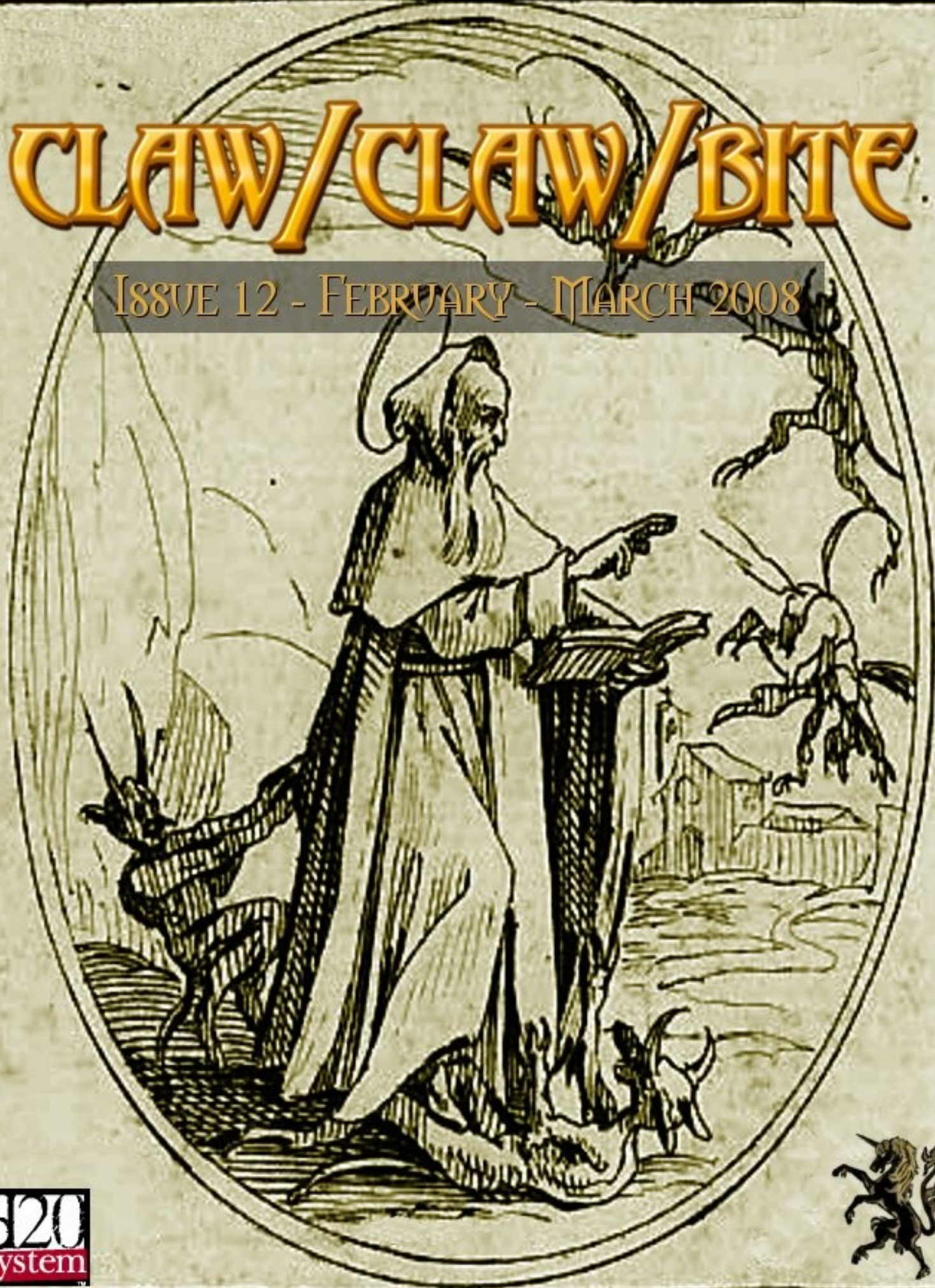


CLAW/CLAW/BITE

ISSUE 12 - FEBRUARY - MARCH 2008



d20
system



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CREDITS

Thanks for reading this issue of CCB – Claw/Claw/Bite #12 by S.D. Hilderbrand (Howlingmime) and Adam A. Thompson (Priest of Doom), featuring *Atavistic Onslaught* and *Linus' Exploding Projectile* by D.Heat. This issue is dedicated to E. Gary Gygax, who passed away on March 4th, 2008.

INTRODUCTION

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

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

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

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VARIANT RULES

Passion

This variant rule has the DM keep track of the passion of the characters, enabling the DM to introduce quests of passion into the campaign. From these characters earn passion points alongside standard xp, which can then be used to modify rolls and to improve the likelihood of successful negotiations in certain contexts, for instance when seducing lovers, sweet-talking captors, or rallying troops. These points are also used to attract followers, and can be spent to accomplish greatness, especially for characters who acquire the *Passionate Leader* feat.

Try passion out in your games, along with fame, infamy, fear, and other traits, and see how it livens up the experience, providing role-playing prompts and entry points when players feel somewhat distanced from their characters, or too wrapped up in the standard rules.

Plague

Plague is a new supernatural disease type, with symptoms resembling the black plague.

Gamemasters will likely want to limit the amount of plague in their games, as it tends to drag the players down, but in certain tainted planes, over-populated cities, and bogs, plague might creep its way into the game.

Plague infects its victims on contact with an infected creature, requiring a DC 22 Fortitude save to avoid. The incubation period is 1d12 days since there are so many ways in which it can spread. Plague causes 1d4 Con damage per day afflicted with the disease on a failed save, and once they feel symptoms of the disease, can easily spread it to those they touch. Unlike normal diseases, the victim must make 3 days worth of successful saves to begin recovering from the plague.

Plague is immune to *remove disease*, though *heal* and other higher-level spells will remove plague from a victim.

FEATS

Die Harder

You have the innate ability of being tougher to kill, having a stronger will to live than a death wish.

Prerequisite: Endurance, Diehard, Iron Will, Toughness

Benefit: When reduced to -9 hit points, you remain stable. At this point, you begin to use your strength score as though they were additional hit points. Each point of damage you take reduces your strength score by 1 (this counts as ability damage). Once your strength score

reaches 0 you immediately die.

