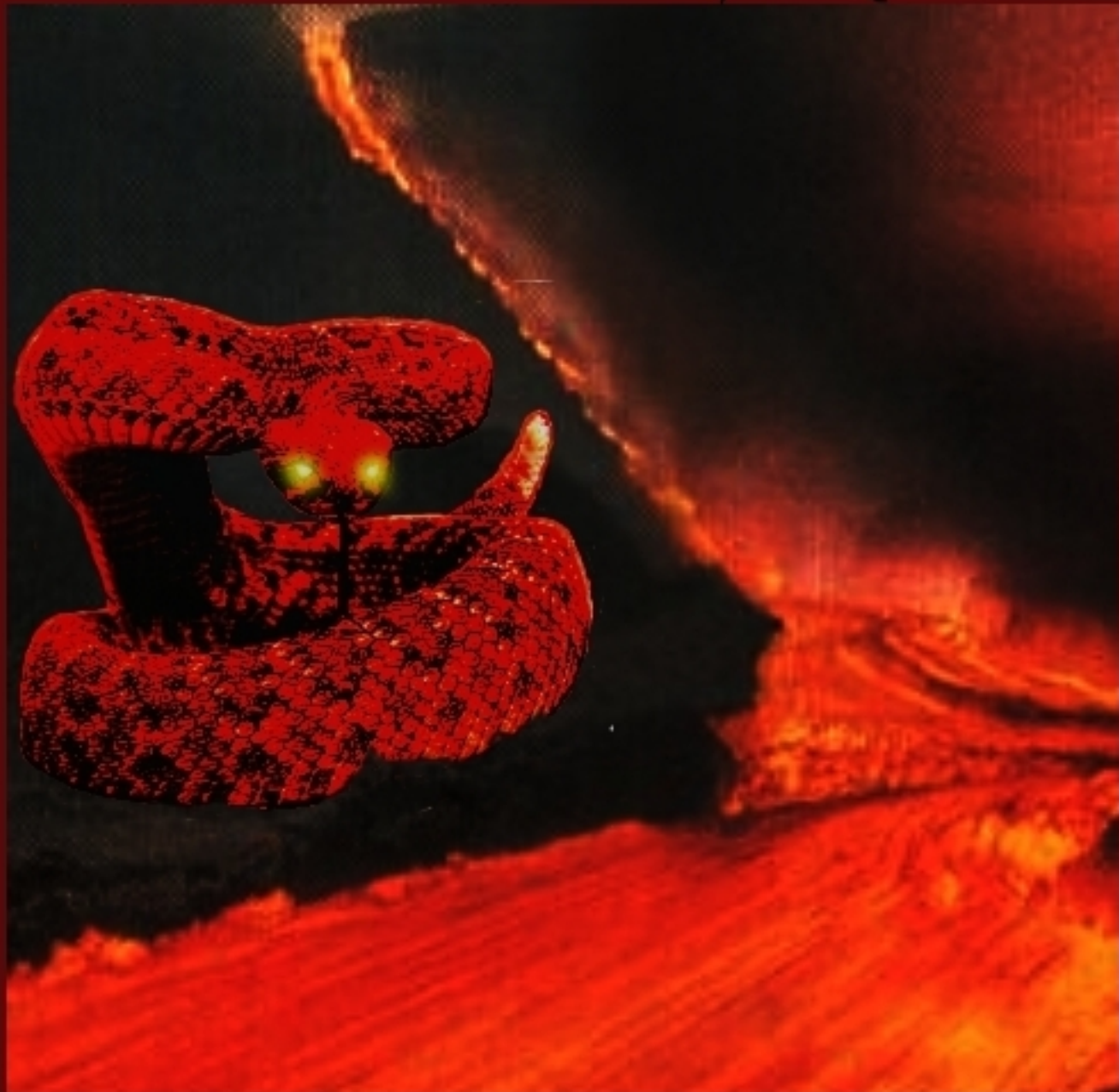




# CLAW / CLAW / BITE !

ISSUE # 2 - SEPTEMBER 2006



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# CLAW/CLAW/BITE

ISSUE # 2 – SEPTEMBER 2006

Hail and well met, fellow roleplayers! Welcome to *Claw/Claw/Bite*, a new resource for storytellers and gamemasters to create thrilling worlds of adventure for your players to test their mettle in. Each week, we'll release an issue containing at least one new character, creature, magic item, and encounter or area description (on the scale of a farmstead, inn, or small town) for use in your campaigns. We'll 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 our site into your milieu and run it how you see fit. 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 for sale on our site: [www.unicornrampant.com](http://www.unicornrampant.com).

So welcome to our phantasmagorical multiverse, traveler. Strange treasures, cunning adversaries, powerful adventurers, and mystic realms are waiting for you. Enjoy your stay, but keep an eye out for snakes.

## CREDITS

Unicorn Rampant is: Justin B. Ellis, S. D. Hilderbrand, April Johnson, F. J. Kim, and Adam A. Thompson.

## CONTENTS

ENCOUNTER: HAUNTING OF THE SNUG HARBOR.....	1
CHARACTERS .....	4
CREATURES .....	8
SPELLS .....	10
MAGIC ITEMS .....	11
LOCATIONS: PORT ONUAGO .....	12.

## ENCOUNTER:

### THE HAUNTING OF THE SNUG HARBOR

This location is the player's first contact with the town of Onuago, and the beginning of The Horror of the Old Ones, an adventure coming soon from Unicorn Rampant publishing.

Inn features: The entire inn is lit by daylight filtering in through the windows by day or by the hearth and candles on the tables by night. All doors are simple wooden doors (hardness 5, HP: 10).

