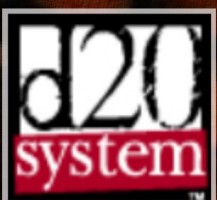


CLAW/CLAW/BITE

ISSUE 9 - OCTOBER 2007



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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.



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 Phylactæte, 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

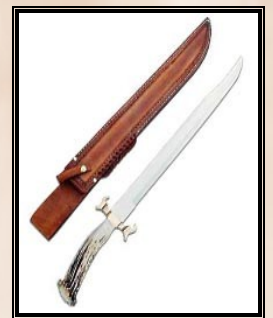
Hunting Sword

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.

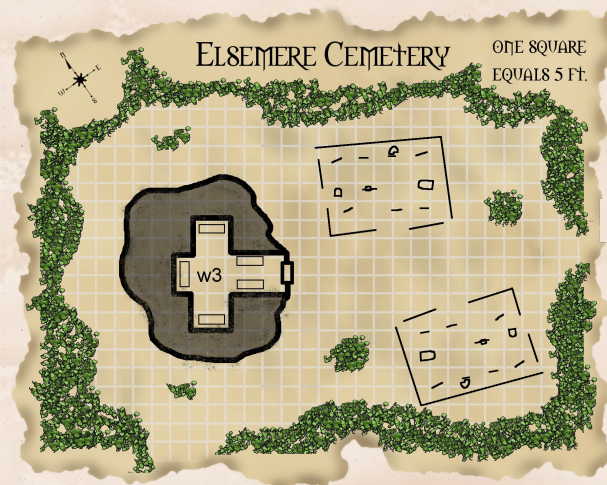
Many paintings and mosaics show the king as an introspective soul. There are almost no artistic renditions of him in an unfavorable light.



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.

m 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.

m 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.

w 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.

m 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.

w 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 help 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 Esrún controls the vast plains of Yæns. Esrún 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 Jæruel.

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., Burrow w 30 ft.	+0	24 (-1 size, +15 natural), touch 9, flat-footed 24	DR 5/magic	3rd	—
Young adult	40 ft., Burrow 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
Wurm	40 ft., Burrow 40 ft.	+0	42 (-4 size, +36 natural), touch 6, flat-footed 42	Earthquake 1 / day	17th	30
Great wurm	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
Wym	G	37d12+333 (573)	39	10	29	28	29	26	+37/+63	+47	+29	+20	+29	22d6 (37)	37
Great wym	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.

Caesinthurirl, deep forest dragon

This Deep Forest Dragon lives in the far northern reaches of Elsemere Wood.

Caesinthurirl

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 its 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, concordiant 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 skylion charges a foe, it can make a full attack, including two rake attacks.

Improved Grab (Ex): To use this ability, a skylion 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): Skylions have cold and electricity resistance 10.

Skills: Skylions 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..

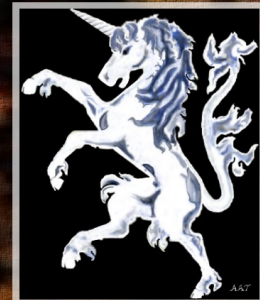
Torsten is still working on a version of the song for print, a new technology emerging out of the industrious merchant class of the Republic of Esrun to the southwest of the Ten Princedoms.

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 Esrun 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.



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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 milieu 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 ballanced to fit into your game without disrupting your play ballance.

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

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