When reduced to negative hit points, you may choose to act as if you were disabled, rather than dying. You must make this decision as soon as you are reduced to negative hit points (even if it isn't your turn). If you do not choose to act as if you were disabled, you immediately fall unconscious.

When using this feat, you can take either a single move or standard action each turn, but not both, and you cannot take a full round action. You can take a move action without further injuring yourself, but if you perform any standard action (or any other action deemed as strenuous, including some free actions, swift actions, or immediate actions, such as casting a quickened spell) you take 1 point of damage after completing the act. If you reach 0 strength, you immediately die.

Normal: A character with diehard usually dies once reaching -10 hp.

Fringilla Style

Characters with this feat are adept at using their foe's momentum against them.

Prerequisite: Improved Unarmed Strike, Special: must be taught this martial art by the Fringilla Monks.

Benefit: Characters with this feat receive a +1 on their unarmed attacks against opponents who have just moved more than 5 feet. Additionally, they receive a +4 on trip checks made against those who have just moved more than 5 feet.

In addition, when two or more characters with this feat are fighting the same foe, they both receive a +1 to their attack rolls.

Passionate Leader

You are the kind of leader that people rally behind and put in the extra effort because you do so well at leading by example.

Prerequisite: Leadership

Benefit: Passionate leaders can spend passion points to boost their followers' morale and effectiveness during combat. They can also gain temporary bonuses from each of their followers who have passion points to spend. The exchange is one point of passion for a +1 to hit or +1 damage or +1 on a save for the duration of a particular combat, or one passion point for a point of charisma for the duration of a banquet with a foreign dignitary. The DM must exercise judgment when assigning durations to these bonuses.

PRESTIGE AND NPC CLASSES

Rogue Caster

This prestige class brings together rogue and caster in

two ways. First, the caster abilities are not the same as a sorcerer's, since the spellcasting relies upon dexterity rather than intelligence. Second, the caster is actually a rogue class. The spells are all geared toward enhancing rogue abilities in one form or another, for instance improved forgery, perfect appraisal, sleight of hand, walk on rope, etc. There are no direct damage spells in the rogue caster's arsenal.

Rogue casters have learned to hone their natural abilities for magic into spells that help them in their day – ahem, night – jobs. Only rogues may become rogue casters. NPC rogue casters usually lead solitary lives roaming the streets and backalleys. Some organize others into small-time criminal outfits, and the most successful run thieves' guilds. Some of these outfits and guilds even have legitimate fronts.

Hit Die: d6.

Requirements

To qualify to become a rogue caster, a character must fulfill the following criteria.

Alignment: Any non-lawful

Skills: Use magical device +5, Spellcraft +4

Special: A character must have pulled off a moderate-sized heist using a magical device in order to discover the powers of the rogue caster.

Class Skills

Rogue Casters are intended to hone their Spellcraft and Knowledge: Arcana skills. These can then be exchanged on a case-by-case basis at a 2-for-1 cost using the Arcane Skill Bonus skill.

Class Features

Rogue Casters gain the ability to cast Rogue Caster Spells at the rate of one spell level per level of rogue caster, and can elect to use their dexterity bonuses the way sorcerers use intelligence. They gain access to all the spells up to their rogue caster level. In addition, the following skills are available: Concentration, Knowledge: Arcana, Knowledge: Planes, Spellcraft, and Use Magic Device. They do not gain the ability to use magical devices as sorcerers; instead they still must make use magic device rolls as a rogue would.

Arcane Skill Bonus: At level three, the rogue caster can use half of their Spellcraft and Knowledge: Arcana skills (rounded down) to boost a rogue skill in exchange for a 0th-level spell. These are equivalent to having the ability to cast 0th-level spells to boost these abilities, and they take a standard action and a verbal component to activate.

Rogue Caster Spells

Rogue casters choose spells from the following list at the same rate as sorcerers:

1st level: Improved Forgery, Improved Appraisal, Improved Balance, Pass Without Trace

2nd level: Invisibility, Sleight of Hand, Spider Climb

3rd level: Perfect Forgery, Perfect Appraisal, Perfect Balance

4th level: Dimension Door, Greater Invisibility

5th level: Undetectability

Merchant

Nearly every society requires commerce to thrive, and who but merchants ensure that commerce is successful. Found in almost every settlement, merchants live for one of two things: to see the community prosper through their individual actions, or to see themselves prosper at the expense of the community. Merchants come in all humanoid races, even orcs, goblins, and kobolds have their own trade networks. Halflings and humans are particularly drawn to the merchant lifestyle, as are some elves, dwarves, and gnomes. Some half-orcs have made a killing (literally and metaphorically) bridging the divide between the friends of humans and their foes.

Merchants are rarely found outside of settlements, unless they caravan goods from region to region over land or sea. It is this type who find adventure as caravan leaders, wandering collectors, arms dealers, and merchant marines.

Merchants gain attack bonus at the rate of one for every two levels, starting at 1. Fort, Ref, and Will saves are gained at the rate of one every three levels starting at 0.

Hit Die: d6.

The merchant's class skills are Appraise, Bluff, Craft, Decipher Script, Diplomacy, Gather Information, Handle Animal, Knowledge (Local), Knowledge (Geography), Knowledge (History), Listen, Profession, Ride, Spot, Survival, Use Magic Device, Use Rope.

Skill Points at 1st Level: (3 + Int modifier) x 4.
Skill Points at Each Additional Level: 3 + Int modifier.

Class Features

Depending on the specific merchant specialization, the following class features apply.

Weapon and Armor Proficiency: Merchants are skilled with all simple weapons. Those who have spent time in merchant marines or as caravan leaders gain the use of martial weapons. Merchants are not proficient with armor nor with shields, unless they have spent time in those same settings.

Starting Gear

4d6 x 10 gp worth of equipment.

SPELLS

Crippling Grasp

Necromancy

Level: Cleric 3, Sorcerer/Wizard 3, Corruption 2

Components: V

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 rd / level

Saving Throw: Fortitude negates

Spell Resistance: Yes

With a magic phrase, your hand glows with dim red energy. Grasping your foe's arm, all his strength leaves him and he drops his weapon, his once-mighty limb now useless.