#### 1) Snug Harbor Common Room

This inn is well taken care of, even in these times of trouble. The floors are swept and the mahogany wood of the bar is polished to a golden sheen. A bartender stands behind the bar, a middle aged man with flaming red hair, a shiny, bald pate, and a humongous sprouting beard that all but swallows his face, his dress is nondescript aside from the multicolored suspender he wears. Above his bar hangs a massive great axe.

NPCs that are likely to be encountered here include: Mademoiselle Babushka, Jax the Jaded, and the innkeeper Parvic Potbelly. By night there will also be 2-10 other patrons drowning their sorrows.

Services available here include a common meal of fish stew and bread taken with the other patrons for 3 copper, a single meal of grilled cod, potatoes and rice for 1 silver, ale for 1 silver a gallon or 4 copper a mug, wine for 2 silver a pitcher, stronger spirits for 10 gold a bottle, a bed in the common room upstairs for 2 silver and a private room with a double bed for 5 silver.

In addition, Mme Babushka's services are available for 20 silver - including the 5 silver for a private room, though she may well try to get more from a wealthy-looking patron (appraise +6, sense motive +18 – see below).

If the party speaks about their boat, they are likely to attract the unwelcome attention of Jax, who desperately wants passage out of town.

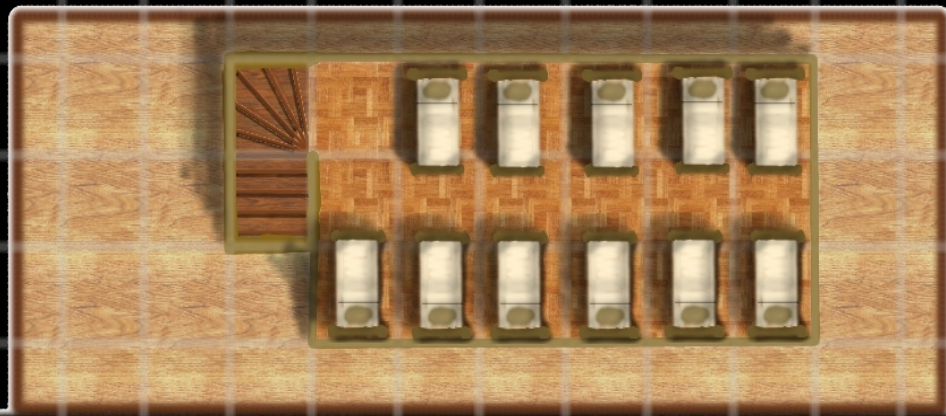






# THE SNUG HARBOR INN

ONE SQUARE = 5 FEET



AA





## 2) The Haunted Room (EL 8)

This small room reeks of death. A ghastly, maggot-ridden corpse lies on the stained bed. There is a small table and a wardrobe.

As the door to the room is opened, a translucent figure dressed in dirty but nicely tailored servant's clothes floats up from the head of the bed where it was moaning quietly to itself. It faces you and shouts "Leave me!" before unleashing a horrifying wail.

Examining the corpse's clothes will reveal the insignia of the Baron of Stieglitz on the breast.

**Creatures:** This room is haunted by the ghost of Lux Cathcart the former butler of Baron Stieglitz. The ghost will try to frighten away anyone entering the room, and will defend itself if attacked.

Lux came to this inn still alive but mortally wounded. Several days ago he escaped from the Castle Stieglitz, stealing some jewelry and coming to Onuago where he intended to use the money from the jewelry to start a new life elsewhere with his sweetheart who lives in east Onuago.

Unfortunately, he was wounded by a zombie while escaping, and though able to swim to a boat and make his way to Onuago, he became feverish and died shortly after arriving at the inn.

Now his spirit cannot rest until the letters and jewelry are delivered to his love in the east side of town.

### **Lux Cathcart, Butler and Restless Soul CR 8**

neutral (chaotic) male human aristocrat 7  
medium undead -ghost (incorporeal)

Init: +1 Senses: darkvision 60 ft  
Listen +2 Spot +2  
Languages: common, wyndm

AC: 16 (+1 dex, +5 deflection) touch 16, flat-footed 15

HP: 53 (HD 7d12)

Resist: +4 turn resistance

Immune: undead immunities

Fort: +2 Ref: +2+1 Will: +5+2+1

MV: fly 30 ft (perfect)

Attack: incorporeal touch +6 (1d4 ability damage (any))

Attack Options: frightful moan, horrific appearance

Space / Reach: 5 ft / 5 ft

Base Attack: +5 Grapple: +5

Abilities: Str:10 Dex:12 Con:- Int:14 Wis:13

Cha:20

SQ: undead traits, rejuvenation, +4 turn resistance

SA: manifestation, frightful moan, draining touch, horrific appearance

Feats: athletic, alertness, iron will, animal affinity

Skills: 60 sp appraise +10+2 = +12 bluff +10+5 = +15 diplomacy +10+5 = +15 disguise +5+5 = +10 handle animal +10+2+5 = +17, hide +8+1 = +9, listen +5+8+1 = +14, search +5+8+2 = +15, spot +5+8+1 = +14.

**Draining Touch (Su):** A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

**Frightful Moan (Su):** A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a DC 18 Will save or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

**Horrific Appearance (Su):** Any living creature within 60 feet that views a ghost must succeed on a DC 18 Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

**Manifestation (Su):** Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal.





A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

**Rejuvenation (Su):** In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

**Turn Resistance (Ex):** A ghost has +4 turn resistance.

**Skills:** Ghosts have a +8 racial bonus on Hide, Listen, Search, and Spot checks. Otherwise same as the base creature.

**Tactics:** The ghost will unleash a frightening moan if the door to this room is opened. If characters do not flee, it will continue to moan. Characters have an opportunity to talk with it at this point, though it will require an attitude adjustment from indifferent to friendly. If attacked it will use its horrific appearance and draining touch to slay its attackers.

