flute and sings songs of youth. Though he's no spring chicken, he has strut his stuff on stages across Onuago and his new home in the upcoming town of Arowynne. He often performs in feathers, earning him the moniker "springin' chicken!" In combat, he tends to remain out of the fray, slinging stones at his enemies. When forced, he draws his longsword, shouts obscenities and charges.

Torsten Danattaway

Medium-size middle-age Male Human

Bard6

Hit Dice: (6d6)+6

Hit Points: 35

Initiative: +3

Speed: Walk 30 ft.

AC: 17 (flatfooted 14, touch 13)

Attacks: *Longsword +1 -1; *Sling +1 -2; ;

Damage: *Longsword +1 1d8+1; *Sling +1 1d4+1; ;

Vision: Normal

Face / Reach: 5 ft. / 5 ft.

Special Qualities: Bardic knowledge (+10), Bardic music 10/day, Countersong (Su) for up to 10 rounds, Fascinate (Sp) can effect 2 creatures for up to 6 rounds, Inspire Competence (Su) +2 to skill checks for up to 2 minutes, Inspire Courage (Su) +1 to saves against charm or fear effects and +1 morale bonus on attack and damage rolls., May wear light armor without incurring the normal arcane spell failure chance., Suggestion (Sp) Will DC 17 negates - does not count against Bardic Music uses

Saves: Fortitude: +5, Reflex: +8, Will: +6

Abilities: STR 10 (+0), DEX 17 (+3), CON 13 (+1), INT 19 (+4), WIS 12 (+1), CHA 18 (+4)

Skills: Appraise 6; Balance 6; Bluff 15; Climb -3; Concentration 1; Craft (Untrained) 4; Decipher Script 12; Diplomacy 14; Disguise 10; Escape Artist 5; Forgery 4; Gather Information 13; Heal 1; Hide 2; Intimidate 8; Jump 4; Listen 1; Move Silently 0; Perform (Dance) 13; Perform (Sing) 13; Perform (Wind Instruments) 13; Ride 3; Search 4; Sense Motive 6; Sleight of Hand 5; Spellcraft 9; Spot 1; Survival 1; Swim -6; Tumble 2; Feats: Armor Proficiency (Light), Diligent, Extra Music, Great Fortitude, Persuasive, Shield Proficiency, Simple Weapon Proficiency

Challenge Rating: 6

Alignment: Neutral Good

Possessions: Arrows (50); Musical Instrument (Flute); Boots of Striding and Springing; Bullets, Sling (50); Gloves of Dexterity +2; Leather +2; Longsword +1; Traveler's Outfit; Sling +1;

Spells:

Spells per Day: (3/4/3 DC:14+spell level) Bard – Known:

0th: Daze, Detect Magic, Mage Hand, Prestidigitation, Read Magic, Summon Instrument
1st: Charm Person, Confusion, Lesser, Feather Fall, Magic Mouth
2nd: Heroism, Mirror Image, Sound Burst



Wallis Dal Grof

A pretty-boy by half-orc standards, Wallis sees himself as the ultimate half-orc swinger. In reality, his intimidating presence usually dictates how his actions turn out, which is usually for the worse. He always wanted to be a bard, but realized he couldn't sing or play any instruments, so he's made a living starting fights at taverns. Somehow he's kept up his pretty boy appearance, despite being half orc and half manic thug. He's now picked up the drums a little, but still prefers to beat on the heads of his opponents. Wallis usually attacks with dual shortspears, but occasionally opts for the longspear, especially when besieged by creatures larger than himself.

Wallis Dal Grof

Medium-size Male Half-orc

Fighter 6

Hit Dice: (6d10)+18

Hit Points: 63

Initiative: +2

Speed: Walk 20 ft.

AC: 19 (flatfooted 18, touch 11)

Attacks: Longspear +1 (two handed)

+11/+6;*Shortspear +4;*Shortspear (Thrown)

+9/+4;*Shortspear +1 +6/+1;*Shortspear +1 (Thrown)

+10/+5; ;

Damage: Longspear +1 (two handed)

1d8+7;*Shortspear 1d6+2;*Shortspear (Thrown)

1d6;*Shortspear +1 1d6+5;*Shortspear +1 (Thrown)

1d6+1; ;

Vision: Darkvision (60')

Face / Reach: 5 ft. / 5 ft.

Special Qualities: Orc Blood

Saves: Fortitude:

+8, Reflex: +4,

Will: +4

Abilities: Str 18

Dex 14 Con 16

Int 14 Wis 14 Cha

8

Skills: Appraise

2; Balance -3;

Bluff -1; Climb -1

; Concentration 3;

Craft (Untrained)

2; Craft

(Weaponsmithing)

5; Diplomacy 0;

Disguise -1; Escape Artist -3; Forgery 2; Gather

Information -1; Heal 2; Hide -3; Intimidate 6; Jump -7;

Listen 2; Move Silently -3; Ride 2; Search 2; Sense

Motive 2; Spot 2; Survival 2; Swim -6;

Feats: Armor Proficiency (Heavy), Armor Proficiency

(Light), Armor Proficiency (Medium), Cleave, Great

Cleave, Martial Weapon Proficiency, Multiattack,

Power Attack, Shield Proficiency, Simple Weapon

Proficiency, Tower Shield Proficiency, Weapon Focus

(Shortspear, Spear)

Challenge Rating: 6

Alignment: Neutral Evil

Possessions: Dragonhide Plate; Longspear +1; Outfit

(Traveler's); Shortspear; Shortspear +1;



MAGIC ITEM

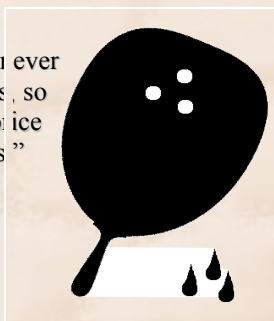
Paddle of Punishment

This paddle has been used to render punishment for past, shall we say, improprieties. Often kept behind the counter by more benevolent shopkeepers to deal with meddling kids, this paddle does 1d2 damage to those who receive the business end in the behind. In addition, upon a successful hit, if the creature hit has less HD than the attacker, it deals a round of stun followed by a round of confusion, then 1d10 rounds of guilt. This is usually enough to teach 'em a lesson! For those with equal HD, only 1 round of confusion is dealt. For those targets with more HD, the result is usually anger.

Optional addition: 1-3 spikes can be added for real punishment (1 spike adds +1 damage, so all three

makes the paddle 1d2+3).

The price of the paddle is never spoken of outside merchant's circles, so it's up to the DM to scale the price based on appropriate "market forces."



CREATURE

Glacial Frost Worm

Glacial Frost Worm

Gargantuan Magical Beast (cold)

AC: 28 (+1 dex, -4 size, +22 natural armor) touch 7

HD: 36d10+252

HP: 450

Saves: Fort: +22 Ref: +16 Will: +12

Immunities: Cold

Vulnerabilities: Fire

MV: 30 ft, burrow 10 ft.

Full Attack: +46 bite (4d6+17 plus 2d8 cold)

Grapple: +61

Abilities: Str: 36(+13) Dex: 12 Con: 24(+7) Int: 2 Wis: 11 Cha: 12

Feats: Alertness, Improved Initiative, Improved Natural Attack (bite), Iron Will, Weapon Focus (bite), Improved Natural Armor x 8.

Skills: +11 hide, +10 listen, +10 spot.

A frost worm cannot burrow through stone, but can manage ice and frozen earth. When moving through such hard materials it leaves behind a usable tunnel about 5 feet in diameter.

A frost worm is about 40 feet long, 5 feet in diameter, and weighs about 8,000 pounds.

Combat

Frost worms lurk under the snow, waiting for prey to come near. They begin an attack with a trill and then set upon helpless prey with their bite.

Trill (Su): A frost worm can emit a noise that forces its prey to stand motionless. This sonic mind-affecting compulsion affects all creatures other than frost worms within a 100-foot radius. Creatures must succeed on a DC 24 Will save or be stunned for as long as the worm trills and for 1d4 rounds thereafter, even if they are attacked. However, if attacked or violently shaken (a full-round action), a victim is allowed another saving throw. Once a creature has resisted or broken the effect, it cannot be affected again by that same frost worm's trill for 24 hours. The effect's caster level is 14th. The save DC is Charisma-based.

Cold (Ex): A frost worm's body generates intense cold, causing opponents to take an extra 2d6 points of cold damage every time the creature succeeds on a bite attack. Creatures attacking a frost worm unarmed or with natural weapons take this same cold damage each time one of their attacks hits.

Breath Weapon (Su): 30-foot cone, once per hour, damage 15d8 cold, Reflex DC 32 half. Opponents held motionless by the frost worm's trill get no saving throw. The save DC is Constitution-based.

Death Throes (Ex): When killed, a frost worm turns to ice and shatters in an explosion that deals 12d8 points of cold damage and 8d8 points of piercing damage to everything within 100 feet (Reflex half DC 32). The save DC is Constitution-based.

Skills

A frost worm, due to its coloration and its affinity for burying itself in the snow, has a +10 racial bonus on Hide checks in its native environment.

Cold Subtype: A creature with the cold subtype has immunity to cold. It has vulnerability to fire, which means it takes half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

LOCATIONS

The Hamlet of Elsemere

Population 90

Wealth: Gold Piece Limit: 100 gp

Ready Cash: 450 gp

Power Center: Magical: chaotic evil priest of St. Cuthbert and Shada Monks

Community Authority: 2nd level warrior

Highest level NPCs in the community:

Barbarian: 1st

Bard: 2nd

Commoner: 9th

Druid: 4th

Expert: 7th

Fighter: 3rd

Rogue: 4th

Sorcerer: 1st

Warrior: 2nd

Over the past few years, part of the village of Elsemere has been reclaimed by the encroaching forest. The mausoleum was once the edge of town, but it is now hundreds of feet inside the forest. If the party investigates wilderness long enough, they will find old tracks leading into the forest - what was once the road through town. The present town is surrounded on three sides by farmland and on one by Elsemere Wood. Corrupted fey creatures have their own nefarious

names for the dark forest they call home.

Notable locations

(see map on page 14)

C: Once the center of town, the Cathedral of St. Carlos has been taken defiled and corrupted by a priest of St. Cuthbert.

F: The Fallen Lumber Inn is the last operating inn in this dwindling economy.

M: This makeshift mill processes the remaining lumber produced by the townspeople of Elsemere.

Entrances to the Wood: Dark and foreboding, these narrow creases in the forest provide a crawlspace into the interior. Characters taking these paths should beware.

Notable characters

Morbane the Mad Monk (CR3) wanders about the edge of town, muttering strange utterances in multiple languages under his filthy breath. Another important person in town is the scholar's mentor, a 4th level druid who is studying the forest. Another is Ernaldus, a tainted 10th level cleric. His level may be adjusted +2 for the begotten of the old ones template.

Pava the Wise occasionally visits this hamlet, so she may be present. Also, Temas Falkor sometimes makes his bardly way here to gain knowledge. He is writing a song about the encroaching forest brought on by the sadness of the Elsemereans.

Other: If the characters seek a vantage point from which to view the forest, they spy the stony towers of the Shada Monastery which from its position on a hill in the Wood peeks through the overgrown canopy. If the characters ask around enough, they may learn some facts about the monks who study in the monastery, including Morbane, the Mad Monk of Elsemere, who splits his time between the hallowed halls of Shada and the muddled streets of Elsemere.

The Great Elsemere Wood

In the Great Elsemere Wood the forest is so thick that it is almost as dark as night. No sounds echo through the underbrush; no sky is visible through the tightly-woven canopy which towers fifty feet above. Cedars and other trees are leafless except in the canopy; the dry limbs in the interim have grown craggy and with sinister corruption. A fire could easily destroy the forest in a matter of moments, but luckily in the rarefied air of the wood, there is little oxygen to keep a flame aflame.

The soil in the forest is primarily dry earth, with substantial cracking and exposed root systems gasping

for sustenance, except along the river, where the soil is muddy and in parts swamp-like. Along the river, thick spanish moss dangles from the drooping limbs, which seem to bend over the water as if to take a sip.

A small maze of a trail leads through the forest. It is by and large the only path through the thick undergrowth. The path is the above-ground manifestation of the paths the underground river has taken through the wood, attempting to avoid the evils within.

Notable Locations in Elsemere Wood

Mausoleum

Once a part of Elsemere, this mausoleum is now overgrown by forest underbrush and is barely noticeable.

Fitted stones and mortar poke through the exposed root system of a stand of trees, revealing a weathered structure. There is no obvious entrance.

If the characters search around enough (DC 20, with bonuses for wilderness lore), they'll discover what was once the door, now overgrown with exposed roots. After hacking some wood, they may enter the structure, discovering a single 25'x25' room, which has been overgrown (or undergrown) by some sort of plant life, as there is significant foliage in the chamber.

Creatures: The plants are undead, having consumed the haunted souls of the living. Use stats for an Umbral Bryant (CR 10, Manual of the Planes) for these hungry plants. The plants will attack once the characters are fully within the structure.

Treasure: After dispensing of the plants, the characters discover coffins lining the outer walls. In two of the coffins, the characters find skeletons that have not been consumed. One one's finger, there is a ring of protection +2 and on another's in a rotting bag, there is a dagger+2.

If the party casts *speak with dead* they will hear a first hand account of the forest's consumption of the northwest edge of Elsemere. The people became so downtrodden that many succumbed to mental illnesses, which, after burial, led to an undead state. The plants sucked the undead out of the corpses and fed on the moonlight streaming in through cracks in the ceiling, becoming the monstrosities that the characters so recently encountered.

Clearing

During certain seasons and to commemorate certain holy and unholy days, the tainted Shada Monks perform their ritual acts in the only clearing in the forest. An encounter with these devotees on a holy occasion is detailed below.

Small Temple

Four adepts care take this small temple to Nerull.

Shada Monastery

This tall, dark building built over an underground cistern is where the Shada Monks hone their nefarious craft. The monastery will be detailed in a later post. The black squares on the map in the wood are huts of monks and adepts who have moved out of the monastery for one reason or another. Most of them just prefer living outside the overcrowded monastery, but a few wish to leave the ranks of Shada. They may be conscripted or convinced to leave the wood altogether if the party plays their encounters right.

ENCOUNTER

The Ritual in the Woods (EL 13)

This encounter is the climax of the second part of the *Horror of the Old Ones*, a d20 fantasy adventure for 10th level characters. At this point the party has entered the Elsemere woods in search of the village priest. Eventually they will find their way to a clearing with some ancient ruins. When they do, read or paraphrase the following text:

This large field is dotted with the remnants of ancient stone buildings or walls, mossy, overgrown and half buried. A group of people are gathered around a large flat stone, chanting along with a hooded figure standing before the stone.

Then the sky takes on a startling transformation. The clearing darkens and stars shine in the sky, however none of the familiar constellations are visible. A transparent creature appears in the sudden darkness. Its enormous lumpy head, shoulders and membranous wings occupy a third of the sky, looming over the horizon.

This enormous shape begins to draw closer, becoming smaller as it does so. Soon it hovers above the altar, silently regarding the Priest with its alien eyes. He draws back his hood, revealing himself as Ernaldus, Elsemere's Priest of St. Cuthbert. His eyes wild, he beseeches the apparition in strange words with arms upraised.

The phantom reaches out with its long

arm, its rubbery digits squirming. Dark energy passes from its grotesque hand to the priest's head and a horrible transformation overtakes the man. Ernaldus' features are twisted as his skin turns a mottled green-brown and his mouth and jaws widen unnaturally. In his gaping maw are revealed rows of pointy teeth, like a lamprey's mouth. As his body runs like wax at the apparition's touch, the cleric begins to scream in terror. His eyes blank and glassy, he begins pleading towards the horror in the sky to stop drinking his soul. His tortured pleadings are punctuated with sobbing cries of, "It doesn't even know I'm here! It doesn't even know I'm here! I'm an insect! A mote! It's eyes!!!" before trailing off into incomprehensible bumbles and croaks. Similar changes turn half the cultists into vaguely reptilian or amphibian mockeries of their former selves. Their screams and groans create a symphony of anguish that echoes throughout the clearing.

The transformed priest, or whatever is now pulling the strings of his mind, straightens up and seems to recover his composure somewhat. Speaking with a strange slurring voice that is not entirely human, he orders the destruction of the nonbelievers who have profaned this holy moment.

Creatures: Ernaldus, Begotten of the Old Ones (5), Shada Monks (5) and a projection of the Old One. The cultists are enacting a ritual they hope will bring forth the unknown source of dark power they've been worshipping. They will attack any who is profaning this sacred moment. The Old One is here in a special projected form, and so is not able to act with its full strength or enjoy the benefits of its reality-warping. Use the stats below for this form.

Projected form of the Old One (CR 11)

Chaotic Evil Outsider

Size Large Aberration (incorporeal)

Init: +0

Senses: Darkvision 120

Listen +20 Spot +20

Languages: Telepathy 500'

AC: 28 (+19 natural, -1 size) touch 14, flat-footed 33

HP: 140 (HD 16d8+96)

Resist: Incorporeal (50% miss chance)

Saves: Fort: +14 Ref: +5 Will: +14

MV: 30 ft, fly 40 ft (perfect)

Attack: claw +19 (1d6+8)

Full Attack: 2 claws +19 (1d6+8) and 8 tentacles +17 (1d6+4)

Space / Reach: 10' / 10'

Base Attack: +12

Grapple: +24

Abilities: Str 26(+8), Dex 10, Con 24(+7), Int 21(+5), Wis 19(+4), Cha 23 (+6)

Feats: Multi-attack, Combat Expertise, Power Attack, Cleave, Improved Sunder, Great Fortitude

Skills: Concentration 23, Knowledge (Arcana) 20, Knowledge (Planes) 21, Knowledge (Dungeoneering) 21, Listen 20, Spellcraft 21, Spot 20

Ernaldus, the Corrupted Priest (CR 11)

Chaotic Evil human cleric 9

Size Medium Aberration

Init: -2

Senses: Darkvision 60' Listen Spot

Languages: common, telepathy 60'

AC: 22 (+5 armor, +5 natural armor, +4 deflection)

HP: 73 (HD 9d8+24)

Resist: DR 5 / lawful, SR 15

Saves: Fort: +11 Ref: +3 Will: +9 MV: 20'

Attack: +11 appendage 1d6+5

Full Attack: +11 / +8 appendage (1d6+5)

Space / Reach: 5ft / 5ft

Base Attack: +6/+1 **Grapple:** +8

Abilities: Str 14 Dex 10 Con (16) Int 10 Wis 16 Cha 12

SA: Lightning Touch, Otherworldly Gaze, Spell-like abilities (see below)

Feats: spell focus enchantment, scribe scroll, power attack, lightning reflexes, great fortitude

Skills: concentration +10, knowledge (religion) +8, spellcraft +8

Spells Prepared (DC 13 + spell level)

1st: 4+1: cure light wounds, doom (2), shield of faith, protection from good*

2nd: 4+1: cure moderate wounds, hold person, silence, sound burst, blindness*

3rd: 3+1: cure serious wounds, dispel magic, prayer, contagion*

4th: 2+1: cure critical wounds, greater magic weapon, unholy blight*

5th: 1+1: flame strike, feeblemind*

* domain spell

Domains: corruption (ignore hardness when attacking an object 1/day), evil (evil spells are cast at 1 higher caster level)

Spell-Like Abilities: blur 1/day

Possessions: breastplate +1 (200 gp), Amulet of Health +2 (4000gp), Lesser Rod of Metamagic (Empower) (9000 gp), scroll of symbol of pain, potion of cure moderate wounds, brown robes.

3 Shada Cultists (CR 5)

Chaotic Neutral human monk 5

Size Medium humanoid

Init: +3

Listen +10, **Spot** +10

Languages: common

AC: 16 (+3 monk bonus, +3 dex)

HP: 21, 20, 27 (HD 5d8+5)

Saves: Fort: +4 Ref: +4 Will: +4

MV: 40 ft

Attack: +5 unarmed strike (1d8+1)

Full Attack: flurry of blows +4 / +4 unarmed strike (1d8+1)

Attack Options: stunning fist (DC 14 Fort. or stun for 1 rd.), improved grapple, improved trip (+4 on Str check)

Space / Reach: 5ft / 5ft

Base Attack: +3 **Grapple:** +8

Abilities: Str 13 Dex 15 Con 12 Int 10 Wis 14 Cha 8

SQ: evasion, still mind

SA: flurry of blows, ki strike (magic), stunning fist

Feats: stunning fist, combat reflexes, weapon focus unarmed strike, improved grapple, improved trip

Skills: +10 listen, +10 spot, +11 tumble

3 Begotten of the Old Ones (CR 5)

Chaotic Neutral with evil tendencies Medium Size

Aberration

Init: +2

Senses: darkvision 60'

Listen +7 **Spot** +7

Languages: Telepathy 60' common

AC: 17 (+2 dex, +5 natural armor)

HP: 54, 65, 68 (HD 9d8+ 27)

Defenses: SR 15, DR 5 / lawful

Saves: Fort: +6 Ref: +5 Will: +5

MV: 30, swim 30 or fly 30'

Attack: +10 appendage 1d6+4

Full Attack: +11 appendage (1d6+4), and +11 appendage (1d6+4)

Attack Options: Lightning Touch

Space / Reach: 5ft. / 5ft.

Base Attack: +6 **Grapple:** +10

Abilities: Str 18 Dex 15 Con 17 Int 9 Wis 12 Cha 6

SQ: DR 5/lawful, SR 15, darkvision 60'

SA: spell like abilities: blur Feats: weapon focus (appendage), power attack, ability focus (Otherworldly Gaze), quicken spell-like ability (blur)

Feats: Power attack, Dodge, Mobility, Spring Attack

Skills: +7 listen, +7 spot

Combat

Begotten of the Old Ones are deadly foes in combat, using a combination of a long-distance gaze with a shocking melee.

Lightning Touch (Su): Begotten of the Old Ones can generate, as a free action, a burst of electricity from within their bodies that damages and may stun their victims. The touch deals 1d8 points of electricity damage and stuns the target for 1d4 rounds. A DC 17 Fortitude save avoids the stun effect - the save is constitution based. They may use this ability once per round, delivered by melee attack.

Otherworldly Gaze (Su): As a standard action begotten can focus their otherworldly gaze upon a mortal creature and create a haze of confusion as the spell. A DC 17 will save is required to avoid this confusion (save is wisdom based), which lasts as long as the begotten concentrates upon it.

Spell-like abilities: blur 1/day. Caster level 5th.

DR: 5 / lawful (axiomatic)

SR: 15

Tactics: The Shada monks will attack immediately, charging the nearest party member and attempting to flank her while the Begotten will use their otherworldly gaze on the nearest targets. The projected Old One will float into the midst of the party and lash out with its claws and tentacles at opportune targets.

Ernaldus will prepare with the following spells before joining the fray. First will be a symbol of pain from the scroll he carries. Anyone approaching within 60' must make a DC 18 Fortitude save or suffer -4 to attack rolls, skill checks, and ability checks. After that he will cast prayer, shield of faith, and greater magic weapon (on his appendage). His statistics are altered to include these effects. He will then cast hold person on a warrior before casting feeblemind, flame strike (empowered) and unholy blight (empowered) on any spellcasters before supporting the monks and begotten with empowered healing.

Treasure: The altar is covered with offerings for the Old One amounting to 9 gems worth 2600 gp total. There are also five minor magic items: Amulet of Mighty Fists +1, Elixir of Sneaking, Boots of Elvenkind, Dust of Illusion, and a Swan Boat Feather Token.

Development: Once the party defeats the priest and his twisted worshippers, Ernaldus will fall to the ground and regain one last moment of lucidity as his former self. As his life slips away, he will gasp out a gurgling, mostly incoherent rant, that will contain one clue for the party to

continue on to the next phase of their mission.

"No light...only darkness and hunger... I didn't know... How could I have known?... It sleeps and dreams... under Harpy's Point... I know its secret now... oh the horror! The horror! We are all doomed... we have always been doomed... death without end... eons without hope... oblivion..."

Shada Monastery

Small Temple

Clearing

Mausoleum

The
Great
Elsmere
Wood

Cathedral of St. Carlos
Fallen Lumber Inn
Makeshift Lumber Mill

The Hamlet
of Elsemere

M

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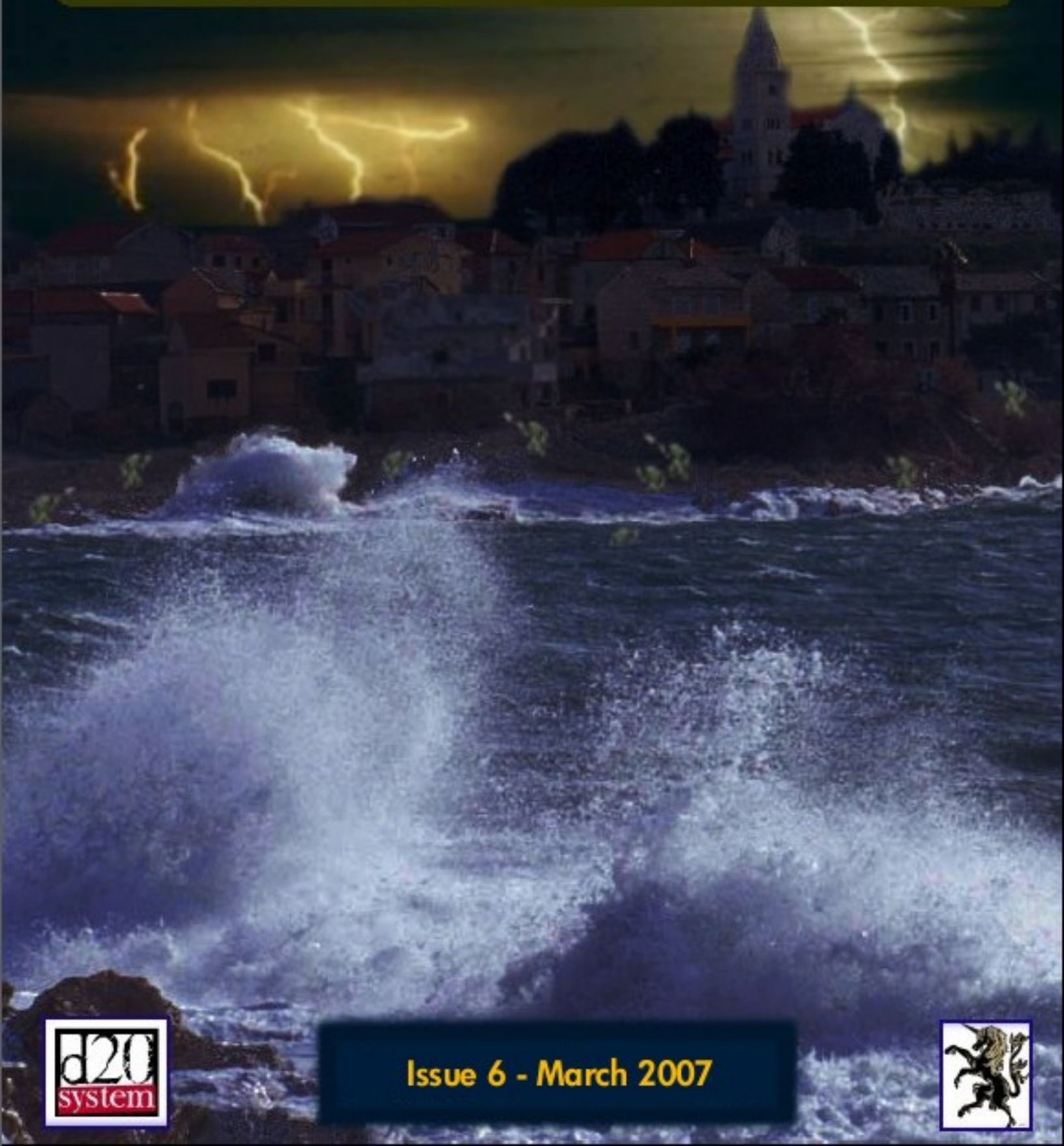
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This issue of Claw/Claw/Bite includes:

- * A new spell, Studied Divination
- * Six new characters, including Morbane the Mad Monk of Elsemere
- * A new magic items, the Paddle of Punishment
- * A new creature, the Glacial Frost Worm
- * A new location, the Hamlet of Elsemere
- * And an encounter, the Ritual in the Woods.



CLAW/CLAW/BITE



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CREDITS

Thanks for reading this issue of *CCB* – Claw/Claw/Bite #3 by S.D. Hilderbrand and Adam A. Thompson.

Cover illustration by Adam A. Thompson, layout and design by S.D. Hilderbrand.

Introduction

Hail and well met, fellow role-players! Welcome to Claw/Claw/Bite, a resource for storytellers and gamemasters to create thrilling worlds of adventure for your players to test their mettle in. Every day or two, on our website, we post an article containing at least one new character, creature, magic item, encounter, spell or area description for use in your campaigns. We also include little nuggets that will enrich your campaign setting with cool details and intriguing features. These articles and others like them are routinely posted at **clawclawbite.com** as blog posts, many of which are collected in these monthly issues.

Our goal is to be a one-stop shop for you, the storyteller. All of our creations are designed for d20 3.5 rules. Many of the game elements that you see in this periodical will find their way into modules published by Unicorn Rampant, which will be available on our sites: **unicornrampant.com** and **clawclawbite.com**, as well as at **rpgnow.com**.

So welcome to our world of strange and wonderful things, traveler. Bizarre treasures, cunning adversaries, powerful adventurers, and mystic realms are waiting for you. This issue is devoted largely to spells and magic items, serving as a minor compendium of magic available later this summer from Unicorn Rampant.

Enjoy your stay, but keep a good grip on that rope.

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CHARACTERS

Kard Bad-Dorum



Raised in Orkrun and trained in swordsmanship by Chief Da-rumm himself, Kard set off to adventure as an adolescent. The only orc to have ever killed a metallic dragon, his name traveled far and wide throughout Orkrun. Upon recently returning to his tribe when the Chief fell ill, he was awarded his master's sword in exchange for the remainder of his family's land. He now travels the lands in search of further adventures.

Kard Bad-Dorum CR 14

Medium-size Male Orc

Fighter 8 Blackguard 6

Alignment: Neutral Evil

Init: +6 **Vision:** Darkvision (60')

AC: 20 (flatfooted 18, touch 13)

HD: (8d10)+(6d10)+56

HP: 167

Saves: Fortitude: +15, Reflex: +6, Will: +5

Speed: Walk 20 ft.

Attacks: *Da-rumm's Sword +4 (Bastard/Unholy)
+26/+21/+16;

Damage: *Da-rumm's Sword +4 (Bastard/Unholy)
1d10+16;

Face / Reach: 5 ft. / 5 ft.

Special Qualities: Aura of Despair (Su), Aura of Evil (Ex), Dark Blessing (Su), Detect Good (Sp), Fiendish Servant, Light Sensitivity- Orcs are dazzled in bright

sunlight or within the radius of a daylight spell., Poison Use, Rebuke Undead (Su) 0/day (turn level 4) (turn damage 2d6+4), Smite Good (Su) 2/day, Sneak Attack +1d6

Abilities: Str 25, Dex 14 Con 18 Int 11 Wis 13 Cha 10

Skills: Appraise 0; Balance -1; Bluff 0; Climb 5; Concentration 11; Craft (Untrained) 0; Craft (Weaponsmithing) 1; Diplomacy 0; Disguise 0; Escape Artist -1; Forgery 0; Gather Information 0; Heal 1; Hide 5; Intimidate 4; Jump -1; Knowledge (Religion) 3; Listen 1; Move Silently -1; Ride 5; Search 0; Sense Motive 1; Spot 1; Survival 1; Swim 2;

Feats: Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Cleave, Great Cleave, Improved Bull Rush, Improved Initiative, Improved Overrun, Improved Sunder, Leadership, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus (Sword (Bastard)), Weapon Specialization (Sword (Bastard))

Possessions: Boots of the Winterlands; Gauntlets of Ogre Power; Breastplate +2; Da-rumm's Sword +4 (Bastard/Unholy); Ring of Protection +1;

Spells:

Spells per Day: (0/2/1/1 DC:11+spell level)

Blackguard - Known:

1st: Cause Fear, Corrupt Weapon, Cure Light Wounds, Doom, Inflict Light Wounds, Magic Weapon, Summon Monster I

Djander



In his youth, Djander outcast his contemporaries in every mage competition. But those were days when the citizens were less superstitious, when the Kingdom of Vador stretched over the northern lands and magic was revered. His successes granted him access to the king, who hired him as the kingdom's chief mage and counsel.

For the next twenty years, Djander researched and developed most of the new magic in Vador while the kingdom's power waned. During this time, he began to experiment with Time magic. When the king passed, the land split into the Ten Princedoms. In the smallest princedom, the Isle of Trochu, Djander lives today, though he splits his arcane consulting services among all ten princes.

Slightly absent-minded and short-tempered in his old age, Djander remains very active, and occasionally consults on and develops magic items in his working retirement. In his consulting position with the king, his successes included:

- Winged Helm (Flying Item)
- Bag of Withholding (Phasing Item)
- Phase Guardian (Phasing Construct)

Djander CR 15

Medium-size Male Human

Wizard 15

Alignment: Neutral Good

Init: -1

Vision: near-sighted, so wears corrective lenses

AC: 11 (flatfooted 11, touch 11)

Hit Dice: (15d4)

Hit Points: 45

Saves: Fortitude: +5, Reflex: +4, Will: +14

Speed: Walk 30 ft.

Attacks: *Dagger +1 +7/+2; *Dagger +1 (Thrown) +7/+2

Damage: *Dagger +1 1d4; *Dagger +1 (Thrown) 1d4+1

Face / Reach: 5 ft. / 5 ft.

Special Qualities: Summon Familiar

Abilities: Str 9 Dex 8 Con 11 Int 29 Wis 21 Cha 16

Skills: Appraise 11; Balance -1; Bluff 3; Climb -1; Concentration 18; Craft (Alchemy) 22; Craft (Untrained) 9; Decipher Script 22; Diplomacy 7; Disguise 3; Escape Artist -1; Forgery 9; Gather Information 3; Heal 5; Hide -1; Intimidate 3; Jump -1; Knowledge (Arcana) 27; Knowledge (Architecture and Engineering) 10; Knowledge (Geography) 12; Knowledge (History) 15; Knowledge (Local) 10; Knowledge (Nobility and Royalty) 27; Knowledge (The Planes) 12; Listen 5; Literacy 1; Move Silently -1; Profession (Bookkeeper) 7; Ride -1; Search 9; Sense Motive 5; Speak Language (Abyssal, Celestial, Draconic, Elven) 4; Spellcraft 29; Spot 5; Survival 5; Swim -1; Use Magic

Device 4;

Feats: Craft Construct, Craft Magic Arms and Armor, Craft Wand, Craft Wondrous Item, Empower Spell, Heighten Spell, Improved Familiar, Maximize Spell, Scribe Scroll, Spell Penetration

Possessions: Boots of Levitation; Dagger +1; Headband of Intellect +6; Outfit (Scholar's); Periapt of Wisdom +2; Ring of Mind Shielding; Ring of Protection +2; Robe of Useful Items;

Spells: (many, but try asking *him* for a list!)

Familiar: Charm, Pseudodragon

Nazur Tscheryn



The renowned mage of Chaurille created many magic items found in the realm.

Outclassed in his youth by other mages of the day, notably Djander, he spent much of his early adulthood amassing a fortune crafting magic items for the merchant and the upper classes. This enabled him to practice magics with minimal supervision, especially by the authorities of the kingdom. There are those who say he experimented with dark magic, but he actually remained clear of the school of necromancy, which tempted him at every turn in his research.

Over his career, he has gone down in history as the creator of many magic items found within the realm:

- Bag of Haggling
- Brooch of Tangents
- Ring of Melding
- Cloak of Midnight

- Helm of Hiding
- Appraiser's Gem
- Rod to Ruin
- Nazur's Wand and its many variants
- many warded coffins

In his golden years, he has created a potpourri mixture of reagents he calls Magedust which has been known to improve the duration of certain schools of magic, among other effects.

Speaking to him of Djander (even to this day) sends him into a rage.

Nazur Tscheryn

Medium-size Male Human

Diviner 15

Hit Dice: (15d4)+15 Hit Points: 63

Initiative: +0

Speed: Walk 30 ft.

AC: 10 (flatfooted 10, touch 10)

Attacks: Dagger +1 +8/+3

Damage: Dagger +1 1d4+1

Vision: normal

Face / Reach: 5 ft. / 5 ft.

Special Qualities: +2 bonus to Spellcraft when learning Divination, Summon Familiar

Saves: Fortitude: +6, Reflex: +5, Will: +11

Abilities: Str 11 Dex 10 Con 13 Int 29 Wis 15 Cha 8

Skills: Appraise 14; Balance 1; Bluff -1; Climb 0; Concentration 19; Craft (Alchemy) 15; Craft (Gemcutting) 14; Craft (Untrained) 9; Decipher Script 14; Diplomacy -1; Disguise -1; Escape Artist 0; Forgery 11; Gather Information 1; Heal 2; Hide 0; Intimidate -1; Jump 0; Knowledge (Arcana) 15; Knowledge (Architecture and Engineering) 12; Knowledge (Dungeoneering) 14; Knowledge (Geography) 17; Knowledge (History) 16; Knowledge (Local) 14; Knowledge (Nature) 12; Knowledge (Nobility and Royalty) 13; Knowledge (The Planes) 16; Listen 2; Move Silently 0; Profession (Bookkeeper) 3; Ride 1; Search 11; Sense Motive 3; Speak Language (Elven, Celestial, Draconic) 3; Spellcraft 29; Spot 3; Survival 2; Swim 0;

Feats: Craft Rod, Craft Wand, Craft Wondrous Item, Empower Spell, Enlarge Spell, Extend Spell, Greater Spell Penetration, Heighten Spell, Maximize Spell, Scribe Scroll, Spell Penetration

Challenge Rating: 15

Alignment: Chaotic Neutral

Possessions: Dagger +1; Headband of Intellect +6; Ring of Mind Shielding; Rod of Negation; Wand of Mirror Image;

Spells:

Spells per Day:

(4+1/7+1/6+1/6+1/6+1/6+1/4+1/3+1/2+1/ DC:19 + spell level)

LOCATION: ONUAGO in CHAOS

This is an overview of the state of Onuago at the start of the third part of *Horror of the Old Ones*: the Begotten of the Old Ones have overrun the town and it lies in chaos.

Introduction

At this point the PCs have discovered the source of the strange mutations that have plagued this area for centuries: some type of horrific aberration that slumbers beneath the rocky Harpy Point in Onuago Bay.

The players cross the swamp to Onuago to find the dismal swampy town overrun with misshapen, mutated Begotten of the Old Ones. While the players were traveling back, the Old One, awakened by the priest Ernaldus's ritual, emerged from its cocoon where it had slumbered beneath Harpy Point, crossed the bay, and lumbered out of the sea onto the wharfs.

As it emerged from the sea the sullen clouds began to rumble and release a heavy rain. Lightning and thunder accompanied the enormous monstrosity as it wandered through the town, and its very presence caused reality to run and melt like wax. Buildings, inhabitants, and the land itself have been twisted into alien, nightmare versions of themselves. This trail of chaos winds through the town like the path of a tornado of twisting unreality before returning to the sea.

As the players come upon the scene, the town is in complete pandemonium. Begotten of the Old Ones are scattered throughout, most of them raving mad from the trauma of their transformations from lifelong townsfolk. Those who were not changed and have not been able or willing to flee the town for the wilderness of the swamps are either cowering or fighting across the town. When the players encounter these townsfolk, they should learn of the last night's events from them.

The weather has also turned for the worst -- wet pellets assault the party, a mixture of rain and hail. The precip has definitely hit the fan!

Encounters: Begotten Run Amok

These encounters detail some run-ins with the Begotten and citizenry in the ruins of Onuago. The players must rescue some children from a group of spawn. They have an opportunity to help an old woman safeguard her family fortune. Finally, the players get in contact with Thorenson, who helps them get to Harpy Point.

Encounter: Children of Horrors (EL 7)

The players run into a group of Begotten threatening townsfolk in an area of town transformed by the old one's passage. Here, a part of the street has been transformed into a deep muddy channel when the Old One crossed it. The buildings to either side have been plowed down and the surrounding buildings are warped and twisted as though viewed through a fun house mirror. One to the left is emitting a low moaning sound, and it's doorway shrinking and expanding in time with the groans.

Just then screams of terror can be heard from a half-melted house across the street. If the players investigate they find a small group of begotten inside the house menacing a group of three children, one of whom lies limp on the floor.

➤ **Begotten Of the Old Ones (2)** HP: 61, 79. In actuality, the Begotten are these children's parents, hideously transformed by the Old One's proximity. If the players attack, the begotten will defend themselves.

If the PCs ask the children what's wrong and succeed at calming them (DC 25 Diplomacy check) the children will reveal that the begotten were their parents before the enormous scary thing walked through the house next door. The unconscious child has fainted in terror.

In any case, the players only have 2d4 rounds to act before the Begotten lose the last shred of sanity that is keeping them from attacking the children.

A *polymorph*, *remove curse* or *break enchantment* will return the parents to their normal selves.

Encounter: Madame's Chambers (EL 8)

The characters walk by the snug harbor inn, which still stands after the chaos. If able to talk their way inside past the barred door (DC 15 diplomacy check), the barkeep relates the tale of last night's terror. He tells the players about hearing a commotion before some townsfolk ran inside to say a sea monster had climbed up onto the docks and was headed towards town. Shortly thereafter a hideous fish-man wearing rags crashed into the inn and bit Sven the porter's left arm clean off before anyone could blink an eye. Since then he, the tap room's regulars and a few terrified townsfolk have been holed up in the Inn, fighting off the occasional monstrous former friend.

Mme Babushka requests the player's assistance escorting her to her house to safeguard some family heirlooms, offering a reward of 200 gold for their bravery. If uninterested, she will work her way up to 500 gold. If the players accept, they must escort Mme. Babushka across town to her house, which is indeed infested with begotten of the old ones (eight in all). In addition, the house is no longer structurally sound, and presents a difficult gauntlet as the players work their way upstairs to her private chambers. There Mme. Babushka's treasures are intact, and she offers to pay the player's once they return her safe to the Snug Harbor.

➤ **Begotten of the Old Ones (8):** HP: 64, 68, 77, 74,

68, 53, 51, 61.

➤ **medium animated objects (10):** HP: 35, 23, 27, 24, 30, 39, 30, 31, 29, 31. In groups of two to four throughout the house, these Begotten are drawn here by the lingering energies of the Old One. Those energies were so strong here that much of the furniture has come to life and will join in attacking anything that enters in groups of two or three.

Regardless of weather the players assist Mme. Babushka, the proprietor of the snug harbor will inform them that Old Man Thorenson had come around asking about them several days ago, saying he had been doing work on a ship.

Encounter: Thorenson's Last Ship (EL 11)

Noah-like, old man Thorenson has built or fixed up a small one-sail ship that the players may use crossing to harpy point. Once they encounter him at the dry-docks near his home in east Onuago, he needs their help getting the ship launched. The players must launch the ship in the storm down the dry-dock by rope. Those working to slowly lower the ship must stand two behind and two beside the ship, each slowly letting a length of rope out. The dry dock itself is a sloped wooden frame and ramp that begins on the shore above the tide-line and slopes down into the water. The frame that keeps the ship upright on the ramp gives those immediately next to the ship cover but also create difficult terrain: characters move at half speed through it.

The strength checks required are a series of five DC 13 strength checks by four people. On each round of checks, for each player that fails their check, everyone else's checks go up by 1 point. For each person not pulling on the ropes, everyone else's strength check goes up by 3 points. Thus for one person to lower the ship requires five DC 22 strength checks. Failure on everyone's part on the strength checks yields consequences according to the chart below.

After the second round of checks, the laboring PCs are attacked by a group of Begotten who climb up out of the water onto the dry docks and attack the two players on the sides of the ship.

➤ **Begotten of the Old Ones (3):** HP: 67, 65, 67

Strength Check Failure: as the players let go of the ropes to fight, the other's strength checks go up. Failed strength checks results in various consequences depending on how badly the highest check fails:

Bad (failed by 1-5): the ship is let slip and flies into the water much too quickly. In addition to being damaged and requiring constant bailing, it must now be retrieved somehow before the waves and wind take it away or dash it upon the shore. Award 80% experience for the encounter.

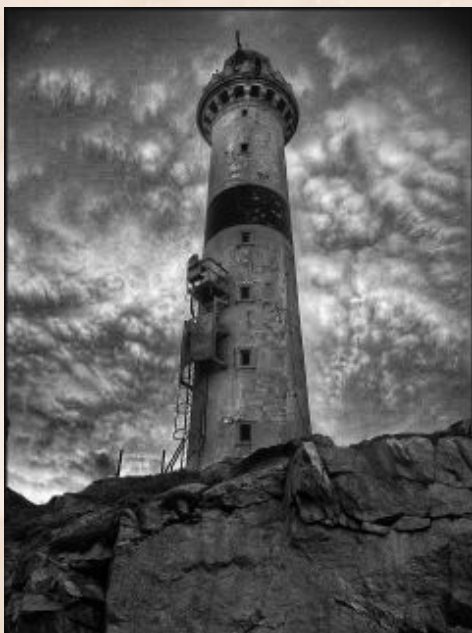
Worse (failed by 6-10): one or more of the players (or Thorenson) to the sides of the ship are bowled over

by the ship as it is loosed and must make a DC 20 reflex check to avoid 6d6 points of bludgeoning damage as the ropes pull them down and the ship grinds over them on its way down the dry dock. Award 60% experience for the encounter.

Worst (failed by 10+): the ship flies loose and crushes several people as above, who also become tangled in the ropes and pulled out to sea with the uncontrolled ship. Swim and escape artist checks are required to avoid drowning, or those pulled in must be rescued. Award 40% experience for the encounter.

Afterwards, there are challenges getting across the bay: strength for rowing or Profession (Sailing) checks, a chance to capsize, etc.

ENCOUNTER: HARPY POINT



After launching their vessel with Old Man Thorenson, the players have crossed Onuago Bay and approach Harpy Point. According to the locals, the only accessible landing on all of Harpy Point is at the base of the cliffs below the abandoned lighthouse. This location details that area and the lighthouse above.

The ruins of an old lighthouse adorn the promontory at the top of Harpy Point. Gargoyles have occupied the stony structure, where they rest upon the domed lamp at the top of the structure.

1 Rocky Shore (EL 7)

Waves beat upon the rocks, the sound conjuring up the blacksmith's hammer against an anvil. The wide island has nary a entry point, even from the air. Sharp rocks line the shore like pikes set against an invading army.

After some time floating in the water and making successful search checks vs. DC 25 (35 or more if night) the party spies a narrow slit in the rocks, just large enough for a skiff to skirt the spikes. A DC 25 profession (sailing) check is required to successfully navigate the passage without damage to the vessel. Should their ship flounder, DC 15 swim checks are required to traverse the channel leading to the tiny shore and steps.

2 Stony Steps

On the other side of the narrow passage, a 10' shore provides a landing at the bottom of a set of stones set into the cliff.

If the players land and climb the steps, they find that they are slick. Every 60' along this 240' natural staircase, players must make a DC 10 climb check or slip.

3 Ledge

Most of the way (180') up the stone steps there is a ledge that overlooks the sea. Screeches echo across the sky, but no visible creatures descend. An old lighthouse looms above, the solemn destination of this rocky climb.

The only way to go forward is up.

4 Promontory

The steps end here at the tip of a promontory which juts out over the sea. A lighthouse looms at hand here, the far end of this level of the island. A passable trail appears to descend down into the lower interior of the island beyond the lighthouse.

5 Lighthouse Entry

The lighthouse has fallen into disrepair. The door hangs on to its last rotting fibers, revealing a small room behind.

As the players approach, read:

The door falls off its hinges, splintering into multiple half-boards. The cracking wood echoes up and back down the staircase up in to the darkness, followed by a faint screech.

The doorway enters into a cloak room, at the far end of which is set of steps, leading up. The cloak room has been vandalized; anything that may have had value has been gone for some time now.

6 Narrow Spiral Staircase

This narrow staircase is very poorly lit, and the crumbling walls reveal severe rot in the mortar. The place is absent of all smell; not even the salty sea penetrates the porous walls.

The steps can only support a small amount of weight at a time, so they creak and moan as the players ascend. If the party weight exceeds 1,000 pounds, they collapse at a weak point 40' up the ascent and the party falls, taking 4d6 points of falling damage. A DC 15 search check and a DC 10 knowledge (engineering or architecture) check will allow the players to spot the weak point as they approach it.

7 Lamp

The staircase opens out into a platform overlooking the bay. Stone gargoyles adorn the rooftop, an odd adornment for such a utilitarian structure. The lamp unit itself has long since disappeared, and the glass dome is all broken.

Creatures (EL 11): The gargoyles are (of course!) alive, and move once the players are in range of their surprise attacks. From their vantage atop the lighthouse, they have been aware of the party ever since they set foot on Harpy Point.

If the encounter with the party of initially unfriendly gargoyles goes well (DC 25 Diplomacy check to modify their attitude from unfriendly to friendly) the party can gain a valuable source of information about the lay of Harpy Point and it's namesakes. They are on more or less friendly terms with the harpies, and if the gargoyles are convinced to be helpful (DC 40 Diplomacy check) they will be given a token that will help them negotiate later encounters with the harpies: the ritual greeting the gargoyles use whenever beginning a conversation with them, "Winged wretches, all on rock, gaze at morsels on the dock, sea foam splash, thunder clash, on the stones their bodies crash." Opening a conversation with the

harpies using this rhyme will give a +4 circumstance bonus on Diplomacy checks. If the party is hostile or threatening, however, they gargoyles will gladly attempt to rend them limb from limb.

A party of gargoyles has taken up residence in this abandoned lighthouse. They have traveled far together over the years from their people's home in the wastelands to the east of the Middle Kingdoms. Seasoned adventurers, they have lived here for some months in relative comfort, picking off the citizens of Onuago and the other towns around the bay. They are single-handedly the most responsible force for decimating the population of the nearby settlements. Their names are pronounced with a trilled *r*, and double consonants are pronounced twice.

Creatures: Gargoyles

Partaxis CR 7

Male gargoyle fighter 3

CE Medium-Size monstrous humanoid (earth)

Init: +3 Senses: darkvision 60 ft.

Listen +4, Spot +4

Languages: common

AC: 22 (+5 armor, +4 natural, +3 dex)

HP: 81 (HD 4d8 + 3d10 + 42) DR 10/Magic

Saves: Fort: +10 Ref: +8 Will: +6

MV: 40 ft., fly 60 ft (average)

Attack: overclaw gauntlet +13 (1d6+5 / 19-20 x 2)

Full Attack: overclaw gauntlet +14 (1d6+5 / 19-20 x 2) and claw +12 (1d4+4), bite +10 (1d6+2) and gore +10 (1d6+2)

Space / Reach: 5 ft. / 5 ft.

Base Attack: +7 **Grapple:** +15

Abilities: Str 19 Dex 17 Con 22 Int 7 Wis 12 Cha 4

SQ: freeze

Feats: Multiattack, Improved Critical (overclaw gauntlet), Improved Unarmed Strike, Improved Grapple, Weapon Focus (overclaw gauntlet)

Skills: Hide +7*, Swim +7, Listen +4, Spot +4

Possessions: breastplate, +1 overclaw gauntlet.

Rexx-r CR 7

Male Gargoyle sorcerer 3

AL Medium Size monstrous humanoid (earth)

Init: +3 Senses: darkvision 60 ft.

Listen +6, Spot +6

Languages: terran, some common

AC: 21 (+4 natural, +4 *mage armor*, +3 dex)

HP: 54 (HD 4d8+3d4+28) **DR** 10/Magic
Saves: Fort: +7 Ref: +9 Will: +10 - with *resistance*

MV: 40 ft., fly 60 ft (average)

Attack: claw + 9 (1d4)

Full Attack: 2 claws +9 (1d4+3) and bite +7 (1d6+1) and gore +7 (1d6+1)

Space / Reach: 5 ft. / 5 ft.

Base Attack: +5 **Grapple:** +8

Abilities: Str 16 Dex 17 Con 19 Int 4 Wis 14 Cha 11

SQ: freeze

Feats: Multiattack, Still Spell, Combat Casting

Skills: Concentration +8, Hide +7*, Listen +6, Sense Motive +3, Spot +6

Spells Available:

0th (6 per day): *detect magic, daze, ghost sound, ray of frost, resistance*

1st (5 per day): *mage armor, ray of enfeeblement, shocking grasp*

Possessions: spell component pouch on a lanyard.

Tortt CR 7

Female Gargoyle rogue 3

LE Medium Size monstrous humanoid (earth)

Init: +5 **Senses:** darkvision 60 ft. Listen +4, Spot +8

Languages: common

AC: 21 (+4 natural, +5 dex, +1 dodge, +1 deflection)

HP: 71 (HD 4d8+3d6+35) **DR** 10/Magic

Saves: Fort: +7 Ref: +11 Will: +5, Evasion

MV: 40 ft., fly 60 ft (average)

Attack: short sword + 11 (1d6+4)

Full Attack: short sword + 11 (1d6+4) and claw +10 (1d4+3) and bite +8 (1d6+1) and gore +8 (1d6+1)

Attack Options: Sneak Attack +2d6

Space / Reach: 5 ft. / 5 ft.

Base Attack: +6 **Grapple:** +9

Abilities: Str 17 Dex 19 Con 20 Int 10 Wis 11 Cha 4

SQ: Freeze, Evasion

SA: Trap Sense +1, Trapfinding

Feats: Multiattack, Dodge, Mobility

Skills: Craft (trapmaking) +3, Disable Device +8, Hide +7*, Listen +4, Sense Motive +5, Search +6, Spot +8, Tumble +6

Possessions: +1 Short Sword, Ring of Protection +1.

Kattaxx CR 7

Female Gargoyle cleric 3

NE Medium Size monstrous humanoid (earth)

Init: +1 **Senses:** darkvision 60 ft.

Listen +4, Spot +4

Languages: common, some terran

AC: 19 (+4 natural, +5 armor, +1 dex)

HP: (HD 4d8+?) **DR** 10/Magic

Saves: Fort: +8 Ref: +5 Will: +9

MV: 40 ft., fly 60 ft (average)

Attack: claw + 13 (1d4+6)

Full Attack: claw +13 (1d4+6) and claw +12 (1d4+6) and bite +10 (1d6+3) and gore +10 (1d6+3)

Space / Reach: 5 ft. / 5 ft.

Base Attack: +6 **Grapple:** +12

Abilities: Str 23 Dex 12 Con 19 Int 8 Wis 14 Cha 9

SQ: freeze,

SA: command or rebuke undead, turn air creatures, rebuke or command earth creatures, scent

Feats: Multiattack, Combat Casting, Power Attack

Skills: Concentration +8, Hide +7*, Knowledge (religion) +2, Listen +4, Spot +4

Spells Prepared or Available:

1st: bless (already cast), cure light wounds, magic fang* (already cast)

2nd: cure moderate wounds, bull's strength (already cast)

Domains: domain (bestial, earth)

Possessions: chain mail, holy symbol of Kerilia, Major Elemental Spirit: a piece of unworked granite on a lead chain.

Tactics: The gargoyles have prepared with some spells as the PCs have approached their roost, already included in their stats above. The gargoyles' close-quarter tactics include well-coordinated attacks especially between the sorcerer, rogue and fighter. The fighter will often grapple an opponent, who the rogue will quickly slay with a flurry of sneak attacks. Spellcasters who draw attention to themselves will be countered with bull rushes or grapples followed by a drop from the heights onto wave-beaten rocks 400 feet below. They be tight.

If reduced to less than 1/4 HP, the gargoyles will attempt to flee the scene, and will probably move off to less hostile pastures, perhaps in the mountains near castle Stieglitz.

Treasure: The gargoyles have managed to collect a fair amount of wealth from their victims, and have hidden it within rotating mechanism upon which the broken lamp rests. It consists of several leather sacks and a backpack with 53 platinum coins, 200 gold coins, 525 silver coins, a small gold bracelet worth 4 gold, a solid gold sculpture of tritons on hippocampus

worth 750 gold, a freshwater pearl worth 10 gold, a black pearl worth 550 gold, a polished obsidian worth 15 gold, and a golden yellow topaz worth 450 gold. Tortt, the rogue, has rigged it with a crude crossbow trap, however, as a precaution against her friends stealing what she considers hers.

Basic Arrow Trap: CR 1; mechanical; proximity trigger; manual reset; Atk +10 ranged (1d6/×3, arrow); Search DC 20; Disable Device DC 20.

Harpy Point has come to refer to the entire island ... Over the rocks crags that ring the east edge of the island, harpies can be seen circling over their nests.

8 Feeding Ground

A strewn pile of bones serves as a centerpiece to this enclosure in the rocks. A low stone overhang provides a shelter from falling rain.

Among the bones are a collection of small trinkets from nearby towns and a few adventures packs which have been ransacked. The party will have to thoroughly search the bones (DC 20) to find all the items:

- masterwork leather armor that's survived the thrashing
- ring of resistance +1 on a skeletal finger
- moldy boots of speed at the very bottom of the pile
- 100gp in coins at various strata

9 Lounge

A set of smooth stones encircles an ash-filled firepit. Two trees have struggled to grow up through the cracks in the rocks, their low limbs curled back in toward the trunks. A sliver of smoke wafts up and out to sea against a backdrop of falling rain.

The firepit is still warm, a sign that this location is still used. If the party stays in the area for more than a minute, they will likely hear the high shrill screeches of harpies in the nest.

10 Nest (EL 11)

This concavity in the rock forms a smooth surface, which has been padded with many layers of twigs, hay, bits of hide and great greasy feathers.

The nicer items are here, along with three harpies who

have grown fat off the nearby townsfolk, and who have also begun to develop sorcerous powers due to proximity to the old one and also from some small teachings from the gargoyles in the nearby lighthouse. They are haughty and aggressive, leaping to attack unless convinced otherwise.

Creatures: Harpy Sorcerers HP 38, 50, 48

CE Sex Race sorcerer 3

size Medium Monstrous Humanoid

Init: +2 **Senses:** Darkvision 60 ft.

Listen +7 Spot +3

AC: 21 (+4 shield spell, +4 mage armor, +2 Dex, +1 natural), touch 12, flat-footed 11

HP: 38, 50, 48 (HD 7d8 and 3d4)

Saves: Fort +3, Ref +8, Will +9

MV: 20 ft. (4 squares), fly 80 ft. (average)

Attack: +9 masterwork spear (1d8)

Full Attack: +9/+4 masterwork spear (1d8) and +3 claws(2) (1d3)

Attack Options: Flyby attack, 1 wand of acid arrow: ranged touch +10, 2d4 acid + 2d4 acid next round

Space / Reach: 5 ft. / 5 ft.

Base Attack: +8 **Grapple:** +8

Abilities: Str 10 Dex 15 Con 10 Int 7 Wis 12 Cha 18

Feats: Dodge, Flyby Attack, Persuasive, Ability Focus (Captivating Song)

Skills: Bluff +11, Concentration +3, Intimidate +7, Listen +7, Perform (oratory) +5, Spot +3

SA: Captivating Song (DC 19)

SQ: Darkvision 60 ft.

Spells Prepared or Available:

0th (6/day): detect magic, ghost sound, ray of frost, resistance, touch of fatigue

1st (6/day, 4 remain): shield, mage armor, and either shocking grasp, burning hands, or magic missile

Possessions: masterwork spear.

Captivating Song (Su): The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies) within a 300-foot spread must succeed on a DC 19 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like),

that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties.) A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

Tactics: The harpies are likely aware of the party's approach and will cast *mage armor* and *shield* on themselves as soon as they see that they are armed (already included in above stats). The harpies are hostile, and will attack immediately, using their song one at a time to attempt to lure party members off the high cliffs (DC 19 Will save). Failing that they will attack with their spells and use their spears in flyby attacks. In addition, one of them wields the wand of *acid arrow* (ranged touch +10, 2d4 acid + 2d4 acid next round) listed in the treasure below.

Vicious, the harpies will fight to the death.

Treasure: a battered sea chest with 7,000 silver coins, six large chests stamped with a tax collector's seal containing 70,000 copper coins, 3 gems in a leather pouch: a black agate worth 10 gold, a galena worth 25 gold, and an octel worth 98 gold, 4 gems in a soggy, gouged velvet-lined jewel case: a brandeen worth 90 gold, a clear topaz worth 825 gold, a brown diopside worth 9 gold, and a pink tourmaline worth 105 gold, a potion of blur, a wand of *acid arrow* with 33 charges, a +1 quarterstaff, a +1 large steel shield, a ring of climbing, a hand of the mage, and a potion of *expeditious retreat*.

CULTURES AND RACES

Wyndm-folk

Many agree that the Wyndm-folk are the native people of the Lands of North Bay (Západní Stará). Their skin ranges from light to dark, depending on where they spend most of their time. In fact, there are those who claim that their skin changes from week to week based on the amount of sunlight and other stimulation they are experiencing. Even their hair is likely to change from week to week, making it difficult to distinguish between them based solely on appearance. Wyndm-folk otherwise appear as humans.

- Medium: As Medium creatures, Wyndm-folk have no special bonuses or penalties due to their size.
- Wyndm-folk base land speed is 30 feet, and they only receive half the penalty for any terrain in the Lands of West Old Bay.
- 1 extra feat at 1st level.
- 4 extra skill points at 1st level and 1 extra skill point at each additional level.
- Automatic Languages: Common and two of the Wyndm

languages, one as the first (native) language, and one of another, neighboring Wyndm tongue. Bonus Languages: Any. See the Speak Language skill.

- Favored Class: Any, except barbarian, monk or wizard. When determining whether a multiclass Wyndm-folk takes an experience point penalty, his or her highest-level class does not count. It is rare to see a Wyndm-folk lawful good cleric or paladin.
- Favored alignment: Neutral
- Unique Languages: Forest Wyndm, Marsh Wyndm, Mountain Wyndm. There is no real name for these, as there is no word in any of the Wyndm Tongues for language

MAGIC ITEMS

Axe of Dismemberment

In addition to being a +1 axe, this deadly weapon deals critical hits, removing limbs like a vorpal sword. It does not sever heads, merely other body parts, such as limbs and digits. Still, it's pretty nasty. It's been known to render warriors useless in battle, their arms sundered from their corporal beings.



This nasty item and the magic that powers it was developed by orc mages in the Northern Reaches, but has been strongly adopted by all the demi-human races in the Fjordlands.

On a successful critical hit, roll a d6. On a one, the DM chooses a limb that is severed.

Due to the tainted nature of the item, this axe cannot work for a day after a restoration or repair spell is cast upon it. In these cases it acts as a normal axe. It also needs to taste blood before the special dismembering power is activated.

Oh, and you don't want to fumble wielding this item -- critical failures mean you roll 1d6 on yourself. On a one, you lose something!

This weapon has left many a knightly warrior shouting, "Come back and fight -- I'll bite your legs!" and other sad taunts.

Moderate necromancy and transmutation; CL 18th; Craft Magic Arms and Armor, *wither limb, keen edge*; Price +4 bonus: 32,000 gp.

Activity Spike

This magic item is activated whenever the activity in the room grows too active, at the DM's discretion, of course. The spike then elongates from 3 inches to 3 feet and deals 2d6 on a successful hit from the sharp end. Unfortunately, since the large spike is unwieldy, unless the wielder has an exotic weapon feat, he or she will suffer a -2 penalty to hit.



The spike can also be used as a club, and deals damage as a, you guessed it, club.

This item could also be used creatively to many humorous (and deadly) ends. Think about it.

This item radiates a minute amount of magic. Price: 1,500gp

Cut-less Cutlass

This cursed blade makes it harder (-2 to attack rolls) to hit enemies. Otherwise, it is normal. The adornments on the hilt of the sword hint at lands where volcanoes loom overhead and coconuts and pomegranates constitute a portion of the local diet. The sword is unique, the result of a craft wondrous item gone wrong. It has been in the hands of a unknowing pirate for many years now, a pirate whose battles have left him increasingly scarred and broken.



Helm of Hiding

This helm (really a leather cap) improves the wearer's chance of hiding. It provides a +5 competence adjustment on all Hide checks while worn.

Faint transmutation; CL 5th; Craft Wondrous Item, darkness; Price 2,500 gp; Weight 1 lb.

Winged Helm

This helmet, fittingly adorned by giant wings, allow the wearer to fly at various speeds, depending on the size of the adorning wings. Activating the item takes a standard action, as the wearer must rub the feathers with saliva not unlike the way a cat preens itself.

The helm in the picture is the minor version of the helm, which allows the wearer to float a foot off the ground with very limited mobility, essentially hovering and moving at half speed.

The normal version (with 18" wings) provides fly at the wearer's normal move and the greater version (with 6' wings) provides flight up to 100' per round. Originally researched and developed by Djander, mage counsel to the King of Vandor in the waning days of his kingdom. When the king passed, the land split into the Ten Princedoms, and the Winged Helms allow the Princes to travel quickly across the sea to convene



meetings to continue to rule the land. As such, there are ten Winged Helms, one each in possession of the princes.

Price: 25,000gp

Price, minor: 12,500gp

Price, major: 50,000gp

Wand of Wandering

This wand (technically a rod) provides many of the functions necessary for surviving on long journeys. It is generally crafted from a length of willow driftwood and topped with a depiction of a monarch butterfly in gold or amber.

- locate object (2nd) 1 / day
- know direction (0th) 3 / day
- create food and water (3rd) 1 / day
- use of the endurance feat while in the user's possession
- verbal component: *Danaus plexippus*

Moderate divination, faint conjuration and transmutation; Caster level 5th; *create food and water, know direction, endurance, locate object*; Cost 11,450 gold; weight 2 lbs.

Bag of Haggling

Originally developed by Nazur Tscheryn, mage of Chaurille, as a way to acquire reagents at reduced rates (as well as to communicate with the denizens of the night that peddle eyes of newt, nightshade, and other fine things).

A favorite among merchants, this bag (also available as a purse) has been enchanted such that it helps negotiate deals on behalf of the owner. The quality of the negotiation varies from purse to purse, depending on the quality of the caster. The purse allows the owner to speak the language of his or her collocutor to facilitate the negotiation. An average example of this purse also adds a +10 circumstance bonus to all skill checks that involve negotiating prices (Diplomacy, Bluff, etc.).

Faint abjuration; caster level 3rd; *tongues, eagle's splendor*; Craft Wondrous Item; 7,500 gold.

Serpentward Purse

Generally decorated with thread-of-gold depicting a dragon or wyrm, this purse is similar to the magically warded Wailing Purse, with the difference that any touching or opening of it by anyone except the wearer results in a ghostly viper rearing up from the purse and striking the would-be purloiner.

When the snake strikes, the thief must succeed at a DC 14 reflex save. If they fail, they are engulfed in a shimmering amber field of force and immobilized until released, either at your command or when 1d4 days + one day per caster level have elapsed. The effect is identical to those of the spell *sepia snake sigil*.

Faint abjuration; Caster level 5th; *sepia snake sigil*, Craft Wondrous Item; Price 7,500 gold; Weight 1/2 lb.

Wailing Purse

This purse has been enchanted such that attempts to pick it from its owner result in a loud alarm. The alarm varies from purse to purse, but is generally a shouted "thief! thief!" in the language of the enchanter.

Weak abjuration; caster level 1st, *alarm*, Craft Wondrous Item; 1,000 gold.

Alternate versions are powered by magic mouths, allowing a higher range of sounds and responses, such as singing, biting, or saying things like "You don't really need that, do you? Can we afford that?". These are considerably more expensive, in the 6,000 gold range

MINOR ARTIFACT

The Visage of Scahrossar

According to legend, this black leather Mask was a gift from Scahrossar, goddess of pain, to a legendary priest of Oldimara, her brother, the god of trickery. The turmoil surrounding the events that transpired are chronicled in the bard's song "Blood Tears of Hernisia."

The Visage's surface matches the contours of a face, and is adorned with delicate inlays of silver and steel, but there are no holes for the eyes, nose or mouth. On the interior side, there are two one inch iron spikes where the eye holes would be. Black silk ribbons hang from the sides and can be tied together to secure it to the head. Because of the lack of mouth opening, the wearer's voice is somewhat muffled and breathy. In spite of this those dealing with the wearer find them shudderingly fascinating and compelling.

In order to use this item one must put it on, piercing one's own eyes with the iron spikes. This process inflicts 1d4 points of damage and results in permanent blindness. This blindness can be magically cured if the Mask is removed, but donning it will once again result in blindness. Unless exceptionally strong-willed the wearer has no desire to remove the Mask at any rate (DC 28 Will save).

This Mask radiates moderate evil.

As long as the wearer has the mask on they gain the following benefits:

- Blindsight to a range of 45'
- True Seeing: the ability to pierce illusions and disguises within the blindsense. This does not confer actual sight.
- +5 enhancement bonus to Charisma
- Suggestion 3/day (DC 20 Will save to resist)
- +5 profane bonus to search and spot

Strong divination, transmutation and enchantment [evil]; CL 18.

SPELL

Phase Object

What a drag it is getting old.

This spell was discovered by the elder wizard Faduardo Gantonín in the Phyloctæte, who was hell-bent on prolonging his life. Sadly for him, he never made it very far (only a round forward and a round back), but other mages have since put this magic to good use in less grandiose contexts.

Phase Object (Time / Transmutation) Level 6

Transmutation [Time]

Level: Cleric 6, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Effect: One object shifts in time in defined cycles

Duration: 1 cycle/level (see text)

Saving Throw: see text

Spell Resistance: Yes

By waving her index finger and repeating the verbal component, *Os-Il-Ate*, the caster shifts an object in time one round forward or back from the present, alternating back-present-forward-present and so on for 1 cycle/lvl. The caster must continue the verbal component at relative intervals to maintain the spell. This doesn't interfere with other spells since the verbal component is so simple.

If cast on a container (no larger than a bag), all the items inside the container also phase shift in time. Certain mages have found ways to cast the spell on the items inside the bag, creating the Bag of Withholding (future post -- or is it past?). The downside to this spell is that items can become lost in time if the caster is not careful, trapped one round in the past of the caster.

The Greater version of the spell (9th level) allows the caster to shift a number of items up to their level a number of rounds up to their level into the future and past.

CREATURES

The Begotten of the Old Ones

The result of prolonged exposure to Old Ones, persons too near their reality warping effects undergo a transformation into beings which resemble them in some ways. These changed creature's features are bestial and reminiscent of fish, lizards, and amphibians, with claw-tipped hands or occasionally tentacles for arms. They are cunning and physically powerful, yet twisted and crippled in appearance. These creatures are ruled by the Old Ones through fear, violence and mental domination.

Those that can still speak do not usually chose to do so. Instead they mainly communicate simple thoughts to each other by telepathy, accompanied by whimpering groans and croaks.

Begotten of the Old Ones

usually chaotic neutral with evil tendencies

Medium Size Abberation

Init: +2 **Senses:** darkvision 60'

Listen +7 Spot +7

Languages: Telepathy 60' and either common or none

AC: 17 (+2 dex, +5 natural armor)

HP: (HD 9d8+ 27)

Defenses: SR 15, DR 5 / lawful

Saves: Fort: +6 Ref: +5 Will: +5

MV: 30, swim 30 or fly 30'

Attack: +10 appendage 1d6+4 or +10 greatclub 1d12+6

Full Attack: +11 appendage 1d6+4 and +11 appendage 1d6+4 +10/+5 greatclub 1d12+6

Attack Options: Lightning Touch

Space / Reach: 5ft. / 5ft.

