

Pantheons! Deities! Godless Monsters! ...CBG 2.0??

# Campaign Builder's Guide

Issue 3 Holiday 2006



A Community-Written E-Zine for OGL Gaming

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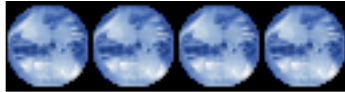
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# EDITORIAL

**The Guild**  
by **Elven Doritos**



guild /gild/

-noun

- 1.an organization of persons with related interests, goals, etc., esp. one formed for mutual aid or protection.
- 2.any of various medieval associations, as of merchants or artisans, organized to maintain standards and to protect the interests of its members, and that sometimes constituted a local governing body.
- 3.Botany. a group of plants, as parasites, having a similar habit of growth and nutrition.

(This according to Dictionary.com.)



What is the Campaign Builder's Guild?

The answer to that is simple: It's an organization of gamers who have gathered together to share ideas, to spread humor, and to increase our wealth of knowledge and understanding of gaming and worldbuilding.

That's a nice, clear-cut definition, but it belies the intricacies of the Guild and do it discredit. The Guild is a vibrant, living community of gamers. It's a place where you can spend several hours a day and still not have enough. It's a conglomeration of ideas old and new, and it's a place where worldbuilders of all calibers can post their work and garner constructive criticism.

That's a good description as well, but it still doesn't capture the spirit of the Guild. Although Xeviat's original intention was a gathering of worldbuilders in order to increase feedback and commentary on campaigns, it has become so much more-- we've become something of an online brotherhood of intellectuals. We've achieved what few communities can manage: kinship.

A little more than a year ago, Xeviat sounded the horn. About a month later, Ishmayl, Brainface, and Daggerhart built the village. Shortly after, we came and made it a home. Together, we can make sure it thrives; let's aim for the stars.

Holiday Wishes,  
-ElDo

# POLYTHEISTIC PANTHEONS

Lean, Mean, and Pantheistic  
by Fatal Error



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The subject of pantheons and religion in general is approached in a variety of ways by campaign setting builders. But one thing I have found disturbing, in at least the Forgotten Realms, if not in many homebrewed campaign settings, is the overabundance of redundant deities. Not only does it make for a lot of bookkeeping:

“Who’s the elven god of war? Lasnar?” “No, he’s the halfling god of war. You are looking for Larasna; she’s the elven goddess of war.” “No, that’s the elven goddess of poetry, not to be confused with Edriga, the giant goddess of poetry. You are actually looking for Tarnelian; he’s the elven god of war.”

But it also pigeonholes characters into the deity that exactly fits their race and class, and makes choosing a deity as a cleric become a game of, “Who’s got the best two domains for my build?” as there are some many varieties of the same aspects. How to solve this over-deification?

First step is scrap racial deities. Racial deities have several contributing factors to overabundance of godhood.

First, they put you on a track to creating at least one deity for every single race. A unique deity for Goblins, one for Orcs, one for Chokers, one for Beholders, one for each type of giant, one for Lizard-folk, one for Minotaurs, and so on. This means you are automatically overpopulating your pantheons, though at least these are probably not going to be kept track of by your players, but they still exist needlessly.

Second, racial deities start you on the path of further inflation of deities by tempting you to create even more racial deities for each of that race’s niches. Elves like war, poetry and magic, and have a creator god. Well, surely one god cannot adequately embody war, poetry, and magic at once. Besides, we should give elven characters more choices for deific



patronage. I know, lets give them even more racial deities! No, this is bad; it means you now are going to have multiple deities for every race. It also means no matter what their class, a character's race will determine which pantheon he worships, pigeonholing as I aforementioned.

So, drop the racial deities. After all, why do you really need them? Is a common deity of warfare not good enough for an elf, a dwarf, a human and an orc to all worship?

Next step is to create multifaceted deities. This will make your deities not only less numerous to cover the same number of aspects, but it will also make them more interesting as characters. This is especially true if they turn out dichotomous, being interpreted into two separate extremes by two different cultures.

Take one of my world's deities, Amnal, as an example. The dwarven hold that worships Amnal see him as a tireless crusader, merciless destroyer of evil, and that he expects his followers to purge all evil with righteous flame. Thus, these dwarves fanatically wage wars against both orcs and other dwarves who are tempted away from the holy light.

