

CLAW/CLAW/BITE

ISSUE 10 - OCTOBER/NOVEMBER 2007



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CLAW/CLAW/BITE

ISSUE 10 – OCTOBER / NOVEMBER 2007

ISSN # 1939-344X

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CREDITS

Thanks for reading this issue of CCB – Claw/Claw/Bite #10 by S.D. Hilderbrand (Howlingmime) and Adam A. Thompson (Priest of Doom), featuring a bugbear from April Arndt, a comic by D.Heat and page template by Joe Calkins. And thanks and shout-out to all those who have come before. This is our offrenda.

Introduction

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

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

So welcome to our world of strange and wonderful things, traveler. Bizarre treasures, cunning adversaries, powerful adventurers, and mystic realms are waiting for you. Enjoy your stay, but be careful what you walk into; you might not even see it coming. This issue is largely a creature feature, and characters dressed as creatures, in celebration of Halloween and Dia de los Muertos.

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FEATS

Press Attack

"En garde!"

This feat allows a combatant to follow a melee opponent who is attempting to retreat. A character with this feat, if they have not taken a map move on their turn, can take a 5 ft. step to follow an opponent that they threaten.

It is not possible to use this feat wearing armor that slows ones movement, or while encumbered.

Requirement: Dexterity 15, Dodge, Mobility. Cannot be used while the character's movement is reduced for any reason, or while wearing medium or heavy armor, or while encumbered.

Benefit: Normally, a character cannot move when it is not their turn. This feat allows a character who did not make a move on their turn to take a swift five foot step in pursuit of someone that they threaten. This feat can only be used once per round.



En garde!

SPELLS

Animal Alarm

Transmutation (animal)

Level: Ranger 1, Druid 1

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius emanation centered on a point in space

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

This spell creates an alarm that uses animals in the area to warn of intruders. In all respects it is identical to the

alarm spell except as noted here. The spellcaster enchants a group of animals native to the region to act as sentries in the warded area. When the alarm is triggered the enchanted animals will raise the alarm, warning everyone in the area. The alarm is different based on the animals, be it the howling of wolves, an explosion of birds out of the trees, or bats from the cave ceiling, rabbits thumping out a warning, or cicadas chirping.

The material component for this spell is a small amount of food for the type of animal that gives the alarm.

Asteroth's Snare

Conjuration (Summoning)

Level: Sor/Wiz 9

Components: V, S, M, (F); see text

Casting Time: 1 standard action or see text

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Permanent; see text

Saving Throw: See text

Spell Resistance: Yes; see text

This spell is a more powerful and versatile version of *Trap the Soul*.

Asteroth's Snare transports a living creature into a specially prepared magic circle, which can be at any distance from the target, even on another plane. The magic circle holds the trapped entity indefinitely or until the circle is broken or the caster releases the victim. If the trapped creature is a powerful creature from another plane it can be required to perform a service immediately upon being freed. Otherwise, the creature can go free once the circle imprisoning it is broken or it is otherwise freed.

Depending on the version selected, the spell can be triggered in one of two ways.

Spell Completion: First, the spell can be completed by speaking its final word as a standard action as if you were casting a regular spell at the subject. This allows spell resistance (if any) and a Will save to avoid the effect. If the creature's name is spoken as well, any spell resistance is ignored and the save DC increases by 2. If the save or spell resistance is successful, magic circle is destroyed.

Trigger Object: The second method is far more insidious, for it tricks the subject into accepting a trigger object inscribed with the final spell word, automatically placing the creature's soul in the trap. To use this method, both the creature's name and the trigger word must be inscribed on the trigger object when the magic circle is drawn. A sympathy spell can also be placed on the trigger object. As soon as the subject picks up or accepts the trigger object, its is automatically transferred to the magic circle without the benefit of spell resistance or a save.

Material Component: Before the actual casting of

Asteroth's Snare, you must prepare a special magic circle, similar to the one used for *planar binding*, the creation of which costs at least 1,000 gp value for every Hit Die possessed by the creature to be trapped. If the circle is not valuable enough, it blows away when the entrapment is attempted. (While creatures have no concept of level or Hit Dice as such, the value of the gem needed to trap an individual can be researched. Remember that this value can change over time as creatures gain more Hit Dice.)

Focus (Trigger Object Only): If the trigger object method is used, a special trigger object, prepared as described above, is needed.

Extend Reach

Transmutation

Level: Brd 2, Clr 2, Pal 2, Rgr 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Extend reach increases the target's reach by 5' for 1 minute per caster lvl.

The transmuted creature becomes more adept at making attacks with 5' more reach. The spell grants a +5 ft reach bonus to all attacks and other uses of reach (grabbing a ledge 5' out of their normal reach). Sorcerers and bards (and other spellcasters) affected by this spell can also deliver a touch attack from an additional 5' away.

Arcane Material Component: A few hairs or the nail of an animal with a minimum of a ten foot reach.

A side effect of the spell provides the target with a +5 on all pickpocket attempts. This spell was originally developed as a negation to the old *deep pockets* spells of yore. Though such spells have fallen out of fashion, the ability to improve one's chances at pickpocketing remains an important arcane spell.

RACES AND CULTURES

Deep Sea Gnomes

Deep sea gnomes are aquatic gnomes of the deep sea who live in the Emerald Sea. Meticulous crafters who work with pearls, coral, and anemone to create wondrous items, they are also known to be hoarders of undersea wealth. These hoards are kept in their catacombs carved from coral and stone.

Deep sea gnomes stand 3½ to 4 feet tall and weigh 40 to 45 pounds. Their deep green skin is slightly translucent and moist to the touch. Their hair is silver, reflecting many colors of light, and their eyes can be any shade of blue. Deep sea gnome males prefer short, carefully

trimmed beards. Deep sea gnomes generally wear scale shirts woven together from deep sea fish, and they decorate their clothes with intricate coral stitching or finely-polished shells. Deep sea gnomes reach adulthood at about age 40, and they live about 350 years, though some can live almost 500 years.

Deep sea gnomes speak their own language, D'aquagnome. Most deep sea gnomes who travel outside gnome waters (as traders, tinkers, or adventurers) know Common and Aquan, while warriors in gnome settlements usually learn Aquatic Goblin or related languages.

Racial Traits: Deep sea gnomes have the aquatic racial traits given in Chapter 2 of the *Player's Handbook*, with modifications described on page 6 of *Unearthed Arcana*, with the following modifications.

- * Deep sea gnomes have a swim speed of 30 feet.
- * Deep sea gnomes have darkvision 120'.
- * Underwater, deep sea gnomes have a +2 bonus and on land a -1 penalty to AC.
- * Deep sea gnomes have a +2 bonus on craft checks involving the use of coral, shells, or other deep sea materials.

As creatures, deep sea gnomes have the following stats.

Deep Sea Gnome

Size/Type: Small Humanoid (Gnome)

Hit Dice: 1d8+4 (8 hp)

Initiative: +1

Speed: Swim 30 ft. / Walk 20 ft.

