

CLAW/CLAW/BITE



ISSUE 11 - DEC 07 - JAN 08



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CREDITS

Thanks for reading Claw/Claw/Bite #11 by S.D. Hilderbrand (Howlingmime) and Adam A. Thompson (Priest of Doom), with Frank J Kim, and featuring a comic and Onyx Dragon illustration by D.Heat. Page backgrounds by Joe Calkins. And thanks and shout-out to all those who have come before. This is our belated holiday present.

INTRODUCTION

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

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

So welcome to our world of strange and wonderful things, traveler. Bizarre treasures, cunning adversaries, powerful adventurers, and mystic realms are waiting for you. This issue includes a complete mini-adventure set in a manor house in hell, along with its mistress and lots of other goodies to keep your group warm through your winter sessions. Enjoy your stay, but be careful what you pick up, you may never escape.

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VARIANT RULES

Spellcasting With Mana

This variant rule changes the way spellcasters prepare and cast spells. Overall, it increases spellcaster's versatility and power. The main reason I came up with this system is to make it more fun for my spellcasting players, and to help keep the game going. Under these rules, they are less likely to end up out of useful spells, bored, firing crossbow bolts, and wanting to stop adventuring to rest.

Under these variant rules, instead of memorizing and casting a set number of spells each day, spellcasters have a new attribute called **mana**, a pool of magical power that they use to cast spells. See the charts below for available mana at each level, the highest level spell available, and bonus mana for high ability scores.

Mana is used to spontaneously cast spells from the spellcaster's list of known spells. The number of points of mana expended in the casting of a spell cast is equal to the spell level (0th level spells cost no mana points). Metamagic spells are all now cast spontaneously, including the quickened spells, and raise the mana spent according to their level adjustment. This adjusted level cannot exceed the Highest Level Spell for that character's level (see chart below). For example, a 10th level wizard could cast a quickened shield spell, and it would cost her 5 mana points to do so. They could not, however cast a quickened dimension door until they reached 15th level.

Mana is regained daily differently for each class, in the same way that they previously refreshed their daily spells: clerics and druids pray to their deity at a certain time of day, wizards consult their spellbooks, and other spellcasters merely rest.

Game Balance Issues: at high levels, spellcasters can cast their most powerful (and often, very deadly) spells over and over again.

Re-Balancing Ideas: "You took too much": if a character casts high level spells for three rounds in a row, they have to make a will save (or an ability level check, such as an intelligence check for wizards) equal to the number of points of mana they spent in the last three rounds. If they fail the check they lose the spell and become dazed for 1 round.

"less magic": cut mana gain 1/2 or 2/3 for levels above 7th or 10th. This method doesn't really solve the problem though.

"change defensive casting" so that a successful concentration check means you only get a +8 (or +4) AC vs attacks of opportunity.

Mana By Character Level (high magic)

Character Level	Wizard or Druid Mana	Wizard Highest Level Spell	Cleric Mana	Cleric Highest Level Spell	Bard Mana	Bard Highest Level Spell
1	2	1	3	1	1	0
2	4		5		1	1**
3	6	2	9	2	2	1
4	9		12		3	2**
5	12	3	18	3	6	2
6	17		23		8	
7	22	4	32	4	8	3**
8	29		39		13	3
9	36	5	41	5	16	
10	45		60		16	4**
11	54	6	75	6	23	4
12	65		86		26	
13	76	7	104	7	26	5**
14	89		117		36	5
15	102	8	138	8	42	
16	117		153		44	6**
17	132	9	177	9	58	6
18	149		194		68	
19	165	10*	210	10*	79	7*
20	182		227		85	

* for metamagic purposes only

** assumes the bard has a high enough Charisma score to have a bonus spell of this level

SPELLS

Bonus Mana per Highest Available Spell Level by Ability Score

Ability Score	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1-9	*	*	*	*	*	*	*	*	*
10-11	0	0	0	0	0	0	0	0	0
12-13	1	0	0	0	0	0	0	0	0
14-15	1	2	0	0	0	0	0	0	0
16-17	1	2	3	0	0	0	0	0	0
18-19	1	2	3	4	0	0	0	0	0
20-21	2	2	3	4	5	0	0	0	0
22-23	2	4	3	4	5	6	0	0	0
24-25	2	4	6	4	5	6	7	0	0
26-27	2	4	6	8	5	6	7	8	0
28-29	3	4	6	8	10	6	7	8	9
30-31	3	6	6	8	10	12	7	8	9
32-33	3	6	9	8	10	12	14	8	9
34-35	3	6	9	12	10	12	14	16	9
36-37	4	6	9	12	15	12	14	16	18
38-39	4	8	9	12	15	18	14	16	18
40-41	4	8	12	12	15	18	21	16	18
42-43	4	8	12	16	15	18	21	24	18
44-45	5	8	12	16	20	18	21	24	27

* Cannot cast spells tied to this ability.

Asteroth's Snare

Conjuration (Summoning)

Level: Sorcerer / Wizard 9

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

Casting Time: 1 standard action or see text

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

Target: One creature

Duration: Permanent; see text

Saving Throw: See text

Spell Resistance: Yes; see text

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

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

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

Spell Completion

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

Trigger Object

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

Material Component: Before the actual casting of *Asteroth's Snare*, you must prepare a special magic

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

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

Whirling Doom

Evocation [Force]

Level: Cleric 9, Good 9, War 9

Components: V, S

Casting Time: 1 standard action

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

Effect: Wall of whirling blades up to 20 ft. long/ level, or a ringed wall of whirling blades with a radius of up to 5 ft. per two levels; either form 20 ft. high

Duration: 1 min./level (D)

Saving Throw: Reflex half or Reflex negates; see text

Spell Resistance: Yes

This spell functions in all respects as *Blade Barrier*, with the exception that the caster can cause the wall of blades to move.

Each round the caster can use a standard action to move the barrier 10 ft in any direction. Alternatively, the barrier can be turned, by moving the endpoints of the barrier up to 10 ft each.

Any creatures that the blade barrier passes over take 1d6 points of damage per caster level (maximum 15d6), with a Reflex save for half damage.

CHARACTERS

Aeol "Skinny" Schinne

Hailing from the Republic of Esrun, Aeol has traveled across the northwestern stretch of Farghoal, fighting creatures ranging from hobgoblins and gnolls, to the feared haunts of Torrid Wood. He spends a lot of time in and around Karthidn, and is looking for work as a mercenary, which, with his reputation will not be difficult. However, he chooses his contracts wisely, which is why he is still alive.

Aeol "Skinny" Schinne CR 4

Male Human Fighter 4 CG Medium Humanoid

Init: +1 **Senses:** Listen +2, Spot +2

Languages: common;

AC: 15 touch 11, flatfooted 14

HP: 40 (HD 4d10+8)

Fort: +7 **Ref:** +3 **Will:** +4

Speed: Walk 30 ft.

Attack: Masterwork Crossbow +7 (1d8+2) or Trident +7 1d8+4 or Trident (Thrown) +6 (1d8+2)

Space / Reach: 5 ft. / 5 ft.

Base Attack: +4 **Grapple:** +6

Feats: Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Martial Weapon Proficiency, Rapid Reload (Crossbow (Light)), Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Finesse, Weapon Focus (Trident, Crossbow (Light)), Weapon Specialization (Trident, Crossbow (Light)),

Abilities Str 15 Dex 13 Con 14 Int 12 Wis 14 Cha 10

Skills: Appraise: +1; Balance: +1; Climb: +7; Concentration: +2; Forgery: +1; Gather Information: +1; Handle Animal: +4; Heal: +2; Intimidate: +1; Jump: +3; Listen: +2; Ride: +7; Search: +1; Sense Motive: +3; Spot: +2; Survival: +2; Swim: +2

Possessions: Belt, Bolts, Crossbow (10); Bolts +1 (Crossbow/10); Boots (Save Bonus (Luck) (+1)); Gauntlets, Masterwork Chain Shirt; Masterwork Crossbow (Light); Peasant's Outfit; Potion of Cure Light Wounds; Potion of Cure Moderate Wounds; Trident;



A Cadre of Heroes at 10th level

Presented below are a group of heroic characters, all 10th level, known collectively as The Cadre of Heroes. These versions of these characters were used in late 2007 to play-test *The Horror of the Old Ones* at Millennium Con 10. All seven of the players, including a young first-time D&D player, had a great time and did a great job role-playing. More on that, including pictures, in the blog at clawclawbite.com.

Percivín, human male paladin 10

Born a poor farmer's son, when just a young boy Percivín had recurring dreams of struggling against dragons and demons. In his teenage years he confronted a highwayman on the road to town and experienced a vision from Heronious as he smote the robber down. There and then he swore an oath to the gods that he would seek out and challenge evil wherever it hid.

Medium-Size Human

Alignment: LG

Initiative: +0 **Senses:** Listen +1, Spot +1

Languages: common

AC: 25 (touch 11, flat-foot 24)

Hit Points: 81 (HD 10d10+10)

Saves: Fort +11, Ref +6, Will +9

Speed: 20 ft

Attack: longsword +16 / +11 (1d8+4 plus 2d6 holy) or shortbow +10 / +5 (1d6+4)

Space/Reach: 5 ft./5 ft.

Base Attack: +10 **Grapple:** +13

Feats: Power Attack, Weapon Focus (longsword), Cleave, Improved Turning, Iron Will.

Special Qualities: Aura of good, *detect evil* at will, Smite Evil 3/day, Divine Grace, Lay on Hands, Aura of Courage, Divine Health, Turn Undead, Special Mount, *remove disease* 2/week

Abilities: Str 16 (18), Dex 11, Con 12, Int 9, Wis 12, Cha 13.