This spell cripples the touched limb. On a successful melee touch attack, a random limb is crippled. Depending on which limb is crippled, this spell has different effects.

Crippling a leg causes the opponent to fall down unless they make a DC 15 balance check, and halves their land speed. Furthermore, moving on only one leg requires a DC 10 balance check.

Crippling an arm, tentacle, or other grasping limb causes anything held with that arm to be dropped, and prevents its use. Full-body strength checks suffer a -4 penalty, as do grapple checks.

Crippling a wing prevents flight and causes an airborne creature to fall from the sky.

If they wish, the caster can attempt to cripple a specific limb. This type of "called shot" suffers a -4 penalty to the melee touch attack.

After the spell's duration ends, when it is dispelled, or when *heal*, *restoration*, *remove curse*, or similarly powerful healing magic is used, the victim regains use of the crippled limb.

As this spell only requires verbal components, it is often used in close quarters and when wrestling desperately with opponents.

Linus' Exploding Projectile

Transmutation

Level: Sorcerer/Wizard 1

Components: V, M

Casting Time: 1 standard action

Range: Touch

Effect: One touched object in your possession

Duration: 1 minute/level (D)

Saving Throw: Will negates (object);

Reflex Half (see text)

Spell Resistance: Yes (object)

Material Component: A pinch of saltpeter

Any non-magical object you cast this spell on becomes

volatile. When it is thrown or launched, and impacts with its target, the object explodes and deals its normal damage plus 1d6 fire damage (Reflex half) to all creatures in a five foot radius.

Lover's Leap

Transmutation

Level: Sor/Wiz 2, Brd 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Material Component: (see below)

This spell enables the target to jump over obstacles (including the air itself) when on quests of passion. The subject gets a +10 enhancement bonus on Jump checks for each Passion point spent by the caster at casting time. The enhancement bonus increases to +20 per Passion point at caster level 5th, and to +30 per Passion point at caster level 9th. For bards, this spell's duration can be extended by singing the letter to music.

Material Component: A love letter to the caster, which can be reused for a full year after it is written, as long as the sentiment holds true. The verbal component is the reading of a key passage from the letter.

Return to Sender

Enchantment

Level: Sorcerer/Wizard 2

Components: V, M

Casting Time: 1 standard action

Range: Touch

Effect: One touched object

Duration: 1 minute/level (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Material Component: A voided stamp or other sticky object

Any non-magical hand-held object you cast this spell on will return to the caster if thrown or left in a location. When it is thrown or launched, and impacts with its target, the object immediately returns via the most direct route. When it is left alone, it returns upon command. At the end of the spell's duration, it returns regardless of receiving a command.

Withering Grasp

Necromancy

Level: Cleric 5, Sorcerer/Wizard 5, Corruption 4

Components: V

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: permanent

Saving Throw: Fortitude negates

Spell Resistance: Yes

With a touch, the caster permanently withers an opponent's limb. With a magic phrase, the caster's hand glows with dim red energy. Grasping a target's arm, all his strength leaves the target and the target drops any weapon, the once-mighty limb withering away.

This spell permanently withers the touched limb. On a successful melee touch attack, a random limb is crippled and useless and the victim suffers 2d6 points of damage. Depending on what limb is withered, this spell has different effects.

Crippling a leg causes the opponent to fall down unless they make a DC 15 balance check, and halves their land speed. Furthermore, moving on only one leg requires a DC 10 balance check.

Crippling an arm, tentacle, or other grasping limb causes anything held with that arm to be dropped, and prevents it's use. Full-body strength checks suffer a -4 penalty, as do grapple checks.

Crippling a wing prevents flight and causes an airborne creature to fall from the sky.

If they wish, the caster can attempt to cripple a specific limb. This type of "called shot" suffers a -4 penalty to the melee touch attack.

As this spell instantaneously destroys use of the limb, *heal*, *restoration*, *regeneration*, or similarly powerful healing magic of at least 5th level must be used to restore use of the crippled limb.

As this spell only requires verbal components, it is often used in close quarters and when wrestling desperately with opponents.

However, more recently, the hills have grown more wild, ettins and ogres finding their way into the countryside, and the monks have modified their mixes with an aim toward incapacitating these foes. These once-peaceful monks have also been forced to take up martial arts in recent years in response to these external pressures. They combine tai chi with judo to embody a form of martial discipline that uses their attackers' momentum against them, a technique which they have now begun to train the people of Garlston in.

Their brotherhood has grown so fast that they have begun construction of a new wing of the monastery. This has not been without a certain amount of political upheaval, as many of these new brothers are still naive to the more spiritual practices of the brotherhood. As such, a distinct caste-like structure has developed as a hierarchy within the brotherhood, with the elder monks enjoying some hypocritical leisure time while the young recruits learn their discipline.

A typical Fringilla monk has a high strength and a high dexterity and is spiritually aware. Many of the monks are privy to the highly specialized alchemy employed in the monastery, so they will have the brew potion feat, for which they only pay half the cost of normal brewing costs, since they pay the difference with their penance. In addition, all the monks know their Fringilla style martial art, which provides a +1 to their base attacks, and another +1 if more than one monk engages a single foe.

Goduanil Elves

There are two types of mostly-evil elves who live in Goduanil, both of which flourish deep in barren or marshy regions where most humanoids dare not dwell. Each type is defined by the topography where they live:

- Fulian live in caves in the highlands of Goduanil
- Nashbat live in stone structures in the valleys of Goduanil

The fulian are 5' tall and have folds under their arms which allow them to glide on the air 50' above the ooze flows that run down the hillsides and into the valleys of Goduanil. Their undersides are the color of the overcast skies through which they soar. Their backs blend in with the deep purple-grey of the Goduanil's rocky landscape.

The nashbat are 4'6" tall and have sharp toes that allow them to rapidly burrow through and under the ooze flows. They occasionally drop to all fours for better stability and focus when burrowing. Lighter in skin tone than their surface cousins, they have skin tones that range from periwinkle to charcoal, depending on the amount of light exposed to their dermal layers.

