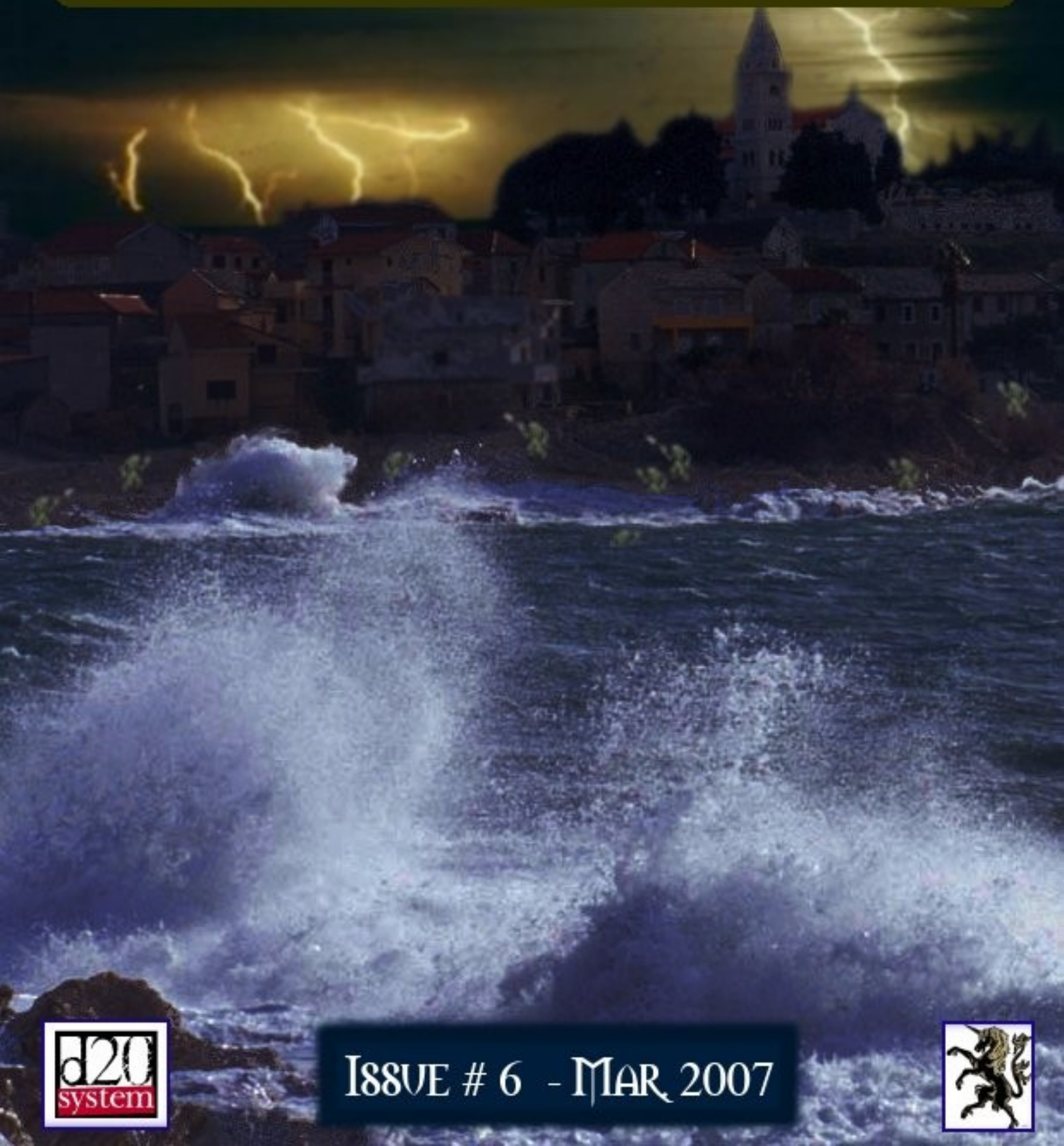


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ISSUE # 6 - MAR 2007



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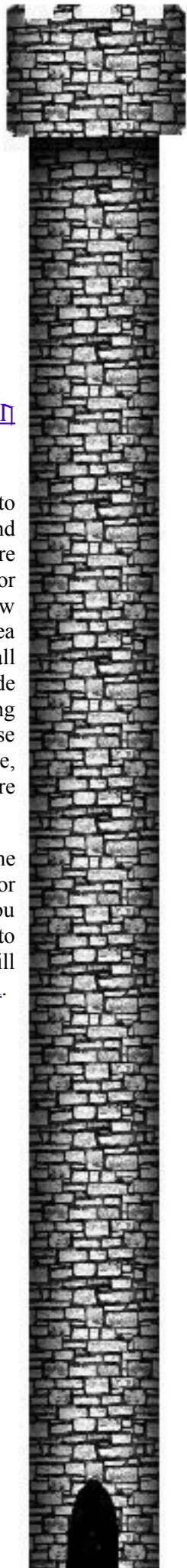
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CREDITS

Claw/Claw/Bite # 6 has been spawned by Adam A. Thompson and S.D. Hilderbrand. (Yuck :P)



INTRODUCTION

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

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

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 a good grip
on that
rope.



CHARACTERS

Kard Bad-Dorum



Raised in Orkrun and trained in swordsmanship by Chief Da-rumm himself, Kard set off to adventure as an adolescent. The only orc to have ever killed a metallic dragon, his name traveled far and wide throughout Orkrun. Upon recently returning to his tribe when the Chief fell ill, he was awarded his master's sword in exchange for the remainder of his family's land. He now travels the lands in search of further adventures.

Kard Bad-Dorum CR 14
Medium-size Male Orc
Fighter 8 Blackguard 6
Alignment: Neutral Evil
Init: +6 Vision: Darkvision (60')

AC: 20 (flatfooted 18, touch 13)
HD: (8d10)+(6d10)+56
HP: 167
Saves: Fortitude: +15, Reflex: +6, Will: +5

Speed: Walk 20 ft.

Attacks: *Da-rumm's Sword +4 (Bastard/Unholy)
+26/+21/+16; ;

Damage: *Da-rumm's Sword +4 (Bastard/Unholy)
1d10+16; ;

Face / Reach: 5 ft. / 5 ft.

