

CLAW/CLAW/BITE



ISSUE # 7

JUNE 2007



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ISSUE 7 – JUNE 2007

CONTENTS

CHARACTERS.....	2
FEATS	6
SPELLS.....	7
CREATURES.....	8
LOCATION: THE LANDS OF NORTHBAY.....	17
EQUIPMENT & MAGIC ITEMS.....	18

CREDITS

Claw/Claw/Bite # 7 by Adam A. Thompson and S.D. Hilderbrand., with cover art by Joe Calkins of [Cerberus Art](#).

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 mind the
current.

CHARACTERS

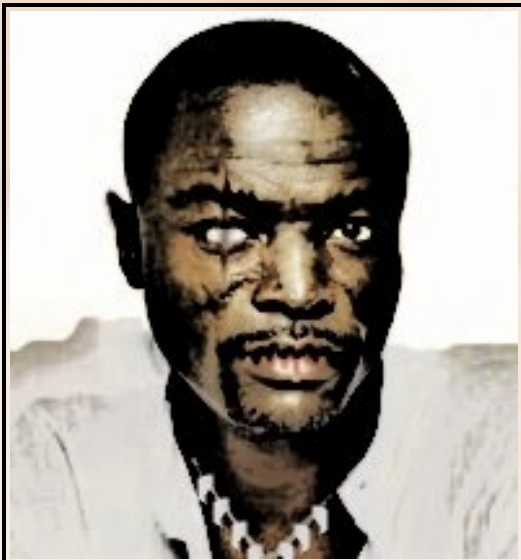
Mpa-Mda Mba-Mta (Pada Bata)

A slave brought to Sassarine from the inlands, his name means "fight person, burn death." After years as under these conditions, he broke his bonds, escaped, and is now an outlaw. Mpa-Mda survives as a swordsman and swashbucker, his towering physique providing an amazing reach for his rapier. A fugitive, he must hide his face in public with his hood. Another reason for hiding his face in the city is that he has some nasty scarring on both sides of his face and down his back from years of being beaten.

He lives in a small camp on Parrot Island (off the Shadowshore) and rides the tides at night on his makeshift raft, living off fish and what he collects along the shore. He has befriended a cadre of homeless kids from Shadowshore who bring him information and small goods in exchange for warrior training and occasional protection.

There are those who call him Death itself. When he finally hunts down Captain Adelard and his men, he will indeed bring about their deaths. This is his number one goal.

Recently Pada had a run-in with the slaver that originally brought him to the area and sold him to Captain Adelard. After helping some other slaves to escape, Pada ended up with a new friend: a grig who calls herself Flitaround Jumpkins. Flit now lives with Pada in his cave on Parrot Island.



Mpa-Mda Mba-Mta (Pada Bata, as most people don't pronounce the leading m)

Medium-size Male Human

Fighter 2

Hit Dice: (2d10)+5

Hit Points: 25

Initiative: +2

Speed: Walk 30 ft.

AC: 14 (flatfooted 12, touch 12)

Attacks: *Rapier +0; Base attack +3;

Damage: *Rapier 1d6+3; ;

Vision:

Face / Reach: 5 ft. / 5 ft.

Special Qualities:

Saves: Fortitude: +4, Reflex: +2, Will: +0

Abilities: STR 16 (+3), DEX 15 (+2), CON 13 (+1),

INT 11 (+0), WIS 11 (+0), CHA 8 (-1)

Skills: Appraise 0; Balance 2; Bluff -1; Climb 7;

Concentration 1; Craft (Untrained) 0; Diplomacy

-1; Disguise -1; Escape Artist 2; Forgery 0; Gather

Information -1; Handle Animal 0; Heal 2; Hide 3;

Intimidate 0; Jump 5; Listen 0; Move Silently 2;

Ride 2; Search 0; Sense Motive 0; Spot 1;

Survival 1; Swim 5;

Feats: Armor Proficiency (Heavy), Armor

Proficiency (Light), Armor Proficiency (Medium),

Combat Reflexes, Martial Weapon Proficiency,

Shield Proficiency, Simple Weapon Proficiency,

Toughness, Tower Shield Proficiency, Two-

Weapon Fighting, (one other)

Challenge Rating: 2

Alignment: Chaotic Good

Possessions: Chalk (4 pieces), Crocodile Tooth Necklace, Hooded Robe, Leather Armor, Leather Belt, Pouch (Belt), Dual Rusty Rapiers, Sandals, Whetstone, Dagger w/boot sheath, Semi-ornate sheath (empty), healing potion, (better) healing potion, potion with wavy lines, brown earth elemental gem

Melangell Blackwing, Wizard

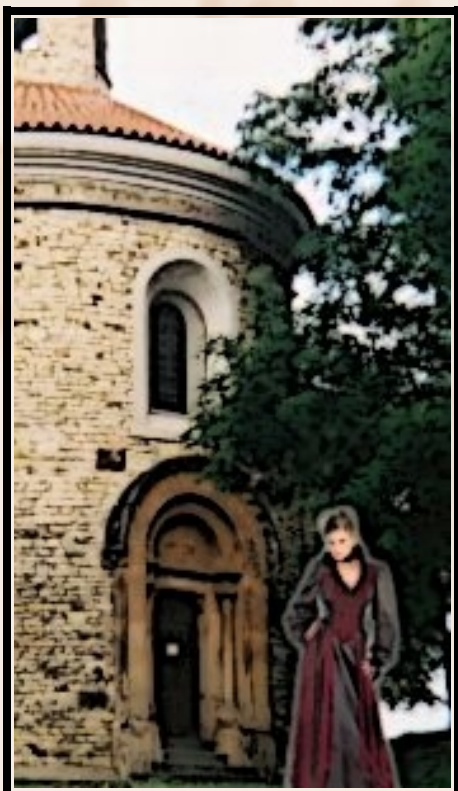
This wizard is the result of a nocturnal encounter between a half-elven weaver and an incubus who was terrorizing a small village's women. Melangell and her mother were forced to flee their home almost as soon as she was born, as a mob was gathering to put an end to the life of this bastard daemon child. They escaped and eventually found sanctuary at a temple to Wee Jas. The child was raised with much help from the priestesses of the temple, who knew that this child would come to ill, or cause it if not carefully tended to.

As a young girl, Melangell took to magery like a swan to water. Some of the priestesses were reluctant to teach her, but she was always the brightest and quickest student, and quite charming when she wanted to get her way.

At the age of thirteen, chafing under the sternly watchful eyes of the temple mothers, she left to find her own way in the world. Stubborn and headstrong, only her keen wits and her strong magic allowed her to survive her adolescence. Many villages through which she wandered still curse her name. A few in those villages thank the gods she came to them.

Eventually she was lured to the remote tower of Vegarin the Drake-master for his own nefarious purposes. After many contests she eventually defeated him in a wizard's duel. His petrified form still stands in her foyer, captured in the midst of casting a spell, covered in cloaks and hats. She still uses his abode as a home, with its well-stocked library and alchemical laboratories, though her wanderlust means she is rarely there.

Grown to full womanhood, Melangell has matured somewhat. She is still known to make snap decisions, and can be very cruel when she feels slighted, but has finally arrived at a place in her life where she feels that she has adequate control over her own destiny, which allows her to relax slightly.