Both types of Goduanil elves have been known to

RACES AND CULTURES

Fringilla Monk

The Fringilla monks are acclaimed vintners who live in the isolated hilltop monastery Kloster Finch in Ettal Valley (see CCB issue 8) among the birds and their alchemical concoctions. In addition, they are mixologists that excel at making potions that bring joy and a mellow state in the populace. Through these concoctions, the people of the nearby towns of Garlston and Harlsbridge (see upcoming issues for both town descriptions) have come to appreciate and even revere the monks over the past twenty or more years.

work for the wizard in the tower in the center of Goduanil, delivering to him a constant stream of reagents for his spells. Though they don't entirely trust him, he represents the greatest power in Goduanil, with the possible exception of the Grey Ooze Dragon, which lives in the eastern flow. These elves are by their very nature subservient, always in search of a new, more powerful master.

Though historically, a feud has kept the two races separate, their shared masters have recently brought them together, and they have begun to learn each other's tongues. They still brawl from time to time, but have not engaged in open warfare in almost a generation.

These elves are known for their acute hearing and use of horns to send messages cross the misty expanses of Goduanil. In addition, they have been known to cavort with creatures from the Elemental Subplane of Mist.

Fulian as Characters

- Medium: As Medium creatures, fulian have no special bonuses or penalties due to their size.
- Fulian receive all the standard elf skills as well as the following.
- Fulian base land speed is 30 feet, and they receive no penalty for traveling in Goduanil.
- Fulian have excellent vision, allowing them to see 60' through mist and on a clear day for miles.
- 2 extra skill points at 1st level and 1 extra skill point at each additional level.
- Automatic Languages: Common and Fuliani.
- Favored Class: Fighter, wizard
- Favored alignment: Evil
- Unique Languages: Fuliani.

Nashbat as Characters

- Medium: As Medium creatures, nashbat have no special bonuses or penalties due to their size.
- Nashbat base land speed is 30 feet, though they can burrow at half that rate within the Goduanil and quarter the rate elsewhere.
- Nashbat are immune to the ill effects of oozes
- 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 Nashbat.
- Favored Class: Fighter, rogue
- Favored alignment: Evil
- Unique Languages: Nashbati

learned to wield arcane power to assist him in his trade. He has used this power to seduce many a woman who is easily impressed with parlor tricks.

Unfortunately for him, this sex-driven rogue has had his soul trapped by an imp that he once befriended under the illusion that he was one of these parlor women. Now he must find a way to break the spell imposed by the imp. He is desperate to break free of this spiritual bond, and is willing to help or betray anyone else in the process.

Anton Fink CR 8

Chaotic Neutral Medium-size Male Human

Rogue 6 Rogue Caster 2

Initiative: +3

Vision: Normal

AC: 19 (flatfooted 19, touch 15)

Hit Dice: (8d6)+16

Hit Points: 54

Saves: Fortitude: +6, Reflex: +10, Will: +4

Speed: Walk 30 ft.

Attacks: +1 Shortbow +8 (1d6+2) or +1 Short Sword +6 (1d6+)

Face / Reach: 5 ft. / 5 ft.

Base Attack: +5 **Grapple:** +6

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

Special Qualities: Evasion (Ex), Sneak Attack +3d6, Trap Sense (Ex) +2, Trapfinding, Uncanny Dodge (Dex bonus to AC)

Abilities: Str 13, Dex 17, Con 14, Int 16, Wis 11, Cha 11

Skills: Appraise 5; Balance 5; Bluff 7; Climb 3; Concentration 7; Craft (Untrained) 3; Decipher Script 6; Diplomacy 3; Disable Device 5; Disguise 1; Escape Artist 10; Forgery 3; Gather Information 2; Heal 0; Hide 11; Intimidate 4; Jump 7; Listen 3; Move Silently 17; Open Lock 11; Ride 3; Search 8; Sense Motive 4; Sleight of Hand 14; Spellcraft 8; Spot 8; Survival 0; Swim 1; Tumble 9; Use Magic Device 8

Possessions: Arrow; Cloak of Resistance +1; Arrow +1; Bag of Holding (Type 1); Boots of Elvenkind; Quiver; Ring of Protection +2; Shortbow +1; Studded Leather +1; Sword +1 (Short); Wand of Magic Missile (3rd level caster)

Spells:

Spells per Day: (5/4/4/0/0/0 DC:13+spell level)

Rogue Caster – Known:

1st Level: Improved Forgery, Improved Appraisal, Improved Balance, Pass Without Trace

CHARACTERS

Anton Fink

Anton Fink is a skilled thief from the Phyloctæte who has

2nd Level: Invisibility, Sleight of Hand, Spider Climb

Darien

Dashing Darien, rogue, rake, fencer, wit, with a touch of magic and a flare for the daring. A cat-burglar and scoundrel, he steals to care for his younger sister, who along with him is orphaned, but additionally needs medical attention and care due to infirmities she suffers from. Their mother died when they were young, and they never knew their father, and Darien and his sister grew up on the streets. Their mother would only say that their father had to leave them all, but that she loved him very much. Later they discover that they both have a touch of draconic heritage and she eventually becomes a powerful sorceress.

Darien CR 1

male human rogue 1

CG Size medium humanoid

Init: +2 **Senses:** Listen +3, Spot +3

Languages: common

AC: 15 (+2 armor, +3 Dex) touch 13, flatfooted 12

HP: 6 (HD 1d6)

Saves: Fort: +0 Ref: +5 Will: -1

Speed: 30 ft.

Attack: short sword +1 (1d6 / 19-20 x2)

Full Attack: short sword +1 (1d6 / 19-20 x2)

Attack Options: sneak attack, combat expertise

Space / Reach: 5 ft. / 5 ft.

Base Attack: +0 Grapple: +1

SA: sneak attack, trapfinding

Feats: a touch of magic (sorcerer), combat expertise

Abilities: Str 13 Dex 15 Con 11 Int 14 Wis 9 Cha 13

Skills: 40 pts- appraise 4+2 = 6, balance 4+3 = 7, bluff 4+1 = 5, climb 4+1 = 5, disable device 4+3 = 7, jump 2+1 = +3, listen 4-1 = 3, open lock 4+3 = 7, search 4+2 = 6, sense motive 4-1 = 3, spot 4-1 = 3, tumble 2+3 = 5

Spells Available (save DC 11 + spell level):

0th (2/day): *daze, prestidigitation, mage hand*

Possessions: leather armor, short sword, dagger, shortbow, 10 arrows

After several campaigns with a band of mercenaries Darien has grown to become a leader of men, a brave swordsman and a skilled tactician. He has taken to giving offerings to the goddess of luck, and has adopted the heraldry of a white star above a white skull on a black field, a sign of his optimism rising above his grim experiences in war.