Armor Class: 21 (+1 size, +1 Dex, +4 dodge, +4 scale shirt, +1 buckler), touch 16, flat-footed 18

Base Attack/Grapple: +1/-3 +1/-3

Attack: Trident or spear

Full Attack: Trident +2 melee or spear melee

Space/Reach: 5 ft./5 ft.

Special Attacks: Spell-like abilities

Special Qualities: Deep sea gnome traits, spell resistance 12

Saves: Fort +5, Ref +3, Will +2

Abilities: S 11, D 13, C 12, I 10, W 11, C 4

Skills: Hide +2, Listen +2, Spot +2, Swim +4

Feats: Toughness

Environment: Undersea

Organization: Company (2-4), squad (11-20 plus 1 leader of 3rd-6th level and 2 3rd-level lieutenants), or band (30-50 plus 1 3rd-level sergeant per 20 adults, 5 5th-level lieutenants, 3 7th-level captains, and 2-5 medium water elementals)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually neutral evil, with some neutral and neutral good

Advancement: By character class

Level Adjustment: +3

CHARACTERS

Pakhar Madrat

Pakhar Madrat, also known as Pakhar Feybane, was born into a cruel bugbear world of tribal hunters. From as early as he can recall he has always held a spear in his hands. When not out hunting animals or elves for food, he was often patrolling the rugged hillside of his homeland for goblins and bugbears of enemy tribes.

Pakhar Madrat stands well over 6ft tall. His shaggy golden hair is swept into a crest down the middle of his wide head. He wears leather armor, blacker than midnight; a deep blue cloak, and finely made black leather gloves over his clawed hands. He carries upon his back a long spear trimmed in horsehair, a heavy flail, a composite longbow constructed of black wood, and 2 quivers of black arrows fletched with vulture feathers.

Pakhar Madrat

Alignment: Evil medium sized male bugbear fighter 3, cleric 3, blackguard 4

Init: +5 Senses: Listen +5, Spot +5

Aura: pure Evil and Despair

Languages: common, goblin, orc, draconic, abyssal

AC: 19 (+4 armor, +5 dex) touch 15, flatfooted 14 with *shield of faith* AC 21

HP: 86(HD 6d8+7d10+30)

Saves: Fort: +15 Ref: +11 Will: +10

MV: 30 ft.

Attack: +14 longsword (1d8 +7) or +14 heavy flail (1d10 + 7 / 19-20 x 2) or +14 longbow (1d8 + 5)

Full Attack: +14 / +9 longsword, flail or longbow

Attack Options: Power Attack, Cleave, Great Cleave, Sneak Attack +1d6, Smite Good (+1 attack / +4 damage), poison use

Space / Reach: 5 ft. / 5 ft. (10 ft. with longsword)

Base Attack: +9 Grapple: +14

SQ: Darkvision 60 ft, scent, aura of despair, Dark blessing

SA: Sneak Attack +1d6, Command undead, smite good 1/day, Aura of evil, detect good, poison use

Feats: Scribe Scroll, Power Attack, Cleave, Improved Sunder, Dodge, Quick Draw, Great Cleave

Skills: Climb +12, Hide +9, Listen +13, Move Silently +8, Spot +10

Abilities: Str 20 Dex 18 (20 gloves of dexterity) Con 16 Int 14 Wis 16 Cha 10 (12 cloak of charisma)

Cleric Spells Prepared or Available: Domains: trickery (special power), evil (special power)

0th (4): resistance, detect magic, guidance, cure minor wounds

1st (3+1): bane, cure light wounds, shield of faith,

protection from good*

2nd (2+1): aid, cure moderate wounds, invisibility*

* domain spell

Blackguard Spells Prepared:

1st (2): cause fear, magic weapon

2nd (1): death knell

Spell-Like Abilities: Detect good

Aura of Evil (Ex): The power of a blackguard's aura of evil (see the detect evil spell) is equal to his class level plus his cleric level, if any.

Detect Good (Sp): At will, a blackguard can use detect good as a spell-like ability, duplicating the effect of the detect good spell.

Poison Use: Blackguards are skilled in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Dark Blessing (Su): A blackguard applies his Charisma modifier (if positive) as a bonus on all saving throws.

Possessions: +1 studded leather, cold iron longsword, heavy flail, composite longbow (str +5), 30 arrows, 3 doses of poison, gloves of dexterity +2, cloak of charisma +2, scrolls of: nonmagical items of value, flavor items, coins.

Bugbear characters possess the following racial traits.

* +4 Strength, +2 Dexterity, +2 Constitution, -2 Charisma.

* Medium size.

* A bugbear's base land speed is 30 feet.

* **Racial Hit Dice:** A bugbear begins with three levels of humanoid, which provide 3d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +1, Ref +3, and Will +1.

* **Racial Skills:** A bugbear's humanoid levels give it skill points equal to $6 \times (2 + \text{Int modifier})$. Its class skills are Climb, Hide, Listen, Move Silently, Search, and Spot.

* **Racial Feats:** A bugbear's humanoid levels give it two feats.

* +3 natural armor bonus.

* +4 racial bonus on Move Silently checks.

* **Special Qualities:** Scent, Darkvision 60 ft.

* **Automatic Languages:** Common, Goblin. **Bonus Languages:** Draconic, Elven, Giant, Gnome, Orc.

* **Favored Class:** Rogue.

* Level adjustment +1.

Tish Granjeur

Wander, explorer, friend to so many species, this aquatic gnome with deep sea heritage is best known for bringing ashore the first invisisquids, starting the trade in their rare hides and invisible ink. Some of his people consider him a traitor because of this, but he keeps to a steady diet of truth in nearly all of his actions, so he would be considered good to just about everyone else. Because of this rift with the deep sea gnomes of the Emerald Sea, he spends much of his undersea time exploring the waters off the coast of Farghal, either off the West Isle or just off the north waters off the Phyloctæte. He seeks a party of adventurers to travel with, as both water and land are dangerous for a single mage to wander about for too long alone.



Tish looking smug

Tish Granjeur

Small-size Male Aquatic Gnome

Illusionist 8

Hit Dice: (8d4)+24

Hit Points: 48

Initiative: +1

Speed: Walk 20 ft.

AC: 14 (flatfooted 13, touch 12)

Attacks: *Dagger +1 (Wounding) +4; *Dagger +1 (Wounding/Thrown) +5; Damage: *Dagger +1 (Wounding) 1d4+1; *Dagger +1 (Wounding/Thrown) 1d4+1;

Vision: Low-light

Face / Reach: 5 ft. / 5 ft.