Special Qualities: Aura of Despair (Su), Aura of Evil (Ex), Dark Blessing (Su), Detect Good (Sp), Fiendish Servant, Light Sensitivity- Orcs are dazzled in bright sunlight or within the radius of a daylight spell., Poison Use, Rebuke Undead (Su) 0/day (turn level 4) (turn damage 2d6+4), Smite Good (Su) 2/day, Sneak Attack +1d6

Abilities: STR 25 (+7), DEX 14 (+2), CON 18 (+4),
INT 11 (+0), WIS 13 (+1), CHA 10 (+0)

Skills: Appraise 0; Balance -1; Bluff 0; Climb 5;
Concentration 11; Craft (Untrained) 0; Craft (Weaponsmithing) 1; Diplomacy 0; Disguise 0; Escape Artist -1; Forgery 0; Gather Information 0; Heal 1; Hide 5; Intimidate 4; Jump -1; Knowledge (Religion) 3; Listen 1; Move Silently -1; Ride 5; Search 0; Sense Motive 1; Spot 1; Survival 1; Swim 2;

Feats: Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Cleave, Great Cleave, Improved Bull Rush, Improved Initiative, Improved Overrun, Improved Sunder, Leadership, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus (Sword (Bastard)), Weapon Specialization (Sword (Bastard))

Possessions: Boots of the Winterlands; Gauntlets of Ogre Power; Breastplate +2; Da-rumm's Sword +4 (Bastard/Unholy); Ring of Protection +1;

Spells:

Spells per Day: (0/2/1/1 DC:11+spell level)

Blackguard - Known:

Level 1: Cause Fear, Corrupt Weapon, Cure Light Wounds, Doom, Inflict Light Wounds, Magic Weapon, Summon Monster I



Djander



In his youth, Djander outcast his contemporaries in every mage competition. But those were days when the citizens were less superstitious, when the Kingdom of Vandor stretched over the northern lands and magic was revered. His successes granted him access to the king, who hired him as the kingdom's chief mage and counsel.

For the next twenty years, Djander researched and developed most of the new magic in Vandor while the kingdom's power waned. During this time, he began to experiment with Time magic. When the king passed, the land split into the Ten Princedoms. In the smallest princedom, the Isle of Trochu, Djander lives today, though he splits his arcane consulting services among all ten princes.

Slightly absent-minded and short-tempered in his old age, Djander remains very active, and occasionally consults on and develops magic items in his working retirement. In his consulting position with the king, his successes included:

- [Winged Helm](#) (Flying Item)
- Bag of Withholding (Phasing Item)
- Phase Guardian (Phasing Construct)

Djander CR 15
Medium-size Male Human
Wizard 15
Alignment: Neutral Good
Initiative: -1
Vision: near-sighted, so wears corrective lenses

AC: 11 (flatfooted 11, touch 11)
Hit Dice: (15d4)
Hit Points: 45
Saves: Fortitude: +5, Reflex: +4, Will: +14

Speed: Walk 30 ft.
Attacks: *Dagger +1 +7/+2; *Dagger +1 (Thrown) +7/+2; ;
Damage: *Dagger +1 1d4; *Dagger +1 (Thrown) 1d4+1; ;
Face / Reach: 5 ft. / 5 ft.

Special Qualities: Summon Familiar
Abilities: STR 9 (-1), DEX 8 (-1), CON 11 (+0), INT 29 (+9), WIS 21 (+5), CHA 16 (+3)
Skills: Appraise 11; Balance -1; Bluff 3; Climb -1; Concentration 18; Craft (Alchemy) 22; Craft (Untrained) 9; Decipher Script 22; Diplomacy 7; Disguise 3; Escape Artist -1; Forgery 9; Gather Information 3; Heal 5; Hide -1; Intimidate 3; Jump -1; Knowledge (Arcana) 27; Knowledge (Architecture and Engineering) 10; Knowledge (Geography) 12; Knowledge (History) 15; Knowledge (Local) 10; Knowledge (Nobility and Royalty) 27; Knowledge (The Planes) 12; Listen 5; Literacy 1; Move Silently -1; Profession (Bookkeeper) 7; Ride -1; Search 9; Sense Motive 5; Speak Language (Abyssal, Celestial, Draconic, Elven) 4; Spellcraft 29; Spot 5; Survival 5; Swim -1; Use Magic Device 4;
Feats: Craft Construct, Craft Magic Arms and Armor, Craft Wand, Craft Wondrous Item, Empower Spell, Heighten Spell, Improved Familiar, Maximize Spell, Scribe Scroll, Spell Penetration

Possessions: Boots of Levitation; Dagger +1; Headband of Intellect +6; Outfit (Scholar's); Periapt of Wisdom +2; Ring of Mind Shielding; Ring of Protection +2; Robe of Useful Items;

Spells: (many, but try asking *him* for a list!)

Familiar: Charm, Pseudodragon



Nazur Tscheryn



The renowned mage of Charille created many magic items found in the realm.

Outclassed in his youth by other mages of the day, notably Djander, he spent much of his early adulthood amassing a fortune crafting magic items for the merchant and the upper classes. This enabled him to practice magics with minimal supervision, especially by the authorities of the kingdom. There are those who say he experimented with dark magic, but he actually remained clear of the school of necromancy, which tempted him at every turn in his research.

Over his career, he has gone down in history as the creator of many magic items found within the realm:

[Bag of Haggling](#)

[Brooch of Tangents](#)

Ring of Melding

Cloak of Midnight

[Helm of Hiding](#)

Appraiser's Gem

Rod to Ruin

Nazur's Wand and its many variants
many warded coffins

In his golden years, he has created a potpourri mixture of reagents he calls Magedust which has been known to improve the duration of certain schools of magic, among other effects.

Speaking to him of Djander (even to this day) sends him into a rage.

Nazur Tscheryn
Medium-size Male Human
Diviner15

Hit Dice: (15d4)+15

Hit Points: 63

Initiative: +0

Speed: Walk 30 ft.

AC: 10 (flatfooted 10, touch 10)

Attacks: *Dagger +1 +8/+3; *Dagger +1 (Thrown) +8/+3; ;

Damage: *Dagger +1 1d4+1; *Dagger +1 (Thrown) 1d4+1; ;

Vision:

Face / Reach: 5 ft. / 5 ft.