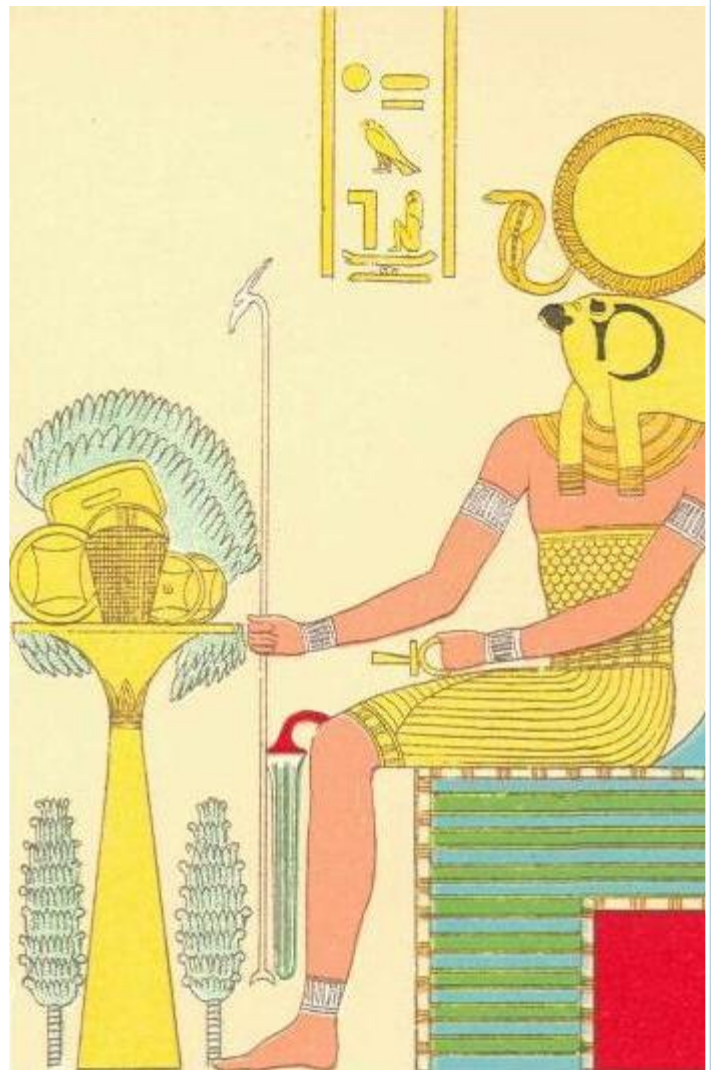
The reclusive elves of the north, however, take a much different message away from Amnal's teachings. Elven priests of Amnal swear vows of pacifism and enforce them with magic forbidding them from harming another creature; they act as wandering healers and mediators.

Not all your deities need to be so dichotomous. In fact, if you did this with the majority of your deities your players would probably get frustrated trying to figure out how their religious character should act. However, it is important to give your deity powers over multiple aspects. Don't just make a god of merchants, make him a god of merchants, trade laws, honesty, commerce, and then throw in a radical element of his worshippers that crusade against neighbors to establish free trade. Especially important is to take niche elements and don't let them tempt you into making a new deity. You don't need a deity just for summer, or just for athletes.

The third step is to make these deities universal, but culturally unique. Earlier I looked at the example of Amnal and how the dwarven holds and the elves of the north worshipped him very differently.

These differences in emphasis of the deity's aspects, how he is worshipped, and how important he is to the populace, can easily be changed from major cultural group to major cultural group. This means your cultures can still be religiously unique, but they don't have to each have their own long list of deities that are, for the most part, redundant with deities of a neighboring culture. Does the sea really change hands when you move from one nation to the next?

The result of doing this should be the following: A lean, mean, uncluttered, and more interesting, pantheon for your homebrewed world. No longer will your players look at you with glazed eyes as you describe your deities and then plaintively say, "Just tell me who the god of mages is."



# GORUKOL

God of the Wilds

by Raelifin

*Sweat and blood covered the explorer's battered body. Far off in the jungle there was an inhuman scream. How long had he run? How long had he been a prisoner of the dark? It mattered not, for his thoughts lay only on survival. Dark shapes moved in the corners of his vision as he ran, he knew not if they were figments, nor did he care. The blood red sun did not penetrate the foliage here, only a sickly glow filtered through the treetops. Another scream, a shriek, a howl. The entire world had gone mad and he dare not think of what the past had shown him. The ground flew forward as he felt his boot snag on a root. As he slammed into the dark earth he could feel his lungs give way and ribs crack. Though he struggled to breathe, an alien noise sounded from above like a thousand sirens wailing in pain. The terrifying noise caused him to turn his head skyward just in time to see the creature's shining eyes and bloody teeth.*

Grace, beauty and honor are not absolute. For every good person born into a world of joy, there is another born into terror. In the darkest corners of the world live tribes of beings who have forgotten that they were men. In these shadowed realms there is little hope to turn to, only strength and survival. It is here that demons rule, and above them is Gorukol, mad god of the wild. As Gorukol demonstrates, not all nature gods are kind and gentle. Gorukol represents the uninhibited fury of life (and death). His servants are the apes, strong of mind and body, ready to crush and eat the weak. In his domain, humans bow in fear and show their dedication through rituals too un-speakable to mention.

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## GORUKOL

**Lord of Survival, The Mad Ape**

**Lesser Deity (Chaotic Evil)**

**Symbol:** A roaring gorilla skull with bloody teeth

**Portfolio:** Nature, Rage, Survival, Insanity

**Domains:** Chaos, Evil, Destruction, Strength, Ferocity (see below)

**Favored Weapon:** Natural Weapons or Club

If you are using the optional Madness domain, Gorukol also gains that domain.

## CLERIC DOMAIN: FEROCITY

**Deities:** Gorukol. The Ferocity domain can also be granted by other appropriate deities, should the GM choose to expand its use.

**Granted Power:** You may enter a rage once per day as a 1st-level barbarian. If you already had the rage feature from another source, you gain an additional daily use of the ability.

## FEROCITY DOMAIN SPELLS:

- 1. Confusion, Lesser:** One creature is confused for 1 round.
- 2. Rage:** Gives +2 to Str and Con, +1 on Will saves, -2 to AC.
- 3. Heroism:** Gives +2 on attack rolls, saves, skill checks.
- 4. Haste:** One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.
- 5. Shout:** Deafens all within cone and deals 5d6 sonic damage.
- 6. Bull's Strength, Mass:** As bull's strength, affects one subject/ level.
- 7. Word of Chaos:** Kills, confuses, stuns, or deafens nonchaotic subjects.
- 8. Transformation:** You gain combat bonuses. (No Material Component)
- 9. Shout, Greater:** Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.



