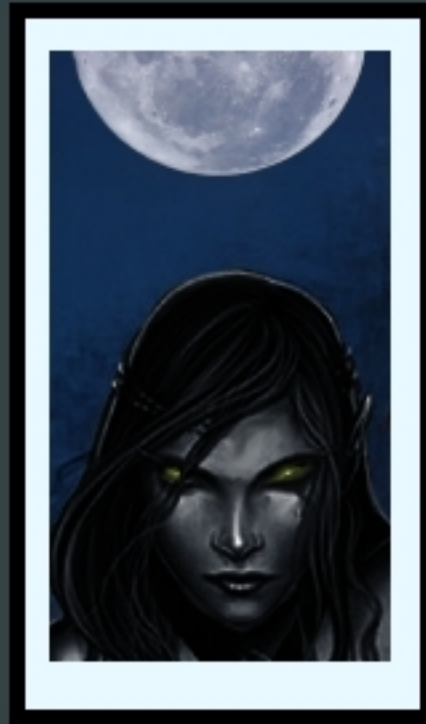
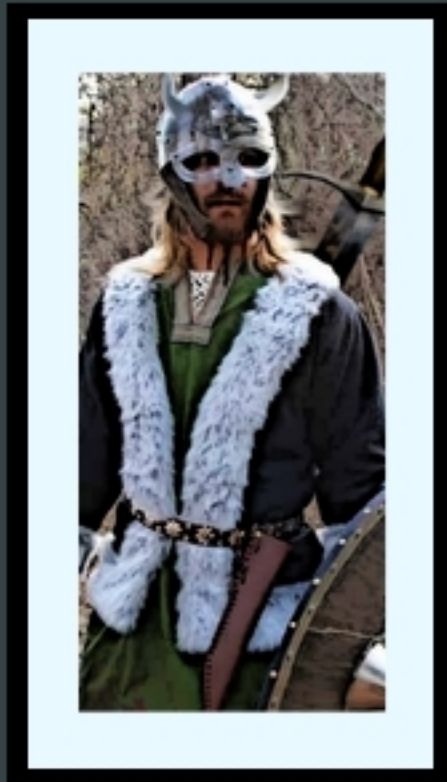




# CLAW / CLAW / BITE!

#4 - NOVEMBER 2006



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## ENCOUNTER: THE ONUAGO TOWN HALL

# CLAW/CLAW/BITE

ISSUE # 4 – NOVEMBER 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 article 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. These are posted on <http://clawclawbite.blogspot.com> and are collected in these monthly issues.

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).

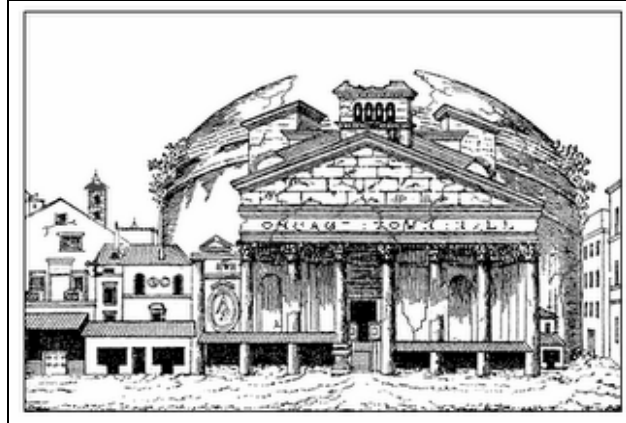
So welcome to our phantasmagorical multiverse, traveler. Strange treasures, cunning adversaries, powerful adventurers, and mystic realms are waiting for you. Enjoy your stay, but be wary of the still waters.

### Credits

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

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#### 1 Front Facade

*The Old Town Hall was once an architectural marvel, standing five stories high with a dome providing the top two storeys. Now the dome has caved into the center, and the structure is nothing more than a husk with a few carved figures adorning facades. Seven marble columns rise before the entrance, five of which are structurally intact. Splinters of broken timbers block the entrance to the building, labeled overhead with the text "Onuago Town Hall" in carved lettering.*

The boards are easily removed from the doorway, revealing a doorless passage into the interior, location 2.

#### 2 Antechamber

*From here, the main dome of the town hall rises into the next room. The floor slopes sharply down, forming a basin, which is full of murky water, the ripples illuminated in the crisp moonlight. A small boat is tied to the shore close to this chamber.*

The party will find that the boat is seaworthy, and that the water is at least 6' deep. Ideally, they will take it to the center of the chamber, where gargoyles lay in wait at location 3.

#### 3 Center of the Dome

*The water here is suddenly not so calm! Swooping down from above are two gargoyles, while another two burst from the water, rocking the boat!*

Once the party reaches this spot (hopefully in the boat), the gargoyles will attack. If the party members in the boat when the attack begins must make a reflex save DC 15 or fall in the water. Characters who fall in the water are descended upon by any



gargoyles not already engaged in melee.

Creatures: Gargoyles (4) as per DMG. HP: 37, 41, 33, 45

Tactics: The gargoyles will wait until the party has passed them before attacking by swooping down upon them. Though vicious, they are not bloodthirsty, and if strongly opposed will likely flee through the cracked dome and scatter.

Treasure: The individual gargoyle's hordes are located under the lectern in location 4 and include material looted from the Town Hall's coffers. The individual caches of treasure are: 1) 23,190 silver coins (2,319 gp), 374 gold coins (374 gp) and 64 platinum coins (640 gp), 26,043 silver coins (2,604.3 gp) and a scroll- divine (150 gp) Stonetell (12, cl3), 4) 466 gold coins (466 gp) and a potion of Reduce (at 5th level) (250 gp), which is fallow-colored, has a peppery odor and taste, and a vaporous, layered appearance.