If destroyed it will rejuvenate in 2d4 days unless its letters and jewelry are taken to its intended.

**Treasure:** In a velvet bag in his coat - a trinket for his intended - 2000 gp worth of jewelry. On the belt- just a few copper pieces in a purse and an ornate but dull dagger (it is a costume piece -1 to attack & damage) worth 50 gp.

Also, hidden under the pillow (DC 10 search check) are love letters between him and someone named Dusana. The letters indicate his intention to come to her with something that will let them start a new life together now that "the baron has gone".

**Development:** The ghost cannot rest until the trinket is delivered to his intended, and will rejuvenate in 2d4 days.

Characters defeating the ghost will receive a +5 on gather information checks relating to the Castle Steiglitz after successfully completing this encounter due to gratitude from the inn's patrons and excitement generated on the topic.

Finding Dusana, the ghost's love, in east Onuago requires a DC 10 gather information check. The party must then travel through the east part of town to the edge of town near the north bank of the river where she lives in her parent's home. She is friendly, then tearful and heartbroken at the news of Lux's death. If the players deliver the jewelry to her she will accept it gratefully and announce her intention to leave the dying town. Before they leave she will offer them assistance finding things out about the town in the form of knowledgeable people to talk to. This information will confer a +2 on gather information checks taken in the town of Onuago.

**Ad Hoc XP Adjustment:** If the players put the ghost to rest without defeating it give XP for a CR 8 encounter. If they defeat it and then put it to rest, give CR 8 + 10%, and if they just defeat it without putting it to rest, give only half XP for the encounter.

## NPCs

Presented here are two characters that will be present in the Snug Harbor Inn at most times, and a goblin bard that could be friend or foe.

### Jaded Jax CR 4

neutral evil male human bard 4  
medium humanoid  
Init: +2 Senses: normal  
Listen Spot  
Languages: common

AC: 17 (+2 Dex, +5 Armor) Touch 12, Flat Footed:  
15 [+1 with Dodge]  
HP: 21 (HD 4d6+4)  
Fort: +2 Ref: +6 Will: +6





MV: 30 ft.

Attack: +2 dagger (1d4-1)

Space / Reach: 5ft / 5ft

Base Attack: +3 Grapple: +2

Abilities: Str:9 Dex:14 Con:12 Int:11 Wis:13 Cha:16

SA: Bardic music, bardic knowledge, countersong, fascinate, inspire courage +1, inspire competence, bardic spells.

Feats: Spell Focus (Enchantment), Dodge, Skill Focus (Sleight of Hand)

Skills: 42 sp Appraise +2, Bluff +10, Hide +6, Knowledge (local) +2, Move Silently +6, Perform +10, Sense Motive +8, Sleight of Hand +12.

Common, elven, orcish.

Spells Available:

Spells / Day: 0th: 3, 1st: 3, 2nd: 1

Spells Known:

0th: *detect magic, ghost sound, lullaby, mage hand, prestidigitation, summon instrument*

1st: *charm person (DC 15), cheat\*, expeditious retreat*

2nd: *invisibility, suggestion (DC 16)*

\* see Book of Vile Darkness

Possessions: (3,300gp) +1 mithrail chain shirt (2,300 gp), dagger, potion of *cure light wounds* (50 gp), antitoxin, lyre of mal-oudiousness \*\* (3,125 gp), ratty clothes, 12 copper.

\*\* see Magic Items, page ??

Description: Having lived only a short time Onuago, he has quickly become famous for his beautiful and haunting melodies. Unfortunately, his voice is his only redeeming quality. Dirty, and disheveled, he often reeks of yesterdays wine and/or the privy. His hair is dark, but thinning and he is constantly scratching his head and muttering under his breath. One of his eyes was taken in a knife fight and he wears a black patch w/ gold and jade decoration to conceal it. His nose is crooked, and his teeth are yellowed and stained. His features have a pinched look which causes him to resemble a rodent. He is of middling height, slight of build, but thick through the waist from too much wine. His dress, though once fine, is now threadbare and patched. It has been speculated that he stole it from some wealthy nobleman years ago. He keeps a dagger hidden in his sleeve and is quick to brandish it if he feels threatened. The inn keeper tolerates him for his lovely singing, as he keeps the customers darker thoughts at bay while they drink away their sorrows. Gold will get you stories and rumors about the goings on in the city. He sleeps on the floor near the

hearth with his hands clasped around his lyre. No one is certain where he came from but he has become a fixture at the Snug Harbor Inn.

Personality: Jax has earned the title of "jaded", he is well known for his foul disposition and quickness to anger. Jax is drunk more often than not, and will do anything to ensure that the wine continues to flow. He is as arrogant as he is ignorant, knowing very little outside the realm of drink and song. Though he might not be wise or well learned, he is in possession of an animal cunning. He will oft try to wring an extra coin out of a patron with blatant flattery, and simpering subservience, but these behaviors are naught but a ruse. In reality he is a conniving lout with no thoughts of others. He will do anything to get ahead, and would not think twice about slitting someone's throat to do so. Jax is also a coward though, so if he feels that his life is in danger, he will attempt to flee.

Motivation: Jax has only two goals: wine and escape. No deed is too low to accomplish fulfilling both. He often steals wine from the inn when he has no coin to pay, and has no qualms at picking the pockets of the inn's patrons, especially those deep in their cups. He has been prowling up and down the coast in search of a seaworthy vessel to carry him to greener shores. He has little coin, and what he has he spends on wine. Therefore, he plans to stow away on the first ship he comes across.