Special Qualities: +2 bonus to Spellcraft when learning Divination, Summon Familiar

Saves: Fortitude: +6, Reflex: +5, Will: +11

Abilities: STR 11 (+0), DEX 10 (+0), CON 13 (+1), INT 29 (+9), WIS 15 (+2), CHA 8 (-1)

Skills: Appraise 14; Balance 1; Bluff -1; Climb 0;

Concentration 19; Craft (Alchemy) 15; Craft (Gemcutting) 14; Craft (Untrained) 9; Decipher

Script 14; Diplomacy -1; Disguise -1; Escape Artist 0;

Forgery 11; Gather Information 1; Heal 2; Hide 0;

Intimidate -1; Jump 0; Knowledge (Arcana) 15;

Knowledge (Architecture and Engineering) 12;

Knowledge (Dungeoneering) 14; Knowledge

(Geography) 17; Knowledge (History) 16;

Knowledge (Local) 14; Knowledge (Nature) 12;

Knowledge (Nobility and Royalty) 13; Knowledge

(The Planes) 16; Listen 2; Move Silently 0;

Profession (Bookkeeper) 3; Ride 1; Search 11;

Sense Motive 3; Speak Language(Elven, Celestial,

Draconic) 3; Spellcraft 29; Spot 3; Survival 2; Swim 0;

Feats: Craft Rod, Craft Wand, Craft Wondrous Item,

Empower Spell, Enlarge Spell, Extend Spell,

Greater Spell Penetration, Heighten Spell, Maximize

Spell, Scribe Scroll, Spell Penetration

Challenge Rating: 15

Alignment: Chaotic Neutral

Possessions: Dagger +1; Headband of Intellect +6;

Ring of Mind Shielding; Rod of Negation; Wand of

Mirror Image;

Spells:

Spells per Day:

(4+1/7+1/6+1/6+1/6+1/6+1/4+1/3+1/2+1/

DC:19+spell level)



LOCATION

This is an overview of the state of Onuago at the start of the third part of The Horror of the Old Ones: the Begotten of the Old Ones have overrun the town and it lies in chaos.

Introduction

At this point the PCs have discovered the source of the strange mutations that have plagued this area for centuries: some type of horrific aberration that slumbers beneath the rocky Harpy Point in Onuago Bay.

The players cross the swamp to Onuago to find the dismal swampy town overrun with misshapen, mutated Begotten of the Old Ones. While the players were traveling back, the Old One, awakened by the priest Ernardus's ritual, emerged from its cocoon where it had slumbered beneath Harpy Point, crossed the bay, and lumbered out of the sea onto the wharfs.

As it emerged from the sea the sullen clouds began to rumble and release a heavy rain. Lightning and thunder accompanied the enormous monstrosity as it wandered through the town, and its very presence caused reality to run and melt like wax. Buildings, inhabitants, and the land itself have been twisted into alien, nightmare versions of themselves. This trail of chaos winds through the town like the path of a tornado of twisting unreality before returning to the sea.

As the players come upon the scene, the town is in complete pandemonium. Begotten of the Old Ones are scattered throughout, most of them raving mad from the trauma of their transformations from lifelong townfolk. Those who were not changed and have not been able or willing to flee the town for the wilderness of the swamps are either cowering or fighting across the town. When the players encounter these townfolk, they should learn of the last nights events from them.

The weather has also turned for the worst -- wet pellets assault the party, a mixture of rain and hail. The precip has definitely hit the fan!

ENCOUNTERS:

THE BEGOTTEN RUN AMOK in ONUAGO

These encounters detail some run-ins with the Begotten and citizenry in the ruins of Onuago. The players must rescue some children from a group of spawn. They have an opportunity to help an old woman safeguard her family fortune. Finally, the players get in contact with Thorenston, who helps them get to Harpy Point.

Encounter: Children of Horrors (EL 7):

The players run into a group of Begotten threatening townfolk in an area of town transformed by the old one's passage. Here, a part of the street has been transformed into a deep muddy channel when the Old One crossed it. The buildings to either side have been plowed down and the surrounding buildings are warped and twisted as though viewed through a fun house mirror. One to the left is emitting a low moaning sound, and it's doorway shrinking and expanding in time with the groans.

Just their screams of terror can be heard from a half-melted house across the street. If the players investigate they find a small group of begotten inside the house menacing a group of three children, one of whom lies limp on the floor.

Creatures: Begotten Of the Old Ones (2) HP: 61, 79. In actuality, the Begotten are these children's parents, hideously transformed by the Old One's proximity. If the players attack, the begotten will defend themselves.

If the PCs ask the children what's wrong and succeed at calming them (DC 25 Diplomacy check) the children will reveal that the begotten were their parents before the enormous scary thing walked through the house next door. The unconscious child has fainted in terror.

In any case, the players only have 2d4 rounds to act before the Begotten lose the last shred of sanity that is keeping them from attacking the children.

A *polymorph*, *remove curse* or *break enchantment* will return the parents to their normal selves.





Encounter: The Madame's Chambers (EL 7-9):

The players walk by the snug harbor inn, which still stands after the chaos. If able to talk their way inside past the barred door (DC 15 diplomacy check), the barkeep relates the tale of last night's terror. He tells the players about hearing a commotion before some townfolk ran inside to say a sea monster had climbed up onto the docks and was headed towards town. Shortly thereafter a hideous fish-man wearing rags crashed into the inn and bit Sven the porter's left arm clean off before anyone could blink an eye. Since then he, the tap room's regulars and a few terrified townfolk have been holed up in the Inn, fighting off the occasional monstrous former friend.

Mme Babushka requests the player's assistance escorting her to her house to safeguard some family heirlooms, offering a reward of 200 gold for their bravery. If uninterested, she will work her way up to 500 gold. If the players accept, they must escort Mme. Babushka across town to her house, which is indeed infested with begotten of the old ones (eight in all). In addition, the house is no longer structurally sound, and presents a difficult gauntlet as the players work their way upstairs to her private chambers. There Mme. Babushka's treasures are intact, and she offers to pay the player's once they return her safe to the Snug Harbor.

Creatures: Begotten of the Old Ones (8): HP: 64, 68, 77, 74, 68, 53, 51, 61.

and medium animated objects (10): HP: 35, 23, 27, 24, 30, 39, 30, 31, 29, 31. In groups of two to four throughout the house, these Begotten are drawn here by the lingering energies of the Old One. Those energies were so strong here that much of the furniture has come to life and will join in attacking anything that enters in groups of two or three.

Regardless of weather the players assist Mme. Babushka, the proprietor of the snug harbor will inform them that Old Man Threnston had come around asking about them several days ago, saying he had been doing work on a ship.