Development: Any gargoyles that escape the party's defenses will fly off to harpy point where they came from and may be encountered there later.

The side chambers are all empty, with the exception of a few nests made from shredded parchment and scrolls. This suggests other living creatures which make their homes here, as gargoyles require no such nests. Indeed, harpies from the island in the bay sometimes take up residence in the town hall, and toy with and feast on Onuago's less-aware citizens.

#### 4 Lectern

*A worn and warped lectern is the lone island in the far end of the chamber. The moonlight casts unusual shadows against the back of the room, framing the brightly lit lectern.*

The gargoyles' horde is stuffed inside an old lectern (see location 3).

#### 5 Councilman Rifa's Chambers

*Two feet of standing water fill the room. A bookshelf on the far wall appears half full.*

Most of the documents are simple, though the party finds old documents describing the rising waters and the lack of useful legislation and organization to stop it. In addition, the party finds a scroll of Comprehend Languages and another of Zone of Truth.

#### 6 Councilwoman Gulley's Chambers

*A film of sticky mud coats the bottom foot of the room, unmarked by footprints or other visible signs of disturbance.*

The party finds documents describing the lack of focus on public health and other domestic shortfalls of the Port of Onuago. Gulley's personal writings lambast the inability of the town council to get the job done.

#### 7 Back Chambers

*Shallow ridges in the mud-filled hallway give way to a 20x20' chamber.*

This meeting room/hallway is the home of a mud naga (see secret back page treats). The naga has very little treasure.



#### 8 Steps

*A set of stairs leads up, though the passage is filled with rubble.*

The party is unable to move this rubble, and if they do, the steps lead to an empty, roofless chamber that overlooks the dome. There is nothing of interest here.

#### 9 Rally Pedestal

This was once the rally point for political organizations that approached the town council. It was also once a shrine to Hemera and Nyx, the Gods of Time.

If the characters examine it closely enough, they find "Time is on our side" etched into the wooden pedestal.



## CHARACTERS

### Adsel Matar (Lvl 7)



This elf will take your lunch money by hook or by crook! He started on a self-righteous path that led him into his thievery. He favors destruction over salvation, but then he was never in it for the milk and honey.

Unfortunately for him, he recently stole a pair of goggles from a recluse, and now has developed paranoia. He doesn't trust anyone and will try to distance himself from any contact. He only wants to be by himself...

Adsel Matar  
Medium-size Male Elf  
Cleric3 Rogue4  
Initiative: +6  
Vision: Low-light

Hit Dice: (3d8)+(4d6)+7

Hit Points: 49

AC: 22 (flatfooted 22, touch 18)

Saves: Fortitude: +5, Reflex: +11, Will: +7

Speed: Walk 30 ft.

Attacks: Adamantine Dagger +8; Adamantine Dagger (Thrown) +12; \*Sling of Holy Silence +12;  
Damage: Adamantine Dagger 1d4+2; Adamantine Dagger (Thrown) 1d4; \*Sling of Holy Silence 1d4+3  
Face / Reach: 5 ft. / 5 ft.

Special Qualities: +2 racial saving throw bonus against enchantment spells or effects., An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it., Evasion (Ex), Immunity to magic sleep effects., Rebuke Undead (Su) 0/day (turn level 3) (turn damage 2d6+0), Smite 1/day (Su), Sneak Attack +2d6, Spontaneous casting, Trap Sense (Ex) +1, Trapfinding, Uncanny Dodge (Dex bonus to AC)

Abilities: STR 15 (+2), DEX 22 (+6), CON 13 (+1), INT 13 (+1), WIS 17 (+3), CHA 4 (-3)

Skills: Appraise 4; Balance 8; Bluff -3; Climb 12; Concentration 2; Craft (Untrained) 1; Diplomacy -3; Disguise -3; Escape Artist 14; Forgery 5; Gather Information -3; Heal 5; Hide 11; Intimidate -3; Jump 4; Knowledge (Arcana) 2; Knowledge (History) 2; Knowledge (Religion) 2; Listen 5; Move Silently 6; Ride 6; Search 3; Sense Motive 3; Spellcraft 2; Spot 5; Survival 3; Swim 2;

Feats: Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Dodge, Point Blank Shot, Shield Proficiency, Silent Spell, Simple Weapon Proficiency

Challenge Rating: 7

Alignment: Chaotic Neutral

Possessions: Adamantine Dagger; Bag of Holding (Type 1); Bracers of Armor +4; Bullets, Sling (50); Gloves of Dexterity +2; Goggles of Paranoia; Grappling Hook; Ring of Protection +2; Rope (Silk/50 Ft.); Sling of Holy Silence; Thieves' Tools;

Domains: Luck, Destruction

Spells per Day: (4/3/2 DC:13+spell level)





### Yamarra Sul-ýammún (Lvl 10)

Medium-size Female Elf

Rogue7 Sorcerer3

Alignment: Neutral Good

Initiative: +6

Vision: Low-light

Hit Dice: (7d6)+(3d4)+20

Hit Points: 65

AC: 24 (flatfooted 24, touch 20)

Saves: Fortitude: +5, Reflex: +12, Will: +6

Speed: Walk 30 ft.

Attacks: \*Longbow (Masterwork) +2  
+13/+8

Damage: \*Longbow (Masterwork) +2 1d8

Face / Reach: 5 ft. / 5 ft.