Base Attack: +6 **Grapple:** +10

Abilities: Str 18 Dex 15 Con 17 Int 9 Wis 12 Cha 6

SQ: DR 5/lawful, SR 15, darkvision 60'

SA: spell like abilities: blur

Feats: weapon focus (appendage), power attack, ability focus (Otherworldly Gaze), quicken spell-like ability (blur)

Skills: +7 listen, +7 spot

Lightning Touch (Su): Begotten of the old ones can generate, as a free action, a burst of electricity from within their bodies that damages and may stun their victims. The touch deals 1d8 points of electricity damage and stuns the target for 1d4 rounds. A DC 17 Fortitude save avoids the stun effect - the save is constitution based. They may use this ability once per round,

delivered by melee attack.

Otherworldly Gaze: As a standard action begotten can focus their otherworldly gaze upon a mortal creature and create a haze of confusion as the spell. A DC 17 will save is required to avoid this confusion (save is wisdom based), which lasts as long as the begotten concentrates upon it. This is a mind-affecting ability.

Spell-like abilities: blur 1/day. Caster level 5th.

DR: 5 / lawful (axiomatic)

SR: 15

Combat

Sometimes armed with simple weapons, but generally attacking with whatever appendages the old ones have given them, the begotten are straightforward combatants. If encountered in a group, those in the rear will focus their otherworldly gaze on those being attacked, while their brethren attack with their claws and lightning touch.

Begotten of the Old Ones - Acquired Template

Sometimes when the powers of the old ones transform an unique creature, some of it's abilities and original form remains. In those cases apply this template to the base creature to generate the statistics of the resulting creature.

Type: the creature's type changes to aberration

HD: the creature's hit dice change to d8s.

AC: gains +5 natural armor

Special Abilities: Begotten of the old ones gain the following special abilities:

Lightning Touch (Su): As above A DC (1/2 begotten hit dice + constitution modifier) Fortitude save avoids the stun effect.

Otherworldly Gaze: As above. A DC (1/2 begotten hit dice + wisdom modifier) will save is required to avoid this confusion.

Spell-like abilities: blur 1/day. Caster level 5th.

DR: 5 / lawful (axiomatic)

SR: 15

Telepathy 60'

Darkvision 60'

CR: +2

ECL: +2



Claw/Claw/Bite is a resource for storytellers and gamemasters to help create thrilling worlds of adventure for your players to test their mettle in. In each issue, you'll find new characters, creatures, magic items, encounters, and locations for use in your campaigns. We also include little nuggets that will enrich your world with interesting details and intriguing features.

Our goal is to be a "one-stop shop" for you, the gamemaster. With little or no tweaking on your part, you will be able to drop any game element from Claw/Claw/Bite into your adventure setting and run it how you see fit. All of our creations are designed for d20 fantasy rules. And of course, everything is carefully reviewed and balanced to fit into your game without disrupting your play balance or giving you too much rope.

This issue of Claw/Claw/Bite includes:

- * Three new characters, including two powerful mages
- * Two new locations with five encounters, including Harpy Point
- * A new race, the Wyndm-folk
- * Nine new magic items, including three new purses and bags
- * A minor artifact, the Visage of Scahrossar
- * A new spell, Phase Object
- * And a new creature, the Begotten of the Old Ones.

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CLAW/CLAW/BITE



ISSUE # 7

JUNE 2007



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CREDITS

Claw/Claw/Bite # 7 by Adam A. Thompson and
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of [Cereberus Art](#).

INTRODUCTION

Hail and well met, fellow roleplayers! Welcome to Claw/Claw/Bite, a resource for storytellers and gamemasters to create thrilling worlds of adventure for your players to test their mettle in. Every day or two, we post an article containing at least one new character, creature, magic item, encounter or area description (on the scale of a farmstead, inn, or small town) for use in your campaigns. We also include little nuggets that will enrich your campaign setting with cool details and intriguing features. These articles are posted on our blog site, clawclawbite.blogspot.com many of which are collected in these monthly issues.

Our goal is to be a "one-stop shop" for you, the gamemaster. All of our creations are designed for d20 3.5 rules. Many of the game elements that you see in this periodical will find their way into modules published by Unicorn Rampant, which will be available on our site: www.unicornrampant.com.

So welcome to our phantasmagorical multiverse, traveler. Strange treasures, cunning adversaries, powerful adventurers, and mystic realms are waiting for you.

Enjoy your stay,
but mind the
current.

CHARACTERS

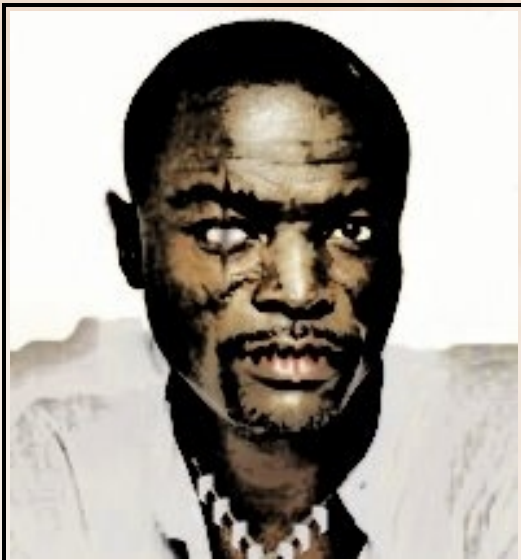
Mpa-Mda Mba-Mta (Pada Bata)

A slave brought to Sassarine from the inlands, his name means "fight person, burn death." After years as under these conditions, he broke his bonds, escaped, and is now an outlaw. Mpa-Mda survives as a swordsman and swashbucker, his towering physique providing an amazing reach for his rapier. A fugitive, he must hide his face in public with his hood. Another reason for hiding his face in the city is that he has some nasty scarring on both sides of his face and down his back from years of being beaten.

He lives in a small camp on Parrot Island (off the Shadowshore) and rides the tides at night on his makeshift raft, living off fish and what he collects along the shore. He has befriended a cadre of homeless kids from Shadowshore who bring him information and small goods in exchange for warrior training and occasional protection.

There are those who call him Death itself. When he finally hunts down Captain Adelard and his men, he will indeed bring about their deaths. This is his number one goal.

Recently Pada had a run-in with the slaver that originally brought him to the area and sold him to Captain Adelard. After helping some other slaves to escape, Pada ended up with a new friend: a grig who calls herself Flitaround Jumpkins. Flit now lives with Pada in his cave on Parrot Island.



Mpa-Mda Mba-Mta (Pada Bata, as most people don't pronounce the leading m)

Medium-size Male Human

Fighter 2

Hit Dice: (2d10)+5

Hit Points: 25

Initiative: +2

Speed: Walk 30 ft.

AC: 14 (flatfooted 12, touch 12)

Attacks: *Rapier +0; Base attack +3;

Damage: *Rapier 1d6+3; ;

Vision:

Face / Reach: 5 ft. / 5 ft.

Special Qualities:

Saves: Fortitude: +4, Reflex: +2, Will: +0

Abilities: STR 16 (+3), DEX 15 (+2), CON 13 (+1),

INT 11 (+0), WIS 11 (+0), CHA 8 (-1)

Skills: Appraise 0; Balance 2; Bluff -1; Climb 7;

Concentration 1; Craft (Untrained) 0; Diplomacy

-1; Disguise -1; Escape Artist 2; Forgery 0; Gather

Information -1; Handle Animal 0; Heal 2; Hide 3;

Intimidate 0; Jump 5; Listen 0; Move Silently 2;

Ride 2; Search 0; Sense Motive 0; Spot 1;

Survival 1; Swim 5;

Feats: Armor Proficiency (Heavy), Armor

Proficiency (Light), Armor Proficiency (Medium),

Combat Reflexes, Martial Weapon Proficiency,

Shield Proficiency, Simple Weapon Proficiency,

Toughness, Tower Shield Proficiency, Two-

Weapon Fighting, (one other)

Challenge Rating: 2

Alignment: Chaotic Good

Possessions: Chalk (4 pieces), Crocodile Tooth Necklace, Hooded Robe, Leather Armor, Leather Belt, Pouch (Belt), Dual Rusty Rapiers, Sandals, Whetstone, Dagger w/boot sheath, Semi-ornate sheath (empty), healing potion, (better) healing potion, potion with wavy lines, brown earth elemental gem

Melangell Blackwing, Wizard

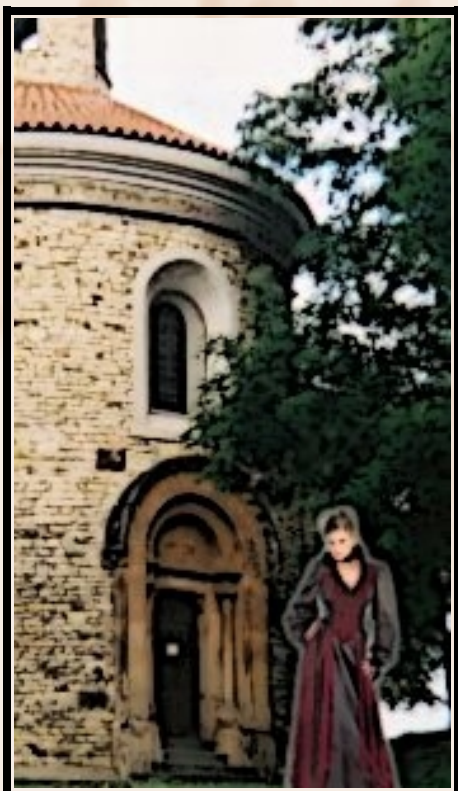
This wizard is the result of a nocturnal encounter between a half-elven weaver and an incubus who was terrorizing a small village's women. Melangell and her mother were forced to flee their home almost as soon as she was born, as a mob was gathering to put an end to the life of this bastard deamon child. They escaped and eventually found sanctuary at a temple to Wee Jas. The child was raised with much help from the priestesses of the temple, who knew that this child would come to ill, or cause it if not carefully tended to.

As a young girl, Melangell took to magery like a swan to water. Some of the priestesses were reluctant to teach her, but she was always the brightest and quickest student, and quite charming when she wanted to get her way.

At the age of thirteen, chafing under the sternly watchful eyes of the temple mothers, she left to find her own way in the world. Stubborn and headstrong, only her keen wits and her strong magic allowed her to survive her adolescence. Many villages through which she wandered still curse her name. A few in those villages thank the gods she came to them.

Eventually she was lured to the remote tower of Vegarin the Drake-master for his own nefarious purposes. After many contests she eventually defeated him in a wizard's duel. His petrified form still stands in her foyer, captured in the midst of casting a spell, covered in cloaks and hats. She still uses his abode as a home, with it's well-stocked library and alchemical laboratories, though her wanderlust means she is rarely there.

Grown to full womanhood, Melangell has matured somewhat. She is still known to make snap decisions, and can be very cruel when she feels slighted, but has finally arrived at a place in her life where she feels that she has adequate control over her own destiny, which allows her to relax slightly.



A darkly beautiful woman with fine clear features, dark, straight hair, and a slight frame, Melangell's deamonic heritage is betrayed by her red eyes and small horns, and by her thin spade-tipped tail, which she carefully conceals beneath her dresses and cloaks.

Melangell Blackwing CR 13

female tiefling wizard 13

CN (with good tendencies) Size Medium humanoid

Init: +1 Senses: Darkvision 60 ft. Listen +2, Spot +2

Languages: common, abyssal, undercommon, auran, elven, draconic, celestial

AC: 16 (+4 armor, +2 dex) touch 12, flatfooted 14

HP: 60 (HD 13d4+26) rolls -

4,2,3,1,3,3,3,4,1,3,1,3 + 26

Resist: cold 5, electricity 5, and fire 5

Fort: +4+4 Ref: +4+ 4 Will: +8+4

MV: 30 ft.

Attack: +8 ranged touch

Full Attack: weapon +? (damage / crit range)

Space / Reach: 5 ft. / 5 ft.

Base Attack: +6 Grapple: +5

Abilities Str 8 (-1) Dex 12 (+1) Con 12 (+1) / 14 (+2) Int 21 (+5) / 25 (+7) Wis 15 (+2) Cha 13 (+1)

SQ: tiefling qualities

SA: tiefling abilities, Scry on familiar

Feats: 5+2 + Scribe Scroll, Spell Focus

Evocation, Spell Focus Transmutation, Spell

Penetration, Craft Wand, Spell Mastery (dispel magic, magic missile, gaseous form), Improved Familiar (pseudodragon), Spell Focus

Enchantment, Alertness (from familiar)

Skills: 101 +7 skill points: Bluff 7+1,

Concentration +12+2, Craft (jewelry / art objects)

+3+7, Craft (woodworking) +2+7, Decipher Script

+3+7, Gather Information +7+1, Knowledge

(arcana) +13+7, Knowledge (dunge.) +5+7,

Knowledge (history) +5+7, Knowledge

(geography) +5+7, Knowledge (religion) +5+7,

Knowledge (the planes) +5+7, Hide +2+1,

Spellcraft +14+7, languages: common, abyssal, undercommon, auran, elven, draconic, celestial

Spells Available: (DC 17 + spell level)

0th: 4 / day: prestidigitatation, detect magic

1st: 6 / day: shield, magic missile, burning hands,

ray of enfeeblement, charm person, reduce

person, alarm, identify, mage armor, protection

from evil, comprehend languages, feather fall

2nd: 6 / day: glitterdust, alter self, invisibility,

scorching ray, knock, detect thoughts, resist

energy, mirror image, arcane lock, earthbind *

locate object, see invisibility, rope trick
 3rd: 6 / day: gaseous form, slow, fly, dispel magic, protection from energy, suggestion, lightning bolt, major image, fireball, arcane sight
 4th: 5 / day: minor creation, polymorph, enervation, fire shield, stoneskin, scrying, bestow curse, greater invisibility, dragonskin *, sending
 5th: 4 / day: cone of cold, teleport, hold monster, break enchantment, fabricate, baleful polymorph, telekenisis
 6th: 3 / day: analyze dweomer, disintegrate, greater dispel magic, chain lightning, repulsion
 7th: 2 / day: insanity, mage's sword, grasping hand, forcecage

* Draconomicon

Spell-Like Abilities: Summon Familiar

Spellbook: see above

Possessions: (110,000 gp - 105,375 -322) masterwork silver dagger 322gp, wand of scorching ray (11th) 8250 gp, wand of lightning bolt (10th) 11250 gp, wand of magic missile (9th level) 3,375 gp, wand of enervation 10,500 gp, cloak of resistance +4 16k, headband of intellect +4 16k, amulet of health +2 4k, bracers of armor +4 16k gp, boots of flying 16k gp, Deep Purse 2k, Handy Haversack 2k, spell components, 4,303 gp in coins and gems

Vorel Kethend, pseudodragon familiar:

NG Male Tiny Dragon

Init: +2 Senses: blindsense

Listen +9 Spot +9

AC: 25 (+2 size, +2 Dex, +11 natural), touch 14, flat-footed 23

HP: 15 (HD 2d12+2) - 25 HP (HD 13)

Fort +4, Ref +5, Will +4

MV: 15 ft. (3 squares), fly 60 ft. (good)

Attack: Sting +6 melee (1d3-2 plus poison)

Full Attack: Sting +6 melee (1d3-2 plus poison) and bite +1 melee (1)

Space / Reach: 2½ ft./0 ft. (5 ft. with tail)

Base Attack: +2 Grp: -8

Abilities: Str 6, Dex 15, Con 13, Int 12, Wis 12, Cha 10

Feats: Alertness, Weapon FinesseB

Skills: Diplomacy +2, Hide +20*, Listen +9, Search +6, Sense Motive +7, Spot +9, Survival +1 (+3 following tracks)

SA: Poison, improved evasion, share spells, empathic link, Deliver touch spells, Speak with master, Speak with animals of its kind, Spell resistance,

SQ: Blindsense 60 ft., darkvision 60 ft., immunity to sleep and paralysis, low-light vision, spell resistance 19, telepathy 60 ft.

Poison (Ex) Injury, Fortitude DC 14, initial damage sleep for 1 minute, secondary damage sleep for 1d3 hours. The save DC is Constitution-based and includes a +2 racial bonus.

Blindsense (Ex) A pseudodragon can locate creatures within 60 feet by non visual means (mostly hearing and scent, but also by noticing vibration and other environmental clues). Opponents the pseudodragon can't actually see still have total concealment against the pseudodragon.

Telepathy (Su) Pseudodragons can communicate telepathically with creatures that speak Common or Sylvan, provided they are within 60 feet.

Detailed Special Ability or Attacks (Su): darkness 1/day as 13th level caster.

XP: 750,000 - 2670 for wand crafting - 790,000

Tiefling characters possess the following racial traits.

* +2 Dexterity, +2 Intelligence, -2 Charisma.

* Medium size.

* A tiefling's base land speed is 30 feet.

* Darkvision out to 60 feet.

* Racial Skills: Tieflings have a +2 racial bonus on Bluff and Hide checks.

* Racial Feats: A tiefling gains feats according to its class levels.

* Special Attacks (see above): Darkness.

* Special Qualities (see above): Resistance to cold 5, electricity 5, and fire 5.

* Automatic Languages: Common, Infernal.

Bonus Languages: Draconic, Dwarven, Elven, Gnome, Goblin, Halfling, Orc.

* Favored Class: Rogue.

* Level adjustment +1.

Wil'nniea and Wil'ancyn, Sister Enchantresses and Water Mages

Born together in the desert, Wil'nniea and Wil'ancyn were raised in a temple dedicated to the worship of magic and water. Underground cisterns and mysterious rituals surrounded them as small girls.

As they grew up in this desert temple of Baccob,

god of magic, they learned many things. Each of their mystical abilities grew, similar but different, like two mirror images, one dark and one light. Wil'nniea's abilities were wild and rooted in her love of the natural world. Wil'ancyn's talents came to her through worship, study, and the devotions she shared with the others in the temple.

In later life they were among a very few priestesses of Baccob that escaped the great Anmagus Crusade, and eventually fought in battle against the champions of the Order of the Sword of Light defending the last standing temple of Baccob in the northern reaches of the middle kingdom. They were able to ward the Crusaders off, and the siege lay unbroken for seven years, until the Crusade was finally ended by the High Pontiff of Heronious and the Order was recalled and sent on other errands.

Of course by this time the Crusade had achieved it's end: the arts of magic were practiced only in secret throughout all of the middle kingdoms, and the worship of Baccob was unknown among it's peoples.

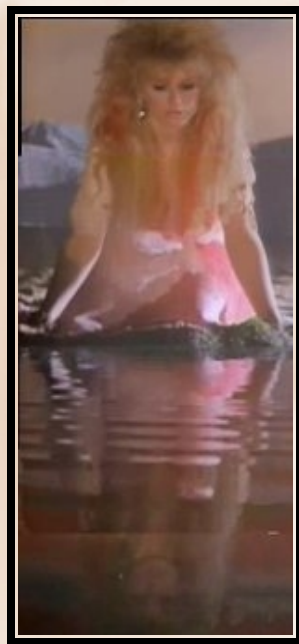
Presented below are their stats as they were during the siege of the Temple of Boccob.

Wil'nniea CR 10

Female human sorceress
4 druid 6
Neutral with chaotic tendencies Size Medium humanoid
Init: +0 Senses: Listen +3, Spot +3
Languages: common, auran

AC: 16 (natural armor +2, mage armor +4) touch 10, flatfooted 16
HP: 53 (HD 4d4+6d8+10)
Resist: resist nature's lure
Fort: +6 Ref: +3 Will: +9

Move: 40 ft.
Attack: +6 scimitar (1d8+1 and 1d6 fire / 18-20 ×2)
Full Attack: +6 / +1 scimitar (1d8+1 and 1d6 fire / 18-20 ×2)
Attack Options: alternate form: leopard (see below)
Space / Reach: 5 ft. / 5 ft.
Base Attack: +6 Grapple: +5



Wil'nniea In Animal Form as leopard:

AC: 21 (+3 natural armor, +4 dex, +4 mage armor)

Move: 50 ft, climb 20 ft.

Full Attack: Bite +10 melee (1d6+3) and 2 claws +5 melee (1d3+1)

Special Attacks: Improved grab, pounce, rake 1d3+1

Attributes: Str 16, Dex 19, Con 15

Abilities Str 9 Dex 11 Con 13 Int 12 Wis 16 Cha 15

SQ: Resist nature's lure, Animal companion, nature sense, wild empathy

SA: Woodland stride, Trackless step, Wild shape (2/day),

Feats: 5 Natural Spell, Eschew Materials, Self Sufficient, Endurance, Diehard

Skills: 45 druid, 12 sorcerer 14 human, +3+2 Bluff, +14+1 Concentration, +14+1, +4 Jump, Knowledge Nature, +1+1 Knowledge Religion, +3+3 Sense Motive, +14+1 Spellcraft, +14+3 Survival,

Druid Spells Prepared:

1st: 5 / day: cure light wounds, magic fang, cure light wounds, produce flame

2nd: 3 / day: bear's endurance, flameblade, fog cloud

3rd: 3 / day: cure moderate wounds, call lightning, daylight

4th: 2 / day: flame strike, ice storm

Sorcerer Spells Available:

1st: 6 / day: mage armor, ray of enfeeblement, protection from law

2nd: 3 / day: invisibility

Possessions: +1 flaming scimitar, amulet of natural armor +2, boots of striding and springing, holy symbol

Familiar: desert snake

Animal Companion: White leopard: Medium Animal

Init: +5 Senses: Low-light vision, scent
Listen +7 Spot +6

AC: 18 (+5 dex, +3 natural)

HP: 34 (HD 5d8+10)

Fort +6, Ref +9, Will +2

Move: 40 ft (8 squares), climb 20 ft.

Attack:

Full Attack: Bite +7 melee (1d6+3) and 2 claws +2
melee (1d3+1)
Atk Options: pounce, rake
Space / Reach: 5 ft / 5 ft

Abilities: Str 17, Dex 20, Con 15, Int 2, Wis 12, Cha
6
Skills: Balance +12, Climb +11, Hide +8*, Jump +11,
Listen +8, Move Silently +8, Spot +6
SQ: evasion, share spells

Wil'ancyn CR 11

Female human wizard 8 cleric
3

NG with lawful tendencies

Size Medium humanoid

Init: -1 Senses: Listen +2,
Spot +2

Aura:

Languages: common, aquan,
auran, gnoll

AC: 18 (-1 dex, +1 deflection,
+4 mage armor, +4 shield)
touch 10, flatfooted 10
HP: 48 (HD 8d4+3d8+10)
Fort: +2+1 Ref: +2-1 Will:
+6+2

Move: 30 ft.

Attack: flail +6 (1d8)

Full Attack: flail +6 (1d8)

Space / Reach: 5 ft. / 5 ft.

Base Attack: +4 Grapple: +5

Abilities Str 13 Dex 9 Con 12 Int 17 Wis 14 Cha 11

SA: Turn Undead,

Feats: Scribe Scroll, Eschew Materials, Brew
Potion, Improved Counterspell, Persuasive,
Leadership, Craft Wand

Skills: 59 wiz, cleric 18: +14+1 Concentration, +7
Diplomacy, +7+2 Heal, +14 Knowledge Arcana, +14
Knowledge Religion, +7+2 Profession Clergy, +14+3
Spellcraft

Wizard Spells Prepared:

1st: 5 / day: mage armor, shield, expeditious retreat,
burning hands, enlarge person

2nd: 4 / day: glitterdust, web, protection from
arrows, invisibility

3rd: 4 / day: heroism, blink, slow, fireball

4th: 2 / day: black tentacles, stoneskin

Cleric Spells Prepared:

1st: 3+1 / day: bless, divine favor, shield of faith,
sanctuary*

2nd: 2+1 / day: aid, shield other*, silence

Domains: protection, water

Possessions: +1 flail, ring of protection +1, wand
of magic missile (4d4+4 at 7th level, 35 charges),
holy symbol.

Familiar: dove

Cohort: Tamilla-ossalur, Young Brass Dragon

CG Female True Dragon

Medium Size CR 6

Init: +0 Senses: Darkvision 120 ft, Blindsense 60
ft, Lowlight Vision x 4

Listen +15 Spot +15

AC: 19 (+9 natural), touch 10, flat-footed 19

HP: 85 (HD 10d12+20)

F: +9 R: +7 W: +8

Immunities: Fire

Weaknesses: Vulnerability to cold

Move: 60 ft., burrow 30 ft., fly 200 ft. (poor)

Attack: +12 bite 1d8 + 2

Full Attack: +12 bite 1d8+2, +7 (2)claws 1d6+1,
+7 (2)wings 1d4+1

Space / Reach: 5 ft./5 ft.

Base Attack: +10 Grp: +12

Abilities: Str: 15 Dex: 10 Con: 15 Int: 12 Wis: 13
Cha: 12

Feats: Power Attack, Improved Sunder, Hover,
Investigator

Skills: 79 +12+1 Bluff, +13+1+2 Gather
Information, +14+1 Listen, +14+1 Search,
+14+1+2 Spot, +12+1

Breath Weapon (Su): A brass dragon has two
types of breath weapon, a 60 ft. line of fire for 3d6
points of damage and a 30 ft. cone of sleep.
Creatures within the cone must succeed on a Will
save or fall asleep, regardless of HD, for 1d6
rounds plus 1 round per age category of the
dragon. DC 17

Feats

Through careful study, some casters become so
swift at counterspelling that they prevail in any
wizard's duel. These feats build on the Improved
Counterspell feat.

Swift Counterspell [general]

Swift counterspell allows spellcasters to counter

other's spells as a swift action, in other words as a free action once a round.

Prerequisite: Improved Counterspell

Benefit: You may now counterspell as a swift action.

Normal: See counterspell rules

Reflexive Counterspell [general]

Reflexive Counterspell allows spellcasters to perform a counterspell as an immediate action, which is a swift action that you can perform even when the the spell to be countered is cast when it's not the counterspeller's turn. This allows a counterspeller to interrupt another's casting once per turn without having to ready an action.

Prerequisite: Swift Counterspell

Benefit: You may now counterspell as an immediate action. Once per round, you may counterspell even if it is not currently your turn.

Normal: See counterspell rules

Sor/Wiz 3, Trickery Domain 3

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: one Creature

Duration: 1 round/level (D)

Saving Throw: Will negates

This spell creates a phantasm to dazzle the unwary. The victim perceives whatever thing they covet the most, either as a stationary object, or as something the caster is offering them. Failing a will save, they act to achieve whatever they see, blinded to all other considerations for the duration of the spell. They will defend themselves normally but will take no other actions as long as the spell persists.

If the dazzle is placed in such a place that going to it would cause the subject harm, they receive another saving throw with a +4 bonus to break free of the compulsion.

The phantasm only exists in the subject's mind, and so others do not perceive the illusion.

On a successful saving throw, the phantasm appears ghostly and translucent and persists for the duration of the spell, but the victim is not compelled to pursue to it.

For example, when cast on a greedy merchant, this spell would create an illusion of someone offering them chests filled with treasure. The merchant would be compelled by the phantasm to go to the illusion and accept the illusory treasure for as long as the spell lasted. For a wyvern, it might create an illusion of some helpless prey, upon which it would be compelled to go feed.

As a phantasm, this spell is a mind-affecting effect and so will not effect undead or constructs.

SPELLS

Bladeturn

Divination

Level: Sor/Wiz 1

Components: V, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: See text

You gain temporary protection against the next attack that targets you. You gain a +20 insight bonus against the next single attack roll made against you (if it is made before the beginning of your next turn). You must be aware of the attacker for this bonus to have an effect.

Focus: A
small silver
shield worth
5 gold.

Dazzle

Illusion

(Phantasm)

Level: Brd 3,



Rapid Grow

Transmutation [Time/Plant]

Level: Druid 4, Time 4, Plant 4

Components: V, S, M

Casting Time: 1 round

Range: Touch

Effect: One plant grows at a rate of one year per round

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Rapid grow allows a plant to undergo one growing season per round for a single plant, during which roots extend into the ground and leaves, seeds, cones, and/or needles accumulate in the space provided. If there is not enough space for the plant to grow into, the growth is stunted. The spell effect takes into consideration the normal amount of light and water that the plant would normally receive for its surroundings. This makes it difficult to use in deep dungeons. For instance, a 20th level druid or priest of Time can turn a seedling into a 20-yr-old tree with all the normal characteristics of the tree in the conditions provided in 20 rounds. The caster must focus on the spell for each round of its duration. An unwilling plant may make a will save to avoid this effect.

The material component is a seed of a plant that you want to grow (or the already existing plant you wish to age). The somatic is the rising of one's arms upward from the ground. The verbal component is the phrase "Ch-ch-ch-chia!"

Time Out of Mind

Transmutation

Level: Protection 8, Sor/Wiz 8

Components: V, S, M

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 hour

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A lossy version of Mind Blank over a specified period of time, an no one is aware of the blanking. This time literally becomes time out of mind; everyone, including the caster forget about the actions of one person for a specified hour of their lives. This spell protects against all mind-affecting spells and effects as well as information gathering by divination spells or effects for the hour specified. Time Out of Mind even foils limited wish, miracle, and wish spells when they are used in such a way as to gain information about the subject over the specified period of time. Scrying attempts that are targeted specifically at the subject do not work at all.

The material components are an ounce of sand from an hourglass that has been used by the caster for at least 24 hours and a sapphire worth at least 500gp. Both are consumed with the spell.

Creeping Vine

These haunting vines live on moonlight through a process called lunasynthesis. They quickly draw nutrients from the soil, invading dimly-lit natural groves, mausoleums and other such locales where they will suck sustenance from the fluids of corpses.

Underground, these plant's roots and tendrils will often stick through the soft soil ceilings of natural caverns, from which they will grab and draw up their prey.

Creeping Vine CR 7

Undead plant

Neutral Evil Large plant

Init: +2 Senses: Blindsight 45 ft. Listen +1, Spot +1

Aura: Fatiguing Radiance 30 ft.

Languages: none

AC: 20 (+10 Natural, +1 Dex, -1 Size) touch 10, flatfooted 19

HP: 70 (HD 8d12)

Immune: Unholy

Fort: +10 Ref: +3 Will: +7

Weakness: Holy

MV: 10 ft.

Attack: +7 vine 1d6+7

Full Attack: 4 attacks with +7 vine 1d6+7

Attack Options: improved grab

Space / Reach: 10 ft. / 10 ft.

Base Attack: +6 Grapple: +17

Abilities Str 24 Dex 13 Con - Int 3 Wis 12 Cha 13

SQ: undead and plant traits

SA: improved grab, blood drain

Feats: Improved Grapple, Combat Reflexes,

Weapon Focus Tendril

Skills: +12 Move Silently

Possessions: whatever was left by previous victims: standard treasure.

Improved Grab (Ex): Upon a successful melee attack, creeping vines can attempt to start a grapple with their enemies. Upon a successful grapple, they will draw their victims in toward their central body, where, at the start of the next round, the roots begin sucking their blood through tiny hollow needles.

Blood Drain (Ex): At the start of it's round, each living creature caught in a grapple with a creeping vine will take 1d4 points of constitution damage.

Blindsight (Ex): Creeping Vines have no visual organs but can ascertain all foes within 45 feet using sound, scent, and vibration.

Fatiguing Radiance (Su): Any living creature within 30' of a creeping vine must succeed on a DC 15 fortitude save or become fatigued for as long as they remain in proximity to the undead plant and for 2d6 rounds after they leave it's aura. The Fortitude save is Charisma based.

Camouflage (Ex): Since a creeping vine looks like a normal plant when at rest, it takes a DC 20 Spot check to notice it before it attacks.

Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the plant. Dwarves can use stonecunning to notice the subterranean version.

Undead and Plant Traits:

- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Not subject to critical hits, nonlethal damage, ability drain, or energy drain.
- Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects.
- Immunity to poison, sleep effects, paralysis, polymorph, stunning, disease, and death effects.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).
- Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed.

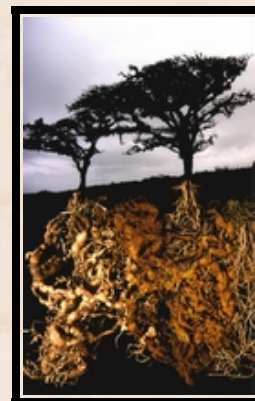
Death Root

These haunting roots thrive on the roots of other plants, sucking the nutrients out through a series of hollow thorny spikes that they slowly grow into their plant prey until these hosts die, at which time they move on to another plant host. When they discover animal prey nearby, they have the ability to spring into action, curling their thorny rooted selves around their opponents, grappling them and sucking out their life energies.

These roots usually hang out over cavern floors and around existing root systems, where they await juicier prey.

Death Root CR 9

Undead plant
(subterranean, solitary)
Neutral Evil Large plant
Init: +4 Senses: Blindsight
45 ft. Listen +1, Spot +1
Aura: Fatiguing Radiance
30 ft.
Languages: none



AC: 20 (+10 Natural, +1
Dex, -1 Size) touch 10,
flatfooted 19
HP: 80 (HD 9d12)
Immune: Unholy
Fort: +11 Ref: +4 Will: +7
Weakness: Holy, Natural Light

MV: 10 ft.
Attack: +7 vine 1d6+7
Full Attack: 4 attacks with +8 vine 1d6+8
Attack Options: improved grab
Space / Reach: 10 ft. / 10 ft.
Base Attack: +7 Grapple: +19

Abilities Str 25 Dex 13 Con - Int 3 Wis 12 Cha 13
SQ: undead and plant traits
SA: improved grab, blood drain
Feats: Improved Grapple, Combat Reflexes,
Weapon Focus Tendril
Skills: +14 Move Silently

Possessions: whatever was left by previous victims: standard treasure.

Improved Grab (Ex): Upon a successful melee attack, death roots can attempt to start a grapple with their enemies. Upon a successful grapple, they will draw their victims in toward their central body, where, at the start of the next round, the roots begin sucking their blood through tiny hollow needles.

Blood Drain (Ex): At the start of its round, each living creature caught in a grapple with a death root will take 1d4 points of constitution damage.

Blindsight (Ex): Death roots have no visual organs but can ascertain all foes within 45 feet using sound, scent, and vibration.

Fatiguing Radiance (Su): Any living creature within 30' of a death root must succeed on a DC 15 fortitude save or become fatigued for as long as they remain in proximity to the undead plant and for 2d6 rounds after they leave its aura. The Fortitude save is Charisma based.

Camouflage (Ex): Since a death root looks like a normal plant root system when at rest, it takes a DC 20 Spot check to notice it before it attacks.

Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the plant. Dwarves can use stonecunning to notice the subterranean version.

Undead and Plant Traits:

- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Not subject to critical hits, nonlethal damage, ability drain, or energy drain.
- Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects.
- Immunity to poison, sleep effects, paralysis, polymorph, stunning, disease, and death effects.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).
- Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed.

Dragons (True)

Aquamarine (River) Dragon

Size/Type: True Dragon (Water)

Environment: Any river or underground water source

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1-2 and 2-5 offspring)

Challenge Rating: Wyrmling 3; very young 5; young 7; juvenile 9; young adult 12; adult 15; mature adult 17; old 19; very old 20; ancient 22; wyrm 23; great wyrm 25

Treasure: Triple standard

Alignment: Chaotic Neutral with Evil tendencies

Advancement: Wyrmling 7-8 HD; very young 10-11 HD; young 13-14 HD; juvenile 16-17 HD; young adult 19-20 HD; adult 22-23 HD; mature adult 25-26 HD; old 28-29 HD; very old 31-32 HD; ancient 34-35 HD; wyrm 37-38 HD; great wyrm 40+ HD

Level Adjustment: Wyrmling +4; very young +4; young +6; others -

These cruel river dragons crawl from their wet shells a icy blue color highlighted by tiny white spines in rows along their backs and limbs. Their long sinuous bodies are powerfully muscled making them excellent swimmers but their wings are somewhat small. As they age and spend long periods lying amongst the rocks and mud at the bottoms of progressively deeper rivers their hides take on the coloration of the river they inhabit, be it mossy, muddy, or rocky as they become impregnated with those materials.

Aquamarine dragons live in rivers; from headwaters at young ages to deltas once older. They spend their long lives hiding underwater, controlling currents and capriciously drowning people. They tend to bury their hordes in caches and caves they dig at the bottom of their rivers and into cavernous aquifers.

Occasionally they will encounter another river dragon as they age and move slowly from their mountaintop springs to deeper waters. When these encounters take place they will generally fight for dominance and control of the river. Losers are slain if they cannot escape back upriver. On the occasions when they are of opposite sexes, mating may occur before or after the fight for dominance, and the victor will send the loser upriver to hide the eggs amongst the stones at the springs and headwaters of the river.

Combat

River dragons are rarely found out of their rivers, and use the water as cover from which to make quick strikes and then fade away.

Breath Weapon (Su)

A river dragon's breath weapon is a powerful line of frigid water. The damage dealt is half cold and half bludgeoning. In addition to the damage,

creatures must make a strength check opposed by the dragon's breath weapon DC or be affected as by a bull rush: being pushed back 5 ft and and additional foot for every point by which they lost the opposed strength check.

Water Breathing (Ex)

A river dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Create Spring (Su)

A river dragon can create a new spring once per day as a full-round action. The dragon digs down into the earth and spits water from it's mouth as a use of it's breath weapon. This creates a small, permanent spring at that spot, large enough to feed a small stream.

Spell-Like Abilities

At will- water walk; 1/day fog cloud (young or older), 3/day control water (adult or older); 1/day-control weather (great wyrm).

Skills

Bluff, Intimidate, and Survival are considered class skills for aquamarine dragons.



River Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	S	6d12+6 (45)	14	10	13	14	15	14	+6/+3	+9	+6	+5	+7	2d4 (14)	—
Very young	M	9d12+8 (76)	16	10	15	14	15	14	+9/+11	+12	+8	+6	+8	4d4 (16)	—
Young	M	12d12+24 (102)	18	10	15	16	17	16	+12/+15	+16	+10	+8	+11	6d4 (18)	—
Juvenile	L	15d12+45 (142)	20	10	17	18	19	18	+15/+23	+17	+12	+9	+13	8d4 (20)	—
Young adult	L	18d12+72 (189)	24	10	19	18	19	18	+18/+28	+24	+15	+11	+15	10d4 (23)	23
Adult	H	21d12+105 (241)	28	10	21	20	21	20	+21/+37	+28	+17	+12	+17	12d4 (25)	25
Mature adult	H	24d12+120 (276)	30	10	21	20	21	20	+24/+41	+32	+19	+14	+19	14d4 (27)	27
Old	H	27d12+162 (337)	32	10	23	22	23	22	+27/+45	+36	+21	+15	+21	16d4 (29)	29
Very old	H	30d12+180 (375)	34	10	23	22	23	22	+30/+49	+40	+23	+17	+23	18d4 (31)	31
Ancient	G	33d12+231 (445)	36	10	25	24	25	24	+33/+57	+42	+25	+18	+25	20d4 (33)	33
Wyrm	G	36d12+288 (522)	38	10	27	26	27	26	+36/+61	+46	+28	+20	+28	22d4 (36)	36
Great wurm	G	39d12+312 (565)	40	10	27	26	27	26	+39/+65	+50	+29	+21	+29	24d4 (37)	37

River Dragon Abilities by Age

Age	Speed	Initia tive	AC	Special Abilities	Caster Level1	SR
Wyrmling	40 ft., fly 30 ft. (poor), swim 60 ft.	+0	16 (+1 size, +5 natural), touch 11, flat-footed 16	Immunity to cold, water breathing, water walk	—	—
Very young	40 ft., fly 60 ft. (poor), swim 60 ft.	+0	18 (+8 natural), touch 10, flat-footed 18		—	—
Young	40 ft., fly 60 ft. (poor), swim 60 ft.	+0	21 (+11 natural), touch 10, flat-footed 21	Fog cloud	1st	—
Juvenile	40 ft., fly 60 ft. (poor), swim 60 ft.	+0	23 (-1 size, +14 natural), touch 9, flat-footed 23	Create Spring	3rd	—
Young adult	40 ft., fly 60 ft. (poor), swim 90 ft.	+0	26 (-1 size, +17 natural), touch 9, flat-footed 26	DR 5/magic	5th	20
Adult	40 ft., fly 90 ft. (poor), swim 90 ft.	+0	28 (-2 size, +20 natural), touch 8, flat-footed 28	control water	7th	22
Mature adult	40 ft., fly 90 ft. (poor), swim 90 ft.	+0	31 (-2 size, +23 natural), touch 8, flat-footed 31	DR 10/magic	9th	23
Old	40 ft., fly 90 ft. (poor), swim 90 ft.	+0	34 (-2 size, +26 natural), touch 8, flat-footed 34		11th	25
Very old	40 ft., fly 90 ft. (poor), swim 90 ft.	+0	37 (-2 size, +29 natural), touch 8, flat-footed 37	DR 15/magic	13th	26
Ancient	40 ft., fly 120 ft. (clumsy), swim 120 ft.	+0	38 (-4 size, +32 natural), touch 6, flat-footed 38		15th	28
Wyrm	40 ft., fly 120 ft. (clumsy), swim 120 ft.	+0	41 (-4 size, +35 natural), touch 6, flat-footed 41	DR 20/magic	17th	29
Great wyrm	40 ft., fly 120 ft. (clumsy), swim 120 ft.	+0	44 (-4 size, +38 natural), touch 6, flat-footed 44	Control weather	19th	31

1. Can also cast cleric spells and those from the Cruelty, Trickery, and Water domains as arcane spells.

Dz'ata Möschu - the sleepless killers

The product of a mystical breeding program combining diabolic bloodlines with the kingdom's finest soldiers, the Dz'ata Möschu were originally created by an ancient race to serve as soldiers and guards. When that race was destroyed the Dzta Möschu survived and became the dominant culture in the blasted region that remained. They occupy the mountainous wastelands in the northern central region of the middle kingdoms.

Their history lost in the mists of time, the Dz'ata Möschu are now considered little more than horrible monsters by the people of the middle kingdoms, and little is known of their culture. They have retained their warlike nature, and so most encounters with them come to violence. As a society, they are extremely lawful and somewhat evil. Individuals tend to match this. The only peaceful relations they have are by ancient tradition with the small nests of Kenku that also occupy the region.

Physically very similar to gargoyles, these people have extremely tough, stony skin, powerful wings, horns, claws and tails.

Dz'ata Möschu characters possess the following racial traits.

+2 Strength, +2 Dexterity, +4 Constitution, -2 Intelligence, -2 Charisma.

Medium size.

A Dz'ata Möschu's base land speed is 30 feet. It also has a fly speed of 40 feet (average).

Darkvision out to 60 feet.

A Dz'ata Möschu has a +2 racial bonus on Hide, Listen, and Spot checks, and an additional +8 bonus on Hide checks when it is concealed against a background of stone.

+4 natural armor bonus.

Special Qualities (see above): Damage reduction 5/magic, freeze.

Automatic Languages: Möschu.

Bonus Languages: Auran, Dwarven, Elven, Gnome, Halfling, Giant, Terran or Common.

Favored Class: Fighter.

Level adjustment +2.

Dz'ata Möschu warrior

Presented below is a first level warrior Dz'ata Möschu.

Dz'ata Möschu CR 2

warrior 1

LE Size Medium monstrous humanoid (earth)

Init: +2 Senses: Listen +2, Spot +2

Languages: some common, Dz'ata Möschu

AC: 21 (+4 natural armor, +2 dexterity, +5 armor

bonus) touch 12, flatfooted 19

HP: 7 (HD 1d8+3)

Fort: +5 Ref: +2 Will: +0

MV: 20 ft, fly 30 feet (average)

Attack: +5 overclaw gauntlet 1d6 + 3 or +4

longspear 1d8 + 4 or +3 javelin 1d6 + 3

Space / Reach: 5 ft. / 5 ft. (10 ft. with longspear)

Base Attack: +1 Grapple: +4

Abilities Str 16 Dex 14 Con 17 Int 8 Wis 11 Cha 7

SQ: Damage reduction 5/magic

SA: freeze

Feats: alertness

Skills: Climb +7, listen +2, spot +2

Possessions: chain mail armor, overclaw gauntlet, 3 javelins and longspear.

Gelatinous Variants

These variants are much like a gelatinous cube, with the noted exceptions.

The gelatinous rug spreads 'cross floors.

The gelatinous blob sit in piles.

The gelatinous door coats normal doors.

The gelatinous film stretches for miles.

Do they stick to your hand?

Will you stick to the floor?

Can they be a rubber band?

Can they get through your pores?

Yes.

Gelatinous Blob

(as cube, with a slightly different look, a blob rather than a clear-cut cube, making them easier to spot than their neatly-carved cousins)

Gelatinous Film

(as rug, but covering an acre, 2" thick and they can be found outdoors, in shady forest grottoes)

Gelatinous Rug

Size/Type: Large Ooze

Hit Dice: 4d10+32 (54 hp)

Initiative: -5

Speed: 15 ft. (3 squares)

Armor Class: 4 (-1 size, -5 Dex), touch 4, flat-footed 4

Base Attack/Grapple: +3/+7

Attack: Slam +2 melee (1d6 plus 1d6 acid)

Full Attack: Slam +2 melee (1d6 plus 1d6 acid)

Space/Reach: 10 ft./5 ft.

Special Attacks: Acid, engulf, paralysis

Special Qualities: Blindsight 60 ft., immunity to

electricity, ooze traits, transparent

Saves: Fort +9, Ref -4, Will -4

Abilities: Str 10, Dex 1, Con 26, Int Ø, Wis 1, Cha 1

Skills: -

Feats: -

Environment: Underground

Organization: Solitary

Challenge Rating: 3

Treasure: 1/10th coins, 50% goods (no nonmetal or nonstone), 50% items (no nonmetal or nonstone)

Alignment: Always neutral

Advancement: 5-12 HD (Large); 13-24 HD (Huge)

Level Adjustment: -

The nearly transparent gelatinous rug lies in wait along dungeon corridors and cave floors, absorbing wastes and pests. Inorganic material remains trapped and visible inside the rug's body.

Most gelatinous rugs are 15 feet long and 6 inches thick, weighing half a ton, though much larger specimens are possible.

Combat

A gelatinous rug attacks by curling its body into prey stick to its center. The fringed ends of the rug then link together, engulfing unwitting creatures in a tight, suffocating maw.

Acid (Ex): A gelatinous rug's acid does not harm metal or stone.

Engulf (Ex): Gelatinous rugs move slowly, and often not for long periods of time. It cannot make a slam attack during a round in which it engulfs. The gelatinous rug merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the rug, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 13 Reflex save or be stuck to the rug; on a success, they must move to the back or side (opponent's choice) as the rug moves forward. Stuck creatures are likely to be engulfed during the rug's next action. Engulfed creatures are subject to the rug's paralysis and acid, and are considered to be grappled and trapped within its body. The save DC is Strength-based and includes a +1 racial bonus.

Paralysis (Ex): A gelatinous rug secretes an anesthetizing slime. A target hit by a rug's melee or engulf attack must succeed on a DC 20 Fortitude save or be paralyzed for 1d6 rounds. The rug can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

Transparent (Ex): Gelatinous rugs are hard to see, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a rug and walk onto it are automatically stuck.

Gelatinous Door

Size/Type: Medium Ooze

Hit Dice: 3d10+22 (38 hp)

Initiative: -5

Speed: 10 ft. (3 squares)

Armor Class: 4 (-1 size, -5 Dex), touch 4, flat-footed 4

Base Attack/Grapple: +3/+7

Attack: Slam +2 melee (1d6 plus 1d6 acid)

Full Attack: Slam +2 melee (1d6 plus 1d6 acid)

Space/Reach: 5 ft./5 ft.

Special Attacks: Acid, engulf, paralysis

Special Qualities: Blindsight 60 ft., immunity to electricity, ooze traits, transparent

Saves: Fort +9, Ref -4, Will -4

Abilities: Str 10, Dex 1, Con 26, Int Ø, Wis 1, Cha 1

Skills: -

Feats: -

Environment: Underground

Organization: Solitary

Challenge Rating: 2

Treasure: 1/10th coins, 50% goods (no nonmetal or nonstone), 50% items (no nonmetal or nonstone)

Alignment: Always neutral

Advancement: 4-9 HD (Large); 10-18 HD (Huge)

Level Adjustment: -

The nearly transparent gelatinous door lies in wait along dungeon corridors and cave floors, absorbing wastes and pests. Inorganic material drops to the floor outside the body of the door.

Most gelatinous doors are sized as normal doors, but some are double doors and other edifices.

Combat

A gelatinous door attacks by hurling pseudopods onto prey that are stuck to the doorknob. The hinged ends of the door then reach out, engulfing unwitting creatures in a tight, suffocating hug.

Acid (Ex): A gelatinous door's acid does not harm metal or stone.

Engulf (Ex): Gelatinous doors move slowly, and often not for long periods of time. It cannot make a slam attack during a round in which it engulfs.

The gelatinous door merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the door, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 13 Reflex save or be stuck to the door; on a success, they must move to the back or side (opponent's choice) as the door moves forward. Stuck creatures are likely to be engulfed during the door's next action. Engulfed creatures are subject to the door's paralysis and acid, and are considered to be grappled and trapped within its body. The save DC is Strength-based and includes a +1 racial bonus.

Paralysis (Ex): A gelatinous door secretes an anesthetizing slime. A target hit by a door's melee or engulf attack must succeed on a DC 20 Fortitude save or be paralyzed for 1d6 rounds. The door can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

Transparent (Ex): Gelatinous doors are hard to see, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a door and open or slam into it are automatically stuck.

Naahaogo: the mountain goat people

Beast Men (Na'ah-aogo): Known as beast-men by their human neighbors, but calling themselves the Naahaogo, these creatures dwell in the barrier mountains north at the headwaters of the river that flows through the wild woods separating the gnomes and humans in the lands on the north shore of the Soral Sea. They are thought of as dangerous savages by the humans south of them, and have fought settlers and raiders from the human kingdoms.

They are organized into small family units and are primarily nomadic gatherers. They have the aspect of men with the head and hind legs of a goat, with a good pelt of fur across their entire bodies, giving them a hardy resistance to cold weather.

They receive a +4 racial bonus to jump, climb and balance checks and are well suited to the mountain terrain in which they live.

They receive a +1 racial adjustment to dex and con and a -2 adjustment to intelligence and -1 to charisma.

Their favored class is ranger, but druids and barbarians are common among them.

Their society tends to be neutral and slightly chaotic as do individual members of the race. They fight with longbows and spears, though their warriors favor many weapons such as greataxes, greatswords and longswords.

Presented below are two examples of the Naahaogo people that players might encounter in their mountainous homes. The first is an experienced hunter, who might just be a provider for his tribe, or might be specialized in stalking the arctic's Ice Kobolds, or fighting off encroaching human settlers. The second is a warrior, such as might defend the tribe in times of trouble.

Naahaogo Hunter CR 3

Naahaogo ranger 3
neutral with chaotic tendencies Size Medium humanoid
Init: +3 Senses: Listen +6, Spot +6
Languages: Naahaogo

AC: 16 (+3 dex, +3 armor) touch 13, flatfooted 16
HP: 20 (HD 3d8+6)
Fort: +5 Ref: +6 Will: +2

MV: 30 ft.
Attack: longsword +5 (1d8+2 / 20 x3) or longbow +8 (1d8 / 20 x3)
Attack Options: Rapid Shot: longbow +6 / +6 (1d8 / 20 x3)
Space / Reach: 5 ft. / 5 ft.
Base Attack: +3 Grapple: +4

Abilities Str 14 Dex 16 Con 14 Int 8 Wis 12 Cha 7
SA: Favored Enemy (Animal or Ice Kobolds or Humanoids (human)), wild empathy

Feats: Rapid Shot, Track, Dodge, Endurance, Precise Shot, Mobility
Skills: 30 Climb +7, Hide +8, Jump +7, Listen +6, Move Silently +8, Spot +6.

Possessions: studded leather, masterwork longbow, 10 masterwork arrows, longsword, potion of cure light wounds, malachite and silver bracers and necklace worth 500 gold.

Naahaogo Warrior CR 1

Naahaogo warrior 2
neutral with chaotic tendencies Size Medium humanoid
Init: +1 Senses: Listen +0, Spot +0
Languages: Naahaogo

AC: 14 (+3 armor, +1 dex) touch 11, flatfooted 13
HP: 11 (HD 2d8+2)
Fort: +4 Ref: +1 Will: +0

MV: 20 ft.

Attack: greatsword +3 (2d6 + 1 / 19-20 x 2) or spear +3 (1d6 +3)

Space / Reach: 5 ft. / 5 ft.

Base Attack: +2 Grapple: +3

Abilities Str 13 Dex 12 Con 13 Int 6 Wis 10 Cha 8

Feats: dodge

Skills: Balance +6, Climb +7, Jump +7

Possessions: hide armor, greatsword and spear.

Tactics: These warriors will try to use their home terrain to their advantage, fighting defensive actions and using their excellent jumping and climbing abilities to secure high ground and make their opponents approach them over dangerous ground.

what Onuago was built after

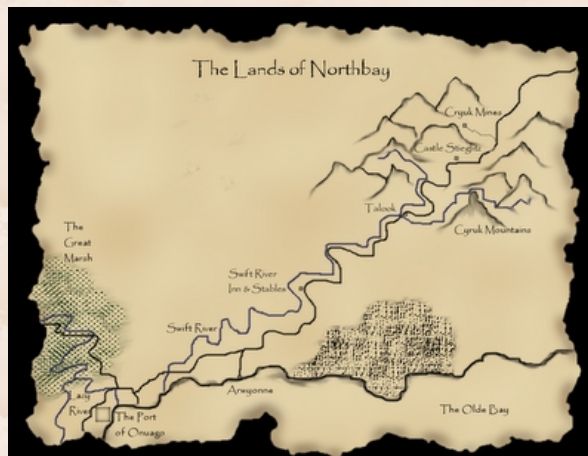
- Flego - fishing village

- Uppwint - named for the strong winds that bring fog and quick shifts in the weather to this quaint fishing village

- Trover - fishing town

- Alabaster - inland named for the stone mined from its cliffs

- Arwyonne - abandoned fishing town ten miles east of Onuago



LOCATIONS

The Lands of Northbay

The Lands of Northbay area covers the stretch of land beginning from the Olde Bay and leading north to the Nagy Tömeg mountains, over which lies the Central Valley. On the northeast edge of the Lands of Northbay, over the Cyrúk Mountains we find the rough fishing towns of the Jæruel a merchant coalition, which to the north begin the Fjordlands, the first part of the Northlands. On the west end of the lands of Northbay past the Great Marsh lies Elsemere Wood, a forest which is mostly pristine, but in recent years has grown partially corrupt on its southeast side.

The Northlands do not have a central government; Onuago and Elsemere are too much on the decline, and the local robber baron Baron von Stieglitz has even disappeared from the public eye. The towns of the Jæruel are the best hope for this region.

Notable locations:

Towns:

* The Port of Onuago - colonial port town which has seen hard times

* Elsemere - Old logging town also on the decline

* Talook - Hamlet on the road through the Cyrúk Mountains and Castle von Stieglitz

* The towns of Jæruel:

- Tannen - capital of Jæruel - bustling port town -

Rivers:

* Lazy River - the source has never been found somewhere within the Elsemere Mountains, passing through Elsemere Wood where it makes its way lazily through the Great Marsh to Onuago where it is channeled around the town and out to the Olde Bay. This river has been known to change course many times over the years, leaving traces of past flows as it does.

* Swift River - passes swiftly, hence the name, out of the Cyrúk Mountains, past Talook, depositing into the Olde Bay a few miles east of Onuago.

Other Geographic Features:

* The Great Marsh - a large, mostly unexplored marsh that occupies most of the land from Elsemere to Onuago.

* Goduanil - bleak moors where the sky is always overcast, which end in cliffs that overlook the Olde Bay in the center of its north shore.

* The Great Elsemere Wood - large forest, mostly unexplored by humans. The upper two-thirds is pristine forest, but the lower third has been corrupted by a tainted cult working out of the Shada Monastery in a clearing in the forest.

* Cyrúk Mountains - these begin as rocky hills and quickly become treacherous crags. The safest route through the mountains follows the road. In winter, this pass is completely impassable.

EQUIPMENT & MAGIC ITEMS

Mundane Items

Overclaw Gauntlet

Used by the Dz'ata Möschu, generally as an off-hand weapon, the overclaw gauntlet is a full hand metal glove. The final portion of the fingers taper into 3 inch spikes, which taper to sharpened blades along the inside.

In battle the Dz'ata Möschu will often use them to assist in disarming their foes: grabbing their blades as they are swung and wresting them from their opponents.

An overclaw gauntlet forged for a medium-sized hand deals 1d6 points of damage and threatens a critical on a roll of 20. It is considered a light weapon.

Creatures with a natural claw attack can treat the gauntlet as a natural weapon for all effects related to off-hand weapons, the multiattack feat, etc.

Magic Items

Deep Purse

This enchanted purse can carry much more wealth than would physically fit inside it, due to enchantments. In many ways similar to a bag of holding, it cannot be used to store anything larger than an inches or two in diameter. In addition, the wearer of this purse can retrieve desired items from it quickly without having to rummage through it. As a move action the wearer can simply pull out the desired coins or gem.

The purse can carry up to 200 pounds of coin and gems, or approximately 10,000 individual coins. No matter how much coin is in it it always appears to weigh 5 pounds, unless it is empty.

This enchantment is often combined with other purse enchantments, such as the Serpentward Purse.

Moderate conjuration; CL 9th; Craft Wondrous Item, secret chest; Price 2,000 gold.

Fireflyer in a Jar

These rare and strange items amount to a fireflyer literally magically trapped in a jar. The most common fireflyer in a jar is one that produces light. In certain magical realms, such as the Phyloctaete, children catch fireflyers in jars and use them to read and play by. In most locations though, they have scarcely been heard of.

The fireflyer in a jar is created when someone catches a fireflyer off its guard, trapping it in a jar. This has the effect of essentially charming the fireflyer until it is set free. If the jar is opened or smashed, the fireflyer is set free from its bonds, and so escapes into the wild and will act accordingly, possibly even attacking whoever sets them free.

Cost: depends on the spell level of the fireflyer, increasing roughly exponentially starting at 500gp (lvl2 - 1000gp, 3 - 2000gp, 4 - 4000gp, etc.) Though, these costs are much less in regions of high magic.

Harness of Taming

This harness fits over the back of a large creature (although it will resize to fit any creature), providing the rider a +10 bonus to animal handling and ride checks. Appearing as a simple harness, the true form is revealed upon successful latching of the leather strap into the mithril buckle.

The full form contains a saddle, saddlebags, and a flask full of water.

The Greater Harness of Taming provides a +20 bonus and costs four times as much.

Moderate alteration and enchantment; CL 5th (or 9th for Greater Harness of Taming); create water, control animal, craft wondrous item; Price: 10,000 gold (or 40,000 gold for Greater Harness of Taming).

Mage hand

A preserved hand of a mage, usually presented in a box with a glass top.

Each hand bestows its own powers, usually indicative of the powers of the hand's original owner when alive. Sample powers are equivalent

to standard metamagic feats, without having to memorize the spells at higher levels. Other effects include not needing one of the three components: V, S, M. Still more effects are equivalent to wands.

These items are very rare, as they require a sufficiently powerful mage to die and for someone to remove his or her hand and preserve its magic.

Mage hands preserved with rings upon them usually are embodied with the power of the ring. This adds to their power and value.



Slings and Arrows of Outrageous Fortune

To be or not to be, that is the question-
Whether 'tis nobler in the mind to suffer
The slings and arrows of outrageous fortune,
Or to take arms against a sea of troubles,
And by opposing, end them. -- some bard

The slings are hewn of fine wood and a ruddy leather and are of masterwork quality, are magically enhanced +2, and have the power of seeking. The arrows are also masterwork and +2 seeking, and bear the mark of two white feathers with two red stripes and one red feather with two white stripes. The use of the sling or the arrows leaves dark red marks on the two fingers or the hands of the wielder.

Cost: 18,300 for the sling, 500 apiece for the arrows

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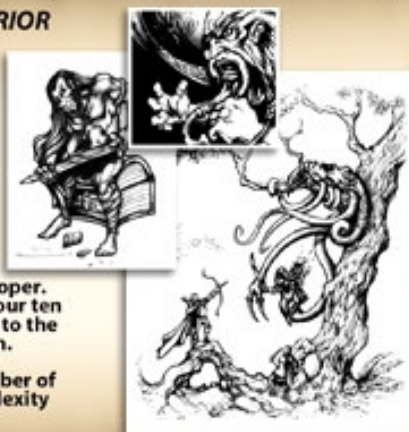
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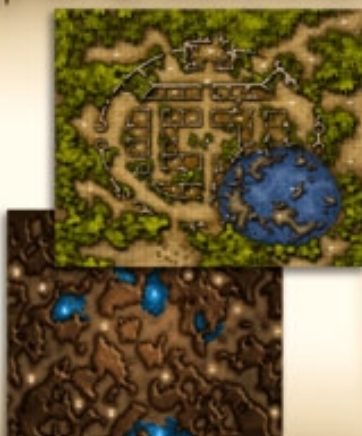
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CLAW/CLAW/BITE

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CREDITS

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INTRODUCTION

Hail and well met, fellow roleplayers! Welcome to Claw/Claw/Bite, a resource for storytellers and gamemasters to create thrilling worlds of adventure for your players to test their mettle in. Every day or two, we post an article containing at least one new character, creature, magic item, encounter, spell or area description (on the scale of a farmstead, small town, or dungeon) for use in your campaigns. We also include little nuggets that will enrich your campaign setting with cool details and intriguing features. These articles are routinely posted on our blog site, clawclawbite.blogspot.com many of which are collected in these monthly issues.

Our goal is to be a "one-stop shop" for you, the storyteller. All of our creations are designed for d20 3.5 rules. Many of the game elements that you see in this periodical will find their way into modules published by Unicorn Rampant, which will be available on our site: www.unicornrampant.com.

So welcome to our world of strange and wonderful things, traveler. Bizarre treasures, cunning adversaries, powerful adventurers, and mystic realms are waiting for you. Enjoy your stay, but be mindful in quiet mountain passes where the air is still, but not the ground.

LOCATIONS

Ettal Valley

Located in the heart of the Cyrúk Mountains, the Ettal Valley stretches east where the Ettal River joins the Swift River four miles northeast of Castle Stieglitz. Where the tributary meets the white water of the raging river, the thirty-year-old Harlsbridge provides across the span. A road heads east along the north edge of the river, paralleling the river on the floor of the valley for 12 miles, where the town of Garlston rests at the base of a cliff beneath Kloster Fint, home of about 20 monks who scribe tomes and work as vintners. A mountain stream falls over 400 feet from the steep wine fields down to the town, where it powers mills before joining the Ettal River. Garlsbridge crosses the Ettal and the road continues east on the south side of the river.

Over the mountains to the south of the Ettal Valley, lie the Ettin homelands. Their chants can be heard late at night in the valley. They can be occasionally encountered, but it is rare. Other encounters include natural creatures and others as per the random encounter chart for mountain valleys.

The relatively sparse humanoid traffic allows the natural creatures in the valley including wolves, foxes, and deer, to thrive. The valley's foliage is mostly conifers which cover the mountains up to the tree line a few hundred feet from their summits, though some deciduous trees (maple, oak, dogwood) grow in dense clusters along the river. Snow caps many of the mountains for much of the year.

Some Wyndm folk live in small communities in the trees halfway up the mountains on the north edge of the valley. With their natural lifestyle, they maintain a small ecological footprint.

Ettin Lands

At the southern end of the Cyrúk mountains, a strain of ettin have made their home for multiple generations. These two-faced creatures often end up meeting their fate when one of their brethren challenges them to a duel to the death over some misunderstanding.

The Ettin Lands are a series of three tall hills surrounded by the neighboring peaks. Within these borders, ettin law reign supreme, that of might makes right. This way of life has been passed down through ettin culture, a mismatch of orc, giant, and various other mythologies and beliefs. It seems they are continually confused, perhaps due to their multiple heads, which often do not agree. Ettin (especially from this isolated region) have been known to argue with their own heads, sometimes leading to the two halves of the body pummeling the other to the ground. What is strange is watching them go at it -- the right head controls the left side of the body, and vice versa, so the opposing blows must cross one-another in order to contact the intended targets.

Occasionally an ettin will travel outside of these borders into lands inhabited by humans or others of their ilk, but they have largely stuck to this region because of the plentiful supply of large game to hunt. In the neighboring Ettal valley, the meat is much leaner and quicker, making for too challenging a hunt, a major deterrent to this lazy species.

Still, they have been known to hunt men for sport. That is, when they can get along long enough to keep organized.

Recently, the ettin have been haunted by their own zombies, who roam the mountainsides at night in search of brains... ettin technically have two per body, making them even tastier prey to these zombies.

Nagy Tömeg Mountains

The Nagy Tömeg are a Mountain range in the center of the Farghol, the northwest border of the Lands of Northbay, the southwest border of the Central Valley.

Deep in the mountains live deep gnomes, though they are not often bothered by the gnomes who live closer to the surface, so there has been little contact between the groups over the ages.

Surface gnomes live in caves above ground on the north side of the mountains facing the valley, and have built an elaborate series of mechanized lifts to move goods out of the mountains. These lifts also operate in subterranean mines that dot the range. The raw materials and the goods crafted from these materials are the main source of the local economy.

Much of the interior of the range has not been explored by those friendly with humans. It is rumored that fierce giants live in the center of the mountains. In addition, the bellows of an ancient wyrm have also been heard, coinciding with thunder and lightning storms that rip through the valley in the spring. These have been isolated to emanating from the side of the range that faces Elsemere Wood, where no humans dare go.



Rivers run down the north side of the Nagy Tömeg into the Central Valley. On the floor of the Central Valley live halflings and quarterlings, also more appropriately called three-quarterlings. There are also a few human settlements in the valley, numbering close to 300 inhabitants.

CHARACTERS

Aeonados Dy'rashe

One of a clutch of five offspring to a silver dragon, and her lover, a powerful elven druid in the northern reaches beyond the Danor mountains. Aeonados has fine, tough silver scales covering his body, vestigial wings, a short tail, and an impressive frill running from his forehead and down his neck. He and his siblings were pushed out of the nest at a young age (60 or so), as is typical for dragons. In the fifty years since he has wandered the wild lands on the north shore of the Soral Sea, until meeting and becoming fast friends with Winnie (as she fled the law), who he is teaching about the ways of the wild lands, as he knows nothing of the cities.

Aeonados Dy'rashe

half silver dragon/half elf ranger 2

NG Medium-Size dragon

Init +4

AC 25 (touch 15, flat-foot 21)

HP 17 (HD 2d8+2)

Immunities: cold, sleep and paralysis

Resistances: +2 vs enchantment or charm

SV Fort +5, Ref +8, Will +2

Speed: 30 ft

Attack: mw. greatsword +7 (2d6+6) or longbow +7 (1d8+5)

Attack Options: point blank shot(+1/+1 at less than 30'), breath weapon (30' cone of cold, 6d8, reflex DC 11 half)

Space / Reach: 5ft. / 5ft.

Base Attack: +2 Grapple: +6

Abilities: Str 18, Dex 19, Con 12, Int 11, Wis 12, Cha 14.

Skills: sp:30 +4 handle animal, +3 heal, knowledge +1 dungeoneering, +1 geography, +2 nature, +8 listen, +8 spot, +4 search, +8 survival, +6 swim, common, elven, draconic, Feats: Track, Point Blank Shot, (Rapid Shot).

Special Qualities: Immune to cold, sleep and paralysis, +2 vs enchantment or charm, low-light vision, favored enemy (magical beast), wild empathy, breath weapon (30' cone of cold, 6d8, reflex DC 11 half), darkvision 60', archery combat style.

Possessions: +1 mighty (+4 str) composite longbow, 20 arrows, +2 chain shirt, masterwork greatsword, 3 potions cure light wounds, potion of sanctuary, cloak of resistance +1, ring of protection +1, 845 gp, backpack, bedroll, waterskin, 5 days rations.

Jana Telani

Jana has spent much time in the mountains around the Ettal Valley, making him perhaps *the* authority on the land. He knows just about every nook and cranny of the natural environs from Harlsbridge on the west to the end of the valley in the east, north into the Jæruel, and even parts of the Ettin Lands to the south. Jana trained in Kloster Finch and then set off to find adventure in the wilds. His training includes winemaking (vintner profession), as well as multiple weapon proficiencies, though he prefers unarmed combat. He has recently acquired a sling of outrageous fortune which he uses to hunt rabbit and other small game in the mountains.

He has contact with other mountain wyndm folk strewn about the mountains in hidden caves, and could offer various services if the need arises.

Jana Telani

Medium-size Male Wyndm

Druid 5 Monk 1

Hit Dice: (5d8)+(1d8)+6

Hit Points: 45

Initiative: +3

Speed: Walk 20 ft.

AC: 18 (flatfooted 15, touch 13)

Attacks: Shortspear +4; Shortspear (Thrown) +6; *Flurry of Blows +2/+2; *Sling of Outrageous Fortune +8; ;

Damage: Shortspear 1d6+1; Shortspear (Thrown) 1d6; *Flurry of Blows

1d6+1; *Sling of Outrageous Fortune 1d4+3; ;

Vision:

Face / Reach: 5 ft. / 5 ft.

Special Qualities: Animal Companion (Ex), Flurry of Blows (Ex), Nature Sense (Ex), Resist Nature's Lure (Ex), Trackless Step (Ex), Wild Empathy (Ex) +8, Wild Shape (Su) 1/day for 5 hours, Woodland Stride (Ex) Saves: Fortitude: +7, Reflex: +6, Will: +9 Abilities: STR 13 (+1), DEX 16 (+3), CON 13 (+1), INT 15 (+2), WIS 16 (+3), CHA 12 (+1)

Skills: Appraise 2; Balance 1; Bluff 1; Climb -2; Concentration 10; Craft (Untrained) 2; Diplomacy 3; Disguise 1; Escape Artist 1; Forgery 2; Gather Information 1; Handle Animal 10; Heal 7; Hide 5; Intimidate 1; Jump -4; Knowledge (Nature) 13; Listen 9; Move Silently 0; Profession (Vintner) 4; Ride 6; Search 2; Sense Motive 3; Spellcraft 9; Spot 8; Survival 10; Survival (Natural environments) 12; Swim -5; Tumble 1; Feats: Armor Proficiency (Light), Armor Proficiency (Medium), Dodge, Improved Grapple, Improved Unarmed Strike, Mobility, Natural Spell, Point Blank Shot, Shield Proficiency

Challenge Rating: 8

Alignment: Lawful Neutral

Possessions: Boots; Shortspear; Bullets, Sling (50); Cloak of Elvenkind; Rhino Hide; Flurry of Blows; Sling of Outrageous Fortune;

Spells:

Spells per Day: 5/4/3/2/0/0/0/0/0

Druid – Typically prepared:

Level 0: Create Water, Cure Minor Wounds, Deep Breath, Ember, Flare, Guidance, Know Direction, Light, Purify Food and Drink, Read Magic, Resistance, Shovel, Signal Fire, Virtue

Level 1: Calm Animals, Charm Animal, Cure Light Wounds, Entangle, Extinguish, Faerie Fire, Goodberry, Pass without Trace, Speak with Animals

Level 2: Animal Messenger, Animal Trance, Cat's Grace, Fog Cloud, Owl's Wisdom, Restoration, Reveal Tracks, Stabilize, Summon Nature's Ally II, Summon Swarm, Tree Shape

Level 3: Cure Moderate Wounds, Daylight, Diminish Plants, Dominate Animal, Magic Fang, Greater, Meld into Stone, Neutralize Poison, Plant Growth, Poison, Quench, Remove Disease, Speak with Plants, Spike Growth, Summon Nature's Ally III, Water Breathing

Jana's wyndm-wolf companion Mana is always by his side.