Party Interaction: Upon learning that the party has access to a ship, he will immediately attempt to charm them with his bardic wiles. He will offer them rumors and song in exchange for passage out of the doomed city. He is persistent and will follow the party. If they refuse him or ignore him, he will begin to beg and offer to help the party in whatever endeavors they undergo. If this does not work, he will become angry and distant, attempting to steal enough gold from them to buy passage. If caught, he will attempt to flee. He has a hiding place in E. Onuago where he will fall back to if chased.





### Lenka Babushka CR 9

neutral old-aged female human (wyndm) expert 10  
medium humanoid

**Init:** +1 **Senses:** normal

**Languages:** common, wyndm, giant, elven,  
dwarven

**AC:** 13 (+1 dex, +1 armor, +1 deflection) touch 12,  
flat-footed 12

**HP:** 22 (HD 10d6-10)

**Saves:** Fort: +2 Ref: +4 Will: +10

**MV:** 30 ft

**Attack:** +10 stiletto (1d4)

**Full Attack:** +10/+5 stiletto (1d4)

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

**Base Attack:** +7/+2 Grapple: +5

**Abilities:** Str: 6 Dex:12 Con: 7 Int: 12 Wis:16 Cha:  
18

**Feats:** 5: weapon finesse (dirk), deft hands,  
persuasive, negotiator, nimble fingers

**Skills:** Slight of Hand +16, Open Lock +13, Craft  
Clothes +15, Bluff +19, Sense Motive +18, Tumble  
+6, Appraise +6, Disguise +9, Forgery +2,  
Knowledge Local +12, use rope +2.

**Possessions:** masterwork leather and whale-bone  
corset (+1 armor bonus), +2 stiletto (8,000), ring of  
protection +1 (2,000), 2,000 gp in necklaces,  
bracelets, rings, and earrings, 100 gp.

*This old but provocatively dressed woman smells  
very strongly of perfume. She sits perched on a  
stool at the end of the bar calmly watching the inn  
over a glass of red wine.*

Mme. Babuskha will appraise the party and quickly  
determine they are the wealthiest patrons to enter  
the snug harbor in some time. She will take any  
opportunity to get as much money out of them as  
possible by selling information or her services.

She spends her days at her home, a nice town home  
on the edge of the colonist's quarter near the Snug  
Harbor.

### Yob the Maelefaent CR 12

neutral (with evil tendencies) Small Size Male  
Goblin Bard 12

**Init:** +3 **Senses:** Darkvision 60'

Listen +0 Spot +0

**Languages:** Common, Goblin, Draconic, Elven

**AC:** 18 (+1 size, +4 armor, +3 dex) touch +14, flat-  
footed +15

**HP:** 45 (HD: 12d6)

**Fort:** +4 Ref: +4 Will: +8

**MV:** 30'

**Attack:** +14 ranged (1d4+1/x3 shortbow) or +11  
melee (1d4-2/18-20/x2 rapier)

**Full Attack:** +14/+9 ranged (1d4+1/x3 shortbow) or  
+12/+12/+7 ranged (shortbow 1d4+1/x3) or +11/+6  
melee (1d4-2/18-20/x2 rapier).

**Base Attack:** (+1 size, +9 bard) Grp: +3 (-4 size, -2  
str, +9 BAB )

**Abilities:** Str: 6 Dex: 14(16) Con: 10 Int: 14 Wis: 11  
Cha: 16

**Feats:** Precise Shot, Dodge, Point Blank Shot, Rapid  
Shot, Spell Focus (Enchantment)

**Skills:** Appraise +7, Bluff +18, Concentration +10,  
Escape Artist +7, Gather Information +8, Hide +26,  
Knowledge +10, Move Silently +16, Perform  
(yowling & storytelling) +18, Ride +7, Sense  
Motive +10, Sleight of Hand +8, Spellcraft +12,  
Tumble +8.

**SA:** Bardic music (12/day), bardic knowledge,  
countersong, fascinate (DC 19 Will) , inspire  
courage +2, Inspire competence, Suggestion, Inspire  
greatness (two people), Song of freedom

**Spells:** bard spells (DR 13+ spell level. +1 for  
Enchantment spells)

4th (3, 2/day): Dominate Person\*, Hold Monster\*,  
Modify Memory\*

3rd (4, 3/day): Charm Monster\*, Fear, Glibness,  
Invisibility Circle

2nd (4, 3/day): Alter Self, Detect Thoughts,  
Invisibility, Minor Image

1st (4, 3/day): Disguise Self, Charm Person\*, CLW,  
Sleep\*

0th (6, 3/day): Detect Magic, Lullaby\*, Mage Hand,  
Message, Prestidigitation, Read Magic

\* enchantment spell





Gear: (27,000 gp) Rapier, +1 fey bane shortbow (8,330 gp), 20 arrows, +1 glamered studded leather (3,860 gp), Cloak of Goblinskind - gives +10 on hide checks (2,700 gp), Bag of Holding, type 1 (2500 gp), Chime of Opening (3,000 gp), Gloves of Dexterity +2 (4000 gp), 2 potions of cure serious wounds (1500 gp), 1,000 gp in coin and gems.

Yob the Maelefalent (a loose translation from goblin to stand in for their word which means a quality of sound that is melodious, loud and evil or malevolent) is a goblin traveler, bard and battle-crier. He has traveled through many lands, met many people (often in disguise) and learned many things.

Generally Yob is only openly hostile when working as a battle-crier; leading and inspiring war-parties for anyone who will pay him enough. Other times he is content to merely swindle folks out of what he can without too much effort. Unless he's feeling cruel, and alone with someone who is helpless relative to him.