A darkly beautiful woman with fine clear features, dark, straight hair, and a slight frame, Melangell's deemonic heritage is betrayed by her red eyes and small horns, and by her thin spade-tipped tail, which she carefully conceals beneath her dresses and cloaks.

Melangell Blackwing CR 13

female tiefling wizard 13
CN (with good tendencies) Size Medium humanoid

Init: +1 Senses: Darkvision 60 ft. Listen +2, Spot +2

Languages: common, abyssal, undercommon, auran, elven, draconic, celestial

AC: 16 (+4 armor, +2 dex) touch 12, flatfooted 14

HP: 60 (HD 13d4+26) rolls -

4,2,3,1,3,3,3,3,4,1,3,1,3 + 26

Resist: cold 5, electricity 5, and fire 5

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

MV: 30 ft.

Attack: +8 ranged touch

Full Attack: weapon +? (damage / crit range)

Space / Reach: 5 ft. / 5 ft.

Base Attack: +6 Grapple: +5

Abilities Str 8 (-1) Dex 12 (+1) Con 12 (+1) / 14

(+2) Int 21 (+5) / 25 (+7) Wis 15 (+2) Cha 13 (+1)

SQ: tiefling qualities

SA: tiefling abilities, Scry on familiar

Feats: 5+2 + Scribe Scroll, Spell Focus

Evocation, Spell Focus Transmutation, Spell

Penetration, Craft Wand, Spell Mastery (dispel

magic, magic missile, gaseous form), Improved

Familiar (pseudodragon), Spell Focus

Enchantment, Alertness (from familiar)

Skills: 101 +7 skill points: Bluff 7+1,

Concentration +12+2, Craft (jewelry / art objects)

+3+7, Craft (woodworking) +2+7, Decipher Script

+3+7, Gather Information +7+1, Knowledge

(arcana) +13+7, Knowledge (dunge.) +5+7,

Knowledge (history) +5+7, Knowledge

(geography) +5+7, Knowledge (religion) +5+7,

Knowledge (the planes) +5+7, Hide +2+1,

Spellcraft +14+7, languages: common, abyssal,

undercommon, auran, elven, draconic, celestial

Spells Available: (DC 17 + spell level)

0th: 4 / day: prestidigitation, detect magic

1st: 6 / day: shield, magic missile, burning hands,

ray of enfeeblement, charm person, reduce

person, alarm, identify, mage armor, protection

from evil, comprehend languages, feather fall

2nd: 6 / day: glitterdust, alter self, invisibility,

scorching ray, knock, detect thoughts, resist

energy, mirror image, arcane lock, earthbind *

locate object, see invisibility, rope trick
3rd: 6 / day: gaseous form, slow, fly, dispel magic, protection from energy, suggestion, lightning bolt, major image, fireball, arcane sight
4th: 5 / day: minor creation, polymorph, enervation, fire shield, stonewall, scrying, bestow curse, greater invisibility, dragonskin *, sending
5th: 4 / day: cone of cold, teleport, hold monster, break enchantment, fabricate, baleful polymorph, telekinesis
6th: 3 / day: analyze dweomer, disintegrate, greater dispel magic, chain lightning, repulsion
7th: 2 / day: insanity, mage's sword, grasping hand, forcecage

* Draconomicon

Spell-Like Abilities: Summon Familiar

Spellbook: see above

Possessions: (110,000 gp - 105,375 -322) masterwork silver dagger 322gp, wand of scorching ray (11th) 8250 gp, wand of lightning bolt (10th) 11250 gp, wand of magic missile (9th level) 3,375 gp, wand of enervation 10,500 gp, cloak of resistance +4 16k, headband of intellect +4 16k, amulet of health +2 4k, bracers of armor +4 16k gp, boots of flying 16k gp, Deep Purse 2k, Handy Haversack 2k, spell components, 4,303 gp in coins and gems

Vorel Kethend, pseudodragon familiar:

NG Male Tiny Dragon

Init: +2 Senses: blindsense

Listen +9 Spot +9

AC: 25 (+2 size, +2 Dex, +11 natural), touch 14, flat-footed 23

HP: 15 (HD 2d12+2) - 25 HP (HD 13)

Fort +4, Ref +5, Will +4

MV: 15 ft. (3 squares), fly 60 ft. (good)

Attack: Sting +6 melee (1d3-2 plus poison)

Full Attack: Sting +6 melee (1d3-2 plus poison) and bite +1 melee (1)

Space / Reach: 2½ ft./0 ft. (5 ft. with tail)

Base Attack: +2 Grp: -8

Abilities: Str 6, Dex 15, Con 13, Int 12, Wis 12, Cha 10

Feats: Alertness, Weapon FinesseB

Skills: Diplomacy +2, Hide +20*, Listen +9, Search +6, Sense Motive +7, Spot +9, Survival +1 (+3 following tracks)

SA: Poison, improved evasion, share spells, empathic link, Deliver touch spells, Speak with master, Speak with animals of its kind, Spell resistance,

SQ: Blindsight 60 ft., darkvision 60 ft., immunity to sleep and paralysis, low-light vision, spell resistance 19, telepathy 60 ft.

Poison (Ex) Injury, Fortitude DC 14, initial damage sleep for 1 minute, secondary damage sleep for 1d3 hours. The save DC is Constitution-based and includes a +2 racial bonus.

Blindsight (Ex) A pseudodragon can locate creatures within 60 feet by non visual means (mostly hearing and scent, but also by noticing vibration and other environmental clues). Opponents the pseudodragon can't actually see still have total concealment against the pseudodragon.

Telepathy (Su) Pseudodragons can communicate telepathically with creatures that speak Common or Sylvan, provided they are within 60 feet.

Detailed Special Ability or Attacks (Su): darkness 1/day as 13th level caster.

XP: 750,000 - 2670 for wand crafting - 790,000

Tiefling characters possess the following racial traits.

* +2 Dexterity, +2 Intelligence, -2 Charisma.

* Medium size.

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

* Darkvision out to 60 feet.

* Racial Skills: Tieflings have a +2 racial bonus on Bluff and Hide checks.

* Racial Feats: A tiefling gains feats according to its class levels.

* Special Attacks (see above): Darkness.

* Special Qualities (see above): Resistance to cold 5, electricity 5, and fire 5.

* Automatic Languages: Common, Infernal.

Bonus Languages: Draconic, Dwarven, Elven, Gnome, Goblin, Halfling, Orc.

* Favored Class: Rogue.

* Level adjustment +1.

Wil'nniea and Wil'ancyn, Sister Enchantresses and Water Mages

Born together in the desert, Wil'nniea and Wil'ancyn were raised in a temple dedicated to the worship of magic and water. Underground cisterns and mysterious rituals surrounded them as small girls.

As they grew up in this desert temple of Baccob,

god of magic, they learned many things. Each of their mystical abilities grew, similar but different, like two mirror images, one dark and one light. Wil'nniea's abilities were wild and rooted in her love of the natural world. Wil'ancyn's talents came to her through worship, study, and the devotions she shared with the others in the temple.