Special Qualities: +1 racial bonus on attack rolls against kobolds and goblinoids., +2 bonus to Spellcraft when learning Illusion, +2 racial bonus on saving throws against illusions., +4 Dodge bonus to Armor Class against monsters of the giant type., Speak with Animals (burrowing mammal only, duration 1 minute)., Summon Familiar

Saves: Fortitude: +7, Reflex: +5, Will: +10

Abilities: Str 10, Dex 13, Con 16, Int 20, Wis 15, Cha 12

Skills: Appraise 5; Balance 1; Bluff 1; Climb 0; Concentration 14; Craft (Alchemy) 10; Craft (Gemcutting) 8; Craft (Untrained) 5; Decipher Script 10; Diplomacy 1; Disguise 1; Escape Artist 1; Forgery 5; Gather Information 1; Heal 2; Hide 5; Intimidate 1; Jump -6; Knowledge (Arcana) 16; Knowledge (Dungeoneering) 8; Knowledge (Geography) 8; Knowledge (History) 8; Knowledge (Local) 7;

Knowledge (Nature) 8; Listen 4; Move Silently 1; Ride 3; Search 5; Sense Motive 2; Spellcraft 18; Spot 2; Survival 2; Swim 2;

Feats: Craft Wand, Craft Wondrous Item, Extend Spell, Improved Familiar, Scribe Scroll

Challenge Rating: 8

Alignment: Chaotic Good

Possessions: Amulet of Natural Armor +2; Bag of Holding (Type 1); Cloak of Resistance +2; Dagger +1 (Wounding); Goggles of Minute Seeing;

Spells

Innate: Speak with Animals, Dancing Lights, Ghost Sound, Prestidigitation

Spells per Day: (4+1/6+1/4+1/4+1/3+1/0/0/0/0)

Wizard - Commonly Prepared:

Level 0: Acid Splash, Arcane Mark, Cipher, Control Shadow, Daze, Decode, Detect Magic, Detect Poison, Detect Self, Ghost Sound, Lock/Unlock, Mage Hand, Mending, Message, Kressmer's Moment of Deflection, Night-Vision, Open/Close, Prestidigitation, Read Magic, Resistance, Shovel, Signal Fire, Summon Bag, Summon Garment, Summon Mug, Summon Pipe

Level 1: Charm person, Color Spray, Disguise Self, Unseen Servant

Level 2: Blur, Hypnotic Pattern, Invisibility, Mirror Image, Misdirection, Alter Self, Daze Monster

Level 3: Displacement, Invisibility Sphere, Hold Person, Stinking Cloud, Blink

Tish travels (when underwater) with his manta ray familiar, Raydar.

Raydar

Male Manta Ray

Large Animal (Aquatic) 4

Hit Dice: (4d8)

Hit Points: 24

Initiative: +4

Speed: Swim 30 ft.

AC: 16 (flatfooted 16, touch 9)

Attack: Ram -1 melee (1d6+1)

Full Attack: Ram -1 melee (1d6+1)

Vision: Low-light vision

Face / Reach: 10 ft. / 5 ft.

Special Qualities: Animal Traits, Deliver touch spells, Empathic Link, Improved Evasion (Ex), Share Spells, Speak with animals of its kind, Speak with master

Saves: Fortitude: +3, Reflex: +4, Will: +4

Abilities: Str 14, Dex 10, Con 10, Int 9, Wis 12, Cha 2

Skills: Swim 8

Feats: Improved Initiative, Track

Challenge Rating: 1

Alignment: Chaotic Good

A Cadre of Heroes at 5th Level

This set of characters will be featured in upcoming Unicorn Rampant adventures, including *The Old Rock Tower*, *The Horror of the Old Ones* and *The Curse of Castle Stieglitz*, soon to be released by Unicorn Rampant Publishing.

In the meantime, feel free to use them as you see fit in your games. Just a little tweaking and they could be used singly or in groups as interesting adversaries for players anywhere from 1st to 9th level. Enjoy!



“The same thing we do every night, cadre... try to take over the dungeon!”

Percivín, human male paladin 5

Medium-Size Human

Alignment: LG

Languages: common

Initiative: +0

AC: 23 (touch 10, flat-foot 23)

HD: 5d10+5

Hit Points: 49

Saves: Fort +6, Ref +2, Will +3

Move: 20 ft

Attack: +10 longsword (1d8+4) or +5 ranged

Base Attack: +5

Grapple: +8

Feats: power attack, weapon focus (longsword), cleave.

Special Qualities: Aura of good, detect evil at will, smite evil 2/day, divine grace, lay on hands, aura of courage, divine health, turn undead, special mount.

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

Skills: +2 diplomacy, +2 heal, +3 knowledge religion, +6 ride

Possessions: (9000gp-7400) +1 Longsword, +1 lg steel shield, +1 full plate, cloak of resistance +1, 3 potions cure moderate wounds, special warhorse, saddlebags, bedroll, waterskin, 5 days rations.

Aeonados, half silver dragon/half elf ranger 2

One of a clutch of 5 offspring to a silver dragon, and her lover, a powerful elven druid in the northern reaches beyond the Danor Mountains. Aeonados has fine, tough silver scales covering his body, vestigial wings, a short tail, and an impressive frill running from his forehead and down his neck that raises when he is angry. He and his siblings were pushed out of the nest at a young age (60 or so), as is typical for dragons. In the fifty years since he has wandered the wild lands on the north shore of the Soral Sea, until meeting and becoming fast friends with Winnie (as she fled the law), who he is teaching about the ways of the wild lands, as he knows nothing of the cities.

Medium-Size dragon

Alignment: NG

Languages: common, elven, draconic

Initiative: +4

AC: 25 (touch 15, flat-foot 21)

HD: 2d8+2

Hit Points: 17

Saves: Fort +5, Ref +8, Will +2

Move: 30 ft

Attack: +7 masterwork greatsword 2d6+6 or +7 longbow 1d8+5 (+1/+1 < 30')

Base Attack: +2

Grapple: +6

Feats: Track, Point Blank Shot, (Rapid Shot)

Special Qualities: Immune to cold, sleep and paralysis, +2 vs enchantment or charm, low-light vision, favored enemy (magical beast?), wild empathy, breath weapon (30' cone of cold, 6d8, reflex DC 11 half), darkvision 60', archery combat style

Abilities: Str 18, Dex 19, Con 12, Int 11, Wis 12, Cha 14.

Skills: +4 handle animal, +3 heal, knowledge +1 dungeoneering, +1 geography, +2 nature, +8 listen, +8 spot, +4 search, +8 survival, +6 swim

Possessions: +1 mighty (+4 str) composite longbow, 20 arrows, +2 chain shirt, masterwork greatsword, 3 potions cure light wounds, potion of sanctuary, cloak of resistance +1, ring of protection +1, 845 gp, backpack, bedroll, waterskin, 5 days rations

Galonaden, high-elf fighter 5

Usually thought of as somewhere between "stiff" and "haughty" by those who meet him, Galonaden is nevertheless a loyal friend and a valiant warrior. His reserved nature and his clumsy tongue are balanced by his skill with the bow and blade.