Encounter: Old Man Threnston's Last Ship (EL 11):

Noah-like, old man Threnston has built or fixed up a small one-sail ship that the players may use crossing to harpy point. Once they encounter him at the dry-docks near his home in east Onuago, he needs their help getting the ship launched. The players must launch the ship in the storm down the dry-dock by rope. Those working to slowly lower the ship must stand two behind and two beside the ship, each slowly letting a length of rope out. The dry dock itself is a sloped wooden frame and ramp that begins on the shore above the tide-line and slopes down into the water. The frame that keeps the ship upright on the ramp gives those immediately next to the ship cover but also create difficult terrain: characters move at half speed through it.

The strength checks required are a series of five DC 13 strength checks by four people. On each round of checks, for each player that fails their check, everyone else's checks go up by 1 point. For each person not pulling on the ropes, everyone else's strength check goes up by 3 points. Thus for one person to lower the ship requires five DC 22 strength checks. Failure on everyone's part on the strength checks yields consequences according to the chart below.

After the second round of checks, the laboring PCs are attacked by a group of Begotten who climb up out of the water onto the dry docks and attack the two players on the sides of the ship.

Creature: Begotten of the Old Ones (3): HP: 67, 65, 67

Strength Check Failure: as the players let go of the ropes to fight, the other's strength checks go up. Failed strength checks results in various consequences depending on how badly the highest check fails:

Bad (failed by 1-5): the ship is let slip and flies into the water much too quickly. In addition to being damaged and requiring constant bailing, it must now be retrieved somehow before the waves and wind take it away or dash it upon the shore. Award 80% experience for the encounter.



Worse (failed by 6-10): one or more of the players (or Thorenson) to the sides of the ship are bowled over by the ship as it is loosed and must make a DC 20 reflex check to avoid 6d6 points of bludgeoning damage as the ropes pull them down and the ship grinds over them on its way down the dry dock. Award 60% experience for the encounter.

Worst (failed by 10+): the ship flies loose and crushes several people as above, who also become tangled in the ropes and pulled out to sea with the uncontrolled ship. Swim and escape artist checks are required to avoid drowning, or those pulled in must be rescued. Award 40% experience for the encounter.

Afterwards, there are challenges getting across the bay: strength for rowing or Profession (Sailing) checks, a chance to capsize, etc.

ENCOUNTER: HARPY POINT



After launching their vessel with Old Man Thorenson, the players have crossed Onuago Bay and approach Harpy Point. According to the locals, the only accessible landing on all of Harpy Point is at the base of the cliffs below the abandoned lighthouse. This location details that area and the lighthouse above.

The ruins of an old lighthouse adorn the promontory at the top of Harpy Point. Gargoyles have occupied the stony structure, where they rest upon the domed lamp at the top of the structure.

1 Rocky Shore (EL 7)

Waves beat upon the rocks, the sound conjuring up the blacksmith's hammer against an anvil. The wide island has nary a entry point, even from the air. Sharp rocks line the shore like pikes set against an invading army.

After some time floating in the water and making successful search checks vs. DC 25 (35 or more if night) the party spies a narrow slit in the rocks, just large enough for a skiff to skirt the spikes. A DC 25 profession (sailing) check is required to successfully navigate the passage without damage to the vessel. Should their ship flounder, DC 15 swim checks are required to traverse the channel leading to the tiny shore and steps.

2 Stony Steps

On the other side of the narrow passage, a 10' shore provides a landing at the bottom of a set of stones set into the cliff.

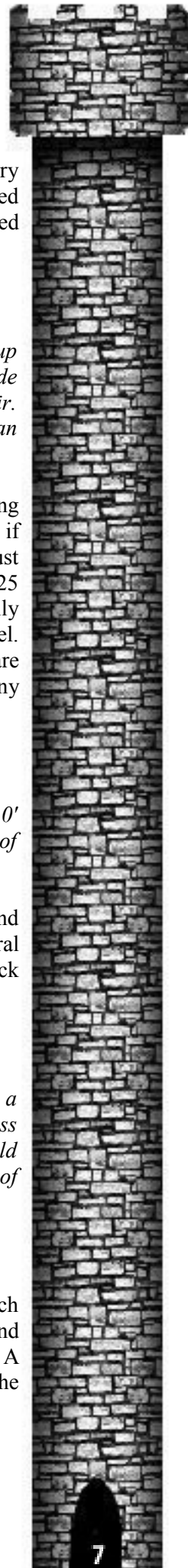
If the players land and climb the steps, they find that they are slick. Every 60' along this 240' natural staircase, players must make a DC 10 climb check or slip.

3 Ledge

Most of the way (180') up the stone steps there is a ledge that overlooks the sea. Screeches echo across the sky, but no visible creatures descend. An old lighthouse looms above, the solemn destination of this rocky climb.

4 Promontory

The steps end here at the tip of a promontory which juts out over the sea. A lighthouse looms at hand here, the far end of this level of the island. A passable trail appears to descend down into the lower interior of the island beyond the lighthouse.





5 Lighthouse Entry

The lighthouse has fallen into disrepair. The door hangs on to its last rotting fibers, revealing a small room behind.

As the players approach, read:

The door falls off its hinges, splintering into multiple half-boards. The cracking wood echoes up and back down the staircase up in to the darkness, followed by a faint screech.

The doorway enters into a cloak room, at the far end of which is set of steps, leading up. The cloak room has been vandalized; anything that may have had value has been gone for some time now.

6 Narrow Spiral Staircase

This narrow staircase is very poorly lit, and the crumbling walls reveal severe rot in the mortar. The place is absent of all smell; not even the salty sea penetrates the porous walls.

The steps can only support a small amount of weight at a time, so they creak and moan as the players ascend. If the party weight exceeds 1,000 pounds, they collapse at a weak point 40' up the ascent and the party falls, taking 4d6 points of falling damage. A DC 15 search check and a DC 10 knowledge (engineering or architecture) check will allow the players to spot the weak point as they approach it.

7 Lamp

The staircase opens out into a platform overlooking the bay. Stone gargoyles adorn the rooftop, an odd adornment for such a utilitarian structure. The lamp unit itself has long since disappeared, and the glass dome is all broken.

Creatures (EL 11): The gargoyles are (of course!) alive, and move once the players are in range of their surprise attacks. From their vantage atop the lighthouse, they have been aware of the party ever since they set foot on Harpy Point.