Darien CR 6

male human rogue 2, fighter 4

CG Size medium humanoid

Init: +3 **Senses:** Listen +3, Spot +3

Languages: common

AC: 20 (+5 armor, +3 dex, +2 shield) touch 13, flatfooted 17

HP: 28 (HD 2d6 + 4d10)

Saves: Fort: +5 Ref: +9 Will: +1

Speed: 30 ft.

Attack: long sword +8 (1d8 + 2 and 1d6 fire / 19-20 x2) or longbow +8 (1d8)

Attack Options: sneak attack, combat expertise, spring attack, whirlwind attack

Space / Reach: 5 ft. / 5 ft.

Base Attack: +5 Grapple: +6

SQ: evasion

SA: sneak attack, trapfinding

Feats: dodge, combat expertise, mobility, spring attack, weapon focus (longsword), weapon specialization (longsword), a touch of magic (sorcerer)

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

Skills: 40 pts, 12 fighter, 10 rogue - Appraise 4+2 = 6, Balance 4+3 = 7, Bluff 8+1 = 9, Climb 9+1 = 10, Diplomacy 6+1 = 7, Disable Device 4+3 = 7, Jump 7+1 = +8, Listen 4-1 = 3, Open Lock 4+3 = 7, Ride 3+2 = 5, Search 4+2 = 6, Sense Motive 4-1 = 3, Spot 4-1 = 3, Swim 3+1 = 4, Tumble 2+3 = 5

Spells Available (save DC 11 + spell level):

0th (2/day): *daze, prestidigitation, mage hand*

Possessions: +1 mithril chain shirt (2,100 gp), large steel shield enameled with skull and star device, +1 flaming long sword (command word "ixen") (8,315 gp), dagger, longbow, 20 arrows, dark green cloak of resistance +1 (1,000 gp), dark traveling clothes, backpack, bedroll, 1,585 gold coins

Durwin Yams

Durwin comes from a long line of halfling farmers and merchants. His surname is derived from the deep-rooted vegetables that his family farmed for centuries in the Central Valley. Durwin sought a life of adventure, leaving his family behind and moving on to the high mountain passes and wild forests. He currently wanders the lands between the Central Valley and the lands of Northbay, honing his archery and trading skills, and making a decent living.

He hates vermin with a passion, since they have run amok in his family's farms for years. Hence, this is both his Ranger and his Farmer favored enemy.

Durwin Yams CR 5
Male halfling ranger 3 merchant 2
TN small humanoid
Init: +4 **Senses:** Listen +5, Spot +3

Languages: halfling, common

AC: 18 (flatfooted 14, touch 15)

HP: 36 (HD (3d8)+(2d6)+5)

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

Speed: 30 ft.

Attack: Sword, Short +5; Shortbow +1 (Composite) +8;
(Sword, Short 1d6+2; Shortbow +1 (Composite) 1d6+1)

Space / Reach: 5 ft. / 5 ft.

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

SQ: +1 racial bonus on all saving throws, +2 morale bonus on saving throws against fear, Archery Combat Style, Favored Enemy (Vermin) +2, Wild Empathy (Ex) +7

Feats: Armor Proficiency (Light), Combat Reflexes, Dodge, Endurance, Martial Weapon Proficiency, Rapid Shot, Shield Proficiency, Simple Weapon Proficiency, Track

Abilities: Str 15 Dex 18 Con 13 Int 13 Wis 12 Cha 14

Skills: Appraise 3; Balance 3; Bluff 4; Climb 6; Concentration 9; Craft (Untrained) 1; Diplomacy 2; Disguise 2; Escape Artist 3; Forgery 1; Gather Information 2; Handle Animal 9; Heal 3; Hide 7; Intimidate 2; Jump 9; Listen 5; Move Silently 7; Ride 14; Search 3; Sense Motive 1; Spot 3; Survival 3; Swim 0; Use Magic Device 6

Possessions: Arrow; Sword, Short; Arrow +1; Boots of Striding and Springing; Helm of Comprehending Languages and Reading Magic; Potion of Neutralize Poison; Shortbow +1 (Composite); Studded Leather

Faduardo Gantonín

Faduardo lived his living life mostly in the Phyloctæte, where, by misadvising the magistrate and maginate, he caused a lot of political problems with the other human lands. He became known for his psychotic wanderings and musings, traveling the many continents gathering reagents and challenging his contemporaries to duels. Eventually Faduardo was consumed by his obsession and became a lich, turning himself on his old friends and causing major problems for the people he served for so many years.

Born the middle child to a family of successful merchant nobles, Faduardo was both pampered by his nurses and neglected by his family. This developed a deep megalomania within him, and by puberty he was an incorrigible sociopath. A brilliant child, he was enrolled in a finishing school that included some magical training. In his lust for power he began to dabble in dark arts and

the worship of evil powers when out of sight of his tutors. He succeeded in blending these veins into a mix of wizardly study and the use of evil spirits.

After leaving school he realized the commercial potential in crafting magic items for others. It also tickled his ego that others wanted so badly the power that he had harnessed for himself that they would pay thousands of gold for what he considered flashy trinkets. Thus began a long career for him of supplying magical items to any who would pay. The proceeds of this enterprise and his own crypt raiding have allowed him to create many hidden strongholds in addition to his storefronts.

Eventually the stories of his success and riches brought jealous and greedy foes to his doorstep. After one particularly vicious campaign against him that included multiple poisonings of his meals and attacks by assassins in his sleep he became determined to find a way to overcome his newly-realized mortality. He searched tirelessly and eventually succumbed to a process by which he could live on beyond his natural born life: lichdom.



Now, many years later, he has retired from the public spotlight.

His presence is often felt, unknown, as he will often feed magical arms to both sides of a conflict, and then soar on dragon's wings above the battle, watching with glee.

The unravelling of Faduardo's story is a multi-session story arc for characters at and around level 16. To introduce him, drop clues that establishes that he was behind some of the earlier trials and tribulations that they faced: perhaps he was feeding minor villains evil magic items or providing help to them in other ways, and thereby causing strife in the region, or

he suggested to a powerful politician that the party planned an assassination.