In later life they were among a very few priestesses of Baccob that escaped the great Anmagus Crusade, and eventually fought in battle against the champions of the Order of the Sword of Light defending the last standing temple of Baccob in the northern reaches of the middle kingdom. They were able to ward the Crusaders off, and the siege lay unbroken for seven years, until the Crusade was finally ended by the High Pontiff of Heronious and the Order was recalled and sent on other errands.

Of course by this time the Crusade had achieved it's end: the arts of magic were practiced only in secret throughout all of the middle kingdoms, and the worship of Baccob was unknown among it's peoples.

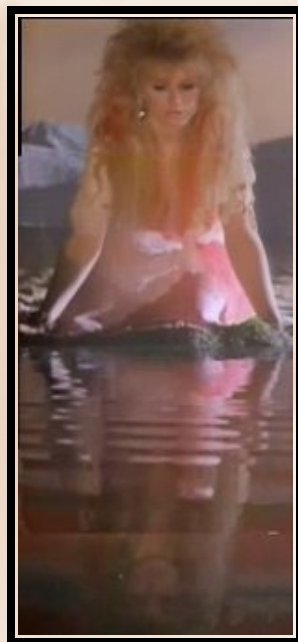
Presented below are their stats as they were during the siege of the Temple of Boccob.

Wil'nniea CR 10

Female human sorceress
4 druid 6
Neutral with chaotic tendencies Size Medium humanoid
Init: +0 Senses: Listen +3, Spot +3
Languages: common, auran

AC: 16 (natural armor +2, mage armor +4) touch 10, flatfooted 16
HP: 53 (HD 4d4+6d8+10)
Resist: resist nature's lure
Fort: +6 Ref: +3 Will: +9

Move: 40 ft.
Attack: +6 scimitar (1d8+1 and 1d6 fire / 18-20 ×2)
Full Attack: +6 / +1 scimitar (1d8+1 and 1d6 fire / 18-20 ×2)
Attack Options: alternate form: leopard (see below)
Space / Reach: 5 ft. / 5 ft.
Base Attack: +6 Grapple: +5



Wil'nniea In Animal Form as leopard:

AC: 21 (+3 natural armor, +4 dex, +4 mage armor)

Move: 50 ft, climb 20 ft.

Full Attack: Bite +10 melee (1d6+3) and 2 claws +5 melee (1d3+1)

Special Attacks: Improved grab, pounce, rake 1d3+1

Attributes: Str 16, Dex 19, Con 15

Abilities Str 9 Dex 11 Con 13 Int 12 Wis 16 Cha 15

SQ: Resist nature's lure, Animal companion, nature sense, wild empathy

SA: Woodland stride, Trackless step, Wild shape (2/day),

Feats: 5 Natural Spell, Eschew Materials, Self Sufficient, Endurance, Diehard

Skills: 45 druid, 12 sorcerer 14 human, +3+2

Bluff, +14+1 Concentration, +14+1, +4 Jump, Knowledge Nature, +1+1 Knowledge Religion, +3+3 Sense Motive, +14+1 Spellcraft, +14+3 Survival,

Druid Spells Prepared:

1st: 5 / day: cure light wounds, magic fang, cure light wounds, produce flame

2nd: 3 / day: bear's endurance, flameblade, fog cloud

3rd: 3 / day: cure moderate wounds, call lightning, daylight

4th: 2 / day: flame strike, ice storm

Sorcerer Spells Available:

1st: 6 / day: mage armor, ray of enfeeblement, protection from law

2nd: 3 / day: invisibility

Possessions: +1 flaming scimitar, amulet of natural armor +2, boots of striding and springing, holy symbol

Familiar: desert snake

Animal Companion: White leopard: Medium Animal

Init: +5 Senses: Low-light vision, scent Listen +7 Spot +6

AC: 18 (+5 dex, +3 natural)

HP: 34 (HD 5d8+10)

Fort +6, Ref +9, Will +2

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

Attack:

Full Attack: Bite +7 melee (1d6+3) and 2 claws +2
melee (1d3+1)
Atk Options: pounce, rake
Space / Reach: 5 ft / 5 ft

Abilities: Str 17, Dex 20, Con 15, Int 2, Wis 12, Cha
6
Skills: Balance +12, Climb +11, Hide +8*, Jump +11,
Listen +8, Move Silently +8, Spot +6
SQ: evasion, share spells

Wil'ancyn CR 11

Female human wizard 8 cleric
3

NG with lawful tendencies
Size Medium humanoid
Init: -1 Senses: Listen +2,
Spot +2

Aura:

Languages: common, aquan,
auran, gnoll

AC: 18 (-1 dex, +1 deflection,
+4 mage armor, +4 shield)
touch 10, flatfooted 10
HP: 48 (HD 8d4+3d8+10)
Fort: +2+1 Ref: +2-1 Will:
+6+2

Move: 30 ft.

Attack: flail +6 (1d8)

Full Attack: flail +6 (1d8)

Space / Reach: 5 ft. / 5 ft.

Base Attack: +4 Grapple: +5

Abilities Str 13 Dex 9 Con 12 Int 17 Wis 14 Cha 11

SA: Turn Undead,

Feats: Scribe Scroll, Eschew Materials, Brew
Potion, Improved Counterspell, Persuasive,
Leadership, Craft Wand

Skills: 59 wiz, cleric 18: +14+1 Concentration, +7
Diplomacy, +7+2 Heal, +14 Knowledge Arcana, +14
Knowledge Religion, +7+2 Profession Clergy, +14+3
Spellcraft

Wizard Spells Prepared:

1st: 5 / day: mage armor, shield, expeditious retreat,
burning hands, enlarge person

2nd: 4 / day: glitterdust, web, protection from
arrows, invisibility

3rd: 4 / day: heroism, blink, slow, fireball

4th: 2 / day: black tentacles, stonkskin

Cleric Spells Prepared:

1st: 3+1 / day: bless, divine favor, shield of faith,
sanctuary*

2nd: 2+1 / day: aid, shield other*, silence

Domains: protection, water

Possessions: +1 flail, ring of protection +1, wand
of magic missile (4d4+4 at 7th level, 35 charges),
holy symbol.

Familiar: dove

Cohort: Tamilla-ossalur, Young Brass Dragon

CG Female True Dragon

Medium Size CR 6

Init: +0 Senses: Darkvision 120 ft, Blindsight 60
ft, Lowlight Vision x 4

Listen +15 Spot +15

AC: 19 (+9 natural), touch 10, flat-footed 19

HP: 85 (HD 10d12+20)

F: +9 R: +7 W: +8

Immunities: Fire

Weaknesses: Vulnerability to cold

Move: 60 ft., burrow 30 ft., fly 200 ft. (poor)

Attack: +12 bite 1d8 + 2

Full Attack: +12 bite 1d8+2, +7 (2)claws 1d6+1,
+7 (2)wings 1d4+1

Space / Reach: 5 ft./5 ft.

Base Attack: +10 Grp: +12

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

Feats: Power Attack, Improved Sunder, Hover,
Investigator

Skills: 79 +12+1 Bluff, +13+1+2 Gather
Information, +14+1 Listen, +14+1 Search,
+14+1+2 Spot, +12+1

Breath Weapon (Su): A brass dragon has two
types of breath weapon, a 60 ft. line of fire for 3d6
points of damage and a 30 ft. cone of sleep.
Creatures within the cone must succeed on a Will
save or fall asleep, regardless of HD, for 1d6
rounds plus 1 round per age category of the
dragon. DC 17

FEATS

Through careful study, some casters become so
swift at counterspelling that they prevail in any
wizard's duel. These feats build on the Improved
Counterspell feat.