Medium-Size elf

Alignment: CG
Languages: common, elven
Initiative: +3

HD: 5d10+5
Hit Points: 39
AC: 20 (touch 13, flat-foot 17)
Saves: Fort +5, Ref +4, Will +0

Move: 30 ft
Attack: +10 longsword 1d8+4 or +10 longbow 1d8+5
Base Attack: +5
Grapple: +8

Feats: weapon focus longsword, weapon focus longbow, point blank shot, rapid shot, weapon specialization longbow
Special Qualities: low-light vision, immune to sleep, +2 vs enchantment or charm

Abilities: Str 16, Dex 17, Con 13, Int 9, Wis 8, Cha 8.
Skills: +1 craft bowyer, +1 handle animal, +1 intimidate, +1 listen, +5 ride, +1 spot, +1 search

Possessions: +1 longsword, +1 elven chain, mw composite longbow (+3 str), buckler, 30 arrows, 10 +1 arrows, 2 potions of cure light wounds, 185 gp, backpack, bedroll, waterskin, 5 days rations

Veladros, wild elf barbarian 5

Young and full of vim, Veladros is happy-go-lucky, if somewhat unpredictable at times, and can be obstinate or contrary, but usually only to those he thinks are trying to tell him what to do.

Medium-Size Humanoid (Elf)
Alignment: CG
Initiative: +2
Languages: common, elven

HD: 5d12+5
Hit Points: 47

Move: 40 ft
AC: 17(18 w dodge) (touch 12, flat-foot 15)
Saves: Fort +5, Ref +3, Will +0

Attack: +10 spear 1d8+7+1d6 shock, or +7 shortbow 1d6
Base Attack: +5 Grapple: +9

Feats: Dodge, Weapon Focus spear
Special Qualities: low-light vision, immune to sleep, +2 vs enchantment or charm, illiterate, Rage 2/day (+4 str, +4 con, +2 will saves, -2 AC:) for up to 6 rounds, Uncanny Dodge, Improved Uncanny Dodge, Fast movement

Abilities: Str 19, Dex 14, Con 12, Int 6, Wis 9, Cha 12

Skills: +10 climb, +4 intimidate, +10 jump, +4 listen, +1 spot, +0 search, +2 survival, +7 swim

Possessions: +1 shocking spear, breastplate, shortbow, 11 arrows, shortsword, backpack, bedroll, waterskin, 5 days rations

Brother Herott, half-orc cleric 5 (Kord)

Humble and pious, Herott believes Kord called to him, is eager to serve Kord however he can, bringing his strength to those in need, and helping the weak find their own strength

Medium-Size Humanoid
Alignment: CG
Initiative: -1
Languages: common

HD: 5d8
Hit Points: 32
Move: 20 ft

AC: 17 (touch 9, flat-foot 18)
Attack: +7 Greatsword 2d6+5 or +2 sling 1d4+3
Base Attack: +3
Grapple: +6

Saves: Fort +4, Ref +0, Will +7

Feats: Power Attack, Combat Casting
Special Qualities: Darkvision 60', Turn Undead, Cleric Spells (domains: good, strength)

Abilities: Str 17, Dex 9, Con 10, Int 8, Wis 16(18), Cha 10
Skills: concentration +8, diplomacy +2, heal +6

Spells: spells / day: 0th: 5, 1st: 4+1, 2nd: 3+1, 3rd: 2+1. Save DC 14 + spell level

Possessions: (9000-8250) holy symbol of Kord, +1 greatsword, +1 half-plate, sling, 20 sling bullets, periapt of wisdom +2, cloak of resistance +1, wand of cure light wounds (24 charges), potion of remove curse, potion of remove disease, 750gp, backpack, bedroll, waterskin, 5 days rations.

Apeneone Tesonos, female human druid 5

Medium-Size Humanoid
Alignment: NG
Initiative: +1
Languages: common, druidic, sylvan, elven, gnomish

AC: 13 (touch 13, flat-foot 11)
HD: 5d8
Hit Points: 25
Saves: Fort +4, Ref +1, Will +7

Move: 30 ft

Attack: +3 quarterstaff 1d6 or +4 sling 1d3

Base Attack: +3

Grapple: +3

Feats: brew potion, self sufficient, track

Special Qualities: animal companion (owl), nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape 2/day (small or medium animal)

Abilities: Str 10, Dex 11(13), Con 10, Int 12, Wis 17, Cha 12

Skills: 40sp +2 concentration, +8 handle animal, +7 heal, knowledge +8 nature, +3 listen, +2 spellcraft, +2 spot, +7 survival, +2 swim

Possessions: quarterstaff, sling, 20 sling stones, leather armor, gloves of dexterity +2, cloak of resistance +1, druid's vestment, potion of cure moderate wounds (2d8+5), 3 potions of cure light wounds (1d8+1), 5 goodberries, 3 potions (actually oils) of produce flame (5th level), 10sp, backpack, bedroll, waterskin

Winnie Toepelt, female tallfellow rogue 5

Winnie is a bit wary. She has had some misadventures in recent times, is wising up, and likes to play it safe. She used to be a cut purse and a burglar in the city, and is now reformed. Winnie became friends with Aneanados years ago, when he helped deliver her from the hands of a sheriff who was hunting her in the woods on the outskirts of his jurisdiction.

Small-Size humanoid

Alignment: NG

Initiative: +5

Languages: common, halfling

AC: 19 (touch 15, flat-foot 13)

HD: 5d6

Hit Points: 18

Saves: Fort +2, Ref +9, Will +2

Move: 20 ft

Attack: +5 short sword 1d4+1 or +10 sling 1d3 (+1/+1 < 30')

Base Attack: +3

Grapple: -1

Feats: point blank shot, dodge.

Special Qualities: +2 save vs fear, +1 with thrown weapons and slings, sneak attack +3d6, Uncanny Dodge, Trapsense +1, Evasion, Trapfinding

Abilities: Str 10, Dex 18 (20), Con 10, Int 14, Wis 10, Cha 10

Skills: +3 appraise, +8 balance, +5 climb, +8 disable device, +8 escape artist, +2 gather information, +13 hide, +5 jump, +5 listen, +15 move silently, +13 open lock, +8 search, +10 sleight of hand, +7 spot, +10 tumble, +7 use rope

Possessions: masterwork thieves tools, small sling, 20 sling bullets, 5 silver sling bullets, +1 small short sword, +1 leather armor, gloves of dexterity +2, 1600 gp, backpack, 100' silk rope, bedroll, waterskin, 5 days rations.

Nobínín Glamourwright, male gnome sorcerer 5

Nobinin generally has a sly smile playing across his lips, as though he was laughing to himself. Friendly and jocular, with gnomish fondness for pranks. Generally likes to live in the city, in comfortable appointment, and dabbles with the composition of chamber music, quartets, percussion, etc.