Special Qualities: +2 racial saving throw bonus against enchantment spells or effects., An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it., Evasion (Ex), Immunity to magic sleep effects., Sneak Attack +4d6, Summon Familiar, Trap Sense (Ex) +2, Trapfinding, Uncanny Dodge (Dex bonus to AC)

Abilities: STR 12 (+1), DEX 22 (+6), CON 14 (+2), INT 18 (+4), WIS 13 (+1), CHA 12 (+1)

Skills: Appraise 8; Balance 21; Bluff 1; Climb 5; Concentration 7; Craft (Untrained) 4; Diplomacy 1; Disguise 1; Escape Artist 19; Forgery 4; Gather Information 1; Heal 1; Hide 19; Intimidate 1; Jump 12; Listen 5; Move Silently 19; Open Lock 11; Ride 6; Search 6; Sense Motive 1; Sleight of Hand 19; Spellcraft 15; Spot 11; Survival 1; Swim 1; Tumble 21;

Feats: Armor Proficiency (Light), Dodge, Mobility, Point Blank Shot, Precise Shot, Simple Weapon Proficiency

Possessions: Arrows (50); Arrows +2 (50); Bag of Withholding (Type 1); Bedroll; Blowgun; Charcoal (1 piece); Dagger; Dart; Glove of Storing; Grappling Hook; Leather +2; Longbow (Masterwork) +2; Phase Ring;

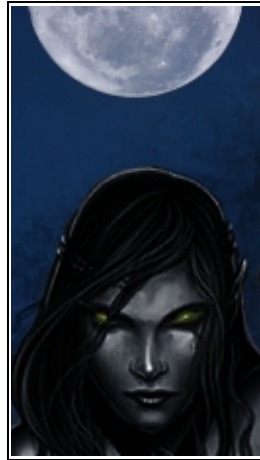
Spells:

Spells per Day: (6/6 DC:11+spell level)

Sorcerer – Known:

Level 0: Dancing Lights, Detect Magic, Message, Prestidigitation, Read Magic

Level 1: Animate Rope, Expeditious Retreat, Silent Image



Spells to acquire in the future: Invisibility, Tightrope (new spell, description to come),

Silence Spell (new spell, description to come), Deodorize, Feather Fall

Rat familiar

Named for the Silver Moon, Yamarra is a "night-elf," one of but a few elves who thrive under the cover of darkness. Other elves often retain a great deal of disdain for such night-elves, which forces them into lonely lives. Their eyes are often attuned to the moonlight, and Yamarra can see almost twice as far as other elves.

Spritley and nimble, Yamarra grew up as a traveling entertainer. Her acrobatic skills led her into a life as a trapeze artist and tightrope walker. She has perfect balance (natural Dex 22) and quick reflexes, often performing such stunts as juggling daggers on a tightrope while blindfolded!

Appearance: Yamarra wears her hair in a pony-tail, keeping it dyed black and tied back. She is always dressed in black.

Quotes:

"timing is everything", "just watch me!"

### Derendil Moonshadow (Lvl 10)

Derendil once flunked out of his mage school, partying too hard and miscasting spells on important exams. Fortunately, he was so effective as a class clown that everyone liked him enough to pass him through the system. In his later adolescence, he finally found out what worked for him as a sorcerer, and now has a mind as sharp as Occam's Razor to complement his wit.

Medium-Size Male Elf

10th Level Sorcerer

Chaotic Good

Init: +4

HP: 61

AC: 18

Saves: Fortitude +6 (+9)/ Reflex +9 (+12)/ Will +9 (+12)

STR: 14 (+2), DEX: 18 (+4), CON: 16 (+3), INT: 14 (+2), WIS: 10 (--), CHA: 24 (+7)



## Erik Gustafson (CR 5)

Erik grew up in the tough lands to the south of Old Bay, but has traveled north in search of adventure and loot. He's driven by his need to kill evil and hold back the human interest in colonizing his people's lands.

Easily enraged, Erik has many bruises and scars that he's happy to show anyone (especially those who challenge him to a duel) at the drop of a helm. His wrestling prowess has recently won him respect among the local militias, though he has yet to pick a side to join. He prefers his own way and the highway.

Medium-size Male Human  
Barbarian5  
Alignment: Chaotic Good  
Initiative: +0

Hit Dice: (5d12)+20  
Hit Points: 71  
AC: 15 (flatfooted 15, touch 10)  
Saves: Fortitude: +8, Reflex: +1, Will: +1

Speed: Walk 30 ft.  
Attacks: +13 \*Grimming Sword +2 1d10+8 plus 1 con.  
Face / Reach: 5 ft. / 5 ft.

Special Qualities: Bonuses when enraged (STR +4, CON +4, Will +2, AC -2, HP 10), Illiteracy, Improved Uncanny Dodge (can't be flanked except by a rogue of 9 level), Rage (Ex) 2 times/day (9 rounds), Trap Sense (Ex) +1

Abilities: STR 22 (+6), DEX 10 (+0), CON 18 (+4), INT 10 (+0), WIS 10 (+0), CHA 15 (+2)

Skills: Appraise 0; Balance -2; Bluff 2; Climb 10; Concentration 4; Craft (Leatherworking) 1; Craft (Untrained) 0; Diplomacy 2; Disguise 2; Escape Artist -2; Forgery 0; Gather Information 2; Handle Animal 5; Heal 0; Hide -2; Intimidate 9; Jump 5; Listen 1; Move Silently -2; Profession (Hunter) 1; Ride 7; Search 0; Sense Motive 0; Spot 0; Survival 7; Swim 7;

Feats: Armor Proficiency (Light), Armor Proficiency (Medium), Improved Bull Rush, Martial Weapon Proficiency, Mounted Combat, Power Attack, Shield Proficiency, Simple Weapon Proficiency

Possessions: Belt of Giant Strength +4; Grimming Sword +2 (Bastard/Wounding); Outfit (Explorer's); Rhino Hide; Shield; Dagger

Derendil travels with a weasel familiar, amusing since he's such a weasel himself.