Swift Counterspell [general]

Swift counterspell allows spellcasters to counter



other's spells as a swift action, in other words as a free action once a round.

Prerequisite: Improved Counterspell

Benefit: You may now counterspell as a swift action.

Normal: See counterspell rules

Reflexive Counterspell [general]

Reflexive Counterspell allows spellcasters to perform a counterspell as an immediate action, which is a swift action that you can perform even when the the spell to be countered is cast when it's not the counterspeller's turn. This allows a counterspeller to interrupt another's casting once per turn without having to ready an action.

Prerequisite: Swift Counterspell

Benefit: You may now counterspell as an immediate action. Once per round, you may counterspell even if it is not currently your turn.

Normal: See counterspell rules

Sor/Wiz 3, Trickery Domain 3

Components: V, S, M

Casting Time: 1 standard action

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

Target: one Creature

Duration: 1 round/level (D)

Saving Throw: Will negates

This spell creates a phantasm to dazzle the unwary. The victim perceives whatever thing they covet the most, either as a stationary object, or as something the caster is offering them. Failing a will save, they act to achieve whatever they see, blinded to all other considerations for the duration of the spell. They will defend themselves normally but will take no other actions as long as the spell persists.

If the dazzle is placed in such a place that going to it would cause the subject harm, they receive another saving throw with a +4 bonus to break free of the compulsion.

The phantasm only exists in the subject's mind, and so others do not perceive the illusion.

On a successful saving throw, the phantasm appears ghostly and translucent and persists for the duration of the spell, but the victim is not compelled to pursue to it.

For example, when cast on a greedy merchant, this spell would create an illusion of someone offering them chests filled with treasure. The merchant would be compelled by the phantasm to go to the illusion and accept the illusory treasure for as long as the spell lasted. For a wyvern, it might create an illusion of some helpless prey, upon which it would be compelled to go feed.

As a phantasm, this spell is a mind-effecting effect and so will not effect undead or constructs.

SPELLS

Bladeturn

Divination

Level: Sor/Wiz 1

Components: V, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: See text

You gain temporary protection against the next attack that targets you. You gain a +20 insight bonus against the next single attack roll made against you (if it is made before the beginning of your next turn). You must be aware of the attacker for this bonus to have an effect.

Focus: A small silver shield worth 5 gold.



Dazzle

Illusion

(Phantasm)

Level: Brd 3,

Rapid Grow

Transmutation [Time/Plant]

Level: Druid 4, Time 4, Plant 4

Components: V, S, M

Casting Time: 1 round

Range: Touch

Effect: One plant grows at a rate of one year per round

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Rapid grow allows a plant to undergo one growing season per round for a single plant, during which roots extend into the ground and leaves, seeds, cones, and/or needles accumulate in the space provided. If there is not enough space for the plant to grow into, the growth is stunted. The spell effect takes into consideration the normal amount of light and water that the plant would normally receive for its surroundings. This makes it difficult to use in deep dungeons. For instance, a 20th level druid or priest of Time can turn a seedling into a 20-yr-old tree with all the normal characteristics of the tree in the conditions provided in 20 rounds. The caster must focus on the spell for each round of its duration. An unwilling plant may make a will save to avoid this effect.

The material component is a seed of a plant that you want to grow (or the already existing plant you wish to age). The somatic is the rising of one's arms upward from the ground. The verbal component is the phrase "Ch-ch-ch-chia!"

Time Out of Mind

Transmutation
 Level: Protection 8, Sor/Wiz 8
 Components: V, S, M
 Casting Time: 1 round
 Range: Close (25 ft. + 5 ft./2 levels)
 Target: One creature
 Duration: 1 hour
 Saving Throw: Will negates (harmless)
 Spell Resistance: Yes (harmless)

A lossy version of Mind Blank over a specified period of time, an no one is aware of the blanking. This time literally becomes time out of mind; everyone, including the caster forget about the actions of one person for a specified hour of their lives. This spell protects against all mind-affecting spells and effects as well as information gathering by divination spells or effects for the hour specified. Time Out of Mind even foils limited wish, miracle, and wish spells when they are used in such a way as to gain information about the subject over the specified period of time. Scrying attempts that are targeted specifically at the subject do not work at all.

The material components are an ounce of sand from an hourglass that has been used by the caster for at least 24 hours and a sapphire worth at least 500gp. Both are consumed with the spell.

Creeping Vine

These haunting vines live on moonlight through a process called lunasynthesis. They quickly draw nutrients from the soil, invading dimly-lit natural groves, mausoleums and other such locales where they will suck sustenance from the fluids of corpses.

Underground, these plant's roots and tendrils will often stick through the soft soil ceilings of natural caverns, from which they will grab and draw up their prey.

Creeping Vine CR 7

Undead plant
 Neutral Evil Large plant
 Init: +2 Senses: Blindsight 45 ft. Listen +1, Spot +1
 Aura: Fatiguing Radiance 30 ft.
 Languages: none

AC: 20 (+10 Natural, +1 Dex, -1 Size) touch 10, flatfooted 19
 HP: 70 (HD 8d12)
 Immune: Unholy
 Fort: +10 Ref: +3 Will: +7
 Weakness: Holy

MV: 10 ft.
 Attack: +7 vine 1d6+7
 Full Attack: 4 attacks with +7 vine 1d6+7
 Attack Options: improved grab
 Space / Reach: 10 ft. / 10 ft.
 Base Attack: +6 Grapple: +17

Abilities Str 24 Dex 13 Con - Int 3 Wis 12 Cha 13
 SQ: undead and plant traits
 SA: improved grab, blood drain
 Feats: Improved Grapple, Combat Reflexes,
 Weapon Focus Tendril
 Skills: +12 Move Silently

Possessions: whatever was left by previous victims: standard treasure.

Improved Grab (Ex): Upon a successful melee attack, creeping vines can attempt to start a grapple with their enemies. Upon a successful grapple, they will draw their victims in toward their central body, where, at the start of the next round, the roots begin sucking their blood through tiny hollow needles.

Blood Drain (Ex): At the start of its round, each living creature caught in a grapple with a creeping vine will take 1d4 points of constitution damage.

Blindsight (Ex): Creeping Vines have no visual organs but can ascertain all foes within 45 feet using sound, scent, and vibration.

Fatiguing Radiance (Su): Any living creature within 30' of a creeping vine must succeed on a DC 15 fortitude save or become fatigued for as long as they remain in proximity to the undead plant and for 2d6 rounds after they leave its aura. The Fortitude save is Charisma based.

Camouflage (Ex): Since a creeping vine looks like a normal plant when at rest, it takes a DC 20 Spot check to notice it before it attacks.

Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the plant. Dwarves can use stonecunning to notice the subterranean version.

Undead and Plant Traits:

- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Not subject to critical hits, nonlethal damage, ability drain, or energy drain.
- Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects.
- Immunity to poison, sleep effects, paralysis, polymorph, stunning, disease, and death effects.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).
- Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed.