Presented below are his statistics, including spells he might prepare if he is anticipating conflict. If attacked, typical tactics are to *dimension door* away and cast defensive spells before returning to slay his foes.

Defensive spells can include: *shield*, *shield of faith*, *magic vestment*, *fire shield*, *spell resistance*, *freedom of movement* and *anti-life shell*. If running low on offensive spells he may *polymorph* himself into a juvenile red dragon and cast *haste*, *divine power* and *aid* before engaging in melee with foes.

Fáduardo Gantonín

CE male human lich wizard 3 / cleric 3 / mystic theurge 10 / crafting artificer 2
size medium undead CR 20

Init: +1 **Senses:** darkvision 60 ft.

Listen +7 Spot +7

Aura: 5 ft. fear aura (DC 21 will save)

AC: 21 (+5 natural armor, +1 Dex, +5 armor) or 32 (same and +4 deflection, +4 shield, +3 enhancement to armor from spells)

Damage Reduction: 15/bludgeoning and magic

HP: 114 (HD 18d12)

Saves: Fortitude: +11 Reflex: +8 Will: +27

Resistance: SR 18, turn resistance +4

Immunities: cold, electricity, polymorph, and mind-affecting attacks

MV: 30 ft.

Attack: +6 touch 1d8+5 negative energy (DC 21 fort. save for half) + paralysis

Full Attack: +6 touch 1d8+5 negative energy (DC 21 fort. save for half) + paralysis

Attack Options: paralyzing touch (DC 21 fort. Save)

Space / Reach: 5ft / 5ft

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

Abilities: Str: 11 Dex: 13 Con: - Int: 18 (24) Wis: 19 (25) Cha: 14

Feats: Scribe Scroll, craft wand, craft arms & armor, forge ring, skill focus (concentration), craft wondrous item, spell focus (necromancy), improved spell focus (necromancy)

Skills: Concentration +31, Craft +28, Hide +9, Knowledge (arcana) +15, Knowledge (dungeoneering) +14, Knowledge (nature) +14, Knowledge (religion) +14, Knowledge (the planes) +14, Search +15, Spellcraft +28.

SA: Summon Familiar, Paralyzing Touch, +2 to overcome SR checks

SQ: Damage Reduction 15 / bludgeoning and magic, SR 18, turn resistance +4, immune to cold, electricity, polymorph, and mind-affecting attacks

Wizard Spells Prepared: (DC 17 + spell level + 2 for necromancy spells) - as 15th level caster

0th (5/day): many

1st (6/day): shield, ray of enfeeblement, reduce person, magic missile x3

2nd (6/day): mirror image, false life, blindness (DC 21), blur, invisibility, scorching ray

3rd (10/day): displacement, haste, blink, slow, dispel magic, vampiric touch x2, fireball x2, lightning bolt

4th (5/day): fire shield, dimension door, improved invisibility, black tentacles, charm monster

5th (5/day): magic jar (DC 24), dominate person, teleport, overland flight, cone of cold

6th (4/day): circle of death (DC 25), greater dispel magic, acid fog, chain lightning

7th (3/day): finger of death (DC 26), avaculate, awaken undead

8th (1/day): horrid wilting (DC 27)

Cleric Spells Prepared: (DC 17 + spell level + 2 for necromancy spells) - as 13th level cleric

0th (6/day): any

1st (7+1/day): protection vs good, divine favor, command, necrotic awareness

2nd (7+1/day): shield of faith, aid, necrotic cyst

3rd (6+1/day): magic vestment, protection from energy, necrotic bloat, clutch of orcus, sheltered vitality

4th (5+1/day): freedom of movement, divine power, necrotic domination, undead bane weapon

5th (4+1/day): slay living (DC 24), necrotic burst, summon undead v

6th (3+1/day): anti-life shell, harm, necrotic eruption

7th (3+1/day): blasphemy, destruction, energy ebb, necrotic tumor

* domain spell

Domains: Artifice, Corruption

Possessions: black robe of the archmagi (75k), wand of enervation, skullcap of intellect +6, amulet of wisdom +6, ring of wizardry III.

Fear Aura (Su): Liches are shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD in a 60-foot radius that look at the lich must succeed on a Will save or be affected as though by a fear spell from a sorcerer of the lich's level. A creature that successfully saves cannot be affected again by the same lich's aura for 24 hours.

Paralyzing Touch (Su): Any living creature a lich hits with its touch attack must succeed on a Fortitude save or be permanently paralyzed. Remove paralysis or any spell that can remove a curse can free the victim (see the *bestow curse* spell description).

The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a DC 20 Spot check or a DC 15 Heal check reveals that the victim is still alive.

Dragon Form

When polymorphed into a red dragon and enhanced with the spells listed above, his stats are changed as follows:

AC: 41 (+15 natural armor, +0 dex, -1 size+5 armor and +1 dodge, +4 deflection, +4 shield, +3 enhancement to armor from spells)

Saves: Fort: +11 Ref: +8 Will: +27

Move: 70 ft, fly 180 ft

Attack: bite +32 (2d6 + 9 and 1d8+5 negative energy (DC 21 fort. save for half) + paralysis)

Full Attack: 2 bites as above and 2 claws +27 (1d8 +4) and 2 wings +27 (1d6+4)

Abilities: Str 29 Dex 10

Gil Devine

Gil has traveled around many locations within the Republic of Esrin, often finding the need to leave the city under questionable circumstances. Luckily for her, her adventuresome spirit is always looking for a new place in which to venture, so this lifestyle suits her.

Gil is a liar and a cheat, and that's why so many men like her. She is as aggressive a person as you'll ever meet, but not always (in fact, rarely) to your benefit; unless you're on her good side, she'll leave you with a lighter purse at every encounter. And she rarely lets anyone onto her good side. It's a matter of survival, you know?

Her favorite activity is employing forgery and disguise to her benefit, but she'll settle for a good old fashioned pickpocketing anyway!

Gil Devine

CN Female Human

Medium Rogue 4

Init: +5 **Senses:** normal

Listen Spot

AC: 17 (flatfooted 17, touch 15)

HP: 19 (HD 4d6)

Saves: Fortitude: +1, Reflex: +9, Will: +3

Speed: Walk 30 ft.