If the encounter with the party of initially unfriendly gargoyles goes well (DC 25 Diplomacy check to modify their attitude from unfriendly to friendly) the party can gain a valuable source of information about the lay of Harpy Point and its namesakes. They are on more or less friendly terms with the harpies, and if the gargoyles are convinced to be helpful (DC 40 Diplomacy check) they will be given a token that will help them negotiate later encounters with the harpies: the ritual greeting the gargoyles use whenever beginning a conversation with them, "Winged wretches, all on rock, gaze at morsels on the dock, sea foam splash, thunder clash, on the stones their bodies crash." Opening a conversation with the harpies using this rhyme will give a +4 circumstance bonus on Diplomacy checks.

If the party is hostile or threatening, however, they gargoyles will gladly attempt to rend them limb from limb.

A party of gargoyles has taken up residence in this abandoned lighthouse. They have traveled far together over the years from their people's home in the wastelands to the east of the Middle Kingdoms. Seasoned adventurers, they have lived here for some months in relative comfort, picking off the citizens of Onuago and the other towns around the bay. They are single-handedly the most responsible force for decimating the population of the nearby settlements. Their names are pronounced with a trilled *r*, and double consonants are pronounced twice.

Creatures: Gargoyles

Partaxis CR 7

Male gargoyle fighter 3
CE Medium-Size monstrous humanoid (earth)

Init: +3 Senses: darkvision 60 ft.

Listen +4, Spot +4

Languages: common

AC: 22 (+5 armor, +4 natural, +3 dex)

touch 13, flatfooted 19

HP: 81 (HD 4d8 + 3d10 + 42) DR

10/Magic

Fort: +10 Ref: +8 Will: +6





MV: 40 ft., fly 60 ft (average)
Attack: overclaw gauntlet +13 (1d6+5 / 19-20 x 2)
Full Attack: overclaw gauntlet +14 (1d6+5 / 19-20 x 2) and claw +12 (1d4+4) and bite +10 (1d6+2) and gore +10 (1d6+2)
Space / Reach: 5 ft. / 5 ft.
Base Attack: +7 Grapple: +15

Abilities Str 19 Dex 17 Con 22 Int 7 Wis 12 Cha 4
SQ: freeze
Feats: Multiattack, Improved Critical (overclaw gauntlet), Improved Unarmed Strike, Improved Grapple, Weapon Focus (overclaw gauntlet)
Skills: Hide +7*, Swim +7, Listen +4, Spot +4

possessions: breastplate, +1 overclaw gauntlet.

Rexx-r CR 7

Male Gargoyle sorcerer 3
AL Medium Size monstrous humanoid (earth)
Init: +3 Senses: darkvision 60 ft.
Listen +6, Spot +6
Languages: terran, some common

AC: 21 (+4 natural, +4 *mage armor*, +3 dex) touch 13, flatfooted 18
HP: 54 (HD 4d8+3d4+28) DR 10/Magic
Fort: +7 Ref: +9 Will: +10 - with *resistance*

MV: 40 ft., fly 60 ft (average)
Attack: claw + 9 (1d4)
Full Attack: 2 claws +9 (1d4+3) and bite +7 (1d6+1) and gore +7 (1d6+1)
Space / Reach: 5 ft. / 5 ft.
Base Attack: +5 Grapple: +8

Abilities Str 16 Dex 17 Con 19 Int 4 Wis 14 Cha 11

SQ: freeze
Feats: Multiattack, Still Spell, Combat Casting
Skills: Concentration +8, Hide +7*, Listen +6, Sense Motive +3, Spot +6

Spells Available:

0th (6 per day): *detect magic*, *daze*, *ghost sound*, *ray of frost*, *resistance*
1st (5 per day): *mage armor*, *ray of enfeeblement*, *shocking grasp*

Possessions: spell component pouch on a lanyard.

Tortt CR 7

Female Gargoyle rogue 3
LE Medium Size monstrous humanoid (earth)
Init: +5 Senses: darkvision 60 ft. Listen +4, Spot +8

Languages: common

AC: 21 (+4 natural, +5 dex, +1 dodge, +1 deflection) touch 16, flatfooted 16
HP: 71 (HD 4d8+3d6+35) DR 10/Magic
Fort: +7 Ref: +11 Will: +5, Evasion

MV: 40 ft., fly 60 ft (average)
Attack: short sword + 11 (1d6+4)
Full Attack: short sword + 11 (1d6+4) and claw +10 (1d4+3) and bite +8 (1d6+1) and gore +8 (1d6+1)
Attack Options: Sneak Attack +2d6
Space / Reach: 5 ft. / 5 ft.
Base Attack: +6 Grapple: +9

Abilities Str 17 Dex 19 Con 20 Int 10 Wis 11 Cha 4

SQ: Freeze, Evasion
SA: Trap Sense +1, Trapfinding
Feats: Multiattack, Dodge, Mobility
Skills: Craft (trapmaking) +3, Disable Device +8, Hide +7*, Listen +4, Sense Motive +5, Search +6, Spot +8, Tumble +6

Possessions: +1 Short Sword, Ring of Protection +1.

Kattaxx CR 7

Female Gargoyle cleric 3
NE Medium Size monstrous humanoid (earth)
Init: +1 Senses: darkvision 60 ft.
Listen +4, Spot +4
Languages: common, some terran

AC: 19 (+4 natural, +5 armor, +1 dex) touch 11, flatfooted 19
HP: (HD 4d8+?) DR 10/Magic
Fort: +8 Ref: +5 Will: +9

MV: 40 ft., fly 60 ft (average)
Attack: claw + 13 (1d4+6)
Full Attack: claw +13 (1d4+6) and claw +12 (1d4+6) and bite +10 (1d6+3) and gore +10 (1d6+3)

Space / Reach: 5 ft. / 5 ft.
Base Attack: +6 Grapple: +12





Str 19 (23) Dex 12 Con 19 Int 8 Wis 14 Cha 9

SQ: freeze,

SA: command or rebuke undead, turn air creatures, rebuke or command earth creatures, scent

Feats: Multiattack, Combat Casting, Power Attack

Skills: Concentration +8, Hide +7*, Knowledge (religion) +2, Listen +4, Spot +4

Spells Prepared or Available:

1st: bless (already cast), cure light wounds, magic fang* (already cast)

2nd: cure moderate wounds, bull's strength (already cast)

Domains: domain (bestial, earth)

Possessions: chain mail, holy symbol of Kerilia, Major Elemental Spirit: a piece of unworked granite on a lead chain.