## USING GORUKOL IN YOUR GAME

Followers of Gorukolare usually savages, removed from society for so long that they act upon emotion rather than thought. Cannibalism is an easy theme to give to a tribe that follows the mad ape lord, and what better way to dress your insane priests than in the skins of their sacrifices. The following is but one description you can use for a cultist of Gorukol:

*Before you stands a man, or at least he was once a man. Dried blood cakes his dark, emaciated face and his matted hair is stiff with mud. Across his hunched form lie the skins of people, forming a macabre cloak of death. In his eyes burns a horrible fury, like that of a wild animal ready to kill.*

Gorukol's minions make good one-time villains. They have enough background to make poor random encounters but lack the organization to be long-term foes. These encounters work best in tropical frontiers and exploration campaigns. Presented are several plot hooks to include the minions of Gorukol in your game.

1. While traveling through the jungle, the PCs are harried and tormented by cultists that never seem to rest.

2. A ship carrying the PCs makes port in a small town on a tropical isle. The town is destroyed and tracks show several villagers being dragged into the jungle.

3. The PC's encounter a ruined temple in the wilds. Inside is a statue of Gorukol and the temple isn't entirely abandoned.

4. While taking watch in the night, a PC is hit by blowguns with sleeping poison. If the PC succumbs, the rest of the party must prevent their comrade from being sacrificed.

5. A city park is growing and transforming at an alarming rate, radiating evil heat and unearthly howls. The PCs must travel through a portal in the park's heart and defeat the priest behind the chaos.

6. The party druid receives strange, feral dreams. An encounter shows that other druids are being effected in the same way as a rare planar phenomenon gives Gorukol's demons increasing control over nature casters and the climax of the event is only days away.

7. A frontier town is forced into sacrificing children by cultists. The PCs must save the children

without harming the townsfolk who are acting out of fear.

Human cultists are not the only minions of the dark god, several horrific demons hold allegiance to him. Presented are two unique demons to make the lord of the wilds more unique. If you are using the core rules, Fiendish Girallons make good additions to the Gorukol bestiary.



### LOKNAROK

Small Outsider (Extraplanar, Evil, Chaotic)

**Hit Dice:** 3d8+3 (16hp)

**Initiative:** +8

**Speed:** 30 ft, Climb 30 ft

**Armor Class:** 16 (+1 Size, +4 Dex, +1 Natural)  
touch 15, flat-footed 12

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

**Attack:** Claw +3 (1d3-1)

**Full Attack:** 2 Claws +3 (1d3-1), Bite +1 (1d4-1)  
and Tail Blade +1 (1d3-1)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Mad Scream, Pounce, Rake

**Special Qualities:** Insanity, Darkvision 60ft, Fire  
Resistance 10, Outsider Traits

**Saves:** Fort +4, Ref +7, Will -2

**Abilities:** Str 9, Dex 18, Con 13, Int 13, Wis 0, Cha 13

**Skills:** Climb +18, Balance +10, Jump +5, Hide +14,  
Move Silently +10, Tumble +10, Spot +1, Listen +1,  
Escape Artist +10

**Feats:** Multiattack, Improved Initiative

**Organization:** Solitary or Pack (2-8)

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Always Chaotic Evil

**Advancement:** 4-7 HD (Small), 8-9 HD (Medium)

**Level Adjustment:** -

*A savage beast leaps out before you. It resembles a monkey, though only at first glance. Its body is thin and skeletal as though from starvation and it is covered in shiny black fur that seems to have a red glint in the light. Five horrendous claws line each hand and foot, scraping at the ground in a mad rage. Its tail is bent and warped and has a line of razor-sharp spines running along it up its back. Its head is what truly sets it apart from the mundane, two curved horns twist from its deformed skull just above enormous, pupil devoid, yellow eyes that stare with bloodshot fury and scream with torment. It's mouth is lined with hundreds of tiny glistening spikes of bony teeth that are dwarfed by a thick, purple, grotesque tongue. Its jaw swings freely as though it was detached and from it comes a constant gibbering of madness.*

Demons from the far corners of reality, the Loknarok are savage demons that haunt the dreams of those they encounter. Cursed for eternity, they hunt the darkest jungles for anything that moves.

### COMBAT

Loknaroki are insane. As such they tend to be a bit unpredictable in combat. Usually they will start with a scream and then charge, pounce and begin to tear at whatever they see, but anything is possible.

**Mad Scream (Su):** As a standard action a Loknarok can produce a scream not meant for mortal ears. All creatures within 30' must make a will save DC 12 or become shaken. A creature affected by a Mad Scream cannot be affected by it for 24 hours.

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

**Rake (Ex):** Attack +3 melee, damage 1d3-1.

**Insanity (Su):** Loknarokican never go above 0 wisdom, but do not suffer the usual penalties for being reduced to 0 wisdom. Any contact with the mind of a loknarok such as through telepathy results in 1d4 temporary wisdom damage (no save). Loknaroki are immune to charm and fear effects.