Skills: +5 diplomacy, +4 heal, +5 knowledge religion, +1 knowledge the planes, +7 ride

Paladin Spells (caster level 5, DC 11 + spell level)

1st (1/day): *divine favor*

2nd (1/day): *delay poison*

Possessions: +1 Holy Longsword, mighty composite shortbow (+4 str), +2 lg steel shield, +2 full plate, cloak of resistance +3, ring of protection +1, gauntlets of ogre

power, 2 potions of cure serious wounds, 3 potions cure moderate wounds, special warhorse, saddlebags, bedroll, waterskin, 5 days rations, 2,100 gold.

Heavy Warhorse

Init: +1

AC: 18

HP: 45 (HD: 6d8+18)

Saves: Fort +8, Ref +6, Will +3

Speed: 60 ft

Attack: Hoof +6 (1d6+4)

Full Attack: 2 Hooves +6 (1d6+4) and bite +1 (1d4+2)

Space/Reach: 10ft / 5ft

Special Qualities: Empathic Link, improved evasion, share spells, share saving throws, improved speed

Aeonados, half silver dragon/half elf ranger 7

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

Medium-Size dragon

Alignment: NG

Initiative: +9 **Senses:** Listen +11, Spot +11

Languages: common, elven, draconic

AC: 26 (touch 16, flat-foot 21)

Hit Points: 51 (HD 7d8+14)

Resistance: fire 10

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

Speed: 30 ft

Attack: greatsword +13 (2d6+7) or longbow +14 (1d8+5 and 1d6 fire) (+1 attack / +1 damage under 30 ft.)

Full Attack: greatsword +13 / +8 (2d6+7) or longbow +14 / +9 (1d8+5 and 1d6 fire) (+1 attack / +1 damage under 30 ft.)

Space/Reach: 5 ft./5 ft.
Base Attack: +7 **Grapple:** +11

Feats: Track, Point Blank Shot, (Rapid Shot), Endurance, (Manyslot), Precise Shot, Improved Initiative
Special Qualities: Immune to cold, sleep and paralysis, +2 vs enchantment or charm, low-light vision, +6 vs favored enemy (magical beasts), wild empathy, breath weapon (30' cone of cold, 6d8, reflex DC 11 half), darkvision 60', archery combat style, Animal Companion, +4 vs favored enemy (aberration), improved combat style, Woodland Stride, Swift Tracker, Evasion, +2 vs favored enemy (construct)

Abilities: Str 18, Dex 20, Con 12(14), Int 11, Wis 12, Cha 14.

Skills: Handle Animal+7, Heal+6, Knowledges: Arcana +1, Dungeoneering+4, Geography +3, Nature +5, Listen +11, Spot +11, Search +7, Survival +11, Swim +9

Ranger Spells: (caster level 5, DC 11 + spell level)
1st (1/day): *longstrider*
2nd (1/day): *barkskin*

Possessions: +2 flaming mighty (+4 str) composite longbow, 20 arrows, +2 chain shirt of fire resistance (10 points), +1 greatsword, amulet of health +2, 2 potions of cure serious wounds, 3 potions cure light wounds, potion of sanctuary, cloak of resistance +1, ring of protection +1, 500 gp, backpack, bedroll, waterskin, 5 days rations.

Animal Companion: Hawk HD +2 AC +2 Str +1 Bonus Tricks 2
Special Qualities: link, share spells, evasion

Galonaden, high-elf fighter 10

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

Medium-Size elf
Alignment: cG
Initiative: +3 **Senses:** Listen +2, Spot +2

Languages: common, elven

AC: 25 (touch 13, flat-foot 22)
Hit Points: 68 (HD 10d10+15)
Saves: Fort +9, Ref +6, Will +2

Speed: 30 ft
Attack: longsword +16 (1d8+6 and 1d6 cold) or longbow +15 (1d8+5)
Full Attack: longsword +16 / +11 (1d8+6 and 1d6 cold)

or longbow +15 / +10 (1d8+5)
Space/Reach: 5 ft./5 ft.
Base Attack: +10 **Grapple:** +13

Feats: Weapon Focus (longsword), Weapon Focus (longbow), Point Blank Shot, Rapid Shot, Weapon Specialization (longbow), Weapon Specialization (longsword), Power Attack, Cleave, Improved Sunder, Improved Bull Rush
Special Qualities: low-light vision, immune to sleep, +2 vs enchantment or charm

Abilities: Str 16, Dex 17, Con 14, Int 9, Wis 8, Cha 8.
Skills: Craft (bowyer) +2, Handle Animal +1, Intimidate +1, Listen +2, Ride +5, Spot +2, Search +1

Possessions: +2 frost longsword, +1 mithril full plate of speed (haste for up to 10 rounds / day), mw composite longbow (+3 str), +1 lg steel shield, 30 arrows, 10 +1 arrows, 2 potions of cure serious wounds, 2 potions of cure light wounds, 1,635 gp, backpack, bedroll, waterskin, 5 days rations

Veladros, wild elf barbarian 7 / were-cougar

Young and full of vim, 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.

Recently, as a reward for helping defend one of her temples against a goblin horde, Veladros was given the ability to turn into a cougar by Elohna. Now, on each full moon, and whenever he is damaged in combat, he must succeed on a DC 25 control shape check or assume his cougar form, remaining so until the next dawn.

Note: Veladros does not have a hybrid form.

Medium-Size Wild Elf
Alignment: CG
Initiative: +2 **Senses:** low-light vision, Scent, Listen +9, Spot +1

Languages: common, elven

AC: 22 (23 w dodge) (touch 15, flat-foot 20)
Hit Points: 67 (HD 7d12 plus 3d8 +10)
Damage Reduction: 5 / silver
Saves: Fort +9, Ref +7, Will +6

Speed: 40 ft
Attack: spear +16 (1d8 +10 and 1d6 shock), or shortbow +12 (1d6+4)

Full Attack: spear +16 / +11 (1d8 +10 and 1d6 shock), or shortbow +12 / +7 (1d6+4)

Space/Reach: 5 ft./5 ft.

Base Attack: +9 **Grapple:** +15

Feats: Dodge, Weapon Focus spear, Mobility, Spring Attack, Iron Will

Special Qualities: low-light vision, immune to sleep, +2 vs enchantment or charm, illiterate, Rage 2/day (+4 str, +4 con, +2 will saves, -2 AC:) for up to 6 rounds, Uncanny Dodge, Improved Uncanny Dodge, Fast movement, alternate form (cougar), damage reduction 5/silver, lycanthropic empathy w/cougars (+4 handle animal), scent

Abilities: Str 19 (23), Dex 14, Con 12, Int 6, Wis 12, Cha 12

Skills: Climb +10, Control Shape +13, Intimidate +4, Jump +10, Listen +9, Spot +1, Survival +6, Swim +7

Possessions: +1 shocking spear, breastplate, +1 might composite shortbow (+4 str), ring of protection +3, belt of giant strenght +4, amulet of the beast (+5 on control shape checks), 11 arrows, shortsword, 2 potions of cure serious wounds, backpack, bedroll, waterskin, 5 days rations, 500 gold

Cougar form (as above, and):

Initiative: +2

Languages: none

AC: 21 (22 w dodge) (touch 19, flat-foot 15)

Hit Points: 84 (HD 7d12 plus 3d8 +30)

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

Speed: 50 ft

Attack: +18 bite (1d6+9) and 2 +13 claws (1d3+4)

Base Attack: +9 **Grapple:** +18

Special Qualities: as above and Improved grab, pounce, +13 rake (1d3+4)

Abilities: Str 25 (29), Dex 22, Con 16

Skills: +13 Climb, +13 Control Shape, +4 Intimidate, +10 Jump, +9 Listen, +1 Spot, +6 Survival, +10 Swim

Brother Herott, half-orc cleric 10 (Kord)

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

Medium-Size Humanoid

Alignment: Cg

Initiative: -1 **Senses:** darkvision 60 ft, Listen +4,

Spot +4

Languages: common

AC: 20 (touch 10, flat-foot 20)

Hit Points: 52 (HD 10d8)

Saves: Fort +9, Ref +5, Will +13

Speed: 30 ft

Attack: greatsword +14 (2d6+8), or sling +7 (1d4+3)

Full Attack: greatsword +14 / +9 (2d6+8), or sling +7 / +2 (1d4+3)

Space/Reach: 5 ft./5 ft.

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

Feats: Power Attack, Combat Casting, Cleave, Weapon Focus (greatsword)

Special Qualities: Darkvision 60', Turn Undead, Cleric Spells

Abilities: Str 18, Dex 9 (11), Con 10, Int 8, Wis 16(18), Cha 10

Skills: Concentration +14, Diplomacy +2, Heal +5

Spells: Save DC 14 + spell level, **Domains:** good, strength

Spells Prepared

1st: (5+1 / day): *bless, detect evil, protection vs evil, sanctuary, shield of faith**

2nd: (5+1 / day): *delay poison, resist energy, silence, shield other*, sound burst, spiritual weapon*

3rd: (4+1 / day): *dispel magic, magic vestment*, prayer, protection from energy, searing light*

4th: (4+1 / day): *dismissal, divine power, neutralize poison, restoration, holy smite**

5th: (2+1 / day): *dispel evil, flame strike, righteous might**

* domain spell

Possessions: holy symbol of kord, +2 greatsword, +2 full plate, sling, 20 sling bullets, periphat of wisdom +2, gloves of dexterity +2, cloak of resistance +2, boots of striding and springing, wand of cure light wounds (13 charges), 2 potions of cure serious wounds, potion of remove curse, potion of remove disease, backpack, bedroll, waterskin, 5 days rations, 5,750 gold

Apeneone Tesonos, female human druid

10

Apeneone like long walks in the woods by moonlight and sitting by the babbling brooks of the north Kite woods. There she was apprentice to the mystic elders of her village until goblins in service to Lord Feval began raiding the area. It was then that she met some

of the Cadre of Heroes, and with their help fought back the invaders. Now, they call on her when in need, and she on them.