Attack: +10 Flaming Long Composite Strength Bow  
1d8(+3) 1d6 Flaming  
Base Attack: +7  
Melee: +7  
Ranged: +9

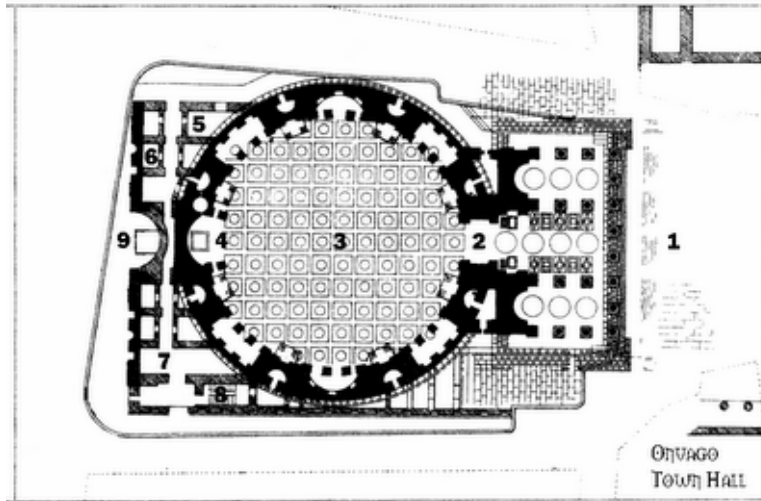
+1 Flaming Long Composite Strength Bow (+3 str),  
Bracers of Armor +2,- Ring of Protection +2, Cloak  
of Charisma +4, Ring of Resistance +3

Skills: Concentration: +16/Spellcraft: +15/Escape  
Artist: +10/ Tumble: +10  
Feats: Spell Penetration, Greater Spell Penetration,  
Iron Will, Spell Focus Enchantment

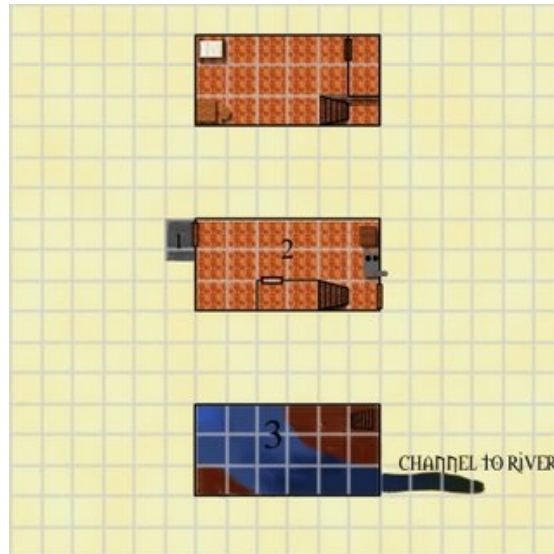
Spells/Day: 6/6/6/6/5/3  
Spells Known:

0th (9): Mage Hand, Touch of Fatigue,  
Prestidigitation, Mend, Daze, Detect Magic, Read  
Magic, Light, Ray of Frost  
1st (5): Ray of Enfeeblement, Color Spray, True  
Strike, Magic Missile, Obscuring Mist  
2nd (4): Scorching Ray, Tasha's H. Laughter, Touch  
of Idiocy  
3rd(3): Fireball, Glitter Dust, Ray of Exhaustion,  
Haste  
4th (2): Ice Storm  
5th (1): Feeblemind





*Onuago Town Hall*



*Scholar Falkonne's House*



*Lazy River Wayhouse*





## ENCOUNTER: THE SCHOLAR FALKONNE'S HOUSE (EL 7)

### 1) Outside The Scholar's Home

*113 Torrance Street. The house sags to the right as you stand before the mildewy wooden door, which hangs slightly ajar. Through the space between the row houses on either side, you can see the muddy banks of the Lazy River, its waters sliding past the foundation stones.*

A DC 5 Wilderness Lore check allows the players to see the boot prints of a humanoid walking towards and away from the house. They are also found around the front yard leading up to the door. All the bootprints are from the same person: the old scholar. The most recent ones are about two days old.

### 2) The Scholar's Rooms

Upon entering the house, the players will smell the briny water of the Lazy River intermingled with a fouler stench coming from the basement—a combination of rotten eggs and decaying vegetables.

*The first floor of the house is cluttered with stacks of papers, books, and various measuring instruments.*

*The kitchen is located in the back and a door leads out to what would have been a backyard in days past. Now it opens up to the muddy banks of the Lazy River. The kitchen sink still has dirty dishes in it. The coals from the stove are cold. There is a trap door to one side of the kitchen. It is open and stairs lead down into darkness. The smell of rotten vegetables and salt water is stronger here.*

A DC 10 Search check will allow the players to find an old, but still serviceable spyglass in the closet/spare bedroom on the first floor. Most of the papers are written in the same handwriting (the scholar's). Others are taken from various sources. The papers and books pertain to the history of this region, the Wyndm people and their culture (particularly their religious beliefs), and geographical surveys of the area.

The best source of information will be on the second floor loft, where the scholar's magnum opus sits upon an unvarnished wooden desk with uneven legs. The book is entitled "On the Origin of the Children of the Sea" and is unfinished. The last

Mount: Godablakk  
Large-size Male Warhorse, Heavy  
Alignment: Chaotic Good  
Animal4  
Initiative: +2  
Vision: Low-light  
Hit Dice: (4d8)+12  
Hit Points: 38  
AC: 15 (flatfooted 13, touch 11)  
Saves: Fortitude: +7, Reflex: +6, Will: +2  
Speed: Walk 50 ft  
Face / Reach: 10 ft. / 5 ft.