Small-Size humanoid

Alignment: oscillates between neutral and chaotic good

Initiative: +2

Languages: common, gnome

HD: 5d4+5

Hit Points: 18

AC: 15 (touch 13, flat-foot 14)

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

Move: 20 ft

Attack: +3 heavy mace 1d6-1 or +5 crossbow

Base Attack: +2

Grapple: -2

Feats: extend spell, spell focus enchantment

Special Qualities: low-light vision, +2 vs illusions, rabbit familiar, 1/day: speak with animals (burrowing mammals only), dancing lights, ghost sound, prestidigitation

Abilities: Str 8, Dex 12, Con 12, Int 12, Wis 12, Cha 16

Skills: 24 sp +3 bluff, +8 concentration, +2 listen, craft +2 alchemy, knowledge +5 arcana, profession, +8 spellcraft

Spells: spells/day: 0th:6, 1st:7, 2nd:5 DC 13 + spell level, +1 on illusion DCs, +1 on enchantment Dcs.

0th: detect magic, daze, light, mage hand, message, ghost sound

1st: color spray, silent image, sleep, magic missile

2nd: invisibility, scorching ray

Possessions: masterwork small heavy mace, masterwork small light crossbow, 10 bolts, bracers of armor +2, ring of protection +1, cloak of resistance +1, wand of burning hands (1st level, 22 charges) backpack, bedroll, waterskin, 5 days rations, 350gp

Terin Goldwrit, dwarf wizard 5

Terin is very proud of his new wand, which he recently

crafted, but like many dwarves is stingy and hoarding (frugal, he would say), so is torn between showing it off and saving it's power, and the investment it represents. He is from a family of metalsmiths, particularly jewelery makers. Is not happy about the amount of gold he had to spend to make his new wand, and is looking to find some more.

Medium-Size Humanoid (dwarf)

Alignment: LG

Initiative: +0

Languages: common, dwarven

AC: 12 (touch 10, flat-foot 12)

HD: 5d4+10

Hit Points: 24

Saves: Fort +3, Ref +1, Will +5

Move: 20 ft

Attack: +2 dagger (1d4) or +2 ranged

Base Attack: +2

Grapple: +2

Feats: scribe scroll, craft wondrous item, craft wand, extend spell

Special Qualities: darkvision 60', stonecunning, +2 vs poison, +2 vs spells, raven familiar, wizard spells

Abilities: Str 10, Dex 10, Con 14, Int 17, Wis 12, Cha 9

Skills: +8 concentration, +8 craft metalsmithing, +8 knowledge arcana, +5 architecture, +5 history, +8 spellcraft

Spells: spells / day: 0th:4, 1st:4, 2nd:3, 3rd:2

0th: all

1st: shield, mage armor, Enlarge Person, Magic Weapon, burning hands, color spray, magic missile, identify

2nd: invisibility, bull's strength, scorching ray, minor image

3rd: dispel magic, haste, fireball

Possessions: Wand of magic missile (3rd level, 40 charges), scroll of dispel magic, scroll of protection from evil, scroll of knock, scroll of resist energy, bracers of armor+2, cloak of resistance +2, Boots of Levitation, 25gp, backpack, bedroll, waterskin, 5 days rations

Kylisa, female half-elf bard 5

Juggling, shadow puppets, mime, and dancing are what most know Kylissa for. She physically favors her elven blood, and is very small and pixiesh, to the point where she is often mistaken for an elf or halfling. She faces the world with a wry smile, a darting gaze and a clever comment.

Once or twice she has put on a particularly spectacular performance with her friend Yamarra, who is a slightly lighter side to Kylisa's darker sense of humor.

Medium-Size Humanoid

Alignment: NG

Initiative: +0

Languages: common, elven

AC: 14 (touch 10, flat-foot 14)

HD: 5d6

Hit Points: 21

Saves: Fort +0, Ref +4, Will +4

Move: 30 ft

Attack: +4 shortsword 1d6+1 or +4 light crossbow 1d8+1 (+1/+1 > 30')

Base Attack: +3

Grapple: +3

Feats: Combat Expertise, Point Blank Shot

Special Qualities: low-light vision, immune to sleep, +2 vs enchantment or charm, bardic music, bardic knowledge, countersong, fascinate, inspire courage +1, inspire competence, bard spells

Abilities: Str 10, Dex 10, Con 8, Int 14, Wis 10, Cha 18

Skills: 64 sp, +6 bluff, +5 decipher script, +9 diplomacy, +3 escape artist, +10 gather information, +4 hide, knowledge +3 arcana, +3 history, +3 local, +3 nobility, +3 religion, +3 the planes, +5 listen, +4 move silently, perform +5 sing +6 lute, +6 dance, +6 puppetry +5 juggle, +7 search, +4 sense motive, +6 spellcraft, +4 spot, +4 tumble, +7 use magic device

Spells: (spells / day: 0th: 3, 1st: 4, 2nd: 2)

0th: message, mage hand, detect magic, light, prestidigitation, daze

1st: cure light wounds, silent image, sleep, comprehend languages

2nd: invisibility, cure moderate wounds, glitterdust

Possessions: (9000 - 5000) +1 short sword, +1 studded leather, +1 light crossbow, 20 bolts, backpack, bedroll, waterskin, 5 days rations

CREATURES

Invisiquids

We have no images since invisiquids are often... get this... invisible!

Medium Magical Beast (Aquatic)

Environment: Temperate aquatic

Initiative: +6

Senses: low-light vision Listen +7 Spot +7

Armor Class: 18 (+5 Dex, +3 natural), touch 13,

flatfooted 13

Hit Dice: 8d8+4 (42 hp)

Saves: Fort +4, Ref +8, Will +2

Speed: Swim 60 ft. (12 squares)

Attack: Tentacles +6 melee (0)

Full Attack: Tentacles +6 melee (0) and bite -1 melee (1d6+1)

Space/Reach: 5 ft./5 ft.

Base Attack/Grapple: +4/+10*

Feats: Alertness, Endurance

Special Attacks: Improved grab

Special Qualities: Ink cloud, jet, low-light vision, improved invisibility

Abilities: Str 16, Dex 21, Con 11, Int 1, Wis 12, Cha 2

Skills: Listen +7, Spot +7, Swim +10

Organization: Solitary or school (6-11)

Challenge Rating: 4

Advancement: 5-8 HD (Large); 9-14 HD (Huge)

Level Adjustment: —

Invisisquids are transparent squids of the deep waters of the Emerald Sea. They are highly prized by Deep Sea Gnomes for their ink, which renders the wearer invisible.

These magical beasts with the bodies of free-swimming mollusks are very aggressive, and have been known to sneak up and devour humanoids in a single swoop. Those which are not devoured are grappled and squeezed until they fall unconscious. The invisisquid ink turns their victims invisible so they cannot be helped by their companions.

Combat

Improved Grab (Ex): To use this ability, a squid must hit an opponent of any size with its arms attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and automatically deals bite damage. An invisisquid has a +6 racial bonus on grapple checks.

Ink Cloud (Ex): A squid can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once per minute as a free action. The cloud provides total concealment, which the squid normally uses to escape a losing fight. All vision within the cloud is obscured.

Invisibility (Ex): The most defining feature of invisisquids is their ability to turn completely invisible, making them very hard to fight underwater.