Mana

Medium-size Male Wyndm-Wolf
Animal 4

Hit Dice: (4d8)+8

Hit Points: 30

Initiative: +6

Speed: Walk 50 ft.

AC: 16 (flatfooted 14, touch 12)

Attacks: ;

Damage: ;

Vision: Low-light

Face / Reach: 5 ft. / 5 ft.

Special Qualities: Animal Traits, Evasion (Ex), Link (Ex), Scent (Ex), Share Spells (Ex), Trip (Ex)

Saves: Fortitude: +6, Reflex: +8, Will: +2

Abilities: STR 13 (+1), DEX 15 (+2), CON 14 (+2), INT 2 (-4), WIS 12 (+1), CHA 6 (-2)

Skills: Appraise -4; Balance 2; Bluff -2; Climb 1; Concentration 2; Craft (Untrained) -4;

Diplomacy -2; Disguise -2; Escape Artist 2;

Forgery -4; Gather Information -2; Heal 1; Hide 3; Intimidate -2; Jump 9; Listen 1; Move

Silently 5; Ride 2; Search -4; Sense Motive 1;

Spot 3; Survival 2; Swim 1;

Feats: Improved Initiative, Lightning

Reflexes, Track

Challenge Rating: 1

Alignment: Lawful Neutral

Segaric Wandariks

Segaric grew up in the Kingdom of Vador, working as a tradesman until joining the church in his mid-30s. When the kingdom disintegrated into the Ten Princedoms, he left his homeland and set off with the church's blessing to find adventure and spread the word. After five years abroad in the neighboring nation-states, he honed his skills through a series of encounters with danger. However, in his travels, he developed a nasty habit of drinking himself to sleep, and often begins his days with a residual buzz from the night before. Now in his late 40s, his study of the domains of water and destruction drive his conscious thought, those few times he's not intoxicated, though arguably the booze is the intersection of water and destruction, a sort of destructive water...

Segaric Wandariks

Medium-size Male Human
Cleric10

Hit Dice: (10d8)+30

Hit Points: 91

Initiative: +0

Speed: Walk 20 ft.

AC: 18 (flatfooted 18, touch 10)

Attacks: Crossbow +3 (Repeating Light)
+10/+5; *Mace +2 (Light) +9/+4; ;

Damage: Crossbow +3 (Repeating Light)
1d8+3; *Mace +2 (Light) 1d6+2; ;

Vision:

Face / Reach: 5 ft. / 5 ft.

Special Qualities: Rebuke Water (Su) 6/day (turn level 10) (turn damage 2d6+13), Smite 1/day (Su), Spontaneous casting, Turn Fire (Su) 6/day (turn level 10) (turn damage 2d6+13), Turn Undead (Su) 6/day (turn level

10) (turn damage 2d6+13)

Saves: Fortitude: +10, Reflex: +3, Will: +11
Abilities: STR 11 (+0), DEX 10 (+0), CON 16 (+3), INT 10 (+0), WIS 18 (+4), CHA 16 (+3)
Skills: Appraise 0; Balance -6; Bluff 3; Climb -6; Concentration 7; Craft (Alchemy) 6; Craft (Untrained) 0; Diplomacy 16; Disguise 3; Escape Artist -6; Forgery 0; Gather Information 3; Heal 7; Hide -6; Intimidate 3; Jump -12; Knowledge (Arcana) 2; Knowledge (History) 2; Knowledge (Religion) 4; Listen 4; Move Silently -6; Ride 0; Search 0; Sense Motive 4; Spellcraft 5; Spot 4; Survival 4; Swim -12; Feats: Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Brew Potion, Combat Casting, Exotic Weapon Proficiency (Crossbow (Repeating Light)), Far Shot, Point Blank Shot, Shield Proficiency, Simple Weapon Proficiency
Challenge Rating: 10

Alignment: Chaotic Good

Possessions: Ale (Gallon); Boots (BOOT); Backpack; Bedroll; Bell; Belt (BELT); Bit and Bridle; Bolts, Repeating, Crossbow (50); Caltrops; Candle; Case (Map or Scroll); Case (Map or Scroll); Chalk (1 piece); Cheese (Hunk); Crossbow +3 (Repeating Light); Elven Chain +3; Fishing Net (25 Sq. Ft.); Flask (Empty); Ginger (Per Lb.); Healer's Kit; Holy Symbol (Silver); Holy Water (Flask); Hourglass; Ink (1 Oz. Vial); Inkpen; Jug (Clay); Jug (Clay); Mace +2 (Light); Meals (Good/Per Day); Mirror (Small/Steel); Mug or Tankard (Clay); Mule; Oil (1 Pt. Flask); Outfit (Traveler's); Paper (Sheet); Parchment (Sheet); Pepper (Per Lb.); Pitcher (Clay); Piton; Pouch (Belt); Quiver; Rations (Trail/Per Day); Robe (ROBE); Rope (Hempen/50 Ft.); Sack; Sack; Saddle (Riding); Saddlebags; Salt (Per Lb.); Scale (Merchant's); Sealing Wax; Sewing Needle; Signal Whistle; Soap (Per Lb.); Spell Component Pouch; Tent; Tobacco (Per Lb.); Torch; Cleric's Vestments; Vial; Waterskin; Waterskin (Filled); Wine (Common/Pitcher); Wine (Fine/Bottle);

Deity: None Domains: Water, Destruction

Spells:

Spells per Day: 6/5+1/5+1/4+1/4+1/2+1/0/0/0/

Cleric – Typically prepared:

Level 0: Cipher, Create Water, Cure Minor Wounds, Decode, Detect Magic, Detect Poison, Dim, Dim Illumination, Guidance, Inflict Minor Wounds, Light, Light My Fire, Mending, Pain Touch, Puff of Wind, Purify Food and Drink, Read Magic, Resistance, Sort, Startle, Virtue

Level 1: Bless, Bless Water, Comprehend Languages, Cure Light Wounds, Detect Corruption, Detect Evil, Detect Law, Detect Undead, Endure Elements, Entropic Shield, Magic Stone, Magic Weapon, Obscuring Mist, Obscuring Mist, Protection from Evil, Protection from Law, Remove Fear, Shield of Faith, Summon Monster I

Level 2: Align Weapon, Augury, Bear's Endurance, Bull's Strength, Calm Emotions, Consecrate, Cure Moderate Wounds, Eagle's Splendor, Find Traps, Gentle Repose, Hold Person, Make Whole, Owl's Wisdom, Restoration, Shatter, Shield Other, Sound Burst, Spiritual Weapon, Summon Monster II, Undetectable Alignment, Weaken Stone

Level 3: Bestow Curse, Blindness/Deafness, Contagion, Continual Flame, Create Food and Water, Cure Serious Wounds, Daylight, Dispel Magic, Glyph of Warding, Helping Hand, Invisibility Purge, Locate Object, Magic Circle against Evil, Magic Circle against Law, Obscure Object, Prayer, Protection from Energy, Repeat Action, Searing Light, Speak with Dead, Stone Shape, Summon Monster III, Water Walk

Level 4: Air Walk, Control Water, Cure Critical Wounds, Death Link, Death Ward, Dimensional Anchor, Discern Lies, Dismissal, Divine Power, Freedom of Movement, Imbue with Spell Ability, Inflict Critical Wounds, Inflict Critical Wounds, Magic Weapon, Planar Ally, Lesser, Restoration, Sending, Spell Immunity, Summon Monster IV, Tongues

Level 5: Atonement, Break Enchantment, Command, Commune, Dispel Evil, Dispel Law, Disrupting Weapon, Ice Storm, Plane Shift, Raise Dead, Righteous Might, Spell Resistance, Summon Monster V, Symbol of Sleep, True Seeing

Pereðil has followed his father's leads and become a skull-collector. He wanders the world (and in time, the planes) in search of the skulls of slain enemies, which he places in his bag of holding. He may not know it yet, but one day, he will raise an undead army from this collection.

A stylized, high-contrast illustration of a character with a skull-like face and a skull pendant, set against a background of trees and a building. The character has a dark, textured face with prominent, pointed ears and a wide, toothy grin. They are wearing a dark, patterned garment with a large, ornate collar. A skull pendant hangs from a chain around their neck. The background shows a blurred scene of trees and a building, suggesting an outdoor setting. The overall style is reminiscent of comic book art or graphic novels.

Pereðil Beóren Möðruvellir

Medium-size Male Half-Elf
Necromancer 6 / Cleric 1
Hit Dice: (6d4)+(1d8)+21
Hit Points: 43
Initiative: -1
Speed: Walk 20 ft.
AC: 11 (flatfooted 11, touch 9)
Attacks: Dart +2, *Dagger -4, *Dagger
(Thrown) +2, *Sling -8

Alignment: Neutral Evil

Spells:

Spells per Day: 4+1/4+1/4+1/3+1/0/0/0/0/0/
Wizard – Typically memorized:

Level 0: Acid Splash, Arcane Mark, Black

Level 1: Bane, Cause Fear, Command, Curse
Water, Deathwatch, Detect Good, Detect
Undead, Doom, Hide from Undead, Inflict
Light Wounds, Protection from Good,
Protection from Law, Wall of Darkness

Advancement: 11-18 HD (Huge)

Level Adjustment: —

Combat

Loxodons tend to charge single-file at threatening creatures, smashing into them one-by-one right after one-another. Think of smashing headlong into a locomotive.

Trample (Ex): Reflex half DC 25. The save DC is Strength-based.

Zombie (Ettin)

In the ettin lands to the south of the Ettal Valley, a deep shadow glides down from the mountain. It is said that in this shadow, the bodies of fallen ettin rise up in the night and drag their feet across the hills.

These zombie ettin have been reanimated by ettin priests. They like "ettin' brains," but don't find that the least bit funny.

Zombie (Ettin)

Size/Type: Large Giant

Hit Dice: 14d12 (110 hp)

Initiative: +1

Speed: 30 ft. in hide armor (6 squares); base speed 40 ft.

Armor Class: 16 (-1 size, -1 Dex, +5 natural, +3 hide), touch 6, flat-footed 16

Base Attack/Grapple: +7/+17

Attack: Morningstar +12 melee (2d6+6) or javelin +5 ranged (1d8+6) or slam +12 melee (1d8+6)

Full Attack: 2 morningstars +12/+7 melee (2d6+6) or 2 javelins +5 ranged (1d8+6) or 2 slams +12 melee (1d8+6)

Space/Reach: 10 ft./10 ft.

Special Attacks: —

Special Qualities: single actions only (per living head), darkvision 60', superior two-weapon fighting, DR 5/slashing, undead traits

Saves: Fort +3, Ref +1, Will +9

Abilities: Str 23, Dex 8, Con -, Int -, Wis 10, Cha 1

Skills: Listen +10, Spot +10

Feats: Alertness, Iron Will, Power Attack

Environment: Cold hills

Organization: Any

Challenge Rating: 4

Treasure: Standard

Alignment: Neutral evil

Advancement: -

Level Adjustment: +5

As undead, these ettins have the following features:

- No constitution; uses charisma for constitution checks
- Darkvision to 60'
- Immunity to all mind-affecting effects
- Immunity to poison, sleep, paralysis, stunning, disease, death effects
- Not subject to critical hits, non-lethal damage
- Cannot heal damage on its own
- Immunity to all effects that require a Fortitude save
- Do not breathe, eat, or sleep

Zombie ettins are two-headed giants that stand 12 feet tall with a slight hunch to their backs and weigh three to four thousand pounds. In their living lives, they live about 75 years. In zombie form they go on indefinitely, their reanimated bodies wandering the night until they can be freed through destruction.

Ettin have no language of their own but speak a pidgin of Orc, Goblin, and Giant. Creatures that can speak any of these languages must succeed on a DC 15 Intelligence check to communicate with an ettin. In this zombie form, the pidgin is even more pronounced, making them harder to understand than in living form. Check once for each bit of information: If the other creature speaks two of these languages, the DC is 15, and for someone who speaks all three, the DC is 10.

Combat

Zombie ettin prefer to ambush their victims rather than charge into a straight fight, but

once the battle has started, an ettin usually fights furiously until all enemies are dead.

Superior Two-Weapon Fighting (Ex): Most zombie ettin fight unarmed, groping their prey with their sharp claws and mangy giant arms, though some fight with a morningstar or javelin in each hand. Because each of its two heads controls an arm, the ettin does not take a penalty on attack or damage rolls for attacking with two weapons, or one hand unarmed.

Damage Reduction (Ex): An ettin zombie has damage reduction 5/slashing. Zombies are lumbering masses of flesh.

Skills

An ettin's two heads give it a +2 racial bonus on Listen, Spot, and Search checks.

Stone Troll

Stone trolls keep their hearts on frigid islands in the middle of fjords and other hard-to-reach places. They can only be killed, or reasoned-with if you bring them their hearts back.

Unfortunately for them, they live lonely lives of solitude because every living being they gaze upon turns to stone, even loved ones. It is this that creates the cold place where a warm heart belongs. Bring a stone troll his heart and he will be grateful, as well as stop turning everyone to stone.

Stone Troll

Size/Type: Large Giant

Hit Dice: 6d8+36 (63 hp)

Initiative: +2

Speed: 30 ft. (6 squares)

Armor Class: 18 (-1 size, +9 natural), touch 11, flat-footed 14

Base Attack/Grapple: +4/+14

Attack: Claw +9 melee (1d6+6)

Full Attack: 2 claws +9 melee (1d6+6) and bite +4 melee (1d6+3) or rock +9 ranged (2d8+6)

Space/Reach: 10 ft./10 ft.

Special Attacks: Rend 2d6+9, Petrifying Gaze

Special Qualities: Darkvision 90 ft., low-light vision

Saves: Fort +11, Ref +4, Will +3

Abilities: Str 23, Dex 12, Con 23, Int 6, Wis 9, Cha 6

Skills: Listen +5, Spot +6

Feats: Alertness, Iron Will, Track

Environment: Cold mountains

Organization: Solitary

Challenge Rating: 6

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Level Adjustment: +5

Stone trolls walk upright but because of their lonely depressions, are hunched forward with sagging shoulders. Their gait is uneven, and when they run, their arms dangle and drag along the ground. Stone trolls are not nearly as agile as their brethren, though they are rather strong, able to hurl boulders and former foes encapsulated in stone.

A typical adult stone troll stands 8 feet tall and weighs 1,000 pounds. Females are very rare and are slightly smaller than males. A stone troll's rocky underbelly is a limestone white, and the rest of the body is a granite gray. The hair is usually greenish black or iron gray, and has the consistency of a clump of sticks.

Stone trolls speak various giant tongues, especially stone giant but also some hill or frost giant, depending on where they have spent most of their time. Their gaze does not effect giants (except other stone trolls), so they are the only creatures that stone trolls often communicate with.

Combat

Stone trolls have no fear of death: They launch themselves toward combat without hesitation, often gazing into the eyes of their prey. They even have no fear of fire, they try

to get around the flames and attack.

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Petrifying Gaze (Su): Turns the victim to stone permanently, range 30 feet; Fortitude DC 16 negates. The save DC is Charisma-based.

Root of All Evil

A hybrid of plant, corpse and demon grown in the soils of the abyss, these root-covered bipeds thrive on the roots of other plants. They often travel in subterranean caverns and deep forests, sucking the nutrients out in a matter of minutes of the natural roots through a series of hollow thorny spikes that they stick into their plant prey. They are also known to attack animals, especially when they have them outclassed.

Intelligent enough to comprehend many languages, these malign plants tend to contemptuously refuse to communicate with anything not evil and powerful enough to speak the dark speech.

The root of all evil is covered in many all-seeing eyes which gleam like rough gemstones.

To maintain the element of surprise or to escape battle, roots of all evil can burrow into the ground and merge with plants.

Root of All Evil

Undead plant

Chaotic Evil Huge plant

Init: +7 Senses: Blindsight 45 ft. Listen +1, Spot +6

Aura: Fatiguing Radiance 30 ft.

Languages: dark speech (something evil)

AC: 30 (+20 Natural, +2 Dex, -2 Size) touch 10, flatfooted 19

HP: 150 (HD 17d12)

Immune: Unholy

Fort: +18 Ref: +6 Will: +14

Weakness: Holy

MV: 20 ft., burrow 20 ft.

Attack: +17 vine 1d8+8, spells

Full Attack: 8 attacks with +15 vine 1d8+8

Attack Options: improved grab, swallow whole

Space / Reach: 20 ft. / 20 ft.

Base Attack: +16 Grapple: +27

Abilities Str 26 Dex 15 Con - Int 18 Wis 12 Cha 17

SQ: undead and plant traits

SA: improved grab, blood drain, meld into plant, Swallow Whole,

Feats: Improved Grapple, Combat Reflexes, Weapon Focus Vine, Sunder,

Skills: (160 points) +22 Hide, +22 Move

Silently, +8 Search, +29 Spot, +21 Listen,

Possessions: Deep in the maw of the Root of all Evil is "something beyond your wildest dreams." A table of items held within the root is below. Their hundreds of eyes are actually gems, so they too count as treasure.

Meld into Plant (Su): This ability functions identically to the spell *meld into stone* except that it allows the Root of all Evil to merge with plants instead of stone. The plant melded with must be as large of larger than the Root of all Evil.

Improved Grab (Ex): Upon a successful melee attack, roots of all evil can attempt to start a grapple with their enemies. Upon a successful grapple, they will draw their victims in toward their gaping maws, where they swallow them whole.

Swallow Whole (Ex): Once swallowed by a root of all evil, characters begin taking 1d4 points of wisdom damage and 2d6+8 points of bludgeoning damage per round. A DC 21 Will save is required to avoid the wisdom damage.

Blood Drain (Ex): At the start of its round, any living creature caught in a grapple with a

root of all evil will take 2d4 points of constitution damage.

Spell-like Abilities (Su): 3/day control plants (undead plants only), diminish plants.

Blindsight (Ex): Roots of all evil can see all foes within 45 feet using it's many eyes, sound, scent, and vibration.

Fatiguing Radiance (Su): Any living creature within 30' of a root of all evil must succeed on a DC 21 fortitude save or become fatigued for as long as they remain in proximity to the undead plant and for 2d6 rounds after they leave it's aura. The Fortitude save is Charisma based.

Roots of all evil receive a +8 racial bonus to Spot and Search checks due to their many eyes.

Undead and Plant Traits:

- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Not subject to critical hits, nonlethal damage, ability drain, or energy drain.
- Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects.
- Immunity to poison, sleep effects, paralysis, polymorph, stunning, disease, and death effects.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).
- Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed.

MAGIC ITEMS

Blades of Glass

Researched for years by Malthalious the Inquisitive in an attempt to craft the ultimate weapon, eventually he invented a difficult and costly alchemical process through which an amalgam of diamond and adamantium is

created. When used for the blade of a weapon, this material holds an edge keener than any other. Additionally the blades have a transparent quality: they appear to be made from glass or crystal of some type, with wide variations in hue and clarity depending on the quality of the work and imperfections in the materials.

Properties of weapons with Blades of Glass

- Have the Keen property, though they are not magical
- Must be masterwork, and cost an additional 5,000 gold to produce
- Have a hardness of 3, much lower than steel or wood, and so are vulnerable to being sundered. Blades of Glass have 20 HP per inch of thickness, so a light blade has 1 HP, a one-handed blade has 3 HP, and a two-handed blade has 6 HP.
- A DC 40 craft: metalworking and spellcraft check is required to produce the material

Magedust

The invention of Nazur Tscheryn, the original version of this spell component can be added to many spells to extend their duration. It can also have other, stranger, properties when used with certain spells, similar to wild effects. For the most part this has the effect of extending the spell cast as though the caster had used the Extend Spell feat. This has the effect of doubling the duration of the spell cast.

When using magedust, spells take a full round to cast, unless the spell's casting time is longer than a standard action, in which cast the spell's casting time is unchanged.

The idea of supplementing material components has spread throughout the arcane community, leading to much experimentation.

For the original version, mages tend to mix magedust using equal parts saltpeter, magnesium, sulfurous ash, though there are countless variations, some of which have other metamagical effects, such as extending the range and area of effect.

For a gram of magedust, it usually costs 100 gold coins, or 50 gold coins to make it yourself, depending on the individual recipe. The search is on to find cheaper alternatives to bring about the same effects. In all cases, craft alchemy checks can be used to create magedust for half the market prices listed below.

Enough magedust to extend up to a 3rd level spell costs 100 gold to buy. To extend up to a 6th level spell, 250 gold worth of magedust must be used. And to extend up to a ninth level spell, 500 gold worth of magedust must be used.

Phantasmal Pommel

Created by Terin Goldwrit the dwarven artificer for the use of his companion Galenados the elven knight, this pommel summons a phantom steed for up to 9 hours a day. These hours do not have to be continuous, but it takes 10 minutes for the steed to coalesce out of slowly gathering mists. Once summoned, it is quite useful for a full day's travel or for riding into battle.

The ghostly horse has the following stats:

- AC of 18 (-1 size, +4 natural armor, +5 Dex)
- 16 hit points: If it loses all its hit points, the phantom steed disappears and cannot be summoned again until the next day.
- Speed of 180 feet. The mount can ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.
- The horse cannot attack.
- It can bear its rider's weight plus up to

90 pounds

Moderate conjuration; craft wondrous item, *phantom steed*; CL 9th; 1 lbs, 9,720 gold

Mage Hand of Athenetos

This hand belonged to Athenetos of the Spider-Presits, a drow wizard of great power. When he was slain by Barael his daemonic familiar whisked his corpse to safety and eventually sold it to Oxceros, an yugoloth arcanaloth. Oxceros pried all the secrets he could from the body via necromantic magic, and then used the left hand to create this Mage Hand. He used it for some time before trading it to Belo Adukar, a dwarven mage along with knowledge of some powerful spells in exchange for a pledge of service and devotion. On Belo's death it passed out of history into the mortal world. DC 40 knowledge arcana, history or planes reveals this history.

The mage hand is in a glass and crystal reliquary, which is inscribed with the name Athenetos. When held it functions as a rod of maximizing metamagic allowing the wielder to spontaneously maximize up to three spells of up to sixth level each day. Additionally it can be used to cast spectral hand 1/day and a maximized touch of idiocy 3 / day. These effects are at caster level 17, 3 and 9 respectively.

This mage hand is worth 104,760 gold. It and its box weigh 8 pounds.

SPILLS

Gantonín's Immolation

Evocation

Level: Sor/Wiz 9

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray of flame that ignites one target
Duration: 2 rounds per caster level
Saving Throw: None
Spell Resistance: Yes

A bolt of black flame leaps from the caster's finger and engulfs the chosen target, burning them until they are destroyed.

You must succeed at a ranged touch attack to affect the target. The ray of flames does 4d6 points of fire damage and causes the target to continue to burn for 4d6 points of fire damage per round. The flames continue to burn until the target is dead, at which point the magical fires consume the corpse and go out. If the target has not been destroyed after 2 rounds per caster level, the flames go out.

Other than dispelling the flames with *dispel magic* or *disjunction* there is no way to extinguish the magical flames short of submersion in a small lake: lesser quantities of water merely reduce the fire damage briefly. A 9th level spell with the cold descriptor targeting the victim can also be used to end the *immolation*.

Creature that are immune to fire damage are unaffected by this spell.

Phasing Wall of Force

Evocation [Force], Time
Level: Sor/Wiz 4, Time 4
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Wall whose area is up to one 10-ft. square/level
Duration: 1 round /level (D)
Saving Throw: None
Spell Resistance: No

A phasing wall of force spell creates an invisible wall of force that phases through time. The wall cannot move (except through time), it is immune to damage of all kinds, and it is

unaffected by most spells, including *dispel magic*. It is, however, affected by Time Stop and other effects that dispel or modify the passage of time. Disintegrate immediately destroys it, as does a rod of cancellation, a sphere of annihilation, or a mage's *disjunction* spell. Breath weapons and spells cannot pass through the wall in either direction, although dimension door, teleport, temporal magic and similar effects can bypass the barrier. It blocks ethereal creatures as well as material ones (though ethereal creatures can usually get around the wall by floating under or over it through material floors and ceilings), and all creatures can pass through when it's out of phase with the current round. Gaze attacks can operate through a phasing wall of force.

The phasing effect means that the wall is there for one round, not there another (forward in time), then there, then not there (backward in time), etc.

The caster can form the wall into a flat, vertical plane whose area is up to one 10-foot square per level. The wall must be continuous and unbroken when formed. If its surface is broken by any object, creature or temporal effect, the spell fails.

Phasing wall of force can be made permanent with a permanency spell. Of course, it still shifts through time, even when permanent.

The material component is a pinch of powder made from a clear gem and a pinch of sand from an hourglass.

This spell, like *phase object*, were developed by Faduado Gantonín, a high mage of the Phyloctæte.

Eviscerate

Eviscerate
Necromancy
Level: Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: Touch

Target: One corpse
Duration: Instantaneous
Save: None

This spell removes the flesh from already dead corpses, leaving only bone. The caster determines what parts of the body become clear of flesh.

ENCOUNTERS

The following two encounters take place in *Horror of the Old Ones*, an upcoming adventure by Unicorn Rampant. You are of course welcome, nay encouraged, to use them in your own setting as you see fit.

Mad Treant

Read aloud or summarize the following text:

Suddenly a tree to the side of the path ahead falls and crashes onto the trail, blocking it. The tree then begins to move strangely as though writhing, and a low groan can be heard. After a few moments the tree is upright again, but swaying violently. Its lower trunk separates into two leg-like appendages and it begins lurching slowly towards you. A face can be made out on its trunk and it babbles incoherently in a mix of common and sylvan.

Creatures: This normally benevolent forest creature has been driven mad by the evil influence of the woods. When it reaches the party it acts as though under the effects of a *confusion* spell: each round it has a 40% chance of attacking the nearest creature, a 10% chance to act normally, bemoaning the evil in the forest, a 20% chance of fleeing, and a 30% chance to babble incoherently.

If the players cast *remove curse*, *break enchantment*, or heal the wisdom damage it has suffered, the treant becomes friendly.

Darkmoss the Treant: HP: 77

Development: If the players manage to cure Darkmoss's insanity, it may become a valuable ally. It knows about Father Ernaldus and the Shada Monks, and believes they are somehow tied to the evil in these woods. If asked it will join the players in tracking down and fighting them, and can lead them to the monastery by way of the ruins. It is not interested in helping the party beyond the woods.

Strange Pilgrims on the Road

In this encounter, the players meet a group of religious pilgrims at a crossroad, who happen to be traveling the same direction. The leader of the group, a strangely intense charismatic older person, asks the party to travel with them awhile to exchange news and share company.

Talking to them the party learns that they are a group of religious pilgrims, either traveling to a holy site, migrating to a new land, or wandering in search of the promised land where they can practice their faith in peace. If the party travels long enough with them, they camp together and get a glimpse into their strange ways at smoke-enshrouded gatherings late in the evening.

This encounter can turn out in different ways, depending on what you want to get out of it as the storyteller.

- CG – the party is actually religious pilgrims, and may need help getting through a difficult area ahead, be it a war zone, monster-infested land, or something else.
- CN – the party is actually a group of thieves, masquerading as pilgrims, but pretty friendly. They may try to filch something from the party, but will probably try to be discreet. They may

pillage a town along the way, putting the party in a difficult position if they catch wind of it or the pilgrims are accused of the thefts.

- CE - the cult is a group of thieves, lead by an assassin. They may be on the way to an important job, or just nomadic by nature. They may try to make a sacrifice of the party to their dark gods, or may later assassinate someone important to the party, like a NPC who has hired them. This is a great way to introduce a recurring villain.



THE DUNGEON ROOM FLOOR

Here we post ideas that maybe you'll want to use if your session or players seem too stuffy and show no sense of humor! May of these are cultural oddities of the various societies we create.

Beware the Loxodon King!

Among the Loxodon, the social structure is very strict. Unlike many creature societies, this one makes no preference for which males succeed the king in the de facto hierarchy. As such, loxodon males are often seen fighting on the jungle floor or out in the savannah that surrounds and creeps into the jungles of the Wastaru.

The current loxodon king, once his locks begin to grow upward instead of falling down, realizes his life is short, and organizes these fights in a round-robin tournament style, where each loxodon fights the other until there is but one standing. That loxodon succeeds the king, and once the king dies, takes the tusks and hair of the elder king.

Characters do not want to be anywhere near these events – loxodons are very protective of this practice, and will attack upon sensing the party.

Harping On

There is a well-known practice in the Central Valley, one that crosses racial boundaries. This began in the halkfling villages along the Central Lake, but quickly spread to the humans and up into the gnome settlements in the Nagy Tömeg.

The practice itself is of following someone who has wronged you or your family, playing a harp and making up a song, detailing the events that have made you mad in a sarcastic or other spoofing form. This is considered a type of therapy in the Central Valley, and its practice has brought about a level of peaceful coexistence that few areas have come close to attaining.

We recommend human societies in real life to consider such therapeutic options...



Beware the Locks o'Don King! by S.D. Hilderbrand

CLAW/CLAW/BITE

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INTRODUCTION

Hail and well met, fellow roleplayers! Welcome to Claw/Claw/Bite, a resource for storytellers and gamemasters to create thrilling worlds of adventure for your players to test their mettle in. Every day or two, on our website, we post an article containing at least one new character, creature, magic item, encounter, spell or area description (on the scale of a farmstead, small town, or dungeon) for use in your campaigns. We also include little nuggets that will enrich your campaign setting with cool details and intriguing features. These articles and others like them are routinely posted at clawclawbite.blogspot.com as blog posts, many of which are collected in these monthly issues.

Our goal is to be a one-stop shop for you, the storyteller. All of our creations are designed for d20 3.5 rules. Many of the game elements that you see in this periodical will find their way into modules published by Unicorn Rampant, which will be available on our site: www.unicornrampant.com, and at rpgnow.com.

So welcome to our world of strange and wonderful things, traveler. Bizarre treasures, cunning adversaries, powerful adventurers, and mystic realms are waiting for you. Enjoy your stay, but beware the great wyrms, cats, bugs, and vines that lurk in the forest. And always fear the events following the passing of a great king.



PRESTIGE CLASSES AND DOMAINS

Anti-Mage

Anti-mages are specialists in preventing arcane magic effects. They become increasingly quick-skilled at the art of casting counterspells, and thus begin to lose their normal spellcasting abilities. As the anti-mage advances, she takes on less and less magic abilities, appearing more like a fighter or rogue. Unfortunately, with the extreme loss of arcane power that enables the anti-magic abilities, there is a high rate of madness among anti-mages. Anti-mages also age at rapid rates proportional to their level.

Hit Die: d4.

Requirements

To qualify to become an anti-mage, a character must fulfill all the following criteria.

Race: Any.

Skills: Knowledge (arcana) 15 ranks, Spellcraft 15 ranks.

Feats: Skill Focus (Spellcraft), Spell Focus in two schools of magic. These two schools will be the two that the anti-mage is most effective against (+5 to counterspell).

Spells: Ability to cast 5th-level arcane spells, knowledge of 4th-level or higher spells from at least two schools.

Class Skills

The anti-mage's class skills (and the key ability for each skill) are Concentration (Con), Craft (alchemy) (Int), Knowledge (all skills taken individually) (Int), Profession (Wis), Search (Int), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Table 1: The Anti-Mage

Level	Base Attack	Fort	Ref	Will	Other
1st	+0	+0	+0	-2	Chance to counterspell all spells +1, SR 10, -1 known spell per level
2nd	+1	+1	+1	-3	Counterspell +2, SR 13, -2 known spells for levels 1-2, -1 for levels 3+
3rd	+1	+1	+2	-3	Counterspell +4, SR 16, -3 known spells for levels 1-3, -2 for levels 4+
4th	+2	+2	+3	-4	Counterspell +8, SR 19, -4 known spells for levels

1-4, -3 for levels 5+, can create anti-magic areas that last for 5 hours

5th +2 +2 +4 -4

Counterspell +10, SR 22, -5 known spells for levels 1-5, -4 for levels 7+, can create anti-magic areas that last for a day

6th +3 +3 +5 -5

Counterspell +14, SR 25, loses all magical abilities, can sunder magical items, can create anti-magic areas that last for 6 days

7th +4 +3 +6 -6

Counterspell +18, SR 28, arcane magic items cannot affect the anti-mage, for good or ill, can sunder artifacts, can create permanent anti-magic areas

Class Features

All the following are Class Features of the anti-mage prestige class.

Weapon and Armor Proficiency: Anti-mages gain no special proficiency with any weapon or armor. However, there are certain anti-mages that use shields as their focus. These anti-mages can wield shields normally as well as for magical shielding purposes.

Spells per Day/Spells Known: When a new anti-mage level is gained, the character loses the capacity to cast as many spells per day (and spells known, if applicable) as if he had also gained a level in whatever arcane spellcasting class in which he could cast 7th-level spells before he added the prestige class level. He does not, however, gain any other benefit a character of that class would have gained. If a character had more than one arcane spellcasting class in which he could cast 7th-level spells before he became an anti-mage, he must decide to which class he removes each level of anti-mage for the purpose of determining spells per day.

Create Anti-magic Zone (Su): The anti-mage can create a 30'x30' space wherein spells are ineffective. This lasts as long as listed in the character level above.

Mastery of Counterspelling: When the anti-mage counterspells a spell, it is turned back upon the caster as if it were fully affected by a spell turning spell. If the spell cannot be affected by spell turning, then it is merely counterspelled. The counterspelling ability of anti-mages increases with each level: 1,2,4,8,10,14,18.

Sunder Magical Items: The anti-mage can attempt to destroy magic items at +20 to sunder.

Sunder Artifacts: As magic items, but including artifacts and other unique items.

Arcane Magic Resistance: Anti-mages gain improved innate spell resistance for every level they gain.

Atheist Domain

An atheist priest does not believe in any gods, instead drawing their power from the faithless and other forces one can believe in. As such, they are a powerful force that works against the holy and unholy powers that be (or be not). Since they do not draw their power from a particular god, they seek not the favors of deities. Instead, they draw power from those in the local populace and vicinity who are unbelievers. Their power differs greatly in different lands. In holy lands, they are neigh powerless, whereas in more godless lands, they usually wield a power equal to clerics of the holier lands.

They wield a non-holy magic, and their spell damage is less healable by their holy and unholy brethren.

They also gain the ability to cast spells to bring about certain non-holy/unholy effects that are otherwise similar to the divine versions. In fact, most spells are available to atheist clerics, though those with holy or unholy in the name or description are strictly forbidden.

The most effective atheist clerics maintain a true neutral alignment, however, all alignments are open to atheists.

At all levels, atheist clerics may attempt to counter any divine magic, called "disbelieving." This is done similar to the counterspell rules for arcane magic.

Atheist Domain Spells

1st: *Shaky Faith* - like *cause fear* but non-holiness.

2nd: *Invisibility to the Faithful* - invisibility to anyone of faith. No effect on the faithless.

3rd: *Faithlessness* - An anti-prayer, same effect but from faithlessness.

4th: *Expose* - expose one of faith's hypocrisies.

5th: *Fear, Uncertainty and Doubt*, which strikes fear, uncertainty and doubt in the hearts of men.

6th: *Faithlessness Strike* - Like *flame strike*, but with faithlessness as the weapon.

7th: *Separation of Church and State* - create zones where gods cannot meddle in the affairs of men.

8th: *Mass Faithlessness* - strike fear, uncertainty and doubt in many hearts of men.

9th: *Coincidence* - like *miracle* but emanating from a secular place.

Crafting Artificer

This five level prestige class is for casters who specialize in crafting magic items. Each level reduces the total time required to create magic items by 10%.

Hit Die: 1d4

Prerequisites

Skills: Craft (any) 7 ranks.

Feats: Skill Focus (concentration), any three Item Creation Feats

Class Skills

The artificer's class skills are the same as the class skills of the class that they advance their spells / day in. For example, if the crafting artificer's spells per day goes up for cleric spells, their class skills for that level are the cleric class skills.

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the crafting archer prestige class.

Item craft time: As crafting artificers gain class levels, the amount of time it takes them to craft magic items is reduced. Thus, at 1st level of crafting artificer,

Table 2: The Crafting Artificer

Level	Base Attack	Fort	Ref	Will	Other
1st	+0	+0	+0	+2	Item craft time reduced by 10%, spells per day +1 level of existing class
2nd	+1	+0	+0	+3	Item craft time reduced by 20%, spells per day +1 level of existing class
3rd	+1	+0	+0	+3	Item craft time reduced by 30%, spells per day +1 level of existing class
4th	+2	+1	+1	+4	Item craft time reduced by 40%, spells per day +1 level of existing class
5th	+2	+1	+1	+4	Item craft time reduced by 50%, spells per day +1 level of existing class

a magic item that costs 1100 gp to create takes one

day, instead of two. At 5th level, the crafting artificer can create magic items twice as fast as normal magic item crafters: 2000gp per day.

This reduction in crafting time does not in any way reduce the other costs related to magic item creation, including XP cost.

Spells per day: When a new crafting artificer level is gained, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained. This essentially means that she adds the level of crafting artificer to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

FEATS

A Touch of Magic or of Faith

For some people, by an accident of birth, or a confluence of the stars, or a blessing by a fairy godparent, there is a certain natural ability for magic, or a special blessing by the gods. This affinity or blessing allows these people to cast a few small spells every day.

Requirements

These feats are only available to characters who do not have any spellcasting abilities when they take them. They allow the character to cast a few low-level spells in spite of a lack of extensive magical or ecclesiastical training.

If choosing cleric or druid spells, the character must have a wisdom of 10 or higher. If choosing wizard spells, the character must have an intelligence score of 10 or higher. And if choosing bard or sorcerer spells, the character must have a charisma score of 10 or higher.

Benefit

Two options are available to characters with a touch of magic or faith.

Option 1: the recipient of this feat can cast two 0th level spells per day. These spells must be prepared from either the cleric, druid or wizard list. The recipient of this feat must choose which list at the time that they take this feat. If choosing wizard, use the character's intelligence score to determine save DCs, and if cleric or druid, use wisdom. These spellcasting abilities require a holy symbol or a spellbook just as the spellcasting abilities of the classes they mimic.

Option 2: the recipient of this feat can cast one 0th level spell per day. This spell can be cast spontaneously, and requires no preparation. At the time the feat is chosen, the recipient must choose three spells from either the 0th level sorcerer or the 0th level bard spell lists as the available "known spells" from which to cast this spell. Use the character's charisma score to determine spell save

DCs.

Regardless of which option is chosen, these spells are considered separate from, and stack with, any spells gained from spellcasting class levels taken after taking this feat. Bonus spells from high attributes apply normally to these spells per day (although according to the ability score table, no one ever gets bonus 0th level spells).

SPELLS

Caricature

Illusion (Figment)

Level: Brd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One Creature

Duration: 1 min./level (D)

Saving Throw: Will negates

Spell Resistance: Yes (harmless)

Mirror image's mischievous cousin, *caricature* creates an image of the target with certain features "accentuated" as determined by the caster. This image superimposes over the target, providing an illusory perspective of the target to onlookers. The image follows the target as she moves. The caricatures mimic the actions of the target, pretending to cast spells when the target casts a spell, drink potions when the target drinks a potion, appears hurt when the target is hurt, and so on.

Enemies attempting to attack or cast spells at the target must roll to see if they hit the illusion or the target. Any successful attack against the caricature destroys it. A caricature's AC is 10 + the target's size modifier + the target's Dex modifier. Caricatures seem to react normally to area spells (such as looking like they're burned or dead after being hit by a fireball), much like a mirror image.

Common features to be accentuated include the lengthening of the nose, changing the appearance of facial hair, or the appearance of certain facial gestures, such as incessant smiles.

Eviscerate

Necromancy

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One corpse

Duration: Instantaneous

Saving Throw: None

This spell removes the flesh from already dead corpses, leaving only bone. The caster determines what parts of the body become clear of flesh.

Phase Living

Transmutation (Time)

Level: Cleric 7, Sor/Wiz 7

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Effect: One living being shifts in time in defined cycles

Duration: 1 cycle / 4 levels (see text)

Saving Throw: Will negates

Spell Resistance: Yes

It's just a phase... he'll get over it.

This spell was discovered by the elder wizard Faduado Gantonín in the Phyloctæte, who was hell-bent on prolonging his life. Sadly for him, he never made it very far (only a round forward and a round back), but other mages have since put this magic to good use in less grandiose contexts. Occasionally, mages will need to cast this on themselves to synchronize with items they have phased out of existence, for instance when an object which has had *phase object* cast upon it is dispelled or otherwise disrupted while the object is out of time (and thus out of mind).

By waving her index finger and repeating the verbal component, *Os-Il-Ayt-Mi*, the caster shifts the target in time one round forward or back from the present, alternating back-present-forward-present and so on for 1 cycle/lvl. The caster must continue the verbal component at relative intervals (after each cycle) to maintain the spell. This doesn't interfere with other spells since the verbal component is so simple.

The effects of this spell are extremely confusing to observers, and only slightly less so for the caster. Every other round, the target of this spell moves forward or back in time one round. This means that when the caster completes casting the spell (round 1), they are shifted into the next round (round 2). The time that they arrive at (round 2) has two other copies of themselves (for a total of three), who act in sequence (after the "first" shifted caster finished their round).

On the next round (round 3), there are no copies of the phaser. The phaser that would normally exist on this round (3) has traveled back in time one round (to 2), exists at that point in time, and already acted.

The following round (round 4), there is one copy of the caster, who acts normally. This is the end of one cycle of

the spell.

The following round (round 6), there are no copies of the phaser. The phaser that would normally exist on this round (6) has traveled forward in time one round (to 7), exists at that point in time, will act on that round.

The round after that (round 5), the cycle is at it's beginning, and there are three copies of the caster, who act sequentially.

Note for DM's: This has many strange effects, and may take some mental acrobatics to adjudicate. Remember, it's all about having fun. One consideration is damage taken. If there are three copies of the character, what happens if they are all caught in a dragon's breath weapon, for example? Each copy would make a separate saving throw. Damage taken by the first copy is added to the second copy, and both of those damages are added to the third copy. Just remember, these "copies" are actually all the same person, phased a few seconds out of their normal time. They act in sequence, and any changes to one "copy" are transferred to the next.

Finally, as a phaser is moved through time, their position in space is not effected significantly. If a phaser does not move during it's turn, the next copy appears adjacent to their previous self, if the space they would be in is occupied.

If cast on an unwilling target, the caster must overcome the target's willpower.

The Greater version of the spell (9th level) allows the caster to shift a number of beings up to half their level a number of cycles up to their level into the future and past.

EQUIPMENT. MAGIC ITEMS AND SPECIAL MATERIALS

Hunting Sword

Hunting Swords are short one-handed slashing weapons. Hunters throughout the Soralic lands and the Middle Kingdoms carry them when riding in the forests. Not designed as a weapon of war, they can nevertheless be used for self-defense, and are also useful for field-dressing a hunter's kills.

Nobles often carry ornately decorated hunting swords when riding.

For a medium sized creature: Type: small slashing simple weapon, damage: 1d6, critical: 20, x 2.

For a small sized creature: Type: tiny slashing simple weapon, damage: 1d4, critical: 20, x 2.



Breeches of Hulking

These pants are roomy, and hang precariously on the wearer's hips. They occupy a character's belt magic item slot, and are generally covered in small rips and patches.

Three times a day, the wearer of these breeches can speak a command word and grow a size category, as though affected by *enlarge person*. The change in size lasts one minute.

Faint transmutation; CL 1st; Craft Wondrous Item, *enlarge person*; Price 1,080 gold; Weight 3 lb.



Cloak of Shadows

This deeply cowl'd cloak follows the wearer like a shifting mantle of clinging darkness.

Minor Cloak of Shadows: Wearing this cloak grants a +5 circumstance bonus to Hide checks.

Faint illusion; CL 3rd; Craft Wondrous Item, *invisibility*; Price 2,500 gp; Weight 1 lb.

Cloak of Shadows: as above, and also can project *no light* as the spell at will. In a 20 ft. radius around the wearer no natural light can penetrate, and so all in the area gain total concealment. The area looks as though it is cloaked in deepest shadow. Magical light illuminates this area normally, and darkvision operates normally in this area.

Faint illusion and conjuration; CL 3rd; Craft Wondrous Item, *invisibility*, *darkness*; Price 4,000 gp; Weight 1 lb.

Major Cloak of Shadows: as above, and 1/ day it can be used to summon forth a mass of tentacles that emerge from the cloak and grapple foes within 10', per *black tentacles*. The tentacles have a grapple bonus of +15, a 19 strength, and deal 1d8+4 points of bludgeoning damage on their turn with a successful grapple check. Once summoned, the tentacles persist for 7 rounds, move with the cloak wearer, and do not interfere with the wearer's



actions in any significant way.

Faint illusion and moderate conjuration; CL 7th; Craft Wondrous Item, *invisibility*, *darkness*, *black tentacles*; Price 14,080 gp; Weight 1 lb.

Quiver'n'Boots

These masterwork leather boots also serve as quivers, with a capacity of 20 arrows apiece.

They also imbue the arrows placed within with the power of fear. Foes successfully hit by an arrow stored in the quiver must make a DC 15 Willpower save or be affected by the equivalent of a *cause fear* spell.

Faint transmutation & necromancy; CL 3rd; Craft Wondrous Item, *cause fear*; Price 2,500 gp; Weight 1 lb.

Tinleaf

This metallic leaf grows in magical forests in and around the Phyloctæte. The byproduct of an insane mage's attempts to develop a metal which could be powered by plants, this flaky substance is often used as a spell component.

In addition, tinleaf is used to build automatons by these very mages. The discovery of tinleaf has made possible the construction of inanimate constructs which do not require outside magic at all. This worries many of the mages of the land.

Tinleaf is particularly potent in magic that deals with time, and artisans occasionally use low grade tinleaf to create self-powered hands on clocks, as well as other uses that follow predefined patterns and schedules, such as self-powered carts.

CHARACTERS

Feryn Dyndle

Having triumphed in the Mage War, Feryn Dyndle is the new ruler of the Phyloctæte. This young mage has proven herself in the eyes of the other magic wielders of the land, who welcome her new spirit to the land. However, the elven side of her heritage strikes fear in to the hearts of men, who do not want elves meddling in their affairs of state. This has begun to cause some tension in the Phyloctæte, as certain merchants have begun pulling out, leaving their wares very rare. Because of this, the prices of many uncommon goods are very high, if they can even be found at all. Feryn is doing all she can to convince these men to trust her, even going so far as to offering them large subsidies to return to her lands. Whether they will return or not is still to be seen.

Feryn usually attacks from afar, harnessing the power of her many wands. In addition, she has made a

number of powerful allies over the years, who often join her on the field of battle. This means she is also in debt to many outsiders who are in the process of stating their demands now that she is in power. Friends of this type are often a blessing as well as a curse.

Feryn Dyndle

Medium-size Female Half-Elf

Wizard 17

Challenge Rating: 17

Alignment: Chaotic Neutral

Initiative: +6

Vision: Low-light

Hit Dice: (17d4)+34

Hit Points: 91

AC: 22 (flatfooted 20, touch 15)

Saves: Fortitude: +7, Reflex: +7, Will: +13

Speed: Walk 30 ft.

Attacks: ;

Damage: ;

Face / Reach: 5 ft. / 5 ft.

Special Qualities: +2 racial bonus on saving throws against enchantment spells or effects., Elven Blood, Immunity to sleep spells and similar magical effects., Summon Familiar

Feats: Combat Casting, Craft Wand, Craft Wondrous Item, Dodge, Forge Ring, Greater Spell Penetration, Improved Initiative, Mobility, Scribe Scroll, Spell Penetration

Abilities: STR 13 (+1), DEX 15 (+2), CON 14 (+2), INT 26 (+8), WIS 16 (+3), CHA 17 (+3)
Skills: Appraise 10; Balance 2; Bluff 5; Climb 1; Concentration 22; Craft (Untrained) 8; Decipher Script 9; Diplomacy 9; Disguise 3; Escape Artist 2; Forgery 8; Gather Information 9; Heal 4; Hide 3; Intimidate 4; Jump 1; Knowledge (Arcana) 28; Knowledge (Architecture and Engineering) 10; Knowledge (Dungeoneering) 9; Knowledge (Geography) 10; Knowledge (History) 13; Knowledge (Local) 14; Knowledge (Nature) 10; Knowledge (Nobility and Royalty) 14; Knowledge (Religion) 12; Knowledge (The Planes) 15; Listen 4; Move Silently 2; Ride 4; Search 9; Sense Motive 5; Spellcraft 30; Spot 7; Survival 3; Swim 1;

Familiar: Leyne, a toad

Possessions: Amulet of Natural Armor +3; Ring of Protection +3; Bracers of Armor +4; Cloak of Charisma +4; Headband of Intellect +4; Wand of Cat's Grace; Wand of Knock; Wand of Lightning Bolt (8th level caster); Wand of Magic Missile (9th level caster); Wand of

Polymorph; Wand of Suggestion;

Spells:

Spells per Day: (4/6/6/6/6/5/5/4/3/ DC:18+spell level)

Wizard - Commonly Prepared:

Level 0: Acid Splash, Arcane Mark, Cipher, Control Shadow, Cubes of Ice, Dancing Lights, Daze, Decode, Detect Magic, Detect Poison, Detect Self, Ember, Firefly, Flare, Haze, Light, Lock/Unlock, Mage Hand, Mending, Open/Close, Pointer, Prestidigitation, Ray of Frost, Read Magic, Resistance, Signal, Sort, Startle, Summon Bag, Summon Pipe, Touch of Fatigue

Level 1: Cause Fear, Identify, Magic Missile, Mount, Nystal's Undetectable Aura, Obscuring Mist, Ray of Enfeeblement, Shield, True Strike, Unseen Servant

Level 2: Bear's Endurance, Cat's Grace, Detect Thoughts, Invisibility, Levitate, Protection from Arrows, Touch of Idiocy, Web

Level 3: Blink, Fly, Haste, Shrink Item, Tongues

Level 4: Confusion, Fire Shield, Polymorph, Reduce Person, Mass, Stoneskin

Level 5: Feeblemind, Mage's Private Sanctum, Telekinesis, Teleport, Wall of Force

Level 6: Flesh to Stone, Globe of Invulnerability, Planar Binding, Symbol of Fear, True Seeing

Level 7: Control Weather, Delayed Blast Fireball, Limited Wish, Phase Door, Plane Shift, Power Word Blind

Level 8: Charm Monster, Mass, Dimensional Lock, Maze, Mind Blank, Temporal Stasis

Level 9: Dominate Monster, Etherealness, Hold Monster, Mass, Meteor Swarm, Power Word Kill, Prismatic Sphere, Time Stop

Leyne

Diminutive-size Male Toad

Animal 1

Hit Dice: (1d2)

Hit Points: 45

Initiative: +1

Speed: Walk 5 ft.

AC: 24 (flatfooted 23, touch 15)

Attacks: ;

Damage: ;

Vision: Low-light

Face / Reach: 1 ft. / 0 ft.

Special Qualities: Amphibious (Ex), Animal Traits, Deliver touch spells, Empathic Link, Improved Evasion (Ex), Scry on familiar, Share Spells, Speak with animals of its kind, Speak with master
Saves: Fortitude: +5, Reflex: +8, Will: +12
Abilities: STR 1 (-5), DEX 12 (+1), CON 10 (+0), INT 14 (+2), WIS 14 (+2), CHA 4 (-3)

Skills: Appraise 4; Balance 1; Bluff -1; Climb -5; Concentration 20; Craft (Untrained) 2; Decipher Script 3; Diplomacy 1; Disguise -3; Escape Artist 1; Forgery 2; Gather Information 1; Heal 4; Hide 18; Intimidate -2; Jump -19; Knowledge (Arcana) 22; Knowledge (Architecture and Engineering) 4; Knowledge (Dungeoneering) 3; Knowledge (Geography) 4; Knowledge (History) 7; Knowledge (Local) 8; Knowledge (Nature) 4; Knowledge (Nobility and Royalty) 8; Knowledge (Religion) 6; Knowledge (The Planes) 9; Listen 2; Move Silently 1; Ride 3; Search 2; Sense Motive 4; Spellcraft 24; Spot 5; Survival 2; Swim -5;

Feats: Lightning Reflexes

Challenge Rating: 1/10

Alignment: Chaotic Neutral

King Vandor

The sole heir of the namesake of Vandor, Han Vandor came of age when his father was prematurely slain in a battle over the lands to the west. Generally regarded as a benevolent ruler of his own people, Vandor wisely made peace with these lands, and they coexisted for sixty years. Vandor saw many of the leaders of the neighboring lands come and go; his kingdom flourished while they waged trade wars. Despite multiple aggressive neighbors, he helped maintain the borders of his lands without igniting a war. Vandor had 10 sons and one daughter, his youngest, who it is said was lured into a witch coven, causing the venerable king to succumb to heart troubles and pass within six months of the news.

After his death, there was much disagreement about the governance of the lands, so the kingdom split into the Ten Princedoms, each led by one of his sons. His daughter Shaana has not been seen since the rumors hit the streets.

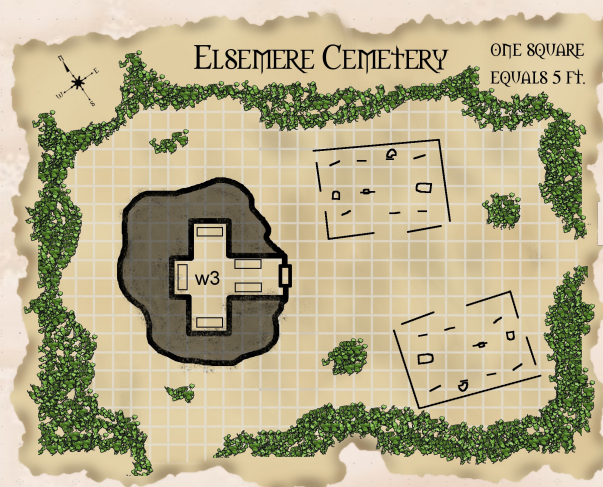
Many paintings and mosaics show the king as an introspective soul. There are almost no artistic renditions of him in an unfavorable light.



ENCOUNTERS

Elsemere Wood Cemetery

These encounters will be appearing in the upcoming adventure *The Horror of the Old Ones*. In the meantime, feel free to drop them into your game wherever you need a creepy old cemetery. And who doesn't need a monster-filled cemetery?



Cemetery (EL 5)

A small clearing exists here, the first clear space in these dense woods since leaving Elsemere. Gravestones dot the landscape, many of them fallen over or half-hidden by vegetation.

☛ **Begotten of the old one (1):** HP: 70 A begotten of the old ones lives here. Born a child of the sea to one of the families in Elsemere, he grew up as a shut-in, hidden by his parents from the rest of the village. Upon his parents' death he was discovered and driven out of the village. The maddening dreams of the wood have made him quite mad, and now he will viciously attack anyone entering the cemetery.

Mausoleum (EL 9)

Here in the center of the cemetery stands a family mausoleum, set into the side of a small hill. The hill and facade are bare of plants except a large gnarled tree above the yawning entrance. A palpable gloom hangs in the air here.

Inside the crypt there are four carved stone coffins. Two of the sarcophagus lids have been pushed open by tree roots, and an intricate brass sword stand lies toppled over at the head of one of them.

Several shriveled corpses with various armors and dusty equipment lie scattered on the ground here.

Anyone approaching within 30 ft of the death root becomes subject to its fatiguing radiance and must succeed on a DC 15 Fortitude save or become fatigued.

Investigating the bodies, a DC 20 heal or spot check, reveals that they were crushed and drained of blood through many tiny wounds.

☛ **Death root (1):** HP: 63 A death root - the tree - is on top and inside the crypt and will attack anyone entering once they have come inside.

👑 Here there are several dead adventurers and their gear, plus loot from the sarcophagus. All together it amounts to 1,200 gold, a smooth marble scepter worth 600gp, an intricate brass sword-stand worth 90gp, an arcane scroll containing: *gentle repose* (lvl 3, cast 5), *sleep* (lvl 1, cast 1), and *undetected alignment* (lvl 1, cast 1) (450gp value). Additionally there is a +1 longsword (2,315gp) and another arcane scroll containing: *feather fall* (lvl 1, cast 1), *bull's strength* (lvl 2, cast 3) and *glitterdust* (lvl 2, cast 3) (150gp) (325gp value).

Shadow Mastiffs

Here is another encounter from the upcoming adventure **The Horror of the Old Ones**. A group of shadow mastiffs hunt this portion of the Elsemere Woods.

Here in the deep shadows of the thick canopy, beyond the foliage to the side of the trail, there is a gully with what appears to be a deep cave or burrow in its side.

☛ **Shadow Mastiffs (4):** HP: 27, 27, 28, 29. A pack of shadow mastiffs calls this cave home. Having heard the approaching party, they have spread out along the path in two pairs and wait in the shadows, with total concealment due to their shadow blend ability.

Tactics: The two pairs will pounce on, flank and trip the two weakest looking party members. If successful in tripping someone, one will take the opportunity on their next round to howl, hoping to panic and scare off those not being attacked. If brought to half hit points the dark hounds will pull back and howl, hoping to thin the numbers of their foes. If unsuccessful in scaring anyone they will flee once brought to 1/4 hit points.

👑 Within the cave, amongst the bones of many creatures, there are 200 gold, 2000 silver, a jeweled

anklet worth 1000 gold, and a *ring of blinking* (worth 27,000 gold).

LOCATIONS

Emerald Sea

This green sea is set along the southeast coast of the continent of Wastaru. The warm waters teem with life of various sorts, including many rare species of jellyfish, coral, and anemone.



At the bottom of the Emerald Sea is an aquatic kingdom rimmed by a large coral reef, within which live many herds of coral horses. The kingdom is ruled by aquatic elves who are powerful masters of water and weather magic. The extensive royal family delegates different offices and fiefs to various sons, daughters, brothers, sisters, cousins, aunts and uncles in a complex and shifting balance of power. Their subjects include tritons and other merfolk from surrounding regions.

The volcanic activity and fault line that runs along the center of the sea have helped formed the multiple small island chains which can be found in the Emerald Sea, including the Litlos Islands, the Recant Islands, the Anatatu, and Gavaan Islands. A map will show them in relation, and posts will follow which will detail these each in time.

Litlos Islands

The island of Litlos became the "islands of" when the volcano that originally formed the landmass erupted, killing all but a few of the original inhabitants, and leaving the crater that the present day islands surround. The largest of the islands has been re-inhabited by those who were away on fishing and trade voyages on that fateful summer night. Though stone ruins dot the other islands, they have remained too unstable to support any new structures.

Feriño, the single town on the island shares its name with the island itself. The inhabitants, upon returning to find their homes destroyed and their people covered in ash or utterly disintegrated, decided upon the new name, their word for an aquatic creature resembling a phoenix. They built all their new structures using the lava rocks cast out by the volcanic eruption.

Most of the inhabitants believe that an aquatic fire dragon lives under the island. This leads to a nominal



level of fear which surfaces in the dour tales woven by local bards, and mothers to their children.

The fashion on Feriño consists largely of togas and sandals, though the rulers of the land tend to dress in tunics and light trousers. The people mostly eat fish wrapped in seaweed, but the volcanic deposits that have enriched the soil have provided the islanders with a more rounded diet including fruit resembling plantains, pomegranates and dates. The government is largely hands-off, though the head of each household serves as part of a council that meets every month, and the eldest sons in each family serve in the navy. The people of Feriño barter with one-another in well-established tight-knit groups, so they do not willingly trade with outsiders unless offered an item they think is unique.

Marsh Tides

Beware the tides of marsh!

This region in Wastaru is filled with marshlands and barrier waters. Looming overhead is a ring of volcanoes which constantly simmer, causing the water to heat up and the local bestiary to panic and stampede. The droopy trees in the marshlands extend out into the ocean about 1/2 mile off of the shore, wherein the water has a black hue and a tar-like consistency. There is death in those waters.

The marsh tides are the home of the kakataur, a prehistoric alligator/lizard/dinosaur beast. These creatures are very deadly, as they blend in to the wilderness and attack with monstrous fangs behind 1/2 ton frames.

The marsh tides are also the home of the slithe, a great serpent of the marsh. These creatures sneak up and then wrap their 20' long, slender bodies around their prey, leaving them no hope of survival.

The tides rise and fall, leaving the area well ventilated

and constantly altered. The paths through the marsh change with each tide, so humans rarely venture into this region, and almost never make it out alive.

The Phyloctæte

This empire was once ruled by a council of four powerful mages, who, in their lust for control, ended up waging war with one-another in a three month period which has been come to be known as the Four Mage, or Magusquad, War. Nestled in between three other human-controlled lands, their war bled over into neighboring lands, with mages flying through the air, wyrms and other creatures battling across the lands. This made the Phyloctæte a feared land in bard's tales, and to this day, people fear the regime of the victor, Feryn Dyndle, who shares her human lineage with that of the elves. Some people have spread rumors that full-blooded elves from faraway lands had something to do with her success in wresting control of the Phyloctæte from the other, full-human mages.

At the end of the war, one of the mages was killed, another sought refuge in the Astral Plane, and the other surrendered to Feryn Dyndle.

To the northwest of the Phyloctæte, across the Windplains, lies the Kingdom of Altæa. King Harald Altæa has no patience for the war that has affected villages in his domain.

To the west, over the Mountains of Insor, lies the relatively peaceful, multi-racial democratic republic of Nelshun. The Phyloctæte has had few dealings with Nelshun, so it remains to be seen how the new ruler will be received.

To the south, the militaristic Republic of Esrnun controls the vast plains of Yæns. Esrnun has for years planned to move on the Phyloctæte, and now may be their chance, with the council at it's weakest. Rumors have it that they have stepped up production of swords

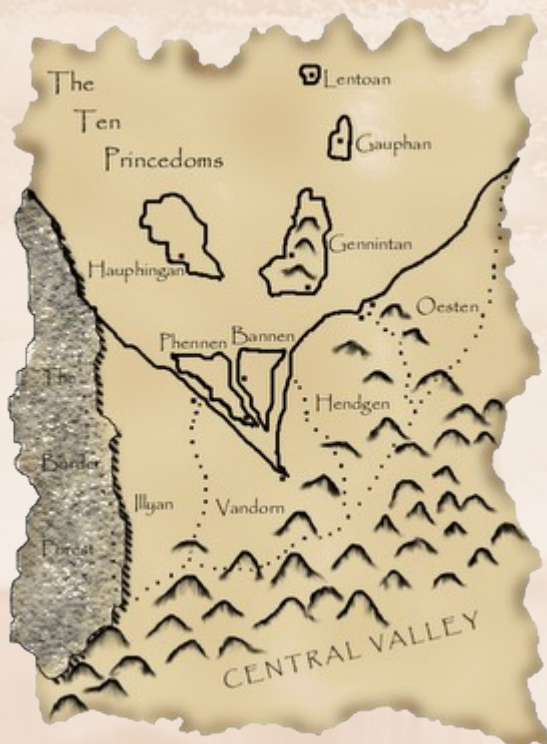
and spears, and have recently domesticated some Yæns horses, which make powerful mounts.

To the southeast, through the Border Forest, the Ten Princedoms have formed out of the old Kingdom of Vandor, following the death of King Vandor.

The people of the Phyloctæte have grown weary of the Four Mage War, and have welcomed the recent cease-fire. They are busy rebuilding the towns and villages that make up their nation. Many of them could care less who rules the land, as long as they are left to their arts, crafts, and other skilled trades. Many would like to reap the benefits of trading with the neighboring nations.

Meanwhile, Feryn Dyndle is installing her elven brethren as the ministers and administrators of the nation.

The Ten Princedoms



After King Vandor passed, his kingdom fell into the hands of his ten sons, none of whom agree on how the land should be run, so each have moved into separate residences and have defined ten states which they each administer. It's a tenuous peace, but a peace nonetheless.

They have a sister, the youngest child, who has disappeared following Vandor's death; rumor has it that she has become a witch in the neighboring Phyloctæte.

Mainland States

The mainland states and islands and their princely rulers, in order of birth (age in parentheses):

Vandorn is the central mainland part of the old Kingdom of Vandor. It is ruled by the sickly prince Hanik

(38), the eldest son of Han. The Shankil and Dromgul Rivers come together just to the east of the city of Hanton.

Oesten is the easternmost mainland part of the Ten Princedoms. It has a bit of a frontier feel to it, which Ernik (36) hopes to take advantage of. He is trying to move the border east into unclaimed lands.

Hendgen is nestled between Vandorn and Oesten. Tanith (33) runs this state from Edige, the city over the river of the same name that runs from hills of still the same name.

Illyan is the westernmost mainland state. On the western edge, the Border Forest serves as a buffer from the Phyloctæte, a strange land of unexplained magics. Kres (31) has gained a lot of popularity throughout the Princedoms by keeping the military strong and the border protected.

Island States

Gennintan is the rocky island north of the mainland. It is administered out of the west-central city of Gennt by the fifth child, Pan (29). The south end of the island is full of natural resources, and the north end of the island is protected to the point of being only partially explored.

Gauphan is the island north of Gennintan, ruled by Garles (27), who tries to steer clear of his elder brothers' powermongering. He is still sometimes drawn into disputes, along with this younger brothers, but constantly complains about it and often withholds his support until the last minute, when he usually sides with the underdog.

Phennen is the west of the twin islands just north of Vandorn. Fain (25) lives in the old mage tower on the south end of the isle, with views of the twin isle and the mainland.

Bannen is the east of the twin islands just north of Vandorn. Klaran (23) lives in the castle which now bears his name on a hill overlooking the strait on the west end of the isle.

Hauphingan is the green isle to the northwest of other states, ruled by Hain (22). The verdant fields produce a sweet wine that is enjoyed throughout the Ten Princedoms.

Trochu (also known as **Lentoan**) is a tiny island to the far north of the Ten Princedoms, ruled by Launce (19). The mage Djander has been known to inhabit the island, and is possibly influencing the decisions of the young ruler.

RACES AND CULTURES

Utok'nmazakhi

The Utok'nmazakhi (aka Utok, pronounced oo-talk) are a tribe of native settlers of the Jæruel. Their caves

line the ridges on the western edge of the region, and their ruins dot the plains below, no longer inhabited. One ring of settlements survives somehow miraculously in the alabaster cliffs to the east of the town of Alabaster.

As the human settlers moved into the area, the Utok were relegated to the regions where humans found it too difficult or costly to settle. They have adapted to life in the mountains, owing in part to their relationships with bears, and their superior hunting abilities. They make excellent archers, receiving a +2 bonus on all attacks with bows.

The Utok have been known to skirmish with hobgoblins and mountain wyndm-folk in order to protect what little land they have left. They revere bears, and often offer them food as a form of worship. When bears come to the Utok caves to die, the Utok take their hides. It is considered the highest honor and privilege for Utok to acquire bearskins.

Medium: As Medium creatures, Utok have no special bonuses or penalties due to their size.

Utok base land speed is 30 feet, and their adaptation to the mountains means that they travel at normal speed through all the various terrains in the Jærael.

1 extra nature-based feat at 1st level.

4 extra skill points at 1st level and 1 extra skill point at each additional level.

Automatic Languages: Common and Utok languages, and some have contact with Mountain Wyndm. Bonus Languages: Any. See the Speak Language skill.

Favored Class: Any, except monk. When determining whether a multi-class Utok takes an experience point penalty, his or her highest-level class does not count. Most Utok are rangers or druids.

Favored alignment: Lawful Neutral

Unique Languages: Utok.

Face / Reach: 15ft / 10ft

Base Attack: +12 Grp: +30

Abilities: S: 31 D: 15 C: 20 I: 6 W: 14 C: 11

Feats: weapon focus bite, multiattack, improved natural attack (bite), lightning reflexes, iron will

Skills: Balance +19, Climb +27, Jump +27, Hide +11, Listen +19, Move Silently +11, Spot +19, Swim +27

Challenge Rating: 13

These horrifying creatures hail from jungles in the depths of Tartarus, though prides of them are sometimes encountered in the mortal world. With the head and long neck of a serpent, and the body of an enormous great cat (males) or a claw-footed elephant (females), they make terrifying predators. Occasionally they are used as mounts by the generals and princes of the underworld. When so used they are typically given full plate barding, increasing their AC to 31 and reducing their movement to 30 ft.

Combat

Dimmer of Light are dreadful foes, affecting the very wisdom of their opponents.

Wisdom Damage (Su): The bite of these creatures damages the sanity of those bitten. A DC 22 fort save is required to resist 1d10 points of wisdom damage. Those reduced to 0 Wisdom by these attacks fall unconscious.

Dragon, True: Deep Forest

Size/Type: Dragon (Earth)

Environment: Temperate forests, hills and mountains

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1-2 and 2-5 offspring)

Challenge Rating: Wyrmling 4; very young 5; young 7; juvenile 10; young adult 13; adult 15; mature adult 18; old 20; very old 21; ancient 23; wyrm 24; great wyrm 26

Treasure: Triple standard

Alignment: neutral good with lawful tendencies

Advancement: Wyrmling 8-9 HD; very young 11-12 HD; young 14-15 HD; juvenile 17-18 HD; young adult 20-21 HD; adult 23-24 HD; mature adult 26-27 HD; old 29-30 HD; very old 32-33 HD; ancient 35-36 HD; wyrm 38-39 HD; great wyrm 41+ HD

Level Adjustment: Wyrmling +4; very young +4; young +5; others —

A iron wyrmling's scales are green-gray with iron highlights. As the dragon approaches adulthood, its color gradually dulls into reds until the hide has the color of a moss-covered redwood. Iron dragons have vestigial wings that do not allow them to fly but that assist them in burrowing.

CREATURES

Dimmer of Light

CE huge outsider

Init: +2

Senses: darkvision 90' Listen +19 Spot +19

AC: 22 (-2 size, +2 Dex, +12 natural), touch 12, flat-footed 20.

HP: 133 (HD 14d8+70)

Resistances: fire 15, acid 10

Immunities: poison

Fort: +14 Reflex: +13 Will: +13

MV: 40 ft.