Medium-Size Humanoid

Alignment: ng
Initiative: +2

Languages: common, druidic, sylvan, elven, gnomish

AC: 18 (touch 13, flat-foot 16)
Hit Points: 54 (HD 10d8)
Saves: Fort +8, Ref +6, Will +11

Speed: 30 ft
Attack: +7 quarterstaff 1d6 or +8 sling 1d3
Space/Reach: 5 ft./5 ft.
Base Attack: +7 **Grapple:** +7

Feats: Brew Potion, Self Sufficient, Track, Natural Spell, Lightning Reflexes

Special Qualities: animal companion (owl), nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape 4/day (5 / day with vestment) (large, small or medium animal), venom immunity

Abilities: Str 10, Dex 11(13), Con 10, Int 12, Wis 18, Cha 12
Skills: +8 Concentration, +11 Handle Animal, +11 Heal, Knowledge +11 Nature, +7 Listen, +5 Spellcraft, +6 Spot, +11 Survival, +5 Swim

Spells: Save DC 14 + spell level

Spells Prepared

1st: (6 / day): *cure light wounds x 3, entangle, longstrider, produce flame*
2nd: (6 / day): *barkskin, flame blade, fog cloud, heat metal, lesser restoration, tree shape*
3rd: (5 / day): *call lightning, cure moderate wounds, poison, protection from energy, spike growth*
4th: (5 / day): *cure serious wounds, dispel magic, flame strike, freedom of movement, ice storm*
5th: (3 / day): *baleful polymorph, call lightning storm, cure critical wounds*

Possessions: quarterstaff, sling, 20 sling stones, +2 leather armor, amulet of natural armor +3, gloves of dexterity +2, cloak of resistance +2, druid's vestment, wand of call lightning (at 5th level, 40 charges) 2 potions of cure serious wounds, potion of cure moderate wounds (2d8+5), 3 potions of cure light wounds (1d8+1), 5 goodberries, 3 potions (actually oils) of produce flame (5th level), 2000 gold, backpack, bedroll, waterskin

In Bear Form:

Size Large

AC: 19 (touch 11, flat-foot 17)
Hit Points: 94 (HD 10d8 + 40)

Saves: Fort +12, Ref +7, Will +11

Speed: 30 ft
Full Attack: 2 claws +14 (1d8+8) and bite +9 (2d6+4)
Space/Reach: 10 ft./5 ft.
Base Attack: +7 **Grapple:** +19

Special Qualities: as above and Improved Grab

Abilities: Str 27, Dex 13 (15), Con 19
Skills: Concentration +12, Handle Animal +11, Heal +11, Knowledge Nature +11, Listen +7, Spellcraft +5, Spot +6, Survival +11, Swim +13

Winnie Toepelt, female tallfellow halfling
rogue 10

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

Small-Size humanoid

Alignment: ng
Initiative: +5 **Senses:** Listen +10, Spot +12

Languages: common, halfling

AC: 23 (touch 15, flat-foot 28)
Hit Points: 33 (HD 10d6)
Saves: Fort +4, Ref +12, Will +4

Speed: 20 ft
Attack: short sword +11 / +6 (1d4+3) or sling +14 / +9 (1d3 (+1/+1 < 30'))
Space/Reach: 5 ft./5 ft.
Base Attack: +7 **Grapple:** +3

Feats: Point Blank Shot, Dodge, Precise Shot, Rapid Shot

Special Qualities: +2 save vs fear, +1 with thrown weapons and slings, sneak attack +5d6, Improved Uncanny Dodge, Trapsense +3, Evasion, Trapfinding, Defensive Roll

Abilities: Str 10, Dex 18 (20), Con 11, Int 14, Wis 10, Cha 10
Skills: Appraise +3, Balance +10, Climb +10, Disable Device +13, Escape Artist +13, Gather Information +2, Hide +18, Jump +10, Listen +10, Move Silently +20, Open Lock +18, Search +8, Sleight of Hand +10, Spot

+12, Tumble +13, Use Rope +7

Possessions: masterwork thieves tools, small sling, 20 sling bullets, 5 silver sling bullets, +3 ghost touch small short sword, +3 studded leather armor, gloves of dexterity +2, 9,600 gp, handy haversack, 100' silk rope, bedroll, waterskin, 5 days rations

Nobinín Glamourwright, male gnome sorcerer 10

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

Small-Size humanoid

Alignment: n/cG

Initiative: +2 **Senses:** Listen +2, Spot +1

Languages: common, gnome

HD 10d4+10

Hit Points: 32

AC: 18 (touch 14, flat-foot 17)

Saves: Fort +6, Ref +6, Will +10

Speed: 20 ft

Attack: heavy mace +6 (1d6-1) or crossbow +8 (1d8)

Space/Reach: 5 ft./5 ft.

Base Attack: +5 **Grapple:** +1

Feats: Extend Spell, Spell Focus Enchantment, Improved Spell Focus Enchantment, Spell Penetration

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

Abilities: Str 8, Dex 12, Con 12, Int 12, Wis 12, Cha 17 (21)

Skills: Bluff +6, Concentration +12, Listen +2, Craft Alchemy +2, Craft Music Composition +1, Knowledge arcana +8, Perform Various Instruments +1, Spellcraft +11

Spells: DC 15 + spell level, +1 on illusion DCs, +2 on enchantment DCs.

Spells Known

0th (6 / day): detect magic, daze, light, mage hand, message, ghost sound, acid splash, read magic, dancing lights

1st (8 / day): color spray, silent image, sleep, magic missile, shield

2nd (7 / day): invisibility, scorching ray, glitterdust, hideous laughter

3rd (6 / day): deep slumber, major image, fireball

4th (6 / day): charm monster, dimension door

5th (4 / day): hold monster

Possessions: masterwork small heavy mace, masterwork small light crossbow, 10 bolts, bracers of armor +4, ring of protection +2, cloak of resistance +2, robes of charisma +4, wand of burning hands (1st level, 22 charges), 1 potions of cure serious wounds, backpack, bedroll, waterskin, 5 days rations, 1,850gp

Terin Goldwrit, dwarf wizard 10

Terin is from a family of metalsmiths, particularly jewelery makers. A fairly typical dwarf, with the dwarvish love of gold, Terin usually considers his purse when aiding his friends in the Cadre against injustice. He often will levy fines, enforced with *lesser geas*, as part of the punishment against wrongdoers he comes up against.

Medium-Size Humanoid (dwarf)

Alignment: LG

Initiative: +0 **Senses:** Listen +1, Spot +1

Languages: common, dwarven, terran, draconic, ignian

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

Hit Points: 48 (HD 10d4+20)

Saves: Fort +5, Ref +3, Will +8

Speed: 20 ft **Attack:** +5 dagger (1d4) or +5 ranged

Space/Reach: 5 ft./5 ft.

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

Feats: Scribe Scroll, Craft Wondrous Item, Craft Wand, Extend Spell, Empower Spell, Spell Focus (Evocation), Greater Spell Focus (Evocation)

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

Abilities: Str 10, Dex 10, Con 14, Int 18, Wis 12, Cha 9

Skills: concentration +13, craft metal smithing +8, knowledge arcana +13, architecture +5, history +5, the planes +5, nature +2, religion +3, dungeoneering +5, spellcraft +13

Spells: spells / day: 0th:4, 1st:5, 2nd:5, 3rd:4, 4th:4, 5th:2

Save DC 14 + spell level (+2 on evocation spells)

Spells Known

0th (4 / day): all

1st: (5 / day): shield, mage armor, enlarge person, magic weapon, burning hands, color spray, magic missile, identify

2nd: (5 / day): invisibility, bull's strength, scorching ray, minor image, fox's cunning

3rd: (4 / day): dispel magic, haste, fireball, lightning bolt,

4th: (4 / day): wall of fire, lesser geas, stonewood,

5th: (2 / day): cone of cold, hold monster, teleport

Possessions: Wand of magic missile (3rd level, 40 charges), staff of fire (38 charges), scroll of dispel magic, scroll of protection from evil, scroll of knock, scroll of resist energy, bracers of armor +4, cloak of resistance +2, Boots of Levitation, 10,250 gp, backpack, bedroll, waterskin, 5 days rations

Kylisa, female half-elf bard 10

Juggling, shadow puppets, mime, and dancing are what most know Kylissa for. She physically favors her elven blood, and is very small and pixiesh, to the point where she is often mistaken for an elf or halfling. She faces the world with a wry smile, a darting gaze and a clever quip. Once or twice she has put on a particularly spectacular performance with her acrobatic friend Yamarra, who is a slightly lighter side to Kylisa's darker sense of humor.

Medium-Size Humanoid

Alignment: ng

Initiative: +1 **Senses:** Listen +8, Spot +4

Languages: common, elven

AC: 17 (touch 11, flat-foot 16)

Hit Points: 32 (HD 10d6 -10)

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

Speed: 30 ft

Attack: shortsword +8 / +3 (1d6+1 and 2d6 anarchic) or light crossbow +9 (1d8+1 (+1/+1 > 30"))

Space/Reach: 5 ft./5 ft.