Jet (Ex): An invisisquid can jet backward once per round as a full-round action, at a speed of 300 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Skills

An invisisquid has a +10 racial bonus on any Swim check to perform some special action or avoid any natural hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Spider Zombie

Large Magical Undead Beast

Hit Dice: 5d10+15 (42 hp)

Initiative: -1

Speed: 40 ft. (8 squares), climb 20 ft.

Armor Class: 15 (-1 size, +1 Dex, +5 natural), touch 15, flat-footed 15

Base Attack/Grapple: +5/+12

Attack: Bite +7 melee (1d6+4 plus poison)

Full Attack: Bite +7 melee (1d6+4 plus poison)

Space/Reach: 10 ft./10 ft.

Special Attacks: poison

Special Qualities: Darkvision 60 ft., low-light vision, damage reduction 5/slashing, undead traits

Saves: Fort +7, Ref +7, Will +2

Abilities: Str 12, Dex 12, Con 0, Int 0, Wis 10, Cha 1

Skills: Climb +11, Move Silently +11, Spot +4

Feats: Toughness

Environment: Warm hills

Organization: Solitary or cluster (2-5)

Challenge Rating: 5

Treasure: None

Alignment: Always neutral evil

Advancement: 6-8 HD (Large); 9-15 HD (Huge)

Level Adjustment: —

Spider zombies were once spiders of a different (s)ilk who were slain, but never properly lain to rest. They typically become affected by their own poisons and succumb to an affliction that leaves them in limbo, where they make tasty fleshy treats for zombies, ghouls, and wights.

A typical spider zombie's body is 8 feet long. It weighs about 700 pounds.

Spider zombies cannot speak; instead they gibber, and clip their mandibles together in a slow, haunting rhythm.

Spider Zombies are related to spider ghouls and spider wights. Also creepy, usually after these beasts pass from undeadness, they become ghost spiders.

Combat

Undead spiders tend to inhabit graveyards and mausoleums. They usually spin webs that cling to the trees, where they await their prey. Indoors, they span the corners of the room, where they hide in the darkness beyond the light of a torch.

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 1d8 Con. The save DC is Constitution-based.

Damage Reduction (Ex): A spider zombie has damage reduction 5/slashing. Spider zombies are lumbering masses of flesh.

Skills

A spider zombie has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Thugs and Muggers

Comprising the lowlife that make the city streets unsafe at night, examples of this type of criminal element can be found in any human city of sufficient size.

Thug or Mugger

human warrior 1

Size Medium humanoid

Init: +1

Senses: Listen +0, Spot +0

Languages: common

AC: 15 (+4 armor, +1 dex) touch 11, flatfooted 14

HP: 8 (HD 1d8+1+3)

Fort: +3 **Ref:** +1 **Will:** +0

MV: 20 ft.

Attack: +2 club (1d6+1) or +2 lt crossbow (1d8)

Space / Reach: 5 ft. / 5 ft.

Base Attack: +1 **Grapple:** +2

Abilities: Str 13 Dex 11 Con 12 Int 8 Wis 10 Cha 9

Feats: toughness

Skills: intimidate +3

Challenge Rating: CR ½

Alignment: Always chaotic and never good

Treasure: a few copper toward the end of the evening

Thugs and muggers tend to attack in groups, so this will modify their challenge rating.



"Gimme yer stuff ... er else!"

Possessions: hide armor, club, dagger, light crossbow, 5 bolts, small sack.

Sandtrap

Huge Aberration

HD: 13d8 + 50 (120 hp)

Initiative: +10

Speed: 15 ft. (3 squares)

Armor Class: 21 (-2 size, +3 Dex, +9 natural), touch 12, flat-footed 16

Base Attack/Grapple: +4/+13

Attack: Slam +12 melee (1d6+5)

Full Attack: Slam +12 melee (1d6+5) and bite +8
melee (3d4+2)

Space/Reach: 15 ft./15 ft. (5 ft. with bite)

Special Attacks: Engulf, Corrosive slime

Special Qualities: Darkvision 60 ft.

Saves: Fort +10, Ref +7, Will +5

Abilities: Str 23, Dex 16, Con 17, Int 14, Wis 15, Cha 11

Skills: Hide +13, Listen +13, Move Silently +12, Spot +8

Feats: Alertness, Combat Reflexes, Improved Initiative

Environment: Underground

Organization: Solitary

Challenge Rating: 9

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement: 14-18 HD (Colossal)

Level Adjustment: —

Sandtraps sit quietly in the desert or in subterranean passages, awaiting their prey. They usually don't attack unless their prey fall for their ambush, unless of course they are particularly hungry. Their corrosive slime allows them to eat through stone, creating the sand needed to hide within.

Engulf: Using sand-coated flaps, a sandtrap can suck a large or smaller creature in its body as a standard action. This does not provoke an attack of opportunity. If it wins a grapple check, it gains hold of the victim, and can attack with a +4 on the attack roll.

Corrosive Slime: Per round, sandtraps deliver 2d6 acid damage, 4d6 vs. metallic creatures or objects, 8d10 vs. stone. Metallic armor and weapons become useless in their maws.

Since they eat through stone, they are found in soily subterranean dwellings, rather than in stony passages.

Wyrmhole

Size/Type: Large Outsider (Astral)

Hit Dice: 8d8 (36 hp)

Initiative: +13

Speed: Fly 40 ft.

Armor Class: 24 (-1 size, +7 Dex, +9 deflection), touch 29, flat-footed 20

Base Attack/Grapple: +6/-3

Attack: Shock +16 melee touch (2d6 electricity)

Full Attack: Shock +16 melee touch (2d6 electricity)

Space/Reach: 5 ft./5 ft.

Special Attacks: Engulf

Special Qualities: Darkvision 60 ft., immunity to magic, natural invisibility

Saves: Fort +3, Ref +12, Will +9

Abilities: Str 1, Dex 26, Con 10, Int 15, Wis 16, Cha 12

Skills: Disguise +5 (+8 acting), Intimidate +3, Listen +17, Search +14, Spot +17, Survival +3 (+5 following tracks)

Feats: Alertness, Blind-Fight, Dodge, Improved Initiative, Weapon Finesse

Environment: Temperate marshes

Organization: Solitary, pair, or string (3-4)

Challenge Rating: 6

Treasure: 1/10 coins; 50% goods; 50% items

Alignment: True Neutral

Advancement: 9-18 HD (Huge)

Level Adjustment: —

Wyrmholes are portals to other planes. They are also wandering creatures which cause trouble for wandering adventurers and creatures.

The classic wyrmhole takes victims to the astral plane. Since wyrmholes are true neutral, they really don't want to meddle much in the affairs of anyone, but they do have this natural ability to plane shift, and they do sometimes get hungry.

Wyrmholes speak only the language of their home planes. Their only vocal apparatus are their gaping maws which resonate very quietly with various tones. A character who succeeds on a Knowledge Planes check DC 20 will be familiar with this sound, and if they listen for it, will hear a wyrmhole from 500 feet away.