Attack: bite +22 (1d6+10 plus poison)

Full Attack: bite +22 (1d8 + 10 plus wisdom damage) and 2 claws +20 (2d4 + 5)

Table 3: Iron Dragon Abilities by Age

Age	Speed	Initiative	AC	Special Abilities	Caster Level (1)	SR
Wyrmling	40 ft., Burrow 20 ft.	+0	17 (+1 size, +6 natural), touch 11, flat-footed 17	immunity to acid & electricity	—	—
Very young	40 ft., Burrow 30 ft.	+0	19 (+9 natural), touch 10, flat-footed 19	Calm emotions 3 / day	—	—
Young	40 ft., Burrow 30 ft.	+0	22 (+12 natural), touch 10, flat-footed 22	Wind wall 3 / day	1st	—
Juvenile	40 ft.,Burro w 30 ft.	+0	24 (-1 size, +15 natural), touch 9, flat-footed 24	DR 5/magic	3rd	—
Young adult	40 ft.,Burro w 30 ft.	+0	27 (-1 size, +18 natural), touch 9, flat-footed 27	Call lightning 1/ day	5th	20
Adult	40 ft., Burrow 30 ft.	+0	29 (-2 size, +21 natural), touch 8, flat-footed 29	DR 10/magic	7th	22
Mature adult	40 ft., Burrow 30 ft.	+0	32 (-2 size, +24 natural), touch 8, flat-footed 32	Plant growth 1 / day, Rusting Grasp 1 / day	9th	24
Old	40 ft., Burrow 30 ft.	+0	35 (-2 size, +27 natural), touch 8, flat-footed 35	DR 15/magic	11th	26
Very old	40 ft., Burrow 30 ft.	+0	38 (-2 size, +30 natural), touch 8, flat-footed 38	Control winds 1 / day, Transmute Metal to Wood 1 / day	13th	27
Ancient	40 ft., Burrow 40 ft.	+0	39 (-4 size, +33 natural), touch 6, flat-footed 39	DR 20/magic	15th	29
Wyrm	40 ft., Burrow 40 ft.	+0	42 (-4 size, +36 natural), touch 6, flat-footed 42	Earthquake 1 / day	17th	30
Great wyrm	40 ft., , Burrow 40 ft.	+0	41 (-8 size, +39 natural), touch 2, flat-footed 41	Control weather 1 / day	19th	32

Table 4: Iron Dragons by Age

Age	Size	Hit Dice (HP)	Str	Dex	Con	Int	Wis	Cha	Base Attack/Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	S	7d12+7 (52)	13	10	13	14	15	12	+7/+4	+9	+6	+5	+7	2d6 (14)	—
Very young	M	10d12+20 (85)	15	10	15	14	15	12	+10/+12	+12	+9	+7	+9	4d6 (17)	—
Young	M	13d12+26 (110)	17	10	15	16	17	14	+13/+16	+16	+10	+8	+11	6d6 (18)	—
Juvenile	L	16d12+48 (152)	19	10	17	18	19	16	+16/+24	+19	+13	+10	+14	8d6 (21)	—
Young adult	L	19d12+76 (199)	23	10	19	18	19	16	+19/+29	+24	+15	+11	+15	10d6 (23)	23
Adult	H	22d12+110 (253)	27	10	21	20	21	18	+22/+38	+28	+18	+13	+18	12d6 (26)	26
Mature adult	H	25d12+125 (287)	29	10	21	20	21	18	+25/+42	+32	+19	+14	+19	14d6 (27)	27
Old	H	28d12+168 (350)	31	10	23	22	23	20	+28/+46	+36	+22	+16	+22	16d6 (30)	30
Very old	H	31d12+186 (387)	33	10	23	24	25	22	+31/+50	+40	+23	+17	+24	18d6 (31)	32
Ancient	G	34d12+238 (459)	35	10	25	26	27	24	+34/+58	+42	+26	+19	+27	20d6 (34)	35
Wyrmling	G	37d12+333 (573)	39	10	29	28	29	26	+37/+63	+47	+29	+20	+29	22d6 (37)	37
Great wyrmling	C	40d12+400 (660)	43	10	31	30	31	28	+40/+72	+48	+32	+22	+32	24d6 (40)	40

1. Can also cast druid spells and those from the Strength domain as arcane spells.

Known variously as Storm Dragons, Iron Dragons, and Deep Forest Dragons, these dragons are very wise and calm, like an ancient sequoia. They spend their time outside of their lairs hiding as part of the landscape once they are old enough to blend in. Often, iron dragons are friendly to druids, as their calmness lends to neutral tendencies. In general they are very reclusive, hiding in forest and mountain terrain. They bear a great enmity to green dragons, who they consider pushy, rapacious and cruel.

Among other elder forests, Deep Forest Dragons live in the untainted part of Elsemere Wood.

Combat

Iron dragons are generally calm and do not seek out combat except when faced with intrusively destructive or aggressive foes. Stealth and ambush are the chief tactics of iron dragons. After preparing with barkskin and magic fang, they will burrow up beneath foes or lie camouflaged and use call lightning to harry foes before showing themselves.

Breath Weapon (Su): A iron dragon has two types of breath weapon, a cone of wind and a cone of lightning. Creatures within a cone of wind must succeed on a strength check opposed by the breath weapon DC or be moved away from the dragon as though bull rushed (1 ft for every 2 points by which the check is failed). The cone of electricity does damage as listed below.

Skills: Hide, Wilderness Lore, Knowledge (Nature), and Spellcraft are considered class skills for iron dragons.

Caesínthurírl, deep forest dragon

This Deep Forest Dragon lives in the far northern reaches of Elsemere Wood.

Caesínthurírl

NG large male young adult true dragon

Init: +0 Senses: Listen +16, Spot +16

Aura: frightful presence (DC 23)

Languages: draconic, sylvan, common, elven, gnome, goblin

AC: 27 (-1 size, +18 natural), touch 9, flat-footed 27

Damage Reduction: 5/magic

HP: (HD 19d12+76)

Immunities: acid and electricity

Spell Resistance: 20

Fort: +15 **Ref:** +11 **Will:** +15

MV: 40 ft., burrow 30 ft.

Attack: bite +24 (2d8+6)

Full Attack: weapon bite +24 (2d8+6), 2 claws +19 (1d6+3), 2 wings +19 (1d6+3)

Attack Options: Breath Weapons (wind or electricity)

Space / Reach: 10 ft. / 10 ft.

Base Attack: +19 **Grapple:** +28

Abilities: Str 23 Dex 10 Con 19 Int 18 Wis 19 Cha 16

SQ: DR 5/magic, SR 20, acid and electricity immunity

SA: spells, spell-like abilities, breath weapon

Feats: 7

Skills: Name 69pts knowledge (arcana) +16, knowledge (nature) +16, listen +16, spot +16, spellcraft +16

Possessions: horde

Spells Available: casts as 5th level sorcerer with access to druid spell list and strength domain. Spell DCs are 13 + spell level.

0th: (6/day): *resistance, daze, detect magic, arcane mark, read magic, dancing lights*

1st: (7/day): *shield, mage armor, expeditious retreat, silent image*

2nd: (5/day): *invisibility, whispering wind*

Spell-Like Abilities (Su): 3 / day: *calm emotions, wind wall.* 1 / day: *call lightning.*

Breath Weapon (Su): A iron dragon has two types of breath weapon, a cone of wind and a cone of lightning. Creatures within a cone of wind must succeed on a strength check opposed by DC 23 or be moved away from the dragon as though bull rushed (1 ft for every 2 points by which the check is failed). The cone of electricity does 10d6 points of damage, and half that on a successful DC 23 reflex saving throw.

Drop Vine

Undead plant

Neutral Evil Medium plant

Init: +2

Senses: Blindsight 45 ft. Listen +1, Spot +1

Aura: Fatiguing Radiance 30 ft.

Languages: none

AC: 16 (+5 Natural, +1 Dex) touch 11, flatfooted 15

HP: 70 (HD 8d12)

Immune: Unholy

Fort: +5 **Ref:** +2 **Will:** +3

Weakness: Holy

MV: 10 ft.

Attack: +3 vine 1d6+3

Full Attack: 2 attacks with +3 vine 1d6+3

Attack Options: improved grab

Space / Reach: 10 ft. / 10 ft.

Base Attack: +6 **Grapple:** +17

Abilities: Str 16 Dex 13 Con - Int 3 Wis 12 Cha 13

SQ: undead and plant traits

SA: improved grab, blood drain

Feats: Improved Grapple, Weapon Focus Tendril

Skills: +8 Move Silently

Possessions: whatever was left by previous victims: standard treasure.

This undead plant grows clear over common dungeon passages and gaps left open by other more peaceful foliage in the forest.

These wandering vines aggressively wrap themselves around trees and survive passively on moonlight through a process called *lunasynthesis*. They slowly draw nutrients from the soil and their unwilling hosts, invading dimly-lit natural groves, mausoleums and other such locales where they can acquire better sustenance from the fluids of corpses.



Underground, these plants' roots and tendrils will often stick through the soft soil ceilings of natural caverns, which drop down upon their tender prey.

Combat

Drop vines attack with an array of special moves.

Improved Grab (Ex): Upon a successful melee attack, drop vines can attempt to start a grapple with their enemies. Upon a successful grapple, they will draw their victims in toward their central body. If they are successful, they get another attack.

Blood Drain (Ex): At the start of its round, each living creature caught in a grapple with a drop vine will take 1d4 points of constitution damage.

Blindsight (Ex): Drop Vines have no visual organs but can ascertain all foes within 45 feet using sound,

scent, and vibration.

Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the plant. Dwarves can use stonecunning to notice the subterranean version.

Undead and Plant Traits

Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Not subject to critical hits, nonlethal damage, ability drain, or energy drain.

Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects.

Immunity to poison, sleep effects, paralysis, polymorph, stunning, disease, and death effects.

Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).

Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed.

Firefox

Challenge Rating: 5

Always Neutral Size Medium Magical Beast

Init: +4

AC: 19 (+4 Dex, +5 natural), touch 10, flat-footed 14

HD: 6d10+12 (50 hp)

Saves: Fort +4, Ref +9, Will +2

Speed: walk 40 ft. (8 squares)

Attack: Claw +2 melee (1d6+2)

Full Attack: 2 claws +2 melee (1d6+2) and bite +3 melee (1d8+3 + 1d6 fire)

Space/Reach: 5 ft./5 ft.

Base Attack/Grapple: +1/+2

Special Attacks: Breathes fire: 15 ft cone, 2d8 points of fire damage, Reflex Save DC 14 for half.

Special Qualities: DR/5 (Cold)

Feats: Alertness, Track

Abilities: Str 12, Dex 18, Con 14, Int 2, Wis 12, Cha 10

Skills: Listen +8, Spot +8

Environment: Temperate forests and cave entrances

Organization: Pack

Treasure: None

Alignment: Always neutral

Advancement: 7-9 HD (Large); 10-12 HD (Huge)

Level Adjustment: —

Firefoxes resemble foxes, but have a bright red fur and breathe fire. They are fast, sleek and agile hunters. A full-grown male can stand as tall as 2-3 feet and weigh up to 150 pounds. They wander forests by day and dungeons by night, and are mostly nocturnal.

Firefoxes occupy cave entrances and shallow caves, where they can take advantage of both the overland and underdark.



Combat

Firefoxes attack their prey on sight, and have a ferocious bite, though they often begin combat by breathing fire at their enemies. They slash with claws and bite with their ravenous, flame-tipped jowels.

Breathes fire (Su): 15 ft cone, 2d8 points of fire damage, Reflex Save DC 14 for half.

Headless

Headless CR 3

CE Size Medium Monstrous Humanoid

Init: +2 Senses: tremorsense 60 ft.

Languages: none

AC: 16 (+2 dex, +4 natural) touch 12, flatfooted 14

HP: 27 (HD 5d8+5)

Immune: mind-affecting and illusions

Saves: Fort: +6 Ref: +5 Will: +1

MV: 30 ft.

Attack: claw +7 (1d6+3) or greatclub +6 (1d10+4)

Full Attack: 2 claws +7 (1d6+3) or greatclub +6 (1d10+4)

Attack Options: improved grab

Space / Reach: 5 ft. / 5 ft.

Base Attack: +3 Grapple: +10

Abilities: Str 16, Dex 14, Con 14, Int -, Wis 10, Cha 9

SQ: tremorsense 60 ft., senseless

SA: improved grab

Feats: Improved Grapple, Weapon Focus (claws)

Skills: Name climb +11, jump +11

Hulking Headless CR 7

CE size medium monstrous humanoid

Init: +1 Senses: tremorsense 60 ft.

Languages: none

AC: 16 (+1 dex, +6 natural, -1 size) touch 10, flatfooted 16

HP: 85 (HD 10d8+40)

Immune: mind-affecting and illusions

Saves: Fort: +11 Ref: +7 Will: +3

MV: 30 ft.

Attack: claw +14 (1d6+3) or greatclub +13 (1d10+4)

Full Attack: 2 claws +14 (1d6+3) or greatclub +13 / +8 (1d10+4)

Attack Options: improved grab

Space / Reach: 5 ft. / 5 ft.

Base Attack: +7 Grapple: +21

Abilities: Str 24, Dex 12, Con 18, Int -, Wis 10, Cha 9

SQ: tremorsense 60ft., senseless

SA: improved grab

Feats: Improved Grapple, Weapon Focus (claws)

Skills: Name climb +19, jump +19

Environment: any forest, hill, mountain or underground

Organization: solitary, gang (1-6) or horde (4-20)

Treasure: half standard

Advancement: 8-12 HD (Large); 13-18 HD (Huge)

Level Adjustment: —

These horrible abominations stalk the dark forests and rocky hills of the world, muscular creatures like men or women but without any type of heads at all. How they can stalk their prey and why they kill is a mystery. Be they demon, undead or some mix of both is not known, but their horrific evil is undoubtable.

Combat

Since headlesses have no heads, they are forced to attack without any sense of where their targets are. This means they reach out and grab for whatever they can.

Improved Grab (Ex): If a headless hits with both claw attacks it can start a grapple as a free action that does not provoke an attack of opportunity. Once it establishes the grapple it can either attack with it's claws at a -4 penalty or it can roll a grapple check to deal claw damage.

Senseless (Ex): having no heads, these creatures are blind, deaf and dumb. Beyond the reaches of their tremorsense, they are not aware of their surroundings.

Huggermuggers

Small Fey sprites

HD: 1d6 (3 hp)

Initiative: +4

Speed: 20 ft. (4 squares), fly 60 ft. (good)

Armor Class: 16 (+1 size, +4 Dex, +1 natural), touch 15, flat-footed 12

Base Attack/Grapple: +0/-6

Attack: Short sword +5 melee (1d4-2/19-20) or longbow +5 ranged (1d6-2/×3)

Full Attack: Short sword +5 melee (1d4-2/19-20) or longbow +5 ranged (1d6-2)/×3

Space/Reach: 5 ft./5 ft.

Special Attacks: Spell-like abilities, special arrows

Special Qualities: Damage reduction 10/cold iron, greater invisibility, low-light vision, spell resistance 15

Saves: Fort +0, Ref +6, Will +4

Abilities: Str 7, Dex 18, Con 11, Int 16, Wis 15, Cha 16

Skills: Bluff +7, Concentration +4, Escape Artist +8, Hide +8, Listen +10, Move Silently +8, Ride +8, Search +9, Sense Motive +6, Spot +10

Feats: Alertness, Dodge, Weapon Finesse

Environment: Temperate forests

Organization: Gang (2-4), band (6-11), or tribe (20-80)

Challenge Rating: 4 (5 with mass confusion)

Treasure: No coins; 50% goods; 50% items

Alignment: Always neutral good

Advancement: 2-3 HD (Small)

Level Adjustment: +4 (+6 with mass confusion)

Resembling pixies, these confusing creatures wander the streets of the Central Valley causing all kinds of confusion. They run up to people in the street and hug them while their companions pick their pockets. They have never been known to purposely hurt anyone, but as they live on mugging people, they have been known to do it with such ferocity that that occasionally happens.

Huggermuggers wear assorted and eclectic clothing, often anachronistic with the time and place where they roam. This helps confuse their mark.

A huggermugger stands about 2½-3 feet tall and weighs about 40 pounds.

Huggermuggers speak huggermugger and common, and may know other languages as well.

Combat

The normally carefree huggermuggers ferociously attack evil creatures and unwanted intruders. They take full advantage of their invisibility and other abilities to harass and drive away opponents.

Greater Invisibility (Su): A huggermugger remains

invisible even when it attacks. This ability is constant, but the huggermugger can suppress or resume it as a free action.

Spell-Like Abilities:

1/day—lesser confusion (DC 14), dancing lights, detect chaos, detect good, detect evil, detect law, detect thoughts (DC 15), dispel magic, entangle (DC 14), permanent image (DC 19; visual and auditory elements only). Caster level 8th. The save DCs are Charisma-based.

One huggermugger in ten can use mass confusion (caster level 8th) once per day.

Special Arrows (Ex): Like heir pixie cousins, Huggermuggers sometimes employ arrows that deal no damage but can cause confusion.

Mass Confusion: An opponent within 30' of come huggermuggers must succeed on a DC 15 Will save or be confused. The save DC is Wisdom-based and includes a +2 racial bonus. The subject retains skills, languages, and class abilities but loses the ability to put thoughts together until he or she receives a heal spell or related mental help with limited wish, wish, or miracle.

Confusion: Any opponent hugged be a huggermugger, regardless of Hit Dice, must succeed on a DC 15 Will save or be affected as though by a confusion spell. The save DC is Wisdom-based and includes a +2 racial bonus.

Huggermuggers As Characters

A huggermugger character exchanges its 1 HD of fey for its first class level.

Huggermugger characters possess the following racial traits.

- -4 Strength, +8 Dexterity, +6 Intelligence, +4 Wisdom, +6 Charisma.
- Small size. +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits $\frac{3}{4}$ those of Medium characters.
- A huggermugger's base land speed is 20 feet. It also has a fly speed of 60 feet (good).
- Low-light vision.
- Skills: Huggermuggers have a +2 racial bonus on Listen, Search, and Spot checks.
- Racial Feats: A huggermugger receives Dodge and Weapon Finesse as bonus feats.
- +1 natural armor bonus.
- Special Attacks (see above): Spell-like abilities.
- Special Qualities (see above): Damage reduction 10/cold iron, greater invisibility, spell resistance equal to 15 + class levels.
- Automatic Languages: Common, Sylvan. Bonus Languages: Elven, Gnome, Halfling.
- Favored Class: Sorcerer.
- Level adjustment +4 (+6 if the huggermugger can use mass confusion).

Ice Kobolds

Ice Kobolds: These Kobolds have a blue-white color to their scales and a natural resistance to the cold (cold subtype: cold immunity). They worship the white dragons that live on the arctic shelf and throughout the barrier mountains. There is enmity between them and the beast-men that share these mountains, but they do not make war on each other. They come into frequent conflict with the gnomes and to a lesser extent with the dwarves that live to the mountains to the west of them.

Their king is a fighter 5, sorcerer 8, dragon disciple 5. Also of note among them is a powerful sorcerer who builds fantastic constructs for use as war machines, some in the aspect of the dragons they worship. He often must work with other magic-users to complete these constructs, but has the support of the king and good access to the resources he needs.

Ice Kobolds as Characters

Ice Kobold characters possess the following racial traits.

- Cold Subtype: Ice Kobolds are immune to cold damage, and take 150% of damage from fire.
- -4 Strength, +2 Dexterity, -2 Constitution
- Small size: +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits $\frac{3}{4}$ those of Medium characters.
- An ice kobold's base land speed is 30 feet.
- Darkvision out to 60 feet.
- Racial Skills: An ice kobold character has a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.
- Racial Feats: An ice kobold character gains feats according to its character class.
- +1 natural armor bonus.
- Special Qualities (see above): Light sensitivity.
- Automatic Languages: Draconic. Bonus Languages: Common, Undercommon.
- Favored Class: Sorcerer.
- Level adjustment +0.

Skylion

This creature, most often seen serving as a noble and beautiful steed to powerful conjurers, originates from snow capped, wind swept peaks on the outer planes. They are strongly empathic and magical creatures, making them excellent steeds, especially if cared for properly. Their form is that of a large white lion, with colored mane and wings (typically sky blue), and are 6 to 9 feet long and weighs 330 to 550 pounds. Females are slightly smaller and lack a mane but use the same

statistics.

Large Magical Beast (outsider)

Challenge Rating: 9

Alignment: usually neutral, some lawful tendencies

Initiative: +3

Hit Dice: 15d10+30 (112 hp)

Armor Class: 15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12

Saves: Fort +11, Ref +12, Will +6

Speed: 40 ft. (8 squares), Fly 80 ft. (average)

Attack: Claw + 20 melee (1d4+5)

Full Attack: 2 claws +18 melee (1d4+5) and bite +20 melee (1d8+2)

Space/Reach: 10 ft./5 ft.

Base Attack/Grapple: +15/+20

Special Attacks: Pounce, improved grab, rake 1d4+2

Special Qualities: Low-light vision, scent

Feats: Alertness, Run, Improved Grab, Power Attack, Iron Will, Multiattack, Flyby Attack

Abilities: Str 21, Dex 17, Con 15, Int 5, Wis 13, Cha 10

Skills: Balance +7, Hide +3*, Listen +5, Move Silently +11, Spot +5

Environment: Outer Planes (elemental air, concordant domains, outlands)

Organization: Solitary, pair, or pride (6-10)

Treasure: Standard

Advancement: 16-20 HD (Huge)

Level Adjustment: —

Combat

Sky lions attack by swooping down and pouncing upon their prey.

Pounce (Ex): If a sky lion charges a foe, it can make a full attack, including two rake attacks.

Improved Grab (Ex): To use this ability, a sky lion 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 it wins the grapple check, it establishes a hold and can rake.

Rake (Ex): Attack bonus +18 melee, damage 1d4+2.

Immunities (Ex): Sky lions have cold and electricity resistance 10.

Skills: Sky lions have a +4 racial bonus on Balance, Hide, and Move Silently checks. *In the sky (when viewed from below) or snow, the Hide bonus improves to +12.

In addition, because of their empathic nature, riders can receive a +5 on their ride checks if the Sky Lion wishes

to confer it (usually dependent on their treatment by their rider).

Swarm of Giant Locusts

Small Vermin (Swarm)

Challenge Rating: 12

Alignment: Always neutral

Initiative: +4

Hit Dice: 15d8+6 (100 hp)

Armor Class: 18 (+4 size, +4 Dex), touch 18, flat-footed 14

Saves: Fort +4, Ref +6, Will +2

Speed: 10 ft. (2 squares), fly 60 ft. (12 squares)

Attack: Swarm (6d6)

Full Attack: Swarm (6d6)

Space/Reach: 30 ft./0 ft.

Base Attack/Grapple: +4/—



Special Attacks: Distraction, knockdown

Special Qualities: Darkvision 60 ft., immune to weapon damage, swarm traits, vermin traits

Feats: —

Abilities: Str 1, Dex 19, Con 8, Int 0, Wis 10, Cha 2

Skills: Listen +4, Spot +4

Environment: Temperate plains

Organization: Cloud (10-15 swarms), or plague (16-30 swarms)

Treasure: None

Advancement: None

Level Adjustment: —

A locust swarm is a cloud of thousands of winged vermin that devours any organic material in its path, including leather, clothing, foliage, and flesh.

Combat

A giant locust swarm surrounds and attacks any living prey it encounters. A swarm deals 6d6 points of damage to any creature whose space it occupies at the

end of its move.

Distraction (Ex): Any living creature that begins its turn with a locust swarm in its space must succeed on a DC 18 Fortitude save or be nauseated for 1d4 rounds. The save DC is Constitution-based.

Knockdown (Ex): Any creature that begins its turn with a locust swarm in its space must succeed on a DC 14 strength check or be knocked prone by the impact of the enormous insects.

Skills: A locust swarm has a +4 racial bonus on Listen and Spot checks.

Tinleaf Trupacious

The end result of Faduardo Gantonin's apprentice Yoranda Delane's attempts to create an assistant and friend, since she had little emotional support from Faduardo or anyone. Locked away in the lab researching Faduardo's various temporal magicks, she developed the Phase Guardian. Tinleaf Trupacious was meant to be the next step toward more human-like constructs.

It is neither living, nor dead, nor undead. It occupies that space at the intersection of the three. He performs actions as if alive, but cannot think beyond his rudimentary tasks, and does not eat or sleep. It does, however, require maintenance.

Tinleaf Trupacious

Medium Construct

Alignment: Always neutral

Challenge Rating: 4

Initiative: +0

Armor Class: 20 (+10 natural), touch 10, flat-footed 20

Hit Dice: 7d10+20 (54 hp)

Saves: Fort +5, Ref +5, Will +5

Speed: 30 ft. (6 squares)

Attack: Slam +8 melee (1d6+6)

Full Attack: 2 slams +8 melee (1d6+6)

Space/Reach: 5 ft./5 ft.

Base Attack/Grapple: +6/+11

Special Attacks: —

Special Qualities: Construct traits, darkvision 60 ft., find master, guard, low-light vision

Special Defense: Phasing

Spell Resistance: 50%; Immune to all spells when out-of-phase, susceptible when in phase.

Abilities: Str 12, Dex 10, Con —, Int —, Wis 10, Cha 1

Environment: Any

Organization: Solitary

Treasure: None, though he himself is worth a fortune!

Advancement: —

Level Adjustment: —

The tall, lanky figure seems to disappear completely every few seconds, reappearing a few seconds later. For a moment, you can make out the symbol of an hourglass, but only for a moment. Its body seems made of a metallic leafy fiber, which wraps around the carapace like scales or links of a chain.

Forever oscillating in and out of phase with the current time, Tinleaf Trupacious is a slave to time and its master. When one is fashioned, the phase guardian is keyed to a particular magical timepiece. Henceforth, it regards the wearer of that timepiece to be its master, protecting and following that individual everywhere (unless specifically commanded not to do so).

Tinleaf obeys its master's verbal commands to the best of its ability, although it is not good for beyond simple manual labor and occasionally a simple conversation. It can also be keyed to perform specific tasks at specific times, down to six second accuracy, if it's in phase when the alarm goes off. The wearer of the timepiece can call Tinleaf from any distance, and it will come as long as it is on the same plane.

Tinleaf is 6 feet tall and weighs a mere 100 pounds. It cannot speak, but it understands commands given in any language, though only in six-second increments, when it phases out of time. Its true master can phase with it, as can any mage with *phase self*.

Combat

Tinleaf was not designed for combat and is thus horrible at it.

Find Master (Su): As long as Tinleaf and its timepiece are on the same plane, it can find the timepiece wearer.

Guard (Ex): If ordered to do so, Tinleaf moves swiftly to defend the wearer of its timepiece, blocking blows and disrupting foes. All attacks against the timepiece wearer take a –2 penalty when Tinleaf is adjacent to its master.

Phase Other (Sp): Forever oscillating in time, Tinleaf must phase through time. If the Phasing is ever dispelled or otherwise disrupted, Tinleaf is trapped in whatever time it is disrupted in, and begins losing hit points at a rate of 1HD/rnd.

Construction

We can rebuild him!

Tinleaf is built of tinleaf, a magical plant-metal alloy. The materials cost Yoranda Delane 15,000 gp. The timepiece also runs on two ounces of magesilver, kept within an hourglass that constantly resets itself every round, the amount of time it takes for the magesilver to flow from the top bulb of the hourglass to the bottom one.

Creating the body required a DC 16 Craft (blacksmithing) or Craft (carpentry) check. The keyed timepiece is fashioned at the same time, and its cost (20,000 gp) is on top of the cost of Tinleaf itself. After

the body was sculpted, Tinleaf was animated through an extended magical ritual that required a specially prepared laboratory or workroom (she borrowed Faduardo's). A similar lab, such as an alchemist's laboratory would cost 500 gp to establish. If the creator is personally constructing the creature's body, the building and the ritual can be performed together.

CL 9th; Craft Construct, limited wish, discern location, shield, phase other, caster must be at least 9th level; Price 40,000 gp; Cost 32,500 gp + 2,300 XP.

Timepiece

If Tinleaf's timepiece is destroyed, it ceases to function until a new one is created. If the wearer dies but the timepiece is intact, Tinleaf carries out the last command it was given.

EVENTS AND HISTORY

Vandor's Memorial Service

All of Vandor's seven thousand residents, peasants and knights alike, gathered for the memorial service for King Han Vandor. The service ran three days, the first of which was a fast, the second a feast, and the third the burial. The event took place just outside of Vandor Estate outside of Hanton, the capital of the present-day Vandorn province.

Under the towering castle, the festivities ran the full three days -- even though the first day was one of fast, the butchers worked hard slaughtering pigs, and the prep-work was completed for the rich dough used in the gigantic savory pastry known as Vandor Pie. The second day saw many toasts, as all in attendance were asked to say a few words, if even within their local groups. On the third day, the prayers were said, his body was lowered into a site in the family mausoleum at the back end of the Vandor Estate.

Over each of the three days, his ten sons, the future rulers of their own provinces, gave speeches praising their father and honoring his memory. His daughter was nowhere to be seen at the festivities, and various rumors circulated as to her whereabouts, ranging from her being a vagabond living in the streets of the neighboring Phyloctæte to her being dead.

The following are excerpts from the Ballad of Vandor (as sung by the bard Torsten Danattaway):

*this land had never a leader
not of the kind of man before
a man who would drink a liter
then outwit invading hordes*

*han vandor; han vandor
van-dor, van-dor,
left his life at death's door*

*tomorrow will never be more
happier than the days of*

*van-dor, van-dor
left his land at death's door
yesterday will never be more
happier than the days of yore*

*with you, as goes our land
into the hands of squabbling sons
who in your wisdom know must stand
hand in hand brother in brother*

van-dor, van-dor...

Torsten is still working on a version of the song for print, a new technology emerging out of the industrious merchant class of the Republic of Esrûn to the southwest of the Ten Princedoms.

The Fall of Vandor's Prominence and Rise of the Ten Princedoms

The autumn following Vandor's death brought new peril to the land he left at death's door. His ten princely heirs could not agree as to how they wanted to rule the land. His eldest son Hanik fell into an unknown illness, and could not keep the other brothers from squabbling over the remaining land. They argued, armwrestled, boxed, fenced, and displayed feats of archery to contend for the prize. The boys were at the edge of bringing their house down in complete war, when Djander, the trusted counsel to their father the king, suggested that they each have a turn at running their own region of the kingdom. He gave them each a year to prove their worthiness as king by ruling a single Princedom.

In the end, the islands were given self-governing status, and each son took control of one of the administrative regions of Vandor, in the hopes of proving their worth to each other and their people. This has proven a difficult challenge, as the people have begun to move away to the Republic of Esrûn with its doctrine of individual freedom and merchant riches, the Kingdom of Altæa with its charismatic Queen Aeynn, and to the Phyloctæte, as it moves into a new era of promising peace under the half-elven mage Feryn Dyndle.

This exodus means that the once-kingdom's power is being drained by these neighboring nations, either to fight their wars, colonize new lands, or to strengthen their markets at home. The next months will see a tenuous peace as the boys try to follow in their father's footsteps as ruler of Vandor. Djander will be watching, trying to minimize the meddle while preventing all out war.



ISSUE 9 - AUGUST/SEPTEMBER 2007

Claw/Claw/Bite is a resource for storytellers and gamemasters to help create thrilling worlds of adventure for your players to test their mettle in. In each issue, you'll find new characters, creatures, magic items, encounters, and locations for use in your campaigns. We also include little nuggets that will enrich your world with cool details and intriguing features.

Our goal is to be a "one-stop shop" for you, the gamemaster. With little or no tweaking on your part, you will be able to drop any game element from Claw/Claw/Bite into your adventure setting and run it how you see fit. All of our creations are designed for d20 fantasy rules. And of course, all of our everything is carefully reviewed and balanced to fit into your game without disrupting your play balance.

This issue of Claw/Claw/Bite! includes

- * Four new creatures, including a new True Dragon: the Deep Forest Dragon
- * Several new campaign locations
- * Two new encounters
- * New weapons, magic items, and special materials
- * Two new spells
- * New NPCs: a dead king and a triumphant new wizard-king
- * Two historical events

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CLAW/CLAW/BITE

ISSUE 10 - OCTOBER/NOVEMBER 2007



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CREDITS

Thanks for reading this issue of CCB – Claw/Claw/Bite #10 by S.D. Hilderbrand (Howlingmime) and Adam A. Thompson (Priest of Doom), featuring a comic by D.Heat. And thanks and shout-out to all those who have come before. This is our offrenda.

INTRODUCTION

Hail and well met, fellow roleplayers! Welcome to Claw/Claw/Bite, a resource for storytellers and gamemasters to create thrilling worlds of adventure for your players to test their mettle in.

Every day or two, on our website, we post an article containing at least one new character, creature, magic item, encounter, spell or area description for use in your campaigns. We also include little nuggets that will enrich your campaign setting with cool details and intriguing features. These articles and others like them are routinely posted at **clawclawbite.com** as blog posts, many of which are collected in these monthly issues.

Our goal is to be a one-stop shop for you, the storyteller. All of our creations are designed for d20 3.5 rules. Many of the game elements that you see in this periodical will find their way into modules published by Unicorn Rampant, which will be available on our sites: **www.unicornrampant.com** and **clawclawbite.com**, as well as at **rpgnow.com**.

So welcome to our world of strange and wonderful things, traveler. Bizarre treasures, cunning adversaries, powerful adventurers, and mystic realms are waiting for you. Enjoy your stay, but be careful what you walk into; you might not even see it coming. This issue is largely a creature feature, in celebration of Halloween and Dia de los Muertos.

If you would like to create content for CCB, or act as a local distributor of a small number of printed copies, make a will save DC 15 and then drop us a line at **ccb@unicornrampant.com**.



FEATS

Press Attack

"En garde!"

This feat allows a combatant to follow a melee opponent who is attempting to retreat. A character with this feat, if they have not taken a map move on their turn, can take a 5 ft. step to follow an opponent that they threaten.

It is not possible to use this feat wearing armor that slows ones movement, or while encumbered.

Requirement: Dexterity 15, Dodge, Mobility. Cannot be used while the character's movement is reduced for any reason, or while wearing medium or heavy armor, or while encumbered.

Benefit: Normally, a character cannot move when it is not their turn. This feat allows a character who did not make a move on their turn to take a swift five foot step in pursuit of someone that they threaten. This feat can only be used once per round.



En garde!

SPELLS

Animal Alarm

Transmutation (animal)

Level: Ranger 1, Druid 1

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius emanation centered on a point in space

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

This spell creates an alarm that uses animals in the area to warn of intruders. In all respects it is identical to the

alarm spell except as noted here. The spellcaster enchants a group of animals native to the region to act as sentries in the warded area. When the alarm is triggered the enchanted animals will raise the alarm, warning everyone in the area. The alarm is different based on the animals, be it the howling of wolves, an explosion of birds out of the trees, or bats from the cave ceiling, rabbits thumping out a warning, or cicadas chirping.

The material component for this spell is a small amount of food for the type of animal that gives the alarm.

Asteroth's Snare

Conjuration (Summoning)

Level: Sor/Wiz 9

Components: V, S, M, (F); see text

Casting Time: 1 standard action or see text

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Permanent; see text

Saving Throw: See text

Spell Resistance: Yes; see text

This spell is a more powerful and versatile version of *Trap the Soul*.

Asteroth's Snare transports a living creature into a specially prepared magic circle, which can be at any distance from the target, even on another plane. The magic circle holds the trapped entity indefinitely or until the circle is broken or the caster releases the victim. If the trapped creature is a powerful creature from another plane it can be required to perform a service immediately upon being freed. Otherwise, the creature can go free once the circle imprisoning it is broken or it is otherwise freed.

Depending on the version selected, the spell can be triggered in one of two ways.

Spell Completion: First, the spell can be completed by speaking its final word as a standard action as if you were casting a regular spell at the subject. This allows spell resistance (if any) and a Will save to avoid the effect. If the creature's name is spoken as well, any spell resistance is ignored and the save DC increases by 2. If the save or spell resistance is successful, magic circle is destroyed.

Trigger Object: The second method is far more insidious, for it tricks the subject into accepting a trigger object inscribed with the final spell word, automatically placing the creature's soul in the trap. To use this method, both the creature's name and the trigger word must be inscribed on the trigger object when the magic circle is drawn. A sympathy spell can also be placed on the trigger object. As soon as the subject picks up or accepts the trigger object, its is automatically transferred to the magic circle without the benefit of spell resistance or a save.

Material Component: Before the actual casting of

Asteroth's Snare, you must prepare a special magic circle, similar to the one used for *planar binding*, the creation of which costs at least 1,000 gp value for every Hit Die possessed by the creature to be trapped. If the circle is not valuable enough, it blows away when the entrapment is attempted. (While creatures have no concept of level or Hit Dice as such, the value of the gem needed to trap an individual can be researched. Remember that this value can change over time as creatures gain more Hit Dice.)

Focus (Trigger Object Only): If the trigger object method is used, a special trigger object, prepared as described above, is needed.

Extend Reach

Transmutation

Level: Brd 2, Clr 2, Pal 2, Rgr 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Extend reach increases the target's reach by 5' for 1 minute per caster lvl.

The transmuted creature becomes more adept at making attacks with 5' more reach. The spell grants a +5 ft reach bonus to all attacks and other uses of reach (grabbing a ledge 5' out of their normal reach). Sorcerers and bards (and other spellcasters) affected by this spell can also deliver a touch attack from an additional 5' away.

Any "reach blind spots" such as those of a longspear are unaffected by this spell.

Arcane Material Component: A few hairs or the nail of an animal with a minimum of a ten foot reach.

A side effect of the spell provides the target with a +5 on all pickpocket attempts. This spell was originally developed as a negation to the old *deep pockets* spells of yore. Though such spells have fallen out of fashion, the ability to improve one's chances at pickpocketing remains an important arcane spell.

RACES AND CULTURES

Deep Sea Gnomes

Deep sea gnomes are aquatic gnomes of the deep sea who live in the Emerald Sea. Meticulous crafters who work with pearls, coral, and anemone to create wondrous items, they are also known to be hoarders of undersea wealth. These hoards are kept in their catacombs carved from coral and stone.

Deep sea gnomes stand 3½ to 4 feet tall and weigh 40 to 45 pounds. Their deep green skin is slightly translucent and moist to the touch. Their hair is silver, reflecting

many colors of light, and their eyes can be any shade of blue. Deep sea gnome males prefer short, carefully trimmed beards. Deep sea gnomes generally wear scale shirts woven together from deep sea fish, and they decorate their clothes with intricate coral stitching or finely-polished shells. Deep sea gnomes reach adulthood at about age 40, and they live about 350 years, though some can live almost 500 years.

Deep sea gnomes speak their own language, D'aquagnome. Most deep sea gnomes who travel outside gnome waters (as traders, tinkers, or adventurers) know Common and Aquan, while warriors in gnome settlements usually learn Aquatic Goblin or related languages.

Racial Traits: Deep sea gnomes have the aquatic racial traits given in Chapter 2 of the *Player's Handbook*, with modifications described on page 6 of *Unearthed Arcana*, with the following modifications.

* A Deep sea gnome has a swim speed of 30 feet.

* Deep sea gnomes have darkvision 120'.

* Underwater, deep sea gnomes have a +2 bonus and on land a -1 penalty to AC.

* Deep sea gnomes have a +2 bonus on craft checks involving the use of coral, shells, or other deep sea materials.

As creatures, deep sea gnomes have the following stats.

Deep Sea Gnome

Challenge Rating: 1

Alignment: Usually neutral evil, with some neutral and neutral good

Size/Type: Small Humanoid (Gnome)

Initiative: +1

Armor Class: 21 (+1 size, +1 Dex, +4 dodge, +4 scale shirt, +1 buckler), touch 16, flat-footed 18

Hit Dice: 1d8+4 (8 hp)

Saves: Fort +5, Ref +3, Will +2

Speed: Swim 30 ft. / Walk 20 ft.

Attack: Trident or spear

Full Attack: Trident +2 melee or spear melee

Space/Reach: 5 ft./5 ft.

Base Attack/Grapple: +1/-3 +1/-3

Feats: Toughness

Special Attacks: Spell-like abilities

Special Qualities: Deep sea gnome traits, spell resistance 12

Abilities: S 11, D 13, C 12, I 10, W 11, C 4

Skills: Hide +2, Listen +2, Spot +2, Swim +4

Environment: Undersea

Organization: Company (2-4), squad (11-20 plus 1 leader of 3rd-6th level and 2 3rd-level lieutenants), or band (30-50 plus 1 3rd-level sergeant per 20 adults, 5

5th-level lieutenants, 3 7th-level captains, and 2-5 medium water elementals)

Treasure: Standard

Advancement: By character class

Level Adjustment: +3

CHARACTERS

Pakhar Madrat

Pakhar Madrat, also known as Pakhar Feybane, was born into a cruel bugbear world of tribal hunters. From as early as he can recall he has always held a spear in his hands. When not out hunting animals or elves for food, he was often patrolling the rugged hillside of his homeland for goblins and bugbears of enemy tribes.

Pakhar Madrat stands well over 6ft tall. His shaggy golden hair is swept into a crest down the middle of his wide head. He wears leather armor, blacker than midnight; a deep blue cloak, and finely made black leather gloves over his clawed hands. He carries upon his back a long spear trimmed in horsehair, a heavy flail, a composite longbow constructed of black wood, and 2 quivers of black arrows fletched with vulture feathers.

Pakhar Madrat CR 11

Alignment: Evil medium sized male bugbear fighter 3, cleric 3, blackguard 4

Init: +5 Senses: Listen +5, Spot +5

Aura: pure Evil and Despair

Languages: common, goblin, orc, draconic, abyssal

AC: 19 (+4 armor, +5 dex) touch 15, flatfooted 14 with *shield of faith* AC 21

HP: 86(HD 6d8+7d10+30)

Saves: Fort: +15 Ref: +11 Will: +10

MV: 30 ft.

Attack: +14 longspear (1d8 +7) or +14 heavy flail (1d10 + 7 / 19-20 x 2) or +14 longbow (1d8 + 5)

Full Attack: +14 / +9 longspear, flail or longbow

Attack Options: Power Attack, Cleave, Great Cleave, Sneak Attack +1d6, Smite Good (+1 attack / +4 damage), poison use

Space / Reach: 5 ft. / 5 ft. (10 ft. with longspear)

Base Attack: +9 Grapple: +14

SQ: Darkvision 60 ft, scent, aura of despair, Dark blessing

SA: Sneak Attack +1d6, Command undead, smite good 1/day, Aura of evil, detect good, poison use

Feats: Scribe Scroll, Power Attack, Cleave, Improved Sunder, Dodge, Quick Draw, Great Cleave

Skills: Climb +12, Hide +9, Listen +13, Move Silently +8, Spot +10

Abilities: Str 20 Dex 18 (20 gloves of dexterity) Con 16 Int 14 Wis 16 Cha 10 (12 cloak of charisma)

Cleric Spells Prepared or Available: Domains: trickery (special power), evil (special power)

0th (4): resistance, detect magic, guidance, cure minor wounds

1st (3+1): bane, cure light wounds, shield of faith, protection from good*

2nd (2+1): aid, cure moderate wounds, invisibility*

* domain spell

Blackguard Spells Prepared:

1st (2): cause fear, magic weapon

2nd (1): death knell

Spell-Like Abilities: Detect good

Aura of Evil (Ex): The power of a blackguard's aura of evil (see the detect evil spell) is equal to his class level plus his cleric level, if any.

Detect Good (Sp): At will, a blackguard can use detect good as a spell-like ability, duplicating the effect of the detect good spell.

Poison Use: Blackguards are skilled in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Dark Blessing (Su): A blackguard applies his Charisma modifier (if positive) as a bonus on all saving throws.

Possessions: +1 studded leather, cold iron longspear, heavy flail, composite longbow (str +5), 30 arrows, 3 doses of poison, gloves of dexterity +2, cloak of charisma +2, scrolls of: nonmagical items of value, flavor items, coins.

Bugbear characters possess the following racial traits.

* +4 Strength, +2 Dexterity, +2 Constitution, -2 Charisma.

* Medium size.

* A bugbear's base land speed is 30 feet.

* **Racial Hit Dice:** A bugbear begins with three levels of humanoid, which provide 3d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +1, Ref +3, and Will +1.

* **Racial Skills:** A bugbear's humanoid levels give it skill points equal to $6 \times (2 + \text{Int modifier})$. Its class skills are Climb, Hide, Listen, Move Silently, Search, and Spot.

* **Racial Feats:** A bugbear's humanoid levels give it two feats.

* +3 natural armor bonus.

* +4 racial bonus on Move Silently checks.

* **Special Qualities:** Scent, Darkvision 60 ft.

* **Automatic Languages:** Common, Goblin. **Bonus Languages:** Draconic, Elven, Giant, Gnome, Orc.

* **Favored Class:** Rogue.

* Level adjustment +1.

Tish Granjeur

Wander, explorer, friend to so many species, this aquatic gnome with deep sea heritage is best known for bringing ashore the first invisisquids, starting the trade in their rare hides and invisible ink. Some of his people consider him a traitor because of this, but he keeps to a steady diet of truth in nearly all of his actions, so he would be considered good to just about everyone else. Because of this rift with the deep sea gnomes of the Emerald Sea, he spends much of his undersea time exploring the waters off the coast of Farghal, either off the West Isle or just off the north waters off the Phyloctæte. He seeks a party of adventurers to travel with, as both water and land are dangerous for a single mage to wander about for too long alone.



Tish looking smug

Tish Granjeur

Challenge Rating: 8

Small-size Male Aquatic Gnome

Illusionist 8

Alignment: Chaotic Good

Initiative: +1

Senses: Low-light vision

AC: 14 (flatfooted 13, touch 12)

Hit Dice: (8d4)+24

Hit Points: 48

Saves: Fortitude: +7, Reflex: +5, Will: +10

Speed: Walk 20 ft.

Attacks: *Dagger +1 (Wounding) +4; *Dagger +1 (Wounding/Thrown) +5; Damage: *Dagger +1 (Wounding) 1d4+1; *Dagger +1 (Wounding/Thrown) 1d4+1;

Face / Reach: 5 ft. / 5 ft.

Feats: Craft Wand, Craft Wondrous Item, Extend Spell, Improved Familiar, Scribe Scroll

Special Qualities: +1 racial bonus on attack rolls against kobolds and goblinoids., +2 bonus to Spellcraft when learning Illusion, +2 racial bonus on saving throws against illusions., +4 Dodge bonus to Armor Class against monsters of the giant type., Speak with Animals (burrowing mammal only, duration 1 minute)., Summon Familiar

Abilities: STR 10 (+0), DEX 13 (+1), CON 16 (+3), INT 20 (+5), WIS 15 (+2), CHA 12 (+1)

Skills: Appraise 5; Balance 1; Bluff 1; Climb 0; Concentration 14; Craft (Alchemy) 10; Craft (Gemcutting) 8; Craft (Untrained) 5; Decipher Script 10; Diplomacy 1; Disguise 1; Escape Artist 1; Forgery 5; Gather Information 1; Heal 2; Hide 5; Intimidate 1; Jump -6; Knowledge (Arcana) 16; Knowledge (Dungeoneering) 8; Knowledge (Geography) 8; Knowledge (History) 8; Knowledge (Local) 7; Knowledge (Nature) 8; Listen 4; Move Silently 1; Ride 3; Search 5; Sense Motive 2; Spellcraft 18; Spot 2; Survival 2; Swim 2;

Possessions: Amulet of Natural Armor +2; Bag of Holding (Type 1); Cloak of Resistance +2; Dagger +1 (Wounding); Goggles of Minute Seeing;

Spells

Innate: Speak with Animals, Dancing Lights, Ghost Sound, Prestidigitation

Spells per Day: (4+1/6+1/4+1/4+1/3+1/0/0/0/0)

Wizard - Commonly Prepared:

Level 0: Acid Splash, Arcane Mark, Cipher, Control Shadow, Daze, Decode, Detect Magic, Detect Poison, Detect Self, Ghost Sound, Lock/Unlock, Mage Hand, Mending, Message, Kressmer's Moment of Deflection, Night-Vision, Open/Close, Prestidigitation, Read Magic, Resistance, Shovel, Signal Fire, Summon Bag, Summon Garment, Summon Mug, Summon Pipe

Level 1: Charm person, Color Spray, Disguise Self, Unseen Servant

Level 2: Blur, Hypnotic Pattern, Invisibility, Mirror Image, Misdirection, Alter Self, Daze Monster

Level 3: Displacement, Invisibility Sphere, Hold Person, Stinking Cloud, Blink

Tish travels (when underwater) with his manta ray familiar, Raydar.

Raydar

Challenge Rating: 1

Male Manta Ray

Large Animal (Aquatic) 4

Alignment: Chaotic Good

Initiative: +4

Senses: Low-light vision

AC: 16 (flatfooted 16, touch 9)

Hit Dice: (4d8)

Hit Points: 24

Saves: Fortitude: +3, Reflex: +4, Will: +4

Speed: Swim 30 ft.

Attack: Ram -1 melee (1d6+1)

Full Attack: Ram -1 melee (1d6+1)

Face / Reach: 10 ft. / 5 ft.

Feats: Improved Initiative, Track

Special Qualities: Animal Traits, Deliver touch spells, Empathic Link, Improved Evasion (Ex), Share Spells,

Speak with animals of its kind, Speak with master

Abilities: STR 14 (+2), DEX 10 (+0), CON 10 (+0), INT 9 (-1), WIS 12 (+1), CHA 2 (-4)

Skills: Swim 8

A Cadre of Heroes at 5th Level

This set of characters will be featured in upcoming Unicorn Rampant adventures, including *The Old Rock Tower*, *The Horror of the Old Ones* and *The Curse of Castle Stieglitz*, soon to be released by Unicorn Rampant Publishing.

In the meantime, feel free to use them as you see fit in your games. Just a little tweaking and they could be used singly or in groups as interesting adversaries for players anywhere from 1st to 9th level. Enjoy!



"The same thing we do every night, cadre... try to take over the dungeon!"

Percivin, human male paladin 5

Born a poor farmer's son, when just a young boy, Percivin had recurring dreams of struggling against dragons and demons. In his teenage years he confronted a highwayman on the road to town and experienced a vision from Heronious as he smote the robber down. There and then he swore an oath to the gods that he would seek out and challenge evil wherever it hid.

Medium-Size Human

Alignment: LG

Languages: common

Initiative: +0

AC: 23 (touch 10, flat-foot 23)

HD: 5d10+5

Hit Points: 49

Saves: Fort +6, Ref +2, Will +3

Move: 20 ft

Attack: +10 longsword (1d8+4)

Base Attack: +5

Grapple: +8

Space / Reach: 5 ft. / 5 ft.

Feats: power attack, weapon focus (longsword), cleave.

Special Qualities: Aura of good, detect evil at will, smite evil 2/day, divine grace, lay on hands, aura of courage, divine health, turn undead, special mount.

Abilities: Str 16, Dex 11, Con 12, Int 9, Wis 12, Cha 12

Skills: +2 diplomacy, +2 heal, +3 knowledge religion, +6 ride

Possessions: (9000gp-7400) +1 Longsword, +1 lg steel shield, +1 full plate, cloak of resistance +1, 3 potions cure moderate wounds, special warhorse, saddlebags, bedroll, waterskin, 5 days rations.

Aeonados, half silver dragon/half elf ranger 2

One of a clutch of 5 offspring to a silver dragon, and her lover, a powerful elven druid in the northern reaches beyond the Danor Mountains. Aeonados has fine, tough silver scales covering his body, vestigial wings, a short tail, and an impressive frill running from his forehead and down his neck that raises when he is angry. He and his siblings were pushed out of the nest at a young age (60 or so), as is typical for dragons. In the fifty years since he has wandered the wild lands on the north shore of the Soral Sea, until meeting and becoming fast friends with Winnie (as she fled the law), who he is teaching about the ways of the wild lands, as he knows nothing of the cities.

Medium-Size dragon

Alignment: NG

Languages: common, elven, draconic

Initiative: +4

AC: 25 (touch 15, flat-foot 21)

HD: 2d8+2

Hit Points: 17

Saves: Fort +5, Ref +8, Will +2

Move: 30 ft

Attack: +7 masterwork greatsword 2d6+6 or +7 longbow 1d8+5 (+1/+1 < 30')

Base Attack: +2

Grapple: +6

Space / Reach: 5 ft. / 5 ft.

Feats: Track, Point Blank Shot, (Rapid Shot)

Special Qualities: Immune to cold, sleep and paralysis, +2 vs enchantment or charm, low-light vision, favored enemy (magical beast?), wild empathy, breath weapon (30' cone of cold, 6d8, reflex DC 11 half), darkvision 60', archery combat style

Abilities: Str 18, Dex 19, Con 12, Int 11, Wis 12, Cha

14.

Skills: +4 handle animal, +3 heal, knowledge +1 dungeoneering, +1 geography, +2 nature, +8 listen, +8 spot, +4 search, +8 survival, +6 swim

Possessions: +1 mighty (+4 str) composite longbow, 20 arrows, +2 chain shirt, masterwork greatsword, 3 potions cure light wounds, potion of sanctuary, cloak of resistance +1, ring of protection +1, 845 gp, backpack, bedroll, waterskin, 5 days rations

Galonaden, high-elf fighter 5

Usually thought of as somewhere between "stiff" and "haughty" by those who meet him, Galonaden is nevertheless a loyal friend and a valiant warrior. His reserved nature and his clumsy tongue are balanced by his skill with the bow and blade.

Medium-Size elf

Alignment: CG

Languages: common, elven

Initiative: +3

AC: 20 (touch 13, flat-foot 17)

HD: 5d10+5

Hit Points: 39

Saves: Fort +5, Ref +4, Will +0

Move: 30 ft

Attack: +10 longsword 1d8+4 or +10 longbow 1d8+5

Base Attack: +5

Grapple: +8

Space / Reach: 5 ft. / 5 ft.

Feats: weapon focus longsword, weapon focus longbow, point blank shot, rapid shot, weapon specialization longbow

Special Qualities: low-light vision, immune to sleep, +2 vs enchantment or charm

Abilities: Str 16, Dex 17, Con 13, Int 9, Wis 8, Cha 8.

Skills: +1 craft bowyer, +1 handle animal, +1 intimidate, +1 listen, +5 ride, +1 spot, +1 search

Possessions: +1 longsword, +1 elven chain, mw composite longbow (+3 str), buckler, 30 arrows, 10 +1 arrows, 2 potions of cure light wounds, 185 gp, backpack, bedroll, waterskin, 5 days rations

Veladros, wild elf barbarian 5

Young and full of vim, Veladeos is happy-go-lucky, if somewhat unpredictable at times, and can be obstinate or contrary, but usually only to those he thinks are trying to tell him what to do.

Medium-Size Humanoid (Elf)

Alignment: CG

Initiative: +2

Languages: common, elven

AC: 17(18 w dodge) (touch 12, flat-foot 15)

HD: 5d12+5

Hit Points: 47

Saves: Fort +5, Ref +3, Will +0

Move: 40 ft

Attack: +10 spear 1d8+7+1d6 shock, or +7 shortbow 1d6

Base Attack: +5 Grapple: +9

Space / Reach: 5 ft. / 5 ft.

Feats: Dodge, Weapon Focus spear

Special Qualities: low-light vision, immune to sleep, +2 vs enchantment or charm, illiterate, Rage 2/day (+4 str, +4 con, +2 will saves, -2 AC:) for up to 6 rounds, Uncanny Dodge, Improved Uncanny Dodge, Fast movement

Abilities: Str 19, Dex 14, Con 12, Int 6, Wis 9, Cha 12

Skills: +10 climb, +4 intimidate, +10 jump, +4 listen, +1 spot, +0 search, +2 survival, +7 swim

Possessions: +1 shocking spear, breastplate, shortbow, 11 arrows, shortsword, backpack, bedroll, waterskin, 5 days rations

Brother Herott, half-orc cleric 5 (Kord)

Humble and pious, Herott believes Kord called to him, and is eager to serve Kord however he can, bringing his strength to those in need, and helping the weak find their own strength.

Medium-Size Humanoid

Alignment: CG

Initiative: -1

Languages: common

AC: 17 (touch 9, flat-foot 18)

HD: 5d8

Hit Points: 32

Saves: Fort +4, Ref +0, Will +7

Move: 20 ft

Attack: +7 Greatsword 2d6+5 or +2 sling 1d4+3

Base Attack: +3

Grapple: +6

Space / Reach: 5 ft. / 5 ft.

Feats: Power Attack, Combat Casting

Special Qualities: Darkvision 60', Turn Undead, Cleric Spells (domains: good, strength)

Abilities: Str 17, Dex 9, Con 10, Int 8, Wis 16(18), Cha 10

Skills: concentration +8, diplomacy +2, heal +6

Spells: spells / day: 0th: 5, 1st: 4+1, 2nd: 3+1, 3rd: 2+1. Save DC 14 + spell level

Possessions: (9000-8250) holy symbol of Kord, +1 greatsword, +1 half-plate, sling, 20 sling bullets, periapt of wisdom +2, cloak of resistance +1, wand of cure light wounds (24 charges), potion of remove curse, potion of remove disease, 750gp, backpack, bedroll, waterskin, 5 days rations.

Apeneone Tesonos, female human druid 5

Apeneone like long walks in the woods by moonlight and sitting by the babbling brooks of the north Kitel woods. There she was apprentice to the mystic elders of her village until goblins in service to Lord Fevul began raiding in her village. It was then that she met some of the Cadre of Heroes, and with their help fought back the invaders. Now, they call on her when in need, and she on them.

Medium-Size Humanoid

Alignment: NG

Initiative: +1

Languages: common, druidic, sylvan, elven, gnomish

AC: 13 (touch 13, flat-foot 11)

HD: 5d8

Hit Points: 25

Saves: Fort +4, Ref +1, Will +7

Move: 30 ft

Attack: +3 quarterstaff 1d6 or +4 sling 1d3

Base Attack: +3

Grapple: +3

Space / Reach: 5 ft. / 5 ft.

Feats: brew potion, self sufficient, track

Special Qualities: animal companion (owl), nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape 2/day (small or medium animal)

Abilities: Str 10, Dex 11(13), Con 10, Int 12, Wis 17, Cha 12

Skills: 40sp +2 concentration, +8 handle animal, +7 heal, knowledge +8 nature, +3 listen, +2 spellcraft, +2 spot, +7 survival, +2 swim

Spells: spells / day: 0th: 5, 1st: 4+1, 2nd: 3+1, 3rd: 2+1. Save DC 13 + spell level

Possessions: quarterstaff, sling, 20 sling stones, leather armor, gloves of dexterity +2, cloak of resistance +1, druid's vestment, potion of cure moderate wounds (2d8+5), 3 potions of cure light wounds (1d8+1), 5 goodberries, 3 potions (actually oils) of produce flame (5th level), 10sp, backpack, bedroll, waterskin

Winnie Toepelt, female tallfellow rogue 5

Winnie is a bit wary these days. She has had some misadventures in recent times, is wising up, and likes to play it safe. She used to be a cut purse and a burglar in

the city, and is now reformed. Winnie became friends with Aneanados years ago, when he helped deliver her from the hands of a sheriff who was hunting her in the woods on the outskirts of his jurisdiction.

Small-Size humanoid

Alignment: NG

Initiative: +5

Languages: common, halfling

AC: 19 (touch 15, flat-foot 13)

HD: 5d6

Hit Points: 18

Saves: Fort +2, Ref +9, Will +2

Move: 20 ft

Attack: +5 short sword 1d4+1 or +10 sling 1d3 (+1/+1 < 30')

Base Attack: +3

Grapple: -1

Space / Reach: 5 ft. / 5 ft.

Feats: point blank shot, dodge.

Special Qualities: +2 save vs fear, +1 with thrown weapons and slings, sneak attack +3d6, Uncanny Dodge, Trapsense +1, Evasion, Trapfinding

Abilities: Str 10, Dex 18 (20), Con 10, Int 14, Wis 10, Cha 10

Skills: +3 appraise, +8 balance, +5 climb, +8 disable device, +8 escape artist, +2 gather information, +13 hide, +5 jump, +5 listen, +15 move silently, +13 open lock, +8 search, +10 sleight of hand, +7 spot, +10 tumble, +7 use rope

Possessions: masterwork thieves tools, small sling, 20 sling bullets, 5 silver sling bullets, +1 small short sword, +1 leather armor, gloves of dexterity +2, 1600 gp, backpack, 100' silk rope, bedroll, waterskin, 5 days rations.

Nobínín Glamourwright, male gnome sorcerer 5

Nobinin generally has a sly smile playing across his lips, as though he was laughing to himself. Friendly and jocular, with gnomish fondness for pranks. Generally likes to live in the city, in comfortable appointment, and dabbles with the composition of chamber music, quartets, percussion, etc.

Small-Size humanoid

Alignment: oscillates between neutral and chaotic good

Initiative: +2

Languages: common, gnome

HD: 5d4+5

Hit Points: 18

AC: 15 (touch 13, flat-foot 14)

Saves: Fort +3, Ref +3, Will +6

Move: 20 ft

Attack: +3 heavy mace 1d6-1 or +5 crossbow 1d8

Base Attack: +2

Grapple: -2

Space / Reach: 5 ft. / 5 ft.

Feats: extend spell, spell focus enchantment

Special Qualities: low-light vision, +2 vs illusions, rabbit familiar, 1/day: speak with animals (burrowing mammals only), dancing lights, ghost sound, prestidigitation

Abilities: Str 8, Dex 12, Con 12, Int 12, Wis 12, Cha 16

Skills: 24 sp +3 bluff, +8 concentration, +2 listen, craft +2 alchemy, knowledge +5 arcana, profession, +8 spellcraft

Spells: spells/day: 0th:6, 1st:7, 2nd:5 DC 13 + spell level, +1 on illusion DCs, +1 on enchantment Dcs.

0th: detect magic, daze, light, mage hand, message, ghost sound

1st: color spray, silent image, sleep, magic missile

2nd: invisibility, scorching ray

Possessions: masterwork small heavy mace, masterwork small light crossbow, 10 bolts, bracers of armor +2, ring of protection +1, cloak of resistance +1, wand of burning hands (1st level, 22 charges) backpack, bedroll, waterskin, 5 days rations, 350gp

Terin Goldwrit, dwarf wizard 5

Terin is very proud of his new wand, which he recently crafted, but like many dwarves is stingy and hoarding (frugal, he would say), so is torn between showing it off and saving it's power, and the investment it represents. He is from a family of metalsmiths, particularly jewelery makers. Is not happy about the amount of gold he had to spend to make his new wand, and is looking to find some more.

Medium-Size Humanoid (dwarf)

Alignment: LG

Initiative: +0

Languages: common, dwarven

AC: 12 (touch 10, flat-foot 12)

HD: 5d4+10

Hit Points: 24

Saves: Fort +3, Ref +1, Will +5

Move: 20 ft

Attack: +2 dagger (1d4) or +2 ranged touch (spells)

Base Attack: +2

Grapple: +2

Space / Reach: 5 ft. / 5 ft.

Feats: scribe scroll, craft wondrous item, craft wand, extend spell

Special Qualities: darkvision 60', stonecunning, +2 vs poison, +2 vs spells, raven familiar, wizard spells

Abilities: Str 10, Dex 10, Con 14, Int 17, Wis 12, Cha 9

Skills: +8 concentration, +8 craft metalsmithing, +8 knowledge arcana, +5 architecture, +5 history, +8 spellcraft

Spells: spells / day: 0th:4, 1st:4, 2nd:3, 3rd:2

0th: all

1st: shield, mage armor, Enlarge Person, Magic Weapon, burning hands, color spray, magic missile, identify

2nd: invisibility, bull's strength, scorching ray, minor image

3rd: dispel magic, haste, fireball

Possessions: Wand of magic missile (3rd level, 40 charges), scroll of dispel magic, scroll of protection from evil, scroll of knock, scroll of resist energy, bracers of armor+2, cloak of resistance +2, Boots of Levitation, 25gp, backpack, bedroll, waterskin, 5 days rations

Kylisa, female half-elf bard 5

Juggling, shadow puppets, mime, and dancing are what most know Kylissa for. She physically favors her elven blood, and is very small and pixiesh, to the point where she is often mistaken for an elf or halfling. She faces the world with a wry smile, a darting gaze and a clever comment.

Once or twice she has put on a particularly spectacular performance with her friend Yamarra, who is a slightly lighter side to Kylisa's darker sense of humor.

Medium-Size Humanoid

Alignment: NG

Initiative: +0

Languages: common, elven

AC: 14 (touch 10, flat-foot 14)

HD: 5d6

Hit Points: 21

Saves: Fort +0, Ref +4, Will +4

Move: 30 ft

Attack: +4 shortsword 1d6+1 or +4 light crossbow 1d8+1 (+1/+1 > 30')

Base Attack: +3

Grapple: +3

Space / Reach: 5 ft. / 5 ft.

Feats: Combat Expertise, Point Blank Shot

Special Qualities: low-light vision, immune to sleep, +2 vs enchantment or charm, bardic music, bardic knowledge, countersong, fascinate, inspire courage +1, inspire competence, bard spells

Abilities: Str 10, Dex 10, Con 8, Int 14, Wis 10, Cha 18

Skills: 64 sp, +6 bluff, +5 decipher script, +9 diplomacy, +3 escape artist, +10 gather information, +4 hide, knowledge +3 arcana, +3 history, +3 local, +3 nobility, +3 religion, +3 the planes, +5 listen, +4 move silently, perform +5 sing +6 lute, +6 dance, +6 puppetry +5 juggle, +7 search, +4 sense motive, +6 spellcraft, +4 spot, +4 tumble, +7 use magic device

Spells: (spells / day: 0th: 3, 1st: 4, 2nd: 2)

0th: message, mage hand, detect magic, light, prestidigitation, daze

1st: cure light wounds, silent image, sleep, comprehend languages

2nd: invisibility, cure moderate wounds, glitterdust

Possessions: (9000 - 5000) +1 short sword, +1 studded leather, +1 light crossbow, 20 bolts, backpack, bedroll, waterskin, 5 days rations

CREATURES

Invisiquids

We have no images since invisiquids are often... get this... invisible!

Challenge Rating: 4

Medium Magical Beast (Aquatic)

Environment: Temperate aquatic

Initiative: +6

Senses: low-light vision Listen +7 Spot +7

Armor Class: 18 (+5 Dex, +3 natural), touch 13, flatfooted 13

Hit Dice: 8d8+4 (42 hp)

Saves: Fort +4, Ref +8, Will +2

Speed: Swim 60 ft. (12 squares)

Attack: Tentacles +6 melee (0)

Full Attack: Tentacles +6 melee (0) and bite -1 melee (1d6+1)

Space/Reach: 5 ft./5 ft.

Base Attack/Grapple: +4/+10*

Feats: Alertness, Endurance

Special Attacks: Improved grab

Special Qualities: Ink cloud, jet, low-light vision, improved invisibility

Abilities: Str 16, Dex 21, Con 11, Int 1, Wis 12, Cha 2

Skills: Listen +7, Spot +7, Swim +10

Organization: Solitary or school (6-11)

Advancement: 5-8 HD (Large); 9-14 HD (Huge)

Level Adjustment: —

Invisiquids are transparent squids of the deep waters of the Emerald Sea. They are highly prized by Deep Sea Gnomes for their ink, which renders the wearer invisible.

These magical beasts with the bodies of free-swimming mollusks are very aggressive, and have been known to sneak up and devour humanoids in a single swoop. Those which are not devoured are grappled and squeezed until they fall unconscious. The invisisquid ink turns their victims invisible so they cannot be helped by their companions.

Combat

Improved Grab (Ex): To use this ability, a squid must hit an opponent of any size with its arms attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and automatically deals bite damage. An invisisquid has a +6 racial bonus on grapple checks.

Ink Cloud (Ex): A squid can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once per minute as a free action. The cloud provides total concealment, which the squid normally uses to escape a losing fight. All vision within the cloud is obscured.

Invisibility (Ex): The most defining feature of invisiquids is their ability to turn completely invisible, making them very hard to fight underwater.

Jet (Ex): An invisisquid can jet backward once per round as a full-round action, at a speed of 300 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Skills

An invisisquid has a +10 racial bonus on any Swim check to perform some special action or avoid any natural 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.

Spider Zombie

Challenge Rating: 5

Large Magical Undead Beast

Alignment: Always neutral evil

Initiative: -1

Armor Class: 15 (-1 size, +1 Dex, +5 natural), touch

15, flat-footed 15

Hit Dice: 5d10+15 (42 hp)

Saves: Fort +7, Ref +7, Will +2

Speed: 40 ft. (8 squares), climb 20 ft.

Attack: Bite +7 melee (1d6+4 plus poison)

Full Attack: Bite +7 melee (1d6+4 plus poison)

Base Attack/Grapple: +5/+12

Space/Reach: 10 ft./10 ft.

Feats: Toughness

Special Attacks: poison

Special Qualities: Darkvision 60 ft., low-light vision, damage reduction 5/slashing, undead traits

Abilities: Str 12, Dex 12, Con Ø, Int Ø, Wis 10, Cha 1

Skills: Climb +11, Move Silently +11, Spot +4

Environment: Warm hills

Organization: Solitary or cluster (2-5)

Treasure: None

Advancement: 6-8 HD (Large); 9-15 HD (Huge)

Level Adjustment: —

Spider zombies were once spiders of a different (s)ilk who were slain, but never properly lain to rest. They typically become affected by their own poisons and succumb to an affliction that leaves them in limbo, where they make tasty fleshy treats for zombies, ghouls, and wights.

A typical spider zombie's body is 8 feet long. It weighs about 700 pounds.

Spider zombies cannot speak; instead they gibber, and clip their mandibles together in a slow, haunting rhythm.

Spider Zombies are related to spider ghouls and spider wights. Also creepy, usually after these beasts pass from undeadness, they become ghost spiders.

Combat

Undead spiders tend to inhabit graveyards and mausoleums. They usually spin webs that cling to the trees, where they await their prey. Indoors, they span the corners of the room, where they hide in the darkness beyond the light of a torch.

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 1d8 Con. The save DC is Constitution-based.

Damage Reduction (Ex): A spider zombie has damage reduction 5/slashing. Spider zombies are lumbering masses of flesh.

Skills

A spider zombie has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Thugs and Muggers

Comprising the lowlife that make the city streets unsafe at night, examples of this type of criminal element can be found in any human city of sufficient size.

Thug or Mugger

Challenge Rating: CR ½

human warrior 1

Size Medium humanoid

Alignment: Always chaotic and never good

Init: +1

Senses: Listen +0, Spot +0

Languages: common

AC: 15 (+4 armor, +1 dex) touch 11, flatfooted 14

HP: 8 (HD 1d8+1+3)

Fort: +3 **Ref:** +1 **Will:** +0

MV: 20 ft.

Attack: +2 club (1d6+1) or +2 lt crossbow (1d8)

Space / Reach: 5 ft. / 5 ft.

Base Attack: +1 **Grapple:** +2

Abilities: Str 13 Dex 11 Con 12 Int 8 Wis 10 Cha 9

Feats: toughness

Skills: intimidate +3

Treasure: a few copper toward the end of the evening

Possessions: hide armor, club, dagger, light crossbow, 5 bolts, small sack.

Thugs and muggers tend to attack in groups, being generally cowardly despite their brash blustering and violent tendencies.



"Gimme yer stuff ... er else!"

Sandtrap

Challenge Rating: 9

Huge Aberration

Alignment: Usually chaotic neutral

Initiative: +10

Armor Class: 21 (-2 size, +3 Dex, +9 natural), touch 12, flat-footed 16

HD: 13d8 + 50 (120 hp)

Saves: Fort +10, Ref +7, Will +5

Speed: 15 ft. (3 squares)

Attack: Slam +12 melee (1d6+5)

Full Attack: Slam +12 melee (1d6+5) and bite +8 melee (3d4+2)

Space/Reach: 15 ft./15 ft. (5 ft. with bite)

Base Attack/Grapple: +4/+13

Feats: Alertness, Combat Reflexes, Improved Initiative

Special Attacks: Engulf, Corrosive slime

Special Qualities: Darkvision 60 ft.

Abilities: Str 23, Dex 16, Con 17, Int 14, Wis 15, Cha 11

Skills: Hide +13, Listen +13, Move Silently +12, Spot +8

Environment: Underground

Organization: Solitary

Treasure: Standard

Advancement: 14-18 HD (Colossal)

Level Adjustment: —

Sandtraps sit quietly in the desert or in subterranean passages, awaiting their prey. They usually don't attack unless their prey fall for their ambush, unless of course they are particularly hungry. Their corrosive slime allows them to eat through stone, creating the sand needed to hide within.

Engulf: Using sand-coated flaps, a sandtrap can suck a large or smaller creature in its body as a standard action.



Wyrmholes take your brain to another dimension

This does not provoke an attack of opportunity. If it wins a grapple check, it gains hold of the victim, and can attack with a +4 on the attack roll.

Corrosive Slime: Per round, sandtraps deliver 2d6 acid damage, 4d6 vs. metallic creatures or objects, 8d10 vs. stone. Metallic armor and weapons become useless in their maws.

Since they eat through stone, they are found in soily subterranean dwellings, rather than in stony passages.

Wyrmhole

Challenge Rating: 6

Size/Type: Large Outsider (Astral)

Alignment: True Neutral

Initiative: +13

Armor Class: 24 (-1 size, +7 Dex, +9 deflection), touch 29, flat-footed 20

Hit Dice: 8d8 (36 hp)

Saves: Fort +3, Ref +12, Will +9

Speed: Fly 40 ft.