**Skills:** Loknaroki use their dexterity modifier instead of strength when climbing.



### GLAGORNOK

Large Outsider (Extraplanar, Evil, Chaotic)

**Hit Dice:** 15d8+90 (220hp)

**Initiative:** +2

**Speed:** 40 ft, Climb 30 ft

**Armor Class:** 28 (-1 Size, +2 Dex, +17 Natural)  
touch 11, flat-footed 26

**Base Attack/Grapple:** +15/+36

**Attack:** Power Slam +19 (1d8+19+Awesome Blow)  
or Slam +29 (1d8+13)

**Full Attack:** 2 Slams +29 (1d8+13), or 2 Power  
Slams +19 (1d8+23)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Frightful Presence, Rampage

**Special Qualities:** Insanity, DR 2/-, Immunity to fire  
and poison, Resistance to electricity 10 and acid 10,  
Darkvision 60 ft., Outsider Traits

**Saves:** Fort +15, Ref +11, Will +4

**Abilities:** Str 37, Dex 15, Con 25, Int 7, Wis 0, Cha 17

**Skills:** Climb +31, Intimidate +21, Jump +31, Spot  
+13, Listen +13, Balance +20

**Feats:** Power Attack, Improved Bull Rush, Awesome  
Blow, Weapon Focus: Slam, Improved Unarmed  
Strike, Improved Grapple

**Organization:** Solitary or Alpha (1 plus 2-8  
Loknaroki)

**Challenge Rating:** 15

**Treasure:** None

**Alignment:** Always Chaotic Evil

**Advancement:** 16-18 HD (Large), 19-29 HD  
(Huge), 30-45 HD (Gargantuan)

**Level Adjustment:** -

*A hulking form moves forward, as tall as two men and shaped like a titanic gorilla. Under two massive horns, like those of a bull, rest two gleaming eyes, angry and alive with a terrible hunger. The ape-beast is covered from head to toe with huge bony plates*



*that form an armored shell around the monster. Two gigantic arms end with fists the size of boulders that look as if they could tear a tree in two. As it sights you, the abomination gives out a roar like an avalanche. Heat and a red glow ripple past giant teeth and you wonder if a... thing like this could ever be stopped.*

Kings of the ape-demons, Glagornok serve none but themselves and act with nothing but pure emotion. Feared wherever they live, few have the courage to face these twisted creatures, and fewer still live long enough to regret their heroism.

### COMBAT

Glagornok follow no patterns or tactics, but simply act based on their unending rage. Only really powerful in melee, a Glagornok will try to close on its prey as fast as possible, pounding enemies with its devastating fists. If badly hurt, a Glagornok will go into a rampage, killing anything that moves.

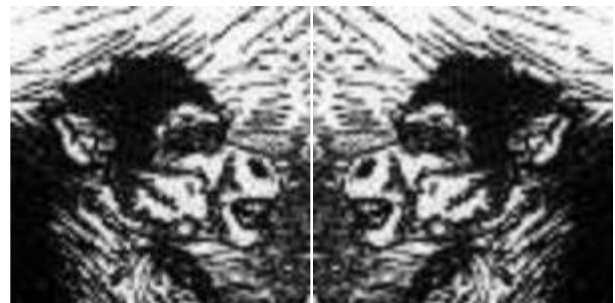
**Frightful Presence (Su):** A Glagornok can inspire terror by charging, roaring or attacking. Affected creatures must succeed on a DC 20 Will save or become shaken for 2d4 rounds. Creatures that fail their save by 10 or more become frightened. A creature may only be affected by this ability once per 24 hours. The save DC is Charisma-based.

**Rampage (Su):** When reduced below half-health (110 hp), a Glagornok may enter a berserk frenzy as a move action. The skin of the Glagornok cracks and disintegrates as heat and red light shoot from between the beast's plates. All creatures witnessing this transformation become instantly shaken (no save) for as long as the Glagornok is a threat plus one hour. The Glagornok itself is infused with unholy power, gaining a +10 bonus to strength and doubling all movement speeds. While on a rampage, the Glagornok takes 10 points of damage each turn, this damage is not hindered by DR or the like. As long as no enemies are present, a Glagornok may calm itself and end the rampage as a full-round action.

**Insanity (Su):** Glagornok can never go above 0



wisdom, but do not suffer the usual penalties for being reduced to 0 wisdom. Any contact with the mind of a glagornok such as through telepathy results in permanent insanity and an unending bloodlust for all things, a successful will save DC 20 reduces the duration to 24 hours. Glagornok are immune to charm and fear effects.



# BORDER PATROL

## Part 1: Border Basics

by Stargate525

Have you ever been in one of those campaigns where, traveling along on a hunt for your most recent piece of loot, the GM mentions something to the effect of ‘Oh, you’re in Kingdom X now,’ or ‘You’ve just crossed into the Empire of Y,’ without another word on the matter? Or perhaps no word at all? True, there is probably some fault lying with the GM for this, but it could stem from a lack of information given about this important and oft overlooked part of the setting. Therefore, it deserves some consideration.

There are three main variables we will discuss when deciding on the status of your national borders; the relationship of the two countries whose border it is, the financial and economic position of the two countries, and the physical location of the border.

The relationship of the two countries on the border is by far the most vital thing to consider. The border between arch enemies will, obviously, be far more heavily patrolled than those borders which divide allies and friends, regardless of the size of the country in question.

Of course, the definition of the term ‘heavily patrolled’ will mean different things to different kingdoms. To kingdom A, a small backwater territory, a ‘heavy’ guard could be Bob, Ted, and Phil while they aren’t working in the shop. On the other side of the coin, Kingdom B, the Grand Continental Empire, considers a ‘light’ guard to be five thousand men, a group of golems, fifteen dragons, etcetera. Of course, these are extreme and somewhat implausible ends of the spectrum, and for the purpose of this article ‘strong’ and ‘light’ will be from a midway frame of reference, just keep in mind that the meanings of these can be subjective.