Wyrmholes take your brain to another dimension

Combat

Wyrmholes usually avoid combat. When they hunger, rather than hunt, they prefer to capture (gather)

adventurers, luring them into their gaping maws and out into the Astral Plane. When they are forced to fight, they loose small electrical shocks, which act as melee touch attacks.

Immunity to Magic (Ex): A wyrmhole is immune to most spells or spell-like abilities that allow spell resistance, except dimensional anchor, and dismissal.

Natural Invisibility (Ex): Wyrmholes are often not visible, as they only dimly pass the light from the astral plan through their permeable membranes.

Engulf (Ex): Wyrmholes have been known to completely engulf their prey, then plane shifting, depositing them on the Astral Plane.

Spell-like Abilities: Plane Shift at will

MAGIC ITEMS

Cloak of Daggers

This cloak is adorned with enchanted embroideries of ten daggers. Consequently, the wearer can pull real daggers from the interior. As they are removed, they disappear from the cloak's outer stitching until they are replaced.

Due to the enchantment on the cloak, the daggers can be drawn as a free action, and when not in use are transformed into the images on the cloak, with an effect similar to gloves of storing. This means that the weapons cannot be found by searching the cloak.

In addition to daggers, the cloak can be used to store other light weapons or items of similar size, such as wands, up to a limit of ten items. Whatever items are stored in the cloak's special pockets are depicted in embroidery on the cloak's exterior. Daggers just happen to be the item chosen by Yoranda Delane as she crafted the prototype item in her laboratory.

Faint transmutation; CL 9th; Craft Wondrous Item, shrink item; Price 17,500 gp or more, depending on what items are stored within.

Guacna: ancestor stones

These large stone idols are created upon the death of a powerful member of the social group, and contain a link to their spirit. Generally they are created for legendary or epic characters whose deeds in life become part of the legends of their people.

The presence of these idols allows these ancestors to protect and care for their descendants through various magical abilities. As the guacna are sometimes carried into battle as a type of magical standard, they can be useful for offense or defense.

The powers of the different guacna vary depending on the qualities of the ancestor to which they are linked. For example, a guacna made for a mighty hunter in a village might provide the hunters of that village with a +2 profound bonus on survival checks

when hunting, or provide the benefits of the endurance feat. If he was a skilled archer, the guacna might provide a +1 profound bonus to attack and damage rolls with bows made in it's presence. If the ancestor was a skilled healer, it might provide a bonus to heal skill checks, or perhaps automatically stabilize wounded and unconscious members of the tribe in it's presence.

Crafting a guanca upon the death of an important person follows the standard rules for wondrous magic item creation.

Presented below is an example of a Naahaogo guacna.

Guacna of Baniha Long-horn

Baniha was a warrior of great renown, and over his lifetime defended his village of mountain goat people against the ice kobolds from the east, the humans from the south, and the dwarves from the west. So numerous were his battles against these people that he became very skilled at hunting and killing them. Upon his death a guanca was constructed to honor him, and to let him continue to help his descendants.

Any Naahaogo within 60 feet of Baniha's guanca is granted his bonuses to damage against his favored enemies. They receive a holy +3 bonus against kobolds, a +2 bonus against humans, and a +1 bonus against dwarves. Additionally, sentinels near his ancestor stone receive a +2 bonus to spot and listen checks.

Invisible Ink

Introduced to the continent of Farghal by the famed aquatic gnome illusionist and deep sea adventurer Tish Granjeur, invisible ink is used by mages and others to leave messages that can only be seen by those who can detect the invisible.

Invisible ink has also recently been used as a spell component in certain illusory spells having to do with obscuring objects or thoughts. Alchemists have begun to dilute invisible ink for use as a component of invisibility potions. Leather rubbed with this ink during the tanning process tends to be imbued with a hiding property, and cloth with near-invisibility, so this has been seen as a cheap way to make cloaks of near-invisibility. This is truly a multi-purpose solution.

Invisible ink gives off a faint magic glow that is often undetected by *detect magic* -- those affected by *detect magic* must search for the ink in order to find it, unless it is present in large quantities (such as in a quill of invisible ink or in one of the above items).

Invisible ink is distilled from the ink of invisisquids, transparent creatures of the deep waters of the Emerald Sea. The ink must be extracted from the creatures' pair of white nidamental glands while they are still living, making the ink relatively hard to come by, especially for those who live on terra firma.

Spear and Shield of the Heavens

"...[he] Was moving toward the shore; his ponderous shield Ethereal temper, massy, large and round, Behind him cast; the broad circumference Hung on his shoulders like the Moon, whose Orb Through Optic Glass the TUSCAN Artist views At Ev'ning from the top of FESOLE, Or in VALDARNO, to descry new Lands, Rivers or Mountains in her spotty Globe. His Spear, to equal which the tallest Pine Hewn on NORWEGIAN hills, to be the Mast Of some great Ammiral, were but a wand, He walkt with to support uneasie steps..."

-Milton, Paradise Lost

These items are from a scene in the adventure-in-development *The Endless Road* from Unicorn Rampant Publishing. In it the party, while attempting to escape from the abyss on foot, come upon these items.

This spear and shield were carried by a famous archon in battle into the depths of hell, where it was used to slay a terrible fiend. There, in a blasted crater, it remains, clutched in the charred dead hands of that angel, plunged into the dead heart of the demon he slew, thereby dying.

In the aeons that have followed, the abyss has recoiled from these holy items, like an irritating grain of sand lodged in the fibers of it's being. The blasted crater formed by the balor's death has deepened and expanded, and bebelith have spawned in the blasted, lifeless lands around it.

The spear is a +2 cold iron holy long spear for medium sized creatures, or a short spear for a creature of titanic proportions.

The shield has a faint glow and a pearly luminescence about it, and is a +2 ghost touch shield that grants cold resistance 10 to it's bearer.

Staff of G'raff

The transmutation on this quarterstaff provides an additional 5' reach, as it has been enchanted by an *extend reach* spell.

This staff is generally made of a rare spotted wood, part of the reason for the normal price of 15,000 gp.

Faint transmutation; Craft Rod or Staff CL5.

Legions of young mages wielded Staff of G'raffs during the Mage War waged in the Phyloctæte, as they could be easily created from wood harvested out of the Border Forest on the eastern edge of the nation. Now that so many mages have fallen, and the spotted trees of the border wood have become scarce, so too has the Staff of G'raff.

Undersea Armors

These armors are often worn by soldiers of the Deep Sea Gnomes, but are also common among the other underwater races.

Sharkskin Armor

This very tough light armor is made from the hide of the sea's deadliest predators. Exceptionally supple and light, underwater combatants prize it for its unrestrictiveness. Additionally, skilled armor crafters can fashion this armor so that the shark's sharp scales act as armor spikes by alternating the bands of skin, causing the scales' edges to protrude. Special oils must be used to keep the armor supple and preserve it in aquatic environments.