Tactics: The gargoyles have prepared with some spells as the PCs have approached their roost, already included in their stats above. The gargoyles' close-quarter tactics include well-coordinated attacks especially between the sorcerer, rogue and fighter. The fighter will often grapple an opponent, who the rogue will quickly slay with a flurry of sneak attacks. Spellcasters who draw attention to themselves will be countered with bull rushes or grapples followed by a drop from the heights onto wave-beaten rocks 400 feet below. They be tight.

If reduced to less than 1/4 HP, the gargoyles will attempt to flee the scene, and will probably move off to less hostile pastures, perhaps in the mountains near castle Steiglitz.

Treasure: The gargoyles have managed to collect a fair amount of wealth from their victims, and have hidden it within rotating mechanism upon which the broken lamp rests. It consists of several leather sacks and a backpack with 53 platinum coins, 200 gold coins, 525 silver coins, a small gold bracelet worth 4 gold, a solid gold sculpture of tritons on hippocampus worth 750 gold, a freshwater pearl worth 10 gold, a black pearl worth 550 gold, a polished obsidian worth 15 gold, and a golden yellow topaz worth 450 gold. Tortt, the rogue, has rigged it with a crude crossbow trap, however, as a precaution against her friends stealing what she considers hers.

Basic Arrow Trap: CR 1; mechanical; proximity trigger; manual reset; Atk +10 ranged (1d6×3, arrow); Search DC 20; Disable Device DC 20.

Harpy Point has come to refer to the entire island ... Over the rocks crags that ring the east edge of the island, harpies ...

8 Feeding Ground

A strewn pile of bones serves as a centerpiece to this enclosure in the rocks. A low stone overhang provides a shelter from falling rain.

Among the bones are a collection of small trinkets from nearby towns and a few adventures packs which have been ransacked. The party will have to thoroughly search the bones (DC 20) to find all the items:

- masterwork leather armor that's survived the thrashing
- ring of resistance +1 on a skeletal finger
- moldy boots of speed at the very bottom of the pile
- 100gp in coins at various strata

9 Lounge

A set of smooth stones encircles an ash-filled firepit. Two trees have struggled to grow up through the cracks in the rocks, their low limbs curled back in toward the trunks. A sliver of smoke wafts up and out to sea against a backdrop of falling rain.

The firepit is still warm, a sign that this location is still used. If the party stays in the area for more than a minute, they will likely hear the high shrill screeches of harpies in the nest.

10 Nest (EL 11)

This concavity in the rock forms a smooth surface, which has been padded with many layers of twigs, hay, bits of hide and great greasy feathers.

The nicer items are here, along with three harpies who have grown fat off the nearby townsfolk, and who have also begun to develop sorcerous powers due to proximity to the old one and also from some small teachings from the gargoyles in the nearby lighthouse. They are haughty and aggressive, leaping to attack unless convinced otherwise.

Creatures: Harpy Sorcerers HP 38, 50, 48

CE Sex Race sorcerer 3

size Medium Monstrous Humanoid

Init: +2 Senses: Darkvision 60 ft.

Listen +7 Spot +3



AC: 21 (+4 shield spell, +4 mage armor, +2 Dex, +1 natural), touch 12, flat-footed 11
 HP: 38, 50, 48 (HD 7d8 and 3d4)
 Fort +3, Ref +8, Will +9

MV: 20 ft. (4 squares), fly 80 ft. (average)
 Attack: +9 masterwork spear (1d8)
 Full Attack: +9/+4 masterwork spear (1d8) and +3 claws(2) (1d3)
 Atk Options: Flyby attack, 1 wand of acid arrow: ranged touch +10, 2d4 acid + 2d4 acid next round
 Space / Reach: 5 ft. / 5 ft.
 Base Attack: +8 Grp: +8

Abilities: Str 10, Dex 15, Con 10, Int 7, Wis 12, Cha 18

Feats: Dodge, Flyby Attack, Persuasive, Ability Focus (Captivating Song)

Skills: Bluff +11, Concentration +3, Intimidate +7, Listen +7, Perform (oratory) +5, Spot +3

SA: Captivating Song (DC 19)
 SQ: Darkvision 60 ft.

Spells Prepared or Available:

0th (6/day): detect magic, ghost sound, ray of frost, resistance, touch of fatigue

1st (6/day, 4 remain): shield, mage armor, and either shocking grasp, burning hands, or magic missile

Possessions: masterwork spear.

Captivating Song (Su): The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies) within a 300-foot spread must succeed on a DC 19 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties.) A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

Tactics: The harpies are likely aware of the party's approach and will cast *mage armor* and *shield* on themselves as soon as they see that they are armed (already included in above stats). The harpies are hostile, and will attack immediately, using their song one at a time to attempt to lure party members off the high cliffs (DC 19 Will save). Failing that they will attack with their spells and use their spears in flyby attacks. In addition, one of them wields the wand of *acid arrow* (ranged touch +10, 2d4 acid + 2d4 acid next round) listed in the treasure below.

Vicious, the harpies will fight to the death.

Treasure: a battered sea chest with 7,000 silver coins, six large chests stamped with a tax collector's seal containing 70,000 copper coins, 3 gems in a leather pouch: a black agate worth 10 gold, a galena worth 25 gold, and an octel worth 98 gold, 4 gems in a soggy, gouged velvet-lined jewel case: a brandeen worth 90 gold, a clear topaz worth 825 gold, a brown diopside worth 9 gold, and a pink tourmaline worth 105 gold, a potion of blur, a wand of *acid arrow* with 33 charges, a +1 quarterstaff, a +1 large steel shield, a ring of climbing, a hand of the mage, and a potion of *expeditious retreat*.

CULTURE / RACE: WYNDM-FOLK

Many agree that the Wyndm-folk are the native people of the Lands of North Bay (Západní Stará). Their skin ranges from light to dark, depending on where they spend most of their time. In fact, there are those who claim that their skin changes from week to week based on the amount of sunlight and other stimulation they are experiencing. Even their hair is likely to change from week to week, making it difficult to distinguish between them based solely on appearance. Wyndm-folk otherwise appear as humans.

- Medium: As Medium creatures, Wyndm-folk have no special bonuses or penalties due to their size.
- Wyndm-folk base land speed is 30 feet, and they only receive half the penalty for any terrain in the Lands of West Old Bay.
- 1 extra feat at 1st level.
- 4 extra skill points at 1st level and 1 extra skill point at each additional level.
- Automatic Languages: Common and two of the Wyndm languages, one as the first (native) language, and one of another, neighboring Wyndm tongue. Bonus Languages: Any. See the Speak Language skill.