Attack: Shock +16 melee touch (2d6 electricity)

Full Attack: Shock +16 melee touch (2d6 electricity)

Space/Reach: 5 ft./5 ft.

Base Attack/Grapple: +6/-3

Feats: Alertness, Blind-Fight, Dodge, Improved Initiative, Weapon Finesse

Special Attacks: Engulf

Special Qualities: Darkvision 60 ft., immunity to magic, natural invisibility

Abilities: Str 1, Dex 26, Con 10, Int 15, Wis 16, Cha 12

Skills: Disguise +5 (+8 acting), Intimidate +3, Listen +17, Search +14, Spot +17, Survival +3 (+5 following tracks)

Environment: Temperate marshes

Organization: Solitary, pair, or string (3-4)

Treasure: 1/10 coins; 50% goods; 50% items

Advancement: 9-18 HD (Huge)

Level Adjustment: —

Wyrmholes are portals to other planes. They are also wandering creatures which cause trouble for adventurers and creatures.

The classic wyrmhole takes victims to the astral plane. Since wyrmholes are true neutral, they really don't want to meddle much in the affairs of anyone, but they do have this natural ability to plane shift, and they do sometimes get hungry.

Wyrmholes speak only the language of their home planes. Their only vocal apparatus are their gaping maws which resonate very quietly with various tones. A character who succeeds on a Knowledge Planes check DC 20 will be familiar with this sound, and if they listen for it, will hear a wyrmhole from 500 feet away.

Combat

Wyrmholes usually avoid combat. When they hunger,

rather than hunt, they prefer to capture (gather) adventurers, luring them into their gaping maws and out into the Astral Plane. When they are forced to fight, they loose small electrical shocks, which act as melee touch attacks.

Immunity to Magic (Ex): A wyrmling is immune to most spells or spell-like abilities that allow spell resistance, except dimensional anchor, and dismissal.

Natural Invisibility (Ex): Wyrmlings are often not visible, as they only dimly pass the light from the astral plane through their permeable membranes.

Engulf (Ex): Wyrmlings have been known to completely engulf their prey, then plane shifting, depositing them on the Astral Plane.

Spell-like Abilities: Plane Shift at will

MAGIC ITEMS

Cloak of Daggers

This cloak is adorned with enchanted embroideries of ten daggers. Consequently, the wearer can pull real daggers from the interior. As they are removed, they disappear from the cloak's outer stitching until they are replaced.

Due to the enchantment on the cloak, the daggers can be drawn as a free action, and when not in use are transformed into the images on the cloak, with an effect similar to gloves of storing. This means that the weapons cannot be found by searching the cloak.

In addition to daggers, the cloak can be used to store other light weapons or items of similar size, such as wands, up to a limit of ten items. Whatever items are stored in the cloak's special pockets are depicted in embroidery on the cloak's exterior. Daggers just happen to be the item chosen by Yoranda Delane as she crafted the prototype item in her laboratory.

Faint transmutation; CL 9th; Craft Wondrous Item, shrink item; Price 17,500 gp or more, depending on what items are stored within.

Guacna: ancestor stones

These large stone idols are created upon the death of a powerful member of the social group, and contain a link to their spirit. Generally they are created for legendary or epic characters whose deeds in life become part of the legends of their people.

The presence of these idols allows these ancestors to protect and care for their descendants through various magical abilities. As the guacna are sometimes carried into battle as a type of magical standard, they can be useful for offense or defense.

The powers of the different guacna vary depending on the qualities of the ancestor to which they are linked. For example, a guacna made for a mighty hunter in a village might provide the hunters of that village with a +2 profound bonus on survival checks when hunting, or

provide the benefits of the endurance feat. If he was a skilled archer, the guacna might provide a +1 profound bonus to attack and damage rolls with bows made in it's presence. If the ancestor was a skilled healer, it might provide a bonus to heal skill checks, or perhaps automatically stabilize wounded and unconscious members of the tribe in it's presence.

Crafting a guacna upon the death of an important person follows the standard rules for wondrous magic item creation.

Presented below is an example of a Naahaogo guacna.

Guacna of Baniha Long-horn

Baniha was a warrior of great renown, and over his lifetime defended his village of mountain goat people against the ice kobolds from the east, the humans from the south, and the dwarves from the west. So numerous were his battles against these people that he became very skilled at hunting and killing them. Upon his death a guacna was constructed to honor him, and to let him continue to help his descendants.

Any Naahaogo within 60 feet of Baniha's guacna is granted his bonuses to damage against his favored enemies. They receive a holy +3 bonus against kobolds, a +2 bonus against humans, and a +1 bonus against dwarves. Additionally, sentinels near his ancestor stone receive a +2 bonus to spot and listen checks.

Invisible Ink

Introduced to the continent of Farghal by the famed aquatic gnome illusionist and deep sea adventurer Tish Granjeur, invisible ink is used by mages and others to leave messages that can only be seen by those who can detect the invisible.

Invisible ink has also recently been used as a spell component in certain illusory spells having to do with obscuring objects or thoughts. Alchemists have begun to dilute invisible ink for use as a component of invisibility potions. Leather rubbed with this ink during the tanning process tends to be imbued with a hiding property, and cloth with near-invisibility, so this has been seen as a cheap way to make cloaks of near-invisibility. This is truly a multi-purpose solution.

Invisible ink gives off a faint magic glow that is often undetected by *detect magic* -- those affected by *detect magic* must search for the ink in order to find it, unless it is present in large quantities (such as in a quill of invisible ink or in one of the above items).

Invisible ink is distilled from the ink of invisisquids, transparent creatures of the deep waters of the Emerald Sea. The ink must be extracted from the creatures' pair of white nidamental glands while they are still living, making the ink relatively hard to come by, especially for those who live on terra firma.

Spear and Shield of the Heavens

"...[he] Was moving toward the shore; his ponderous shield Ethereal temper, massy, large and round, Behind him cast; the broad circumference Hung on his shoulders like the Moon, whose Orb Through Optic Glass the TUSCAN Artist views At Ev'ning from the top of FESOLE, Or in VALDARNO, to descry new Lands, Rivers or Mountains in her spotty Globe. His Spear, to equal which the tallest Pine Hewn on NORWEGIAN hills, to be the Mast Of some great Ammiral, were but a wand, He walkt with to support uneasie steps..."

-Milton, Paradise Lost

These items are from a scene in the adventure-in-development *The Endless Road* from Unicorn Rampant Publishing. In it the party, while attempting to escape from the abyss on foot, come upon these items.

This spear and shield were carried by a famous archon in battle into the depths of hell, where it was used to slay a terrible fiend. There, in a blasted crater, it remains, clutched in the charred dead hands of that angel, plunged into the dead heart of the demon he slew, thereby dying.

In the aeons that have followed, the abyss has recoiled from these holy items, like an irritating grain of sand lodged in the fibers of it's being. The blasted crater formed by the balor's death has deepened and expanded, and bebelith have spawned in the blasted, lifeless lands around it.

The spear is a +2 cold iron holy longspear for medium sized creatures, or a short spear for a creature of titanic proportions.

The shield has a faint glow and a pearly luminescence about it, and is a +2 ghost touch shield that grants cold resistance 10 to it's bearer.

Staff of G'raff

The transmutation on this quarterstaff provides an additional 5' reach, as it has been enchanted by an *extend reach* spell.

This staff is generally made of a rare spotted wood, part of the reason for the normal price of 15,000 gp.

Faint transmutation; Craft Rod or Staff CL5.

Legions of young mages wielded Staff of G'raffs during the Mage War waged in the Phyloctæte, as they could be easily created from wood harvested out of the Border Forest on the eastern edge of the nation. Now that so many mages have fallen, and the spotted trees of the border wood have become scarce, so too has the Staff of G'raff.

Undersea Armors

These armors are often worn by soldiers of the Deep Sea Gnomes, but are not uncommon among the other underwater races.

Sharkskin Armor

This very tough light armor is made from the hide of the sea's deadliest predators. Exceptionally supple and light, underwater combatants prize it for its unrestrictiveness. Additionally, skilled armor crafters can fashion this armor so that the shark's sharp scales act as armor spikes by alternating the bands of skin, causing the scales' edges to protrude. Special oils must be used to keep the armor supple and preserve it in aquatic environments.

Armor Bonus: +3 **Maximum Dex Bonus:** +5
Armor Check Penalty: 0 **Arcane Spell Failure Chance:** 10% **Speed (30ft):** 20 ft. **Speed (20ft):** 15 ft.
Weight: 15 lb. **Cost:** 35 gold.

Sharkbone Armor

About as protective and tough as a breastplate, parts of the shark's cartilage, connected by sharkskin, are fashioned into a medium armor that mainly protects the torso. Skilled undersea armorworkers can incorporate the shark's jaws and teeth to create ridges of shark-tooth armor spikes on this armor. The cartilage of a sharkbone breastplate remains tough and supple in aquatic environments and does not impede the wearer's movement much. However, if it is taken out of the water for more than a day or so it dries out and becomes brittle, stiff and useless as armor.

Armor Bonus: +5 **Maximum Dex Bonus:** +3 **Armor Check Penalty:** -2 **Arcane Spell Failure Chance:** 25%
Speed (30ft): 20 ft. **Speed (20ft):** 15 ft. **Weight:** 30 lb.
Cost: 300 gold.

LOCATIONS

Junction

Medium Town: Conventional; AL LN; 10,000 gp limit; Assets 2,000,000 gp; Population 3,000; Mixed (95% human, 2% halfling, 1% elf, 1% gnome, 1% dwarf).

Junction lies along the road from the Jæruel to the Cyrük Mountains and into Northbay. The walled town has 3,000 inhabitants, many of whom moved to the town relatively recently. The town is still expanding along with its walls, so there is much housing still under construction along the edges of town. Junction enjoys a relatively high standard of living, as there is

much abundant produce and rolling fields for cattle to graze upon in the area, and nice stone that is mined in Alabaster to the north. Fish stream in from the coastal town of Uppwint the southeast.

Junction serves as the main hub of the trade route from the Cyrík Mountains to the Jæruei, and part of its wealth has developed through the high tariffs imposed by the local Jæruei officials. These officials live in the southeast of town in a gated community.

Architecture

The buildings in Junction are mostly made of wood. Much of the mansions in the wealthy quarter have stone foundations and parts of walls made of stone. The city hall and older buildings along Market St. are made of stone. Parts of the city walls are stone -- 5 feet every 10 foot section of wall. Much of this stone was brought in from Alabaster to the north, though some was quarried a few miles northeast of Junction.

Layout

Market Street runs east-west in the center of the walled city. Local merchants without a permanent shop set up each morning along this thoroughfare which is much wider than the streets in the rest of the town. Guard towers are prominent features in this town of local militia. All the troops report to the Jæruei who very clearly run the town.

Justice Street runs north-south from Market St. to the North Gate. The Temple of Justice sits at the corner of Justice and Market. Thieves are usually sent to the temple to repent before being tried.

The southeast quadrant of the town is the wealthy residential area known as Sunnlunt. Eight large mansions occupy the space, each with its own stables. Shrines line the main roads into the quadrant, filled with scenes painted from humanized images of Garl Glittergold.

The northeast is home to the arena. Many people live in this part of town, including warriors and small-time merchants who sell wares in and around the arena during events. There is also a temple to the god of war along Market St. To the east end of Market St., East Gate overlooks Fish Square, where the fresh catch is brought in from Uppwint and other, smaller fishing villages along the coast.

The north central part of town is known as the Jæruei district. This is where the city hall, the temple of justice and the Jæruei administrative buildings can be found. The quarters in this part of town are equivalent to decent merchant homes. Guards stationed at the North Gate keep watch over Pork Square, home of the famous pig auctions.

The southwest district is known as the Merchant quarter, named because it is home to many successful merchants, as well as a temple and the Climbing Rose Inn. The homes are fairly well cared for and there is only moderate crime. The West Gate overlooks Apple Square,

where much produce enters the city.

If not for the troops stationed in this part of town, the northwest would perhaps be a sketchy part of town. In addition, given the walled nature of the city, crime is not as rampant as one would expect for a population of nearly 3,000, over 4,000 on the heavier trading days, and 5,000 during the first market days of the lunar cycle.

Map Key

Religious:

- 1 Justice Temple of Hieroneous
- 2 Peace Temple of Fharlanghn
- 3 War Temple to Kord
- 4 Druid Temple to Ehlonna
- 5 Various Shrines

Civic:

- 6 Town Hall
- 7 Trade Winds Oak (south side of Town Hall)
- 8 Arena
- 9 Merchant Museum

Mansions:

- a Luxord Manor
- b Dwenton Manor
- c Tynold Manor
- d Swansyd Manor
- e Jarlsbyd Manor
- f Hox Manor
- g Antol Manor
- h Tanebrux Manor

Other:

- A Apple Square
- F Fish Square
- G Garrisons
- i Market Inn
- j Jæruei
- J Jæruei Square
- k Kiosks
- m Mills
- M Mercantile Square
- n Inn
- o The Three 'N' Blankets
- p Stables
- P Pork Square
- q Residences
- r The Climbing Rose
- s Shops
- t Towers
- T Small Taverns
- u Blacksmiths
- v Warrior Guild
- w Mage Houses
- x Training Grounds
- y Magic Shop
- z Jæruei Quarters

The buildings outside the town walls are barns and farmhouses. On the north end of the town are pig stalls and to the northwest is Eggelt Farms, where chickens are raised and vegetables grown.

Persona

Junction is a town of many merchants. They live decent lives selling their wares and keeping the populace well fed. Farmers come to town and sell produce most days of the week, and with the constant influx of travellers, the inns remain at least half full, and the visitors meander about the markets in the morning hours before setting off for adventure. When the weather is favorable, there is much music and dance in the streets, but when it rains, the people are glum, moping about in the taverns and waiting out the weather.

There is a slight feeling of inequity among the poorer workers in town. When the ruling Jæruel officials parade along Market St. or show themselves in the arena, the people eye them suspiciously. Foreigners are welcomed as long as they are strong warriors. The people of Junction can't stand weakness -- they've worked too hard

to stand it.

Jæruel leaders administering Junction:

Tarrin Dwenton

Darrius Luxord

Felonious Hox

Mortimyr Swansyd

Lynus Tynold

These personages meet in the Jæruel offices during the day, but tend to do most of their work at the taverns at night. This provides an opportunity for perceptive adventurers to learn more about their day-to-day operations and long-term goals. Since they represent the controlling members of the local chapter of the Jæruel, they hold considerable influence over the trade in this region of the world.

Comic: Atavistic Onslaught

We would like to thank D.Heat for his new comic stylings, this one depicting a scene from a recent adventure in our roleplaying group.

Atavistic Onslaught #1







Claw/Claw/Bite is a resource for storytellers and gamemasters to help create thrilling worlds of adventure for your players to test their mettle in. In each issue, you'll find new characters, creatures, magic items, encounters, and locations for use in your campaigns. We also include little nuggets that will enrich your world with cool details and intriguing features.

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This issue of Claw/Claw/Bite includes

- * Five new creatures
- * A new campaign location -- the town of Junction
- * Six new weapons, magic items, and special materials
- * Three new spells
- * Twelve new NPCs, including the cadre of heroes at 5th level
- * One new race
- * A new feat



CLAW/CLAW/BITE



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CREDITS

Thanks for reading Claw/Claw/Bite #11 by S.D. Hilderbrand (Howlingmime) and Adam A. Thompson (Priest of Doom), with Frank J Kim, and featuring a comic and Onyx Dragon illustration by D.Heat. Page backgrounds by Joe Calkins. And thanks and shout-out to all those who have come before. This is our belated holiday present.

INTRODUCTION

Hail and well met, fellow role-players! Welcome to Claw/Claw/Bite, a resource for storytellers and gamemasters to create thrilling worlds of adventure for your players to test their mettle in. Every day or two, on our website, we post an article containing at least one new character, creature, magic item, encounter, spell or area description for use in your campaigns. We also include little nuggets that will enrich your campaign setting with cool details and intriguing features. These articles and others like them are routinely posted at **clawclawbite.com** as blog posts, many of which are collected in these monthly issues.

Our goal is to be a one-stop shop for you, the storyteller. All of our creations are designed for d20 3.5 rules. Many of the game elements that you see in this periodical will find their way into modules published by Unicorn Rampant, which will be available on our sites: **www.unicornrampant.com** and **clawclawbite.com**, as well as at **rpgnow.com**.

So welcome to our world of strange and wonderful things, traveler. Bizarre treasures, cunning adversaries, powerful adventurers, and mystic realms are waiting for you. This issue includes a complete mini-adventure set in a manor house in hell, along with its mistress and lots of other goodies to keep your group warm through your winter sessions. Enjoy your stay, but be careful what you pick up, you may never escape.

If you would like to create content for CCB, or act as a local distributor of a small number of printed copies, make a will save DC 15 and then drop us a line at **ccb@unicornrampant.com**.



Variant Rules

Spellcasting With Mana

This variant rule changes the way spellcasters prepare and cast spells. Overall, it increases spellcaster's versatility and power. The main reason I came up with this system is to make it more fun for my spellcasting players, and to help keep the game going. Under these rules, they are less likely to end up out of useful spells, bored, firing crossbow bolts, and wanting to stop adventuring to rest.

Under these variant rules, instead of memorizing and casting a set number of spells each day, spellcasters have a new attribute called **mana**, a pool of magical power that they use to cast spells. See the charts below for available mana at each level, the highest level spell available, and bonus mana for high ability scores.

Mana is used to spontaneously cast spells from the spellcaster's list of known spells. The number of points of mana expended in the casting of a spell cast is equal to the spell level (0th level spells cost no mana points). Metamagic spells are all now cast spontaneously, including the quickened spells, and raise the mana spent according to their level adjustment. This adjusted level cannot exceed the Highest Level Spell for that character's level (see chart below). For example, a 10th level wizard could cast a quickened shield spell, and it would cost her 5 mana points to do so. They could not, however cast a quickened dimension door until they reached 15th level.

Mana is regained daily differently for each class, in the same way that they previously refreshed their daily spells: clerics and druids pray to their deity at a certain time of day, wizards consult their spellbooks, and other spellcasters merely rest.

Game Balance Issues: at high levels, spellcasters can cast their most powerful (and often, very deadly) spells over and over again.

Re-Balancing Ideas: "You took too much": if a character casts high level spells for three rounds in a row, they have to make a will save (or an ability level check, such as an intelligence check for wizards) equal to the number of points of mana they spent in the last three rounds. If they fail the check they lose the spell and become dazed for 1 round.

"less magic": cut mana gain 1/2 or 2/3 for levels above 7th or 10th. This method doesn't really solve the problem though.

"change defensive casting" so that a successful concentration check means you only get a +8 (or +4) AC vs attacks of opportunity.

Mana By Character Level (high magic)

Character Level	Wizard or Druid Mana	Wizard Highest Level Spell	Cleric Mana	Cleric Highest Level Spell	Bard Mana	Bard Highest Level Spell
1	2	1	3	1	1	0
2	4		5		1	1**
3	6	2	9	2	2	1
4	9		12		3	2**
5	12	3	18	3	6	2
6	17		23		8	
7	22	4	32	4	8	3**
8	29		39		13	3
9	36	5	41	5	16	
10	45		60		16	4**
11	54	6	75	6	23	4
12	65		86		26	
13	76	7	104	7	26	5**
14	89		117		36	5
15	102	8	138	8	42	
16	117		153		44	6**
17	132	9	177	9	58	6
18	149		194		68	
19	165	10*	210	10*	79	7*
20	182		227		85	

* for metamagic purposes only

** assumes the bard has a high enough Charisma score to have a bonus spell of this level

SPELLS

Bonus Mana per Highest Available Spell Level by Ability Score

Ability Score	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1-9	*	*	*	*	*	*	*	*	*
10-11	0	0	0	0	0	0	0	0	0
12-13	1	0	0	0	0	0	0	0	0
14-15	1	2	0	0	0	0	0	0	0
16-17	1	2	3	0	0	0	0	0	0
18-19	1	2	3	4	0	0	0	0	0
20-21	2	2	3	4	5	0	0	0	0
22-23	2	4	3	4	5	6	0	0	0
24-25	2	4	6	4	5	6	7	0	0
26-27	2	4	6	8	5	6	7	8	0
28-29	3	4	6	8	10	6	7	8	9
30-31	3	6	6	8	10	12	7	8	9
32-33	3	6	9	8	10	12	14	8	9
34-35	3	6	9	12	10	12	14	16	9
36-37	4	6	9	12	15	12	14	16	18
38-39	4	8	9	12	15	18	14	16	18
40-41	4	8	12	12	15	18	21	16	18
42-43	4	8	12	16	15	18	21	24	18
44-45	5	8	12	16	20	18	21	24	27

* Cannot cast spells tied to this ability.

Asteroth's Snare

Conjuration (Summoning)

Level: Sorcerer / Wizard 9

Components: V, S, M, (F); see text

Casting Time: 1 standard action or see text

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Permanent; see text

Saving Throw: See text

Spell Resistance: Yes; see text

This spell is a more powerful and versatile version of *Trap the Soul*.

Asteroth's Snare transports a living creature into a specially prepared magic circle, which can be at any distance from the target, even on another plane. The magic circle holds the trapped entity indefinitely or until the circle is broken or the caster releases the victim. If the trapped creature is a powerful creature from another plane it can be required to perform a service immediately upon being freed. Otherwise, the creature can go free once the circle imprisoning it is broken or it is otherwise freed.

Depending on the version selected, the spell can be triggered in one of two ways.

Spell Completion

First, the spell can be completed by speaking its final word as a standard action as if you were casting a regular spell at the subject. This allows spell resistance (if any) and a Will save to avoid the effect. If the creature's name is spoken as well, any spell resistance is ignored and the save DC increases by 2. If the save or spell resistance is successful, magic circle is destroyed.

Trigger Object

The second method is far more insidious, for it tricks the subject into accepting a trigger object inscribed with the final spell word, automatically placing the creature's soul in the trap. To use this method, both the creature's name and the trigger word must be inscribed on the trigger object when the magic circle is drawn. A sympathy spell can also be placed on the trigger object. As soon as the subject picks up or accepts the trigger object, its is automatically transferred to the magic circle without the benefit of spell resistance or a save.

Material Component: Before the actual casting of *Asteroth's Snare*, you must prepare a special magic

circle, similar to the one used for *planar binding*, the creation of which costs at least 1,000 gp value for every Hit Die possessed by the creature to be trapped. If the circle is not valuable enough, it blows away when the entrapment is attempted. (While creatures have no concept of level or Hit Dice as such, the value of the gem needed to trap an individual can be researched. Remember that this value can change over time as creatures gain more Hit Dice.)

Focus (Trigger Object Only): If the trigger object method is used, a special trigger object, prepared as described above, is needed.

Whirling Doom

Evocation [Force]

Level: Cleric 9, Good 9, War 9

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Wall of whirling blades up to 20 ft. long/ level, or a ringed wall of whirling blades with a radius of up to 5 ft. per two levels; either form 20 ft. high

Duration: 1 min./level (D)

Saving Throw: Reflex half or Reflex negates; see text

Spell Resistance: Yes

This spell functions in all respects as *Blade Barrier*, with the exception that the caster can cause the wall of blades to move.

Each round the caster can use a standard action to move the barrier 10 ft in any direction. Alternatively, the barrier can be turned, by moving the endpoints of the barrier up to 10 ft each.

Any creatures that the blade barrier passes over take 1d6 points of damage per caster level (maximum 15d6), with a Reflex save for half damage.

CHARACTERS

Aeol "Skinny" Schinne

Hailing from the Republic of Esrin, Aeol has traveled across the northwestern stretch of Farghoal, fighting creatures ranging from hobgoblins and gnolls, to the feared haunts of Torrid Wood. He spends a lot of time in and around Karthidn, and is looking for work as a mercenary, which, with his reputation will not be difficult. However, he chooses his contracts wisely, which is why he is still alive.

Aeol "Skinny" Schinne CR 4

Male Human Fighter 4

CG Medium Humanoid

Init: +1 **Senses:** Listen +2, Spot +2

Languages: common;

AC: 15 touch 11, flatfooted 14

HP: 40 (HD 4d10+8)

Fort: +7 **Ref:** +3 **Will:** +4

Speed: Walk 30 ft.

Attack: Masterwork Crossbow +7 (1d8+2) or Trident

+7 1d8+4 or Trident (Thrown) +6 (1d8+2)

Space / Reach: 5 ft. / 5 ft.

Base Attack: +4 **Grapple:** +6

Feats: Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Martial Weapon Proficiency, Rapid Reload (Crossbow (Light)), Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Finesse, Weapon Focus (Trident, Crossbow (Light)), Weapon Specialization (Trident, Crossbow (Light)),

Abilities Str 15 Dex 13 Con 14 Int 12 Wis 14 Cha 10

Skills: Appraise: +1; Balance: +1; Climb: +7;

Concentration: +2; Forgery: +1; Gather Information:

+1; Handle Animal: +4; Heal: +2; Intimidate: +1;

Jump: +3; Listen: +2; Ride: +7; Search: +1; Sense

Motive: +3; Spot: +2; Survival: +2; Swim: +2

Possessions: Belt, Bolts, Crossbow (10); Bolts +1 (Crossbow/10); Boots (Save Bonus (Luck) (+1)); Gauntlets, Masterwork Chain Shirt; Masterwork Crossbow (Light); Peasant's Outfit; Potion of Cure Light Wounds; Potion of Cure Moderate Wounds; Trident;



A Cadre of Heroes at 10th level

Presented below are a group of heroic characters, all 10th level, known collectively as The Cadre of Heroes. These versions of these characters were used in late 2007 to play-test *The Horror of the Old Ones* at Millennium Con 10. All seven of the players, including a young first-time D&D player, had a great time and did a great job role-playing. More on that, including pictures, in the blog at clawclawbite.com.

Percivín, human male paladin 10

Born a poor farmer's son, when just a young boy Percivín had recurring dreams of struggling against dragons and demons. In his teenage years he confronted a highwayman on the road to town and experienced a vision from Heronious as he smote the robber down. There and then he swore an oath to the gods that he would seek out and challenge evil wherever it hid.

Medium-Size Human

Alignment: LG

Initiative: +0 **Senses:** Listen +1, Spot +1

Languages: common

AC: 25 (touch 11, flat-foot 24)

Hit Points: 81 (HD 10d10+10)

Saves: Fort +11, Ref +6, Will +9

Speed: 20 ft

Attack: longsword +16 / +11 (1d8+4 plus 2d6 holy) or shortbow +10 / +5 (1d6+4)

Space/Reach: 5 ft./5 ft.

Base Attack: +10 **Grapple:** +13

Feats: Power Attack, Weapon Focus (longsword), Cleave, Improved Turning, Iron Will.

Special Qualities: Aura of good, *detect evil* at will, Smite Evil 3/day, Divine Grace, Lay on Hands, Aura of Courage, Divine Health, Turn Undead, Special Mount, *remove disease* 2/week

Abilities: Str 16 (18), Dex 11, Con 12, Int 9, Wis 12, Cha 13.

Skills: +5 diplomacy, +4 heal, +5 knowledge religion, +1 knowledge the planes, +7 ride

Paladin Spells (caster level 5, DC 11 + spell level)

1st (1/day): *divine favor*

2nd (1/day): *delay poison*

Possessions: +1 Holy Longsword, mighty composite shortbow (+4 str), +2 lg steel shield, +2 full plate, cloak of resistance +3, ring of protection +1, gauntlets of ogre

power, 2 potions of cure serious wounds, 3 potions cure moderate wounds, special warhorse, saddlebags, bedroll, waterskin, 5 days rations, 2,100 gold.

Heavy Warhorse

Init: +1

AC: 18

HP: 45 (HD: 6d8+18)

Saves: Fort +8, Ref +6, Will +3

Speed: 60 ft

Attack: Hoof +6 (1d6+4)

Full Attack: 2 Hooves +6 (1d6+4) and bite +1 (1d4+2)

Space/Reach: 10ft / 5ft

Special Qualities: Empathic Link, improved evasion, share spells, share saving throws, improved speed

Aeonados, half silver dragon/half elf ranger 7

Aeonados is one of a clutch of five offspring to a silver dragon, and her lover, a powerful elven druid in the northern reaches beyond the Danor Mountains. Aeonados has fine, tough silver scales covering his body, vestigial wings, a short tail, and an impressive frill running from his forehead and down his neck that raises when he is angry. He and his siblings were pushed out of the nest at a young age (60 or so), as is typical for dragons. In the fifty years since he has wandered the wild lands on the north shore of the Soral Sea, until meeting and becoming fast friends with Winnie (as she fled the law), who he is teaching about the ways of the wild lands, as he knows nothing of the cities.

Medium-Size dragon

Alignment: NG

Initiative: +9 **Senses:** Listen +11, Spot +11

Languages: common, elven, draconic

AC: 26 (touch 16, flat-foot 21)

Hit Points: 51 (HD 7d8+14)

Resistance: fire 10

Saves: Fort +8, Ref +11, Will +4

Speed: 30 ft

Attack: greatsword +13 (2d6+7) or longbow +14 (1d8+5 and 1d6 fire) (+1 attack / +1 damage under 30 ft.)

Full Attack: greatsword +13 / +8 (2d6+7) or longbow +14 / +9 (1d8+5 and 1d6 fire) (+1 attack / +1 damage under 30 ft.)

Space/Reach: 5 ft./5 ft.

Base Attack: +7 **Grapple:** +11

Feats: Track, Point Blank Shot, (Rapid Shot), Endurance, (Manyshot), Precise Shot, Improved Initiative

Special Qualities: Immune to cold, sleep and paralysis, +2 vs enchantment or charm, low-light vision, +6 vs favored enemy (magical beasts), wild empathy, breath weapon (30' cone of cold, 6d8, reflex DC 11 half), darkvision 60', archery combat style, Animal Companion, +4 vs favored enemy (aberration), improved combat style, Woodland Stride, Swift Tracker, Evasion, +2 vs favored enemy (construct)

Abilities: Str 18, Dex 20, Con 12(14), Int 11, Wis 12, Cha 14.

Skills: Handle Animal+7, Heal+6, Knowledges: Arcana +1, Dungeoneering+4, Geography +3, Nature +5, Listen +11, Spot +11, Search +7, Survival +11, Swim +9

Ranger Spells: (caster level 5, DC 11 + spell level)

1st (1/day): *longstrider*

2nd (1/day): *barkskin*

Possessions: +2 flaming mighty (+4 str) composite longbow, 20 arrows, +2 chain shirt of fire resistance (10 points), +1 greatsword, amulet of health +2, 2 potions of cure serious wounds, 3 potions cure light wounds, potion of sanctuary, cloak of resistance +1, ring of protection +1, 500 gp, backpack, bedroll, waterskin, 5 days rations.

Animal Companion: Hawk HD +2 AC +2 Str +1 Bonus Tricks 2

Special Qualities: link, share spells, evasion

Galonaden, high-elf fighter 10

Usually thought of as somewhere between "stiff" and "haughty" by those who meet him, Galonaden is nevertheless a loyal friend and a valiant warrior. His reserved nature and his clumsy tongue are balanced by his skill with the bow and blade.

Medium-Size elf

Alignment: cG

Initiative: +3 **Senses:** Listen +2, Spot +2

Languages: common, elven

AC: 25 (touch 13, flat-foot 22)

Hit Points: 68 (HD 10d10+15)

Saves: Fort +9, Ref +6, Will +2

Speed: 30 ft

Attack: longsword +16 (1d8+6 and 1d6 cold) or longbow +15 (1d8+5)

Full Attack: longsword +16 / +11 (1d8+6 and 1d6 cold)

or longbow +15 / +10 (1d8+5)

Space/Reach: 5 ft./5 ft.

Base Attack: +10 **Grapple:** +13

Feats: Weapon Focus (longsword), Weapon Focus (longbow), Point Blank Shot, Rapid Shot, Weapon Specialization (longbow), Weapon Specialization (longsword), Power Attack, Cleave, Improved Sunder, Improved Bull Rush

Special Qualities: low-light vision, immune to sleep, +2 vs enchantment or charm

Abilities: Str 16, Dex 17, Con 14, Int 9, Wis 8, Cha 8.

Skills: Craft (bowyer) +2, Handle Animal +1, Intimidate +1, Listen +2, Ride +5, Spot +2, Search +1

Possessions: +2 frost longsword, +1 mithril full plate of speed (haste for up to 10 rounds / day), mw composite longbow (+3 str), +1 lg steel shield, 30 arrows, 10 +1 arrows, 2 potions of cure serious wounds, 2 potions of cure light wounds, 1,635 gp, backpack, bedroll, waterskin, 5 days rations

Veladros, wild elf barbarian 7 / were-cougar

Young and full of vim, Veladeos is happy-go-lucky, if somewhat unpredictable at times, and can be obstinate or contrary, but usually only to those he thinks are trying to tell him what to do.

Recently, as a reward for helping defend one of her temples against a goblin horde, Veladros was given the ability to turn into a cougar by Elohna. Now, on each full moon, and whenever he is damaged in combat, he must succeed on a DC 25 control shape check or assume his cougar form, remaining so until the next dawn.

Note: Veladros does not have a hybrid form.

Medium-Size Wild Elf

Alignment: CG

Initiative: +2 **Senses:** low-light vision, Scent, Listen +9, Spot +1

Languages: common, elven

AC: 22 (23 w dodge) (touch 15, flat-foot 20)

Hit Points: 67 (HD 7d12 plus 3d8 +10)

Damage Reduction: 5 / silver

Saves: Fort +9, Ref +7, Will +6

Speed: 40 ft

Attack: spear +16 (1d8 +10 and 1d6 shock), or shortbow +12 (1d6+4)

Full Attack: spear +16 / +11 (1d8 +10 and 1d6 shock), or shortbow +12 / +7 (1d6+4)

Space/Reach: 5 ft./5 ft.

Base Attack: +9 **Grapple:** +15

Feats: Dodge, Weapon Focus spear, Mobility, Spring Attack, Iron Will

Special Qualities: low-light vision, immune to sleep, +2 vs enchantment or charm, illiterate, Rage 2/day (+4 str, +4 con, +2 will saves, -2 AC:) for up to 6 rounds, Uncanny Dodge, Improved Uncanny Dodge, Fast movement, alternate form (cougar), damage reduction 5/silver, lycanthropic empathy w/cougars (+4 handle animal), scent

Abilities: Str 19 (23), Dex 14, Con 12, Int 6, Wis 12, Cha 12

Skills: Climb +10, Control Shape +13, Intimidate +4, Jump +10, Listen +9, Spot +1, Survival +6, Swim +7

Possessions: +1 shocking spear, breastplate, +1 might composite shortbow (+4 str), ring of protection +3, belt of giant strenght +4, amulet of the beast (+5 on control shape checks), 11 arrows, shortsword, 2 potions of cure serious wounds, backpack, bedroll, waterskin, 5 days rations, 500 gold

Cougar form (as above, and):

Initiative: +2

Languages: none

AC: 21 (22 w dodge) (touch 19, flat-foot 15)

Hit Points: 84 (HD 7d12 plus 3d8 +30)

Saves: Fort +11, Ref +11, Will +6

Speed: 50 ft

Attack: +18 bite (1d6+9) and 2 +13 claws (1d3+4)

Base Attack: +9 **Grapple:** +18

Special Qualities: as above and Improved grab, pounce, +13 rake (1d3+4)

Abilities: Str 25 (29), Dex 22, Con 16

Skills: +13 Climb, +13 Control Shape, +4 Intimidate, +10 Jump, +9 Listen, +1 Spot, +6 Survival, +10 Swim

Brother Herott, half-orc cleric 10 (Kord)

Humble and pious, Herott believes Kord called to him, is eager to serve Kord however he can, bringing his strength to those in need, and helping the weak find their own strength

Medium-Size Humanoid

Alignment: Cg

Initiative: -1 **Senses:** darkvision 60 ft, Listen +4,

Spot +4

Languages: common

AC: 20 (touch 10, flat-foot 20)

Hit Points: 52 (HD 10d8)

Saves: Fort +9, Ref +5, Will +13

Speed: 30 ft

Attack: greatsword +14 (2d6+8), or sling +7 (1d4+3)

Full Attack: greatsword +14 / +9 (2d6+8), or sling +7 / +2 (1d4+3)

Space/Reach: 5 ft./5 ft.

Base Attack: +7 **Grapple:** +11

Feats: Power Attack, Combat Casting, Cleave, Weapon Focus (greatsword)

Special Qualities: Darkvision 60', Turn Undead, Cleric Spells

Abilities: Str 18, Dex 9 (11), Con 10, Int 8, Wis 16(18), Cha 10

Skills: Concentration +14, Diplomacy +2, Heal +5

Spells: Save DC 14 + spell level, **Domains:** good, strength

Spells Prepared

1st: (5+1 / day): *bless, detect evil, protection vs evil, sanctuary, shield of faith**

2nd: (5+1 / day): *delay poison, resist energy, silence, shield other*, sound burst, spiritual weapon*

3rd: (4+1 / day): *dispel magic, magic vestment*, prayer, protection from energy, searing light*

4th: (4+1 / day): *dismissal, divine power, neutralize poison, restoration, holy smite**

5th: (2+1 / day): *dispel evil, flame strike, righteous might**

* domain spell

Possessions: holy symbol of kord, +2 greatsword, +2 full plate, sling, 20 sling bullets, periphat of wisdom +2, gloves of dexterity +2, cloak of resistance +2, boots of striding and springing, wand of cure light wounds (13 charges), 2 potions of cure serious wounds, potion of remove curse, potion of remove disease, backpack, bedroll, waterskin, 5 days rations, 5,750 gold

Apeneone Tesonos, female human druid 10

Apeneone like long walks in the woods by moonlight and sitting by the babbling brooks of the north Kitel woods. There she was apprentice to the mystic elders of her village until goblins in service to Lord Feval began raiding the area. It was then that she met some

of the Cadre of Heroes, and with their help fought back the invaders. Now, they call on her when in need, and she on them.

Medium-Size Humanoid

Alignment: ng

Initiative: +2

Languages: common, druidic, sylvan, elven, gnomish

AC: 18 (touch 13, flat-foot 16)

Hit Points: 54 (HD 10d8)

Saves: Fort +8, Ref +6, Will +11

Speed: 30 ft

Attack: +7 quarterstaff 1d6 or +8 sling 1d3

Space/Reach: 5 ft./5 ft.

Base Attack: +7 **Grapple:** +7

Feats: Brew Potion, Self Sufficient, Track, Natural Spell, Lightning Reflexes

Special Qualities: animal companion (owl), nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape 4/day (5 / day with vestment) (large, small or medium animal), venom immunity

Abilities: Str 10, Dex 11(13), Con 10, Int 12, Wis 18, Cha 12

Skills: +8 Concentration, +11 Handle Animal, +11 Heal, Knowledge +11 Nature, +7 Listen, +5 Spellcraft, +6 Spot, +11 Survival, +5 Swim

Spells: Save DC 14 + spell level

Spells Prepared

1st: (6 / day): *cure light wounds* x 3, *entangle*, *longstrider*, *produce flame*

2nd: (6 / day): *barkskin*, *flame blade*, *fog cloud*, *heat metal*, *lesser restoration*, *tree shape*

3rd: (5 / day): *call lightning*, *cure moderate wounds*, *poison*, *protection from energy*, *spike growth*

4th: (5 / day): *cure serious wounds*, *dispel magic*, *flame strike*, *freedom of movement*, *ice storm*

5th: (3 / day): *baleful polymorph*, *call lightning storm*, *cure critical wounds*

Possessions: quarterstaff, sling, 20 sling stones, +2 leather armor, amulet of natural armor +3, gloves of dexterity +2, cloak of resistance +2, druid's vestment, wand of call lightning (at 5th level, 40 charges) 2 potions of cure serious wounds, potion of cure moderate wounds (2d8+5), 3 potions of cure light wounds (1d8+1), 5 goodberries, 3 potions (actually oils) of produce flame (5th level), 2000 gold, backpack, bedroll, waterskin

In Bear Form:

Size Large

AC: 19 (touch 11, flat-foot 17)

Hit Points: 94 (HD 10d8 + 40)

Saves: Fort +12, Ref +7, Will +11

Speed: 30 ft

Full Attack: 2 claws +14 (1d8+8) and bite +9 (2d6+4)

Space/Reach: 10 ft./5 ft.

Base Attack: +7 **Grapple:** +19

Special Qualities: as above and Improved Grab

Abilities: Str 27, Dex 13 (15), Con 19

Skills: Concentration +12, Handle Animal +11, Heal +11, Knowledge Nature +11, Listen +7, Spellcraft +5, Spot +6, Survival +11, Swim +13

Winnie Toepelt, female tallfellow halfling rogue 10

Winnie is a bit wary. She has had some misadventures in recent times, is wising up, and likes to play it safe. She used to be a cut purse and a burgler in the city, and is now reformed. Winnie became friends with Aneanados years ago, when he helped deliver her from the hands of a sheriff who was hunting her in the woods that the half-dragon was traveling through.

Small-Size humanoid

Alignment: ng

Initiative: +5 **Senses:** Listen +10, Spot +12

Languages: common, halfling

AC: 23 (touch 15, flat-foot 28)

Hit Points: 33 (HD 10d6)

Saves: Fort +4, Ref +12, Will +4

Speed: 20 ft

Attack: short sword +11 / +6 (1d4+3) or sling +14 / +9 (1d3 (+1/+1 < 30'))

Space/Reach: 5 ft./5 ft.

Base Attack: +7 **Grapple:** +3

Feats: Point Blank Shot, Dodge, Precise Shot, Rapid Shot

Special Qualities: +2 save vs fear, +1 with thrown weapons and slings, sneak attack +5d6, Improved Uncanny Dodge, Trapsense +3, Evasion, Trapfinding, Defensive Roll

Abilities: Str 10, Dex 18 (20), Con 11, Int 14, Wis 10, Cha 10

Skills: Appraise +3, Balance +10, Climb +10, Disable Device +13, Escape Artist +13, Gather Information +2, Hide +18, Jump +10, Listen +10, Move Silently +20, Open Lock +18, Search +8, Sleight of Hand +10, Spot

+12, Tumble +13, Use Rope +7

Possessions: masterwork thieves tools, small sling, 20 sling bullets, 5 silver sling bullets, +3 ghost touch small short sword, +3 studded leather armor, gloves of dexterity +2, 9,600 gp, handy haversack, 100' silk rope, bedroll, waterskin, 5 days rations

Nobinin Glamourwright, male gnome sorcerer 10

Nobinin generally has a sly smile playing across his lips, as though he was laughing to himself. Friendly and jocular, with gnomish fondness for pranks. Generally likes to live in the city, in comfortable appointment, and dabbles with the composition of chamber music, quartets, percussion, and the like.

Small-Size humanoid

Alignment: n/cG

Initiative: +2 **Senses:** Listen +2, Spot +1

Languages: common, gnome

HD 10d4+10

Hit Points: 32

AC: 18 (touch 14, flat-foot 17)

Saves: Fort +6, Ref +6, Will +10

Speed: 20 ft

Attack: heavy mace +6 (1d6-1) or crossbow +8 (1d8)

Space/Reach: 5 ft./5 ft.

Base Attack: +5 **Grapple:** +1

Feats: Extend Spell, Spell Focus Enchantment, Improved Spell Focus Enchantment, Spell Penetration

Special Qualities: low-light vision, +2 vs illusions, rabbit familiar, 1/day: speak with animals (burrowing mammals only), dancing lights, ghost sound, prestidigitation

Abilities: Str 8, Dex 12, Con 12, Int 12, Wis 12, Cha 17 (21)

Skills: Bluff +6, Concentration +12, Listen +2, Craft Alchemy +2, Craft Music Composition +1, Knowledge arcana +8, Perform Various Instruments +1, Spellcraft +11

Spells: DC 15 + spell level, +1 on illusion DCs, +2 on enchantment DCs.

Spells Known

0th (6 / day): detect magic, daze, light, mage hand, message, ghost sound, acid splash, read magic, dancing lights

1st (8 / day): color spray, silent image, sleep, magic missile, shield

2nd (7 / day): invisibility, scorching ray, glitterdust, hideous laughter

3rd (6 / day): deep slumber, major image, fireball

4th (6 / day): charm monster, dimension door

5th (4 / day): hold monster

Possessions: masterwork small heavy mace, masterwork small light crossbow, 10 bolts, bracers of armor +4, ring of protection +2, cloak of resistance +2, robes of charisma +4, wand of burning hands (1st level, 22 charges), 1 potions of cure serious wounds, backpack, bedroll, waterskin, 5 days rations, 1,850gp

Terin Goldwrit, dwarf wizard 10

Terin is from a family of metalsmiths, particularly jewelery makers. A fairly typical dwarf, with the dwarvish love of gold, Terin usually considers his purse when aiding his friends in the Cadre against injustice. He often will levy fines, enforced with *lesser geas*, as part of the punishment against wrongdoers he comes up against.

Medium-Size Humanoid (dwarf)

Alignment: LG

Initiative: +0 **Senses:** Listen +1, Spot +1

Languages: common, dwarven, terran, draconic, ignian

AC: 14 (touch 10, flat-foot 14)

Hit Points: 48 (HD 10d4+20)

Saves: Fort +5, Ref +3, Will +8

Speed: 20 ft **Attack:** +5 dagger (1d4) or +5 ranged

Space/Reach: 5 ft./5 ft.

Base Attack: +5 **Grapple:** +5

Feats: Scribe Scroll, Craft Wondrous Item, Craft Wand, Extend Spell, Empower Spell, Spell Focus (Evocation), Greater Spell Focus (Evocation)

Special Qualities: darkvision 60', stonecunning, +2 vs poison, +2 vs spells, raven familiar, wizard spells

Abilities: Str 10, Dex 10, Con 14, Int 18, Wis 12, Cha 9

Skills: concentration +13, craft metal smithing +8, knowledge arcana +13, architecture +5, history +5, the planes +5, nature +2, religion +3, dungeoneering +5, spellcraft +13

Spells: spells / day: 0th:4, 1st:5, 2nd:5, 3rd:4, 4th:4, 5th:2

Save DC 14 + spell level (+2 on evocation spells)

Spells Known

0th (4 / day): all

1st: (5 / day): shield, mage armor, enlarge person, magic weapon, burning hands, color spray, magic missile, identify

2nd: (5 / day): invisibility, bull's strength, scorching ray, minor image, fox's cunning

3rd: (4 / day): dispel magic, haste, fireball, lightning bolt,

4th: (4 / day): wall of fire, lesser geas, stonewood,

5th: (2 / day): cone of cold, hold monster, teleport

Possessions: Wand of magic missile (3rd level, 40 charges), staff of fire (38 charges), scroll of dispel magic, scroll of protection from evil, scroll of knock, scroll of resist energy, bracers of armor +4, cloak of resistance +2, Boots of Levitation, 10,250 gp, backpack, bedroll, waterskin, 5 days rations

Kylisa, female half-elf bard 10

Juggling, shadow puppets, mime, and dancing are what most know Kylissa for. She physically favors her elven blood, and is very small and pixiesh, to the point where she is often mistaken for an elf or halfling. She faces the world with a wry smile, a darting gaze and a clever quip. Once or twice she has put on a particularly spectacular performance with her acrobatic friend Yamarra, who is a slightly lighter side to Kylisa's darker sense of humor.

Medium-Size Humanoid

Alignment: ng

Initiative: +1 **Senses:** Listen +8, Spot +4

Languages: common, elven

AC: 17 (touch 11, flat-foot 16)

Hit Points: 32 (HD 10d6 -10)

Saves: Fort +2, Ref +7, Will +7

Speed: 30 ft

Attack: shortsword +8 / +3 (1d6+1 and 2d6 anarchic) or light crossbow +9 (1d8+1 (+1/+1 > 30'))

Space/Reach: 5 ft./5 ft.

Base Attack: +7 **Grapple:** +7

Feats: Combat Expertise, Point Blank Shot, Dodge

Special Qualities: low-light vision, immune to sleep, +2 vs enchantment or charm, bardic music, bardic knowledge, countersong, fascinate, inspire courage +2, inspire competence, suggestion, inspire greatness, bard spells

Abilities: Str 10, Dex 10 (12), Con 9, Int 14, Wis 10, Cha 18

Skills: bluff +10, decipher script +5, diplomacy +13, escape artist +5, gather information +14, hide +8, knowledge arcana +3, history +3, local +3, nobility +3, religion +3, the planes +3, listen +8, move silently +6,

perform sing +10, lute +6, dance +6, puppetry +6, juggle, +5, search +10, sense motive +6, spellcraft +8, spot +4, tumble +6, use magic device +8

Spells: DC 14 + spell level

0th: (3 / day): *message, mage hand, detect magic, light, prestidigitation, daze*

1st: (3 / day): *cure light wounds, silent image, sleep, comprehend languages*

2nd: (3 / day): *invisibility, cure moderate wounds, glitterdust, heroism*

3rd: (2 / day): *blink, dispel magic, good hope, haste*

4th: (1 / day): *freedom of movement, cure critical wounds*

Possessions: +1 anarchic short sword, +3 studded leather, +1 light crossbow, 20 bolts, gloves of dexterity +2, cape of the mountebank (dimension door 1 / day), 2 potions of cure serious wounds, backpack, bedroll, waterskin, 5 days rations, 8,420 gold

Vivarea, Succubus Sorcerer (CR 14)

Chaotic Evil Medium Outsider (Chaotic, Extraplanar, Evil), Sorcerer 8

Initiative: +1 **Senses:** Darkvision 60 ft, Listen +19, Spot +19

Languages: common, telepathy 100ft.

Armor Class: 28 * (+1 Dex, +9 natural, +4 armor, +4 shield), touch 11, flat-footed 19

Hit Dice: 6d8 + 8d4 + 14 (65 hp)

Saves: Fort +8, Ref +8, Will +13

* includes *mage armor & shield*

Speed: 30 ft., fly 50 ft. (average)

Attack: Claw +11 (1d6+1)

Full Attack: 2 claws +11 (1d6+1)

Space/Reach: 5 ft./5 ft.

Base Attack: +10 **Grapple:** +11

Feats: Dodge, Mobility, Persuasive, Still Spell, Spell Focus (Enchantment)

Special Attacks: Energy drain, spell-like abilities, summon demon

Special Qualities: Damage reduction 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 18, telepathy 100 ft., tongues

Abilities: Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha 28

Skills: Bluff +28, Concentration +18, Craft (jewelry) +7, Craft (traps) +7, Diplomacy +13, Disguise +17* (+19 acting), Escape Artist +10, Hide +10, Intimidate +20, Knowledge (arcana) +12, (the planes) +11, Listen

+19, Move Silently +10, Search +12, Spellcraft +11, Spot +19, Survival +2 (+4 following tracks), Use Rope +1 (+3 with bindings)

Spells Available: (DC 19 + spell level, +1 for enchantment)

1st (9 / day): *mage armor, shield, magic missile, shocking grasp, disguise self*

2nd (8 / day): *scorching ray, invisibility, mirror image*

3rd (7 / day): *fireball, vampyric touch*

4th (5 / day): *fire shield*

very territorial. They can be very dangerous to any creatures they feel are invading their shaded jungles. Onyx dragons will stalk new arrivals and passers-through and observe them before deciding whether to let them pass or to eat them.

Type: Dragon (Fire)

Environment: Any Jungle and Plane of Shadow

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1-2 and 2-5 offspring)

Challenge Rating: Wyrmling 3; very young 4; young 6; juvenile 8; young adult 11; adult 14; mature adult 16; old 18; very old 19; ancient 21; wyrm 23; great wyrm 25

Treasure: Triple standard

Alignment: Chaotic Neutral with Good tendencies

Advancement: Wyrmling 7-8 HD; very young 10-11 HD; young 13-14 HD; juvenile 16-17 HD; young adult 19-20 HD; adult 22-23 HD; mature adult 25-26 HD; old 28-29 HD; very old 31-32 HD; ancient 34-35 HD; wyrm 37-38 HD; great wyrm 40+ HD

Level Adjustment: Wyrmling +4; very young +4; young +5; others —

Combat

Once they decide to attack, onyx dragons will lay in ambush and attempt to split up, exhaust and frighten off groups of combatants.

CREATURES

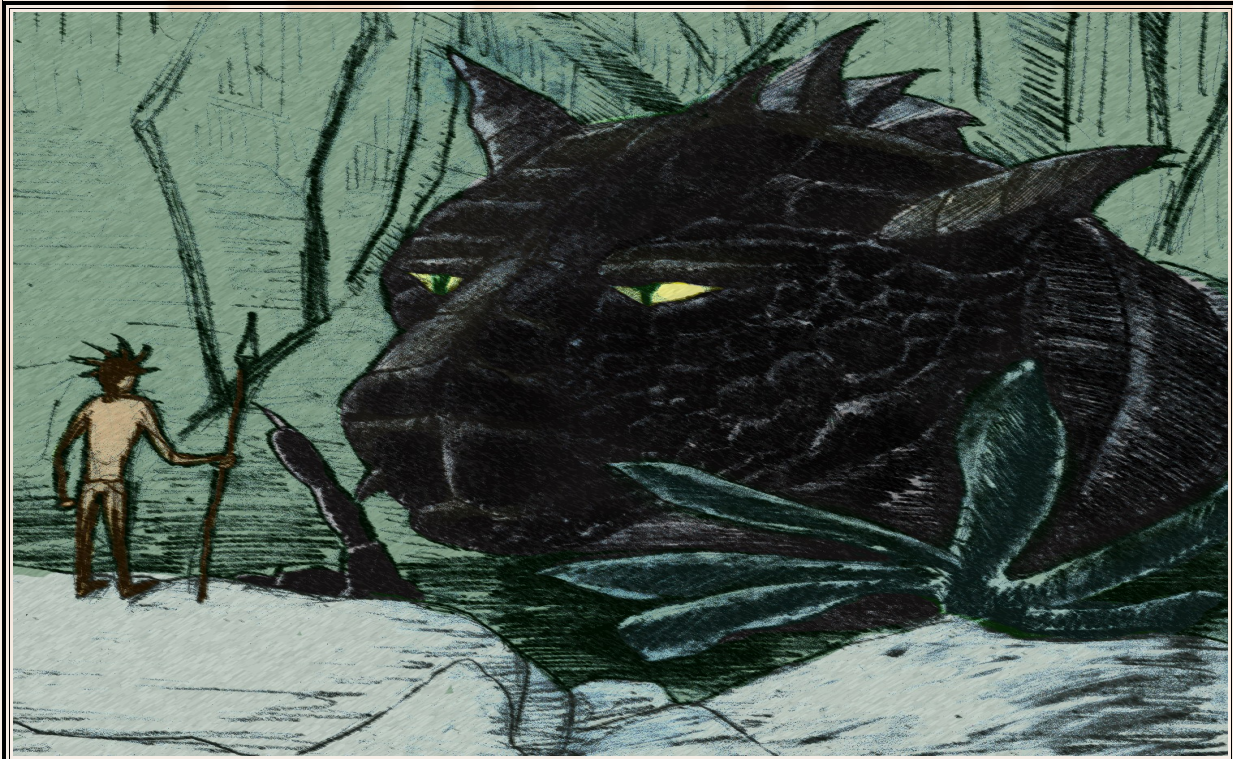
Dragon, True:

Onyx Dragon

Onyx dragons, sometimes called Deep Jungle Dragons, hatch with glistening black scales flecked with tiny bright green and gray spots. As they mature their low, long bodies become very physically powerful. Their scales develop long thin spines and change to a lusterless matte black with vague splotches of gray and green. This coloration allows them to blend in superbly with their jungle homes.

Reclusive, secretive and unpredictable, Onyx dragons are

An Onyx dragon gives a passer through a warning...



Onyx Dragon Abilities by Age

Age	Speed	Initiative	AC	Special Abilities	Caster Level ¹	SR
1. Can also cast cleric spells and those from the Chaos, Luck and Plant domains as arcane spells.						
Wyrmling	40 ft., burrow 20 ft., fly 100 ft. (average)	+1	17 (+1 dex, +1 size, +5 natural), touch 12, flat-footed 16	Immunity to fire	—	—
Very young	40 ft., burrow 20 ft., fly 150 ft. (poor)	+1	19 (+8 natural), touch 11, flat-footed 18	Blur	—	—
Young	40 ft., burrow 20 ft., fly 150 ft. (poor)	+1	22 (+11 natural), touch 11, flat-footed 21		—	—
Juvenile	40 ft., burrow 20 ft., fly 150 ft. (poor)	+1	24 (-1 size, +14 natural), touch 10, flat-footed 23	Invisibility	1st	—
Young adult	40 ft., burrow 20 ft., fly 150 ft. (poor)	+1	27 (-1 size, +17 natural), touch 10, flat-footed 26	DR 5/magic	3rd	19
Adult	40 ft., burrow 20 ft., fly 150 ft. (poor)	+1	29 (-2 size, +20 natural), touch 9, flat-footed 28	Shadow Conjunction	5th	21
Mature adult	40 ft., burrow 20 ft., fly 150 ft. (poor)	+1	32 (-2 size, +23 natural), touch 9, flat-footed 31	DR 10/magic	7th	22
Old	40 ft., burrow 20 ft., fly 150 ft. (poor)	+1	35 (-2 size, +26 natural), touch 9, flat-footed 34	Shadow Walk	9th	24
Very old	40 ft., burrow 20 ft., fly 150 ft. (poor)	+1	38 (-2 size, +29 natural), touch 9, flat-footed 37	DR 15/magic	11th	25
Ancient	40 ft., burrow 20 ft., fly 200 ft. (clumsy)	+1	39 (-4 size, +32 natural), touch 7, flat-footed 38	Hallucinatory Terrain	13th	27
Wurm	40 ft., burrow 20 ft., fly 200 ft. (clumsy)	+1	42 (-4 size, +35 natural), touch 7, flat-footed 41	DR 20/magic	15th	29
Great wurm	40 ft., burrow 20 ft., fly 200 ft. (clumsy)	+1	45 (-4 size, +38 natural), touch 7, flat-footed 44	Greater Shadow Conjunction	17th	31

Spell-Like Abilities

3/day - blur (very young or older); 3/day—invisibility (juvenile or older); 1/day—shadow conjunction (adult or older), shadow walk (old or older), hallucinatory terrain (ancient or older); greater shadow conjunction (great wurm).

Breath weapon: a line of burning steam (heat damage, reflex save for half damage) or a steamy cone of fatigue (fort save or become fatigued).

Onyx Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	S	6d12+6 (45)	13	12	13	10	11	10	+6/+3	+8	+6	+5	+5	2d6 (14)	—
Very young	M	9d12+18 (76)	15	12	15	10	11	10	+9/+11	+11	+8	+6	+6	4d6 (16)	—
Young	M	12d12+24 (102)	17	12	15	12	13	12	+12/+15	+15	+10	+8	+9	6d6 (18)	—
Juvenile	L	15d12+45 (142)	19	12	17	14	15	14	+15/+23	+18	+12	+9	+11	8d6 (20)	—
Young adult	L	18d12+72 (189)	23	12	19	14	15	14	+18/+28	+23	+15	+11	+13	10d6 (23)	21
Adult	H	21d12+105 (241)	27	12	21	16	17	16	+21/+37	+27	+17	+12	+15	12d6 (25)	23
Mature adult	H	24d12+120 (276)	29	12	21	16	17	16	+24/+41	+31	+19	+14	+17	14d6 (27)	25
Old	H	27d12+162 (337)	31	12	23	18	19	18	+27/+45	+35	+21	+15	+19	16d6 (29)	27
Very old	H	30d12+180 (375)	33	12	23	18	19	18	+30/+49	+39	+23	+17	+21	18d6 (31)	29
Ancient	G	33d12+231 (445)	35	12	25	20	21	20	+33/+57	+41	+25	+18	+23	20d6 (33)	31
Wyrm	G	36d12+288 (522)	37	12	27	20	21	20	+36/+61	+45	+28	+20	+25	22d6 (36)	33
Great wyrm	G	39d12+312 (565)	39	10	27	22	23	22	+39/+65	+49	+29	+21	+27	24d6 (37)	35

Skills: hide, move silently, and sense motive are considered class skills for onyx dragons. In addition, onyx dragons receive a +8 racial bonus to hide checks when in shadowy or heavily foliaged areas.

Lemurian footman (CR 1)

Lawful Evil Medium Outsider (Evil, Extraplanar, Lawful)

Environment: Any lawful evil-aligned plane

Organization: Solitary, pair, gang (3-5), swarm (6-15), or mob (10-40)

Initiative: +0 **Senses:** Darkvision 60ft., Listen +4, Spot +4

Language: some infernal and common

Armor Class: 19 (+5 armor, +4 natural), touch 10, flat-footed 19

Hit Dice: 2d8 (9 hp)

Saves: Fort +3, Ref +3, Will +3

Speed: 15 ft. (3 squares)

Attack: Claw +2 (1d4) or spear +2 (1d8)

Full Attack: 2 claws +2 (1d4) or spear +2 (1d8)

Base Attack/Grapple: +2/+2

Space/Reach: 5 ft./5 ft.

Special Qualities: Damage reduction 5/good or silver, darkvision 60 ft., immunity to fire and poison, mindless, resistance to acid 10 and cold 10, see in darkness

Abilities: Str 10, Dex 10, Con 10, Int 5, Wis 11, Cha 5

Skills: Listen +4, Spot +4

Possessions: chain mail, spear

A lemure is about 5 feet tall and weighs about 100 pounds.

Lemures are typically mindless, but these souls have clawed their way up through the ranks of devils a half-rung, and have gained simple minds.

Combat

Lemurian footmen are simple combatants, lurching forward and attacking with their claws or whatever weapons they may have been given.

A lemure's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Poison Pixie

An evil offshoot of the forest-dwelling pixies, these fey delight in sowing lies and poisoning the minds of people.

Poison pixies are usually about the size of goblins,

weighing around 60 pounds, and stand between 3 and 4 feet tall.

They tend to be attractive much like elves and normal pixies, although when they let their masks of deception fall their faces become hideous to behold as they twist with hatred and malice.

Poison Pixies possess the following racial characteristics:

* -2 Strength, +4 Dexterity, +2 Intelligence, +2 Wisdom, +6 Charisma.

* Small size. +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits $\frac{3}{4}$ those of Medium characters.

* Base land speed is 30 feet.

* Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.

* Low-Light Vision

* Skills: Poison Pixies have a +2 racial bonus on Listen, Search, and Spot checks. In addition, bluff is always a class skill for Poison Pixies.

* Special Qualities: Damage reduction 5/cold iron, spell resistance equal to 15 + class levels.

* Special Abilities: 3 / day - *disguise self*, *suggestion*, *command* and *charm person*.

* Automatic Languages: Common, Sylvan. Bonus Languages: Elven, Gnome, Halfling.

* Favored Class: Sorcerer.

* ECL +2

Presented below is an example of a Poison Pixie, Yoven. A fairly typical member of her race, she enjoys attending the fey dances near a old, inactive gateway to the abyss. There, she sets other fey against each other by whispering lies in their ears.

Yoven CR 5

poison pixie sorcerer 3

chaotic evil female small fey

Init: +2

Senses: Listen +1, Spot +1

Languages: Sylvan, Common

AC: 14 (+2 dex, +2 armor) touch 12, flatfooted 12

HP: 11 (HD 3d4)

Resist: +2 vs enchantment & charm, Spell Resistance 18, Damage Reduction 5 / cold iron

Immune: magical sleep

Fort: +1 Ref: +3 Will: +4

Speed: 30 ft.

Attack: dagger +3 (1d4-1) or shortbow +3 (1d6)

Space / Reach: 5 ft. / 5 ft.

Base Attack: +1 **Grapple:** +0

Feats: weapon finesse, spell focus enchantment
SA: sorcerer spells, spell-like abilities

Abilities Str 8 Dex 15 Con 11 Int 12 Wis 13 Cha 17
Skills: Bluff + 12, Concentration + 4, Knowledge Arcana + 5, Spellcraft +5.

Spells Available (DC 13 + spell level)
0th (6/day): guidance, ray of frost, prestidigitation, daze, ghost sound
1st (5/day): sleep, color spray, reduce person

Spell-Like Abilities: 3 / day - *disguise self*, *suggestion*, *command* and *charm person*. (DC 13 + spell level. saves are charisma based)

Possessions: leather armor, dagger, shortbow, 10 arrows, various jewelery worth 500 gold.

Familiar: snake familiar.

Pryad (CR 4)

Pryads are the larger, evil cousins of dryads who live in petrified woods.

Usually chaotic evil Medium Fey
Environment: Temperate forests (petrified)
Organization: Solitary or drove (4-7)
Challenge Rating: 4
Initiative: +4

Armor Class: 17 (+4 Dex, +3 natural), touch 14, flat-footed 13
HP: 24 (HD: 6d6+1)
Saves: Fort +5, Ref +8, Will +6

Speed: 30 ft. (6 squares)
Attack: Dagger +8 melee (1d4+1/19-20) or masterwork longbow +7 ranged (1d8/×3)
Full Attack: Dagger +8 melee (1d4+1/19-20) or masterwork longbow +7 ranged (1d8/×3)
Space/Reach: 5 ft./5 ft.
Base Attack/Grapple: +3/+3

Special Attacks: Spell-like abilities
Special Qualities: Damage reduction 5/cold iron, petrified tree dependent, wild empathy
Feats: Great Fortitude, Weapon Finesse

Abilities: Str 12, Dex 19, Con 13, Int 14, Wis 15, Cha 18
Skills: Escape Artist +11, Handle Animal +11, Hide +11, Knowledge (nature) +11, Listen +9, Move Silently +11, Ride +8, Spot +9, Survival +9, Use Rope +4 (+6 with bindings)

Treasure: Standard
Advancement: By character class
Level Adjustment: —

A pryad's delicate features are much like a dark elf's, though her flesh is like petrified bark, and her hair is like an amalgam of rocks that match the tones of the petrified wood from whence it comes.

Although they are generally solitary, up to eleven pryads have been encountered in one place on rare occasions.

Pryads speak Common, Elven, and Terran.

Combat

Shy, intelligent, and resolute, pryads are as elusive as they are alluring—they avoid physical combat and are rarely seen unless they wish to be. If threatened, or in need of an ally, a pryad uses charm person or suggestion, attempting to gain control of the attacker(s) who could help the most against the rest. Any attack on her tree, however, provokes the pryad into a frenzied defense.

Spell-Like Abilities: At will—stone tell, stone shape; 3/day—charm person (DC 13), deep slumber (DC 15), rock stride; 1/day—suggestion (DC 15). Caster level 6th. The save DCs are Wisdom-based.

Petrified Tree Dependent (Su): Each pryad is mystically bound to a single, petrified tree and must never stray more than 300 yards from it. Any who do become ill and die within 4d6 hours. A pryad's petrified tree does not radiate magic.

Wild Empathy (Ex): This power works like the druid's wild empathy class feature, except that the pryad has a +6 racial bonus on the check.

Meld Into Stone (Sp): A pryad can meld into stone with its home tree for free and can meld into other stone 3 times/day.

MAGIC ITEMS

Light Dragon Armor (Minor Artifact)

Fashioned by the famed and venerable dwarven blacksmith Tibal, this shiny scale-like armor gives off a perpetual light when worn. It is not armor with a *light* spell cast upon it, but a rather strange force that is not understood by either mages nor clerics.

It gives off a faint glow of magic, but that is not due to what powers the light. Nobody is quite sure why this particular suit of ancient armor gives off such a glow.

Light armor is, in fact, a light armor, so it affects the abilities of spellcasters and rogues much like leather armor. (+2 armor bonus, +6 maximum dex bonus, 0 armor check penalty, 10% arcane spell failure chance)

It turns out it is powered by the heart of a silver dragon named Saribet which once lived high in the mountains. As such, this armor affords a 50% damage reduction against all things draco. Any damage done to the wearer by any dragon is halved (round up).

Since this item is unique, its value is priceless. Its current location is unknown.

Poison Armor

This cursed armor sends a poison through a set of small needles into the flesh of its wearer. Poison armor is available in all forms of armor. Alternates include poison clothing of various sorts. Common targets include noble outfits.

The poison deals 1d4 Con damage every minute that it is worn. In the first minute the wearer experiences a mild euphoria, then in the second a dense high. It is not until the wearer has taken 8 or more Con damage that she realizes she is unwell. Once the curse is lifted and the armor is removed, the wearer takes 1d4 Con damage per hour until the poison is cured.

Moderate necromancy; CL 7th; Craft Wondrous Item, poison; Price 56,000 gp. It takes many days to properly prepare this armor trap.

LEGENDS, SEEDS AND HOOKS

Saribet's Heart

High in the mountains, this dragon once perched above the trees, serving the powers of good and protecting the land from his chromatic brethren. However, it is said that a sneaky dwarf mage posing as a lady dragon once stole his heart. His old home lies high in the mountains in a place where no dwarves dare return, lest they be haunted by his troubled spirit. They need someone else to investigate the matter.

Saribet has long-since passed, having literally died when he lost his figurative heart, but his specter is said to haunt the alpine valleys of the Sarhumet Mountains, named for

his father, a demi-god among dragons. The dwarves who live in the villages still shake and shudder along with their homes when they feel the cold winds of winter. Strong winds accompanied by the howl of a distant spirit is enough to keep anyone indoors during these months. However, this is exactly when the party arrives.

It is said that his enormous footsteps can still be found in snowbanks high in the passes. Saribet's heart has been taken somewhere outside of Sarhumet, and he cannot rest until it is returned, and thus, neither can the dwarves. They have taken to writing sad tales of love and loss, rather than fashioning high-end items to the rest of the land, so the effects of this situation are felt throughout Proppian.

News of this story travel throughout the land as the dwarven tales have found their way onto the playlists of many a Proppian bard. It is likely that the party has heard about this situation through just such a tale.

LOCATIONS

Alabaster

Overview

Village: AL
LN; 1,200gp
limit; Assets
700,000gp;
Population 520;
Mixed (75%
human, 15%
half-orc, 5%
dwarf, 5%
other)



stained glass in temple of Kord

Alabaster rests along the western edge of a vast rocky plateau. Men and half-orcs have dug mines deep into the rock and have excavated alabaster from its core, hence the town's name.

The rocks are moved south to Junction and north to Trover and the other regions of the Jæruel. The merchants of Alabaster are also known for their stained glass.

Architecture

Due to the abundance of alabaster in the area, the wooden homes are all adorned with small walls and cornerstones of alabaster. The town hall in the center of the village is built entirely of alabaster, with tall spires and large arches that the large slabs of carved stone allow.



Map of Alabaster

Layout

The town is completely built around the idea of mining the stone along the eastern edge of the village, and all the main roads run along its edge. Smaller roads that lead to the homes of miners and the small amount of services run west along Broadsword St. from this eastern edge. The rest of the town sprawls over the vast expanse of the plains from there, mostly along Jærael Loop. A cluster of servant quarters provides the buffer from the main town to the wealthier homes. Some of the wealthier stone homes on the west edge of the village are an acre or more apart.

Two guard towers manned by five level 3 guards watch over the western plains, and a garrison of 25 Jærael militiamen led by a level 7 fighter stands on a small hill in the north part of the village.

The dwarves which have chosen to live in the town, as they are well-paid consultants to the miners, live nestled in the rock near the mines.

Persona

Edmund Van Riggle: a level 8 noble, mayor of Alabaster and local Jærael minister. Edmund lives in the westernmost wealthy residence with his brother.

Tarn Snagfoot: a lvl 6 half-orc mining foreman that rules over the half-orcs in town. Tarn lives in the largest house in the Half-orc camp on the northern edge of town. He has two 4th level bodyguards who are always at his side.

Finn Van Riggle: a level 8 mage from the Phyloctæte.