Base Attack: +7 **Grapple:** +7

Feats: Combat Expertise, Point Blank Shot, Dodge

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

Abilities: Str 10, Dex 10 (12), Con 9, Int 14, Wis 10, Cha 18

Skills: bluff +10, decipher script +5, diplomacy +13, escape artist +5, gather information +14, hide +8, knowledge arcana +3, history +3, local +3, nobility +3, religion +3, the planes +3, listen +8, move silently +6,

perform sing +10, lute +6, dance +6, puppetry +6, juggle, +5, search +10, sense motive +6, spellcraft +8, spot +4, tumble +6, use magic device +8

Spells: DC 14 + spell level

0th: (3 / day): *message, mage hand, detect magic, light, prestidigitation, daze*

1st: (3 / day): *cure light wounds, silent image, sleep, comprehend languages*

2nd: (3 / day): *invisibility, cure moderate wounds, glitterdust, heroism*

3rd: (2 / day): *blink, dispel magic, good hope, haste*

4th: (1 / day): *freedom of movement, cure critical wounds*

Possessions: +1 anarchic short sword, +3 studded leather, +1 light crossbow, 20 bolts, gloves of dexterity +2, cape of the mountebank (dimension door 1 / day), 2 potions of cure serious wounds, backpack, bedroll, waterskin, 5 days rations, 8,420 gold

Vivarea, Succubus Sorcerer (CR 14)

Chaotic Evil Medium Outsider (Chaotic, Extraplanar, Evil), Sorcerer 8

Initiative: +1 **Senses:** Darkvision 60 ft, Listen +19, Spot +19

Languages: common, telepathy 100ft.

Armor Class: 28 * (+1 Dex, +9 natural, +4 armor, +4 shield), touch 11, flat-footed 19

Hit Dice: 6d8 + 8d4 + 14 (65 hp)

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

* includes *mage armor & shield*

Speed: 30 ft., fly 50 ft. (average)

Attack: Claw +11 (1d6+1)

Full Attack: 2 claws +11 (1d6+1)

Space/Reach: 5 ft./5 ft.

Base Attack: +10 **Grapple:** +11

Feats: Dodge, Mobility, Persuasive, Still Spell, Spell Focus (Enchantment)

Special Attacks: Energy drain, spell-like abilities, summon demon

Special Qualities: Damage reduction 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 18, telepathy 100 ft., tongues

Abilities: Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha 28

Skills: Bluff +28, Concentration +18, Craft (jewelry) +7, Craft (traps) +7, Diplomacy +13, Disguise +17* (+19 acting), Escape Artist +10, Hide +10, Intimidate +20, Knowledge (arcana) +12, (the planes) +11, Listen

+19, Move Silently +10, Search +12, Spellcraft +11, Spot +19, Survival +2 (+4 following tracks), Use Rope +1 (+3 with bindings)

Spells Available: (DC 19 + spell level, +1 for enchantment)

1st (9 / day): *mage armor, shield, magic missile, shocking grasp, disguise self*

2nd (8 / day): *scorching ray, invisibility, mirror image*

3rd (7 / day): *fireball, vampyric touch*

4th (5 / day): *fire shield*

very territorial. They can be very dangerous to any creatures they feel are invading their shaded jungles. Onyx dragons will stalk new arrivals and passers-through and observe them before deciding whether to let them pass or to eat them.

Type: Dragon (Fire)

Environment: Any Jungle and Plane of Shadow

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5); adult, mature adult, old, very old, ancient, wylm, or great wylm: solitary, pair, or family (1-2 and 2-5 offspring)

Challenge Rating: Wyrmling 3; very young 4; young 6; juvenile 8; young adult 11; adult 14; mature adult 16; old 18; very old 19; ancient 21; wylm 23; great wylm 25

Treasure: Triple standard

Alignment: Chaotic Neutral with Good tendencies

Advancement: Wyrmling 7-8 HD; very young 10-11 HD; young 13-14 HD; juvenile 16-17 HD; young adult 19-20 HD; adult 22-23 HD; mature adult 25-26 HD; old 28-29 HD; very old 31-32 HD; ancient 34-35 HD; wylm 37-38 HD; great wylm 40+ HD

Level Adjustment: Wyrmling +4; very young +4; young +5; others —

Combat

Once they decide to attack, onyx dragons will lay in ambush and attempt to split up, exhaust and frighten off groups of combatants.

CREATURES

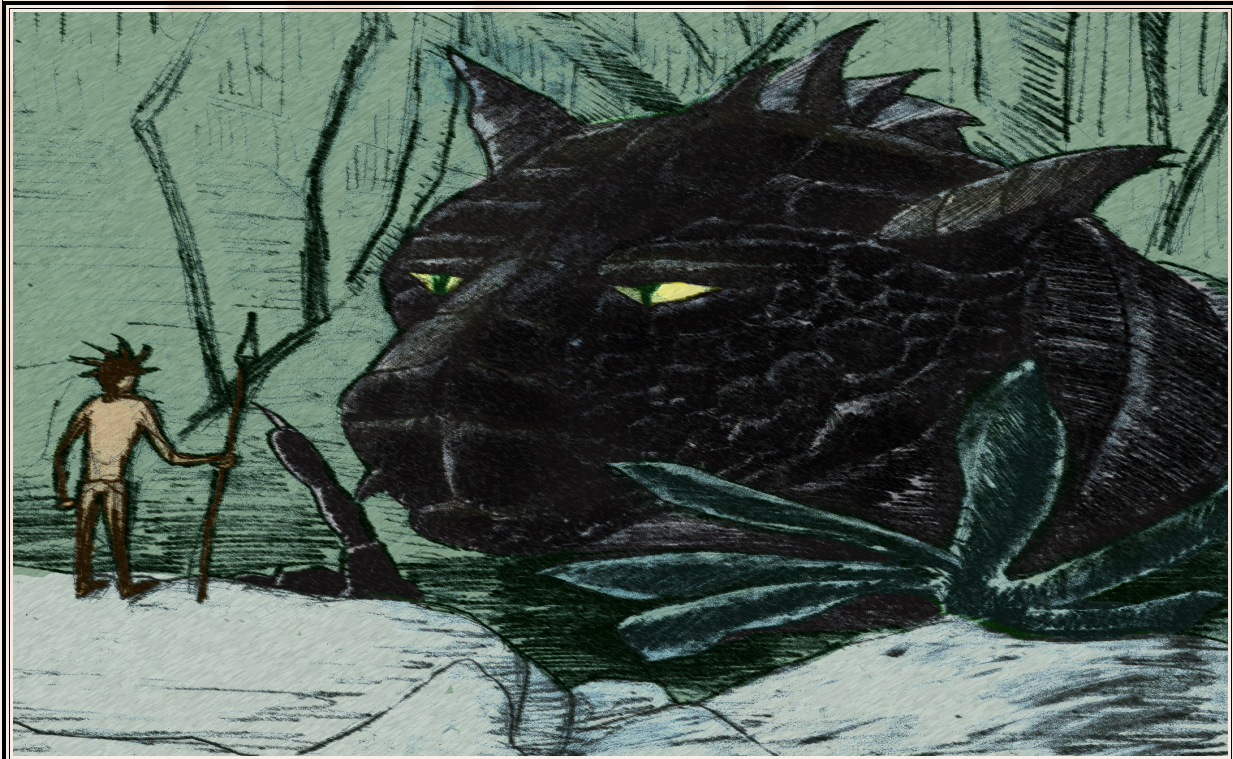
Dragon, True:

Onyx Dragon

Onyx dragons, sometimes called Deep Jungle Dragons, hatch with glistening black scales flecked with tiny bright green and gray spots. As they mature their low, long bodies become very physically powerful. Their scales develop long thin spines and change to a lusterless matte black with vague splotches of gray and green. This coloration allows them to blend in superbly with their jungle homes.

Reclusive, secretive and unpredictable, Onyx dragons are

An Onyx dragon gives a passer through a warning...



Onyx Dragon Abilities by Age

Age	Speed	Initiative AC	Special Abilities	Caster Level ¹	SR
1. Can also cast cleric spells and those from the Chaos, Luck and Plant domains as arcane spells.					
Wyrmling	40 ft., burrow 20 ft., fly 100 ft. (average)	+1	17 (+1 dex, +1 size, +5 natural), touch 12, flat-footed 16	Immunity to fire	— —
Very young	40 ft., burrow 20 ft., fly 150 ft. (poor)	+1	19 (+8 natural), touch 11, flat-footed 18	Blur	— —
Young	40 ft., burrow 20 ft., fly 150 ft. (poor)	+1	22 (+11 natural), touch 11, flat-footed 21		— —
Juvenile	40 ft., burrow 20 ft., fly 150 ft. (poor)	+1	24 (-1 size, +14 natural), touch 10, flat-footed 23	Invisibility	1st —
Young adult	40 ft., burrow 20 ft., fly 150 ft. (poor)	+1	27 (-1 size, +17 natural), touch 10, flat-footed 26	DR 5/magic	3rd 19
Adult	40 ft., burrow 20 ft., fly 150 ft. (poor)	+1	29 (-2 size, +20 natural), touch 9, flat-footed 28	Shadow Conjunction	5th 21
Mature adult	40 ft., burrow 20 ft., fly 150 ft. (poor)	+1	32 (-2 size, +23 natural), touch 9, flat-footed 31	DR 10/magic	7th 22
Old	40 ft., burrow 20 ft., fly 150 ft. (poor)	+1	35 (-2 size, +26 natural), touch 9, flat-footed 34	Shadow Walk	9th 24
Very old	40 ft., burrow 20 ft., fly 150 ft. (poor)	+1	38 (-2 size, +29 natural), touch 9, flat-footed 37	DR 15/magic	11th 25
Ancient	40 ft., burrow 20 ft., fly 200 ft. (clumsy)	+1	39 (-4 size, +32 natural), touch 7, flat-footed 38	Hallucinatory Terrain	13th 27
Wurm	40 ft., burrow 20 ft., fly 200 ft. (clumsy)	+1	42 (-4 size, +35 natural), touch 7, flat-footed 41	DR 20/magic	15th 29
Great wurm	40 ft., burrow 20 ft., fly 200 ft. (clumsy)	+1	45 (-4 size, +38 natural), touch 7, flat-footed 44	Greater Shadow Conjunction	17th 31

Spell-Like Abilities

3/day - blur (very young or older); 3/day—invisibility (juvenile or older); 1/day—shadow conjunction (adult or older), shadow walk (old or older), hallucinatory terrain (ancient or older); greater shadow conjunction (great wurm).