- Favored Class: Any, except barbarian, monk or wizard. When determining whether a multiclass Wyndm-folk takes an experience point penalty, his or her highest-level class does not count. It is rare to see a Wyndm-folk lawful good cleric or paladin.
- Favored alignment: Neutral
- Unique Languages: Forest Wyndm, Marsh Wyndm, Mountain Wyndm. There is no real name for these, as there is no word in any of the Wyndm Tongues for language



Moderate necromancy and transmutation; CL 18th; Craft Magic Arms and Armor, *wither limb, keen edge*; Price +4 bonus: 32,000 gp.

Activity Spike



This magic item is activated whenever the activity in the room grows too active, at the DM's discretion, of course. The spike then elongates from 3 inches to 3 feet and deals 2d6 on a successful hit from the sharp end. Unfortunately, since the large spike is unwieldy, unless the wielder has an exotic weapon feat, he or she will suffer a -2 penalty to hit.

The spike can also be used as a club, and deals damage as a, you guessed it, club.

This item could also be used creatively to many humorous (and deadly) ends. Think about it.

This item radiates a minute amount of magic.

Price: 1,500gp

Cu-less Cutlass



This cursed blade makes it harder (-2 to attack rolls) to hit enemies. Otherwise, it is normal.

The adornments on the hilt of the sword hint at lands where volcanoes loom overhead and coconuts and pomegranates constitute a portion of the local diet. The sword is unique, the result of a craft wondrous item gone wrong. It has been in the hands of a unknowing pirate for many years now, a pirate whose battles have left him increasingly scarred and broken.

MAGIC ITEMS

Arms and Armor

Axe of Dismemberment



In addition to being a +1 axe, this deadly weapon deals critical hits, removing limbs like a vorpal sword. It does not sever heads, merely other body parts, such as limbs and digits. Still, it's pretty nasty. It's been known to render warriors useless in battle, their arms sundered from their corporal beings.

This nasty item and the magic that powers it was developed by orc mages in the Northern Reaches, but has been strongly adopted by all the demi-human races in the Fjordlands.

On a successful critical hit, roll a d6. On a one, the DM chooses a limb that is severed.

Due to the tainted nature of the item, this axe cannot work for a day after a restoration or repair spell is cast upon it. In these cases it acts as a normal axe. It also needs to taste blood before the special dismembering power is activated.

Oh, and you don't want to fumble wielding this item -- critical failures mean you roll 1d6 on yourself. On a one, you lose something!

This weapon has left many a knightly warrior shouting, "Come back and fight -- I'll bite your legs!" and other sad taunts.



Helm of Hiding

This helm (really a leather cap) improves the wearer's chance of hiding. It provides a +5 competence adjustment on all Hide checks while worn.

Faint transmutation; CL 5th; [Craft Wondrous Item](#), *darkness*; Price 2,500 gp; Weight 1 lb.

Winged Helm



This helmet, fittingly adorned by giant wings, allow the wearer to fly at various speeds, depending on the size of the adorning wings. Activating the item takes a standard action, as the wearer must rub the feathers with saliva not unlike the way a cat preens itself.

The helm in the picture is the minor version of the helm, which allows the wearer to float a foot off the ground with very limited mobility, essentially hovering and moving at half speed.

The normal version (with 18" wings) provides fly at the wearer's normal move and the greater version (with 6' wings) provides flight up to 100' per round.

Originally researched and developed by Djander, mage counsel to the King of Vandor in the waning days of his kingdom. When the king passed, the land split into the Ten Princedoms, and the Winged Helms allow the Princes to travel quickly across the sea to convene meetings to continue to rule the land. As such, there are ten Winged Helms, one each in possession of the princes.

Price: 25,000gp

Price, minor: 12,500gp

Price, major: 50,000gp

Rods / Staves / Wands

Wand of Wandering

This wand (technically a rod) provides many of the functions necessary for surviving on long journeys. It is generally crafted from a length of willow driftwood and topped with a depiction of a monarch butterfly in gold or amber.

- locate object (2nd) 1 / day
- know direction (0th) 3 / day
- create food and water (3rd) 1 / day
- use of the endurance feat while in the user's possession

verbal component: *Danaus plexippus*

Moderate divination, faint conjuration and transmutation; Caster level 5th; *create food and water, know direction, endurance, locate object*; Cost 11,450 gold; weight 2 lbs.

Wondrous Bags and Purses

Bag of Haggling

Originally developed by Nazur Tscheryn, mage of Chaurille, as a way to acquire reagents at reduced rates (as well as to communicate with the denizens of the night that peddle eyes of newt, nightshade, and other fine things)

A favorite among merchants, this bag (also available as a purse) has been enchanted such that it helps negotiate deals on behalf of the owner. The quality of the negotiation varies from purse to purse, depending on the quality of the caster. The purse allows the owner to speak the language of his or her collocutor to facilitate the negotiation. An average example of this purse also adds a +10 circumstance bonus to all skill checks that involve negotiating prices (Diplomacy, Bluff, etc.).

Faint abjuration; caster level 3rd; *tongues, eagle's splendor*, Craft Wondrous Item; 7,500 gold.



Serpentward Purse

Generally decorated with thread-of-gold depicting a dragon or wyrm, this purse is similar to the magically warded Wailing Purse, with the difference that any touching or opening of it by anyone except the wearer results in a ghostly viper rearing up from the purse and striking the would-be purloiner.

When the snake strikes, the thief must succeed at a DC 14 reflex save. If they fail, they are engulfed in a shimmering amber field of force and immobilized until released, either at your command or when 1d4 days + one day per caster level have elapsed. The effect is identical to those of the spell *sepia snake sigil*.

Faint abjuration; Caster level 5th; *sepia snake sigil*, Craft Wondrous Item; Price 7,500 gold; Weight 1/2 lb.

Wailing Purse

This purse has been enchanted such that attempts to pick it from it's owner result in a loud alarm. The alarm varies from purse to purse, but is generally a shouted "thief! thief!" in the language of the enchanter.