The miners of Alabaster are a tough, yet on the whole a lawful bunch. They enjoy the long hours honing their craft, and are well compensated, since the alabaster fetches a hefty sum in the neighboring towns. They are also a devout group, the humans worshipping Kord and the orcs Luthic in two large cathedrals in the center of town. Though there is a slight divide between the groups, they each know each other's roles in their prosperity, so they limit their trash talking to their own social circles.

Plot Points

The intrigue in Alabaster stems from the displacement of the non-mining locals, as well as the distinct lack of women of the marrying kind. There are no families, and the only women are those who serve the men's carnal desires. This leads to occasional outbursts of violence over them, as certain miners feel under-compensated in the pleasure department.

In addition, there are multiple shafts which are off limits to many of the miners. There are rumors that something other than alabaster has been found there, and there are certain miners which have been picked to work the night shift to extract whatever this substance is, but they will not speak of it.

There are also rumors of mages visiting the mines under cover of darkness. Certain perceptive and superstitious miners have put the two together and fear the worst. A mage by the name of Finn Van Riggle (brother of the mayor) has recently moved to the village and is staying in his brother's large home on the west end of town. There are those who say he takes the form of a large black cat in order to explore the region at night.

Goduanil

Pronounced Go-do-Ann-ill, this is a region of bleak hills where the sky is always overcast, which end in cliffs that overlook the Olde Bay in the center of its north shore. In the valleys run wide streams of black pudding and other oozes, fungi and molds are also common.

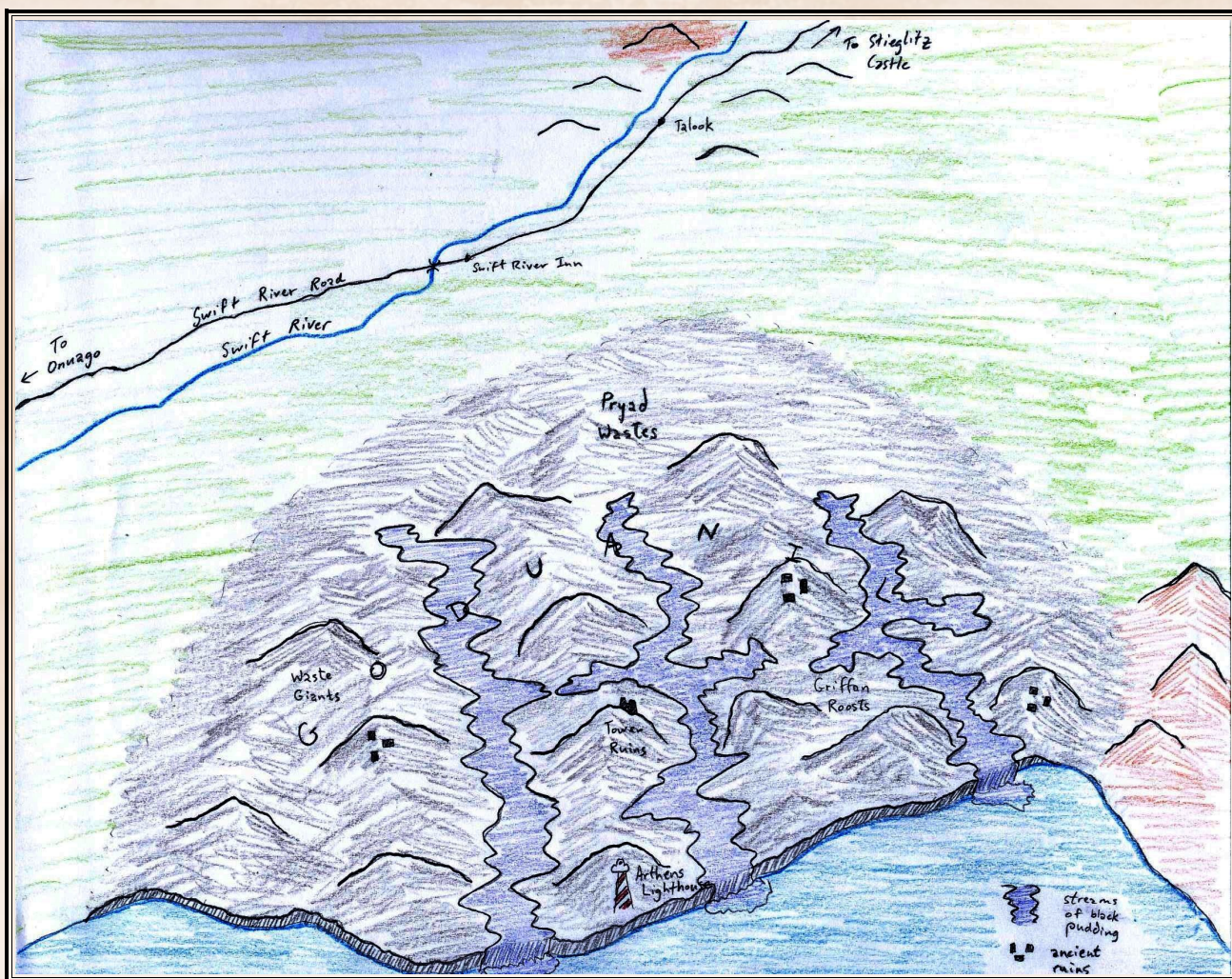
Goduanil stretches for many miles along the rocky coast and runs almost to the Swift River Road which parallels the river up onto the Cyrük Mountains.

Locations and encounters within Goduanil include:

- * Pryad Wastes
- * Black Pudding Streams
- * Oozes, Fungi and Molds
- * Griffon Roosts
- * Waste Giants

Locations of interest to the party include:

- * Arthens Lighthouse
- * Various ancient ruins sites
- * The mysterious tower ruins where rumor has it a wizard went to hide.



Locked in a Place Where No One Goes

We're proud to present Claw Claw Bite's first mini-adventure, designed for 12th level characters. In it, the party is split in half. Some become prisoners breaking their way out of a fortified manor house in hell, and the others become rescuers of the prisoners.

I ran this little adventure some months ago for my players in the "Return to the Temple of Elemental Evil" game I've been running. For those who haven't played that colossus of an adventure, near the end the players have a chance to draw from a Deck of Many Things. Almost immediately, two of the party members drew the Donjon and Void cards. I was afraid for a second that it was going to turn into a total party kill. Luckily the cleric and druid had some restraint drawing cards and only got the enmity of a powerful outsider and -1 to all their saves for the rest of their lives. All of it made me think the deck of many things is secretly the most effective trap ever created.

So, in an attempt to let the party re-unite and finish the adventure I whipped this side adventure up. It's a one-session mini-adventure, written for 12th level characters, in which some party members are escaping from hell and some are coming to their rescue. The encounters are planned for a half-size party (2 characters in each encounter). See the footnote for hints on adapting the adventure for higher or lower level parties.

Setting: The adventure takes place in small fortified manor house on the first plane of hell. The manor is one of the domiciles of Vivarea, a powerful succubus, who has seduced, hired, and subjugated these devils to maintain her hidden villa. The surrounding region is a blasted shale landscape filled with pits of fire and twisted woods where condemned souls writhe in anguish.

Adventure Hooks: This adventure can easily be adapted to involve the rescue of an important NPC or a needed item from the dungeons beneath the manor. As a straightforward dungeon delve with a united party it would be an appropriate adventure for a full party of 8th - 10th level adventurers.

To begin the adventure, simply have the characters find a few magically trapped item that have *Astaroth's Snare*, a spell similar to trap the soul, cast upon them. These items can be anything that the players would want, such as apparently enchanted magic items. The items in question will have been previously prepared by Astaroth, their trapped nature disguised (maybe via *nistul's magic aura*), and perhaps had an attraction spell cast upon them to lure in the intended victims.

Trap: hell's lure CR 10; magic device; visual trigger (true seeing); single use; triggers when touched; spell effect (*Astaroth's Snare*, 17th-level wizard, teleported without their equipment, to a magic trap at location of caster's

choosing, DC 30 Will save negates); Search DC 34; Disable Device DC 34.

Running the Adventure: In order that the halves of the split-up party don't get too bored, and also to increase the tension and build to the final encounter, the encounters should be run in this order:

- 1) The prisoners are captured.
- 2) The rescuers find out where they are being held, travel to hell, fight the hellcat encounter.
- 3) The prisoners slip out of their cell and escape the prison area.
- 4) The rescuers get to the manor and begin fighting the guards.
- 5) The prisoners fight their way over the bridge, past the hellhound.
- 6) The rescuers finish their fight against the guards.
- 7) The prisoners travel through the living areas up to the entrance to the main hall.
- 8) The rescuers start fighting the succubus; the prisoners join in after d2 rounds.

Encounters

1) Encounters for the Prisoners

A - The Devil Mocks Their Every Step (CR 23)

This encounter explains the character's capture: the succubus has contracted with a powerful daemon, named Astaroth, to capture the characters for her, and here she gloats over her success.

Area Description:

This grand hall of dark stone soars up with gothically carved pillars and arches to a high ceiling. A grand iron double door stands shut and barred, and several smaller doors and archways lead to smaller antechambers. A wide stone staircase leads down into the darkness.

You stand in a glowing magic circle in the middle of this hall. Your names are written along the border of the circle, along with many runes you cannot understand. Standing at the ready around the circle are dozens of armed devils of various types, wrapped in hooked chains, bearded with cruel-looking axes, their melted bodies pouring out in globs from their chainmail.

There is an incredibly beautiful woman here, dressed in revealing silk robes and

adorned with gem-dripping jewelery of all types. A large pair of leathery wings are folded at her back. She turns and thanks a tall, robed figure, who holds a crystal-topped staff, and who's hood hides in shadow a skeletal dog's head with glowing red eyes. She then addresses you, saying: "Your interference in my families affairs in the mortal world are at an end! Now I will pay you back for my daughter's humiliation! Oh the tortures of the damned lie in wait for you, you wretched things."

The robed figure's fanged, skeletal mouth creaks open and issues forth a single magic word that knocks you to the ground, stunning you. A horde of horrid, melted looking humanoids in mail surge forward and clap you in irons, then drag you, in chains, to dungeons below.

Creatures: The house's entire contingent of devils is here at this encounter, in case the characters get out of hand. In addition to Vivarea and Asteroth, there is a chain devil, a bearded devil, and a dozen lemurian footmen. Asteroth, a 17th level wizard, has been paid by Vivarea to capture the player's characters, and will use whatever spells he must to subdue the party if they resist their parade to the cells below, such as *power word stun* or *dominate monster*.

Development: After the characters are in the prison below Asteroth departs, planning to collect the remainder of his unsavory payment at his leisure. The rest of the devils depart for their positions as listed below.

B- Escape! (EL 6)

In this encounter, the prisoners must trick or fight their way out of their cell and the underground prison / torture area where they are being held. They must overcome or evade their guards and the magical ward sealing them in.

Area Description:

This small cell's walls and ceiling are made from large blocks of stone. Through an open archway, its stones covered in strange runes, lies a short hallway and more cells. A small window, filled with thick iron bars, looks out into a large cavern. There, in the dull red glow from distant flames, several racks, iron maidens, braziers with hot coals, and other torture implements are being used by a scaly, bearded devil and several horrible, melted-looking guards. The screams of their victims echo back to you.

A DC 10 search check will reveal that the other cells in the hallway have only a single rune carved on the outward facing side.

Creatures: One bearded devil and three lemurian footmen work here tormenting a few anguished damned souls. They keep an eye on the characters, but are busy at their work and take 10s on their spot and listen checks. The bearded devil leaves occasionally, providing an opportunity to try to somehow trick the footmen into releasing the prisoners.

Bearded Devil: HP: 45

3 x Lemurian Footmen (see below): HP: 10, 7, 10

Tactics: If taunted or otherwise engaged these torturers may come to the cells and perhaps stab at the prisoners through the arches (which are warded one-way). When the prisoners escape the guards will rush them and attack with their weapons.

Trap: Lightning ward on cell entrance: This ward prevents anyone from exiting the cell. Anyone trying to pass under the arch will cause the infernal runes carved across its face to flash. The creature will suffer 2d6 points of electricity damage and be thrown back. To pass through this trap, it must be dispelled (8th level caster), disabled by covering the runes (DC 29 Disable Device check), or one can push through it with a Strength check (DC 25), which also causes 4d6 points of electricity damage. From the outside, the ward can be suspended by covering the single rune carved on that side of the arch.

CR 5; spell; spell trigger; automatic reset; spell effect (shocking grasp, 8th-level sorcerer, 2d6 electricity, no save); Search DC 29; Disable Device DC 29.

Treasure: 3 suits of chainmail, 3 spears, a glaive and a shortsword from bearded devil. Also, weapons can be improvised from torture implements.

C - The Dogs of Doom (EL 8 + 10% xp bonus)

Here, the escapees must bypass tricky spot with a hell hound guard on a narrow bridge over a pit of lava and fire.

Area Description:

Here, a narrow bridge of stone stretches across a deep chasm, filled with molten rock and towering tongues of flame. On the far side a smaller cavern is empty, save for stone stairs leading upwards.

Creatures: 1 nessian hell hound without barding lies in wait here.

Nessian Hell Hound: AC:18 HP: 111

Tactics: The hell hound, with a Hide skill of +17, will stalk across the bridge and try to attack anyone crossing with surprise. It will probably open up with it's breath weapon if it's opponents are clustered up, otherwise it will bite.

D - The Halls of the Damned

This level of the mansion consists of several underground hallways with small suites and rooms attached. These rooms include the quarters of the chain devil and the bearded devil, as well as the suite Viveria uses when she stays here. If searched, those rooms yield the treasures below, each secured with it's own trap. The majority of the rooms, however, are empty.

Bearded Devil's chambers (EL 3)

Area Description:

This foul-smelling chamber is cluttered with all types of filth and debris. A large mound of hides and trash compose some type of bed or nest in one corner.

Trap: Digging through the filth of the nest exposes searchers to devil chills, which they will become infected with unless they succeed on a DC 16 Fortitude save.

Treasure: Mixed into the trash of the nest are 57pp 70gp 19cp, and a small masterwork heavy crossbow.

Chain devil's chambers (EL 3)

Area Description:

This room is filled with many bloody chains hanging from the ceiling. A small chest sits closed at the far side of the room.

Trap: One of the chains in this room is enchanted to attack anyone tampering with the chest. The chain attacks at +10, and does 2d4+2 points of damage, and also grapples at +10. It is AC 18, has 15 HP and hardness 3.

Treasure: The chest is locked (DC 25) and contains 3 platinum coins, an arcane scroll containing: *knock* (lvl 2, cast 3), *ray of enfeeblement* (lvl 1, cast 1), and *cat's grace* (lvl 2, cast 3), an arcane scroll containing: *shocking grasp* (lvl 1, cast 1), *magic circle against evil* (lvl 3, cast 5), and an arcane scroll containing: *command undead* (lvl 2, cast 3).

Viveria's chambers (EL 4)

This room's door is locked with an *arcane lock*.

Area Description:

Here a luxurious suite is appointed in all manner of comfortable-looking furniture made primarily of some strange, dark leather. There is also a large chest in the corner.

Trap: The chest is warded with a *glyph of warding* that casts *bestow curse* on anyone other than Viveria touching it.

Treasure: The chest contains 4,785gp 4sp 1cp, a gold dragon comb with red garnet eye worth 1,000 gold, a silver chalice with lapis lazuli gems worth 80 gold, a fire opal pendant on a fine gold chain worth 1,100 gold, a black velvet mask with numerous citrines worth 80 gold, and a divine scroll with *speak with dead* (lvl 3, cast 5).

2) Encounters for the Rescuers

E - Determine Location

The first step of the adventure for the rescuers is to determine where the prisoners are being kept. Options for the rescuers could include the following:

- scrying or using divination such as *commune* or *contact other plane*
- examining the trapped items via *analyse dweomer* or *identify*, combined with a spellcraft check (DC 24) to determine where the trap teleported them to.

At that point, the players must travel to hell (or wherever you set the manor house) via *plane shift*, *teleport*, through planar portals, or however is appropriate for the situation.

F - The Damned

Here the players pass through a small woods, where damed souls, in the form of trees, suffer. These petitioners are helpless, harmless, and horrifying.

Area Description:

The players enter a thicket of uncanny trees. The tree barks have faces etched into them. Upon closer examination, the wood of the trees is squirming with maggots, ants and spiders burrowing in and feasting on their bodies. They stir, and a cacophony of laments soon fills the air as the trees mutter and scream and cry and rant against the crimes that

damned them in their mortal lives.

G - Hellcats (EL 9)

Here, a few examples of hell's native fauna attempt to predate the rescuers.

Area Description:

The dessicated landscape is eerily quiet here. Loose shale crunches underfoot. Everything is gray: the sky, the ground, the few skeletal trees that occupy the landscape--all sucked dry of color. A faint smell of rotten flesh permeates the air.

Creatures: 2 hellcats HP: 54, 69

Tactics: Listen checks against the hellcat's Move Silently +20 may be the party's only warning before they are attacked. Invisible, these hellcats will pounce upon the rescuers and fight until brought to less than 20 hit points, at which time they will flee.

H - Legions of Hellions (EL 10)

Here the rescuers must fight waves of guards to enter the manor.

Area Description:

Glistening walls of dark grey stone rise to protect the villa. Near the top, the crenelated walls slope inward slightly before ending at the stone roof. Small towers with dark arrow slits overlook the landscape, and things wearing mail can be glimpsed within. Directly ahead stand the black ironwood gates. Lemurian footmen stand, spears in hand, at the gates. They twitch with nervous tics and gibber to themselves about their fiendish thoughts.

Creatures: There are several groups of footmen through the compound, and as the party fights their way in they should encounter several waves of the footmen, and then finally the chain devil, in the locations listed below. All the lemurian footmen have HP:9.

- 6 x lemurian footmen guarding the gate
- 2 x lemurian footmen reinforce right away from the gate towers
- 4 x lemurian footmen from the circular tower as the players pass it
- 4 x lemurian footmen are stationed in the courtyard
- 4 x lemurian footmen reinforce from the kennels
- 4 x lemurian footmen and the chain devil (HP: 55) wait at the house entrance

Tactics: The footmen are quite stupid, and will simply charge the players with their spears. If the end up surrounding a player or two, they may try to grapple them and bear them down under their numbers. If the footmen are slowing the rescuers, the chain devil may try to disarm them, otherwise he simply attacks. All fight to the death.

3) Encounter for the Party Reunited (EL 14)

In this encounter the characters all confront the Succubus Boss in the middle of the lair - in the main hall of the manor. The encounter should start with the rescuers coming into the hall, and the escapees should join the encounter after a round or two from the stairs below.

Area Description:

This grand hall of dark stone soars up with gothically carved pillars and arches to a high ceiling. A grand iron double door gives access to the courtyard beyond, and several smaller doors and archways lead to smaller antechambers. A wide stone staircase leads down into the darkness.

Creatures: Here Vivarea will make a final stand against the party. Two footmen are here with her at the start of the encounter, and every round or two a pair of lemurian footmen will join the fray, for a total of six.

Vivirith succubus sorcerer 8 (see in Characters, above)

6 lemurian footmen: HP 9 each

Tactics: The succubus will begin by casting a hot fire shield, and then retreating from the party, using her *greater teleport* if necessary, and hurling fireballs and lightning bolts while the Lemurian Footmen harass the party. If she is somehow cornered, she will cast *shield* and *vympyric touch*. If seriously hurt she will attempt to teleport to safety, to plot against the party for another day.

Adapting the Adventure

To adapt this adventure for parties of higher or lower level, not much needs to be changed. Add or subtract levels of sorcerer from the succubus so that she is 2 CR higher than the average party level. Replace the

chain and bearded devils with other fiends of appropriate CR.

Comic: Atavistic Onslaught

ATAVISTIC ONSLAUGHT no. 2

I must say, you are a quick study.
You haven't tried to eat the pieces,
like the lizard man.



Well, in his language, "chess"
literally means "River
horses with great
hunger"



Did you hear about
Serein-sen's first
kill?



Yes, they said he stabbed
a pirate in the throat.

He seems to be in shock.
Fundiani says that we should
appease whatever fantasy he's
stuck in...

Lo, Grey Mouser! I was wondering if
you'd found my gore-drenched spear yet.

<sigh>, No, not yet...
"Fahfred." I'm sure your
"deadly foe eviscerator"
will turn up soon.





ISSUE 11 - DEC 07 - JAN 08

Claw/Claw/Bite is a resource for storytellers and gamemasters to help create thrilling worlds of adventure for your players to test their mettle in. In each issue, you'll find new characters, creatures, magic items, encounters, and locations for use in your campaigns. We also include little nuggets that will enrich your world with cool details and intriguing features.

Our goal is to be a "one-stop shop" for you, the gamemaster. With little or no tweaking on your part, you will be able to drop any game element from Claw/Claw/Bite into your adventure setting and run it how you see fit. All of our creations are designed for d20 fantasy rules. And of course, all of our everything is carefully reviewed and balanced to fit into your game without disrupting your play balance.

This issue of Claw/Claw/Bite includes

- * New variant rules for casting with mana instead of preparing spells
- * Four new creatures, including a new True Dragon: the jungle hunting Onyx Dragon
- * Two new campaign locations -- the town of Alabaster and the wilderness of Goduanil
- * A new feature: Seeds, Legends and Hooks
- * Two new magic items
- * Two new spells
- * Twelve NPCs, including the cadre of heroes at 5th level
- * A mini-adventure in which the party is split up, captured, and must escape from a prison in Hell.

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CREDITS

Thanks for reading this issue of CCB – Claw/Claw/Bite #12 by S.D. Hilderbrand (Howlingmime) and Adam A. Thompson (Priest of Doom), featuring *Atavistic Onslaught* and *Linus' Exploding Projectile* by D.Heat. This issue is dedicated to E. Gary Gygax, who passed away on March 4th, 2008.

INTRODUCTION

Hail and well met, fellow role-players! Welcome to Claw/Claw/Bite, a resource for storytellers and gamemasters to create thrilling worlds of adventure for your players to test their mettle in. Every day or two, on our website, we post an article containing at least one new character, creature, magic item, encounter, spell or area description for use in your campaigns. We also include little nuggets that will enrich your campaign setting with cool details and intriguing features. These articles and others like them are routinely posted at **clawclawbite.com** as blog posts, many of which are collected in these monthly issues.

Our goal is to be a one-stop shop for you, the storyteller. All of our creations are designed for d20 3.5 rules. Many of the game elements that you see in this periodical will find their way into modules published by Unicorn Rampant, which will be available on our sites: **www.unicornrampant.com** and **clawclawbite.com**, as well as at **rpgnow.com**.

So welcome to our world of strange and wonderful things, traveler. Bizarre treasures, cunning adversaries, powerful adventurers, and mystic realms are waiting for you. This issue includes a complete mini-adventure set in a manor house in hell, along with its mistress and lots of other goodies to keep your group warm through your winter sessions. Enjoy your stay, and never lose your passion!

If you would like to create content for CCB, or act as a local distributor of a small number of printed copies, make a will save DC 15 and then drop us a line at **ccb@unicornrampant.com**.



VARIANT RULES

Passion

This variant rule has the DM keep track of the passion of the characters, enabling the DM to introduce quests of passion into the campaign. From these characters earn passion points alongside standard xp, which can then be used to modify rolls and to improve the likelihood of successful negotiations in certain contexts, for instance when seducing lovers, sweet-talking captors, or rallying troops. These points are also used to attract followers, and can be spent to accomplish greatness, especially for characters who acquire the *Passionate Leader* feat.

Try passion out in your games, along with fame, infamy, fear, and other traits, and see how it livens up the experience, providing role-playing prompts and entry points when players feel somewhat distanced from their characters, or too wrapped up in the standard rules.

Plague

Plague is a new supernatural disease type, with symptoms resembling the black plague.

Gamemasters will likely want to limit the amount of plague in their games, as it tends to drag the players down, but in certain tainted planes, over-populated cities, and bogs, plague might creep its way into the game.

Plague infects its victims on contact with an infected creature, requiring a DC 22 Fortitude save to avoid. The incubation period is 1d12 days since there are so many ways in which it can spread. Plague causes 1d4 Con damage per day afflicted with the disease on a failed save, and once they feel symptoms of the disease, can easily spread it to those they touch. Unlike normal diseases, the victim must make 3 days worth of successful saves to begin recovering from the plague.

Plague is immune to *remove disease*, though *heal* and other higher-level spells will remove plague from a victim.

FEATS

Die Harder

You have the innate ability of being tougher to kill, having a stronger will to live than a death wish.

Prerequisite: Endurance, Diehard, Iron Will, Toughness

Benefit: When reduced to -9 hit points, you remain stable. At this point, you begin to use your strength score as though they were additional hit points. Each point of damage you take reduces your strength score by 1 (this counts as ability damage). Once your strength score

reaches 0 you immediately die.

When reduced to negative hit points, you may choose to act as if you were disabled, rather than dying. You must make this decision as soon as you are reduced to negative hit points (even if it isn't your turn). If you do not choose to act as if you were disabled, you immediately fall unconscious.

When using this feat, you can take either a single move or standard action each turn, but not both, and you cannot take a full round action. You can take a move action without further injuring yourself, but if you perform any standard action (or any other action deemed as strenuous, including some free actions, swift actions, or immediate actions, such as casting a quickened spell) you take 1 point of damage after completing the act. If you reach 0 strength, you immediately die.

Normal: A character with diehard usually dies once reaching -10 hp.

Fringilla Style

Characters with this feat are adept at using their foe's momentum against them.

Prerequisite: Improved Unarmed Strike, Special: must be taught this martial art by the Fringilla Monks.

Benefit: Characters with this feat receive a +1 on their unarmed attacks against opponents who have just moved more than 5 feet. Additionally, they receive a +4 on trip checks made against those who have just moved more than 5 feet.

In addition, when two or more characters with this feat are fighting the same foe, they both receive a +1 to their attack rolls.

Passionate Leader

You are the kind of leader that people rally behind and put in the extra effort because you do so well at leading by example.

Prerequisite: Leadership

Benefit: Passionate leaders can spend passion points to boost their followers' morale and effectiveness during combat. They can also gain temporary bonuses from each of their followers who have passion points to spend. The exchange is one point of passion for a +1 to hit or +1 damage or +1 on a save for the duration of a particular combat, or one passion point for a point of charisma for the duration of a banquet with a foreign dignitary. The DM must exercise judgment when assigning durations to these bonuses.

PRESTIGE AND NPC CLASSES

Rogue Caster

This prestige class brings together rogue and caster in

two ways. First, the caster abilities are not the same as a sorcerer's, since the spellcasting relies upon dexterity rather than intelligence. Second, the caster is actually a rogue class. The spells are all geared toward enhancing rogue abilities in one form or another, for instance improved forgery, perfect appraisal, sleight of hand, walk on rope, etc. There are no direct damage spells in the rogue caster's arsenal.

Rogue casters have learned to hone their natural abilities for magic into spells that help them in their day – ahem, night – jobs. Only rogues may become rogue casters. NPC rogue casters usually lead solitary lives roaming the streets and backalleys. Some organize others into small-time criminal outfits, and the most successful run thieves' guilds. Some of these outfits and guilds even have legitimate fronts.

Hit Die: d6.

Requirements

To qualify to become a rogue caster, a character must fulfill the following criteria.

Alignment: Any non-lawful

Skills: Use magical device +5, Spellcraft +4

Special: A character must have pulled off a moderate-sized heist using a magical device in order to discover the powers of the rogue caster.

Class Skills

Rogue Casters are intended to hone their Spellcraft and Knowledge: Arcana skills. These can then be exchanged on a case-by-case basis at a 2-for-1 cost using the Arcane Skill Bonus skill.

Class Features

Rogue Casters gain the ability to cast Rogue Caster Spells at the rate of one spell level per level of rogue caster, and can elect to use their dexterity bonuses the way sorcerers use intelligence. They gain access to all the spells up to their rogue caster level. In addition, the following skills are available: Concentration, Knowledge: Arcana, Knowledge: Planes, Spellcraft, and Use Magic Device. They do not gain the ability to use magical devices as sorcerers; instead they still must make use magic device rolls as a rogue would.

Arcane Skill Bonus: At level three, the rogue caster can use half of their Spellcraft and Knowledge: Arcana skills (rounded down) to boost a rogue skill in exchange for a 0th-level spell. These are equivalent to having the ability to cast 0th-level spells to boost these abilities, and they take a standard action and a verbal component to activate.

Rogue Caster Spells

Rogue casters choose spells from the following list at the same rate as sorcerers:

1st level: Improved Forgery, Improved Appraisal, Improved Balance, Pass Without Trace

2nd level: Invisibility, Sleight of Hand, Spider Climb

3rd level: Perfect Forgery, Perfect Appraisal, Perfect Balance

4th level: Dimension Door, Greater Invisibility

5th level: Undetectability

Merchant

Nearly every society requires commerce to thrive, and who but merchants ensure that commerce is successful. Found in almost every settlement, merchants live for one of two things: to see the community prosper through their individual actions, or to see themselves prosper at the expense of the community. Merchants come in all humanoid races, even orcs, goblins, and kobolds have their own trade networks. Halflings and humans are particularly drawn to the merchant lifestyle, as are some elves, dwarves, and gnomes. Some half-orcs have made a killing (literally and metaphorically) bridging the divide between the friends of humans and their foes.

Merchants are rarely found outside of settlements, unless they caravan goods from region to region over land or sea. It is this type who find adventure as caravan leaders, wandering collectors, arms dealers, and merchant marines.

Merchants gain attack bonus at the rate of one for every two levels, starting at 1. Fort, Ref, and Will saves are gained at the rate of one every three levels starting at 0.

Hit Die: d6.

The merchant's class skills are Appraise, Bluff, Craft, Decipher Script, Diplomacy, Gather Information, Handle Animal, Knowledge (Local), Knowledge (Geography), Knowledge (History), Listen, Profession, Ride, Spot, Survival, Use Magic Device, Use Rope.

Skill Points at 1st Level: (3 + Int modifier) x 4.
Skill Points at Each Additional Level: 3 + Int modifier.

Class Features

Depending on the specific merchant specialization, the following class features apply.

Weapon and Armor Proficiency: Merchants are skilled with all simple weapons. Those who have spent time in merchant marines or as caravan leaders gain the use of martial weapons. Merchants are not proficient with armor nor with shields, unless they have spent time in those same settings.

Starting Gear

4d6 x 10 gp worth of equipment.

SPELLS

Crippling Grasp

Necromancy

Level: Cleric 3, Sorcerer/Wizard 3, Corruption 2

Components: V

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 rd / level

Saving Throw: Fortitude negates

Spell Resistance: Yes

With a magic phrase, your hand glows with dim red energy. Grasping your foe's arm, all his strength leaves him and he drops his weapon, his once-mighty limb now useless.

This spell cripples the touched limb. On a successful melee touch attack, a random limb is crippled. Depending on which limb is crippled, this spell has different effects.

Crippling a leg causes the opponent to fall down unless they make a DC 15 balance check, and halves their land speed. Furthermore, moving on only one leg requires a DC 10 balance check.

Crippling an arm, tentacle, or other grasping limb causes anything held with that arm to be dropped, and prevents its use. Full-body strength checks suffer a -4 penalty, as do grapple checks.

Crippling a wing prevents flight and causes an airborne creature to fall from the sky.

If they wish, the caster can attempt to cripple a specific limb. This type of "called shot" suffers a -4 penalty to the melee touch attack.

After the spell's duration ends, when it is dispelled, or when *heal*, *restoration*, *remove curse*, or similarly powerful healing magic is used, the victim regains use of the crippled limb.

As this spell only requires verbal components, it is often used in close quarters and when wrestling desperately with opponents.

Linus' Exploding Projectile

Transmutation

Level: Sorcerer/Wizard 1

Components: V, M

Casting Time: 1 standard action

Range: Touch

Effect: One touched object in your possession

Duration: 1 minute/level (D)

Saving Throw: Will negates (object);

Reflex Half (see text)

Spell Resistance: Yes (object)

Material Component: A pinch of saltpeter

Any non-magical object you cast this spell on becomes

volatile. When it is thrown or launched, and impacts with its target, the object explodes and deals its normal damage plus 1d6 fire damage (Reflex half) to all creatures in a five foot radius.

Lover's Leap

Transmutation

Level: Sor/Wiz 2, Brd 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Material Component: (see below)

This spell enables the target to jump over obstacles (including the air itself) when on quests of passion. The subject gets a +10 enhancement bonus on Jump checks for each Passion point spent by the caster at casting time. The enhancement bonus increases to +20 per Passion point at caster level 5th, and to +30 per Passion point at caster level 9th. For bards, this spell's duration can be extended by singing the letter to music.

Material Component: A love letter to the caster, which can be reused for a full year after it is written, as long as the sentiment holds true. The verbal component is the reading of a key passage from the letter.

Return to Sender

Enchantment

Level: Sorcerer/Wizard 2

Components: V, M

Casting Time: 1 standard action

Range: Touch

Effect: One touched object

Duration: 1 minute/level (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Material Component: A voided stamp or other sticky object

Any non-magical hand-held object you cast this spell on will return to the caster if thrown or left in a location. When it is thrown or launched, and impacts with its target, the object immediately returns via the most direct route. When it is left alone, it returns upon command. At the end of the spell's duration, it returns regardless of receiving a command.

Withering Grasp

Necromancy

Level: Cleric 5, Sorcerer/Wizard 5, Corruption 4

Components: V

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: permanent

Saving Throw: Fortitude negates

Spell Resistance: Yes

With a touch, the caster permanently withers an opponent's limb. With a magic phrase, the caster's hand glows with dim red energy. Grasping a target's arm, all his strength leaves the target and the target drops any weapon, the once-mighty limb withering away.

This spell permanently withers the touched limb. On a successful melee touch attack, a random limb is crippled and useless and the victim suffers 2d6 points of damage. Depending on what limb is withered, this spell has different effects.

Crippling a leg causes the opponent to fall down unless they make a DC 15 balance check, and halves their land speed. Furthermore, moving on only one leg requires a DC 10 balance check.

Crippling an arm, tentacle, or other grasping limb causes anything held with that arm to be dropped, and prevents it's use. Full-body strength checks suffer a -4 penalty, as do grapple checks.

Crippling a wing prevents flight and causes an airborne creature to fall from the sky.

If they wish, the caster can attempt to cripple a specific limb. This type of "called shot" suffers a -4 penalty to the melee touch attack.

As this spell instantaneously destroys use of the limb, *heal*, *restoration*, *regeneration*, or similarly powerful healing magic of at least 5th level must be used to restore use of the crippled limb.

As this spell only requires verbal components, it is often used in close quarters and when wrestling desperately with opponents.

However, more recently, the hills have grown more wild, ettins and ogres finding their way into the countryside, and the monks have modified their mixes with an aim toward incapacitating these foes. These once-peaceful monks have also been forced to take up martial arts in recent years in response to these external pressures. They combine tai chi with judo to embody a form of martial discipline that uses their attackers' momentum against them, a technique which they have now begun to train the people of Garlston in.

Their brotherhood has grown so fast that they have begun construction of a new wing of the monastery. This has not been without a certain amount of political upheaval, as many of these new brothers are still naive to the more spiritual practices of the brotherhood. As such, a distinct caste-like structure has developed as a hierarchy within the brotherhood, with the elder monks enjoying some hypocritical leisure time while the young recruits learn their discipline.

A typical Fringilla monk has a high strength and a high dexterity and is spiritually aware. Many of the monks are privy to the highly specialized alchemy employed in the monastery, so they will have the brew potion feat, for which they only pay half the cost of normal brewing costs, since they pay the difference with their penance. In addition, all the monks know their Fringilla style martial art, which provides a +1 to their base attacks, and another +1 if more than one monk engages a single foe.

Goduanil Elves

There are two types of mostly-evil elves who live in Goduanil, both of which flourish deep in barren or marshy regions where most humanoids dare not dwell. Each type is defined by the topography where they live:

- Fulian live in caves in the highlands of Goduanil
- Nashbat live in stone structures in the valleys of Goduanil

The fulian are 5' tall and have folds under their arms which allow them to glide on the air 50' above the ooze flows that run down the hillsides and into the valleys of Goduanil. Their undersides are the color of the overcast skies through which they soar. Their backs blend in with the deep purple-grey of the Goduanil's rocky landscape.

The nashbat are 4'6" tall and have sharp toes that allow them to rapidly burrow through and under the ooze flows. They occasionally drop to all fours for better stability and focus when burrowing. Lighter in skin tone than their surface cousins, they have skin tones that range from periwinkle to charcoal, depending on the amount of light exposed to their dermal layers.

Both types of Goduanil elves have been known to

RACES AND CULTURES

Fringilla Monk

The Fringilla monks are acclaimed vintners who live in the isolated hilltop monastery Kloster Finch in Ettal Valley (see CCB issue 8) among the birds and their alchemical concoctions. In addition, they are mixologists that excel at making potions that bring joy and a mellow state in the populace. Through these concoctions, the people of the nearby towns of Garlston and Harlsbridge (see upcoming issues for both town descriptions) have come to appreciate and even revere the monks over the past twenty or more years.

work for the wizard in the tower in the center of Goduanil, delivering to him a constant stream of reagents for his spells. Though they don't entirely trust him, he represents the greatest power in Goduanil, with the possible exception of the Grey Ooze Dragon, which lives in the eastern flow. These elves are by their very nature subservient, always in search of a new, more powerful master.

Though historically, a feud has kept the two races separate, their shared masters have recently brought them together, and they have begun to learn each other's tongues. They still brawl from time to time, but have not engaged in open warfare in almost a generation.

These elves are known for their acute hearing and use of horns to send messages cross the misty expanses of Goduanil. In addition, they have been known to cavort with creatures from the Elemental Subplane of Mist.

Fulian as Characters

- Medium: As Medium creatures, fulian have no special bonuses or penalties due to their size.
- Fulian receive all the standard elf skills as well as the following.
- Fulian base land speed is 30 feet, and they receive no penalty for traveling in Goduanil.
- Fulian have excellent vision, allowing them to see 60' through mist and on a clear day for miles.
- 2 extra skill points at 1st level and 1 extra skill point at each additional level.
- Automatic Languages: Common and Fuliani.
- Favored Class: Fighter, wizard
- Favored alignment: Evil
- Unique Languages: Fuliani.

Nashbat as Characters

- Medium: As Medium creatures, nashbat have no special bonuses or penalties due to their size.
- Nashbat base land speed is 30 feet, though they can burrow at half that rate within the Goduanil and quarter the rate elsewhere.
- Nashbat are immune to the ill effects of oozes
- 1 extra feat at 1st level.
- 4 extra skill points at 1st level and 1 extra skill point at each additional level.
- Automatic Languages: Common and Nashbat.
- Favored Class: Fighter, rogue
- Favored alignment: Evil
- Unique Languages: Nashbati

learned to wield arcane power to assist him in his trade. He has used this power to seduce many a woman who is easily impressed with parlor tricks.

Unfortunately for him, this sex-driven rogue has had his soul trapped by an imp that he once befriended under the illusion that he was one of these parlor women. Now he must find a way to break the spell imposed by the imp. He is desperate to break free of this spiritual bond, and is willing to help or betray anyone else in the process.

Anton Fink CR 8

Chaotic Neutral Medium-size Male Human

Rogue 6 Rogue Caster 2

Initiative: +3

Vision: Normal

AC: 19 (flatfooted 19, touch 15)

Hit Dice: (8d6)+16

Hit Points: 54

Saves: Fortitude: +6, Reflex: +10, Will: +4

Speed: Walk 30 ft.

Attacks: +1 Shortbow +8 (1d6+2) or +1 Short Sword +6 (1d6+)

Face / Reach: 5 ft. / 5 ft.

Base Attack: +5 **Grapple:** +6

Feats: Armor Proficiency (Light), Dodge, Mobility, Point Blank Shot, Precise Shot, Simple Weapon Proficiency

Special Qualities: Evasion (Ex), Sneak Attack +3d6, Trap Sense (Ex) +2, Trapfinding, Uncanny Dodge (Dex bonus to AC)

Abilities: Str 13, Dex 17, Con 14, Int 16, Wis 11, Cha 11

Skills: Appraise 5; Balance 5; Bluff 7; Climb 3; Concentration 7; Craft (Untrained) 3; Decipher Script 6; Diplomacy 3; Disable Device 5; Disguise 1; Escape Artist 10; Forgery 3; Gather Information 2; Heal 0; Hide 11; Intimidate 4; Jump 7; Listen 3; Move Silently 17; Open Lock 11; Ride 3; Search 8; Sense Motive 4; Sleight of Hand 14; Spellcraft 8; Spot 8; Survival 0; Swim 1; Tumble 9; Use Magic Device 8

Possessions: Arrow; Cloak of Resistance +1; Arrow +1; Bag of Holding (Type 1); Boots of Elvenkind; Quiver; Ring of Protection +2; Shortbow +1; Studded Leather +1; Sword +1 (Short); Wand of Magic Missile (3rd level caster)

Spells:

Spells per Day: (5/4/4/0/0/0 DC:13+spell level)

Rogue Caster – Known:

1st Level: Improved Forgery, Improved Appraisal, Improved Balance, Pass Without Trace

CHARACTERS

Anton Fink

Anton Fink is a skilled thief from the Phyloctæte who has

2nd Level: Invisibility, Sleight of Hand, Spider Climb

Darien

Dashing Darien, rogue, rake, fencer, wit, with a touch of magic and a flare for the daring. A cat-burglar and scoundrel, he steals to care for his younger sister, who along with him is orphaned, but additionally needs medical attention and care due to infirmities she suffers from. Their mother died when they were young, and they never knew their father, and Darien and his sister grew up on the streets. Their mother would only say that their father had to leave them all, but that she loved him very much. Later they discover that they both have a touch of draconic heritage and she eventually becomes a powerful sorceress.

Darien CR 1

male human rogue 1

CG Size medium humanoid

Init: +2 **Senses:** Listen +3, Spot +3

Languages: common

AC: 15 (+2 armor, +3 Dex) touch 13, flatfooted 12

HP: 6 (HD 1d6)

Saves: Fort: +0 Ref: +5 Will: -1

Speed: 30 ft.

Attack: short sword +1 (1d6 / 19-20 x2)

Full Attack: short sword +1 (1d6 / 19-20 x2)

Attack Options: sneak attack, combat expertise

Space / Reach: 5 ft. / 5 ft.

Base Attack: +0 Grapple: +1

SA: sneak attack, trapfinding

Feats: a touch of magic (sorcerer), combat expertise

Abilities: Str 13 Dex 15 Con 11 Int 14 Wis 9 Cha 13

Skills: 40 pts- appraise 4+2 = 6, balance 4+3 = 7, bluff 4+1 = 5, climb 4+1 = 5, disable device 4+3 = 7, jump 2+1 = +3, listen 4-1 = 3, open lock 4+3 = 7, search 4+2 = 6, sense motive 4-1 = 3, spot 4-1 = 3, tumble 2+3 = 5

Spells Available (save DC 11 + spell level):

0th (2/day): *daze, prestidigitation, mage hand*

Possessions: leather armor, short sword, dagger, shortbow, 10 arrows

After several campaigns with a band of mercenaries Darien has grown to become a leader of men, a brave swordsman and a skilled tactician. He has taken to giving offerings to the goddess of luck, and has adopted the heraldry of a white star above a white skull on a black field, a sign of his optimism rising above his grim experiences in war.

Darien CR 6

male human rogue 2, fighter 4

CG Size medium humanoid

Init: +3 **Senses:** Listen +3, Spot +3

Languages: common

AC: 20 (+5 armor, +3 dex, +2 shield) touch 13, flatfooted 17

HP: 28 (HD 2d6 + 4d10)

Saves: Fort: +5 Ref: +9 Will: +1

Speed: 30 ft.

Attack: long sword +8 (1d8 + 2 and 1d6 fire / 19-20 x2) or longbow +8 (1d8)

Attack Options: sneak attack, combat expertise, spring attack, whirlwind attack

Space / Reach: 5 ft. / 5 ft.

Base Attack: +5 Grapple: +6

SQ: evasion

SA: sneak attack, trapfinding

Feats: dodge, combat expertise, mobility, spring attack, weapon focus (longsword), weapon specialization (longsword), a touch of magic (sorcerer)

Abilities: Str 13 Dex 16 Con 11 Int 14 Wis 9 Cha 13

Skills: 40 pts, 12 fighter, 10 rogue - Appraise 4+2 = 6, Balance 4+3 = 7, Bluff 8+1 = 9, Climb 9+1 = 10, Diplomacy 6+1 = 7, Disable Device 4+3 = 7, Jump 7+1 = +8, Listen 4-1 = 3, Open Lock 4+3 = 7, Ride 3+2 = 5, Search 4+2 = 6, Sense Motive 4-1 = 3, Spot 4-1 = 3, Swim 3+1 = 4, Tumble 2+3 = 5

Spells Available (save DC 11 + spell level):

0th (2/day): *daze, prestidigitation, mage hand*

Possessions: +1 mithril chain shirt (2,100 gp), large steel shield enameled with skull and star device, +1 flaming long sword (command word "ixen") (8,315 gp), dagger, longbow, 20 arrows, dark green cloak of resistance +1 (1,000 gp), dark traveling clothes, backpack, bedroll, 1,585 gold coins

Durwin Yams

Durwin comes from a long line of halfling farmers and merchants. His surname is derived from the deep-rooted vegetables that his family farmed for centuries in the Central Valley. Durwin sought a life of adventure, leaving his family behind and moving on to the high mountain passes and wild forests. He currently wanders the lands between the Central Valley and the lands of Northbay, honing his archery and trading skills, and making a decent living.

He hates vermin with a passion, since they have run amok in his family's farms for years. Hence, this is both his Ranger and his Farmer favored enemy.

Durwin Yams CR 5
Male halfling ranger 3 merchant 2
TN small humanoid
Init: +4 **Senses:** Listen +5, Spot +3

Languages: halfling, common

AC: 18 (flatfooted 14, touch 15)

HP: 36 (HD (3d8)+(2d6)+5)

Saves: Fort: +5, Ref: +8, Will: +3

Speed: 30 ft.

Attack: Sword, Short +5; Shortbow +1 (Composite) +8;
(Sword, Short 1d6+2; Shortbow +1 (Composite) 1d6+1)

Space / Reach: 5 ft. / 5 ft.

Base Attack: +4 **Grapple:** +4

SQ: +1 racial bonus on all saving throws, +2 morale bonus on saving throws against fear, Archery Combat Style, Favored Enemy (Vermin) +2, Wild Empathy (Ex) +7

Feats: Armor Proficiency (Light), Combat Reflexes, Dodge, Endurance, Martial Weapon Proficiency, Rapid Shot, Shield Proficiency, Simple Weapon Proficiency, Track

Abilities: Str 15 Dex 18 Con 13 Int 13 Wis 12 Cha 14

Skills: Appraise 3; Balance 3; Bluff 4; Climb 6; Concentration 9; Craft (Untrained) 1; Diplomacy 2; Disguise 2; Escape Artist 3; Forgery 1; Gather Information 2; Handle Animal 9; Heal 3; Hide 7; Intimidate 2; Jump 9; Listen 5; Move Silently 7; Ride 14; Search 3; Sense Motive 1; Spot 3; Survival 3; Swim 0; Use Magic Device 6

Possessions: Arrow; Sword, Short; Arrow +1; Boots of Striding and Springing; Helm of Comprehending Languages and Reading Magic; Potion of Neutralize Poison; Shortbow +1 (Composite); Studded Leather

Faduardo Gantonín

Faduardo lived his living life mostly in the Phyloctæte, where, by misadvising the magistrate and maginate, he caused a lot of political problems with the other human lands. He became known for his psychotic wanderings and musings, traveling the many continents gathering reagents and challenging his contemporaries to duels. Eventually Faduardo was consumed by his obsession and became a lich, turning himself on his old friends and causing major problems for the people he served for so many years.

Born the middle child to a family of successful merchant nobles, Faduardo was both pampered by his nurses and neglected by his family. This developed a deep megalomania within him, and by puberty he was an incorrigible sociopath. A brilliant child, he was enrolled in a finishing school that included some magical training. In his lust for power he began to dabble in dark arts and

the worship of evil powers when out of sight of his tutors. He succeeded in blending these veins into a mix of wizardly study and the use of evil spirits.

After leaving school he realized the commercial potential in crafting magic items for others. It also tickled his ego that others wanted so badly the power that he had harnessed for himself that they would pay thousands of gold for what he considered flashy trinkets. Thus began a long career for him of supplying magical items to any who would pay. The proceeds of this enterprise and his own crypt raiding have allowed him to create many hidden strongholds in addition to his storefronts.

Eventually the stories of his success and riches brought jealous and greedy foes to his doorstep. After one particularly vicious campaign against him that included multiple poisonings of his meals and attacks by assassins in his sleep he became determined to find a way to overcome his newly-realized mortality. He searched tirelessly and eventually succumbed to a process by which he could live on beyond his natural born life: lichdom.



Now, many years later, he has retired from the public spotlight.

His presence is often felt, unknown, as he will often feed magical arms to both sides of a conflict, and then soar on dragon's wings above the battle, watching with glee.

The unravelling of Faduardo's story is a multi-session story arc for characters at and around level 16. To introduce him, drop clues that establishes that he was behind some of the earlier trials and tribulations that they faced: perhaps he was feeding minor villains evil magic items or providing help to them in other ways, and thereby causing strife in the region, or

he suggested to a powerful politician that the party planned an assassination.

Presented below are his statistics, including spells he might prepare if he is anticipating conflict. If attacked, typical tactics are to *dimension door* away and cast defensive spells before returning to slay his foes.

Defensive spells can include: *shield*, *shield of faith*, *magic vestment*, *fire shield*, *spell resistance*, *freedom of movement* and *anti-life shell*. If running low on offensive spells he may *polymorph* himself into a juvenile red dragon and cast *haste*, *divine power* and *aid* before engaging in melee with foes.

Faduardo Gantonín

CE male human lich wizard 3 / cleric 3 / mystic theurge 10 / crafting artificer 2

size medium undead CR 20

Init: +1 **Senses:** darkvision 60 ft.

Listen +7 **Spot** +7

Aura: 5 ft. fear aura (DC 21 will save)

AC: 21 (+5 natural armor, +1 Dex, +5 armor) or 32 (same and +4 deflection, +4 shield, +3 enhancement to armor from spells)

Damage Reduction: 15/bludgeoning and magic

HP: 114 (HD 18d12)

Saves: Fortitude: +11 Reflex: +8 Will: +27

Resistance: SR 18, turn resistance +4

Immunities: cold, electricity, polymorph, and mind-affecting attacks

MV: 30 ft.

Attack: +6 touch 1d8+5 negative energy (DC 21 fort. save for half) + paralysis

Full Attack: +6 touch 1d8+5 negative energy (DC 21 fort. save for half) + paralysis

Attack Options: paralyzing touch (DC 21 fort. Save)

Space / Reach: 5ft / 5ft

Base Attack: +6 **Grapple:** +6

Abilities: Str: 11 Dex: 13 Con: - Int: 18 (24) Wis: 19 (25) Cha: 14

Feats: Scribe Scroll, craft wand, craft arms & armor, forge ring, skill focus (concentration), craft wondrous item, spell focus (necromancy), improved spell focus (necromancy)

Skills: Concentration +31, Craft +28, Hide +9, Knowledge (arcana) +15, Knowledge (dungeoneering) +14, Knowledge (nature) +14, Knowledge (religion) +14, Knowledge (the planes) +14, Search +15, Spellcraft +28.

SA: Summon Familiar, Paralyzing Touch, +2 to overcome SR checks

SQ: Damage Reduction 15 / bludgeoning and magic, SR 18, turn resistance +4, immune to cold, electricity, polymorph, and mind-affecting attacks

Wizard Spells Prepared: (DC 17 + spell level + 2 for necromancy spells) - as 15th level caster

0th (5/day): many

1st (6/day): shield, ray of enfeeblement, reduce person, magic missile x3

2nd (6/day): mirror image, false life, blindness (DC 21), blur, invisibility, scorching ray

3rd (10/day): displacement, haste, blink, slow, dispel magic, vampiric touch x2, fireball x2, lightning bolt

4th (5/day): fire shield, dimension door, improved invisibility, black tentacles, charm monster

5th (5/day): magic jar (DC 24), dominate person, teleport, overland flight, cone of cold

6th (4/day): circle of death (DC 25), greater dispel magic, acid fog, chain lightning

7th (3/day): finger of death (DC 26), avaculate, awaken undead

8th (1/day): horrid wilting (DC 27)

Cleric Spells Prepared: (DC 17 + spell level + 2 for necromancy spells) - as 13th level cleric

0th (6/day): any

1st (7+1/day): protection vs good, divine favor, command, necrotic awareness

2nd (7+1/day): shield of faith, aid, necrotic cyst

3rd (6+1/day): magic vestment, protection from energy, necrotic bloat, clutch of orcus, sheltered vitality

4th (5+1/day): freedom of movement, divine power, necrotic domination, undead bane weapon

5th (4+1/day): slay living (DC 24), necrotic burst, summon undead v

6th (3+1/day): anti-life shell, harm, necrotic eruption

7th (3+1/day): blasphemy, destruction, energy ebb, necrotic tumor

* domain spell

Domains: Artifice, Corruption

Possessions: black robe of the archmagi (75k), wand of enervation, skullcap of intellect +6, amulet of wisdom +6, ring of wizardry III.

Fear Aura (Su): Liches are shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD in a 60-foot radius that look at the lich must succeed on a Will save or be affected as though by a fear spell from a sorcerer of the lich's level. A creature that successfully saves cannot be affected again by the same lich's aura for 24 hours.

Paralyzing Touch (Su): Any living creature a lich hits with its touch attack must succeed on a Fortitude save or be permanently paralyzed. Remove paralysis or any spell that can remove a curse can free the victim (see the *bestow curse* spell description).

The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a DC 20 Spot check or a DC 15 Heal check reveals that the victim is still alive.

Dragon Form

When polymorphed into a red dragon and enhanced with the spells listed above, his stats are changed as follows:

AC: 41 (+15 natural armor, +0 dex, -1 size+5 armor and +1 dodge, +4 deflection, +4 shield, +3 enhancement to armor from spells)

Saves: Fort: +11 Ref: +8 Will: +27

Move: 70 ft, fly 180 ft

Attack: bite +32 (2d6 + 9 and 1d8+5 negative energy (DC 21 fort. save for half) + paralysis)

Full Attack: 2 bites as above and 2 claws +27 (1d8 +4) and 2 wings +27 (1d6+4)

Abilities: Str 29 Dex 10

Gil Devine

Gil has traveled around many locations within the Republic of Esrun, often finding the need to leave the city under questionable circumstances. Luckily for her, her adventuresome spirit is always looking for a new place in which to venture, so this lifestyle suits her.

Gil is a liar and a cheat, and that's why so many men like her. She is as aggressive a person as you'll ever meet, but not always (in fact, rarely) to your benefit; unless you're on her good side, she'll leave you with a lighter purse at every encounter. And she rarely lets anyone onto her good side. It's a matter of survival, you know?

Her favorite activity is employing forgery and disguise to her benefit, but she'll settle for a good old fashioned pickpocketing anyway!

Gil Devine

CN Female Human

Medium Rogue 4

Init: +5 **Senses:** normal

Listen Spot

AC: 17 (flatfooted 17, touch 15)

HP: 19 (HD 4d6)

Saves: Fortitude: +1, Reflex: +9, Will: +3

Speed: Walk 30 ft.

Attacks: *Sword +1 (Short) +6;

Damage: *Sword +1 (Short) 1d6+3;

Face / Reach: 5 ft. / 5 ft.

Base Attack: Grapple:

Abilities: Str 14, Dex 20, Con 11, Int 11, Wis 14, Cha 12

Feats: Armor Proficiency (Light), Deceitful, Deft Hands, Nimble Fingers, Simple Weapon Proficiency

Skills: Appraise 3; Balance 14; Bluff 8; Climb 4; Concentration 0; Craft (Untrained) 0; Decipher Script 1; Diplomacy 4; Disguise 8; Escape Artist 5; Forgery 9; Gather Information 1; Heal 2; Hide 11; Intimidate 3; Jump 4; Listen 2; Move Silently 9; Ride 5; Search 1; Sense Motive 4; Sleight of Hand 16; Spot 2; Survival 2;

Swim 2; Tumble 10; Use Magic Device 5;

Special Qualities: Evasion (Ex), Sneak Attack +2d6, Trap Sense (Ex) +1, Trapfinding, Uncanny Dodge (Dex bonus to AC)

Possessions: Gloves of Dexterity +2; Leather; Sword +1 (Short);

CREATURES

Bat out of Hell

Spawned out of the fiery furnace of Hell itself, these creatures are bred solely for killing and devouring its prey. The bat out of Hell's favorite food is meatloaf, but it'll settle for any humanoid flesh. In solitary environments they are sneaky, usually swooping down and taking off with one of the group. In colonies, they are formidable foes, ambushing their prey in large, deep caverns, where their prey cannot flee to safety.

Bat out of Hell

Large Outsider (Evil, Extraplanar, Fire, Lawful)

Hit Dice: 8d8+18 (60 hp)

Initiative: +10

Speed: 30 ft. (6 squares), fly 60 ft. (12 squares)

AC: 23, touch 17, flat-footed 15

Base Attack/Grapple: +8/+10

Attack: Bite +5 melee (1d8+4)

Full Attack: Bite +5 melee (1d8+4)

Space/Reach: 10 ft./10 ft.

Special Attacks: —

Special Qualities: Blindsense 60 ft.

Saves: Fort +10, Ref +13, Will +10

Abilities: Str 19, Dex 24, Con 17, Int 2, Wis 14, Cha 6

Skills: Hide +8, Listen +16*, Move Silently +14, Spot +10*

Feats: Alertness, Stealthy, Fly-by attack, Grapple Environment: Subterranean caverns, Planes of Hell, Outer Planes

Organization: Solitary or colony (5-8)

Challenge Rating: 6

Treasure: None

Alignment: Lawful Evil

Advancement: 9-16 HD (Huge)

Level Adjustment: —

An adult bat out of Hell has a wingspan of 15-20 feet and weighs between 300 and 500 pounds.

Combat

Dire bats swoop down upon unsuspecting prey from above, often grappling them on a fly-by attack and taking them to higher ground where they can fight them one-on-one or outnumber them.

Blindsense (Ex): A bat out a Hell uses echolocation

to pinpoint creatures within 60 feet. Opponents still have total concealment against the bat unless it can actually see them.

Breath Weapon (Su): Bats out of Hell can breath fire in a 10-foot cone, once every 2d4 rounds, damage 2d6 fire, Reflex DC 13 half. The save DC is Constitution-based. On the Planes of Hell, this damage is 3d6.

Fiery Bite (Su): A bat out of Hell deals an extra 1d6 points of fire damage every time it bites an opponent, as if its bite were a flaming weapon. on the Planes of Hell, this extra fire damage is 2d6.

Skills

Bats out of Hell have a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated. On the Planes of Hell, these bonuses are +8.

Mist Elemental

Environment: Elemental Plane of Mist

Organization: Solitary

Challenge Rating: Small 1, Medium 3, Large 5, Huge 7, Greater 9, Elder 11

Treasure: None

Alignment: Usually Neutral

Advancement: 3 HD (Small), 5-7 HD (Medium), 9-15 HD (Large), 17-20 HD (Huge), 22-23 HD (Huge), 25-48 HD (Huge)

Level Adjustment: -

These creatures resulting from the ancient mixing of the elements of air and water hail from the Elemental Subplane of Mist, where they are born of the very ethereal mist itself.

Mist elementals speak Auran and Aquan, communicating freely with both air and water elementals, though they are usually not welcomed by either, seen as a half-breed by both parent species.

Mist Elemental Sizes

Elemental	Height	Weight	Mistwind Save DC	Damage	Height
Small	4 ft.	2 lb.	11	1d4	5x5 ft.
Medium	8 ft.	4 lb.	13	1d6	10x10 ft.
Large	16 ft.	8 lb.	16	1d8	15x15ft.
Huge	32 ft.	16 lb.	22	1d10	20x20 ft.
Greater	36 ft.	20 lb.	25	1d12	25x25 ft.
Elder	40 ft.	24 lb.	28	1d20	30x30 ft.

Combat

Their rapid speed makes mist elementals useful on vast battlefields or in extended aerial combat. They have also been used to create areas of fog of war on the battlefield, which is where the term originated.

Air Mastery (Ex): Airborne creatures take a -1 penalty on attack and damage rolls against a mist elemental.

Mistwind (Su): The elemental can transform itself into a mistwind once every 10 minutes and remain in that form for up to 1 round for every 2 HD it has. In this form, the elemental shifts between being incorporeal as the mist and corporeal and moves at its normal speed.

The mistwind is amorphous yet contained in a up to 30'x30'x30' cube, depending on the elemental's size. The elemental controls the exact size, but it must be at least 5 feet wide, high, and deep.

The elemental's movement while in mistwind form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the mistwind if it touches or enters the mistwind, or if the elemental moves into or through the creature's space.

Non-elemental creatures might take damage when caught in the mistwind. An affected creature must succeed on a Reflex save when it comes into contact with the mistwind or take the indicated damage. It must also succeed on a Will save or be blinded while within the mistwind, automatically taking the indicated damage each round. A creature that wishes to leave the mistwind is allowed a Reflex save each round to escape the mistwind. The creature remains blinded and takes damage but can leave if the save is successful. Once the creature leaves the mistwind it regains its vision. The DC for saves against the mistwind's perceptive effects varies with the elemental's size (see the table). The save DC is Wisdom based.

Creatures caught in the mistwind can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell and if blinded cannot cast spells which require them to see their targets. If they are not blinded they have a 50% chance of not seeing their targets. Creatures caught in the mistwind take a -2 penalty to Dexterity and a -4 penalty on attack rolls. The elemental can have only as many creatures trapped inside the mistwind at one time as will fit inside the mistwind's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the mistwind happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the mistwind's base touches the ground, the ground is also obfuscated. This cloud is centered on the elemental and has a diameter equal to the mistwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in mistwind form cannot make slam attacks and does not threaten the area around it.

	Mist Elemental, Small	Mist Elemental, Medium	Mist Elemental, Large	Mist Elemental, Huge	Mist Elemental, Greater	Mist Elemental, Elder
Size/Type:	Small Elemental (Mist, Extraplanar)	Medium Elemental (Mist, Extraplanar)	Large Elemental (Mist, Extraplanar)	Huge Elemental (Mist, Extraplanar)	Huge Elemental (Mist, Extraplanar)	Huge Elemental (Mist, Extraplanar)
Hit Dice:	2d8+1 (10 hp)	4d8+12 (30 hp)	8d8+32 (68 hp)	16d8+80 (152 hp)	21d8+105 (199 hp)	24d8+120 (228 hp)
Initiative:	+7	+9	+11	+13	+14	+15
Speed:	Fly 100 ft. (perfect) (20 squares)	Fly 100 ft. (perfect) (20 squares)	Fly 100 ft. (perfect) (20 squares)	Fly 100 ft. (perfect) (20 squares)	Fly 100 ft. (perfect) (20 squares)	Fly 100 ft. (perfect) (20 squares)
Armor Class:	17 (+1 size, +3 Dex, +3 natural), touch 14, flat- footed 14	18 (+5 Dex, +3 natural), touch 15, flat- footed 13	20 (-1 size, +7 Dex, +4 natural), touch 16, flat- footed 13	21 (-2 size, +9 Dex, +4 natural), touch 17, flat- footed 12	26 (-2 size, +10 Dex, +8 natural), touch 18, flat- footed 16	27 (-2 size, +11 Dex, +8 natural), touch 19, flat- footed 16
Base Attack / Grapple:	+1/-3	+3/+4	+6/+12	+12/+24	+15/+28	+18/+32
Attack:	Slam +5 melee (1d4)	Slam +8 melee (1d6+1)	Slam +12 melee (2d6+2)	Slam +19 melee (2d8+4)	Slam +23 melee (2d8+5)	Slam +27 melee (2d8+6)
Full Attack:	Slam +5 melee (1d4)	Slam +8 melee (1d6+1)	2 slams +12 melee (2d6+2)	2 slams +19 melee (2d8+4)	2 slams +23 melee (2d8+5)	2 slams +27 melee (2d8+6)
Space / Reach:	5 ft./5 ft.	5 ft./5 ft.	10 ft./10 ft.	15 ft./15 ft.	15 ft./15 ft.	15 ft./15 ft.
Special Attacks:	Mist mastery, whirlwind	Mist mastery, whirlwind	Mist mastery, whirlwind	Mist mastery, whirlwind	Mist mastery, whirlwind	Mist mastery, whirlwind
Special Qualities:	Darkvision 60 ft., elemental traits	Darkvision 60 ft., elemental traits	Damage reduction 5/-, darkvision 60 ft., elemental traits	Damage reduction 5/-, darkvision 60 ft., elemental traits	Damage reduction 10/-, darkvision 60 ft., elemental traits	Damage reduction 10/-, darkvision 60 ft., elemental traits
Saves:	Fort +1, Ref +6, Will +0	Fort +4, Ref +9, Will +1	Fort +6, Ref +13, Will +2	Fort +10, Ref +19, Will +5	Fort +12, Ref +22, Will +9	Fort +13, Ref +25, Will +10
Abilities:	Str 10, Dex 17, Con 12, Int 4, Wis 11, Cha 11	Str 12, Dex 21, Con 16, Int 4, Wis 11, Cha 11	Str 14, Dex 25, Con 18, Int 6, Wis 11, Cha 11	Str 18, Dex 29, Con 20, Int 6, Wis 11, Cha 11	Str 20, Dex 31, Con 20, Int 8, Wis 11, Cha 11	Str 22, Dex 33, Con 20, Int 10, Wis 11, Cha 11
Skills:	Listen +2, Spot +3	Listen +3, Spot +4	Listen +5, Spot +6	Listen +11, Spot +12	Listen +14, Spot +14	Listen +29, Spot +29
Feats:	Flyby Attack, Improved InitiativeB, Weapon Finesse B	Dodge, Flyby Attack, Improved InitiativeB, Weapon FinesseB	Combat Reflexes, Dodge, Flyby Attack, Improved InitiativeB, Weapon FinesseB	Alertness, Combat Reflexes, Dodge, Flyby Attack, Improved InitiativeB, Mobility, Spring Attack, Weapon FinesseB	Alertness, Blind- Fight, Combat Reflexes, Flyby Attack, Improved InitiativeB, Iron Will, Mobility, Power Attack, Spring Attack, Weapon FinesseB	Alertness, Blind- Fight, Cleave, Combat Reflexes, Flyby Attack, Improved InitiativeB, Iron Will, Mobility, Power Attack, Spring Attack, Weapon FinesseB

Plague Dog

Plague dogs are canines that carry a plague (see Variant Rules section) that afflicts humanoids.

These dogs are surprising nimble for as sickly as they look, with tufts of fur stripped, visible scars, and a foamy gleam in their eyes and maws. Though their mouths don't seem to close comfortably, there is no comfort that they will likely close around nearby flesh. Only the most aggressive breeds become proper plague dogs; their temper is only tempered by their desperation.



Plague Dog CR 3

Medium Magical Beast

Alignment: Usually lawful good

Environment: Bogs, marshes, dark city alleys

Organization: Solitary or pack (10-20)

Initiative: +3

Senses: Darkvision 60', low-light vision, scent

Armor Class: 16 (+3 Dex, +3 natural), touch 13, flat-footed 13

Hit Dice: 5d10 (30hp)

Saves: Fort +5, Ref +7, Will +5

Speed: 40 ft. (8 squares)

Attack: Bite +6 melee (1d6)

Full Attack: Bite +6 melee (1d6)

Space/Reach: 5 ft./5 ft.

Base Attack/Grapple: +5/+5

Feats: Iron Will, Run, Track, Blind-fighting

Special Qualities: Darkvision 60 ft., plague-carrying, low-light vision, scent

Abilities: Str 12, Dex 17, Con 10, Int 10, Wis 13, Cha 11

Skills: Hide +4, Listen +6, Sense Motive +3, Spot +5, Survival +5

Treasure: None

Advancement: 5-7 HD (Medium); 8-12 HD (Large)

Level Adjustment: +2 (cohort)

Combat

Plague dogs often hunt in packs, surrounding their prey, allowing some of them to take advantage of flanking and delivering their plague through their diseased maws. However, some are loners that roam the dark alleys of cities.

Plague (Su): Plague dogs carry plaguelets in their saliva, tiny creatures that eat through the flesh of humanoids.

Plague Offal/Dung (Su): The dung of plague dogs also carries plaguelets. Any creature coming in contact with plague dog dung must make a Fortitude save or contract the plague.

Skills

A plague dog has a +4 racial bonus on Survival checks when tracking by scent.

Zugtmoy's Gift

Found at the top of the Black Spike in the Temple of All-Consumption, this huge fungus provides quite a worthy challenge to all but the most powerful parties.

Advanced Violet Fungus CR 11

Neutral Evil Huge Plant

Initiative: -3

Armor Class: touch 5, flat-footed 25

HP: 238 (HD: 20d8+140)

Saves: Fort +19, Ref +3, Will +6

Speed: 10 ft. (2 squares)

Attack: Tentacle +25 melee (1d6+10 plus poison)

Full Attack: 4 tentacles +25 melee (1d6+10 plus poison)

Space/Reach: 15 ft./20 ft.

Base Attack/Grapple: +15 / +33

Special Attacks: Poison

Special Qualities: Low-light vision, plant traits

Abilities: Str 30, Dex 4, Con 24, Int 0, Wis 11, Cha 9

Environment: Underground

Organization: Solitary

Treasure: None

Combat

A violet fungus flails about with its tentacles at living creatures that come within its reach.

Poison (Ex) Injury, Fortitude DC 27, initial and secondary damage 1d8 Str and 1d8 Con. The save DC is Constitution-based.

MAGIC ITEMS

Discus of Annihilation

This metallic disc soars up to 120 feet away, striking targets for 3d8 dmg and returning to the wielder's hand. Unfortunately, it has a limited number of strikes (usually around 10 charges) before it annihilates itself. Without specific training, it is difficult hard to be accurate with the discus. Wielders are required to have martial or exotic proficiencies to avoid penalties.

Variants that do not annihilate themselves include a sonic disc (1d8+1d6 sonic damage), flame disc (1d8+1d6 fire damage), holy discus (1d8+1d6 holy damage), etc, etc.

Craft Magic Arms, *return to sender*; *permanency*; Cost 12,000 gp. The only magic given off by the standard version is the *return to sender* spell. Alternate versions also give off the enchantments that provide each bonus.

Hellskin Tunic

These shirts are made from the hides of slain fiends. As such, their appearance varies depending on what type of demon or devil originally wore the hide: some are scaly, some smooth and barbed, some blue-white as ice, and some fiery red.

Those who wear these specially-treated shirts find that they help resist the points of weapons and the tearing of teeth and claws. While worn they confer a natural armor bonus of +2.

Minor abjuration; caster level 3, Craft Wondrous Item, *magic vestment*, *barkskin* or *mage armor*; 8,000 gp.

LEGENDS, SEEDS AND HOOKS

Divine Liberation

I'd like to dedicate today's post to E. Gary Gyax, who has passed away this month. Gary's adventures surrounding Tharizdun were a major inspiration for this idea, and so it seems appropriate to dedicate it to him. Of course, this small thing is nothing compared to the joy and inspiration I have received because of him and his work. I write this in the spirit of sending thanks and help to those who are no longer in this world.

This campaign plot line turns a common thread around.

Generally, an imprisoned deity is an antagonist that the PC heroes are trying to keep locked up. In this reversal of the story, a benevolent deity that the PCs worship or care about has been imprisoned.

This could be a long story arcing over a campaign, or a shorter story for higher level characters.

If used for a long campaign, the imprisoned deity may

have been trapped long ago, and now some prophecy or omen has involved the PCs with its release.