The economic means of the countries in question need to be factored in as well. Taking the example of Kingdoms A and B from above and bringing them to normal levels, kingdom A will still be very hard

pressed to be able to protect their borders as well as Kingdom B could do for all of their borders. In general, a small kingdom will not be able to support a fully manned border wall, and large kingdoms can easily afford scarcely placed watchtowers at the very least. Another economic matter that determines the state of your borders is the materials at hand. Obviously a desert kingdom would not use wooden palisade walls and watchtowers, nor would a woodland kingdom use earthen walls and stone for their watchtowers.

The third major point is the physical location of your border in relation to natural lines of defense as well as bases of supply, like cities, towns, and forts. A border will not be as heavily guarded if it runs along a natural line of defense, such as swamps, mountains, or rivers. However, the gaps in these natural lines, the mountain pass or the ford in the river, will be guarded double.

The proximity of bases of supply are a factor as well. Watchtowers and guard posts are not independent entities. Guard need to be fed, structures must be maintained, weapons must stay sharp and ammunition needs to be replenished. The farther these essential goods need to move to get to the border, the more of a drain it will be on the kingdom, so the farther a border is from civilization, the less heavy it tends to be. There are exceptions to every rule; some border defenses are big enough to be considered towns in their own right, but these are few and far between.

This is by no means all of what is to be considered. What if the kingdom is a series of islands? What about magic? What should my border look like if the entire country is burrowed underneath a mountain? These questions and more will be discussed in Border Patrol part two, Various Variations and Magically Marking Borders.



# THUNDERGOD

Art by Christopher Shepard



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TO SEE MORE ARTWORK BY CHRISTOPHER SHEPARD, VISIT  
[The Gallery of Christopher "Topher" Allen Shepard.](#)

# FUN WITH TEMPLATES

New Monsters  
by Raelifin

Customization is a great thing. No matter how many monsters are released in supplemental books, you can get a far greater number by simply building one or two templates and applying them to the animals and other basic creatures in the SRD. Customization is a matter of exponential growth and the more Open Gaming options provided, the more unique, interesting fights a DM can tailor to their specific party. I'd personally like to see more low-cost (CR and LA) templates under the OGL, so I'm going to get the ball rolling with two templates of my own design. Send your own templates to the Campaign Builder's Guide or the Open Game Bazaar and start the exponential climb to monster nirvana today!

## BEAST OF THE TAINT

In some lands, the barrier between worlds breaks down and unholy energy seeps through and coats the land. All eggs or pregnant animals in the area become saturated with the foul miasma and give birth to tainted young.

### SAMPLE BEAST OF THE TAINT

#### ANACONDA OF THE TAINT

Huge Outsider (augmented animal, evil, native)

**Hit Dice:** 11d8+25 (74 hp)

**Initiative:** +4

**Speed:** 20 ft. (4 squares), climb 20 ft., swim 20 ft.

**Armor Class:** 20 (-2 size, +4 Dex, +8 natural), touch 12, flat-footed 16

**Base Attack/Grapple:** +8/+26

**Attack:** Bite +16 melee (1d8+14+1d6 acid)

**Full Attack:** Bite +16 melee (1d8+14+1d6 acid)

**Space/Reach:** 15 ft./10 ft.

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**Special Attacks:** Constrict 1d8+14, improved grab, spines, tainted wounds

**Special Qualities:** Scent, Dark Vision 60', immunity to poison, acid and disease, SR 16

**Saves:** Fort +8, Ref +11, Will +4

**Abilities:** Str 31, Dex 19, Con 15, Int 1, Wis 12, Cha 6

**Skills:** Balance +12, Climb +20, Hide +15, Listen +9, Spot +9, Swim +19

**Feats:** Alertness, Endurance, Skill Focus (Hide), Toughness

**Environment:** Warm forests

**Organization:** Solitary

**Challenge Rating:** 7

**Advancement:** 12–16 HD (Huge); 17–33 HD (Gargantuan)

**Level Adjustment:** —

*This demonic snake is equipped with thick black scales and huge spines. Black acid drips from its mouth and unholy fire burns in its eyes.*

### SAMPLE BEAST OF THE TAINT

#### DIRE TIGER OF THE TAINT

Large Outsider (augmented animal, evil, native)

**Hit Dice:** 16d8+64 (136 hp)

**Initiative:** +3

**Speed:** 40 ft. (8 squares)

**Armor Class:** 22 (-1 size, +3 Dex, +10 natural), touch 12, flat-footed 19

**Base Attack/Grapple:** +12/+27

**Attack:** Claw +23 melee (2d4+11+1d6 electricity)

**Full Attack:** 2 claws +23 melee (2d4+11+1d6 electricity) and bite +17 (2d6+5+1d6 electricity)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Improved grab, pounce, rake 2d4+5+1d6 electricity, tainted wounds, unearthly howl (DC 20)

**Special Qualities:** Scent, low-light vision, dark vision 60', immunity to poison, electricity and disease, SR 16



**Saves:** Fort +14, Ref +13, Will +11

**Abilities:** Str 33, Dex 17, Con 19, Int 2, Wis 12, Cha 14

**Skills:** Hide +8, Jump +17, Listen +6, Move Silently +12, Spot +7, Swim +13

**Feats:** Alertness, Improved natural attack (claw), Improved Natural Attack (Bite), Run, Stealthy, Weapon Focus (Claw)

**Environment:** Warm forests

**Organization:** Solitary or Pair

**Challenge Rating:** 10

**Advancement:** 17–32 HD (Large); 33–48 HD (Huge)

**Level Adjustment:** —

*This giant tiger has pitch-black fur broken by bright blue stripes. A constant aura of shadow seems to flow from its mouth and over its body, concealing it from sight. Its eyes crackle like lightning and as it roars static ripples along its terrible jaws. The sound it makes is more than a roar, like thunder from another world it cuts into you and chills you to the bone.*

## CREATING A BEAST OF THE TAINT

“Beast of the Taint” is an inherited template that can be added to any animal, vermin or magical beast with an intelligence score of 4 or lower (referred to hereafter as the base creature).