Special Qualities: Animal Traits, Scent (Ex)  
Abilities: STR 18 (+4), DEX 14 (+2), CON 16 (+3),  
INT 2 (-4), WIS 12 (+1), CHA 6 (-2)  
Skills: Appraise -4; Balance 2; Bluff -2; Climb 4;  
Concentration 3; Craft (Untrained) -4; Diplomacy -2  
; Disguise -2; Escape Artist 2; Forgery -4; Gather  
Information -2; Heal 1; Hide -2; Intimidate -2; Jump  
13; Listen 1; Move Silently 2; Ride 2; Search -4;  
Sense Motive 1; Spot 5; Survival 1; Swim 4;  
Feats: Combat Reflexes, Hold the Line



sentence of the last page stops in mid-sentence (this is when the scholar went downstairs to investigate the noise from the basement). Cold coffee and half-eaten bread (covered with small cockroaches) are next to the book on the desk. The desk also has an inkpot, some pens. In one of the drawers, the party can find 10 silver and 35 copper pieces.

*On the second floor, a bed with a sagging, stained mattress is directly opposite the desk. A wardrobe is next to the bed and contains a few articles of threadbare clothing.*

Whenever the party spends a few minutes perusing the book, they discover the following things about the situation in Onuago and Elsemere:

His reasons for studying the spawn were first spurred by the fact that his only child was born one, and his Wyndm wife died in childbirth, which is often the case when spawn are born. His research revealed that once every decade, a handful of babies are born with deformities among the native Wyndm people. The child will have gills, slimy skin, grotesque facial features, or a tentacle in place of one of its limbs. Such babies are traditionally put onto a raft and floated down the Lazy River-its fate to be determined by the sea-gods. But every 150 years, the Lazy River changes course drastically, flowing with more force. During this time, the frequency of mutant births increases tenfold. These aberrations are also floated down the river to the sea.

Bits of obscure references to Wyndm lore are also recorded that aren't fully explained such as: "Beware the twisted visages. The soul-slakers. Strange eons will pass ere the malignant stars align and the children's work is done"

The notes go on to theorize that the source of the ill that causes the children is in the village of Elsemere. His investigations led him to meet a wise old naturalist named Tinos Minorc who became a valuable source of information.

They also learn that he was heading to Elsemere to meet his old mentor, the wise old naturalist. In addition, he notes that he intends to speak with the priest of the village again, indicating that on his last visit he had a feeling the priest knew something about the Children and the forest, but that he had been evasive and unhelpful on the subject.

### 3) Flooded Basement (EL 7)

*This basement is severely flooded, half of it's floor eroded and filled with dark water. At the base of the steep steps leading down an unlit lantern lies on it's side, it's glass broken.*

Creatures: A Chuul (CR 7) has taken up residence in the washed-out and flooded basement, into which it dug a canal several days ago. Yesterday it had become hungry and restless. When the scholar entered the basement to investigate the sounds he quickly became it's latest meal. It is now well-satiated, having eaten approximately half of Falkonne's body, and is content to lay concealed in the water in the basement unless it's realm is entered or it's kill is disturbed.

Chuul: HP 98 (Monster Manual)

Tactics: If the chull hears the party entering the house it will conceal itself in the water in the basement (Hide +13, +6 circumstance for water and +2 for darkness = +21). If anyone comes downstairs it will attempt to grab them with surprise and drag them into the deeper water with it to drown, paralyzed by it's tentacles. Persistent attacks will cause it to resurface to grab the last attacker and submerge them.

Treasure: A thorough search of the basement (DC 20) reveals a small lock-box mostly buried in the mud. It contains the Falkonne family's savings: 20 gold coins, 315 silver coins, and a rodochsterite worth 10 gold.

Development: The dead scholar is restful in the afterlife and will not return if raise dead or similar magic is cast on him.

If enterprising characters cast speak with dead on the body it reveals the information listed in the scholar's journal.

Asking around (DC 10 gather information) reveals that the scholar has no next of kin, being bereft of his wife and recently his only child, who was apparently a disfigured shut-in.

Ad Hoc XP Adjustment: +10 % XP due to ambush situation.



## CREATURES

### Skylion (CR 9)

Large Magical Beast (outsider)

Alignment: usually neutral, some lawful tendencies

Initiative: +3

Hit Dice: 15d10+30 (112 hp)

Armor Class: 15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12

Immunities (Ex): Sky lions have cold and electricity resistance 10.

Saves: Fort +11, Ref +12, Will +6

Speed: 40 ft. (8 squares), Fly 80 ft. (average)

Attack: Claw + 20 melee (1d4+5)

Full Attack: 2 claws +18 melee (1d4+5) and bite +20 melee (1d8+2)

Base Attack/Grapple: +15/+20

Space/Reach: 10 ft./5 ft.

Special Attacks: Pounce, improved grab, rake 1d4+2

Special Qualities: Low-light vision, scent

Str 21, Dex 17, Con 15, Int 5, Wis 13, Cha 10

Skills: Balance +7, Hide +3\*, Listen +5, Move Silently +11, Spot +5

Feats: Alertness, Run, Improved Grab, Power Attack, Iron Will, Multiattack, Flyby Attack

Environment: Outer Planes (elemental air, concordant domains, and others)

Organization: Solitary, pair, or pride (6-10)

Treasure: Standard

Advancement: 16-20 HD (Huge)

This creature, most often seen serving as a noble and beautiful steed to powerful conjurers, originates from snow-capped, wind-swept peaks on the outer planes. They are strongly empathic and magical creatures, making them excellent steeds, especially if cared for properly. Their form is that of a large white lion, with colored mane and wings (typically sky blue), and are 6 to 9 feet long and weigh 330 to 550 pounds. Females are slightly smaller and lack a mane but use the same statistics.