Breath weapon: a line of burning steam (heat damage, reflex save for half damage) or a steamy cone of fatigue (fort save or become fatigued).

Onyx Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	S	6d12+6 (45)	13	12	13	10	11	10	+6/+3	+8	+6	+5	+5	2d6 (14)	—
Very young	M	9d12+18 (76)	15	12	15	10	11	10	+9/+11	+11	+8	+6	+6	4d6 (16)	—
Young	M	12d12+24 (102)	17	12	15	12	13	12	+12/+15	+15	+10	+8	+9	6d6 (18)	—
Juvenile	L	15d12+45 (142)	19	12	17	14	15	14	+15/+23	+18	+12	+9	+11	8d6 (20)	—
Young adult	L	18d12+72 (189)	23	12	19	14	15	14	+18/+28	+23	+15	+11	+13	10d6 (23)	21
Adult	H	21d12+105 (241)	27	12	21	16	17	16	+21/+37	+27	+17	+12	+15	12d6 (25)	23
Mature adult	H	24d12+120 (276)	29	12	21	16	17	16	+24/+41	+31	+19	+14	+17	14d6 (27)	25
Old	H	27d12+162 (337)	31	12	23	18	19	18	+27/+45	+35	+21	+15	+19	16d6 (29)	27
Very old	H	30d12+180 (375)	33	12	23	18	19	18	+30/+49	+39	+23	+17	+21	18d6 (31)	29
Ancient	G	33d12+231 (445)	35	12	25	20	21	20	+33/+57	+41	+25	+18	+23	20d6 (33)	31
Wym	G	36d12+288 (522)	37	12	27	20	21	20	+36/+61	+45	+28	+20	+25	22d6 (36)	33
Great wym	G	39d12+312 (565)	39	10	27	22	23	22	+39/+65	+49	+29	+21	+27	24d6 (37)	35

Skills: hide, move silently, and sense motive are considered class skills for onyx dragons. In addition, onyx dragons receive a +8 racial bonus to hide checks when in shadowy or heavily foliated areas.

Lemurian footman (CR 1)

Lawful Evil Medium Outsider (Evil, Extraplanar, Lawful)

Environment: Any lawful evil-aligned plane

Organization: Solitary, pair, gang (3-5), swarm (6-15), or mob (10-40)

Initiative: +0 **Senses:** Darkvision 60ft., Listen +4, Spot +4

Language: some infernal and common

Armor Class: 19 (+5 armor, +4 natural), touch 10, flat-footed 19

Hit Dice: 2d8 (9 hp)

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

Speed: 15 ft. (3 squares)

Attack: Claw +2 (1d4) or spear +2 (1d8)

Full Attack: 2 claws +2 (1d4) or spear +2 (1d8)

Base Attack/Grapple: +2/+2

Space/Reach: 5 ft./5 ft.

Special Qualities: Damage reduction 5/good or silver, darkvision 60 ft., immunity to fire and poison, mindless, resistance to acid 10 and cold 10, see in darkness

Abilities: Str 10, Dex 10, Con 10, Int 5, Wis 11, Cha 5

Skills: Listen +4, Spot +4

Possessions: chain mail, spear

A lemure is about 5 feet tall and weighs about 100 pounds.

Lemures are typically mindless, but these souls have clawed their way up through the ranks of devils a half-rung, and have gained simple minds.

Combat

Lemurian footmen are simple combatants, lurching forward and attacking with their claws or whatever weapons they may have been given.

A lemure's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Poison Pixie

An evil offshoot of the forest-dwelling pixies, these fey delight in sowing lies and poisoning the minds of people.

Poison pixies are usually about the size of goblins,

weighing around 60 pounds, and stand between 3 and 4 feet tall.

They tend to be attractive much like elves and normal pixies, although when they let their masks of deception fall their faces become hideous to behold as they twist with hatred and malice.

Poison Pixies possess the following racial characteristics:

* -2 Strength, +4 Dexterity, +2 Intelligence, +2 Wisdom, +6 Charisma.

* Small size. +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits $\frac{3}{4}$ those of Medium characters.

* Base land speed is 30 feet.

* Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.

* Low-Light Vision

* Skills: Poison Pixies have a +2 racial bonus on Listen, Search, and Spot checks. In addition, bluff is always a class skill for Poison Pixies.

* Special Qualities: Damage reduction 5/cold iron, spell resistance equal to 15 + class levels.

* Special Abilities: 3 / day - *disguise self*, *suggestion*, *command* and *charm person*.

* Automatic Languages: Common, Sylvan. Bonus Languages: Elven, Gnome, Halfling.

* Favored Class: Sorcerer.

* ECL +2

Presented below is an example of a Poison Pixie, Yoven. A fairly typical member of her race, she enjoys attending the fey dances near a old, inactive gateway to the abyss. There, she sets other fey against each other by whispering lies in their ears.

Yoven CR 5

poison pixie sorcerer 3

chaotic evil female small fey

Init: +2

Senses: Listen +1, Spot +1

Languages: Sylvan, Common

AC: 14 (+2 dex, +2 armor) touch 12, flatfooted 12

HP: 11 (HD 3d4)

Resist: +2 vs enchantment & charm, Spell Resistance 18, Damage Reduction 5 / cold iron

Immune: magical sleep

Fort: +1 Ref: +3 Will: +4

Speed: 30 ft.

Attack: dagger +3 (1d4-1) or shortbow +3 (1d6)

Space / Reach: 5 ft. / 5 ft.

Base Attack: +1 **Grapple:** +0

Feats: weapon finesse, spell focus enchantment
SA: sorcerer spells, spell-like abilities

Abilities Str 8 Dex 15 Con 11 Int 12 Wis 13 Cha 17
Skills: Bluff + 12, Concentration + 4, Knowledge Arcana + 5, Spellcraft +5.

Spells Available (DC 13 + spell level)
0th (6/day): guidance, ray of frost, prestidigitation, daze, ghost sound
1st (5/day): sleep, color spray, reduce person

Spell-Like Abilities: 3 / day - *disguise self*, *suggestion*, *command* and *charm person*. (DC 13 + spell level. saves are charisma based)

Possessions: leather armor, dagger, shortbow, 10 arrows, various jewelery worth 500 gold.

Familiar: snake familiar.

Pryad (CR 4)

Pryads are the larger, evil cousins of dryads who live in petrified woods.

Usually chaotic evil Medium Fey
Environment: Temperate forests (petrified)
Organization: Solitary or drove (4-7)
Challenge Rating: 4
Initiative: +4

Armor Class: 17 (+4 Dex, +3 natural), touch 14, flat-footed 13
HP: 24 (HD: 6d6+1)
Saves: Fort +5, Ref +8, Will +6

Speed: 30 ft. (6 squares)
Attack: Dagger +8 melee (1d4+1/19-20) or masterwork longbow +7 ranged (1d8/×3)
Full Attack: Dagger +8 melee (1d4+1/19-20) or masterwork longbow +7 ranged (1d8/×3)
Space/Reach: 5 ft./5 ft.
Base Attack/Grapple: +3/+3

Special Attacks: Spell-like abilities
Special Qualities: Damage reduction 5/cold iron, petrified tree dependent, wild empathy
Feats: Great Fortitude, Weapon Finesse

Abilities: Str 12, Dex 19, Con 13, Int 14, Wis 15, Cha 18
Skills: Escape Artist +11, Handle Animal +11, Hide +11, Knowledge (nature) +11, Listen +9, Move Silently +11, Ride +8, Spot +9, Survival +9, Use Rope +4 (+6 with bindings)

Treasure: Standard
Advancement: By character class
Level Adjustment: —

A pryad's delicate features are much like a dark elf's, though her flesh is like petrified bark, and her hair is like an amalgam of rocks that match the tones of the petrified wood from whence it comes.

Although they are generally solitary, up to eleven pryads have been encountered in one place on rare occasions.

Pryads speak Common, Elven, and Terran.

Combat

Shy, intelligent, and resolute, pryads are as elusive as they are alluring—they avoid physical combat and are rarely seen unless they wish to be. If threatened, or in need of an ally, a pryad uses charm person or suggestion, attempting to gain control of the attacker(s) who could help the most against the rest. Any attack on her tree, however, provokes the pryad into a frenzied defense.

Spell-Like Abilities: At will—stone tell, stone shape; 3/day—charm person (DC 13), deep slumber (DC 15), rock stride; 1/day—suggestion (DC 15). Caster level 6th. The save DCs are Wisdom-based.

Petrified Tree Dependent (Su): Each pryad is mystically bound to a single, petrified tree and must never stray more than 300 yards from it. Any who do become ill and die within 4d6 hours. A pryad's petrified tree does not radiate magic.