If a short story, the deity may have just been recently tricked or put upon by another, malevolent or jealous deity, and the PCs must help the god overcome its tribulations. The part they play may be a minor, but pivotal part in a larger effort.

LOCATIONS

The Elemental Subplane of Mist

The Elemental Subplane of Mist is a subplane where the Elemental Planes of Air and Water intersect. A Great Mist hangs suspended at the very center of the plane, its misty tendrils passing out in all directions all the way to the edge of the plane. It is said that great beings travel the misty tunnels of vapor. Outside the Great Mist, the plane has a calm breeze, which suspends creatures and objects, moving them in a clockwise manner around the exterior of the Great Mist.

The Elemental Subplane of Mist is home to mist elementals, the deep mist dragon, and the gods of obfuscation and warnings. At the edges of the plane are coastal waters which lead nowhere in particular, yet provide the moisture for the Great Mist.

This subplane has the following traits:

- Light winds which keep creatures and objects suspended above a non-extant ground (outside the Great Mist).
- Heavy, moist air (inside the Great Mist).
- Air-dominant, with room for water creatures to thrive.
- Enhanced magic (for the Air and Water domains).
- Impeded magic (for the Earth and Fire domains).

Lands and Peoples of Northeast Soralia

This post is the first in an series of posts detailing **Soralia**, a continent you can use as part of your campaign world. This first description provides a broad overview of the northeastern portion of Soralia.

Climate

The northern kingdoms are warmer than their latitude is generally, due to a major warm current that flows north into the Soral Sea, past the northeastern shores of the Princedoms of Ogham, and then west along the northern shore of the Soral Sea. This warm current results in heavy mists and fogs along the coasts of the so-called Pirate Kingdoms that stretch from the eastern edge of the peninsula to the halfling lands in the wide river basin that dominates the central portion of this region.

The dwarvish lands are high and cold, set in the sprawling Dunheng Mountain chain that shields the eastern lands from the cold north western winds. The gnomish lands are a temperate and fertile land of hills and rivers which flow down from the dwarvish lands. The lands east of there with their small human kingdoms are warmer still in the southern reaches where the warm current runs strong. In the norther reaches they become more temperate as the lands rises slightly towards the arctic barrier mountains. These lands are drier and less fertile than the gnomish lands to the east.

Lands and Peoples

As one travels from west to east from the Fridon kingdoms along the north shore of the Soral Sea, one encounters first dwarvish and then gnomeish lands, followed by a stretch of heavily wooded wilderness, and several small human kingdoms.

Dwarven Kingdoms: Two large and several small sovereign dwarven kingdoms claim the Dunheng Mountains and the surrounding land as theirs. Fairly isolate and xenophobic, these dwarven kingdoms have long-running feuds that occasionally break out into brief wars. Smaller kingdoms will be on one side or another as events change over the years.

These dwarves have some commerce with the underdark, primarily with deep dwarves and undergnomes. Other commerce is with occasional Fridon traders from the west and gnomes to the east, and through them, the warm human Pirate Kingdoms. Many young dwarves from these lands hire themselves out as small companies of mercenaries to the gnomes, halflings, and humans to the east.

Gnomish Lands: These lands are primarily gnomish city-states ruled by family clan councils. The population includes a smattering of halflings, dwarves, humans and the occasional elf. Their economies are primarily agrarian. For defense, the ruling councils use mercenary troops sparingly and wisely to defend against human raiders from the east. As their lands are not rich in precious metals, they tend to be at peace with the dwarven kingdoms of the Dunheng Mountains to their west.

The gnomes that live here tend to be practical, stoic folk, well used to defending themselves from the human bandits that spill out of the Pirate Kingdoms. To their north in the tail of the arctic barrier mountains tribes of Ice Kobolds and the Naahaago mountain goat people occupy the last habitable stretch of land before the tundras and arctic wastes. Mixed among them in the rolling foothills west of the river basin are several small halfling, elven and human communities.

Pirate Kingdoms: Collectively known as the Pirate Kingdoms, these are small and factious kingdoms that stretch out across the end of the northern Soralic peninsula. On the whole, they tend to be somewhat poor and rather chaotic. Due to the laxness of laws in this

region, they are a haven for pirates for which they are known.

One kingdom is ruled by the famous Mad King of Pitosala, a small state in the Pirate Kingdoms. Cursed with a split personality, his fits and shrewdness are famous. His main personality is an Aristocrat 10, regal and charismatic, and his next dominant personality is Wizard 10, shrewd, cruel and scheming, with a third personality which is a babbling mix of voices....

The humans here tend to view dwarves with a bit of distrust, as their main contact with them is as mercenaries.

Ice Kobolds: These Kobolds have a blue-white color to their scales and a natural resistance to the cold (cold subtype: cold immunity). They worship the white dragons that live on the arctic shelf and throughout the barrier mountains. There is enmity between them and the beast-men that share these mountains, but they do not tend to make war on each other. They come into frequent conflict with the gnomes and to a lesser extent with the dwarves that live in the Dunheng Mountains to the southwest of them.

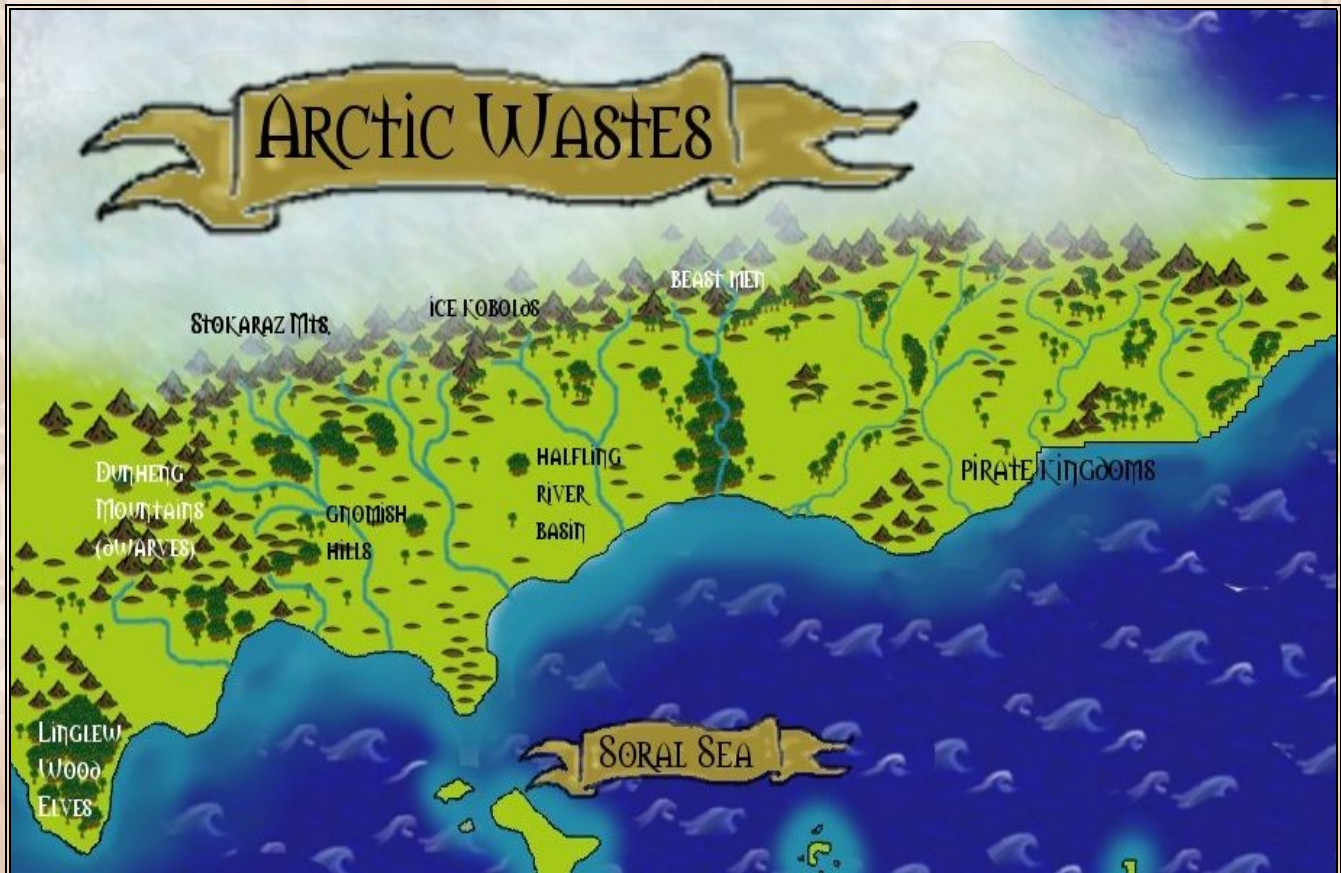
Their king is a fighter 5, sorcerer 8, dragon disciple 5. Also of note among them is a powerful sorcerer, who builds fantastic constructs for use as war machines, some in the aspect of the dragons they worship. He often must work with other magic-users to complete these constructs, but has the support of the king and good access to the resources he needs.

Beast Men (Na'ah-aogo): Known as beast-men by their human neighbors, but calling themselves the Naahaago, these creatures dwell in the barrier mountains north at the headwaters of the river that flows through the wild woods separating the gnomes and humans. They are thought of as dangerous savages by the humans south of them, and have fought settlers and raiders from the human kingdoms. They are organized into small family units and are primarily nomadic gatherers.

They have the aspect of men with the head and hind legs of a goat, with a thick pelt of fur across their entire bodies, giving them good resistance to cold weather. They receive a +4 racial bonus to jump, climb and balance checks and are well suited to the mountain terrain in which they live. They receive a +1 racial adjustment to dex and con and a -2 adjustment to intelligence and -1 to charisma. Their favored class is ranger, but scouts, druids and barbarians are common among them. Their society tends to be neutral and slightly chaotic as do individuals. They fight with longbows and spears, though their warriors favor many weapons such as greataxes, greatswords and longspears.

Rumors and Information

Rumors and information which can be determined with the corresponding Knowledge (local) or Bardic Knowledge check will follow in future issues of Claw/Claw/Bite. Keep listening for them!



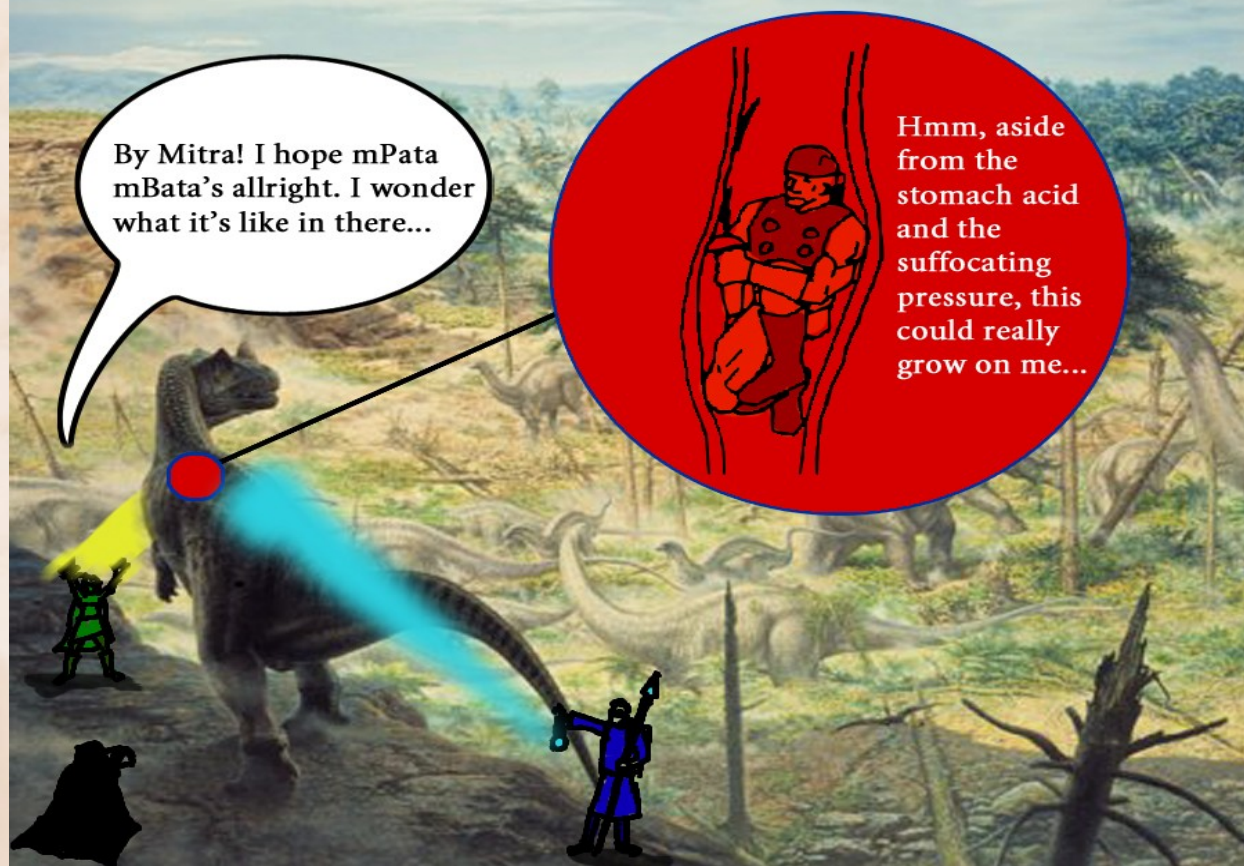
Map of Northeast Soralia

Comic: Atavistic Onslaught

Enjoy the third installment of the new classic comic by D. Heat!

Atavistic Onslaught by D. Heat

On the Peninsula of Aversion....





Claw/Claw/Bite is a resource for storytellers and gamemasters to help create thrilling worlds of adventure for your players to test their mettle in. In each issue, you'll find new characters, creatures, magic items, encounters, and locations for use in your campaigns. We also include little nuggets that will enrich your world with interesting details and intriguing features.

Our goal is to be a "one-stop shop" for you, the gamemaster. With little or no tweaking on your part, you will be able to drop any game element from Claw/Claw/Bite into your adventure setting and run it how you see fit. All of our creations are designed for d20 fantasy rules. And of course, everything is carefully reviewed and balanced to fit into your game without disrupting your play balance or your precious bodily fluids.

This issue of Claw/Claw/Bite includes:

- Two variant rules: Passion and Plague
- Three new feats, including Passionate Leader
- Two new classes: Rogue Caster and Merchant
- Five new spells including Crippling and Withering Grasp
- Two new race and cultures, including the Goduanil Elves
- Five new characters, including a half-human, half-dragon lich
- Four new creatures, including the Mist Elemental
- Two new magic items, including the Discus of Annihilation
- A story seed inspired by E. Gary Gygax
- Two locations, including the Elemental Subplane of Mist
- And a comic: Atavistic Onslaught #3



CLAW/CLAW/BITE



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CREDITS

Thanks for reading this issue of CCB – Claw/Claw/Bite #13 by S.D. Hilderbrand (Howlingmime) and Adam A. Thompson (Priest of Doom), featuring *Atavistic Onslaught* by D.Heat and *The Sorrow of Ard Shurel* by Treefrog and *Burden of Woe* by Rakehell and *Share Pain* by Bret Fredricks.

Cover and layout by S.D. Hilderbrand.

INTRODUCTION

Hail and well met, fellow role-players! Welcome to Claw/Claw/Bite, a resource for storytellers and gamemasters to create thrilling worlds of adventure for your players to test their mettle in. Every day or two, on our website, we post an article containing at least one new character, creature, magic item, encounter, spell or area description for use in your campaigns. We also include little nuggets that will enrich your campaign setting with cool details and intriguing features. These articles and others like them are routinely posted at **clawclawbite.com** as blog posts, many of which are collected in these monthly issues.

Our goal is to be a one-stop shop for you, the storyteller. All of our creations are designed for d20 3.5 rules. Many of the game elements that you see in this periodical will find their way into modules published by Unicorn Rampant, which will be available on our sites: **www.unicornrampant.com** and **clawclawbite.com**, as well as at **rpgnow.com**.

So welcome to our world of strange and wonderful things, traveler. Bizarre treasures, cunning adversaries, powerful adventurers, and mystic realms are waiting for you. This issue is devoted largely to spells and magic items, serving as a minor compendium of magic available later this summer from Unicorn Rampant.

Enjoy your stay, and try to learn some magic while you're here!

If you would like to contribute content for **CCB**, or act as a local distributor of a small number of printed copies, make a DC 15 will save and then drop us a line at **ccb@unicornrampant.com**.



FEATS AND SKILLS

Coordinated Attack

Prerequisite: either sneak attack +1d6 or Intelligence and Wisdom 13.

Benefit: This feat allows two or more characters who have this feat to coordinate their attacks. To use this feat, all characters who wish to coordinate their attacks must delay their actions until the last character in the coordinated attack. Then, for each melee attack that any of the characters are successful in landing, the characters can choose to deal a single temporary point of damage each to either strength or constitution.

Inspire Truth

A bard of 5th level or higher with 8 or more ranks in a Perform skill can use music or poetics to create an effect similar to *zone of truth* for all those in range of the song. The song or poetics must continue for the effect to continue, requiring the concentration of the bard playing the song or reciting the poem. The bard playing the song is not affected, and other bards who recognize this song receive a +5 bonus on their Will saves to ignore the effect.

SPELLS AND DOMAINS

Anti-Magic Missile

Anti-Magic [Force]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: Up to five creatures, no two of which can be more than 15 ft. apart

Duration: Instantaneous

Saving Throw:

Non-magic targets: Reflex None

Magic targets: None

Spell Resistance: No

Anti-magic missile operates like *magic missile*, but the bolts radiate anti-magic and can be used to damage magical beings (and beings who wield significant magic, such as sorcerers and wizards). The bolts also affect normal creatures, as would normal bolts.

A missile of anti-magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage.

The missile strikes magical targets unerringly, even if the target is in melee combat or has less than total cover or total concealment. Specific parts of a creature can't be

singled out. Inanimate objects are not damaged by the spell. Non-magical creatures may make a Reflex save to avoid all damage.

For every two caster levels beyond 1st, you gain an additional missile—two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage.

In addition, if the target currently concentrating on maintaining or casting a spell must make a concentration check +5 or the spell is dispelled.

Burden of Woe

"Heavy as the granite from deep within the earth
Levity stolen and devoid of any mirth.
Thy sword is dull, thy shield is heavy,
For every step a toll is levied.
And this is how thou shalt know
the heaviness of the Burden of Woe."

Burden of Woe

Transmutation

Bar 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

Range: Close (25ft. + 5ft./2 levels)

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: No

You utter an incantation that instantly transmutes non-living matter into dull, stone versions of themselves.

Clothing, worn or carried objects, armor, shields, and weapons wielded by the target must succeed on a Will save or be transformed to rigid, ultra-dense stone versions of themselves. The stone is so heavy that the target cannot move as quickly and is encumbered. She takes a -2 penalty on attack rolls, AC, and Reflex saves and moves at the speed someone of her class/type would move when carrying a heavy load.

Make one saving throw for all the mundane items worn or carried, including clothes. Make a separate roll for armor and add a +4 bonus if the armor is magical. Make a separate roll for shields and add a +4 bonus if the shield is magical. Make a separate roll for weapons and add a +4 bonus if the weapons are magical. Every category of item uses the target's Will modifier. If even one category fails their save, the target is encumbered and suffers the penalties listed above.

Any category of item that fails the saving throw instantly becomes a useless stone version of itself (and is no longer considered masterwork or magical if it had those properties) until a *break enchantment*, *stone to flesh*, *limited wish*, or *wish* spell is cast upon it.

The target can spend the appropriate time removing the affected item(s). Armor and shields follow the rules for removing armor listed in the Player's Handbook. Once all the affected items are removed, the target is no longer encumbered and no longer suffers the penalties listed above.

If the target was flying when affected, they immediately begin to fall. If the target was swimming, they begin to drown unless they can breathe underwater.

This is an instantaneous effect that is not subject to spell resistance.

Darkmist

Necromancy

Wiz/Sor 4

Components: V,S

Casting Time: 1 standard action

Range: Short

Duration: 1 round per level of the caster

Effect: 20' diameter cloud

Saving Throw: Reflex to avoid damage, Fortitude to avoid unconsciousness

This spell creates a 20' diameter black cloud, which can be moved by concentration at 30' per round. It will, unless the caster concentrates, envelop the nearest living organism that has blood and start bleeding it, inflicting 2d6hp per round to all within. Also, the victims must succeed at a Fortitude save or be made unconscious by the spell. After inflicting 30 points of damage, the darkmist cloud dissipates.

Foe's Shade

Illusion (Shadow)

Level: Darkness 8, Sorcerer / Wizard 8

Components: V, S

Casting Time: 1 standard action

Range: Short (25 ft + 5 ft / 2 levels)

Effect: One quasi-real illusionary foe shade

Duration: 1 rd. / 3 levels

Saving Throw: Will disbelief (if interacted with); varies; see text

Spell Resistance: Yes

You use material from the Plane of Shadow to shape quasi-real illusionary copy of your opponent. This shadow foe then attempts to slay the creature that it is a copy of, acting immediately much like a summoned monster.

The foe is actually one-half (50%) as strong as the original creature, though creatures who believe the shadow conjurations to be real are affected by them at full strength.

Any creature that interacts with the foe can make a Will save to recognize its true nature.

A foe's shade has one-half the hit points of its original at the time of creation. It deals normal damage and has identical abilities and weaknesses to the creature it is a

copy of at the time of casting, including prepared spells and equipment. Against a creature that recognizes it as a shadow creature, however, the foe shade's damage is one-half (50%) normal, and all special abilities that do not deal damage are only 50% likely to work. (Roll for each use and each affected character separately.) Furthermore, the shadow creature's AC bonuses are one-half as large.

A creature that succeeds on its save sees the foe shade as a transparent image superimposed on a vague, shadowy form.

Objects automatically succeed on their Will saves against this spell.

Creatures whose spell resistance is not overcome can not be affected by the foe shade.

Ray of Befuddlement

Necromancy

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes

A coruscating ray springs from your hand. You must succeed on a ranged touch attack to strike a target. The subject takes a penalty to Intelligence equal to 1d6+1 per two caster levels (maximum 1d6+5). The subject's Intelligence score cannot drop below 1.

Ray of Enfumblement

Necromancy

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes

A coruscating ray springs from your hand. You must succeed on a ranged touch attack to strike a target. The subject takes a penalty to Dexterity equal to 1d6+1 per two caster levels (maximum 1d6+5). The subject's Dexterity score cannot drop below 1.

Share Pain

Abjuration

Cleric Level 3

Components: V, S, DF

Casting Time: Special

Range: Close (25 ft + 5ft / 2 levels)

Effect: special
Duration: 1 round/level
Saving Throw: none
Spell Resistance: No

This spell creates a link between you and the target summoned creature. One half of all hit point damage dealt to you is instead transferred to the target. Forms of harm that do not involve hit points, such as charm effects, temporary ability damage, level draining, and death effects, are not affected. If you suffer a reduction of hit points from a lowered Constitution score, the reduction is not split with the summoned creature because it is not hit point damage. If your summoned creature dies, the summoning spell ends, or the target summon is removed from your plane of existence the spell ends. When the spell ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned.

You can cast this spell as a move action as part of a summoning/calling spell. If you cast this spell on a creature that has already been summoned it is a standard action.

Sound Domain

Gods: Jimi, Spector, Ulrich

Domain Powers: +2 on all skill checks that involve music or speech.

Domain Spells:

0th: Ghost Sound

1st: Command: One subject obeys selected command for 1 round.

2nd: Enthrall: Captivates all within 100 ft. + 10 ft./level.

Resist Energy, Sound: Ignores 10 (or more) points of damage/attack from specified energy type.

Silence: Negates sound in 20-ft. Radius.

Sound Burst: Deals 1d8 sonic damage to subjects; may stun them.

3rd: Deafness: Makes subject deafened.

Protection from Sound: Absorb 12 points/level of damage from sound energy.

Remove Deafness: Cures normal or magical conditions.

4th: Sending: Delivers short message anywhere, instantly.

Wall of Sound: Creates a wall of sound.

5th: Symbol of Noise M: Triggered rune wracks nearby creatures with sonic pain.

6th: Greater Shout

7th: Power Word Blind

8th: Power Word Stun

9th: Power Word Kill

Symbol of Withering

Necromancy

Level: Clr 7, Sor/Wiz 7

Components: V, S, M

Casting Time: 10 minutes

Range: 0 ft.; see text

Effect: One symbol

Duration: See text

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell affects the target as Wither Limb. If the target crosses a threshold warded with this Glyph, their leg will be withered. If they touch the warded item, the limb used to touch it is withered. If the rune is triggered by reading, the limb withered should be determined randomly.

This spell permanently withers the touched limb. Upon triggering the Symbol, the affected limb is crippled and useless and the victim suffers 2d6 points of damage. Depending on what limb is withered, this spell has different effects.

Crippling a leg causes the opponent to fall down unless they make a DC 15 balance check, and halves their land speed. Furthermore, moving on only one leg requires a DC 10 balance check.

Crippling an arm, tentacle, or other grasping limb causes anything held with that arm to be dropped, and prevents its use. Full-body strength checks suffer a -4 penalty, as do grapple checks.

Crippling a wing prevents flight and causes an airborne creature to fall from the sky.

As this spell instantaneously destroys use of the limb, *heal*, *restoration*, *regeneration*, or similarly powerful healing magic of at least 5th level must be used to restore use of the crippled limb.

In other ways, this spell operates the same as other Symbol spells.

Unlike symbol of death, symbol of withering has no hit point limit; once triggered, a symbol of weakness simply remains active for 10 minutes per caster level.

Undetectability

Undetectability

Enchantment

Level: Rogue Caster 5

Components: S, M

Target: You or creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless) or Yes (harmless, object)

The creature or object touched becomes completely undetectable, vanishing from sight, sound, and smell. If the recipient is a creature carrying gear, that is similarly enchanted. Affected creatures remain undetected to all others, including the caster.

However, items dropped or put down by an undetectable creature become visible, give off sounds

or smells again. Also, items picked up do not become undetectable if tucked into the clothing or pouches worn by the creature. The exception is placing items into a bag of holding or other item that makes them undetectable for reasons other than the spell.

Walking into a wall or otherwise making a sound, smell, or visual change to the environment outside of normal footprints or breathing produce noises, smells, and sights which are detectable. Attacking or casting a spell does not make the creature detectable, though it can make noises that seem to emanate from the location of the creature. It is wise for creatures affected by *undetectability* to either keep moving or to simply stand still for the duration of the spell.

As such, as long as the undetectable creature does not attack, cast a spell, or otherwise interact vigorously with its environment, this spell prevents detection not only from normal sight, but also blindsight, blindsense, tremorsense, echolocation, scent and any other senses that rely on sight, sound, smell, or tactile vibration.

Spells which require the creature to be targeted by the caster cannot affect an undetectable creature. *Undetectability* cannot be detected by *detect magic*.

Undetectability can be made permanent (on objects only) with a *permanency* spell.

Arcane Material Components: An eyepatch, a glass jar, and a conch.

Vitriolic Blast

The goblin adepts and sorcerers of Lord Fevul's armies have passed knowledge of this spell down through the generations. It allows the caster to evoke cones of burning acid with which they spray their enemies. In battle, echelons of them will advance into the ranks of their foes, spraying deadly acid, and decimating their opponents.

Minor Vitriolic Blast

Evocation [Acid]

Level: Adept 3, Sor/Wiz 2

Components: V, S, F

Casting Time: 1 standard action

Range: 10 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

This spell creates a cone-shaped spray of acid that originates at the caster's rod or staff and extends outwards.

The cone is 10 ft long and deals 1d6 points of acid damage per caster level, up to a maximum of 5d6 points of damage. A reflex save is allowed for half damage.

Any creature that failed its reflex save takes 1d6 points of acid damage on the subsequent round. There is no save against this damage, although application of large

quantities of water or oil before the round has passed can prevent further damage.

Arcane Focus

The focus for this spell is any staff or rod that has been anointed with special oils costing 10 gold.

Vitriolic Blast

Evocation [Acid]

Level: Adept 5, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

This spell creates a cone-shaped spray of acid that originates at the caster's rod or staff and extends outwards.

The cone is 30 ft long and deals 1d6 points of acid damage per caster level, up to a maximum of 10d6 points of damage. A reflex save is allowed for half damage.

Any creature that failed its reflex save takes 3d6 points of acid damage on the subsequent round. There is no save against this damage, although application of large quantities of water or oil before the round has passed can prevent further damage.

Arcane Focus

The focus for this spell is any staff or rod that has been anointed with special oils costing 50 gold.

Major Vitriolic Blast

Evocation [Acid]

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

Range: 45 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

This spell creates a cone-shaped spray of acid that originates at the caster's rod or staff and extends outwards.

The cone is 45 ft long and deals 1d6 points of acid damage per caster level, up to a maximum of 20d6 points of damage. A reflex save is allowed for half damage.

Any creature that failed its reflex save takes 5d6 points of acid damage on the subsequent round. There is no save against this damage, although application of large quantities of water or oil before the round has

passed can prevent further damage.

Arcane Focus

The focus for this spell is any staff or rod that has been anointed with special oils costing 200 gold.

Wave (goodbye)

Evocation [Water]

Level: sorcerer / wizard 3, water 2

Components: V, S, M

Casting Time: 1 standard action

Range: 20 ft.

Area: Cone-shaped wave

Duration: Instantaneous

Saving Throw: none (see below)

Spell Resistance: Yes

This spell unleashes a powerful cone-shaped wave of water that pushes foes away from the caster.

All caught in the wave must succeed on a strength check equal to 10 + caster level + intelligence, charisma, or wisdom bonus (as appropriate to the caster's class). Targets are pushed back 5 feet for every 5 points they fail their strength checks by.

Material component: some water from the sea.

Zone of Deceit

Enchantment (Compulsion) [Mind-Affecting, Chaos]

Level: Bard 2, Cleric 2, Rogue Caster 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius emanation

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

Creatures within the emanation area (or those who enter it) must speak any and every deliberate and intentional lies that they can in response to the conversation at hand. Each potentially affected creature is allowed a save to avoid the effects when the spell is cast or when the creature first enters the emanation area. Affected creatures are aware of this enchantment. Therefore, they may avoid answering questions to which they would normally respond with the truth, or they may be evasive as long as they remain outside the boundaries of the truth. Creatures who leave the area are free to speak as they choose.

This spell is often used by evil clerics, rogues, bards, and others who consider themselves above or below the law.

CREATURES

Birdswarm CR 2

Hundreds of birds of all types gather in a cloud above.

Neutral Tiny Animal (Swarm)

Initiative: +1

Senses: Listen +6, Spot +9

AC: 13 (+2 size, +1 Dex)

HP: 12 (HD 3d8)

Fort: +3 **Ref:** +4 **Will:** +2

Speed: 10 ft, Fly 60 ft (average)

Attack: swarm (1d4)

Space / Reach: 10 ft. / 0 ft.

SA: Distraction

Feats: Fly-by Attack, Alertness

Abilities Str 1 Dex 13 Con 10 Int 2 Wis 14 Cha 6

Detailed Special Ability or Attacks (type): description.

Distraction (Ex): Any living creature that begins its turn with a swarm in its square must succeed on a DC 12 Fortitude save or be confused for 1 round. The save DC is Constitution-based.

Fly-by-attack (Ex): A birdswarm can attack prey and keep moving in the same round.

Strategies and Tactics

A birdswarm does not always act as a coherent unit. Many birds will attack, while others will simply squawk at their prey. They are treacherous in that they are so unpredictable, often going from harmless to harmful in a single round. Because of this, unless characters watch them closely, birdswarms will often surprise them when they attack.

Sample Encounter

This group of birds have been motivated by whatever adversary the party faces, some foul spirit, to follow the party, and eventually attack. Alternatively, a swarm might become aggressive during mating



season, or while protecting a group of nests.

The Eyes of the Woods (EL 2): Traveling through a menacing wood, flocks of birds slowly accumulate in the trees. The screeching birds suddenly take flight and attack in a thick cloud of feathers and pecking beaks.

Ecology Birds are typically omnivores, hunting anything smaller than them, but some varieties are primarily scavengers or fruit or nut eaters. Often large flocks, made up of 1-4 swarms, will become violent at the same time.

Environment: Birds exist in virtually every climate or terrain.

Typical Physical Characteristics: Bird swarms can be made up of groups of any type of bird, from finches to crows, to swifts. Their appearance can therefore vary.

Alignment: As simple animals, birds do not have an alignment.

Typical Treasure

Some varieties of birds collect small bright objects, so treasure could consist of a simple silver ring worth 50 gold and a small cache of platinum coins – 8 or so.

Creature Lore

The following things that can be discovered about this creature with a Knowledge (Nature) check:

DC 13: These normally harmless birds can sometimes become suddenly violent.

Wallflowers

"Shyness is nice and shyness can stop you from doing all the things in life you'd like to."
-- A bard named Smith



These flowers that grow in vertical places cause shyness effects in their victims. Though often not encountered directly in combat, these creatures are often placed outside of the residences of the more dominant political players, long hedgerows and entrance walls, as a means of weakening their opponents before a debate, ball, or other event held at their homes.

Wallflowers CR 2

Plant

Neutral Medium plant

Init: +2 **Senses:** Blindsight 30 ft., Listen +1, Spot +1

Aura: Shyness Radiance 30 ft.

Languages: none

AC: 20 (+10 Natural, +1 Dex, -1 Size) touch 10, flatfooted 19

HP: 11 (HD 2d8)

Immune: Sound effects

Fort: +4 **Ref:** +0 **Will:** +4

Weakness: Plant affecting magic

MV: 5 ft.

Attack: +2 vine 1d4+1

Full Attack: 4 attacks with +2 vine 1d4+1

Attack Options: None

Space / Reach: 5 ft. / 5 ft.

Base Attack: +3 Grapple: +7

Abilities: Str 13 Dex 10 Con 10 Int 3 Wis 10 Cha 18

SQ: plant traits

SA: None

Feats: Combat Reflexes

Skills: +4 Move Silently

Possessions: whatever is buried under their roots. Could be anything, but likely nothing.

Blindsight (Ex): Wallflowers have no visual organs but can ascertain all foes within 30 feet using scent, and vibration.

Shyness Radiance (Su): Any living creature within 30' of a wallflower must succeed on a DC 15 will save or become shy for 1d4x10 minutes once they enter its aura. The Will save is Charisma based. Shyness acts as *calm emotions* but in addition the shy receive a -4 penalty on charisma based skill checks.

Plant Traits:

- Low-light vision.
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Immunity to poison, sleep effects, paralysis, polymorph, and stunning.
- Not subject to critical hits.
- Proficient with its natural weapons only.
- Proficient with no armor.
- Plants breathe and eat, but do not sleep.

MAGIC ITEMS

Book of Blindness

A book of blindness looks like a normal tome on some very interesting topic, with the exception that an malicious-looking eye graces the leather



cover. Any character who opens the work and reads so much as a single word therein must make two DC 15 Will saves. The first governs the left eye, the second the right. Failing either of these rolls causes the reader blindness in the associated eye. If both rolls are failed, then both eyes become blinded. To destroy the book, a character must burn it while casting *remove curse*. If the book is placed with other books, its appearance instantly alters to conform to the look of those other works, with the exception of the malicious eye that etches itself into the cover of the new book.

Moderate enchantment; CL 10th; Craft Wondrous Item, *blindness*; Price 1,500 gp.

Buckler of Hum

A +1 shield that acts as a pickup/amp for musical instruments, extending their sonic range, and thus the range on bard abilities by 20' in all directions. Usually bards cannot wield shields; this is an exception.

Only bards receive the special bonuses; other classes only receive the +1 shield bonus.



Crystal Plate Mail

This armor is made from the same magical mix of adamantium and diamond that Glass Swords (see CCB issue #8) are constructed from. As armor, this material is not only as tough as the finest steel, giving a +1 enhancement bonus to AC, but also protects the wearer from magical effects.

When targeted by a spell there is a %50 chance that the spell is reflected. This operates like *spell turning*, with the exception that the spell bounces off the plate mail's surface in a random direction (roll d8 for scatter direction) and distance (2d12 -1 squares). If a creature is in the square that the spell is reflected into, it is instead the subject of the spell. This ability is the equivalent to a +4 enhancement bonus in terms of magic item price.

Major Abjuration; Craft Magic Arms and Armor, *spell turning*, caster level 17; 25,000 gold

Earrings of Warning

These earrings were originally a gift from the Magus

Alidol to the Sorceress Sophia. Knowing the type of enemies she had, he enchanted these earrings to help her be forewarned when she was in danger. They are finely crafted teardrop lapis lazuli stones in gold settings.

While worn, these earrings confer the following benefits:

- +1 insight bonus to initiative
- +1 insight bonus to reflex saves
- +5 competence bonus on listen checks

When worn, they take up the hat magic item slot. Faint Divination; Caster Level 18; Craft Wondrous item, *bladeturn*; 18,000 gold

Hammer of Deafening

This +2 hammer, when slammed to the earth, deafens those within 15 feet. A DC 20 is required to avoid this effect within 5', a DC 18 for those within 10' and a DC 16 for those within 15'. Those wielding the hammer are immune to this effect, though they tend to be a bit hard of hearing after a few uses.

Minor Evocation; Craft Magic Arms and Armor, *sound burst*, caster level 7; 10,000 gold

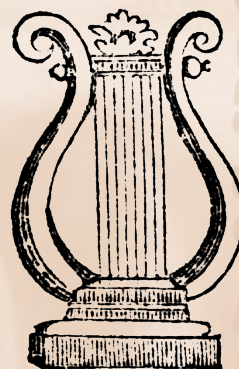
Lyre of Pansafyre

This magical instrument, when played by a bard as someone speaks, will cause the speaker to catch on fire if they utter a lie, dealing 1d6 damage per lie. If the bard stops playing the lyre, the magic flames will immediately cease and no more damage will be taken by the liar.

The lyre was built by a famous woodworker named Geppetto, who had a wooden friend who told too many lies, so he built this instrument to convince him to tell the truth through song. A valuable lesson indeed, especially if you are made of wood! Pansafyre is the name of the pixie that enchanted the item, without Geppetto's permission, and one time he played it while the boy lied, and he burnt up, sending Geppetto into a deep depression.

This reminds us – be careful what you wish for!

Moderate divination and evocation; Craft Wondrous Item, *detect thoughts*, *burning hands*; 35,000 gold.



Mage Purse

The mage purse is a non-magical bag containing components and reagents for casting spells, incantations, and rituals. The bag contains some many of the following items: various colors of chalk, salt rocks, beeswax, candles, parchment, various dusts and shavings, some cheap crystals, incense sticks, a spool of yarn, a quill and ink set, a bone rod, a steel rod,

various sticks with runes, hawthorn, mistletoe, garlic, ginseng, ginger, a few clumps of charcoal, a silk scarf, a small mirror, silver and gold bells, tongs, flint and tinder, copper wire, a deck of cards, a brass key, various simple rings (copper, silver, gold, iron, electrum), a piccolo, thread, assorted buttons, a musical triangle, an appropriate holy symbol, pins, a small cloth doll, and assorted empty vials all contained within a padded roll with attached string to tie up the roll.

Depending on the amount of items within the mage purse, the item may cost as much as 120gp, though many are available for as little as 20gp. The purse can weigh as much as 10 lbs, but standard purses are closer to 3 lbs. This item is relatively water-tight and somewhat resistant to fire. It provides many of the essential components needed to cast spells. Because of this, add a +1 to all spellcraft checks and remove 5% chance of arcane spell failure.

Pouch of Reagents

An offshoot of the bag of holding, this appears as an ornate yet mundane pouch about 15" by 8". Most of these pouches have a strap attached, so mages can sling the pouch over their shoulders.

The pouch allows an arcane caster to reach in and grab the specific material component needed for a specific spell as a free action, providing the owner has collected the component in advance, and stored it in the pouch. The mechanics of the pouch act like a bag of holding, but geared toward reagents, and is much smaller in physical size, fitting neatly onto a standard belt. The pouch weighs 5 lb. and holds 15 cubic feet of material.

Just like with a bag of holding, if the pouch is overloaded, or if sharp objects pierce it (from inside or outside), the pouch ruptures and is ruined. All contents are lost forever. If a pouch of reagents is turned inside out, its contents spill out, causing a mess of spell components which could cause a reaction. In addition, the pouch must be put right before it can be used again. If living creatures are placed within the pouch, they can survive for up to 10 minutes, after which time they suffocate.

Moderate conjuration; CL 9th; Craft Wondrous Item, *secret chest*, 1,000gp.

Robes of the Sea

These comfortable, flowing robes are a shimmering blue-green in color and decorated with bits of coral, shell, and ivory. They are often worn by sea-priests and mages who wish to travel among the kingdoms of mer-folk, aquatic

elves and sea gnomes.

While worn, these robes grant the following powers:

- * +10 circumstance bonus on swim checks
- * continuous *water breathing*, per the spell
- * can cast *wave (goodbye)* (See Spells Section of this issue) 3/day at 5th level - requiring a DC 16 Strength check by all caught in the wave.

Faint Transmutation and Evocation; cl 5th; Craft Wondrous Item, *water breathing*, *wave*; 50,000 gold.

Snake Arrow

These arrows are magically held snakes with fletching on their backs (provides aerodynamics) that are released from their stasis upon impact with a target, dealing 1d6+3 damage. Targets struck by the arrows must make a fortitude save or be afflicted by poison. Which type and the DCs for the rolls depend on the snake.

Slow poison DC 25 - delays 10 rounds before 1st save, then 2d4 strength damage.

Fast poison DC 20 - delays 5 rounds before 1st save, then 1d6 dexterity damage.

Instant poison DC 15 - 1st save when struck, 1d10 constitution damage.

The snakes may engage the target (%50 chance, attacks as a small viper), or slither off into the grass, back to meet up with their owner.

Moderate Necromancy and Minor Enchantment; CL 9th; Craft Magic Arms and Armor, *poison* and *charm animals*; Price 1,500 gold.

The Sorrow of Ard Shurel

The fragments of legend that can be pieced together in regards to this blade are few and scattered. It is whispered that Ard Shurel was a great Warlord, rising to power during the dawn of mankind. Little is known of his path to glory, but myths allude to his gentle spirit, compassionate heart, and endless ferocity.

Having gathered his brothers to his breast, Ard mastered the savage land he found around him. Slaying those who opposed him, and embracing those who would head his wisdom. Long was the struggle with the creatures of the night, but gradually a fragile balance was achieved and for a time he was at peace.

The mythos claims that his heart was captured by a beautiful maiden, and that he made her his bride. Fair and pure she was, tall and slender of neck. As all such things go, they were content for a time. Sadly, their happiness was short lived, for a demon of great power had been watching Ard, gnashing it's great teeth in readiness for the day when it could strike him down.

Undar'gesh was a denizen of the deep shadows, a whisperer of lies. His minions lurked in darkness at fire's edge, lusting for blood to quench their never ending thirst. For years they had hurled themselves



upon Ard Shurel and his men, crashing down in endless waves upon them. Defeat had left Undar'gesh with a powerful thirst for revenge, and Shurel's happiness was just another mortal weakness upon which to prey.

Each night the gloom demon would visit the beautiful bride, and whisper in her ear, casting long shadows of doubt in her mind. Her head and her heart became full of glass menageries, brittle and untrue. It was not long as demons measure time before Ard's sweet wife was lost to her own madness.

The fierce heart of Ard Shurel was sundered. The gentle spirit, and just heart grew bitter and cold with grief. In a fit of rage, he took up his great blade and slew his beloved with a single blow. As he looked upon his dying love, her eyes were cleared of their madness and she had only kind words on her lips for her champion.

Going mad with the horror of what he had done, Shurel turned his blade on his own men, drowning his sorrow in their blood. As darkness stole across the land, and the sunlight bled beyond the horizon, Ard Shurel fell upon his own blade. The last light fled, and there upon the floor lay pulsing blood red blade, a faint sound of laughter echoing in the distance.

The Sorrow of Ard Shurel

+2 wounding man-bane bastard sword

Chaotic Evil

Ego Score: 15

Int: 14, **Wis:** 14, **Cha:** 10

Speaks common and abyssal

120 ft. vision and hearing

Powers: *minor image* 1/day, *locate object* 3/day

Special Purpose: to destroy love wherever it is found

Dedicated Power: when the sword is around those who love each other (platonic or romantic) it can use *song of discord* at will.

Strong Mixed Auras; 135,000 gold

Spirit Armor

Originally crafted in the Seven Mounting Heavens of Celestia, this armor is generally constructed of the finest bright steel, decorated with shining gold or silver. Other armors that bear this enchantment have a ghostly, translucent appearance. The highest hosts of heaven have been said to march into battle against injustice wearing this holy mail.

Armor enchanted with the Spirit Armor quality protects the soul of the wearer. As such, they confer a holy bonus to Fortitude and Will saves against Enchantment, Necromancy, and mind-affecting spells and effects. The Minor version confers a +2 bonus, Medium a +4, and Major a +6. This bonus is also applied to attempts to sever the wearer's silver cord when traveling astrally. Double this bonus is applied against spells that specifically target the soul, such as *magic jar* and *trap the soul*.

Minor - Faint abjuration; CL 5th; Craft Magic Arms

and Armor, *magic circle against evil*; Price +1,500 gp.

Medium - Moderate abjuration; CL 9th; Craft Magic Arms and Armor, *death ward*; Price +5,250 gp.

Major - Strong abjuration; CL 13th; Craft Magic Arms and Armor, *dispel evil*; Price +12,000 gp.

Tweed of Blending

Widely worn throughout the Republic of Esrin, this woven fabric in a twill pattern is both a way for a character to blend in to society of Esrin, but also to hide in the wilderness of Esrin.

This mundane tweed can be woven into tunics, jackets, leggings, hats, gloves, scarves, and other coverings. The tweed provides a +3 on hide checks when the tweed matches the color scheme and general design of the wearer's surroundings. In the right parts of Esrin, where the wearer's tweed matches the local colors and patterns, this tweed provides a +2 circumstance bonus to blending in to the populace. Otherwise tweed is just for looks, a mere fashion statement.

LOCATIONS AND ENCOUNTERS

The Chamber of the Old One

Now that *Horror of the Old Ones* has been released, here is an excerpt from the final encounter in the adventure. To see more, check out the 56-page adventure at RPGnow.com¹!

The short, slick slope leading from the last chamber ends here at the shore of a pool of briny water. The water surges with the pulse of the ocean, small waves lapping at your feet. To the left a large cavern stretches out.

This dark cavern swirls with strange mists, and high above the ceiling seems to fade and reappear in patches with the mist, revealing distant, bright, hard pinpoints of light in an inky blackness above.

At the far end of the chamber, in a crater shaped pool, stands an immense oval-shaped mass. Its irregular surface is streaked with veins of purple, black and green minerals, and broken by a crack large enough for an ogre to pass through. Fragments of the strange oblong lie below the crack.

1 http://www.rpgnow.com/product_info.php?products_id=55565

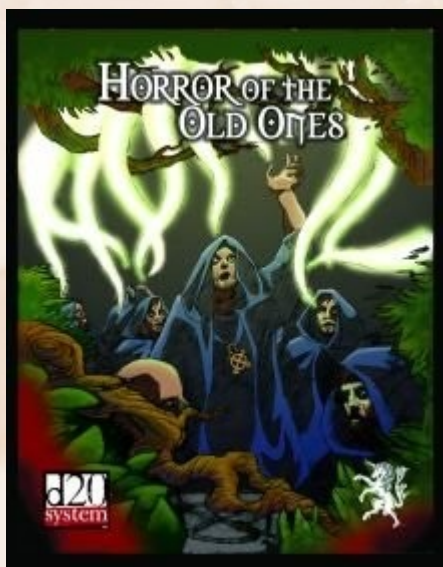
This 100 ft by 50 ft ovular cavern is the chamber of the Old One. Before the dawn of man, the old one's cocoon traversed the spaces between the worlds. It crashed into the sea here, creating the Onuago bay and the mountain of rock called harpy point with it's impact. DC 30 knowledge arcana or craft metalworking will reveal that the cocoon is made of iron, with veins of adamantium and magesilver throughout.

In the eons since then, the sea's ceaseless crashing and later the scrabbling of the Children of the Sea have excavated this place. Then, with his ritual, Ernaldus fully wakened the Old One, who burst out of it's cocoon to sew madness and ruin in Onuago.

The pool of water leads to the sea at the west side deep below harpy point. The old one's will has prevented the water from flooding in to fill this chamber up to this point.

The roof of this chamber is shiftingly transparent, and reveals the stars that wheel above regardless of the time of day or night.

Creature: the Old One dwells here, and is likely either in it's vessel or out at the bottom of the bay. If in the bay, it should emerge from the briny pool and attack the party from behind as they examine the chamber and the cocoon. The full stats are available in the module, available at rpgnow.com. Enter "Unicorn Rampant" in the search window.



Old One
HP: 175

Tactics: The Old One will likely begin it's assault with a *chain lightning* and *dominate person* and then cast *blink* as it strides towards the party, allowing it's wisdom draining gaze attack and it's *slow* aura to do their work. As long as the party is not being particularly effective, it will use it's melee attacks to slay them. If seriously

threatened, it will retreat via dimension door, summon a chaos beast, and use lightning bolts to eliminate the most effective foe, be it spellcaster or warrior. The Old One will fight to the death.

Treasure: There are adamantium and magesilver deposits in veins in the interstellar asteroid. If somehow retrieved, they are worth approximately 50,000 gold.

Development: After the defeat of the old one, the sea rushes in to cleanse the chamber. The body of the old ones floats strangely and is washed out. As it passes, the players can make a DC 12 Strength check to grab it and hold on as they are carried out by the surging water. The body will quickly rise to the surface of the bay, and begin to drift towards Onuago on the now calm water.

Failing this, the party must swim (DC 13 swim checks, to travel 100 ft. to the surface of the Bay) or leave by magic.

The empty husk is deposited like a beached whale near the near the shore of Onuago.

The Witch's Watchdog

This is one of the first encounters in *Anointing the Seer*, an adventure coming soon from Unicorn Rampant Publishing. This big, bad wolf guards the entrance to the evil witch's gardens in this fairy-tale styled adventure. Feel free to borrow it, or just Black Fang, for your games.

The Witch's Watchdog (EL 12)

Here, an awakened dire wolf named Black Fang guards the entrance to the farm.

There is a break in the dense woods, revealing a clearing. A wooden arch, covered in green, thorny rose vines, marks the entrance of this small farmstead and stretches up high above your heads. A large yard and gardens stretch away before you. Shouts of revelry can be dimly heard from an enormous lodge house ahead to the left. To the right, behind extensive gardens, a two-story cottage sits among some trees at the far end of the clearing. Out of the darkness beneath the trees next to the arch a loud, low voice growls, "Who goes there?"

Creatures: An awakened dire wolf named Black Fang is the farm's first guardian. He will challenge anyone other than the Sorceress or the giants who approaches the gate. He lurks in a dirt rut in the darkness a the foot of dense pine trees to the left of the gate (Hide: +14, +4 for cover = +18). A 100' iron chain prevents him from ranging too far afield, and gives him a -4 on

Move Silently checks. Conversation with him may allow the party to enter unmolested if they can bluff or bribe him, as he is not particularly loyal to the Sorceress. He is, however, a cruel, evil wolf, so he may demand that he be allowed to eat one of them for the others to enter. Either way, he readies a spring attack and tries to remain hidden in the shadows as soon as he spots or hears the anyone approaching.



Black Fang, CR 12
male awakened advanced dire wolf
chaotic evil large magical beast
Initiative: +7
Senses: Listen +32, Spot +32

Languages: common, sylvan, giant
AC: 22 (-1 size, +3 Dex, +3 natural, +7 dodge from Combat Expertise), touch 18, flat-footed 14
HP: 225 (HD 25d8 + 100)
Fort: +18 **Ref:** +17 **Will:** +8

Speed: 50 ft.
Attack: bite +20 (2d6 + 19) - 7 point power attack, 7 point Combat Expertise
Attack Options: combat expertise, power attack, spring attack
Space / Reach: 10 ft. / 5 ft.
Base Attack: +25 **Grapple:** +37

SQ: Low-light vision, scent
SA: Trip (+39)
Feats: Alertness, Run, Track (from scent), Weapon Focus (bite), Improved Initiative, Combat Expertise, Dodge, Mobility, Spring Attack, Power Attack
Abilities: Str 27, Dex 16, Con 18, Int 14, Wis 12, Cha 13
Skills: Hide +14, Listen +32, Move Silently +14, Spot +32, Survival +2*

Trip (Ex): When Black Fang hits with a bite attack he can attempt to trip its opponent (+38 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip Black Fang.

Tactics: A cyclone of furry death, Black Fang fights with cunning. He will use his spring attack to keep out of reach of any dangerous fighters, and will use his whirlwind attack if he becomes surrounded. Any spellcasters who harm him badly will be sprung on and tripped, and he will then stand over them so that if they stand he can attack again.

Development: Unless the players defeat the Black Fang quickly, the nocturnal Harpy Archer in the garden may wake and raise the alarm. A battle is listen DC -10 to hear, and the sleeping harpy has a total -3 on her listen check. The gate is 120ft (-12) from her roost (-5 for the walls), however, so a roll of 10 or more on a d20 indicates she is wakened and will arrive and join the fight in 3 rounds.

ALE BREAK: THE DM's EDITORIAL

4th edition first impressions

Welcome to the first editorial in **Claw Claw Bite!** And thanks for reading. Over the almost two years that we've been putting out our magazine and posting on our blog it's been you, the reader, that we do it for, so I just wanted to start by saying thank you for accompanying us on this journey into the imagination.

The topic of this first editorial is a popular one these days: the 4th edition of Dungeons & Dragons. Like many of you we got our hands on the new rule books earlier this month and started up a new campaign to play *Keep on the Shadowfell*. We've played two sessions of that game so far and I have been enjoying it immensely. Of course the caveat is that this is just my first impression as we've only hit 2nd level and had less than ten encounters so far. But overall I think 4th edition is excellent. The writing is clear and imaginative, and things are clearer than they've ever been in D&D. The downside is that that clarity and simplification of parts of the game has eliminated a lot of the fun flavor that has always made Dungeons and Dragons capture the imagination so strongly.

The thing I like about 4th edition the best is the balancing of the classes. I'm playing in this game, but I usually DM, so I really appreciate the effort they've made to keep power levels even across the classes, and the work they've done to keep the rules exploits to a minimum. Even the powergamer in our group seems happy with it, and every character has an important role to play in every fight we've been in. One of the central tenants of the design seems to be strictly limiting each player to one standard action per turn. Unfortunately this streamlining seems to have eliminated druids altogether, along with summoning spells. More on that below.

I like the way they've changed the non-combat magic into rituals that any character can potentially use. My character is a dragonborn warlord with the multiclass wizard feat, and I'm excited to be in a party that doesn't need a wizard or a cleric to benefit from powerful magics.

And I like the way combat flows in 4th ed, with character's turns going quickly, no more durations to track, and the ability that many powers give you to act on other's turns, helping allies and hindering foes. The addition of minor actions is also a big improvement. The game-rules aspects of the game are stronger and in many ways more fun.

On the downside, some of the work done balancing the classes and feats can make the characters feel a little cookie-cutter compared to 3rd edition. It's nothing like 1st or 2nd though, where every 10th level fighter is exactly the same. But the choices, especially in the feats, feels limited. Even worse are the skills, where I really

miss the profession and craft skills. Of course, the 3rd edition skill system had problems in these areas as well (i.e., there's a ride skill, but no sailing skill), but 4th edition leaves the players and the DM to work these things out for themselves. I could definitely see a group of inexperienced gamers asking "my character wants to re-forge his father's broken sword!" and the group getting bogged down in weather or not his character can know how to do that. Hopefully good groups will roll with it and role-play it out somehow, but it was nice to have non-conflict-oriented character details presented to you as an option. It lent substance to my claim when I said my wizard grew up a goat-herd for him to have a few skill points in Profession (farming). In terms of game play, I worry about non-combat challenges being viable with such a limited set of skills.

The lack of Druids, Bards and Barbarians is lamentable. I assume there is another book in the works, or perhaps one for each class, to cover these fantasy staples. The lack of evil clerics in the player's is also disconcerting. For me a big part of D&D has always been the scariness of the bad guys, and clerics that can't raise an army of the dead just feel wrong. The *DMG* suggests replacing their radiant damage with necrotic, but it feels like a poor solution. Maybe October will see another edition of the *Book of Vile Darkness* to cover these things (are you listening, Monte?). And the lack of summoning spells is also distressing. Other than a flaming sphere, you can't really call powerful allies from beyond to aid you, and neither can the bad guys. One of **Claw Claw Bite's** first posts in October will be a power that summons elementals. This power will be designed to stay within the rules balance of 4th edition and bring back my favorite thing from 1st edition about summoning them. Stay tuned to see that.

So why all this talk of October? In October this year Wizards of the Coast is planning to release a new OGL-style rules-set for 4th edition that updates the d20 license and allows 3rd party publishers like us to release material for 4th edition Dungeons & Dragons. So while we're already writing material for 4th edition, and plan on releasing adventures for both 3rd and 4th edition, we can't release any of that material until October when that license is made available. Under the terms of that license we can release products for both editions for 6 months at which point we are only allowed to release material for one edition or the other. So we have to make a decision in April 09 about which version we'll continue to support. We hope to hear from you about which you'd prefer, but we have almost a year to see what the gaming community in general thinks about 4th edition, and 6 months putting out material for 3rd and 4th edition.

So, what do you think? Write us an email at ccb@unicornrampant.com to let us know.

Thanks again,

Adam Thompson and the Unicorn Rampant staff



Claw/Claw/Bite is a resource for storytellers and gamemasters to help create thrilling worlds of adventure for your players to test their mettle in. In each issue, you'll find new characters, creatures, magic items, encounters, and locations for use in your campaigns. We also include little nuggets that will enrich your world with interesting details and intriguing features.

Our goal is to be a "one-stop shop" for you, the gamemaster. With little or no tweaking on your part, you will be able to drop any game element from Claw/Claw/Bite into your adventure setting and run it how you see fit. All of our creations are designed for d20 fantasy rules. And of course, everything is carefully reviewed and balanced to fit into your game without disrupting your play balance or angering the old ones.

This issue of Claw/Claw/Bite includes:

- * A new feat, Coordinated Attack
- * A new bard ability, Inspire Truth
- * A new domain, Sound
- * Twelve new spells including Anti-Magic Missile and Vitriolic Blast
- * Two new creatures, Birdswarm and Wallflowers
- * Nine new magic items, including Buckler of Hum and Robes of the Sea
- * A new artifact, the Sorrow of Ard Shurel
- * Two mundane items, Mage Purse and Tweed of Blending
- * Two encounters, the Chamber of the Old One and the Witch's Watchdog
- * And introducing Ale Break: The DM's Editorial, first impressions of 4th ed.



CLAW/CLAW/BITE

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CREDITS

Thanks for reading this issue of *CCB – Claw/Claw/Bite* #14 by S.D. Hilderbrand and Adam A. Thompson, featuring another installment of *Atavistic Onslaught* by D.Heat.

Cover and layout by S.D. Hilderbrand.

INTRODUCTION

Hail and well met, fellow role-players! Welcome to Claw/Claw/Bite, a resource for storytellers and gamemasters to create thrilling worlds of adventure for your players to test their mettle in. Every day or two, on our website, we post an article containing at least one new character, creature, magic item, encounter, spell or area description for use in your campaigns. We also include little nuggets that will enrich your campaign setting with cool details and intriguing features. These articles and others like them are routinely posted at **clawclawbite.com** as blog posts, many of which are collected in these monthly issues.

Our goal is to be a one-stop shop for you, the storyteller. All of our creations are designed for d20 3.5 rules. Many of the game elements that you see in this periodical will find their way into modules published by Unicorn Rampant, which will be available on our sites: **unicornrampant.com** and **clawclawbite.com**, as well as at **rpgnow.com**.

So welcome to our world of strange and wonderful things, traveler. Bizarre treasures, cunning adversaries, powerful adventurers, and mystic realms are waiting for you. This issue is devoted largely to spells and magic items, serving as a minor compendium of magic available later this summer from Unicorn Rampant.

Enjoy your stay, but beware the False Heroes with their strange magicks!

If you would like to contribute content for *CCB*, or join our group of local distributors of small numbers of printed copies, fail your DC 15 will save and then drop us a line at **omeros@gmail.com**.



SPELLS AND DOMAINS

Elven Maiden Come Gnome

Enchantment (Charm, Passion) [Mind-Affecting]

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid creature

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

This charm makes the humanoid creature you have fallen in love with to regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, the spell will automatically fail. Also, you must truly have some form of feelings for the target creature.

As per *charm person*, the spell on which it is based, the spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming, and you must present a material component of value to the target to that target. This component is good for one instance of the spell only.

This spell was originally developed by Foulmouth Goldshore, who uses to woo elven maidens. It's his only hope to spend time with the fairer sex (or race).

Golden Dragon Showers

Evocation [Metal] and Illusion

Level: Sor/Wiz 4, Metal 4

Components: S

Casting Time: 1 standard action

Target: Self

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

This spell appears to rain showers of gold upon enemies. However, it actually casts molten metal upon the targets, burning them to cinders, dealing 1d10 per every 2 caster levels up to a max of 10d10 + 1d10 for each level of gold dragon.

It can only be cast in Foulmouth's golden dragon form,

otherwise only requiring a single verbal component.

Power Word, Dream

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 5, Sor/Wiz 5

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature with 100 hp or less

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes

You utter a single word of power that instantly causes one creature of your choice to fall into a sleep and to dream. The spirit of the individual passes into the Plane of Dreams. Any creature that currently has 101 or more hit points is unaffected by *power word, dream*.

Sleep Ward

Enchantment

Level: Clr 3, Bard 3, Sor/Wiz 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject is immune to all sleep spells, dreams, nightmares, and any sleep effects. This spell doesn't awaken a creature that is already sleeping, nor does it protect against normal sleep; if the target is naturally sleepy, sleep can still occur.

Spitfire

Transmutation

Level: Sor/Wiz 5, Fire 5

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 5 rounds

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Originally developed by Spitfire I, this was the culmination of the association of the Pandone family with the draconic races. It has since been passed down to each of the eldest children of the family, each one bearing the name of the spell.

The target breathe fire like a dragon, dealing 1d6 per caster level, half of which is arcane damage, the other of which is fire damage. This breath takes the shape of

a cone which emanates from the target's mouth.

CHARACTERS

Foulmouth Goldshore

The meanest and most depraved gnome you'll ever meet, Foulmouth leads the False Heroes of the Tear. His power is unrivaled in the group, especially in his dragon form. Still, he has a certain unnatural charm which keeps his party together. He also has an uncanny knack for discovering treasure. And he hides his wrath through a clever veil of trickery and illusion, two traits he uses to his advantage in every interaction.

Foulmouth developed two spells of his own, which can be found in the Spell section above.

Foulmouth Goldshore CR 10
male gnome sorcerer 10 (illusionist)
CN small humanoid
Init: +2 **Senses:** Listen +4, Spot +2

Languages: gnome, common, auran, draconic

AC: 20 (+2 dex, +7 armor, +1 size)
HP: 41 (HD 10d4+10 +3 (toad familiar))
Saves: Fort: +4 Ref: +5 Will: +6

Speed: 20 ft.
Attack: dagger +5 (1d4-1)
Full Attack: dagger +5 (1d4-1)
Attack Options: dagger or spells, dragon form
Space / Reach: 5 ft. / 5 ft.
Base Attack: +5 **Grapple:** +4

SQ: low-light vision, weapon familiarity, +2 save vs. illusions, +1 vs. kobolds and goblins, +4 dodge AC vs. giants, speak w/animals 1/day, dancing lights, ghost sound, prestidigitation 1/day

SA: spells, dragon form

Feats: Quicken Spell, Widen Spell, Greater Spell Penetration

Abilities: Str 9 Dex 15 Con 13 Int 20 Wis 9 Cha 18
Skills: Appraise +6, Bluff +8, Concentration +15, Craft - Alchemy +7, Diplomacy +8, Disguise +6, Forgery +6, Intimidate +12, Knowledge Arcana +13 Dungeoneering +6 Geography +6 History +8 Local +8 Local +8 Nature +6 Nobility/Royalty +8 Religion +6 Planes +8, Listen +4, Search +6, Spellcraft +17, Spot +2

Spells per day: 11/11/11/11/10/8

Mana: 146

Spellbook:

0th: (9) Detect Magic, Read Magic, Light, Arcane

Mark, Ghost Sound, Prestidigitation, Ray of Frost, Mage Hand, Message

1st: (5) Shield, Expeditious Retreat, Disguise Self, Color Spray, Nystul's Magic Aura

2nd: (4) Arcane Lock, Mirror Image, Web, Fox's Cunning

3rd: (3) Fireball, Displacement, Dispel Magic, Elven Maiden Come Gnome

4th: (2) Polymorph, Greater Invisibility, Golden Dragon Showers

5th: (1) Cloudkill

Possessions: staff of charming, bracers of armor +4, wand of bear's endurance, ring of protection +3, ring of feather fall, 400pp.

Minions: toad familiar (Toadie)

In combat, Foulmouth has been known to polymorph himself into a gold dragon, and in this form cast his other spells. Dragon form stats to follow in a later issue of *CCB*.

Kilmore Tréburne

Kilmore grew up in the forest, and learned his core ways there. More recently, he has been trained as a battle priest, waging a war of chaos upon the order of the world.

Kilmore Tréburne CR 10
male elven ranger 5 cleric 5
AL medium humanoid
Init: +3 **Senses:** Listen +8, Spot +10

Languages: common, elven

AC: 20 (+6 armor, +4 dex) touch 14, flatfooted 16
HP: 64 (HD 10d8+10) DR: 5/mithril

Aura: magic items

Resist: +2 saves vs. spells

Immune: sleep

Saves: Fort: +9 Ref: +8 Will: +8

Speed: 40 ft.
Attack: longsword +11/+6 (1d8+3 / 17-20x2)
Full Attack: weapon longsword +11/+6 (1d8+3 / 17-20x2)
Attack Options: longsword, spring attack, charge (on horseback)
Space / Reach: 5 ft. / 5 ft.
Base Attack: +8/+3 **Grapple:** +9/+4

Feats: weapon focus - longsword, mounted combat, dodge, mobility, spring attack

Other abilities: favored enemy: orcs, undead, combat style, endurance, animal companion - light horse, track, low-light vision, martial weapon proficiency, immune - sleep, +2 save vs. spells, chaos spells at +1

level

Abilities: Str 12 Dex 19 Con 13 Int 10 Wis 17 Cha 13
Skills: Climb +4, Concentration +10, Handle Animal +4, Heal +8, Knowledge: Nature +4 Arcana +5 Religion +5, Listen +8, Ride +7, Search +5, Spellcraft +10, Spot +10, Survival +8

Spells Available:

Ranger: 1st 3, **Cleric:** 0th 8, 1st 7, 2nd 6, 3rd 5

Domains: Animal, Chaos

Commonly Prepared Spells:

Ranger: 1st: Animal Messenger, Detect Snares and Pits, Longstrider

Cleric:

0th: Detect Magic, Detect Poison, Purify Food and Drink

1st: Comprehend Languages, Detect Law, Endure Elements, Remove Fear

2nd: Bull's Strength, Darkness, Hold Person, Shatter, Undetectable Alignment

3rd: Dominate Animal, Cure Serious Wounds, Dispel Magic, Glyph of Warding, Meld into Stone, Obscure Object, Stone Shape

Possessions: "Three Strikes" longsword +2 (wounding), mithril shirt +1 (DR 5/mithril), cloak of resistance +1, boots of striding and springing, ring of protection +1, gloves of dexterity +2, scabbard of keen edges, stone salve, 2 potions of cure critical wounds, 200gp.

Kilmore's animal companion (light horse) is also his mount.

Kilmore attacks using a spring attack, often leaping from his mount. He is proficient with his longsword, and that is his only weapon.

Spitfire XIII

The thirteenth in a long line of battle mages, Spitfire is ever bathed in a warm glow of fiery orange. His training has led him down a path where he feels justified in his self-centered state. He is an athiest.

Spitfire CR 10

male human wizard 10 (Battle Mage)

CN medium humanoid

Init: +2 **Senses:** Listen +2, Spot +3

Languages: common, celestial, draconic, dwarven, elven, terran

AC: 14 (+2 dex, +2 armor) touch 12, flatfooted 12

HP: 38 (HD 10d4+10)

Resist: spell resistance DC 15

Immune: fire

Saves: Fort: +7 Ref: +8 Will: +11

Vulnerable: cold

Speed: 30 ft.

Attack: quarterstaff +5 (1d6)

Full Attack: quarterstaff +5 (1d6)

Attack Options: quarterstaff or spells

Space / Reach: 5 ft. / 5 ft.

Base Attack: +5 **Grapple:** +5

SQ: SR 15

SA: spells

Feats: Quicken Spell, Maximize Spell, Empower Spell, Improved Familiar, Greater Spell Penetration, Spell Mastery

Abilities: Str 11 Dex 14 Con 12 Int 20 Wis 13 Cha 14

Skills: Name Appraise +6, Balance +3, Bluff +4, Concentration +15, Craft - Stonework +6, Decipher Script +8, Diplomacy +6, Forgery +7, Knowledge Arcana +12 Architecture/Engineering +6 Geography +6 History +11 Local +8 Nobility/Royalty +10 Religion +6 Planes +12, Listen +2, Search +7, Spellcraft +17, Spot +3

Available Mana: 110

Spells Usually Prepared:

0th: (9/day) Burning Hands, Detect Magic, Read Magic

1st: (9/day) Magic Missile, Detect Secret Doors, Comprehend Languages

2nd: (9/day) Scorching Ray, Darkvision, Cat's Grace

3rd: (8/day) Fireball, Flame Arrow, Fly, Ray of Exhaustion

4th: (8/day) Charm Monster, Wall of Fire, Enervation

5th: (7/day) Spitfire, Baleful Polymorph, Feeblemind, Hold Monster

Possessions: robes, bracers of protection +2, staff of fire, wand of shatter, cloak of resistance +3, pale lavender ioun stone, spellbook, scroll of recall, 300 gp.

Minions: pseudodragon familiar

Thorn Untergast

A distant relative of Türnn Obergast, his side of the family took to the deep mountains while Türnn's moved closer to the surface and had more dealings with human and elvenkind. The Untergasts developed more relations with creatures of the underdark, eventually becoming corrupted by this association. Thorn's mission is to free his people from their enslavement and corruption by the force of his own battleaxe. Unfortunately, he will achieve this at any cost.

Thorn Untergast CR 10

male dwarven fighter 10

CG medium humanoid

Init: +1 **Senses:** Listen +8, Spot +6

Languages: dwarven, common

AC: 24 (+1 dex, +10 full plate +2, +3 large spiked shield +1) touch 11, flatfooted 23

HP: 108 (HD 10d10+40)

Resist: fire (ring)

Saves: Fort: +11 Ref: +4 Will: +3

Speed: 20 ft.

Attack: +15/+10

Full Attack: +2 battleaxe +18/+13 (1d8+9 / x3)

or +2 battleaxe +12/+7 (1d8+9 / x3) and +1 large spiked shield +5 (1d6+6)

Attack Options: battleaxe, spiked large shield

Space / Reach: 5 ft. / 5 ft.