Armor Bonus: +3 **Maximum Dex Bonus:** +5 **Armor Check Penalty:** 0 **Arcane Spell Failure Chance:** 10% **Speed (30ft):** 20 ft. **Speed (20ft):** 15 ft. **Weight:** 15 lb. **Cost:** 35 gold.

Sharkbone Armor

About as protective and tough as a breastplate, parts of the shark's cartilage, connected by sharkskin, are fashioned into a medium armor that mainly protects the torso. Skilled undersea armorworkers can incorporate the shark's jaws and teeth to create ridges of shark-tooth armor spikes on this armor. The cartilage of a sharkbone breastplate remains tough and supple in aquatic environments and does not impede the wearer's movement much. However, if it is taken out of the water for more than a day or so it dries out and becomes brittle, stiff and useless as armor.

Armor Bonus: +5 **Maximum Dex Bonus:** +3 **Armor Check Penalty:** -2 **Arcane Spell Failure Chance:** 25% **Speed (30ft):** 20 ft. **Speed (20ft):** 15 ft. **Weight:** 30 lb. **Cost:** 300 gold.

LOCATIONS

Junction

Medium Town: Conventional; AL LN; 10,000 gp limit; Assets 2,000,000 gp; Population 3,000; Mixed (95% human, 2% halfling, 1% elf, 1% gnome, 1% dwarf).

Junction lies along the road from the Jæruel to the Cyrúk Mountains and into Northbay. The walled town has 3,000 inhabitants, many of whom moved to the town relatively recently. The town is still expanding along with its walls, so there is much housing still under construction along the edges of town. Junction enjoys a relatively high standard of living, as there is much abundant produce and rolling fields for cattle to graze upon in the area, and nice

stone that is mined in Alabaster to the north. Fish stream in from the coastal town of Uppwint the southeast.

Junction serves as the main hub of the trade route from the Cyrúk Mountains to the Jæruel, and part of its wealth has developed through the high tariffs imposed by the local Jæruel officials. These officials live in the southeast of town in a gated community.

Architecture

The buildings in Junction are mostly made of wood. Much of the mansions in the wealthy quarter have stone foundations and parts of walls made of stone. The city hall and older buildings along Market St. are made of stone. Parts of the city walls are stone -- 5 feet every 10 foot section of wall. Much of this stone was brought in from Alabaster to the north, though some was quarried a few miles northeast of Junction.

Layout

Market Street runs east-west in the center of the walled city. Local merchants without a permanent shop set up each morning along this thoroughfare which is much wider than the streets in the rest of the town. Guard towers are prominent features in this town of local militia. All the troops report to the Jæruel who very clearly run the town.

Justice Street runs north-south from Market St. to the North Gate. The Temple of Justice sits at the corner of Justice and Market. Thieves are usually sent to the temple to repent before being tried.

The southeast quadrant of the town is the wealthy residential area known as Sunnlunt. Eight large mansions occupy the space, each with its own stables. Shrines line the main roads into the quadrant, filled with scenes painted from humanized images of Garl Glittergold.

The northeast is home to the arena. Many people live in this part of town, including warriors and small-time merchants who sell wares in and around the arena during events. There is also a temple to the god of war along Market St. To the east end of Market St., East Gate overlooks Fish Square, where the fresh catch is brought in from Uppwint and other, smaller fishing villages along the coast.

The north central part of town is known as the Jæruel district. This is where the city hall, the temple of justice and the Jæruel administrative buildings can be found. The quarters in this part of town are equivalent to decent merchant homes. Guards stationed at the North Gate keep watch over Pork Square, home of the famous pig auctions.

The southwest district is known as the Merchant quarter, named because it is home to many successful merchants, as well as a temple and the Climbing Rose Inn. The homes are fairly well cared for and there is only moderate crime. The West Gate overlooks Apple

Square, where much produce enters the city.

If not for the troops stationed in this part of town, the northwest would perhaps be a sketchy part of town. In addition, given the walled nature of the city, crime is not as rampant as one would expect for a population of nearly 3,000, over 4,000 on the heavier trading days, and 5,000 during the first market days of the lunar cycle.

Map Key

Religious:

- 1 Justice Temple of Hieroneous
- 2 Peace Temple of Fharlanghn
- 3 War Temple to Kord
- 4 Druid Temple to Ehlonna
- 5 Various Shrines

Civic:

- 6 Town Hall
- 7 Trade Winds Oak (south side of Town Hall)
- 8 Arena
- 9 Merchant Museum

Mansions:

- a Luxord Manor
- b Dwenton Manor
- c Tynold Manor
- d Swansyd Manor
- e Jarlsbyd Manor
- f Hox Manor
- g Antol Manor
- h Tanebrux Manor

Other:

- A Apple Square
- F Fish Square
- G Garrisons
- i Market Inn
- j Jæruel
- J Jæruel Square
- k Kiosks
- m Mills
- M Mercantile Square
- n Inn
- o The Three 'N' Blankets
- p Stables
- P Pork Square
- q Residences
- r The Climbing Rose
- s Shops
- t Towers
- T Small Taverns
- u Blacksmiths
- v Warrior Guild
- w Mage Houses
- x Training Grounds
- y Magic Shop
- z Jæruel Quarters

The buildings outside the town walls are barns and farmhouses. On the north end of the town are pig stalls and to the northwest is Eggelt Farms, where chickens are raised and vegetables grown.

Persona

Junction is a town of many merchants. They live decent lives selling their wares and keeping the populace well fed. Farmers come to town and sell produce most days of the week, and with the constant influx of travellers, the inns remain at least half full, and the visitors meander about the markets in the morning hours before setting off for adventure. When the weather is favorable, there is much music and dance in the streets, but when it rains, the people are glum, moping about in the taverns and waiting out the weather.

There is a slight feeling of inequity among the poorer workers in town. When the ruling Jæruel officials parade along Market St. or show themselves in the arena, the people eye them suspiciously. Foreigners are welcomed as long as they are strong warriors. The people of Junction can't stand weakness -- they've worked too hard to stand it.

Jæruel leaders administering Junction:

Tarrin Dwenton
Darrius Luxord
Felonious Hox
Mortimyr Swansyd
Lynus Tynold

These personages meet in the Jæruel offices during the day, but tend to do most of their work at the taverns at night. This provides an opportunity for perceptive adventurers to learn more about their day-to-day operations and long-term goals. Since they represent the controlling members of the local chapter of the Jæruel, they hold considerable influence over the trade in this region of the world.



Comic: Atavistic Onslaught

We would like to thank D.Heat for his new comic stylings, this one depicting a scene from a recent adventure in our roleplaying group.

Atavistic Onslaught #1





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

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

This issue of Claw/Claw/Bite includes

- * Five new creatures
- * A new campaign location -- the town of Junction
- * Six new weapons, magic items, and special materials
- * Three new spells
- * Twelve new NPCs, including the cadre of heroes at 5th level
- * One new race
- * A new feat