Wild Empathy (Ex): This power works like the druid's wild empathy class feature, except that the pryad has a +6 racial bonus on the check.

Meld Into Stone (Sp): A pryad can meld into stone with its home tree for free and can meld into other stone 3 times/day.

MAGIC ITEMS

Light Dragon Armor (Minor Artifact)

Fashioned by the famed and venerable dwarven blacksmith Tibal, this shiny scale-like armor gives off a perpetual light when worn. It is not armor with a *light* spell cast upon it, but a rather strange force that is not understood by either mages nor clerics.

It gives off a faint glow of magic, but that is not due to what powers the light. Nobody is quite sure why this particular suit of ancient armor gives off such a glow.

Light armor is, in fact, a light armor, so it affects the abilities of spellcasters and rogues much like leather armor. (+2 armor bonus, +6 maximum dex bonus, 0 armor check penalty, 10% arcane spell failure chance)

It turns out it is powered by the heart of a silver dragon named Saribet which once lived high in the mountains. As such, this armor affords a 50% damage reduction against all things draco. Any damage done to the wearer by any dragon is halved (round up).

Since this item is unique, its value is priceless. Its current location is unknown.

Poison Armor

This cursed armor sends a poison through a set of small needles into the flesh of its wearer. Poison armor is available in all forms of armor. Alternates include poison clothing of various sorts. Common targets include noble outfits.

The poison deals 1d4 Con damage every minute that it is worn. In the first minute the wearer experiences a mild euphoria, then in the second a dense high. It is not until the wearer has taken 8 or more Con damage that she realizes she is unwell. Once the curse is lifted and the armor is removed, the wearer takes 1d4 Con damage per hour until the poison is cured.

Moderate necromancy; CL 7th; Craft Wondrous Item, poison; Price 56,000 gp. It takes many days to properly prepare this armor trap.

LEGENDS, SEEDS AND HOOKS

Saribert's Heart

High in the mountains, this dragon once perched above the trees, serving the powers of good and protecting the land from his chromatic brethren. However, it is said that a sneaky dwarf mage posing as a lady dragon once stole his heart. His old home lies high in the mountains in a place where no dwarves dare return, lest they be haunted by his troubled spirit. They need someone else to investigate the matter.

Saribet has long-since passed, having literally died when he lost his figurative heart, but his specter is said to haunt the alpine valleys of the Sarhumet Mountains, named for

his father, a demi-god among dragons. The dwarves who live in the villages still shake and shudder along with their homes when they feel the cold winds of winter. Strong winds accompanied by the howl of a distant spirit is enough to keep anyone indoors during these months. However, this is exactly when the party arrives.

It is said that his enormous footsteps can still be found in snowbanks high in the passes. Saribet's heart has been taken somewhere outside of Sarhumet, and he cannot rest until it is returned, and thus, neither can the dwarves. They have taken to writing sad tales of love and loss, rather than fashioning high-end items to the rest of the land, so the effects of this situation are felt throughout Proppian.

News of this story travel throughout the land as the dwarven tales have found their way onto the playlists of many a Proppian bard. It is likely that the party has heard about this situation through just such a tale.

LOCATIONS

Alabaster

Overview
Village: AL
LN; 1,200gp
limit; Assets
700,000gp;
Population 520;
Mixed (75%
human, 15%
half-orc, 5%
dwarf, 5%
other)



stained glass in temple of Kord

Alabaster rests along the western edge of a vast rocky plateau. Men and half-orcs have dug mines deep into the rock and have excavated alabaster from its core, hence the town's name.

The rocks are moved south to Junction and north to Trover and the other regions of the Jæruel. The merchants of Alabaster are also known for their stained glass.

Architecture

Due to the abundance of alabaster in the area, the wooden homes are all adorned with small walls and cornerstones of alabaster. The town hall in the center of the village is built entirely of alabaster, with tall spires and large arches that the large slabs of carved stone allow.



Map of Alabaster

Layout

The town is completely built around the idea of mining the stone along the eastern edge of the village, and all the main roads run along its edge. Smaller roads that lead to the homes of miners and the small amount of services run west along Broadsword St. from this eastern edge. The rest of the town sprawls over the vast expanse of the plains from there, mostly along Jærael Loop. A cluster of servant quarters provides the buffer from the main town to the wealthier homes. Some of the wealthier stone homes on the west edge of the village are an acre or more apart.

Two guard towers manned by five level 3 guards watch over the western plains, and a garrison of 25 Jærael militiamen led by a level 7 fighter stands on a small hill in the north part of the village.

The dwarves which have chosen to live in the town, as they are well-paid consultants to the miners, live nestled in the rock near the mines.

Persona

Edmund Van Riggle: a level 8 noble, mayor of Alabaster and local Jærael minister. Edmund lives in the westernmost wealthy residence with his brother.

Tarn Snagfoot: a lvl 6 half-orc mining foreman that rules over the half-orcs in town. Tarn lives in the largest house in the Half-orc camp on the northern edge of town. He has two 4th level bodyguards who are always at his side.

Finn Van Riggle: a level 8 mage from the Phylactæte.

The miners of Alabaster are a tough, yet on the whole a lawful bunch. They enjoy the long hours honing their craft, and are well compensated, since the alabaster fetches a hefty sum in the neighboring towns. They are also a devout group, the humans worshipping Kord and the orcs Luthic in two large cathedrals in the center of town. Though there is a slight divide between the groups, they each know each other's roles in their prosperity, so they limit their trash talking to their own social circles.

Plot Points

The intrigue in Alabaster stems from the displacement of the non-mining locals, as well as the distinct lack of women of the marrying kind. There are no families, and the only women are those who serve the men's carnal desires. This leads to occasional outbursts of violence over them, as certain miners feel under-compensated in the pleasure department.

In addition, there are multiple shafts which are off limits to many of the miners. There are rumors that something other than alabaster has been found there, and there are certain miners which have been picked to work the night shift to extract whatever this substance is, but they will not speak of it.

There are also rumors of mages visiting the mines under cover of darkness. Certain perceptive and superstitious miners have put the two together and fear the worst. A mage by the name of Finn Van Riggle (brother of the mayor) has recently moved to the village and is staying in his brother's large home on the west end of town. There are those who say he takes the form of a large black cat in order to explore the region at night.

Goduanil

Pronounced Go-do-Ann-ill, this is a region of bleak hills where the sky is always overcast, which end in cliffs that overlook the Olde Bay in the center of its north shore. In the valleys run wide streams of black pudding and other oozes, fungi and molds are also common.

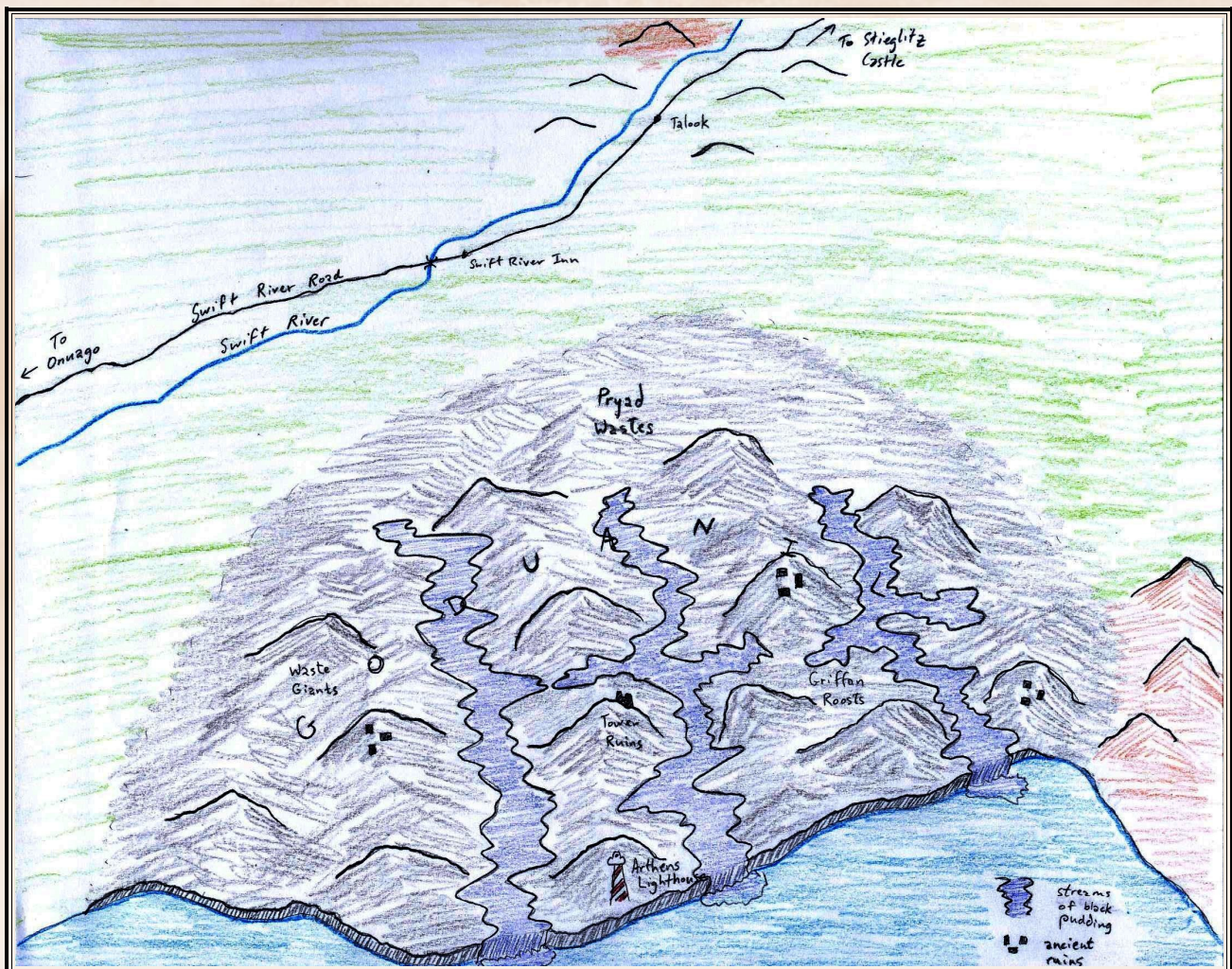
Goduanil stretches for many miles along the rocky coast and runs almost to the Swift River Road which parallels the river up onto the Cyrük Mountains.