#### Combat

**Pounce (Ex):** If a lion charges a foe, it can make a full attack, including two rake attacks.

**Improved Grab (Ex):** To use this ability, a lion must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

**Rake (Ex):** Attack bonus +18 melee, damage 1d4+2.

**Skills:** Lions have a +4 racial bonus on Balance, Hide, and Move Silently checks. \*In the sky (when viewed from below) or snow, the Hide bonus improves to +12.

In addition, because of their empathic nature, riders can receive a +5 on their ride checks if the Sky Lion wishes to confer it (usually dependent on their treatment by their rider).



### Fireflyers (CR 1-13)

Fireflyers are like will-o-the-wisps, except they take the form of glowing parchments that float in the night sky. The parchments represent the spells they cast when in danger, but do not disappear when the spell is cast. The most common cast burning hands, the uncommon ones fireball or flame strike, but the rare fireflyers cause earthquakes. There are tales of a wish fireflyer, but (oddly) nobody can corroborate this rumor. There are also tales of wizards trapping read magic or light fireflyers in their towers in order to take advantage of their spell-like abilities.

The effects are as scrolls of the spells cast at the lowest caster level possible.

Tiny Construct (any terrain)

Alignment: true neutral

Initiative: +1

Hit Dice: variable (equal to the spell level)

Armor Class: 26 (+2 size, +4 Dex, +10 natural), touch 23

Saves: Fort +3+lvl, Ref +5+lvl, Will +6+lvl

Speed: fly 60 ft. (12 squares).

Base Attack/Grapple: see text

Attack: see text

Full Attack: see text

Space/Reach: 5 ft./5 ft.





Special Attacks: spells  
 Special Qualities: Darkvision 60 ft.

Abilities: Str 3, Dex 18, Con 11, Int 18, Wis 15, Cha 11  
 Feats: Combat Casting, Quicken Spell, Lightning Reflexes

Environment: any  
 Organization: Solitary (sheet), pamphlet (5-10), or book (30-40)  
 Challenge Rating: caster lvl  
 Treasure: none  
 Advancement: none  
 Level Adjustment: —

#### Combat

Fireflyers go about their business, but if backed into a corner, they unleash their spells.

#### Spells

Fireflyers cast the arcane magic written upon them at the lowest level required to cast the spell.

### Stone Cats of the Goddess (CR 12)

neutral  
 Large construct  
 Init: +3

AC: 30 (-1 size, +3 Dex, +18 natural), touch 12, flat-footed 26  
 HP: 107 (HD 14d10+30)  
 Resist: DR 10 / Adamantine  
 Immune: Magic  
 Fort +4, Ref +7, Will +4

MV: 40 ft. (8 squares)  
 Attack: claw +18 melee (2d10+9)  
 Full Attack: 2 claws +18 melee (2d10+4), bite +13 Melee (2d12+9 +1d6 Electricity)  
 Attack Options: Breath Weapon, Pounce  
 Space / Reach: 10 ft./5 ft.  
 Base Attack: +10 Grapple: +23

Abilities: Str 29, Dex 17, Con -, Int -, Wis 11, Cha 1  
 SQ: Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision  
 SA: Breath Weapon, Pounce

### Greater Stone Cats CR 17

neutral  
 Huge construct  
 Init: +2

AC: 31 (-2 size, +2 Dex, +21 natural), touch 6, flat-footed 27

HP: 271 (HD 42d10+40)  
 Resist: DR 10 / Adamantine  
 Immune: Magic  
 Fort +14, Ref +16, Will +14

MV: 40 ft. (8 squares)  
 Attack: claw +42 melee (4d8+6)  
 Full Attack: 2 claws +42 melee (4d8+6), bite +37 melee (4d10+13 +1d8 Electricity)  
 Attack Options: Breath Weapon, Pounce  
 Space / Reach: 15 ft./10 ft.  
 Base Attack: +31 Grapple: +52

Abilities: Str 37, Dex 15, Con -, Int -, Wis 11, Cha 1  
 SQ: Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision  
 SA: Breath Weapon, Pounce

This golem has the form of a great cat (tiger, lion or leopard) made completely out of stone. A stone cat is 9 feet long and weighs around 2,000 pounds.

When angry they will often breathe sparks from their mouths.

#### COMBAT

Stone Cats are formidable opponents, combining the power and grace of jungle cats with the supernatural toughness and powerful magical attacks of sorcerous constructs.

**Pounce (Ex):** If a Stone Cat charges a foe, it can make a full attack, including two rake attacks.

**Breath Weapon (Su):** Stone cats can breathe a 20' cone of electricity as a standard action, dealing 8d8 points of electricity damage (half damage with DC 23 Reflex save) in the case of normal Stone Cats and 12d8 with a DC 27 Reflex save in the case of Greater Stone Cats. After breathing sparks, a stone cat is unable to use its breath weapon again for 1d4 rounds.

**Immunity to Magic (Ex):** A stone cat is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A transmute rock to mud spell slows a stone cat (as the slow spell) for 2d6 rounds, with no saving throw, while transmute mud to rock heals all of its lost hit points.



A stone to flesh spell does not actually change the cat's structure but negates its damage reduction and immunity to magic for 1 full round.

## CONSTRUCTION

A stone cat's body is chiseled from a single block of hard stone, such as granite, weighing at least 3,000 pounds. The stone must be of exceptional quality, and costs 5,000 gp. Assembling the body requires a DC 17 Craft (sculpting) check or a DC 17 Craft (stonemason) check.

CL 14th; Craft Construct, anti-magic field, geas/quest, chain lightning, caster must be at least 14th level; Price 90,000 gp; Cost 50,000 gp + 3,400 XP.

## GREATER STONE CAT

A greater stone cat is 18 feet long and weighs around 32,000 pounds. It resembles a typical stone cat in all respects, except that the Reflex save DC is 27 against its breath weapon. CL 14th; Craft Construct, anti-magic field, geas/quest, chain lightning, caster must be at least 14th level; Price 196,000 gp; Cost 105,000 gp + 7,640 XP.