## NPC ENCOUNTER OLD MAN THORENSEN

"Kommen Sie in, and welcome, my friends... I am Kjarl Bard Thorenson, son of Thoren Bard Kjarlson... and on and on... You seem a nice lot... make yourselves comfortable... the signs of the zodiac... ah yes... Ven I was your age, I lived out at sea. I sailed a great vessel... the Fjord Escort 'twas, ja... The only mistress far me, if ya catch me drift."

At this point the characters notice a stench emanating from the bearded man; they do catch his drift. Luckily, he lights a pipe and the room is filled with the tangy odor of sweetleaf. An owl paces back and forth along a perch on the far end of the room. The old man continues without pause as the characters examine the room.

The walls of this living room are covered with nautical regalia -- silver sextants, sea-soaked and sun-stained maps of faraway lands; even a proverbial ship-in-a-bottle adorns the oaken table before the window. The light from the lone window barely illuminates the room, assisted by a fading fire under the mantle and the dim cherry of Thorenson's pipe.

"So, how do you expect to fight it... I mean... 24, 40, 60 sailing men... driven back in fear... Have you seen it yet?"



He waits only briefly for an answer, continuing,

"And the gilled children... swimming out to sea along a warm current... right out to Harpy Point... no doubt to feed the harpies on the rocks... foul bitches... feeding on your young... My friend's child! O, Anrik, now there was a lad... a wee tot, but full of piss and vinegar... I've seen so many terrible things... at sea... and at that window..."

The owl lets out a squawk, eying the characters and making them feel uneasy. The characters will later see the same owl hunting rats elsewhere in the wharf district if they wander the streets at night. Grack is the old man's closest companion now that he's lost the sea to his memories, and keeps a close watch on the house. His eyes glow an intense golden glow, and he always appears to be on the verge of speaking, leaning forward and peering deep into any character's eyes that come near.

If pressed with great skill, the old man will tell of his past life as a shipwright and then sailor, culminating with his encounters with sea serpents, after which he retired from the sea some sixty moons ago. He will speak of his friend's loss of his child to "the mutation." This friend, Falkonne, has been studying the mutation on the east side of town, where the disease seems to have appeared with the most prevalence. He urges the party to talk to him, and to relay a message, which he removes from his pocket and hands the most trustworthy of the party (determined with a sense motive check +12) a letter, sealed with an emblem of the Wyndm marsh tongue for sea ("go"), which appears as two wavy lines with two dots in between, roughly like so:





~  
:  
~

## CREATURES

The note is in the Wyndm marsh tongue and reads:

Falkonne, I fear the worst for you. I have heard nothing from you in weeks, and cannot help thinking that you too have become one of the sea-spawn and become harpy bait. I watch the eastern sky with my spyglass looking for signs of your demise. Alas, I am too pessimistic. But an old man am I! On a positive note, the harpies seem awfully quiet lately. I send Grack to deliver this note to you, and hope you will return word of your whereabouts. As one of my few friends, you must understand my request that you halt your work and return to more a civilized neighborhood. With care, -KBT



### Brass Golem CR 8

good (often lawful) Medium Size Construct (Outsider)

Init: +4 Senses: darkvision 60 ft., see invisibility, detect evil

AC: 27 (+4 Dex, +13 natural), touch 14, flat-footed 23, damage reduction 5/adamantine and evil  
HP: 76 HP (HD 9d10+27)

Immune: magic

Fort +3, Ref +7, Will +4

MV: 30 ft

Attack: slam +12 melee (1d4+6)

Full Attack: 2 slams +12 melee (1d4+6)

Atk Options: improved grab

Space / Reach: 5 ft / 5 ft

Base Attack: +6 Grp: +12

Abilities: Str 23 (+6), Dex 21 (+4), Con —, Int —, Wis 13, Cha 11

SQ: Construct traits, damage reduction 5/adamantine and evil, darkvision 60 ft., see invisibility, detect evil, immunity to magic.

SA: improved grab

*The handsome goldish-colored statue suddenly swivels its head to lock its glowing blue eyes with yours. It bounds off the pedestal it was on, dropping its discus, and charges at you.*

These metal statues are carved in the form of muscular men and women - often appearing as athletes or heroes. Usually they are cast in brass but are also made of bronze or copper. They are animate guardians that are set in temples to detect and catch intruders. Priests form their bodies from metal and then summon a spirit from their deity's home plane to animate their bodies. They are sometimes also known as wrestling golems, templar statues, wringen golems, wrestlen golem or guardian statues.

### COMBAT

Upon detecting evil intruders guardian statues charge their opponents and tackle them using a slam and their improved grab ability. Once grappling their foes they will attempt to wrestle them to the ground and pin them there. Foes that struggle will be dealt subdual damage until they submit. They will hold a foe indefinitely or until a priest of the temple arrives to decide the fate of the interloper.