A beast of the taint uses all the base creature’s statistics and special abilities except as noted here.

**Size and Type:** The base creature’s type changes to outsider and it gains the evil subtype. Do not recalculate the creature’s Hit Dice, base attack bonus, or saves. Size is unchanged.

**Armor Class:** The base creature’s natural armor improves by +2.

**Special Attacks:** A beast of the taint retains all special attacks of the base creature and gains the following special attacks: the tainted wounds special attack and one of the following additional special attacks per 10 HD (round up).

**Tainted Wounds (Su):** All vitality damage done by the creature’s natural attack is resistant to healing. Wounds produced fester and bubble with a vile slime and the skin nearest the wound turn purple and black. This damage does not heal naturally. Magical healing does not heal tainted wounds, but instead converts a number tainted damage to regular dam-

age equal to the amount it would heal normally. Normal wounds heal before tainted wounds. A *cure disease* spell converts all tainted damage to regular damage.

**Elemental Empowerment (Su):** All of the creature’s natural weapons deal an extra 1d6 damage of any one energy type except sonic.

**Blood Carving (Su):** All of the creature’s natural weapons that deal piercing or slashing damage are treated as if they had the wounding enchantment.

**Unearthly Howl (Su):** As a standard action, the base creature may unleash a noise that is not meant to be heard by the living. All creatures within must make a will save DC 10 + ½ the creature’s HD + the creature’s charisma modifier (if positive) or become frightened for 1d4 rounds. Regardless of the result all creatures become immune from this ability for 24 hours. This is a mind-affecting, fear ability.

**Spines (Ex):** The creature is covered in huge bony spines that cut and tear anyone who comes close. Any creature that is grappling with the base creature automatically takes 1d6 slashing and piecing damage. This damage applies even if the creature is pinned but not if the creature does not fight back. This damage counts as a natural attack.

+4 to any one ability score.

**Special Qualities:** A beast of the taint retains all special qualities of the base creature, plus the following special qualities.

-Darkvision out to 60’

-Immunity to poison and disease.

-Spell resistance equal to the creatures HD + 5 (maximum 35)

Immunity to any one elemental type. If the creature has Elemental Empowered attacks it must choose that element.

**Abilities:** Increase from the base creature as follows: +6 Str, +2 Dex, +2 Con, +4 Cha. Tainted vermin gain an intelligence score of 1 but still can not be the target of mind-influencing affects.

**Skills:** The base creature gains a +4 bonus to hide checks due to the flowing cloak of shadow that surrounds them.

**Challenge Rating:** HD 10 or less, as base creature +1; 11-20, as base creature +2; 21 or more, as base creature +3.

**Alignment:** Always Evil (Any).

## BONEBLADE

Twisted freaks of nature or magic, Boneblades are the result of some bizarre wizardly experiment and are a true bastardization of nature. The bones of these creatures have grown and twisted until they've burst from the creature's body. These changes are not crippled, though, as the bones are strengthened along with the deformed monster. The most curious facet of this phenomenon is how the bones naturally break and re-grow to form wicked blades as sharp as knives.

### SAMPLE BONEBLADE

#### BONEBLADE OGRE

Large Giant (augmented giant)

**Hit Dice:** 4d8+15 (33 hp)

**Initiative:** -2

**Speed:** 30 ft. in hide armor (6 squares); base speed 40 ft.

**Armor Class:** 19 (-1 size, -2 Dex, +9 natural, +3 hide armor), touch 7, flat-footed 19

**Base Attack/Grapple:** +3/+13

**Attack:** Claw +10 melee (1d8+6)

**Full Attack:** 2 Claws +10 melee (1d8+6)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Blades

**Special Qualities:** Darkvision 60 ft., low-light vision, Keen Edges

**Saves:** Fort +7, Ref -1, Will +1

**Abilities:** Str 23, Dex 6, Con 17, Int 6, Wis 10, Cha 7

**Skills:** Climb +10, Listen +2, Spot +2

**Feats:** Toughness, Weapon Focus (claw), Power Attack

**Environment:** Temperate hills

**Organization:** Solitary, pair, gang (3-4), or band (5-8)

**Challenge Rating:** 4

**Advancement:** By character class

**Level Adjustment:** +3

*A fearsome giant looms above you. In addition to his gruesome visage, large bony plates jut out all over his body, most with serrated edges. His hands are grotesque, having finger bones so large that they have torn through muscle, forming wicked claws.*

## CREATING A BONEBLADE CREATURE

"Boneblade" is an inherited template that can be added to any corporeal creature with a skeleton (no oozes, etc).

A boneblade creature uses all the base creature's statistics and special abilities except as noted here.