Locations and encounters within Goduanil include:

- * Pryad Wastes
- * Black Pudding Streams
- * Oozes, Fungi and Molds
- * Griffon Roosts
- * Waste Giants

Locations of interest to the party include:

- * Arthens Lighthouse
- * Various ancient ruins sites
- * The mysterious tower ruins where rumor has it a wizard went to hide.



Locked in a Place Where No One Goes

We're proud to present Claw Claw Bite's first mini-adventure, designed for 12th level characters. In it, the party is split in half. Some become prisoners breaking their way out of a fortified manor house in hell, and the others become rescuers of the prisoners.

I ran this little adventure some months ago for my players in the "Return to the Temple of Elemental Evil" game I've been running. For those who haven't played that colossus of an adventure, near the end the players have a chance to draw from a Deck of Many Things. Almost immediately, two of the party members drew the Donjon and Void cards. I was afraid for a second that it was going to turn into a total party kill. Luckily the cleric and druid had some restraint drawing cards and only got the enmity of a powerful outsider and -1 to all their saves for the rest of their lives. All of it made me think the deck of many things is secretly the most effective trap ever created.

So, in an attempt to let the party re-unite and finish the adventure I whipped this side adventure up. It's a one-session mini-adventure, written for 12th level characters, in which some party members are escaping from hell and some are coming to their rescue. The encounters are planned for a half-size party (2 characters in each encounter). See the footnote for hints on adapting the adventure for higher or lower level parties.

Setting: The adventure takes place in small fortified manor house on the first plane of hell. The manor is one of the domiciles of Vivarea, a powerful succubus, who has seduced, hired, and subjugated these devils to maintain her hidden villa. The surrounding region is a blasted shale landscape filled with pits of fire and twisted woods where condemned souls writhe in anguish.

Adventure Hooks: This adventure can easily be adapted to involve the rescue of an important NPC or a needed item from the dungeons beneath the manor. As a straightforward dungeon delve with a united party it would be an appropriate adventure for a full party of 8th - 10th level adventurers.

To begin the adventure, simply have the characters find a few magically trapped item that have *Astaroth's Snare*, a spell similar to trap the soul, cast upon them. These items can be anything that the players would want, such as apparently enchanted magic items. The items in question will have been previously prepared by Astaroth, their trapped nature disguised (maybe via *nistul's magic aura*), and perhaps had an attraction spell cast upon them to lure in the intended victims.

Trap: hell's lure CR 10; magic device; visual trigger (true seeing); single use; triggers when touched; spell effect (*Astaroth's Snare*, 17th-level wizard, teleported without their equipment, to a magic trap at location of caster's

choosing, DC 30 Will save negates); Search DC 34; Disable Device DC 34.

Running the Adventure: In order that the halves of the split-up party don't get too bored, and also to increase the tension and build to the final encounter, the encounters should be run in this order:

- 1) The prisoners are captured.
- 2) The rescuers find out where they are being held, travel to hell, fight the hellcat encounter.
- 3) The prisoners slip out of their cell and escape the prison area.
- 4) The rescuers get to the manor and begin fighting the guards.
- 5) The prisoners fight their way over the bridge, past the hellhound.
- 6) The rescuers finish their fight against the guards.
- 7) The prisoners travel through the living areas up to the entrance to the main hall.
- 8) The rescuers start fighting the succubus; the prisoners join in after d2 rounds.

Encounters

1) Encounters for the Prisoners

A - The Devil Mocks Their Every Step (CR 23)

This encounter explains the character's capture: the succubus has contracted with a powerful daemon, named Astaroth, to capture the characters for her, and here she gloats over her success.

Area Description:

This grand hall of dark stone soars up with gothically carved pillars and arches to a high ceiling. A grand iron double door stands shut and barred, and several smaller doors and archways lead to smaller antechambers. A wide stone staircase leads down into the darkness.

You stand in a glowing magic circle in the middle of this hall. Your names are written along the border of the circle, along with many runes you cannot understand. Standing at the ready around the circle are dozens of armed devils of various types, wrapped in hooked chains, bearded with cruel-looking axes, their melted bodies pouring out in globs from their chainmail.

There is an incredibly beautiful woman here, dressed in revealing silk robes and

adorned with gem-dripping jewelery of all types. A large pair of leathery wings are folded at her back. She turns and thanks a tall, robed figure, who holds a crystal-topped staff, and who's hood hides in shadow a skeletal dog's head with glowing red eyes. She then addresses you, saying: "Your interference in my families affairs in the mortal world are at an end! Now I will pay you back for my daughter's humiliation! Oh the tortures of the damned lie in wait for you, you wretched things."

The robed figure's fanged, skeletal mouth creaks open and issues forth a single magic word that knocks you to the ground, stunning you. A horde of horrid, melted looking humanoids in mail surge forward and clap you in irons, then drag you, in chains, to dungeons below.

Creatures: The house's entire contingent of devils is here at this encounter, in case the characters get out of hand. In addition to Vivarea and Asteroth, there is a chain devil, a bearded devil, and a dozen lemurian footmen. Asteroth, a 17th level wizard, has been paid by Vivarea to capture the player's characters, and will use whatever spells he must to subdue the party if they resist their parade to the cells below, such as *power word stun* or *dominate monster*.

Development: After the characters are in the prison below Asteroth departs, planning to collect the remainder of his unsavory payment at his leisure. The rest of the devils depart for their positions as listed below.

B- Escape! (EL 6)

In this encounter, the prisoners must trick or fight their way out of their cell and the underground prison / torture area where they are being held. They must overcome or evade their guards and the magical ward sealing them in.

Area Description:

This small cell's walls and ceiling are made from large blocks of stone. Through an open archway, its stones covered in strange runes, lies a short hallway and more cells. A small window, filled with thick iron bars, looks out into a large cavern. There, in the dull red glow from distant flames, several racks, iron maidens, braziers with hot coals, and other torture implements are being used by a scaly, bearded devil and several horrible, melted-looking guards. The screams of their victims echo back to you.

A DC 10 search check will reveal that the other cells in the hallway have only a single rune carved on the outward facing side.

Creatures: One bearded devil and three lemurian footmen work here tormenting a few anguished damned souls. They keep an eye on the characters, but are busy at their work and take 10s on their spot and listen checks. The bearded devil leaves occasionally, providing an opportunity to try to somehow trick the footmen into releasing the prisoners.

Bearded Devil: HP: 45

3 x Lemurian Footmen (see below): HP: 10, 7, 10

Tactics: If taunted or otherwise engaged these torturers may come to the cells and perhaps stab at the prisoners through the arches (which are warded one-way). When the prisoners escape the guards will rush them and attack with their weapons.

Trap: Lightning ward on cell entrance: This ward prevents anyone from exiting the cell. Anyone trying to pass under the arch will cause the infernal runes carved across its face to flash. The creature will suffer 2d6 points of electricity damage and be thrown back. To pass through this trap, it must be dispelled (8th level caster), disabled by covering the runes (DC 29 Disable Device check), or one can push through it with a Strength check (DC 25), which also causes 4d6 points of electricity damage. From the outside, the ward can be suspended by covering the single rune carved on that side of the arch.

CR 5; spell; spell trigger; automatic reset; spell effect (shocking grasp, 8th-level sorcerer, 2d6 electricity, no save); Search DC 29; Disable Device DC 29.

Treasure: 3 suits of chainmail, 3 spears, a glaive and a shortsword from bearded devil. Also, weapons can be improvised from torture implements.

C - The Dogs of Doom (EL 8 + 10% xp bonus)

Here, the escapees must bypass tricky spot with a hell hound guard on a narrow bridge over a pit of lava and fire.

Area Description:

Here, a narrow bridge of stone stretches across a deep chasm, filled with molten rock and towering tongues of flame. On the far side a smaller cavern is empty, save for stone stairs leading upwards.

Creatures: 1 nessian hell hound without barding lies in wait here.

Nessian Hell Hound: AC:18 HP: 111

Tactics: The hell hound, with a Hide skill of +17, will stalk across the bridge and try to attack anyone crossing with surprise. It will probably open up with its breath weapon if its opponents are clustered up, otherwise it will bite.

D - The Halls of the Damned

This level of the mansion consists of several underground hallways with small suites and rooms attached. These rooms include the quarters of the chain devil and the bearded devil, as well as the suite Viveria uses when she stays here. If searched, those rooms yield the treasures below, each secured with its own trap. The majority of the rooms, however, are empty.

Bearded Devil's chambers (EL 3)

Area Description:

This foul-smelling chamber is cluttered with all types of filth and debris. A large mound of hides and trash compose some type of bed or nest in one corner.

Trap: Digging through the filth of the nest exposes searchers to devil chills, which they will become infected with unless they succeed on a DC 16 Fortitude save.

Treasure: Mixed into the trash of the nest are 57pp 70gp 19cp, and a small masterwork heavy crossbow.