Weak abjuration; caster level 1st, *alarm*, Craft Wondrous Item; 1,000 gold

Alternate versions are powered by magic mouths, allowing a higher range of sounds and responses, such as singing, biting, or saying things like "You don't really *need* that, do you? Can we afford that?". These are considerably more expensive, in the 6,000 gold range

Minor Artifact

The Visage of Scahrossar

According to legend, this black leather Mask was a gift from Scahrossar, goddess of pain, to a legendary priest of Oldimara, her brother, the god of trickery. The turmoil surrounding the events that transpired are chronicled in the bard's song "Blood Tears of Hernisia".

The Visage's surface matches the contours of a face, and is adorned with delicate inlays of silver and steel, but there are no holes for the eyes, nose or mouth. On the interior side, there are two one inch iron spikes where the eye holes would be. Black silk ribbons hang from the sides and can be tied together to secure it to the head. Because of the lack of mouth opening, the wearer's voice is somewhat muffled and breathy. In spite of this those dealing with the wearer find them shudderingly fascinating and compelling.

In order to use this item one must put it on, piercing one's own eyes with the iron spikes. This process inflicts 1d4 points of damage and results in permanent blindness. This blindness can be magically cured if the Mask is removed, but donning it will once again result in blindness. Unless exceptionally strong-willed the wearer has no desire to remove the Mask at any rate (DC 28 Will save).

This Mask radiates moderate evil.

As long as the wearer has the mask on they gain the following benefits:

- Blindsight to a range of 45'
- True Seeing: the ability to pierce illusions and disguises within the blindsense. This does not confer actual sight.
- +5 enhancement bonus to Charisma
- Suggestion 3/day (DC 20 Will save to resist)
- +5 profane bonus to search and spot

Strong divination, transmutation and enchantment [evil]; CL 18.



SPELLS

Phase Object

What a drag it is getting old.

This spell was discovered by the elder wizard Faduado Gantonin in the Phylactæte, who was hell-bent on prolonging his life. Sadly for him, he never made it very far (only a round forward and a round back), but other mages have since put this magic to good use in less grandiose contexts.

Phase Object (Time / Transmutation) Level 6 Transmutation [Time]

Level: Cleric 6, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Effect: One object shifts in time in defined cycles

Duration: 1 cycle/level (see text)

Saving Throw: see text

Spell Resistance: Yes

By waving her index finger and repeating the verbal component, *Os-Il-Ate*, the caster shifts an object in time one round forward or back from the present, alternating back-present-forward-present and so on for 1 cycle/lvl. The caster must continue the verbal component at relative intervals to maintain the spell. This doesn't interfere with other spells since the verbal component is so simple.

If cast on a container (no larger than a bag), all the items inside the container also phase shift in time. Certain mages have found ways to cast the spell on the items inside the bag, creating the Bag of Withholding (future past -- or is it past?). The downside to this spell is that items can become lost in time if the caster is not careful, trapped one round in the past of the caster.

The Greater version of the spell (9th level) allows the caster to shift a number of items up to their level a number of rounds up to their level into the future and past.

CREATURES

The Begotten of the Old Ones (CR 5)

The result of prolonged exposure to Old Ones, persons too near their reality warping effects undergo a transformation into beings which resemble them in some ways. These changed creature's features are bestial and reminiscent of fish, lizards, and amphibians, with claw-tipped hands or occasionally tentacles for arms. They are cunning and physically powerful, yet twisted and crippled in appearance. These creatures are ruled by the Old Ones through fear, violence and mental domination.

Those that can still speak do not usually chose to do so. Instead they mainly communicate simple thoughts to each other by telepathy, accompanied by whimpering groans and croaks.

Begotten of the Old Ones

usually chaotic neutral with evil tendencies

Medium Size Abberation

Init: +2 Senses: darkvision 60'

Listen +7 Spot +7

Languages: Telepathy 60' and either common or none

AC: 17 (+2 dex, +5 natural armor)

HP: (HD 9d8+ 27)

Defenses: SR 15, DR 5 / lawful

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

MV: 30, swim 30 or fly 30'

Attack: +10 appendage 1d6+4 or +10 greatclub 1d12+5

Full Attack: +11 appendage 1d6+4 and +11 appendage 1d6+4 +10/+5 greatclub 1d12+6

Attack Options: Lightning Touch

Space / Reach: 5ft. / 5ft.

Base Attack: +6 Grapple: +10

Str: 18 Dex: 15 Con: 17 Int: 9 Wis: 12 Cha: 6

SQ: DR 5/lawful, SR 15, darkvision 60'

SA: spell like abilities: blur

Feats: weapon focus (appendage), power attack, ability focus (Otherworldly Gaze), quicken spell-like ability (blur)

Skills: +7 listen, +7 spot





Lightning Touch (Su): Begotten of the old ones can generate, as a free action, a burst of electricity from within their bodies that damages and may stun their victims. The touch deals 1d8 points of electricity damage and stuns the target for 1d4 rounds. A DC 17 Fortitude save avoids the stun effect - the save is constitution based. They may use this ability once per round, delivered by melee attack.

Otherworldly Gaze: As a standard action begotten can focus their otherworldly gaze upon a mortal creature and create a haze of confusion as the spell. A DC 17 will save is required to avoid this confusion (save is wisdom based), which lasts as long as the begotten concentrates upon it. This is a mind-affecting ability.

Spell-like abilities: blur 1/day. Caster level 5th.
DR: 5 / lawful (axiomatic)
SR: 15

COMBAT

Sometimes armed with simple weapons, but generally attacking with whatever appendages the old ones have given them, the begotten are straightforward combatants. If encountered in a group, those in the rear will focus their otherworldly gaze on those being attacked, while their brethren attack with their claws and lightning touch.

Begotten of the Old Ones - Acquired Template

Sometimes when the powers of the old ones transform an unique creature, some of it's abilities and original form remains. In those cases apply this template to the base creature to generate the statistics of the resulting creature.

Type: the creature's type changes to aberration

HD: the creature's hit dice change to d8s.

AC: gains +5 natural armor

Special Abilities: Begotten of the old ones gain the following special abilities:

Lightning Touch (Su): As above A DC (1/2 begotten hit dice + constitution modifier) Fortitude save avoids the stun effect.

Otherworldly Gaze: As above. A DC (1/2 begotten hit dice + wisdom modifier) will save is required to avoid this confusion.

Spell-like abilities: blur 1/day. Caster level 5th.

DR: 5 / lawful (axiomatic)

SR: 15

Telepathy 60'

Darkvision 60'

CR: +2

ECL: +2