Base Attack: +10/+5 **Grapple:** +15

Feats: Power Attack, Shield Charge, Shield Slam, Power Critical, Weapon Focus Battleaxe, Weapon Specialization Battleaxe

Abilities: Str 20 Dex 12 Con 18 Int 13 Wis 11 Cha 8

Skills: Climb +6, Handle Animal +2, Heal +2, Intimidate +4, Listen +8, Ride +2, Knowledge: Dungeoneering +3, Spot +6, Concentration +4, Search +3

Possessions: full plate +2, large spiked shield +1, battleaxe +2, ring of fire resistance, scroll of recall, potion of bull's strength, holy symbol to Kord, 400 gp.

Thorn tends to run up into the face of charging enemies while his companions attack from afar. He wields his spiked shield as a weapon in one hand and a battleaxe in the other.

Vamos Gladhell

Known for his ability to escape danger, Vamos makes the perfect scout. His elven stature and previous experience as a rogue have provided him the expertise to keep the point while the rest of the False Heroes back him up with magic and stout melee.

Vamos Gladhell CR 10

Male elven rogue 3 cleric 7

CN Medium humanoid

Init: +5 **Senses:** Listen +7, Spot +12

Languages: elven, common

AC: 22 (+5 dex, +7 armor) touch 15, flatfooted 17

HP: 60 (HD 3d6+7d8+10)

Immune: sleep

Saves: Fort: +7 Ref: +10 Will: +10

Speed: 40 ft.

Attack: longsword +1 +9/+4 (1d8+3 / 19-20x2) or longbow +1 +13/+8 (1d8+3)

Full Attack: longsword +1 or longbow +1

Attack Options: longsword or longbow

Space / Reach: 5 ft. / 5 ft.

Base Attack: +7/+2 **Grapple:** +9

SA: sneak attack +2d6

Feats: Point Blank Shot, Rapid Shot, Many Shot, Dodge

Abilities: Str 14 Dex 20 Con 12 Int 11 Wis 18 Cha 11

Skills: Appraise +3, Balance +6, Bluff +2, Climb +4, Concentration +10, Decipher Script +3, Escape Artist +13, Forgery +1, Hide +12, Jump +5, Listen +7, Move Silently +11, Search +7, Sense Motive +5, Slight of Hand +6, Spot +12, Tumble +13

Spells Per Day: 0th: 10, 1st: 9, 2nd: 8, 3rd: 7, 4th: 6

Domains: Travel, War

Spells Often Prepared:

0th: Detect Magic, Create Water, Mending

1st: Detect Undead, Deathwatch, Obscuring Mist, Sanctuary

2nd: Cat's Grace, Bear's Endurance, Darkness, Hold Person, Find Traps, Silence

3rd: Dispel Magic, Glyph of Warding, Locate Object, Obscure Object

4th: Dimension Door, Divine Power, Freedom of Movement, Spell Immunity, Restoration

Possessions: black leather armor +3, long sword +1, long bow +1, 20 arrows +1, 2 arrows of outrageous fortune, vest of escape, ring of protection +2, quiver'n'boots (see earlier CCB issues), gloves of storing, 2 potions of cure critical wounds, Holy Symbol to Erevan Ilesere, 300pp.

In combat, Vamos tends to stay clear of melee, firing his longbow into combat. When engaged at close range, he wields a longsword passed down through his farmer father from his grandfather.

CREATURES

Begotten, lost in time

These advanced Old Ones have appeared in *Stealing Moments*, an adventure for 4-6 10th level characters written by S.D. Hilderbrand. As usual, feel free to borrow them if you need an aberrant encounter to throw into your game this week!

The result of prolonged exposure to Old Ones, persons too near their reality warping effects undergo a transformation into beings which resemble them in

some ways. These changed creature's features are bestial and reminiscent of fish, lizards, and amphibians, with claw-tipped hands or occasionally tentacles for arms. They are cunning and physically powerful, yet twisted and crippled in appearance. These creatures are ruled by the Old Ones through fear, violence and mental domination.

Those that can still speak do not usually chose to do so. Instead they mainly communicate simple thoughts to each other by telepathy, accompanied by whimpering groans and croaks.

Elder Begotten of the Old Ones CR 9
usually chaotic neutral with evil tendencies
Medium Size Aberration

Init: +2 **Senses:** darkvision 60'
Listen +10 **Spot** +10

Languages: Telepathy 60' and either common or none

AC: 20 (+2 dex, +8 natural armor)
HP: 127 (HD 15d8+ 60)
Defenses: SR 18, DR 5 / lawful
Saves: Fort: +9 Ref: +7 Will: +8

Speed: 30 ft, swim 30 ft

Attack: +16 appendage 1d6+4 or +15 greatclub 1d12+6
Full Attack: +16 appendage 1d6+4 and +16 appendage 1d6+4 or +15/+10/ +5 greatclub 1d12+6
Attack Options: Lightning Touch
Space / Reach: 5ft. / 5ft.
Base Attack: +11 **Grapple:** +15

SQ: DR 5/lawful, SR 15, darkvision 60'

SA: spell like abilities: blur

Feats: weapon focus (appendage), power attack, ability focus (Otherworldly Gaze), quicken spell-like ability (blur)

Abilities: Str: 18 Dex: 15 Con: 18 Int: 9 Wis: 12 Cha: 6
Skills: +10 listen, +10 spot

Lightning Touch (Su): Begotten of the old ones can generate, as a free action, a burst of electricity from within their bodies that damages and may stun their victims. The touch deals 1d8 points of electricity damage and stuns the target for 1d4 rounds. A DC 21 Fortitude save avoids the stun effect - the save is constitution based. They may use this ability once per round, delivered by melee attack.

Otherworldly Gaze: As a standard action begotten can focus their otherworldly gaze upon a mortal creature and create a haze of confusion as the spell. A DC 18 will save is required to avoid this confusion (save is wisdom based), which lasts as long as the begotten concentrates upon it. This is a mind-affecting ability.

Spell-like abilities: 1/day - *blur* (caster level 8)
DR: 5 / lawful (axiomatic)

Spell Resistance: 18
Combat

Sometimes armed with simple weapons, but generally attacking with whatever appendages the old ones have given them, the begotten are straightforward combatants. If encountered in a group, those in the rear will focus their otherworldly gaze on those being attacked, while their brethren attack with their claws and lightning touch.

Begotten warrior

This twisted monstrosity, when warped by the Old One's otherworldly energies, retained a sliver of it's mind where it's martial skills were. Now it lurches about in it's deformed plate armor at the beck and call of it's master, the Begotten Wizard. On twisted limbs, encumbered by the heavy mail permanently fused to it's wet hide, this horror lurches indomitably forward, it's tentacle-like arms wrapped around the haft of an enormous flail, the head of which is encrusted with dried bits of hair, skin and bone.

The result of prolonged exposure to Old Ones, persons too near their reality warping effects undergo a transformation into beings which resemble them in some ways. These changed creature's features are bestial and reminiscent of fish, lizards, and amphibians, with claw-tipped hands or occasionally tentacles for arms. They are cunning and physically powerful, yet twisted and crippled in appearance. These creatures are ruled by the Old Ones through fear, violence and mental domination.

Those that can still speak do not usually chose to do so. Instead they mainly communicate simple thoughts to each other by telepathy, accompanied by whimpering groans and croaks.

Begotten Thing-at-arms CR 10
lawful evil fighter 5
Medium Size Abberation

Init: +2 **Senses:** darkvision 60'
Listen +7 **Spot** +7

Languages: Telepathy 60' and common

AC: 24 (+1 dex, +5 natural armor, +8 full plate armor)
HP: 155 (HD 9d8+ 5d10 + 56)
Defenses: SR 15, DR 5 / lawful
Saves: Fort: +10 Ref: +6 Will: +6

Speed: 15 ft, swim 30 ft

Attack: heavy flail + 16 (1d10 + 8 / 19-20 x 2)
Full Attack: heavy flail + 16 / +11 / +6 (1d10 + 8 / 19 20 x 2)
Attack Options: Lightning Touch, improved sunder, power attack
Space / Reach: 5ft. / 5ft.

Base Attack: +11 **Grapple:** +15

SQ: DR 5/lawful, SR 15, darkvision 60'

SA: spell like abilities: blur

Feats: weapon focus (heavy flail), power attack, ability focus (Otherworldly Gaze), quicken spell-like ability (blur), weapon specialization (heavy flail), power attack, improved sunder

Abilities: Str: 18 Dex: 15 Con: 18 Int: 9 Wis: 12 Cha: 6

Skills: +7 listen, +7 spot, +9 climb

Lightning Touch (Su): Begotten of the old ones can generate, as a free action, a burst of electricity from within their bodies that damages and may stun their victims. The touch deals 1d8 points of electricity damage and stuns the target for 1d4 rounds. A DC 17 Fortitude save avoids the stun effect - the save is constitution based. They may use this ability once per round, delivered by melee attack.

Otherworldly Gaze: As a standard action begotten can focus their otherworldly gaze upon a mortal creature and create a haze of confusion as the spell. A DC 17 will save is required to avoid this confusion (save is wisdom based), which lasts as long as the begotten concentrates upon it. This is a mind-affecting ability.

Spell-like abilities: blur 1/day. Caster level 5th.

Damage Reduction: 5 / lawful (axiomatic)

Spell Resistance: 15

Tactics

This horror will charge it's enemies without heed of harm to itself. Those that harm it may have their weapons smashed by the being's heavy flail via improved sunder, or it may smash the shields of those it cannot harm in the same fashion.

Pack Rat

Pack Rats are small rats used as pack animals. The larger the pack, the more that they carry. After centuries of use by men and their ilk, in the wild these beasts have reverted back to a feral state, hoarding treasures and junk in their subterranean lairs.



Pack Rat

Size/Type: Small Magical Beast (Extraplanar)

Hit Dice: 1d8+1 (5 hp)

Initiative: +3

Speed: 40 ft. (8 squares), climb 20 ft.

Armor Class: 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12

Base Attack/Grapple: +2/-2

Attack: Bite +6 melee (1d4+2 plus disease)

Full Attack: Bite +6 melee (1d4+2 plus disease)

Space/Reach: 5 ft./5 ft.

Special Attacks: Disease, Quick draw

Special Qualities: Low-light vision, scent, darkvision 60ft., resistance to cold 5, and fire 5, spell resistance 6

Saves: Fort +3, Ref +5, Will +3

Abilities: Str 14, Dex 17, Con 12, Int 3, Wis 12, Cha 4

Skills: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +7, Swim +8

Feats: Alertness, Weapon Finesse

Environment: Any, especially urban settings and ruins

Organization: Solitary or pack (11-20)

Challenge Rating: 1/3

Treasure: Variable

Alignment: Any neutral

Advancement: 2-3 HD (Small); 4-6 HD (Medium) 2-3 HD (Small); 4-6 HD (Medium)

Level Adjustment: —

Prankster Posions Pixies

Prankster Pixie CR 10

poison pixie sorcerer 8

chaotic evil female small fey

Init: +2 Senses: Listen +1, Spot +1

Languages: Sylvan, Common

AC: 20 (+2 dex, +4 *mage armor*, +4 *shield*) touch 12, flatfooted 12

HP: 28 (HD 10d4)

Resist: +2 vs enchantment & charm, Spell Resistance 23, Damage Reduction 5 / cold iron, %50 miss chance from *blink*

Immune: magical sleep

Saves: Fort: +3 Ref: +5 Will: +8

MV: 30 ft.

Attack: +7 dagger (1d4-1) or +7 shortbow (1d6)

Space / Reach: 5 ft. / 5 ft.

Base Attack: +5 Grapple: +4

SA: sorcerer spells, spell-like abilities

Feats: weapon finesse, spell focus enchantment, greater spell focus enchantment

Abilities: Str 8 Dex 15 Con 11 Int 12 Wis 13 Cha 19

Skills: Bluff + 17, Concentration + 6, Knowledge (Arcana) + 1, Spellcraft + 5.

Spells Available (DC 13 + spell level, +2 vs enchantment)

0th (6/day): guidance, ray of frost, prestidigitation, daze, ghost sound +4

1st (7 /day): sleep, color spray, reduce person, shield, mage armor

2nd (7 /day): hideous laughter, invisibility, scorching ray

3rd (6 /day): hold person, blink

4th (4 /day): dimension door

Spell-Like Abilities: 3 / day:

disguise self, suggestion, command and charm person. (DC 13 + spell level - saves are charisma based)

Possessions: dagger, shortbow, 10 arrows.

Familiar: snake familiar.

Tactics: These cruel little faeries will attempt to befriend those they encounter and lure them into drinking and dancing with them. Those that do and end up spending the evening with them will be slain in their sleep. If necessary they will use their charm person and suggestion powers to persuade the reluctant. Failing this they will prepare with *mage armor, shield* and *blink* before attacking. In combat they will never engage in melee, preferring to use invisibility and dimension door to keep out of harms way and attempt to immobilize foes with their enchantments.

Shadow Swarm

Swarm of shadows that attack creatures standing in shadows like piranhas, devouring their flesh with a massive number of attacks. Creatures which move out of the shadows cannot be attacked by these swarms.

Shadow Swarm

Size/Type: Large Undead Swarm (Incorporeal)

Hit Dice: 7d12 (56 hp)

Initiative: +2

Speed: 0 ft. Travel only by shadows (see Shadow Jump text below)

Armor Class: 16 (+3 dex, +2 deflection), touch 14, flat-footed 12

Base Attack/Grapple: +4/—

Attack: Incorporeal touch +6 melee (1d4 Str)

Full Attack: 4 attacks/round Incorporeal touch +6 melee (1d4 Str)

Space/Reach: 10 ft./5 ft.

Special Attacks: Create spawn, strength damage

Special Qualities: Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits

Saves: Fort +3, Ref +5, Will +6

Abilities: Str 0, Dex 16, Con 0, Int 6, Wis 10, Cha 14

Skills: Hide +14*, Listen +7, Search +5, Spot +13

Feats: Alertness, Dodge, Mobility, Spring Attack

Environment: Any

Organization: Swarm (8-12 per swarm)

Challenge Rating: 8

Treasure: None

Alignment: Always chaotic evil

Advancement: 8-12 HD (Huge), 13-17 HD ()

Level Adjustment: —

A shadow swarm can be difficult to see in dark or gloomy areas but stands out starkly in brightly illuminated places.

A shadow swarm is a group of 8-10 weightless shadows 4 to 5 feet tall. Shadows cannot speak intelligibly, but emit high-pitched shrieks when they fly in swarms.

Combat

Shadows hunt in the night sky, traveling great distances.

Strength Damage (Su): The touch of a shadow swarm deals 1d4 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow swarm dies. This is a negative energy effect.

Create Spawn (Su): Any humanoid reduced to Strength 0 by a shadow swarm becomes a shadow and joins the swarm within 1d4 rounds.

Shadow Jump (Su): A shadow swarm has the ability to travel between shadows as if by means of a *dimension door* spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. A shadow swarm can jump up to a total of 20 feet each round in this way; this may be a single jump of 20 feet or two jumps of 10 feet each. Every two HD higher than 7, the distance a shadow swarm can jump each round doubles (40 feet at 9, 80 feet at 11, and 160 feet at 13). This amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment.

Skills

Shadow swarms have a +2 racial bonus on Listen and Spot checks and a +4 racial bonus on Search checks.

*A shadow swarm gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on Hide checks.

Thoul

Wilbur, methinks that troll don't want yer toll; 'e wants yer soul!

Thoul

Size/Type: Large Undead Giant

Hit Dice: 7d12+36 (83 hp)

Initiative: +2

Speed: 30 ft. (6 squares)

Armor Class: 16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 14

Base Attack/Grapple: +5/+16

Attack: Claw +9 melee (1d6+6 plus paralysis)

Full Attack: 2 claws +9 melee (1d6+6 plus paralysis) and bite +4 melee (1d6+3 plus paralysis)

Space/Reach: 10 ft./10 ft.

Special Attacks: Rend 2d6+9, ghoul fever, paralysis

Special Qualities: Darkvision 90 ft., low-light vision, regeneration 5, scent, undead traits, +2 turn resistance

Saves: Fort +11, Ref +6, Will +8

Abilities: Str 23, Dex 14, Con 0, Int 6, Wis 9, Cha 6

Skills: Listen +3, Spot +4, Balance +3, Climb +3, Move Silently +4

Feats: Alertness, Iron Will, Multiattack

Environment: Cold mountains, warm swamps

Organization: Solitary or gang (2-4)

Challenge Rating: 6

Treasure: None

Alignment: Always chaotic evil

Advancement: 8-10 HD Huge

Level Adjustment: -

A Thoul is a troll which has become a ghoul. Thouls walk upright but hunched forward with sagging shoulders, and drag their feet slightly. Their gait is uneven, and when they run, their arms dangle and drag along the ground. For all this seeming awkwardness, trolls are somewhat agile.

A typical adult thoul stands 8 feet tall and weighs 400 pounds. Females are slightly larger than males. A thoul's rubbery hide is moss green, mottled green and gray, or putrid gray. The hair is usually greenish black or iron gray.

Thouls speak Giant, though barely intelligibly.

Combat

Thouls try to attack with surprise whenever possible, for instance from behind cover. Once engaged, thouls have no fear of death: They launch themselves into combat without hesitation, flailing wildly at the closest opponent. Even when confronted with fire, they try to get around the flames and attack.

Rend (Ex): If a thoul hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a thoul. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Ghoul Fever (Su): Disease—bite, Fortitude DC 14, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

Paralysis (Ex): Those hit by a thoul's bite or claw attack must succeed on a DC 14 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is Charisma-based.

Wargyle

Size/Type: Medium Monstrous Canine (Earth)

Hit Dice: 8d8+25 (64 hp)

Initiative: +3

Speed: 50 ft. (10 squares), fly 60 ft. (average)

Armor Class: 18 (+3 Dex, +5 natural), touch 13, flat-footed 15

Base Attack/Grapple: +6/+8

Attack: Claw +11 melee (1d6+7)

Full Attack: 2 claws +11 melee (1d6+7) and bite +9 melee (1d8+6) and gore +9 melee (1d8+6)

Space/Reach: 5 ft./5 ft.

Special Attacks: Trip

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., freeze, low-light vision, scent

Saves: Fort +7, Ref +7, Will +5

Abilities: Str 25, Dex 16, Con 20, Int 6, Wis 11, Cha 7

Skills: Hide +9*, Listen +6, Move Silently +2, Spot +8

Feats: Multiattack, Toughness, Fly-by-attack

Environment: Any

Organization: Solitary, pair, pack, or wing (5-16)

Challenge Rating: 6

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: 7-9 HD (Medium); 10-14 HD (Large)

Level Adjustment: +6

Half warg, half gargoyle, these stone canines with wings are powerful adversaries.

Wargoyles often appear to be quadrupedal winged stone statues, for they can perch indefinitely without moving and use this disguise to surprise their foes. They require no food, water, or air, but often eat their fallen foes and their mounts out of fondness for inflicting pain.

Wargoyles speak Common and Terran, and also communicate as canines.

Combat

Wargoyles either remain still, then suddenly attack, or dive onto their prey from above, as they hunt in the night sky. When they work in pairs, packs, or wings, they often attempt to flank their opponents, taking advantage of the confusion and low light. They have also been known to scoop up their prey and drop them from high elevations.

A wargyle's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Freeze (Ex): Much like a gargoyle, a wargyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the

wargoyles are really alive.

Trip (Ex): A wargoyles that hits with a bite attack can attempt to trip its opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wargoyles.

Skills

Wargoyles have a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks.

*The Hide bonus increases by +8 when a wargoyles is concealed against a background of stone.

MAGIC AND MUNDANE ITEMS

Bident

The bident is a A two-pronged version of the trident. Add it to your campaign to add some visual flavor to the world.

Depending on how cumbersome your group's fights become, roll for each blade which deal 1d4 apiece, or just roll once and deal 2d4 damage upon a successful hit.



Bident

Martial One-Handed Thrown Melee Critical: ×2

Range Increment: 10 ft.

Type: Piercing

Hardness: 5

Size	Cost	Damage	Weight
Fine	1 gp	1d2	1/4 lb.
Diminutive	5 gp	1d3	1/2 lb.
Tiny	10gp	2d2	1 lb.
Small	15 gp	2d3	2 lb.
Medium	15 gp	2d4	4 lb.
Large	30 gp	2d6	8 lb.
Huge	60 gp	2d8	16 lb.
Gargantuan	120gp	2d10	32 lb.
Colossal	240gp	2d20	64 lb.

This weapon can be thrown. If you use a ready action to set a bident against a charge, you deal double damage on a successful hit against a charging character.

Bottle of Message

Just a castaway, an island lost at sea...

This bottle, when cast into a body of water, delivers a hand-written message quickly, as if by a written version of *message*. The body must spring from a natural water source. The message travels via the Elemental Plane of Water to its destination, who must also be near a body of water which springs from a natural source. A bathtub counts, assuming the water travels from an aquifer via an aqueduct. The bottle can be reused until it is broken.

Faint enchantment; CL 5th; Craft Wondrous Item, *message (heightened)*; Price 2,000 gp.



Coin of Unknown Fortune

Flip this coin to receive either a +1 or a -1 luck bonus to all the rolls in your next encounter. This coin can only be flipped

in this way 10 times, at which point it becomes normal currency.

Greater versions of this coin add larger bonuses or penalties, depending on the result of the flip. Still others add more charges.

Faint transmutation. Price: 100gp per bonus x number of charges (standard coin is 1,000gp)



Nightingale of Florence

This bird, when summoned, provides additional healing to the entire party as it sings a sweet song in a nearby tree.

A statuette version of this creature can be used to summon the nightingale. This silver figurine transforms into a nightingale on command, retaining its metallic consistency, which gives it hardness 10. The figurine, when activated, sings a pleasant tune throughout the night, providing 4d8+7 hit points of healing over the course of the night. These effects occur to one person per 15 minute increment, so if the rest is interrupted before everyone is healed, the nightingale completes its song and returns to its figurine state. The nightingale has no additional special powers or telepathic abilities. It can be used in

this way for only 24 hours per week (3 nights of full rest), and for only 8 hours at a time.

Faint enchantment and transmutation; CL 7th; Craft Wondrous Item, *cure critical wounds*, *animate objects*; Price 5,000 gp.

Pouch of Sating

This pouch provides fresh sustenance one person according to the hunger level of the owner. The pouch appears full and is as heavy as the amount of today's food left in it, but will only provide food for the owner, and only as much as she needs at the moment.

The food is kept fresh by being stored in a vacuum in a pocket dimension.

Moderate conjuration; CL 9th; Craft Wondrous Item, *secret chest*, *create food and water*. Price: 1,000gp per month's worth of food.

Ring of Appearing as Magic

Created by some bored, sick wizard in his tower, this ring appears as if it is magical, and that is its only magical enhancement. It will appear as magical in response to *detect magic*, but an *identify* or *analyze dweomer* will reveal nothing, only that it is imbued with some form of an enchantment. This confounds mages who feel the need to know everything about an item, and personalities of this type will likely devote countless hours to the task in vain.

Faint enchantment, CL 3, craft wondrous item, Price: 150gp.

Snake Arrow

These arrows are magically held snakes with fletching on their backs (provides aerodynamics) that are released from their stasis upon impact with a target, dealing 1d6+3 damage. Targets struck by the arrows must make a fortitude save or be afflicted by poison. Which type and the DCs for the rolls depend on the snake.

Slow poison DC 25 - delays 10 rounds before 1st save, then 2d4 strength damage.

Fast poison DC 20 - delays 5 rounds before 1st save, then 1d6 dexterity damage.

Instant poison DC 15 - 1st save when struck, 1d10 constitution damage.

The snakes may engage the target (%50 chance, attacks as a small viper), or slither off into the grass, back to meet up with their owner.

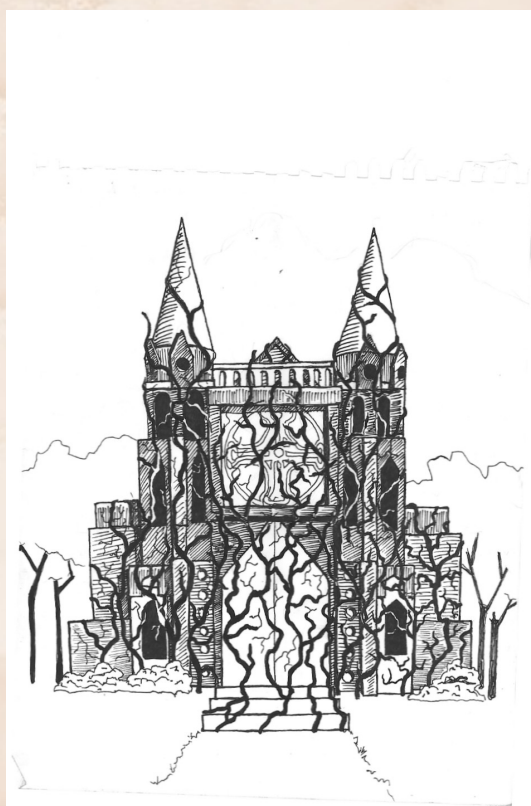
Moderate Necromancy and Minor Enchantment; CL 9th; Craft Magic Arms and Armor, *poison* and *charm animals*; Price 1,500 gold

LOCATIONS AND ENCOUNTERS

The Seat of the Seer

Presented here is the first encounter in the upcoming adventure *Anointing the Seer*. Here, a group of giants have taken up residence in a cursed cathedral. Dangerous magic briars guard the exterior, and within the brutes feast on the trapped townsfolk. Feel free to drop it into your games to use as you see fit.

Seat of the Seer



Dungeon Features

Secret Doors in this area are priest-doors, concealed to appear to be part of the ornately carved stone or wood they are set into, and are a DC 18 Search check to find.

The Cursed Seat of the Seer (EL 12)

This temple is much transformed after the attack on it. It is surrounded by magical briars, and inside giants feast on the townsfolk, who have been polymorphed into animals.

Exterior

Surrounded by small outlying buildings, this large and stately temple is completely overgrown with gargantuan brambles, to the point where it is nearly concealed. A large double door can be glimpsed through the thorn-covered trunks of the plants.

In order to enter the temple via the doors one must somehow pass through the patches of *brier brambles* that block the doorways. If the plants are not killed then they must be defeated in an opposed strength check (DC 19) in order to open the doors. Other methods of entry include teleportation or flying or climbing up and breaking through some of the stained glass windows on the east face of the temple. Either method requires navigating the brambles, which will attempt to grapple the intruders.

Interior



The smell of offal, greasy cooking fires and death permeate this area. The interior of the temple is also sparsely overgrown with patches of the thorny brambles which push up through the flagstones. Several dead peasants and acolytes are caught in their branches. The stone walls are adorned with tapestries of the Seer's visions and the stories of the petitioners helped by them. Several carcasses worth of bones lie upon the floor.

A quarter of the squares in the temple are grown over with brambles in approx 10' patches in the first room of the temple. Some of the pillars also have brambles in the chapel.

Creatures: Nearly 100 domestic animals cower in the temple. They are the temple priests and townsfolk who had come to observe the coronation, polymorphed into

sheep, pigs and dogs. Several giants and an air elemental have been left behind by the vengeful family to ensure that the temple is not re-inhabited.

Hill Giants (2): HP 102 each

Ogre Barbarians (3): HP 79 each

Air Elemental (1): HP 136

Tactics: The brutes will likely be roused by anyone entering the temple and will have assembled to defend it. The giants may attempt to push intruders into the brambles as they fight, and will mercilessly bludgeon anyone caught in them. Similarly, the air elemental will attempt to scoop up the rear ranks of any intruders in its whirlwind form and drop them into the brambles. If the group is defeated, the air elemental will return to the warlock to inform him that someone has reclaimed the temple. The giants will fight to the death.

Traps: The exterior of the temple and portions of the first room are overgrown with the effects of the *brier brambles* spell (see earlier *CCB* issues). Anyone entering the area of the spells effect risks entanglement and the plants sleeping poison.

Treasure: Almost the only thing left in the temple's treasury is a scroll of *break enchantment* that the temple priest (in his form as a ram) will bring to the party if they are otherwise unable to disenchant the villagers. The giants have little of value on them.

Development: Once the giants are slain and the elemental has fled, the party should be able to disenchant the remaining animals, who creep cautiously up to the PCs once the violence has ended.

Once freed they will relate what happened: the new priestess was in the process of being anointed when a holy trance came upon her. Her eyes rolled up into her head and she began speaking in a strange, strained, voice. "I see... doom! The drake... he is brought low by his son..." The peasants go on to inform their rescuers that a witch and

two warlocks, one young and one of middle age, suddenly appeared in a burst of flame and interrupted the anointing of the new Seer and turned them all into animals. One of the older villagers, the abbot of the temple, will angrily go on to identify the witch as the evil old witch who used to live in the village, but was driven off years ago. Some say she inhabits a farm nearby in the wild woods, and the players will be given sketchy directions by one of the village's hunters.

Attempts to scry upon the priestess will fail, as she is in the Dragon's lair, which is warded against scrying.

Ad Hoc XP Adjustment: +15% for difficult terrain (the brambles)

Comic: Atavistic Onslaught 4





Claw/Claw/Bite is a resource for storytellers and gamemasters to help create thrilling worlds of adventure for your players to test their mettle in. In each issue, you'll find new characters, creatures, magic items, encounters, and locations for use in your campaigns. We also include little nuggets that will enrich your world with interesting details and intriguing features.

Our goal is to be a "one-stop shop" for you, the gamemaster. With little or no tweaking on your part, you will be able to drop any game element from Claw/Claw/Bite into your adventure setting and run it how you see fit. All of our creations are designed for d20 fantasy rules. And of course, everything is carefully reviewed and balanced to fit into your game without disrupting your play balance or stumbling upon the False Heroes.

This issue of Claw/Claw/Bite includes:

- * Five new spells including Spitfire and Sleep Ward
- * Five new characters, the False Heroes!
- * Seven new creatures, including various Begotten and the Shadow Swarm
- * Seven new magic and mundane items, including the Coin of Unknown Fortune
- * A new location, the Seat of the Soor
- * And another installment of the comic Atavistic Onslaught.



CLAW/CLAW/BITE

Issue 15 - Autumn 2008



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CREDITS

Thanks for reading this issue of *CCB* – Claw/Claw/Bite #15 by S.D. Hilderbrand and Adam A. Thompson, featuring the debut comic of *Trolls and Tribulations* by Jason Maggitti and S.D. Hilderbrand.

Cover and layout by S.D. Hilderbrand.

INTRODUCTION

Hail and well met, fellow role-players! Welcome to Claw/Claw/Bite, a resource for storytellers and gamemasters to create thrilling worlds of adventure for your players to test their mettle in. Every day or two, on our website, we post an article containing at least one new character, creature, magic item, encounter, spell or area description for use in your campaigns. We also include little nuggets that will enrich your campaign setting with cool details and intriguing features. These articles and others like them are routinely posted at **clawclawbite.com** as blog posts, many of which are collected in these monthly issues.

Our goal is to be a one-stop shop for you, the storyteller. All of our creations are designed for d20 3.5 rules. Many of the game elements that you see in this periodical will find their way into modules published by Unicorn Rampant, which will be available on our sites: **unicornrampant.com** and **clawclawbite.com**, as well as at **rpgnow.com**.

So welcome to our world of strange and wonderful things, traveler. Bizarre treasures, cunning adversaries, powerful adventurers, and mystic realms are waiting for you. This issue is devoted largely to spells and magic items, serving as a minor compendium of magic available later this summer from Unicorn Rampant.

Enjoy your stay, and pleasant dreams from the Outer Planes!

With the start of our new 4th edition sister magazine, *Tailslap* (also available at **tailslap.blogspot.com**), we are shifting our release schedule from bi-monthly to quarterly to provide ample time to playtest the material within.

If you would like to contribute content for *CCB*, or join our group of local distributors of small numbers of printed copies, fail your DC 15 will save and then drop us a line at **omeros@gmail.com**.



Deity

Bachtoffen

This neutral good deity provides access to the Community and Rune domains.

He is concerned with the role of music and knowledge in bettering humanity, and is favored by bards and scholars for his divine insight and divination.

His symbol is a tome with a lyre under a tree printed on the cover.

Spells

Dream Port

Conjuration (Teleportation)

Level: Bard 3

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Creature touched, or up to eight willing creatures joining hands in their sleep

Duration: Instantaneous, then lasting 30 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

You move your dream self or some other creature's to the Dream Plane. If several willing persons link hands in a circle, as many as eight can be affected at the same time. Precise accuracy as to a particular arrival location on the intended plane is high impossible, but this can be improved with controlled dreaming, and once you have been at the location in your dreams more than once. You can reach the Dream Plane from any other plane.

At the end of the spell, those affected return to their bodies on the plane that they left them.

Focus

An instrument that allows the bard to play a particular tune. The tune is what keys into the location in the Dream Plane. Those affected will hear this as the spell nears completion, as a reminder that they will soon return to their bodies.

The verbal component is a short story that tells the affected what to expect, describing the scene, etc. This can be provided before, during, or after the tune is played.

Power Word, Nightmare

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 6, Sor/Wiz 6

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature with 100 hp or less

Duration: 30 minutes/level

Saving Throw: None

Spell Resistance: Yes

You utter a single word of power that instantly causes one creature of your choice to fall into a sleep and to be stricken by a series of nightmares. You control various parameters of the nightmare -- falling, death in the family, etc. The subject takes 1d4 damage per hour from the mental strain caused by the nightmares and physical strain caused by the body thrashing about. When the subject awakes, she loses 2d4 points of constitution until she can get a good night's sleep.

Any creature that currently has 101 or more hit points is unaffected by *power word, nightmare* if she is currently awake. However, if she is asleep when the spell is cast upon her, she is affected.

Protection from Dreams

Provides protection against taking damage from dreams.

Protection from Dreams

Abjuration

Level: Clr 2, Pal 2, Sor/Wiz 2, Brd 1

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No; see text

This spell wards a creature from dreams and dream creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has two major effects.

First, the subject gains a +5 deflection bonus to AC and a +5 resistance bonus on saves versus creatures from or on the Dream Plane.

Second, the barrier blocks any attempt to sleep the warded creature. The protection does not prevent such effects from targeting the protected creature, but it suppresses the effect for the duration of the protection from dreams effect.

Arcane Material Component: A little pillow filled with down with which you decorate a 3-foot-diameter circle on the floor (or ground) around the creature to be warded.

CHARACTERS

Aldric Tréburne

Older brother of Kilmore Tréburne, Aldric stayed home to care for the ailing family while Kilmore went forth in search of adventure. Now that the family is stabilized, thanks to Avandra's blessings, Aldric has now left home in search of his brother and his own adventure.

Along the way, he has met up with an eldarin war wizard and traveled from town to town, lending healing powers and fighting off brigands and ferocious wolves.

A playful, yet grounded, working-class elf, Aldric has developed many talents, though none that he pursues with more passion than his faith in Avandra, and healing in her name. he has been called too humorous for serious elven service, and too ill-mannered to ever represent his people abroad, so his only hope is in following his own dreams and desires.

He maintains his own gear, but is not too proud to ask for help in repairing or caring for it. His most prized possessions are a pair of ornate, buckled catgrace boots, a finely-carved shortbow +1 thunderburst, and his holy symbol of Faith to Avandra (+1d6 healing).

In addition, he wears a suit of chainmail with a small cape and carries an adventurer's kit in a backpack.

Aldric in your game: Aldric tells a decent tale, and with his diplomacy will likely have learned some things about the local area. As a healer, he is likely to have learned much of the recent adventurers of others. Aldric could serve as an NPC in a party that did not have a player in the leader role. He would allow the DM to give the party some extra healing without having a character overly bent on seeing his own will done.

Aldric Tréburne

CG Medium-size Male Elf (Wood)

Cleric of Avandra 3

Hit Dice: (3d8)+3

Hit Points: 23

Initiative: +2

Speed: Walk 30 ft.

AC: 17 (flatfooted 15, touch 12)

Attacks: "Shriek" Shortbow (Shocking Burst) +5; Mace, Light +3;

Damage: "Shriek" Shortbow (Shocking Burst) 1d6; Mace, Light 1d6+1;

Vision: Low-light

Face / Reach: 5 ft. / 5 ft.

Special Qualities: Immunity to magic sleep effects., Spontaneous casting, Turn Undead (Su) 5/day (turn level 3) (turn damage 2d6+5)

Saves: Fort: +4, Ref: +3, Will: +6

Abilities: Str 12 Dex 15 Con 13 Int 11, Wis 16 Cha 14

Skills: Appraise 0; Balance -1; Bluff 2; Climb -2; Concentration 3; Craft (Untrained) 0; Diplomacy 4; Disguise 2; Escape Artist -1; Forgery 0; Gather Information 2; Heal 7; Hide -1; Intimidate 2; Jump -2;

Knowledge (Arcana) 1; Knowledge (Religion) 1; Listen 5; Move Silently -1; Ride 2; Search 2; Sense Motive 3; Spellcraft 2; Spot 5; Survival 3; Swim -5; Feats: Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Point Blank Shot, Rapid Shot, Shield Proficiency, Simple Weapon Proficiency

Possessions: "Shriek" Shortbow (Shocking Burst/Masterwork); Chain Shirt; Arrows (20); Mace, Light; Outfit (Explorer's); Shield, Light; Holy Symbol; 40gp.

Deity: Avandra Domains: Luck, Healing

Spells per Day: (4/3+1/2+1/0/0/... DC:13+spell level)

Allie Chanovic

Allie is a fairly well-known prodigy of a bard who plays in and around the capital of Esrin. Occasionally adventures for the good of the Republic, but only if there's good money in it.



One fairly recent run-in with the undead has convinced her that she needs to learn to write and play music that appeals to their macabre sensibilities, so she has enrolled in the Convent Conservatory in Esrin's capital, where she is near to completing her studies in music and religion. This time has reminded her, somehow romantically, about the adventuring life and how she misses it. She is itching to get back out on the field of battle, on the right side and for the right price!

Allie Chanovic

Medium-size Female Human

Bard 5 Cleric 1

Hit Dice: (5d6)+(1d8)+6

Hit Points: 40

Initiative: +3

Speed: Walk 30 ft.

AC: 17 (flatfooted 14, touch 13)

Attacks: *Dagger -1; *Dagger (Thrown) +6; Shortbow +1 (Composite) +7; ;

Damage: *Dagger 1d4; *Dagger (Thrown) 1d4; Shortbow +1 (Composite) 1d6+1; ;

Vision: normal

Face / Reach: 5 ft. / 5 ft.

Special Qualities: Bardic knowledge (+7), Bardic music 5/day, Countersong (Su) for up to 10 rounds, Fascinate (Sp) can effect 2 creatures for up to 5 rounds, Inspire Competence (Su) +2 to skill checks for up to 2 minutes, Inspire Courage (Su) +1 to saves

Acid Spray (Ex): When attacked or enraged by passersby, beacon beetles release a 10-foot cone of acidic vapor once per round. Those within the cone must succeed on a DC 13 Fortitude save or take 1d6+1 points of acid damage. The save DC is Constitution-

based.

Dust Monster

Known in tales for turning items to dust, this creature presents an unexpected challenge for many a victim. Most who survive a battle with them end up weaponless and facing perils deeper in the dungeons in which they dwell. It is said that dust monsters control time itself, sending objects so far into the future that they become dust on contact.

Dust Monster

Medium Aberration (Time)

Hit Dice: 8d8+5 (42 hp)

Initiative: +4

Speed: 40 ft. (8 squares)

Armor Class: 18 (+3 Dex, +5 natural)

Base Attack/Grapple: +3/+3

Attack: Antennae touch +3 melee (dust)

Full Attack: Antennae touch +3 melee (dust) and bite -2 melee (1d3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Dust

Special Qualities: Darkvision, scent

Saves: Fort +2, Ref +4, Will +5

Abilities: Str 10, Dex 18, Con 13, Int 2, Wis 13, Cha 8

Skills: Listen +7, Spot +7

Feats: Alertness, Track

Environment: Underground

Organization: Solitary or pair

Challenge Rating: 6

Treasure: None

Alignment: Always neutral

Advancement: 8-10 HD (Medium); 11-15 HD (Large)

Level Adjustment: —

The hide of these creatures varies in color from a white underside to a yellowish tan upper back. A dust monster's prehensile antennae can turn any item to dust on contact.

Like its distant cousin, the rust monster, the typical dust monster measures 5 feet long and 3 feet high, weighing 200 pounds.

Dust monsters serve beings who can control time with greater power and precision than them, usually serving as a line of defense in their towers and lairs.

Combat

A dust monster can sense an object from up to 90 feet away. When it detects one, it dashes toward the source and attempts to strike it with its antennae. The creature is relentless, chasing characters over long distances if they still possess intact objects but usually ceasing its attacks to devour a freshly meal just turned to dust.

The creature targets the largest object available, striking first at armor, then at shields and smaller items. It prefers ferrous metals (steel or iron) over precious metals (such as gold or silver) but will devour any object if

given the opportunity.

Dust (Ex): A dust monster that makes a successful touch attack with its antennae causes the target object to turn to dust, blowing away or falling into a pile on the floor and becoming useless immediately. The touch can destroy up to a 10-foot cube of an object instantly. Magic armor and weapons, and other magic items, must succeed on a DC 17 Reflex save or be affected. The save DC is Constitution-based and includes a +4 racial bonus. Time warded objects are not affected.

No make whole or mend spells can repair the object; it is simply lost to the ages.

Any weapon that deals damage to a dust monster turns to dust immediately. Flesh is not affected.

Dustling

These are the dust devils that we think of.

They are actually the minions of dust devils, trapped in a pact that required them to become indentured servants of these devils.

Dustling

Small Elemental (Air, Extraplanar)

Hit Dice: 1d8 (5 hp)

Initiative: +4

Speed: Fly 100 ft. (perfect) (20 squares)

Armor Class: 14 (+1 size, +1 Dex, +2 natural)

Base Attack/Grapple: +1/-3

Attack: Slam +3 melee (1d4)

Full Attack: Slam +3 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Flyby

Special Qualities: elemental traits

Saves: Fort +0, Ref +4, Will +0

Abilities: Str 10 Dex 13 Con 10 Int 4 Wis 11 Cha 11

Skills: Spot +3

Feats: Flyby Attack

Environment: Elemental Plane of Air, deserts

Organization: Solitary or Swarms

Challenge Rating: 1/2

Treasure: None

Alignment: Usually neutral

Advancement: 2 HD (Small)

Level Adjustment: —

Combat

They live in a perpetual whirlwind state, allowing them to make flyby attacks against their opponents.

Fiendish Orcish Berzerker Horde

Level	HD	CR
1	1	1
2	2	2
3	4	3
4	6	4
5	8	5
6	10	5-7
7	12	6-9
8	15	8-10
9	18	11-12

Developed by a mage who was one of the daughters of an orcish warblade who died and became a petitioner in Archeron before traveling back to the mortal world to help throw down the Temple of Elemental Evil, this spell allows the caster to summon orcish hordes from the netherworld to aid her. These are the stats for the summoned orcs, one stat block for each *summon monster* spell from 1 to 9.

Orcish Berzerkers in your game: Feel free to borrow these bruisers for your game. If your players ever end up in Archeron, or if they're facing any type of orcish warlord these guys make a great army, or even just a crack squad or extra-bloodthirsty orcs in a group of normal orcs.

For your players, they could just as easily be re-cast as berzerkers from Valhalla or another heavenly realm, summoned by a good cleric to help in their battles.

Summon Monster 1 orcish berzerker - CR 1

CE medium outsider

Init: +0

Senses: darkvision

AC: 13 (studded leather +3)

HP: 9 (HD: 1d8+1)

Saves: Fort: +3 Reflex: +0 Will: -1

Resist cold & fire 5

Spell Resistance: 6

Speed: 40 feet

Attack: greataxe +5 (1d12 + 4)

Special Abilities: rage (+2 / +3 to attacks, +1 hp, -2 AC)

Feats: Weapon Focus Greataxe

Skills: Climb +5, Jump +5

Abilities: Str 17 Dex 11 Con 12 Int 6 Wis 8 Cha 6

Possessions: Greataxe, Studded Leather Armor

Summon Monster 2 orcish berzerker - CR 2

CE medium outsider

Init: +0

Senses: darkvision

AC: 14 (studded leather +3, natural armor +1)

HP: 13 (HD: 2d8+2)

Saves: Fort: +4 Reflex: +0 Will: -1

Resist cold & fire 5

Spell Resistance: 7

Speed: 40 feet

Attack: greataxe +6 (1d12 + 4)

Special Abilities: rage (+2 / +3 to attacks, +2 hp, -2 AC)

Feats: Weapon Focus Greataxe

Skills: Climb +5, Jump +6

Abilities: Str 17 Dex 11 Con 12 Int 6 Wis 8 Cha 6

Possessions: Greataxe, Studded Leather Armor

Summon Monster 3 orcish berzerker - CR 3

CE medium outsider

Init: +0

Senses: darkvision

AC: 15 (studded leather +3, natural armor +2)

HP: 22 (HD: 4d8+4)

Damage Reduction: 5 / magic

Saves: Fort: +5 Reflex: +1 Will: +0

Resist cold & fire 5

Spell Resistance: 9

Speed: 40 feet

Attack: Greataxe +9 (1d12 + 6)

Special Abilities: rage (+2 / +3 to attacks, +4 hp, -2 AC)

Feats: Weapon Focus Greataxe, Cleave

Skills: Climb +7, Jump +8

Abilities: Str 18 Dex 11 Con 12 Int 6 Wis 8 Cha 6

Possessions: Greataxe, Studded Leather Armor

Summon Monster 4 orcish berzerker - CR 4

CE medium outsider

Init: +0

Senses: darkvision

AC: 16 (studded leather +3, natural armor +3)

HP: 37 (HD: 6d8+6)

Damage Reduction: 5 / magic

Saves: Fort: +6 Reflex: +2 Will: +1

Resist cold & fire 5

Spell Resistance: 11

Speed: 40 feet

Attack: greataxe +11 (1d12 + 6)

Special Abilities: rage (+2 / +3 to attacks, +6 hp, -2 AC)
Feats: Weapon Focus Greataxe, Cleave, Power Attack

Skills: Climb +8, Jump +9
Abilities: Str 18 Dex 11 Con 12 Int 6 Wis 8 Cha 6
Possessions: Greataxe, Studded Leather Armor

Summon Monster 5 orcish berzerker - CR 5
CE medium outsider
Init: +0
Senses: darkvision

AC: 17 (studded leather +3, natural armor +4)
HP: 44 (HD: 8d8+8)
Damage Reduction: 5 / magic
Saves: Fort: +7 Reflex: +2 Will: +1
Resist cold & fire 10
Spell Resistance: 13

Speed: 40 feet
Attack: greataxe +13 (1d12 + 6)

Special Abilities: rage (+2 / +3 to attacks, +8 hp, -2 AC)
Feats: Weapon Focus Greataxe, Cleave, Power Attack

Skills: Climb +9, Jump +10
Abilities: Str 18 Dex 11 Con 13 Int 6 Wis 8 Cha 6
Possessions: Greataxe, Studded Leather Armor

Summon Monster 6 orcish berzerker - CR 6
CE medium outsider
Init: +0
Senses: darkvision

AC: 18 (studded leather +3, natural armor +5)
HP: 58 (HD: 10d8+10)
Damage Reduction: 5 / magic
Saves: Fort: +8 Reflex: +3 Will: +2
Resist cold & fire 10
Spell Resistance: 15

Speed: 40 feet
Attack: greataxe +15 (1d12 + 6 / 19-20 x 2)

Special Abilities: rage (+2 / +3 to attacks, +10 hp, -2 AC)
Feats: Weapon Focus Greataxe, Cleave, Power Attack, Improved Critical Greataxe

Skills: Climb +10, Jump +11
Abilities: Str 18 Dex 11 Con 13 Int 6 Wis 8 Cha 6
Possessions: Greataxe, Studded Leather Armor

Summon Monster 7 orcish berzerker - CR 8
CE medium outsider
Init: +0
Senses: darkvision

AC: 19 (studded leather +3, natural armor +6)

HP: 81 (HD: 12d8+24)
Damage Reduction: 10 / magic
Saves: Fort: +10 Reflex: +4 Will: +3
Resist cold & fire 10
Spell Resistance: 17

Speed: 40 feet
Attack: greataxe +17 (1d12 + 6 / 19-20 x 2)

Special Abilities: rage (+2 / +3 to attacks, +24 hp, -2 AC)
Feats: Weapon Focus Greataxe, Cleave, Power Attack, Improved Critical Greataxe

Skills: Climb +11, Jump +12
Abilities: Str 18 Dex 11 Con 14 Int 6 Wis 8 Cha 6
Possessions: Greataxe, Studded Leather Armor

Summon Monster 8 orcish berzerker - CR 10
CE medium outsider
Init: +0
Senses: darkvision

AC: 20 (studded leather +3, natural armor +7)
HP: 96 (HD: 15d8+30)
Damage Reduction: 10 / magic
Saves: Fort: +11 Reflex: +7 Will: +4
Resist cold & fire 10
Spell Resistance: 20
Speed: 40 feet
Attack: greataxe +19 (1d12 + 6 / 19-20 x 2)

Special Abilities: rage (+2 / +3 to attacks, +30 hp, -2 AC)
Feats: Weapon Focus Greataxe, Cleave, Power Attack, Improved Critical Greataxe, Lightning Reflexes

Skills: Climb +13, Jump +13
Abilities: Str 18 Dex 11 Con 14 Int 6 Wis 8 Cha 6
Possessions: Greataxe, Studded Leather Armor

Summon Monster 9 orcish berzerker - CR 12
CE medium outsider
Init: +1
Senses: darkvision

AC: 23 (dex +1, studded leather +3, natural armor +9)
HP: 111 (HD: 18d8+36)
Damage Reduction: 10 / magic
Saves: Fort: +13 Reflex: +9 Will: +7
Resist cold & fire 10
Spell Resistance: 23

Speed: 40 feet
Attack: greataxe +23 (1d12 + 6 / 19-20 x 2)

Special Abilities: rage (+2 / +3 to attacks, +36 hp, -2 AC)
Feats: Weapon Focus Greataxe, Cleave, Power Attack,

Improved Critical Greataxe, Lightning Reflexes, Iron Will

Skills: Climb +14, Jump +15

Abilities: Str 18 Dex 12 Con 14 Int 6 Wis 8 Cha 6

Possessions: Greataxe, Studded Leather Armor

Piranha Swarm

Piranha need no introduction, but their fiendish brethren do. Found in some tributaries of the Styx, these hellish fish will strip suffering souls to the bone in seconds.

Piranha Swarm - CR 5

Neutral Diminutive Animal (swarm, aquatic)

Init: +8

Senses: Spot +15

AC: 19 (+4 size, +4 dex, +1 natural)

HP: 44 (HD: 10d8)

Saves: Fort: +6 Reflex: +10 Will: +4

Speed: 30 feet

Attack: swarm (4d6)

Special Attacks: Distraction

Space / Reach: 10 ft. / 0 ft.

Special Abilities: immune to weapon damage, swarm traits

Feats: Improved Initiative, Alertness, Combat Reflexes, Lightning Reflexes

Abilities: Str 1 Dex 19 Con 10 Int 1 Wis 10 Cha 4

Piranhas are aggressive creatures who attack their prey by swarming them.

Distraction (Ex): Any living creature that begins its turn with a piranha swarm in its space must succeed on a DC 14 Fortitude save or be panicked for 1 round. The save DC is Constitution-based.

Stygian Piranha Swarm - CR 10

Neutral Diminutive Animal (swarm, aquatic)

Init: +8

Senses: Spot +23

AC: 24 (+4 size, +4 dex, +6 natural)

HP: 133 (HD: 20d8 + 40)

Saves: Fort: +14 Reflex: +19 Will: +8

Speed: 30 feet

Attack: swarm (8d8)

Special Attacks: Distraction

Space / Reach: 10 ft. / 0 ft.

Special Abilities: immune to weapon damage, swarm traits

Feats: Improved Initiative, Improved Natural Attack,

Iron Will, Alertness, Combat Reflexes, Lightning Reflexes, Great Fortitude, Run

Abilities: Str 1 Dex 21 Con 14 Int 1 Wis 10 Cha 4

Distraction (Ex): Any living creature that begins its turn with a piranha swarm in its space must succeed on a DC 19 Fortitude save or be panicked for 1 round. The save DC is Constitution-based.

Purple Ooze

Large Ooze

Hit Dice: 5d10+20 (51 hp)

Init: -3

Speed: 10 ft. (2 squares)

AC: 7 (-3 Dex)

Base Attack/Grapple: +6/+6

Attack: Slam +6 melee (1d6+2 plus 2d6 acid)

Full Attack: Slam +6 melee (1d6+2 plus 2d6 acid)

Space/Reach: 10 ft./5 ft.

Special Attacks: Strong acid, constrict 1d6+2 plus 2d6 acid, improved grab, attack from below

Special Qualities: Blindsight 60 ft., immunity to cold and fire, ooze traits, transparent

Saves: Fort +10, Ref -2, Will -4

Abilities: Str 14, Dex 5, Con 22, Int —, Wis 1, Cha 1

Skills: —

Feats: —

Environment: Barren wastes

Organization: Solitary or vast ooze flows

Challenge Rating: 6

Treasure: Metal items dropped by their recent prey

Alignment: Always neutral

Advancement: 6-8 HD (Large); 9-12 HD (Huge)

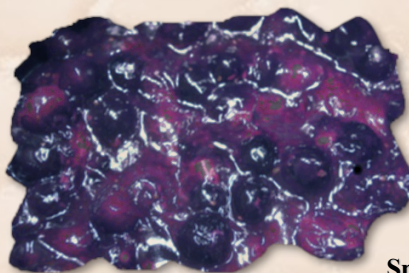
Level Adjustment: —

A purple ooze can grow to a diameter of up to 15 feet and a thickness of about 18 inches. A typical specimen weighs about 1200 pounds.

Combat

A purple ooze strikes like a monstrous wave, slamming opponents with its body.

Acid (Ex): A purple ooze secretes a digestive acid that quickly dissolves organic material and stone, but not metal. Any melee hit or constrict attack deals acid damage. Stone, leather and clothing dissolves and becomes useless immediately unless it succeeds on a DC 18 Reflex save. A stone or wooden weapon that strikes a purple ooze also dissolves immediately unless



it succeeds on a DC 18 Reflex save. The save DCs are Constitution-based.

The ooze's acidic touch deals 25 points of damage per round to wooden, cloth and leather objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex): A purple ooze deals automatic slam and acid damage with a successful grapple check. The opponent's clothing, wood and leather armor take a -4 penalty on Reflex saves against the acid.

Improved Grab (Ex): To use this ability, a purple ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Transparent (Ex): A purple ooze is hard to identify, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a purple ooze and walk into it are automatically hit with a melee attack for slam and acid damage. It resembles a gray ooze, but with a lightly translucent purple surface.

Attack from Below (Ex): A purple ooze can attack from below by slithering into the floor below the target, and dissolving the stone or wood that the target stands upon, sending them splashing into the purple ooze.

Pool (Ex): Multiple oozes can join up, forming a larger specimen. This is especially deadly when used with the attack from below ability, creating large flows and moats that surround their prey.

Stalking Eye

This is an eye of the Old One (featured in Unicorn Rampant's *Horror of the Old Ones*), one that was severed or broke free from the body of the colossal god. The stalking eye is deaf, so it can be snuck up on, but has a supernatural sense of sight.

Stalking Eye CR 13

Lawful evil with chaotic tendencies

Large Aberration

Init: +3 **Senses:** darkvision 60'

Listen -2 **Spot** +22

Languages: Telepathy 60' and either common or none

AC: 26 (-1 size, +3 dex, +14 natural)

HP: 101 (12d8+44)

Defenses: SR 18, DR 5 / good

Saves: Fort: +9 Ref: +7 Will: +11

Speed: 5 ft., fly 20 ft.

Attack: Lightning Touch +9 ranged touch and bite +7 melee (2d4)

Full Attack: Lightning Touch +9 ranged touch and bite +7 melee (2d4)

Attack Options: Lightning Touch, Spells

Space / Reach: 10ft. / 5ft.

Base Attack: +8 **Grapple:** +12

SQ: DR 5/good, SR 18, All-around vision, flight

SA: spell like abilities: blur

Feats: Alertness, Flyby Attack, Great Fortitude, Ability Focus (Otherworldly Gaze), Quicken Spell-Like Ability (Blur)

Abilities: Str 11 Dex 16 Con 18 Int 16 Wis 14 Cha 15

Skills: Hide +10, Knowledge (arcana) +13, Knowledge (planes) +8, Search +18, Spot +22, Survival +6

Spell-like abilities: 1/day - blur (caster level 8)

DR: 5 / lawful (axiomatic)

Spell Resistance: 18

Combat

Stalking eyes will focus their otherworldly gaze on their prey, then close into melee with their claws and lightning touch, using their smaller eyes to affect their opponents and heal themselves.

Lightning Touch (Su): Stalking Eyes of the old ones can generate, as a free action, a burst of electricity from within their bodies that damages and may stun their victims. The touch deals 1d8 points of electricity damage and stuns the target for 1d4 rounds. A DC 21 Fortitude save avoids the stun effect - the save is constitution based. They may use this ability once per round, delivered by melee attack.

Otherworldly Gaze (Su): As a standard action begotten can focus their otherworldly gaze upon a mortal creature and create a haze of confusion as the spell. A DC 18 will save is required to avoid this confusion (save is wisdom based), which lasts as long as the begotten concentrates upon it. This is a mind-affecting ability.

The stalking eye also has a series of small eyes, each of which has its own ability per round, as it gazes at its foes:

Fear: works like the spell, but affects only a single creature.

Inflict Critical Wounds: (ranged, 30 ft.) inflicts 4d8+10 points of damage (Will half).

Cure Critical Wounds: heals 4d8+10 point of damage.

Slow: like the spell, but only affects one creature.

Dispel Magic: like the spell.

Fireball: like the spell.

MAGIC AND MUNDANE ITEMS

Adventurer's Backpack

This backpack contains all the standard tools an adventurer would need: a shovel, a pick, a coil of 50' rope, 2 torches, flint and steel, pitons, a small mallet, a bedroll, a whistle, chalk, pouches to store dried food, etc. The exact contents vary, depending on the region where the backpack is bought. Some include medicinal herbs, candles, incense and other quasi-religious items.



Prices range from 3 to 10gp, depending on the size and contents.

Book of Transport

Upon reading from one of these mystical tomes, the reader is transported to the location described within. The book does not travel with the reader, but all other items worn or carried by the reader travel with her.

The reader must be able to read the language that the book of transport is written in.

Major conjuration; CL 13th; Craft Wondrous Item, *teleport* and *plane shift*; Price 50,000 gp; Weight 3 lb.

Minor versions exist that only teleport the reader, restricting the use of the book to the current plane.

Moderate conjuration; CL 9th; Craft Wondrous Item, *teleport*; Price 25,000 gp; Weight 3 lb.

Sonic Earrings

These earrings cancel sound effects, providing a +5 resistance to sonic damage and other sound-produced effects. This includes sonic bursts, etc. This bonus stacks on rings of resistance and other bonuses.

Faint abjuration; CL 3rd; *resist energy*, Craft Wondrous Item, Price 6,000gp.

A greater version of these earrings provides a +10 resistance to sonic damage and also stacks with other forms of sonic resistance.

Faint abjuration; CL 5th; *resist energy*, Craft Wondrous Item, Price 12,000gp.

Sword of Damocles

Known for its troubling effects on men throughout spoken history, the sword of Damocles has left an indelible mark on the stories that frighten children. The sword itself is a cursed long sword of leadership -2 (attack, damage, and leadership rolls).

It is said that this weapon finds a way to lead the wielder into peril, and causes those led by the wielder to behave less faithfully. This sword is also deceptive; the wielder believes she is receiving bonuses rather than the hindrances.

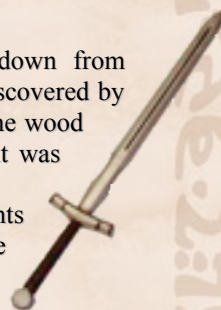
Craft Wondrous Item; CL 11; Curse; Price: 15,000.

"Three Strikes"

This longsword +2 has been passed down from generation to generation of elves, first discovered by Kiyarniar Buentiejal, famed founder of the wood elves Trangull Drevo. Rumors say that it was given to Kiyarniar by Corellon Larethian.

The owner can go below 0 hit points twice wielding this weapon, but on the third time her hit points reach 0, she finally dies, skipping stabilization attempts, etc.

This sword is also imbued with wounding.



Truthberries

Found in the wild on slopes around the Central Valley, truthberries, or as they are known in the halfling community, *welshabaer*, have the effect of causing those who eat or drink their juice to remain honest, even under duress. The effect is similar to a *zone of truth* focused on the consumer of these berries, with a duration of anywhere from 5 minutes to an hour depending on how many berries are consumed.

Their oily outer skin gives them a texture almost of an olive in its own oil. These berries are seen in a number of forms, since they also work when baked into pies or distilled into wine or schnapps.

Truthberries can be used as the material components in various spells.

Forward thinkers in the Republic of Esrin have also used truthberries to calm warriors about to head into battle or negotiations by coating armor with their oil.

These berries sell for as much as 10gp per pound in regions far from the Central Valley, but since they grow in the wild, nobody has yet thought of trying to package them for markets.



Wine of Song

This magical elixir works like a potion to improve the quality of songs sung by bards. It is a slight magic that enhances the natural quality of the wine to loosen vocal chords and remove inhibitions, improving the bonuses provided by the song by an additional point. The wine must be fully consumed for its effects to be felt.

This wine is produced using a unique style of grapes found only in the most enchanted vales. The wine can be either alcoholic or non-alcoholic, depending on how it is produced. Most bottles contain at least a moderate amount of alcohol.

Profession: Vintner of at least 5, Craft Wondrous Item, Price: 500gp per enhancement bonus per bottle.



either long-term or in the short term. For instance, paladins might be represented long-term as pegasi, but in the short term, as they are chased by a marauding horde of goblins and forced to flee, they may have a dream plane representation as a gazelle while pursued. The goblins might be represented as wolves or some other beast. If these beings were somehow transported to the dream plane, they would take on the characteristics of these forms. As a gazelle, the paladin would be able to run fast and leap over obstacles, the goblins as wolves would take on the hunting skills and trip attacks of wolves. If the

paladin were to enter the dream plane as a pegasus, she would be able to fly, and so on.

Much like the Prime Material Plane, the Dream Plane is a battleground for the forces of good and evil. It is largely neutral, however certain areas tend toward good or evil.

The Dream Plane has the following traits.

- * Subjective directional gravity.
- * Subjective temporality. Age, hunger, thirst, poison, and natural healing function differently in the Dream Plane; certain dreams may play upon these human needs and have unexpected consequences.
- * Strongly neutral-aligned, with pockets of mild good and evil where these forces have gained footholds.

Key Regions

Dreams - the core of the plane. This is where most visitors to the Dream Plane (and they are all visitors) spend their time.

Visions - where the future plays out in dream forms. Here characters may encounter future selves in altered forms or gain knowledge of upcoming events. The many islands of visions are set adrift upon the Seer Sea.

Memories - where the past plays out in dream forms. In this area, characters may relive certain events in their lives in altered forms. The fragmented islands of memories float upon the Forgotten Sea.

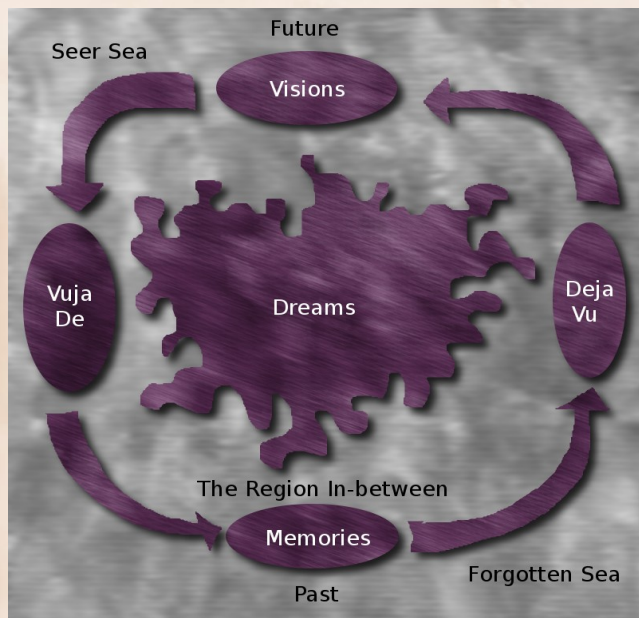
Deja Vu - A region where beings encounter events they feel have happened before.

VuJa De - A region where beings encounter events they know can never happen.

Everything else in the Dream Plane falls into the **Region In-between**, a void of an abyss of uncertainty. As the Dream Plane is a plane between the planes, there is not much to speak of in the Region In-between. Let all adventurers be warned - *do not go there*. This is the place of nightmares.

LOCATIONS AND ENCOUNTERS

Dream Plane



The Dream Plane is the space between the planes, the plane on which dreams take place, or, more precisely, the plane to which all dreamers are whisked upon sleep.

There are no native creatures on the Dream Plane, however, everyone spends time there at regular intervals. In a way, this is a way for beings to learn more about their true selves, allowing them to inhabit the projected form of another being for some time.

Everyone has another form on the Dream Plane. These tend to be projections that mirror the state of the being,

Griffon Roosts

Nasty griffons have taken up residence in a barren valley just far enough from the nearest human settlements to not be threatened by them, but just close enough to end the lives of humans who have aimlessly wandered too far off the beaten path and ended up within close flying range.

These Griffon Roosts are set toward the east end of the Goduanil, though this location can be placed into your world wherever griffons roost. They are intended to range from EL 7-9, depending on which is needed for your adventure.

The Goduanil is a region filled with rocky hills, where along the valley floors flows purple ooze in streams that run all the way to the sea. This roost is set in a valley off one of the main streams of ooze. The difficult terrain adds a +1 to the CR of this encounter.



1 Approach through the valley

A steep 100' deep gorge devoid of a river branches off from the main valley, leading off in a direction clearly away from the central valley that runs with purple ooze. Stands of leafless birch saplings cling to the cliffsides in this otherwise barren landscape.

The characters hear the occasional flapping of wings as the wind gusts. Occasional rocks will break loose and tumble from the cliffsides. The party is not in danger of these small rocks, but they are an indication of something being afoot. When the party returns to the main valley, they will need to find a creative way around or over the rivers of ooze.

2 Bend in the rocks

The valley makes a turn to the left here, cutting a rocky path through the mountains. The bend obscures the view of the valley. Boulders cling to the ledges of the hillsides.

The characters see a shadow make its way across the valley floor. By the time they look up, whatever it was that caused the shadows has passed them over and is out of sight.

3 Hoodoos

Three sandstone hoodoos rise like towers from the valley floor, the result of years of extreme erosion in this valley. The scattered skeletal remains of large quadrupeds dot the valley floor. A few large feathers are blown about by the gusts of wind across the landscape, drawing attention to the tufts of hair clumped in small, regular dips in the ground.

In actuality, it is more the doing of the ooze that has caused the erosion and thus the hoodoos, areas of hardness where the erosion has not run its course on the rock. The skeletons and tufts of hair are those of horses, picked up from the lands to the north and east of the Goduanil and flown in to feed the griffons and their offspring. If the characters collect reagents or

materials for fine brushes, they will recognize the horsehair and can collect a few horses worth, though not before they encounter the following.

Four griffons protect this valley floor, while the others hunt. They attack the party upon their entering this area. Resolve this encounter immediately after reading the above text.

Creatures: Griffons (4): MM page 139.

If the characters search the edges of the floor, they will find a broken staff and a torn red and white flag. This provides evidence that one of the horses belonged to a local knight.

4 View of Nests

From this vantage, it is clear that atop the hoodoos, large sticks frame 20'x20' bowls filled with oversized, brown and white eggs.

The mound of rocks that form the vantage point have been affected by many years of erosion and the ooze begin to slip out from under the party's feet, revealing a few pockets of a purple ooze that seep up to ground level, its acidic discharge spewing plumes of steam into the air.

Creature: Purple Ooze (see *Creatures*, above)

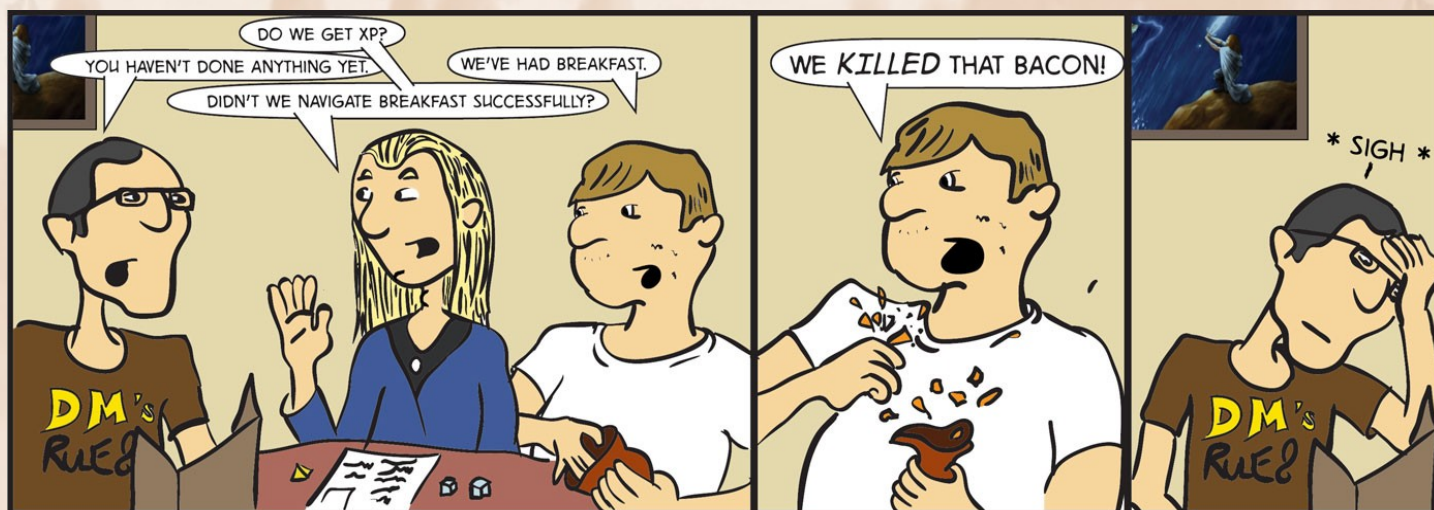
5 Nests

The sticks and straw are bound together to make a nest. The sticks have been chewed at the ends by sharp beaks. In the center of the nest is a pair of speckled eggs.

Two griffon eggs are in each nest. The eggs are nearing the time to hatch, and when the characters arrive in this location, there is a 50% chance per egg that it will be hatching.

Development: As the characters explore the first of the nests, the four remaining elder griffons (14 HD) swoop in and attack, with the tactic of lifting them off of the floor of the nests and dropping them from the sky onto the valley floor. They will attack relentlessly until one side is vanquished. After the battle, in one of the nests, the party finds a mace +1 and a helm of alacrity +2 among some shredded metal that once was a suit of plate mail.

TROLLS AND TRIBULATIONS



Graphics: Jason Maggitti
Text: S.D. Hilderbrand



Claw/Claw/Bite is a resource for storytellers and gamemasters to help create thrilling worlds of adventure for your players to test their mettle in. In each issue, you'll find new characters, creatures, magic items, encounters, and locations for use in your campaigns. We also include little nuggets that will enrich your world with interesting details and intriguing features.

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This issue of Claw/Claw/Bite includes:

- * A new deity, Bachtoffen
- * Three new dream spells including Dream Port
- * Two new characters, two clerics with something extra
- * Seven new creatures, including the Stalking Eye
- * Seven new magic and mundane items, including "Three Strikes"
- * Two new locations, including the Dream Plane
- * And Session 1 of the new comic Trolls and Tribulations.



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