Attacks: *Sword +1 (Short) +6;

Damage: *Sword +1 (Short) 1d6+3;

Face / Reach: 5 ft. / 5 ft.

Base Attack: Grapple:

Abilities: Str 14, Dex 20, Con 11, Int 11, Wis 14, Cha 12

Feats: Armor Proficiency (Light), Deceitful, Deft Hands, Nimble Fingers, Simple Weapon Proficiency

Skills: Appraise 3; Balance 14; Bluff 8; Climb 4; Concentration 0; Craft (Untrained) 0; Decipher Script 1; Diplomacy 4; Disguise 8; Escape Artist 5; Forgery 9; Gather Information 1; Heal 2; Hide 11; Intimidate 3; Jump 4; Listen 2; Move Silently 9; Ride 5; Search 1; Sense Motive 4; Sleight of Hand 16; Spot 2; Survival 2;

Swim 2; Tumble 10; Use Magic Device 5;

Special Qualities: Evasion (Ex), Sneak Attack +2d6, Trap Sense (Ex) +1, Trapfinding, Uncanny Dodge (Dex bonus to AC)

Possessions: Gloves of Dexterity +2; Leather; Sword +1 (Short);

CREATURES

Bat out of Hell

Spawned out of the fiery furnace of Hell itself, these creatures are bred solely for killing and devouring its prey. The bat out of Hell's favorite food is meatloaf, but it'll settle for any humanoid flesh. In solitary environments they are sneaky, usually swooping down and taking off with one of the group. In colonies, they are formidable foes, ambushing their prey in large, deep caverns, where their prey cannot flee to safety.

Bat out of Hell

Large Outsider (Evil, Extraplanar, Fire, Lawful)

Hit Dice: 8d8+18 (60 hp)

Initiative: +10

Speed: 30 ft. (6 squares), fly 60 ft. (12 squares)

AC: 23, touch 17, flat-footed 15

Base Attack/Grapple: +8/+10

Attack: Bite +5 melee (1d8+4)

Full Attack: Bite +5 melee (1d8+4)

Space/Reach: 10 ft./10 ft.

Special Attacks: —

Special Qualities: Blindsight 60 ft.

Saves: Fort +10, Ref +13, Will +10

Abilities: Str 19, Dex 24, Con 17, Int 2, Wis 14, Cha 6

Skills: Hide +8, Listen +16*, Move Silently +14, Spot +10*

Feats: Alertness, Stealthy, Fly-by attack, Grapple Environment: Subterranean caverns, Planes of Hell, Outer Planes

Organization: Solitary or colony (5-8)

Challenge Rating: 6

Treasure: None

Alignment: Lawful Evil

Advancement: 9-16 HD (Huge)

Level Adjustment: —

An adult bat out of Hell has a wingspan of 15-20 feet and weighs between 300 and 500 pounds.

Combat

Dire bats swoop down upon unsuspecting prey from above, often grappling them on a fly-by attack and taking them to higher ground where they can fight them one-on-one or outnumber them.

Blindsight (Ex): A bat out a Hell uses echolocation

to pinpoint creatures within 60 feet. Opponents still have total concealment against the bat unless it can actually see them.

Breath Weapon (Su): Bats out of Hell can breath fire in a 10-foot cone, once every 2d4 rounds, damage 2d6 fire, Reflex DC 13 half. The save DC is Constitution-based. On the Planes of Hell, this damage is 3d6.

Fiery Bite (Su): A bat out of Hell deals an extra 1d6 points of fire damage every time it bites an opponent, as if its bite were a flaming weapon. on the Planes of Hell, this extra fire damage is 2d6.

Skills

Bats out of Hell have a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated. On the Planes of Hell, these bonuses are +8.

Mist Elemental

Environment: Elemental Plane of Mist

Organization: Solitary

Challenge Rating: Small 1, Medium 3, Large 5, Huge 7, Greater 9, Elder 11

Treasure: None

Alignment: Usually Neutral

Advancement: 3 HD (Small), 5-7 HD (Medium), 9-15 HD (Large), 17-20 HD (Huge), 22-23 HD (Huge), 25-48 HD (Huge)

Level Adjustment: -

These creatures resulting from the ancient mixing of the elements of air and water hail from the Elemental Subplane of Mist, where they are born of the very ethereal mist itself.

Mist elementals speak Auran and Aquan, communicating freely with both air and water elementals, though they are usually not welcomed by either, seen as a half-breed by both parent species.

Mist Elemental Sizes

Elemental	Height	Weight	Mistwind Save DC	Damage	Height
Small	4 ft.	2 lb.	11	1d4	5x5 ft.
Medium	8 ft.	4 lb.	13	1d6	10x10 ft.
Large	16 ft.	8 lb.	16	1d8	15x15ft.
Huge	32 ft.	16 lb.	22	1d10	20x20 ft.
Greater	36 ft.	20 lb.	25	1d12	25x25 ft.
Elder	40 ft.	24 lb.	28	1d20	30x30 ft.

Combat

Their rapid speed makes mist elementals useful on vast battlefields or in extended aerial combat. They have also been used to create areas of fog of war on the battlefield, which is where the term originated.

Air Mastery (Ex): Airborne creatures take a -1 penalty on attack and damage rolls against a mist elemental.

Mistwind (Su): The elemental can transform itself into a mistwind once every 10 minutes and remain in that form for up to 1 round for every 2 HD it has. In this form, the elemental shifts between being incorporeal as the mist and corporeal and moves at its normal speed.

The mistwind is amorphous yet contained in a up to 30'x30'x30' cube, depending on the elemental's size. The elemental controls the exact size, but it must be at least 5 feet wide, high, and deep.

The elemental's movement while in mistwind form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the mistwind if it touches or enters the mistwind, or if the elemental moves into or through the creature's space.

Non-elemental creatures might take damage when caught in the mistwind. An affected creature must succeed on a Reflex save when it comes into contact with the mistwind or take the indicated damage. It must also succeed on a Will save or be blinded while within the mistwind, automatically taking the indicated damage each round. A creature that wishes to leave the mistwind is allowed a Reflex save each round to escape the mistwind. The creature remains blinded and takes damage but can leave if the save is successful. Once the creature leaves the mistwind it regains its vision. The DC for saves against the mistwind's perceptive effects varies with the elemental's size (see the table). The save DC is Wisdom based.