**Size and Type:** The base creature's size and type do not change.

**Armor Class:** The base creature's natural armor improves by +4.

**Attack:** The base creature retains all its natural attacks and gains two claw attacks if it didn't already have them.

**Damage:** All natural attacks of the base creature increase in damage by one damage die, just as if the creature was one size category larger and deal slashing damage in addition to whatever their standard damage type was. If the creature gained claw attacks through this template, it's damage is equal to the amount dealt by a hand axe of the creature's size (this damage is already increased by one die).

**Special Attacks:** A boneblade creature retains all special attacks of the base creature and gains the following special attack.

*Blades (Ex):* The base creature becomes covered by sharp bony plates that cause painful cuts while grappling. Each round the creature is actively grappling (rather than playing dead, etc.) these blades automatically deal damage equal to the creature's claw damage to all other creatures in the grapple.

**Special Qualities:** A boneblade retains all special qualities of the base creature, plus the following special quality.

*Keen Edges (Ex):* All of the base creature's natural weapons have their critical threat ranges doubled just as if they had the magical enhancement *keen*.

**Abilities:** Boneblade creatures gain +2 Strength and +2 Constitution as their body becomes hardened by the mutation but they suffer a -2 Dexterity due to the weight and bulk of their new bones.

**Skills:** The base creature retains all skills and gains a +4 racial bonus on climb checks.

**Feats:** The base creature retains all feats and gains Weapon Focus: Claws as a bonus feat.

**Challenge Rating:** +1

**Level Adjustment:** +1

**Alignment:** Same as base creature.





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# "CAMPAIGN BUILDERS' GUILD v2.0"

An Interview with Brandon "Ishmayl" Daggerhart  
by R.D. "Túrin" Heesen

For this second official Campaign Builders' Guide interview, our beloved friendly neighbourhood administrator Ishmayl was the target. Always helpful and happy to play along, Ishmayl jumped at this chance to profile himself for the gathered Guide-crowd. In his enthusiasm, only two sentences after noting "that would be telling" the magic words "CBG v2.0" slipped from his mouth. Little is known about this second incarnation of the Guild as of yet, but your favourite interviewer was the first to get his hands on it. Other interesting revelations include his famous Boots of Dancing blunder, now for all to read, and the promise (or is it a threat?) that cabbage will never be featured in the CBG logo! Please, sit down and enjoy this interview as much as I enjoyed doing it.

**RDH: To start things off, please tell us a little about who you are.**

Ishmayl: I'm Brandon Daggerhart, age 26, and currently located in central North Carolina. I'm somewhat of an off-and-on music student at the local university, and have studied music (classical and jazz piano, as well as jazz drums) for a good portion of my life. Of course, to afford to play music (and D&D for that matter), I also work a full-time job as well as a couple part-time jobs. I tend to stay pretty busy. I'm also into photography, but that has been on the back burner for awhile of late, due to lack of funds.

**RDH: How did you get into gaming?**

Ishmayl: When I was much younger (age 7 or 8 or so), my older brother used to DM for my younger brother and myself, as well as one of our friends who lived up the road. We were some of the lucky kids whose parents actually didn't think D&D was a different form of devil-worship, and thus my older brother had many of the books. He would make up all these wonderfully epic adventures, which we would then trash and turn into slaughterfests. My first character, a fighter named Lare, survived many adventures, and I'm pretty sure I still have his character sheet in one of my old notebooks.

**RDH: What was your funniest game experience?**

Ishmayl: That's a pretty good question. I'll give two answers to that. The first, being my funniest game experience, was probably during a time I was actually playing instead of DMing. I was playing a dwarven fighter in one of my buddy's campaigns, and had recently stumbled upon a pair of Boots of Speed. I put them on in preparation for a major battle I knew was coming up. We stealthily made our way through the "Big Bad's" stronghold, and finally found him in the lowest level. We engaged in combat, and I suddenly discovered a horrible truth. My Boots of Speed were, in actuality, cursed Boots of Dancing! It took me three rounds before the party's cleric was able to uncurse me, all the while with the bad guy kicking our asses. I was flabbergasted during the battle, but we all had a great laugh about it afterwards.

For my second answer, I'll give the moment my players found funniest, which of course, they still talk about to this day. I had prepared an amazing "Final Battle" for a story arc we had been playing for awhile. It consisted of a human sorceress, her ogre bodyguard, and displacer beast pet. The party rushed into the last room,



and before we could even start combat, the group's tank, Ivar, attacked. He critted the ogre warrior and killed him in one hit. As I attempted to salvage the mess that was already starting, my sorceress failed a saving throw against the party's wizard (by rolling, of all things, a 1) and was immediately under the enchantment of a "Dominate Person" spell. They told her to stand still and the party quickly took care of the displacer beast, then tied up the sorceress, gagged her, and led her to the local authorities. What a day...

**RDH: How and why did you take over from Xeviat as the leading figure of the Campaign Builders' Guild?**

Ishmayl: Well, it didn't immediately begin as any sort of "take over;" sometimes projects change hands as more options become available. While still at the WotC boards, the Guild members began talking about setting up a separate forum so that we would have more options. I offered to use my server to host a small forums so that we could have more room to do different things. Well, it didn't take long for membership to grow, and for us to outgrow the capabilities the forums had at the time. So, with a little bit of talking to several other people (including my brother, as well as the infamous brainface), we were able to set up a new site and system that covered all the various options we wanted, such as Hosting options, and places for book reviews and such. At that point, I realized that I had become a web host (something I had never thought I would do), and I began to take on more responsibilities. And the rest, as they say, is history.