## ENCOUNTER: THE LAZY RIVER WAYHOUSE (EL 12)

This is the house of the Marsh Troll family. The building was constructed several decades ago as a wayhouse for travelers going between Elsemere and Onuago. After the Lazy River shifted course and the monsters in the swamp became more numerous and aggressive, the inhabitants of the area relocated to the village and the port town. The wayhouse was abandoned, but not for long. The troll family has been living here for several years by the time the party arrives. The parents of the teen troll ranger and the troll children under the bridge are on the second floor of the wayhouse.

The road that connected Elsemere to Onuago is completely submerged by the south fork of the Lazy River here. Fortunately the water is only two feet deep. The party moves at 1/3 speed through this water to get to the mud island.

The Marsh Troll clan is not normally hostile, but they haven't eaten well in recent months; the ecosystem is still in a period of flux and adjustment. They will do all they can to lure the party

ashore for an ambush. They do this by using ghost sound to create shrieking as if a damsel in distress. The adept will create an illusion of a human female trapped behind the bars of one of the top floor windows to prey upon any good tendencies the party may have.

## Areas

### 1) Outside

*A two-story building sits atop an island of mud in the middle of the Lazy River. Here the river forks as it continues its course to the east. One fork flows north of the mud island and the other flows south of it. The two forks recombine 300 feet to the east of the island.*

*The building itself is heavily weathered but still stands proud above the sluggish waters. On the south side of the building, a large oaken door with iron hinges marks the entrance into the structure. Curiously, all the windows on the top floor have metal bars in front of them to keep something out... or keep something in. A human female can be seen straining against the bars and crying for help to get off the island.*

*There is also a penned area 30 feet to the east of the building. No animals can be seen in it at the moment.*

### 2) Inside the Wayhouse

The interior of this building is half covered in pools of murky water where the ground has been washed away. A dark gray stone hearth covered in moss stands cold and damp against the north wall. A sturdy wooden staircase, its bottom three steps rotted away, leads up along the west wall.

A DC 5 climb or jump check is required to begin ascent of the stairs.

**Giant Constrictor Snake (HP 67):** A giant constrictor snake hides in the pools of water in the center of the room. It will not attack unless attacked or if the pool it are in are disturbed (when a player is thrown down the stairs by the trolls above). A DC 25 spot check is required to spot the snake.

### 3) Upstairs in the Wayhouse

*The second floor of this wayhouse was once divided into separate chambers. Portions of the interior walls still stand here and there, but are mostly rotten wooden rubble scattered around the large open room thus created.*





A DC 10 search check will reveal a wooden trapdoor giving the access to the attic.

Troll Fighter and Adept: two trolls occupy this building. They will use ghost sound and minor image to create an image of a human female in distress, to lure passerby into the way house, and will hide.

### **Pappa Troll CR 11**

chaotic evil male troll fighter 6

Large Giant

Init: +2 Senses: Darkvision 90 ft., low-light vision, scent

Listen +5 Spot +6

Languages: Giant, Common

AC: 20 (-1 size, +2 dex, +5 natural, +4 armor)

HP: 158 (HD 6d8 + 6d10 + 72)

Fort: +16 Ref: +6 Will: +5

MV: 20 ft

Attack: +19 greatclub 2d8 + 11 or +14 greatclub 2d8 + 21 (power attack for 5)

Full Attack: +17 / +12 / +7 greatclub 2d8 + 11 and +13 bite 1d6 + 3

Attack Options: rend

Space / Reach: 10 ft / 10 ft

Base Attack: +12 Grapple: +18

Str: 25 Dex: 14 Con: 23 Int: 6 Wis: 9 Cha: 6

SQ: Darkvision 90 ft., low-light vision, regeneration 5, scent

SA: Rend

Feats: Alertness, Iron Will, Track, Power Attack, Improved Bull Rush, Awesome Blow, Improved Sunder, Weapon Focus (greatclub), Weapon Specialization (greatclub).

Skills: listen +5, spot +6

Possessions: hide armor, large greatclub.

### **Mamma Troll CR 10**

chaotic evil female troll adept 6

Large Giant

Init: +2 Senses: Darkvision 90 ft., low-light vision, scent

Listen +5 Spot +6

Languages: Giant, Common

AC: 20 (-1 size, +2 dex, +5 natural, +4 armor)

HP: 103 (HD 6d8 + 6d6 + 60)

Fort: +13 Ref: +6 Will: +8

MV: 20 ft

Attack: +14 spear 2d6 + 7 or +9 spear 2d6 + 17 (power attack for 5)

Full Attack: +12 / +7 spear 2d6 + 7 and +9 bite 1d6+2

Attack Options: rend

Space / Reach: 10 ft / 10 ft

Base Attack: +9 Grapple: +14

Abilities: Str: 20 Dex: 14 Con: 21 Int: 6 Wis: 14 Cha: 6

SQ: Darkvision 90 ft., low-light vision, regeneration 5, scent

SA: Rend

Feats: Alertness, Iron Will, Track, Lightning Reflexes, Power Attack

Skills: listen +5, spot +6, concentration +11

Adept Spells Prepared:

0th (3): ghost sound x2, touch of fatigue x2

1st (2): bless, minor image

2nd (1): resist energy

Possessions: hide armor, large spear, holy symbol of Vaparack.

Familiar: medium viper snake

**Rend (Ex):** If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

**Regeneration (Ex):** Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

**Tactics:** This pair of marsh trolls is very experienced working together and are quite cunning. Their preferred tactic is to begin with a prayer to Vaparack (bless) and then lure prey to them using ghost sound and minor image and then attack from hiding. When facing magic or fire-using opponents, the female will ward the male with resist energy (fire) before attacking.