Death Root

These haunting roots thrive on the roots of other plants, sucking the nutrients out through a series of hollow thorny spikes that they slowly grow into their plant prey until these hosts die, at which time they move on to another plant host. When they discover animal prey nearby, they have the ability to spring into action, curling their thorny rooted selves around their opponents, grappling them and sucking out their life energies.

These roots usually hang out over cavern floors and around existing root systems, where they await juicier prey.

Death Root CR 9

Undead plant
(subterranean, solitary)
Neutral Evil Large plant
Init: +4 Senses: Blindsight
45 ft. Listen +1, Spot +1
Aura: Fatiguing Radiance
30 ft.
Languages: none

AC: 20 (+10 Natural, +1
Dex, -1 Size) touch 10,
flatfooted 19
HP: 80 (HD 9d12)
Immune: Unholy
Fort: +11 Ref: +4 Will: +7
Weakness: Holy, Natural Light

MV: 10 ft.
Attack: +7 vine 1d6+7
Full Attack: 4 attacks with +8 vine 1d6+8
Attack Options: improved grab
Space / Reach: 10 ft. / 10 ft.
Base Attack: +7 Grapple: +19

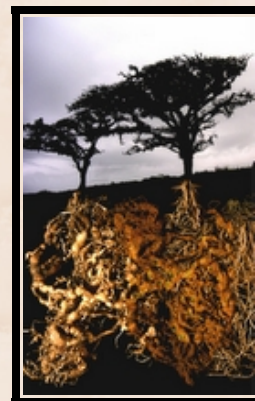
Abilities Str 25 Dex 13 Con - Int 3 Wis 12 Cha 13
SQ: undead and plant traits
SA: improved grab, blood drain
Feats: Improved Grapple, Combat Reflexes,
Weapon Focus Tendril
Skills: +14 Move Silently

Possessions: whatever was left by previous victims: standard treasure.

Improved Grab (Ex): Upon a successful melee attack, death roots can attempt to start a grapple with their enemies. Upon a successful grapple, they will draw their victims in toward their central body, where, at the start of the next round, the roots begin sucking their blood through tiny hollow needles.

Blood Drain (Ex): At the start of its round, each living creature caught in a grapple with a death root will take 1d4 points of constitution damage.

Blindsight (Ex): Death roots have no visual organs but can ascertain all foes within 45 feet using sound, scent, and vibration.



Fatiguing Radiance (Su): Any living creature within 30' of a death root must succeed on a DC 15 fortitude save or become fatigued for as long as they remain in proximity to the undead plant and for 2d6 rounds after they leave its aura. The Fortitude save is Charisma based.

Camouflage (Ex): Since a death root looks like a normal plant root system when at rest, it takes a DC 20 Spot check to notice it before it attacks.

Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the plant. Dwarves can use stonecunning to notice the subterranean version.

Undead and Plant Traits:

- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Not subject to critical hits, nonlethal damage, ability drain, or energy drain.
- Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects.
- Immunity to poison, sleep effects, paralysis, polymorph, stunning, disease, and death effects.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).
- Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed.

Dragons (True)

Aquamarine (River) Dragon

Size/Type: True Dragon (Water)

Environment: Any river or underground water source

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

Challenge Rating: Wyrmling 3; very young 5; young 7; juvenile 9; young adult 12; adult 15; mature adult 17; old 19; very old 20; ancient 22; wyrm 23; great wyrm 25

Treasure: Triple standard

Alignment: Chaotic Neutral with Evil tendencies

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

Level Adjustment: Wyrmling +4; very young +4; young +6; others -

These cruel river dragons crawl from their wet shells a icy blue color highlighted by tiny white spines in rows along their backs and limbs. Their long sinuous bodies are powerfully muscled making them excellent swimmers but their wings are somewhat small. As they age and spend long periods lying amongst the rocks and mud at the bottoms of progressively deeper rivers their hides take on the coloration of the river they inhabit, be it mossy, muddy, or rocky as they become impregnated with those materials.

Aquamarine dragons live in rivers; from headwaters at young ages to deltas once older. They spend their long lives hiding underwater, controlling currents and capriciously drowning people. They tend to bury their hordes in caches and caves they dig at the bottom of their rivers and into cavernous aquifers.

Occasionally they will encounter another river dragon as they age and move slowly from their mountaintop springs to deeper waters. When these encounters take place they will generally fight for dominance and control of the river. Losers are slain if they cannot escape back upriver. On the occasions when they are of opposite sexes, mating may occur before or after the fight for dominance, and the victor will send the loser upriver to hide the eggs amongst the stones at the springs and headwaters of the river.

Combat

River dragons are rarely found out of their rivers, and use the water as cover from which to make quick strikes and then fade away.

Breath Weapon (Su)

A river dragon's breath weapon is a powerful line of frigid water. The damage dealt is half cold and half bludgeoning. In addition to the damage,

creatures must make a strength check opposed by the dragon's breath weapon DC or be affected as by a bull rush: being pushed back 5 ft and an additional foot for every point by which they lost the opposed strength check.

Water Breathing (Ex)

A river dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Create Spring (Su)

A river dragon can create a new spring once per day as a full-round action. The dragon digs down into the earth and spits water from its mouth as a use of its breath weapon. This creates a small, permanent spring at that spot, large enough to feed a small stream.

Spell-Like Abilities

At will- water walk; 1/day fog cloud (young or older), 3/day control water (adult or older); 1/day-control weather (great wyrm).

Skills

Bluff, Intimidate, and Survival are considered class skills for aquamarine dragons.



River Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	S	6d12+6 (45)	14	10	13	14	15	14	+6/+3	+9	+6	+5	+7	2d4 (14)	—
Very young	M	9d12+1 8 (76)	16	10	15	14	15	14	+9/+11	+12	+8	+6	+8	4d4 (16)	—
Young	M	12d12+ 24 (102)	18	10	15	16	17	16	+12/+15	+16	+10	+8	+11	6d4 (18)	—
Juvenile	L	15d12+ 45 (142)	20	10	17	18	19	18	+15/+23	+17	+12	+9	+13	8d4 (20)	—
Young adult	L	18d12+ 72 (189)	24	10	19	18	19	18	+18/+28	+24	+15	+11	+15	10d4 (23)	23
Adult	H	21d12+ 105 (241)	28	10	21	20	21	20	+21/+37	+28	+17	+12	+17	12d4 (25)	25
Mature adult	H	24d12+ 120 (276)	30	10	21	20	21	20	+24/+41	+32	+19	+14	+19	14d4 (27)	27
Old	H	27d12+ 162 (337)	32	10	23	22	23	22	+27/+45	+36	+21	+15	+21	16d4 (29)	29
Very old	H	30d12+ 180 (375)	34	10	23	22	23	22	+30/+49	+40	+23	+17	+23	18d4 (31)	31
Ancient	G	33d12+ 231 (445)	36	10	25	24	25	24	+33/+57	+42	+25	+18	+25	20d4 (33)	33
Wurm	G	36d12+ 288 (522)	38	10	27	26	27	26	+36/+61	+46	+28	+20	+28	22d4 (36)	36
Great wurm	G	39d12+ 312 (565)	40	10	27	26	27	26	+39/+65	+50	+29	+21	+29	24d4 (37)	37