**Improved Grab (Ex):** To use this ability, a guardian statue must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

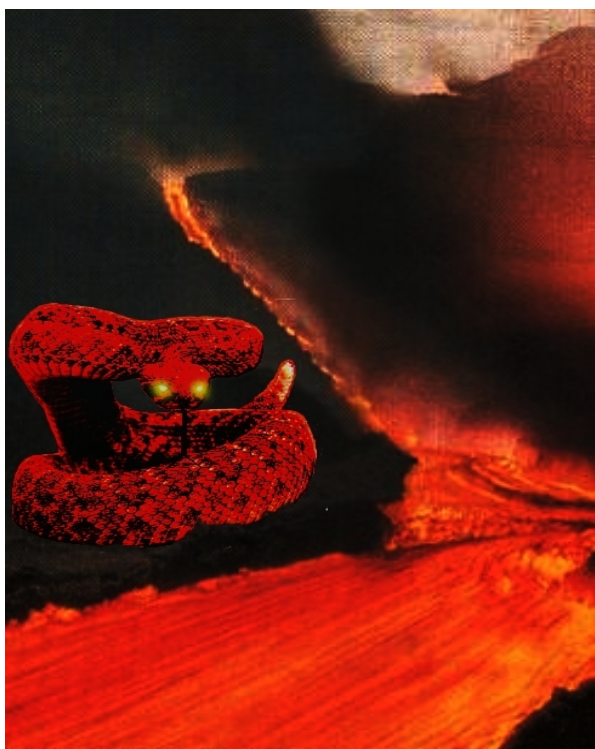
**Immunity to Magic (Ex):** Immune to all magic with the following exceptions. Spells with the fire descriptor do no damage but instead cause it to become hasted and to deal an additional 1 point of heat damage with its slam attacks for 1 round for every 10 points of fire damage dealt. In addition the golem will be healed by 1 point for every 3 points of damage that would have been dealt and returns 1 point of DR for every 10 points of fire damage. Spells with the cold descriptor deal no damage but instead cause its DR to be reduced by 1 for every 10 points of cold damage dealt. Its DR cannot be reduced below 0 in this fashion. Its DR returns at a rate of 1 point per round. Spells that dismiss or otherwise banish outsiders drive off the spirits within them, effectively slaying them.

### Construction

A guardian statue is cast or carved from a metal such as bronze, copper or brass weighing 400 lbs and costing 200 gp. It must then be treated with special alchemical mixtures and oils worth 1000 gp.

Creating the body requires a successful DC 20 Craft (sculpting) check..

CL 9th; Craft Construct, dispel evil, true seeing, commune, raise dead, caster must be at least 9th level; Price 30,000 gp; Cost 15,000 gp + 1,200 XP.



## Great Earth Serpent CR 20

neutral Colossal Magical Beast (fire)

Init: +3 Senses: Tremorsense: 60 ft, 5 x lowlight vision

Listen +1 Spot +26 AC: 31 (-8 size, +3 dex, +20 natural)

HP: 267 (HD 25d10 + 125)

Immune: fire

Fort: +17 Ref: +15 Will: +9

Weakness: cold MV: 30 ft, burrow 20ft, swim 60ft

Attack: +38 bite 2d8 + 15 plus 2d8 fire or +37 tail slap 4d6 + 22 plus 2d8 fire

Full Attack: +38 bite 2d8 + 15 plus 2d8 fire and +32 tail slap 4d6 + 22 plus 2d8 fire

Atk Options: constrict, improved grab, swallow whole

Space / Reach: 30' / 20'

Base Attack: +37 Grapple: +51

Str: 41 Dex: 17 Con: 21 Int: 5 Wis: 12 Cha: 3

SQ: DR 10/frost, destroy weapon, fire immunity, heat aura, sheds light 20'

SA: constrict, improved grab, swallow whole

Feats: Power Attack, Cleave, Great Cleave, Awesome Blow, Improved Sunder, Snatch, Weapon Focus (bite), Improved Bull Rush, Iron Will.

Skills: spot 25+1 = +26

Treasure: double standard, no items (as raw precious metal and uncut gems - see below)

*A colossal serpent rears up 20 feet out of the lava, its body composed of molten rock and its eyes shining with white-hot light. The great heat of its body distorts the air.*

Earth serpents, the beasts that dwell beneath and among the mountain's roots and are the cause of earthquakes and volcanoes (according to dwarves), appear to be colossal snakes or wyrms whose bodies are composed of lava or semi-molten rock, having eyes that gleam with a white-hot light. Dwelling in and around the lakes of molten stone that pepper the underdark and delving deeper even than dwarven lore, these creatures are mysterious and strange.

Generally content to bask in the pools of lava that their bodies create, sometimes they are seized with a sudden restlessness, burrowing through solid rock and causing disastrous shifts in the surface.

Great earth serpents are rumored by deep dwarves to have blood of molten gold, and when they die create veins of ore.





## COMBAT

Great Earth Serpents are straightforward in combat, charging, swallowing and crushing any that intrude on their territory or threaten them or their offspring.

**Damage Reduction:** No weapon without the magical frost ability has a chance of completely penetrating the molten metal and rock that compose an earth serpent's scales.

**Destroy Weapon (Su):** Any nonmagical weapon that strikes them is destroyed by the great heat of their bodies.

**Fire Trait:** Great earth serpents take no damage from fire at all, and take double damage from cold except on a successful save.

**Improved Grab (Ex):** To use this ability, a great earth serpent must hit with its bite or tail attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe or constrict the following round.

**Swallow Whole (Ex):** A great earth serpent can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 4d8+22 points of crushing damage plus 2d8 points of heat damage per round from the serpent's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 24). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Colossal serpent's interior can hold 4 Large, 16 Medium, 64 Small, 256 Tiny, or 1024 Diminutive or smaller opponents.

**Constrict (Ex):** A great earth serpent automatically deals 4d6+22 points of bludgeoning and 2d8 heat damage with a successful grapple check.

**Heat Aura (Su):** All creatures and objects within 10' of an earth serpent take 2d8 damage from the immense heat of their bodies, (reflex save ½). Those failing their saves have caught fire and will burn for an additional 1d4 rounds for 1d6 points of damage per round.

**Tremorsense:** Great Earth Serpents have tremorsense to a distance of 60 ft.

**Lowlight vision:** Great Earth Serpents can see 5 times as far as a normal human in low light.

**Sheds light:** Great Earth Serpents shed light in a 20' radius.

**Hide:** Great Earth Serpents gain a +10 to hide checks when in lava.

**Treasure:** Earth serpents have significant quantities of molten precious metal in their bloodstreams and gems in their eyes and skulls. After their deaths the metals cool and can be mined from the rock like flesh. Roll for coins and gems and award that value in raw ore by dividing the coin value by 50 to determine the number of pounds of precious metal available.