In the way house they will hide and wait for someone to come upstairs to investigate the cries of distress. The female will stay behind the male and attack with her spear. The male will stand at the top of the stairs and use his greatclub with Awesome Blow and bull rush to knock attackers down the stairs where they will be attacked by the snake.



The trolls will fight to the death.

**Treasure:** 210 platinum, 3500 gold, 9000 silver and 15 gems can be found in purses and bags scattered amongst bones from humanoids and animals in the attic. In addition there are potions of aid, spider climb, and remove paralysis.

**Ad Hoc XP Adjustment:** +10%.

## MAGIC ITEMS

### Edgewise Dagger

This dagger allows a wearer to slip in a word edgewise. The effect is similar to daze and requires a DC 12 Will save to resist. The downside is that in order to work, the dagger must be removed from a hit or belt and pointed at the target. This usually has the effect of starting a fight... It is otherwise non-magical.

Faint evocation; CL 1st; Craft Wondrous Item, daze; 1,000 gp

### Brooch of Tangents

The wearer of this brooch has the power to hijack a conversation through the careful use of tangents, with the effect that it's difficult (DC 20, modified by intimidate, bluff, diplomacy, or charisma) for others to get in a word edgewise.

These brooches double in intensity (and DC) if two are worn. As a pair, they are worth 4x the value of just one.

Moderate Enchantment; CL 1st; Craft Wonderous Item, hypnotism; Value: 8,000 gp

### Goggles of Paranoia

Originally crafted by the reclusive wizard Zalahazan Kramnezzar, these goggles would fetch a fine price as edgy adornment. Various high quality knock-offs exist, as well as a few low-quality ones. Regardless of the quality, others are likely to pay a hefty sum for such copies, since the goggles are rather trendy. These goggles travel from wearer to wearer, and usually stay within the rogue community -- usually stolen from a previous recluse by a greedy thief.

When worn, these goggles make the wearer paranoid. Despite this paranoia, the wearers usually insist on wearing them, as they feel that they are well liked when wearing them, and that they

are more aware of what's going on around them. In fact, wearers suffer a -3 Charisma penalty but the user can use a standard action to activate True Seeing (Clr4). Over time, the wearer tends to become a recluse, like dear old Zalahazan himself, who never intended the consequence of his failed enchantment. They are rarely but occasionally (and arguably mistakingly) referred to by their intended name -- Goggles of True Seeing.

Since they are rarely for sale, they don't really have an accurate street price.



*Edgewise Dagger*



*Brooch of Tangents*



*Goggles of Paranoia*



## SPECIAL BONUS BACK PAGE SECTION



### Skills

...don't tell your friends you read this!

### Mud Naga (CR 6)

Size/Type: Large Aberration (Marsh/Mudflat)  
Hit Dice: 6d8+24 (50 hp)  
Initiative: +1  
Speed: 30 ft. (6 squares), mudstride 50 ft.  
Armor Class: 15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 14  
Base Attack/Grapple: +5/+12  
Attack: Bite +7 melee (2d6+4 plus poison)  
Full Attack: Bite +7 melee (2d6+4 plus poison)  
Space/Reach: 10 ft./5 ft.  
Special Attacks: Poison, spells  
Special Qualities: Darkvision 60 ft.  
Saves: Fort +6, Ref +5, Will +8  
Abilities: Str 16, Dex 13, Con 18, Int 10, Wis 17, Cha 15  
Skills: Concentration +12, Listen +7, Spellcraft +8, Spot +7, Swim +11  
Feats: Alertness, Combat Casting, Eschew Materials, Lightning Reflexes  
Environment: Temperate marsh or mudflat  
Organization: Solitary, pair, or nest (3-4)  
Challenge Rating: 6  
Treasure: Standard  
Alignment: Usually neutral  
Advancement: 7-9 HD (Large); 10-15 HD (Huge)  
Level Adjustment: —

Mud nagas speak Muddle and Common.

### COMBAT

Mud nagas prefer to stay mostly concealed in a pool of mud while they launch a spell attack.

Poison (Ex): Injury, Fortitude DC 15, initial and secondary damage 1d6 Con. The save DC is Constitution-based.

### SPELLS

Mud nagas cast spells as 6th-level sorcerers but never use fire spells.

Typical Sorcerer Spells Known (5/6/6/3; save DC 11 + spell level)

0—acid splash, daze, detect magic, light, mage hand, open/close, read magic; 1st—expeditious retreat, magic missile, obscuring mist, shield, true strike; 2nd—invisibility, acid arrow, mirror image; 3rd—protection from energy, suggestion.

A mud naga has a +8 racial bonus on any Mudstride check to perform some special action or avoid a hazard. It can always choose to take 10 on a Mudstride check, even if distracted or endangered. It can use the run action while mudstriding, provided it slithers in a straight line.

### Language: Muddle

Muddle is spoken by certain mud-based creatures. It consists mostly of tonal hisses and nearly inaudible clicks that pass through the mud to the intended recipients. There is no such thing as plurals in muddle, so all conversation is one-on-one. This requires messages to pass from one creature to the next. Many would consider this a disadvantage of the language, but others see the hierarchical nature of message propagation to be a societal advantage.

### Magic Item: Heart of Black Tenacity

The heart of black tenacity, carried through many evil endeavors by Yob the Malafalent, was crafted from the iron heart of an elder earth elemental and enchanted by his companion to heal the wielder. If held aloft and the words "give me strength to slay my foes" are spoken in the goblin tounge, the heart glows with black light and cures the wielder of 1d8+1 points of damage. The heart can be used thrice a day in this fashion.

Faint Conjuration; CL 1st; Craft Wonderous Item, *cure light wounds*, price 1080 gp.