River Dragon Abilities by Age

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Wyrmling	40 ft., fly 30 ft. (poor), swim 60 ft.	+0	16 (+1 size, +5 natural), touch 11, flat-footed 16	Immunity to cold, water breathing, water walk	—	—
Very young	40 ft., fly 60 ft. (poor), swim 60 ft.	+0	18 (+8 natural), touch 10, flat-footed 18		—	—
Young	40 ft., fly 60 ft. (poor), swim 60 ft.	+0	21 (+11 natural), touch 10, flat-footed 21	Fog cloud	1st	—
Juvenile	40 ft., fly 60 ft. (poor), swim 60 ft.	+0	23 (-1 size, +14 natural), touch 9, flat-footed 23	Create Spring	3rd	—
Young adult	40 ft., fly 60 ft. (poor), swim 90 ft.	+0	26 (-1 size, +17 natural), touch 9, flat-footed 26	DR 5/magic	5th	20
Adult	40 ft., fly 90 ft. (poor), swim 90 ft.	+0	28 (-2 size, +20 natural), touch 8, flat-footed 28	control water	7th	22
Mature adult	40 ft., fly 90 ft. (poor), swim 90 ft.	+0	31 (-2 size, +23 natural), touch 8, flat-footed 31	DR 10/magic	9th	23
Old	40 ft., fly 90 ft. (poor), swim 90 ft.	+0	34 (-2 size, +26 natural), touch 8, flat-footed 34		11th	25
Very old	40 ft., fly 90 ft. (poor), swim 90 ft.	+0	37 (-2 size, +29 natural), touch 8, flat-footed 37	DR 15/magic	13th	26
Ancient	40 ft., fly 120 ft. (clumsy), swim 120 ft.	+0	38 (-4 size, +32 natural), touch 6, flat-footed 38		15th	28
Wurm	40 ft., fly 120 ft. (clumsy), swim 120 ft.	+0	41 (-4 size, +35 natural), touch 6, flat-footed 41	DR 20/magic	17th	29
Great wurm	40 ft., fly 120 ft. (clumsy), swim 120 ft.	+0	44 (-4 size, +38 natural), touch 6, flat-footed 44	Control weather	19th	31

1. Can also cast cleric spells and those from the Cruelty, Trickery, and Water domains as arcane spells.

Dz'ata Möschu - the sleepless killers

The product of a mystical breeding program combining diabolic bloodlines with the kingdom's finest soldiers, the Dz'ata Möschu were originally created by an ancient race to serve as soldiers and guards. When that race was destroyed the Dz'ata Möschu survived and became the dominant culture in the blasted region that remained. They occupy the mountainous wastelands in the northern central region of the middle kingdoms.

Their history lost in the mists of time, the Dz'ata Möschu are now considered little more than horrible monsters by the people of the middle kingdoms, and little is known of their culture. They have retained their warlike nature, and so most encounters with them come to violence. As a society, they are extremely lawful and somewhat evil. Individuals tend to match this. The only peaceful relations they have are by ancient tradition with the small nests of Kenku that also occupy the region.

Physically very similar to gargoyles, these people have extremely tough, stony skin, powerful wings, horns, claws and tails.

Dz'ata Möschu characters possess the following racial traits.

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

Medium size.

A Dz'ata Möschu's base land speed is 30 feet. It also has a fly speed of 40 feet (average).

Darkvision out to 60 feet.

A Dz'ata Möschu has a +2 racial bonus on Hide, Listen, and Spot checks, and an additional +8 bonus on Hide checks when it is concealed against a background of stone.

+4 natural armor bonus.

Special Qualities (see above): Damage reduction 5/magic, freeze.

Automatic Languages: Möschu.

Bonus Languages: Auran, Dwarven, Elven, Gnome, Halfling, Giant, Terran or Common.

Favored Class: Fighter.

Level adjustment +2.

Dz'ata Möschu warrior

Presented below is a first level warrior Dz'ata Möschu.

Dz'ata Möschu CR 2

warrior 1

LE Size Medium monstrous humanoid (earth)

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

Languages: some common, Dz'ata Möschu

AC: 21 (+4 natural armor, +2 dexterity, +5 armor

bonus) touch 12, flatfooted 19

HP: 7 (HD 1d8+3)

Fort: +5 Ref: +2 Will: +0

MV: 20 ft, fly 30 feet (average)

Attack: +5 overclaw gauntlet 1d6 + 3 or +4

longspear 1d8 + 4 or +3 javelin 1d6 + 3

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

Base Attack: +1 Grapple: +4

Abilities Str 16 Dex 14 Con 17 Int 8 Wis 11 Cha 7

SQ: Damage reduction 5/magic

SA: freeze

Feats: alertness

Skills: Climb +7, listen +2, spot +2

Possessions: chain mail armor, overclaw gauntlet, 3 javelins and longspear.

Gelatinous Variants

These variants are much like a gelatinous cube, with the noted exceptions.

The gelatinous rug spreads 'cross floors.

The gelatinous blob sit in piles.

The gelatinous door coats normal doors.

The gelatinous film stretches for miles.

Do they stick to your hand?

Will you stick to the floor?

Can they be a rubber band?

Can they get through your pores?

Yes.

Gelatinous Blob

(as cube, with a slightly different look, a blob rather than a clear-cut cube, making them easier to spot than their neatly-carved cousins)

Gelatinous Film

(as rug, but covering an acre, 2" thick and they can be found outdoors, in shady forest grottoes)

Gelatinous Rug

Size/Type: Large Ooze

Hit Dice: 4d10+32 (54 hp)

Initiative: -5

Speed: 15 ft. (3 squares)

Armor Class: 4 (-1 size, -5 Dex), touch 4, flat-footed 4

Base Attack/Grapple: +3/+7

Attack: Slam +2 melee (1d6 plus 1d6 acid)

Full Attack: Slam +2 melee (1d6 plus 1d6 acid)

Space/Reach: 10 ft./5 ft.

Special Attacks: Acid, engulf, paralysis

Special Qualities: Blindsight 60 ft., immunity to

electricity, ooze traits, transparent
Saves: Fort +9, Ref -4, Will -4
Abilities: Str 10, Dex 1, Con 26, Int Ø, Wis 1, Cha 1
Skills: -
Feats: -
Environment: Underground
Organization: Solitary
Challenge Rating: 3
Treasure: 1/10th coins, 50% goods (no nonmetal or nonstone), 50% items (no nonmetal or nonstone)
Alignment: Always neutral
Advancement: 5-12 HD (Large); 13-24 HD (Huge)
Level Adjustment: -

The nearly transparent gelatinous rug lies in wait along dungeon corridors and cave floors, absorbing wastes and pests. Inorganic material remains trapped and visible inside the rug's body.

Most gelatinous rugs are 15 feet long and 6 inches thick, weighing half a ton, though much larger specimens are possible.

Combat

A gelatinous rug attacks by curling its body into prey stick to its center. The fringed ends of the rug then link together, engulfing unwitting creatures in a tight, suffocating maw.

Acid (Ex): A gelatinous rug's acid does not harm metal or stone.

