

# CLAW/CLAW/BITE



ISSUE 8 - JULY 2007





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## CREDITS

Claw/Claw/Bite # 8 by S.D. Hilderbrand (Howlingmime) and Adam A. Thompson (Priest of Doom). S.D. Hilderbrand created the cover art from a photo he took in the Alto Adige.

## 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](http://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](http://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 Beóren Möðruvellir

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.

Pereðil travels under a set of dark robes and employs poison (in darts, false healing potions, poultices, dusts, and other trickery) in his attempts to murder his adversaries. Unfortunately, he is not too nimble or strong for an elf, so he has some problems following through, and needs a party's help to survive the deep dungeons in search of new skulls. However, his fear of the undead sometimes undermines his necromantic nature.



*Pereðil Beóren Möðruvellir by S.D. Hilderbrand*

### 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

Damage: Dart 1d4, \*Dagger 1d4-1, \*Dagger (Thrown) 1d4, \*Sling 1d4-1

Vision: Low-light

Face / Reach: 5 ft. / 5 ft.

Special Qualities: +2 bonus to Spellcraft when learning Necromancy, +2 racial bonus on saving throws against enchantment spells or effects., Elven Blood, Immunity to sleep spells and similar magical effects., Rebuke Undead (Su) 2/day (turn level 1) (turn damage 2d6+0), Spontaneous casting, Summon Familiar

Saves: Fortitude: +7, Reflex: +1, Will: +9

Abilities: STR 9 (-1), DEX 9 (-1), CON 16 (+3), INT 18 (+4), WIS 15 (+2), CHA 9 (-1)

Skills: Appraise 4; Balance -4; Bluff -1; Climb -4; Concentration 13; Craft (Alchemy) 5; Craft (Untrained) 4; Decipher Script 11; Diplomacy 1; Disguise -1; Escape Artist -4; Forgery 4; Gather Information 1; Heal 2; Hide -4; Intimidate -1; Jump -10; Knowledge

(Arcana) 9; Knowledge (Architecture and Engineering) 6; Knowledge (Dungeoneering) 5; Knowledge (Geography) 6; Knowledge (History) 7; Knowledge (Local) 6;

Knowledge (Nature) 5; Knowledge (Nobility and Royalty) 5; Knowledge (Religion) 8; Knowledge (The Planes) 7; Listen 3; Move Silently -4; Ride -1; Search 5; Sense Motive 2; Spellcraft 16; Spot 3; Survival 2; Swim -7;

Feats: Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Brew Potion, Heighten Spell, Point Blank Shot, Scribe Scroll, Shield Proficiency, Simple Weapon Proficiency, Spell Penetration

Challenge Rating: 7

Alignment: Neutral Evil

**Possessions:** Backpack; Dart; Bracers of Armor +2; Bullets, Sling (50); Dagger; Holy Symbol (Skull); Potion of Delay Poison; Robe of Bones; Signet Ring; Sling; Spellbook (Wizard's/Blank);

Deity: None Domains: Evil, Death

### Spells:

Spells per Day: 4+1/4+1/4+1/3+1/0/0/0/0/0/0/Wizard – Typically memorized:

**Level 0:** Acid Splash, Arcane Mark, Black







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.

## **SPELLS**

### **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 Faduardo 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.



*Beware the Locks o'Don King! by S.D. Hilderbrand*

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...