## SPELLS

### Brier Brambles

Transmutation

Druid 4

Components: V, S, DF

Casting Time: 10 minutes

Range: Short

Area: 5' cubes defined by the caster within a 40' radius (2 cubes / caster level)

Duration: perm.

Saving Throw: see text

Spell Resistance: none

This spell grows dangerous brambles that prevent passage. Anyone entering the area of the brambles risks entanglement and injury by the vines thorny appendages and a magical sleeping poison carried on their thorns.

The spell causes to grow areas of thick, strong, animated brambles. Any creature entering the area of the brambles or attacking them must make a grapple check against the brambles. The brambles have a strength of 17 (+3), and a BAB equal to your caster level (minimum grapple +10). Any creatures caught up in the brambles take 1d6+3 points of bludgeoning and slashing damage on a successful grapple check as the thorny tentacles crush and lacerate them. In addition, anyone taking slashing damage from the brier brambles is subject to a mild sleeping poison (DC 12 + caster's Wisdom Bonus. Fortitude save or sleep (per sleep spell) for 1d4 hours or until woken).

Anyone who falls asleep in the brambles as a result of the venom is merely held securely, and will no longer be crushed and torn. Upon their waking or during attempts to disentangle sleeping prisoners the brambles will hold tight and resume crushing.





## MAGIC ITEMS

The brambles will obey the orders of the caster of the spell, to the extent of their limited abilities ("crush him, don't crush her", "part and let me pass" etc). The brambles are also vulnerable to any spells that control or effect plants.

Each 5' area of brambles has the following statistics: Medium Magical Plant AC: 15 HP: 45 (hd:10d8) DR: 5/slashing Vulnerability to Fire (double damage) Saves Fort: +9 Ref: +1 Will: +8 Str: 17 Con: 15 Dex: 7 Int: 4 Wis: 13 Cha: 12 Space / Reach: 5ft / 10ft

### **Holy Transfixion**

Evocation (Good)

Level: Clr 3

Components: V, S, DF

Casting Time: 1 standard action

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

Target: One creature (see below)

Duration: 1 round/level (D); see text

Saving Throw: Will negates; see text

Spell Resistance: Yes

This spell summons holy (positive) energy to form an enclosure that holds undead, creatures from the negative energy plane and creatures from the plane of shadow and makes them more vulnerable to other holy energies. The subject becomes paralyzed and freezes in place. It is aware and unhurt but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect, breaking out of the prison. (This is a full-round action that does not provoke attacks of opportunity.)

Creatures from the negative energy plane receive a -4 on their saving throws against the hold effect, while creatures from the plane of shadow (or any other creature with the minor negative energy trait) receive a +4.

Creatures so held receive a -2 on any saves against spells with the holy, light or positive energy descriptor while held in the holy transfixion. In addition clerics and paladins receive a +2 on their turning checks against creatures held by this spell.

A winged creature who is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

### **Holy Transfixion, Mass**

Evocation (Good)

Level: Clr 8

Targets: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like holy transfixion, except as noted above.

### **The Hand of Despair**

This potent magic item was created by a powerful Necromancer named Balthazar the Broken. After decades of practicing his dark arts, he went decidedly mad. He began to fear that his enemies lurked around every corner, and lest they catch him unawares, he crafted an item of great power that would allow him to escape the clutches of his foes.

At first glance, this appears to be an ordinary glove, made out of soft, black leather. Upon the palm of the glove, there is a gray circle which appears to be made of gray velvet. If the glove is examined more closely, one can observe that the patch of gray shifts and swirls as if filled with dense smoke or fog.

To use this item the player must know the command word which is typically sewn on the inside lining of the glove. While wearing the glove the player must turn their palm upward and utter the command word, at which point a 3 inch glass sphere will appear in their hand. The globe appears to be filled with smoke or fog as well. When the user hurls the sphere at an opponent (successful ranged touch attack), the sphere will shatter and a shadow will emerge and immediately begin attacking the target.

The shadow will attack this target until it is slain, or until it is destroyed. If the target is killed, the shadow will follow the orders of the wearer of the hand, in the limited capacity that it is capable of (i.e. protect me/attack this creature). Creatures that are killed by the shadow do not themselves become shadows. The shadow will remain for ten minutes, or until destroyed. Summoned shadows share the alignment of the wearer of the Hand of Despair.

This magic item comes in two forms Lesser, and Greater. The Lesser version summons a regular shadow, whereas the Greater summons a Greater shadow. The Greater shadow does 1d8 STR damage, as opposed to 1d6. They also have the Spring Attack feat, in addition to Dodge and Mobility. (See MM)

Lesser Hand of Despair: Moderate Conjunction; Craft Wondrous Item; Summon Monster IV; cost 5,040 gp.

Greater Hand of Despair: Strong Conjunction; Craft Wondrous Item; Summon Monster VI; cost 11,880 gp.



## LOCATION: PORT ONUAGO

### Lyre of Mal-odiousness

This magical lyre was once the prized possession of the famous philanthropist bard Zagreus. It is enchanted to magically enhance performances and bestows a +5 circumstance bonus to perform checks while being played.

It was buried with Zagreus long ago. A dastardly rake named Jax plundered his tomb to steal the lyre and became cursed in doing so. Now, any time anyone possessing it attempts to gain monetarily they find themselves frustrated. This manifests in various ways but is generally a -10 circumstance penalty on their social skill checks to do so; negotiations turn sour, diplomacy checks almost always fail etc.