Engulf (Ex): Gelatinous rugs move slowly, and often not for long periods of time. It cannot make a slam attack during a round in which it engulfs. The gelatinous rug merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the rug, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 13 Reflex save or be stuck to the rug; on a success, they must move to the back or side (opponent's choice) as the rug moves forward. Stuck creatures are likely to be engulfed during the rug's next action. Engulfed creatures are subject to the rug's paralysis and acid, and are considered to be grappled and trapped within its body. The save DC is Strength-based and includes a +1 racial bonus.

Paralysis (Ex): A gelatinous rug secretes an anesthetizing slime. A target hit by a rug's melee or engulf attack must succeed on a DC 20 Fortitude save or be paralyzed for 1d6 rounds. The rug can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

Transparent (Ex): Gelatinous rugs are hard to see, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a rug and walk onto it are automatically stuck.

Gelatinous Door

Size/Type: Medium Ooze
Hit Dice: 3d10+22 (38 hp)
Initiative: -5
Speed: 10 ft. (3 squares)
Armor Class: 4 (-1 size, -5 Dex), touch 4, flat-footed 4
Base Attack/Grapple: +3/+7
Attack: Slam +2 melee (1d6 plus 1d6 acid)
Full Attack: Slam +2 melee (1d6 plus 1d6 acid)
Space/Reach: 5 ft./5 ft.
Special Attacks: Acid, engulf, paralysis
Special Qualities: Blindsight 60 ft., immunity to electricity, ooze traits, transparent
Saves: Fort +9, Ref -4, Will -4
Abilities: Str 10, Dex 1, Con 26, Int Ø, Wis 1, Cha 1
Skills: -
Feats: -
Environment: Underground
Organization: Solitary
Challenge Rating: 2
Treasure: 1/10th coins, 50% goods (no nonmetal or nonstone), 50% items (no nonmetal or nonstone)
Alignment: Always neutral
Advancement: 4-9 HD (Large); 10-18 HD (Huge)
Level Adjustment: -

The nearly transparent gelatinous door lies in wait along dungeon corridors and cave floors, absorbing wastes and pests. Inorganic material drops to the floor outside the body of the door.

Most gelatinous doors are sized as normal doors, but some are double doors and other edifices.

Combat

A gelatinous door attacks by hurling pseudopods onto prey that are stuck to the doorknob. The hinged ends of the door then reach out, engulfing unwitting creatures in a tight, suffocating hug.

Acid (Ex): A gelatinous door's acid does not harm metal or stone.

Engulf (Ex): Gelatinous doors move slowly, and often not for long periods of time. It cannot make a slam attack during a round in which it engulfs.

The gelatinous door merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the door, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 13 Reflex save or be stuck to the door; on a success, they must move to the back or side (opponent's choice) as the door moves forward. Stuck creatures are likely to be engulfed during the door's next action. Engulfed creatures are subject to the door's paralysis and acid, and are considered to be grappled and trapped within its body. The save DC is Strength-based and includes a +1 racial bonus.

Paralysis (Ex): A gelatinous door secretes an anesthetizing slime. A target hit by a door's melee or engulf attack must succeed on a DC 20 Fortitude save or be paralyzed for 1d6 rounds. The door can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

Transparent (Ex): Gelatinous doors are hard to see, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a door and open or slam into it are automatically stuck.

Naahaogo: the mountain goat people

Beast Men (Na'ah-aogo): Known as beast-men by their human neighbors, but calling themselves the Naahaogo, these creatures dwell in the barrier mountains north at the headwaters of the river that flows through the wild woods separating the gnomes and humans in the lands on the north shore of the Soral Sea. They are thought of as dangerous savages by the humans south of them, and have fought settlers and raiders from the human kingdoms.

They are organized into small family units and are primarily nomadic gatherers. They have the aspect of men with the head and hind legs of a goat, with a good pelt of fur across their entire bodies, giving them a hardy resistance to cold weather.

They receive a +4 racial bonus to jump, climb and balance checks and are well suited to the mountain terrain in which they live.

They receive a +1 racial adjustment to dex and con and a -2 adjustment to intelligence and -1 to charisma.

Their favored class is ranger, but druids and barbarians are common among them.

Their society tends to be neutral and slightly chaotic as do individual members of the race. They fight with longbows and spears, though their warriors favor many weapons such as greataxes, greatswords and longspears.

Presented below are two examples of the Naahaogo people that players might encounter in their mountainous homes. The first is an experienced hunter, who might just be a provider for his tribe, or might be specialized in stalking the arctic's Ice Kobolds, or fighting off encroaching human settlers. The second is a warrior, such as might defend the tribe in times of trouble.

Naahaogo Hunter CR 3

Naahaogo ranger 3
neutral with chaotic tendencies Size Medium humanoid
Init: +3 Senses: Listen +6, Spot +6
Languages: Naahaogo

AC: 16 (+3 dex, +3 armor) touch 13, flatfooted 16
HP: 20 (HD 3d8+6)
Fort: +5 Ref: +6 Will: +2

MV: 30 ft.
Attack: longspear +5 (1d8+2 / 20 x3) or longbow +8 (1d8 / 20 x3)
Attack Options: Rapid Shot: longbow +6 / +6 (1d8 / 20 x3)
Space / Reach: 5 ft. / 5 ft.
Base Attack: +3 Grapple: +4

Abilities Str 14 Dex 16 Con 14 Int 8 Wis 12 Cha 7
SA: Favored Enemy (Animal or Ice Kobolds or Humanoids (human)), wild empathy

Feats: Rapid Shot, Track, Dodge, Endurance, Precise Shot, Mobility
Skills: 30 Climb +7, Hide +8, Jump +7, Listen +6, Move Silently +8, Spot +6.

Possessions: studded leather, masterwork longbow, 10 masterwork arrows, longspear, potion of cure light wounds, malachite and silver bracers and necklace worth 500 gold.

Naahaogo Warrior CR 1

Naahaogo warrior 2
neutral with chaotic tendencies Size Medium humanoid
Init: +1 Senses: Listen +0, Spot +0
Languages: Naahaogo

AC: 14 (+3 armor, +1 dex) touch 11, flatfooted 13
HP: 11 (HD 2d8+2)
Fort: +4 Ref: +1 Will: +0

MV: 20 ft.

Attack: greatsword +3 (2d6 + 1 / 19-20 x 2) or spear +3 (1d6 +3)

Space / Reach: 5 ft. / 5 ft.

Base Attack: +2 Grapple: +3

Abilities Str 13 Dex 12 Con 13 Int 6 Wis 10 Cha 8

Feats: dodge

Skills: Balance +6, Climb +7, Jump +7

Possessions: hide armor, greatsword and spear.