**RDH: Are you satisfied with the progress the CBG has been making lately?**

Ishmayl: I'm going to answer that with a "mostly." We have had substantial growth in terms of membership, and there are many new things going on at the CBG, including some new contests. Plus, the Guide is an amazing accomplishment by Eldo and staff, and represents, in my opinion, a very important milestone - one that shows that the Guild is ready take our place amongst the other great RPG sites on the net. Furthermore, we're taking more of an initiative to get more out of the current members, by offering prizes for things like recruiting and reviewing. We have many excellent posters, and new ones are joining almost every day. I guess the only real issue I have is the fact that a lot of times, people sign up, and then we never see them post, and I just have to wonder where they went, and why they never said anything.

**RDH: What changes or improvements can we expect to see in the near future?**

Ishmayl: Well, that would be telling, wouldn't it! Other than those included in my most recent news post, the most important improvement I can mention at the moment is the fact that we've bought a new server, and we'll soon have a much better, more reliable server. Other than that, I offer a few words for you - take them for what you will: CBG v2.0.

**RDH: Whoa, CBG v2.0? That sounds revolutionary! What will it entail?**

Ishmayl: All I can say now is that there will be improvements, and most people should be pleased.

**RDH: What would you really like to see from the CBG?**

Ishmayl: You mean other than me being able to retire from my current job and live off of CBG T-shirt sales? Mostly, I would like to see the CBG as an important and recognized site in the RPG community. It's growing, but I would one day like to be on some random forums and see someone saying, "Did you guys get a chance to see Gary Gygax's chat over at the CBG the other day?" or, "Man, I was at the CBG the other day, and we had a great conversation about [insert random, esoteric fact here]." Is that too high a goal? Too far-reaching and extravagant? Perhaps... we'll see.

**RDH: What is a shadowfell and what is its relation to your campaign setting, Shadowfell?**

Ishmayl: I guess the best definition I can give of a shadowfell is this: It's a blight on the landscape of the

planet Ord where the plane of shadow has somehow broken through the fabrics of time and space. It's a corruption, like a tumor, that leaks the essence of shadow onto Ord, bringing various dangers with it. Its significance to the campaign is the fact that they (the numerous shadowfells) are currently a mystery to the people of Alsa Eru (which is the main continent). They appeared seemingly out of nowhere, all mostly at the same time, and no one knows where they come from, or why they just started showing up. It's very ominous and foreboding to most scholars on Alsa Eru.

**RDH: What are some other interesting features of Shadowfell?**

Ishmayl: Well first and foremost, I had to completely redo the races for the campaign. I found that the standard D&D races, after two incarnations of the campaign and much consideration, just wouldn't work for what I needed. I'm not one of those people who says, "I'm not putting elves in the campaign because I don't like Tolkienesque elves," but rather, "I'm not putting elves in the campaign because this new race I'm creating would work much better." Same thing with the classes. I kept a few of the standard D&D classes (with some changes), as well as brought in some classes from outside sources, and a couple original classes.

Shadowfell is also a very human centric campaign. Many years ago, during a war of persecution, humans chased many of the non-humans out of the lands, and to this day, have little tolerance for non-humans. This leads to some interesting dynamics during role-playing situations between humans and other races.

**RDH: Looking through your material, it's unclear what is up-to-date and what isn't. What is the current status of Shadowfell, and where will you notify us when anything changes?**

Ishmayl: Currently, the best place to find updates on the campaign is in the Homebrews forum on the site. Anything in the current thread is up-to-date. The website is mostly obsolete at the moment, due to the fact that I'm creating a new website, and won't bother updating the information until I have the new site ready. I work slowly sometimes, especially on my personal projects, but I've recently had a ton of inspiration, and will be updating pretty frequently for the next little while.

**RDH: DM or player?**

Ishmayl: DM.

**RDH: Fluff or crunch?**

Ishmayl: Fluff first. There are always other people who are much better at crunch than I (Xeviat), so I let them do their thing.

**RDH: Inside-out or outside-in?**

Ishmayl: Inside-out. Shadowfell has an overall concept, but when it came to the nitty-gritty, I started with the main campaign area and worked out from there.

**RDH: Theme Wars: Ethocentric or DivSet?**

Ishmayl: Ethocentric - I made Shadowfell for me first. Hopefully others will play it someday, but before all else, it's something for me.

**RDH: D&D or third-party system?**

Ishmayl: Definitely D&D!

**RDH: Favourite non-core book?**

Ishmayl: If I can only pick one, I'll go with Monte Cook's *Arcana Unearthed*. However, as an honorable men-



tion, I believe the new Tome of Magic is a work of art, and even if I don't use everything from it, I hope that it's the direction D&D books are going towards.

**RDH: Wizards of the Coast or Campaign Builders' Guild?**

Ishmayl: Do I really even have to answer that? CBG all the way; the discussions are more friendly here, and have yet to collapse into flame wars.

**RDH: Cabbage: vile Fiend or exalted Deity?**

Ishmayl: Third choice: unfortunate mascot? As long as I don't have to start making the CBG logos include vegetables, I think cabbage will always have a home here at the Guild.

**RDH: Thank you for this interview. Finally, can you reveal something of the projects you are currently working on?**

Ishmayl: I have over 80 pages of information on Shadowfell in a notebook that are being updated, edited, and compiled to make it more post-worthy. I'm also in the works with a couple important people in the RPG industry (no names yet, folks!) to set up chats and interviews once we get the site transferred to the new server. Other than that, only time will tell.



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