Minor transmutation; caster level 5th; Create wondrous item, eagle's splendor; Price: 3,125 gp; Weight 5 lbs.

### Sepulcher of Ghost Catching

Originally created by Father Spenglehoff, priest of Baccob of the famous Ghost-Vanquishers, these sepulcher have since been created by many other holy warriors for use fighting the undead.

This small, ornately decorated coffin is slightly smaller than a breadbox (18 in. x 8 in. x 6 in.). Once per day, if hurled or placed at the feet of an undead creature, or any other creature with the negative-energy trait, the lid springs open and bright light pours out of it, creating an effect identical to the spell holy transfixion for 5 rounds (DC 14 Will save negates). This effect holds undead and makes them more vulnerable to turning and other holy spells. Using the sepulcher is a standard action that does not provoke an attack of opportunity.

Minor Conjunction; CL 5th; Craft Wondrous Item; holy transfixion; Price: 6,000 gp; Weight 5 lbs.

Also known as Onuago Port-town by the foreigners who've settled it, Onuago (in the marsh tongue of the native [Wyndm-folk](#), "where the river meets the sea") is a colonial town, and it prospered greatly from the trade generated by the inland resources, carried out by native slaves. In the past five years, ever since the Lazy River changed its course, the town has been on a decline. Rarely do foreign ships enter the Old Bay, and increasingly the townspeople are unwilling to venture seaward. There is still a native population in small pockets in the region which you are free to introduce at any time.

When the party arrives by sea, read the following:

*As you disembark, you note the tufts of spanish moss which dangle from the ancient oaks that dot the streets of Onuago. The streets seem desolate and a silver mist hangs in the moist air. The buildings are set close to one-another, pulling at your most claustrophobic strings. To the southeast end of the town, the docks form a hedge against the Old Bay, perhaps serving a purpose more like a levee, as they are covered in sandbags. The Lazy River has overflowed its banks, dividing the town into murky east and slightly-less-murky west banks. The west bank appears inhabited, but the east bank appears deserted.*

The players notice before too long that there are only elderly and children in the town. The children have smooth, olive skin and move much faster than the rest of the city's denizens.

The town once prospered as a trading port, but now it seems stuck in time, reverted to a fishing village. Various skiffs, canoes, and other vessels line the docks, and in the early morning, the elder men still head to sea, their profiles set against a foggy backdrop. The east portion of town on the other side of the river has been abandoned, and is dangerous to travel in.





**Creatures in and around Onuago** (for use in random or planned encounters):

- Kelp Angler (CR9) along coast
- Mud Slaad (CR6) in marsh
- Octopus Tree (CR12) in river delta, east side of Onuago
- Swamplight Lynx (CR7) in marsh
- Mudmaw (CR7) in marsh
- Morkoth (CR5) underwater
- Darktentacles (CR7) in marsh
- Catoblepas (CR6) in marsh
- Reekmurk (CR6) in water along shore

### Wharf District

The Wharf District is situated on the east side of the west split of Onuago, along the waterfront. It was once a bustling port of ten warehouses, but now it is eerily deserted.

*This salty run of docks has fallen into disrepair. Dilapidated shacks and weathered warehouses give way to creaky planks along an industrial boardwalk that juts out over the bay itself. Piles of sandbags, now mudbags, provide a makeshift levee that wavers against the waves. The air is uncomfortably still, and the sound of cats skirmishing echoes down the alleyways. The sky is overcast and a light drizzle plops into the pools in the building stoops.*

As the characters make their way through the streets of the wharf district, point out the rustiness of the gutters and boarded up buildings and bring particular attention to the growling cats on rooftops. There is a distinct uneasiness in town, especially along the waterfront. The misty fog reduces visibility to 30', allowing creatures and thieves to sneak up on the party.

Key locations within the Wharf District include:

- I - Snug Harbor Inn (description in another post, encounter in another)
- C - Old Captain Thorenson's House
- W – Warehouses
- R – Rowhomes
- t - Places where thieves are likely to accost the party

### Old Captain Thorenson's House (C)

*A strand of smoke rises out of a the chimney of a lone hovel, set off the road, partially hidden by a row of connected homes. Three cats patrol the grassy yard, the only patch of green in this part of town. A flowerbox decorates the single window, set off to the left of the front door, painted blue.*

Thorenson will answer the door if the party knocks. He will not have time for any haughty behavior, and he has many stories to tell.

### Warehouses (W)

In one of the warehouses, surprise the party with three to four Koa-Toans, freshly visiting from the marshy bay for their daily catch. They are hungry and attack without pause or end; they fight until they are slaughtered.

### Rowhomes (R)

The most common domicile in Onuago is a rowhome. Almost all the homes in the city itself share walls with other homes.

### Thieves (t)

Thieves patrol the darker and more remote alleys of the wharf district. If the characters stray too far from the roads with foot traffic, they will likely be jumped by a band of two to three third level thieves. If they capture one, the thieves have a one in three chance of being an expatriate of Baron von Steiglitz' militia, and are either fending for themselves or are part of one of the factions that now claim von Steiglitz' lands. If the latter, they will demand a tariff or entrance fee of the party when they are first encountered, and will threaten the party in the name of their faction leader, Petry Pokrm the Dish-eater.

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ONVAGO WHARF  
DISTRICT





Old

THE

SOUTHBANK

Flow

TEMPLESIDE

Lazy

TORO  
BAGO

EAST  
WHARF

TORO  
BAGO

RIVER

WESTEND



MARKET  
DISTRICT

WHARF  
DISTRICT

POGA  
GOGO

THE  
PORT  
OF  
ONVAGO