Tactics: These warriors will try to use their home terrain to their advantage, fighting defensive actions and using their excellent jumping and climbing abilities to secure high ground and make their opponents approach them over dangerous ground.

what Onuago was built after

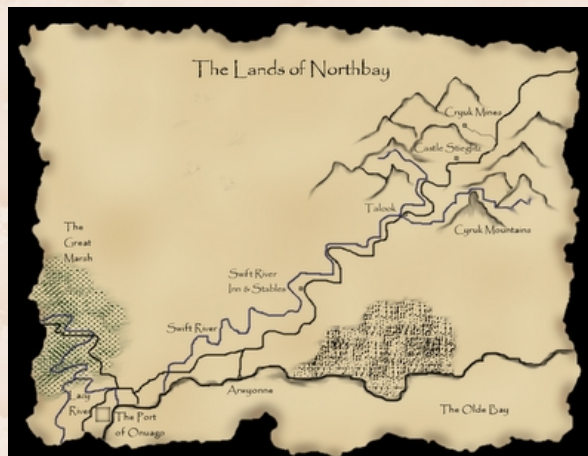
- Flego - fishing village

- Uppwint - named for the strong winds that bring fog and quick shifts in the weather to this quaint fishing village

- Trover - fishing town

- Alabaster - inland named for the stone mined from its cliffs

- Arwyonne - abandoned fishing town ten miles east of Onuago



LOCATIONS

The Lands of Northbay

The Lands of Northbay area covers the stretch of land beginning from the Olde Bay and leading north to the Nagy Tömeg mountains, over which lies the Central Valley. On the northeast edge of the Lands of Northbay, over the Cyrúk Mountains we find the rough fishing towns of the Jæruel a merchant coalition, which to the north begin the Fjordlands, the first part of the Northlands. On the west end of the lands of Northbay past the Great Marsh lies Elsemere Wood, a forest which is mostly pristine, but in recent years has grown partially corrupt on its southeast side.

The Northlands do not have a central government; Onuago and Elsemere are too much on the decline, and the local robber baron Baron von Stieglitz has even disappeared from the public eye. The towns of the Jæruel are the best hope for this region.

Notable locations:

Towns:

* The Port of Onuago - colonial port town which has seen hard times

* Elsemere - Old logging town also on the decline

* Talook - Hamlet on the road through the Cyrúk Mountains and Castle von Stieglitz

* The towns of Jæruel:

- Tannen - capital of Jæruel - bustling port town -

Rivers:

* Lazy River - the source has never been found somewhere within the Elsemere Mountains, passing through Elsemere Wood where it makes its way lazily through the Great Marsh to Onuago where it is channeled around the town and out to the Olde Bay. This river has been known to change course many times over the years, leaving traces of past flows as it does.

* Swift River - passes swiftly, hence the name, out of the Cyrúk Mountains, past Talook, depositing into the Olde Bay a few miles east of Onuago.

Other Geographic Features:

* The Great Marsh - a large, mostly unexplored marsh that occupies most of the land from Elsemere to Onuago.

* Goduanil - bleak moors where the sky is always overcast, which end in cliffs that overlook the Olde Bay in the center of its north shore.

* The Great Elsemere Wood - large forest, mostly unexplored by humans. The upper two-thirds is pristine forest, but the lower third has been corrupted by a tainted cult working out of the Shada Monastery in a clearing in the forest.

* Cyrúk Mountains - these begin as rocky hills and quickly become treacherous crags. The safest route through the mountains follows the road. In winter, this pass is completely impassable.

EQUIPMENT & MAGIC ITEMS

Mundane Items

Overclaw Gauntlet

Used by the Dz'ata Möschi, generally as an off-hand weapon, the overclaw gauntlet is a full hand metal glove. The final portion of the fingers taper into 3 inch spikes, which taper to sharpened blades along the inside.

In battle the Dz'ata Möschi will often use them to assist in disarming their foes: grabbing their blades as they are swung and wresting them from their opponents.

An overclaw gauntlet forged for a medium-sized hand deals 1d6 points of damage and threatens a critical on a roll of 20. It is considered a light weapon.

Creatures with a natural claw attack can treat the gauntlet as a natural weapon for all effects related to off-hand weapons, the multiattack feat, etc.

Magic Items

Deep Purse

This enchanted purse can carry much more wealth than would physically fit inside it, due to enchantments. In many ways similar to a bag of holding, it cannot be used to store anything larger than an inches or two in diameter. In addition, the wearer of this purse can retrieve desired items from it quickly without having to rummage through it. As a move action the wearer can simply pull out the desired coins or gem.

The purse can carry up to 200 pounds of coin and gems, or approximately 10,000 individual coins. No matter how much coin is in it it always appears to weigh 5 pounds, unless it is empty.

This enchantment is often combined with other purse enchantments, such as the Serpentward Purse.

Moderate conjuration; CL 9th; Craft Wondrous Item, secret chest; Price 2,000 gold.

Fireflyer in a Jar

These rare and strange items amount to a fireflyer literally magically trapped in a jar. The most common fireflyer in a jar is one that produces light. In certain magical realms, such as the Phyloctaete, children catch fireflyers in jars and use them to read and play by. In most locations though, they have scarcely been heard of.

The fireflyer in a jar is created when someone catches a fireflyer off its guard, trapping it in a jar. This has the effect of essentially charming the fireflyer until it is set free. If the jar is opened or smashed, the fireflyer is set free from its bonds, and so escapes into the wild and will act accordingly, possibly even attacking whoever sets them free.

Cost: depends on the spell level of the fireflyer, increasing roughly exponentially starting at 500gp (lvl2 - 1000gp, 3 - 2000gp, 4 - 4000gp, etc.) Though, these costs are much less in regions of high magic.

Harness of Taming

This harness fits over the back of a large creature (although it will resize to fit any creature), providing the rider a +10 bonus to animal handling and ride checks. Appearing as a simple harness, the true form is revealed upon successful latching of the leather strap into the mithril buckle.

The full form contains a saddle, saddlebags, and a flask full of water.

The Greater Harness of Taming provides a +20 bonus and costs four times as much.

Moderate alteration and enchantment; CL 5th (or 9th for Greater Harness of Taming); create water, control animal, craft wondrous item; Price: 10,000 gold (or 40,000 gold for Greater Harness of Taming).

Mage hand

A preserved hand of a mage, usually presented in a box with a glass top.

Each hand bestows its own powers, usually indicative of the powers of the hand's original owner when alive. Sample powers are equivalent

to standard metamagic feats, without having to memorize the spells at higher levels. Other effects include not needing one of the three components: V, S, M. Still more effects are equivalent to wands.

These items are very rare, as they require a sufficiently powerful mage to die and for someone to remove his or her hand and preserve its magic.

Mage hands preserved with rings upon them usually are embodied with the power of the ring. This adds to their power and value.



Slings and Arrows of Outrageous Fortune

To be or not to be, that is the question-
Whether 'tis nobler in the mind to suffer
The slings and arrows of outrageous fortune,
Or to take arms against a sea of troubles,
And by opposing, end them. -- some bard

The slings are hewn of fine wood and a ruddy leather and are of masterwork quality, are magically enhanced +2, and have the power of seeking. The arrows are also masterwork and +2 seeking, and bear the mark of two white feathers with two red stripes and one red feather with two white stripes. The use of the sling or the arrows leaves dark red marks on the two fingers or the hands of the wielder.

Cost: 18,300 for the sling, 500 apiece for the arrows

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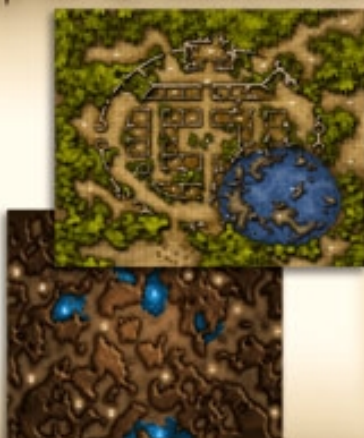
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