Chain devil's chambers (EL 3)

Area Description:

This room is filled with many bloody chains hanging from the ceiling. A small chest sits closed at the far side of the room.

Trap: One of the chains in this room is enchanted to attack anyone tampering with the chest. The chain attacks at +10, and does 2d4+2 points of damage, and also grapples at +10. It is AC 18, has 15 HP and hardness 3.

Treasure: The chest is locked (DC 25) and contains 3 platinum coins, an arcane scroll containing: *knock* (lvl 2, cast 3), *ray of enfeeblement* (lvl 1, cast 1), and *cat's grace* (lvl 2, cast 3), an arcane scroll containing: *shocking grasp* (lvl 1, cast 1), *magic circle against evil* (lvl 3, cast 5), and an arcane scroll containing: *command undead* (lvl 2, cast 3).

Viveria's chambers (EL 4)

This room's door is locked with an *arcane lock*.

Area Description:

Here a luxurious suite is appointed in all manner of comfortable-looking furniture made primarily of some strange, dark leather. There is also a large chest in the corner.

Trap: The chest is warded with a *glyph of warding* that casts *bestow curse* on anyone other than Viveria touching it.

Treasure: The chest contains 4,785gp 4sp 1cp, a gold dragon comb with red garnet eye worth 1,000 gold, a silver chalice with lapis lazuli gems worth 80 gold, a fire opal pendant on a fine gold chain worth 1,100 gold, a black velvet mask with numerous citrines worth 80 gold, and a divine scroll with *speak with dead* (lvl 3, cast 5).

2) Encounters for the Rescuers

E - Determine Location

The first step of the adventure for the rescuers is to determine where the prisoners are being kept. Options for the rescuers could include the following:

- scrying or using divination such as *commune* or *contact other plane*
- examining the trapped items via *analyze dweomer* or *identify*, combined with a spellcraft check (DC 24) to determine where the trap teleported them to.

At that point, the players must travel to hell (or wherever you set the manor house) via *plane shift*, *teleport*, through planar portals, or however is appropriate for the situation.

F - The Damned

Here the players pass through a small woods, where damed souls, in the form of trees, suffer. These petitioners are helpless, harmless, and horrifying.

Area Description:

The players enter a thicket of uncanny trees. The tree barks have faces etched into them. Upon closer examination, the wood of the trees is squirming with maggots, ants and spiders burrowing in and feasting on their bodies. They stir, and a cacophony of laments soon fills the air as the trees mutter and scream and cry and rant against the crimes that

damned them in their mortal lives.

G - Hellcats (EL 9)

Here, a few examples of hell's native fauna attempt to predate the rescuers.

Area Description:

The dessicated landscape is eerily quiet here. Loose shale crunches underfoot. Everything is gray: the sky, the ground, the few skeletal trees that occupy the landscape--all sucked dry of color. A faint smell of rotten flesh permeates the air.

Creatures: 2 hellcats HP: 54, 69

Tactics: Listen checks against the hellcat's Move Silently +20 may be the party's only warning before they are attacked. Invisible, these hellcats will pounce upon the rescuers and fight until brought to less than 20 hit points, at which time they will flee.

H - Legions of Hellions (EL 10)

Here the rescuers must fight waves of guards to enter the manor.

Area Description:

Glistening walls of dark grey stone rise to protect the villa. Near the top, the crenelated walls slope inward slightly before ending at the stone roof. Small towers with dark arrow slits overlook the landscape, and things wearing mail can be glimpsed within. Directly ahead stand the black ironwood gates. Lemurian footmen stand, spears in hand, at the gates. They twitch with nervous tics and gibber to themselves about their fiendish thoughts.

Creatures: There are several groups of footmen through the compound, and as the party fights their way in they should encounter several waves of the footmen, and then finally the chain devil, in the locations listed below. All the lemurian footmen have HP:9.

- 6 x lemurian footmen guarding the gate
- 2 x lemurian footmen reinforce right away from the gate towers
- 4 x lemurian footmen from the circular tower as the players pass it
- 4 x lemurian footmen are stationed in the courtyard
- 4 x lemurian footmen reinforce from the kennels
- 4 x lemurian footmen and the chain devil (HP: 55) wait at the house entrance

Tactics: The footmen are quite stupid, and will simply charge the players with their spears. If the end up surrounding a player or two, they may try to grapple them and bear them down under their numbers. If the footmen are slowing the rescuers, the chain devil may try to disarm them, otherwise he simply attacks. All fight to the death.

3) Encounter for the Party Reunited (EL 14)

In this encounter the characters all confront the Succubus Boss in the middle of the lair - in the main hall of the manor. The encounter should start with the rescuers coming into the hall, and the escapees should join the encounter after a round or two from the stairs below.

Area Description:

This grand hall of dark stone soars up with gothically carved pillars and arches to a high ceiling. A grand iron double door gives access to the courtyard beyond, and several smaller doors and archways lead to smaller antechambers. A wide stone staircase leads down into the darkness.

Creatures: Here Vivarea will make a final stand against the party. Two footmen are here with her at the start of the encounter, and every round or two a pair of lemurian footmen will join the fray, for a total of six.

Vivirith succubus sorcerer 8 (see in Characters, above)

6 lemurian footmen: HP 9 each

Tactics: The succubus will begin by casting a hot fire shield, and then retreating from the party, using her *greater teleport* if necessary, and hurling fireballs and lightning bolts while the Lemurian Footmen harass the party. If she is somehow cornered, she will cast *shield* and *vympyric touch*. If seriously hurt she will attempt to teleport to safety, to plot against the party for another day.

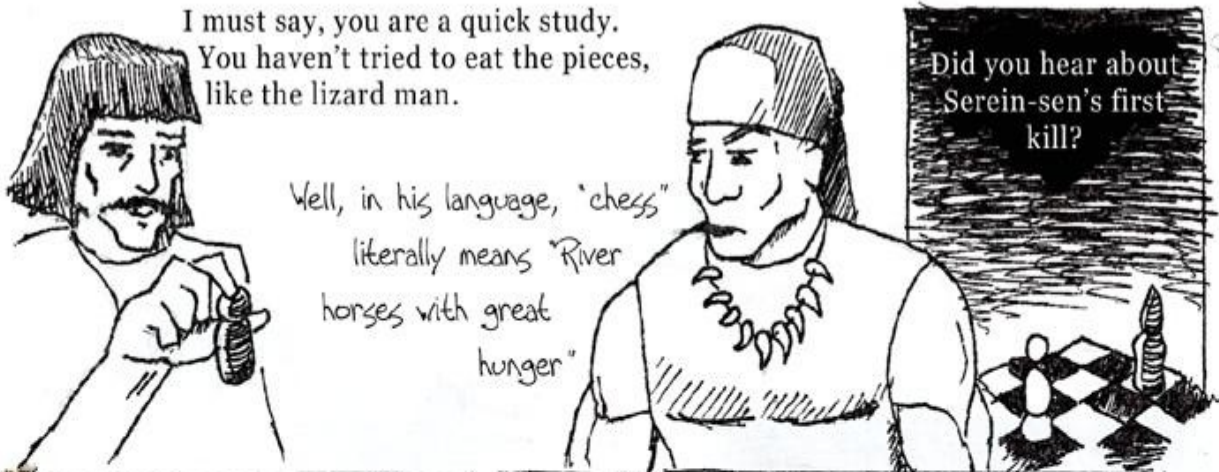
Adapting the Adventure

To adapt this adventure for parties of higher or lower level, not much needs to be changed. Add or subtract levels of sorcerer from the succubus so that she is 2 CR higher than the average party level. Replace the

chain and bearded devils with other fiends of appropriate CR.

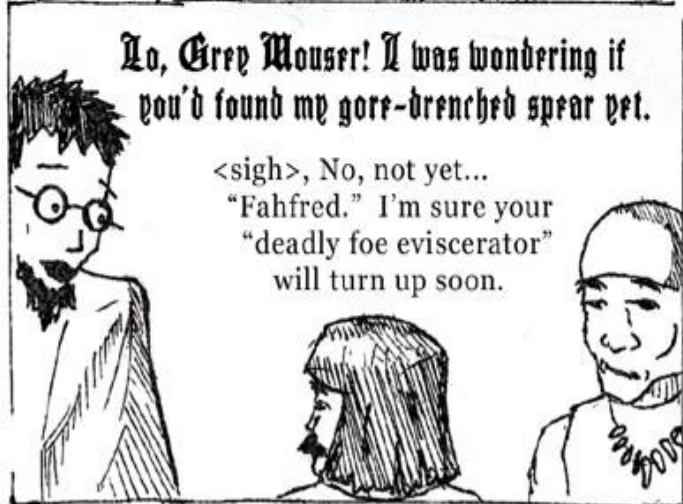
Comic: Atavistic Onslaught

ATAVISTIC ONSLAUGHT no. 2



Yes, they said he stabbed a pirate in the throat.

He seems to be in shock. Fundiani says that we should appease whatever fantasy he's stuck in...





ISSUE 11 - DEC 07 - JAN 08

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

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

This issue of Claw/Claw/Bite includes

- * New variant rules for casting with mana instead of preparing spells
- * Four new creatures, including a new True Dragon: the jungle hunting Onyx Dragon
- * Two new campaign locations -- the town of Alabaster and the wilderness of Goduanil
- * A new feature: Seeds, Legends and Hooks
- * Two new magic items
- * Two new spells
- * Twelve NPCs, including the cadre of heroes at 5th level
- * A mini-adventure in which the party is split up, captured, and must escape from a prison in Hell.

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