Creatures caught in the mistwind can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell and if blinded cannot cast spells which require them to see their targets. If they are not blinded they have a 50% chance of not seeing their targets. Creatures caught in the mistwind take a -2 penalty to Dexterity and a -4 penalty on attack rolls. The elemental can have only as many creatures trapped inside the mistwind at one time as will fit inside the mistwind's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the mistwind happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the mistwind's base touches the ground, the ground is also obfuscated. This cloud is centered on the elemental and has a diameter equal to the mistwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in mistwind form cannot make slam attacks and does not threaten the area around it.

	Mist Elemental, Small	Mist Elemental, Medium	Mist Elemental, Large	Mist Elemental, Huge	Mist Elemental, Greater	Mist Elemental, Elder
Size/Type:	Small Elemental (Mist, Extraplanar)	Medium Elemental (Mist, Extraplanar)	Large Elemental (Mist, Extraplanar)	Huge Elemental (Mist, Extraplanar)	Huge Elemental (Mist, Extraplanar)	Huge Elemental (Mist, Extraplanar)
Hit Dice:	2d8+1 (10 hp)	4d8+12 (30 hp)	8d8+32 (68 hp)	16d8+80 (152 hp)	21d8+105 (199 hp)	24d8+120 (228 hp)
Initiative:	+7	+9	+11	+13	+14	+15
Speed:	Fly 100 ft. (perfect) (20 squares)	Fly 100 ft. (perfect) (20 squares)	Fly 100 ft. (perfect) (20 squares)	Fly 100 ft. (perfect) (20 squares)	Fly 100 ft. (perfect) (20 squares)	Fly 100 ft. (perfect) (20 squares)
Armor Class:	17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14	18 (+5 Dex, +3 natural), touch 15, flat-footed 13	20 (-1 size, +7 Dex, +4 natural), touch 16, flat-footed 13	21 (-2 size, +9 Dex, +4 natural), touch 17, flat-footed 12	26 (-2 size, +10 Dex, +8 natural), touch 18, flat-footed 16	27 (-2 size, +11 Dex, +8 natural), touch 19, flat-footed 16
Base Attack / Grapple:	+1/-3	+3/+4	+6/+12	+12/+24	+15/+28	+18/+32
Attack:	Slam +5 melee (1d4)	Slam +8 melee (1d6+1)	Slam +12 melee (2d6+2)	Slam +19 melee (2d8+4)	Slam +23 melee (2d8+5)	Slam +27 melee (2d8+6)
Full Attack:	Slam +5 melee (1d4)	Slam +8 melee (1d6+1)	2 slams +12 melee (2d6+2)	2 slams +19 melee (2d8+4)	2 slams +23 melee (2d8+5)	2 slams +27 melee (2d8+6)
Space / Reach:	5 ft./5 ft.	5 ft./5 ft.	10 ft./10 ft.	15 ft./15 ft.	15 ft./15 ft.	15 ft./15 ft.
Special Attacks:	Mist mastery, whirlwind	Mist mastery, whirlwind	Mist mastery, whirlwind	Mist mastery, whirlwind	Mist mastery, whirlwind	Mist mastery, whirlwind
Special Qualities:	Darkvision 60 ft., elemental traits	Darkvision 60 ft., elemental traits	Damage reduction 5/-, darkvision 60 ft., elemental traits	Damage reduction 5/-, darkvision 60 ft., elemental traits	Damage reduction 10/-, darkvision 60 ft., elemental traits	Damage reduction 10/-, darkvision 60 ft., elemental traits
Saves:	Fort +1, Ref +6, Will +0	Fort +4, Ref +9, Will +1	Fort +6, Ref +13, Will +2	Fort +10, Ref +19, Will +5	Fort +12, Ref +22, Will +9	Fort +13, Ref +25, Will +10
Abilities:	Str 10, Dex 17, Con 12, Int 4, Wis 11, Cha 11	Str 12, Dex 21, Con 16, Int 4, Wis 11, Cha 11	Str 14, Dex 25, Con 18, Int 6, Wis 11, Cha 11	Str 18, Dex 29, Con 20, Int 6, Wis 11, Cha 11	Str 20, Dex 31, Con 20, Int 8, Wis 11, Cha 11	Str 22, Dex 33, Con 20, Int 10, Wis 11, Cha 11
Skills:	Listen +2, Spot +3	Listen +3, Spot +4	Listen +5, Spot +6	Listen +11, Spot +12	Listen +14, Spot +14	Listen +29, Spot +29
Feats:	Flyby Attack, Improved InitiativeB, Weapon Finesse B	Dodge, Flyby Attack, Improved InitiativeB, Weapon FinesseB	Combat Reflexes, Dodge, Flyby Attack, Improved InitiativeB, Weapon FinesseB	Alertness, Combat Reflexes, Dodge, Flyby Attack, Improved InitiativeB, Mobility, Spring Attack, Weapon FinesseB	Alertness, Blind-Fight, Combat Reflexes, Flyby Attack, Improved InitiativeB, Iron Will, Mobility, Power Attack, Spring Attack, Weapon FinesseB	Alertness, Blind-Fight, Cleave, Combat Reflexes, Flyby Attack, Improved InitiativeB, Iron Will, Mobility, Power Attack, Spring Attack, Weapon FinesseB

Plague Dog

Plague dogs are canines that carry a plague (see Variant Rules section) that afflicts humanoids.

These dogs are surprising nimble for as sickly as they look, with tufts of fur stripped, visible scars, and a foamy gleam in their eyes and maws. Though their mouths don't seem to close comfortably, there is no comfort that they will likely close around nearby flesh. Only the most aggressive breeds become proper plague dogs; their temper is only tempered by their desperation.



Plague Dog CR 3

Medium Magical Beast

Alignment: Usually lawful good

Environment: Bogs, marshes, dark city alleys

Organization: Solitary or pack (10-20)

Initiative: +3

Senses: Darkvision 60', low-light vision, scent

Armor Class: 16 (+3 Dex, +3 natural), touch 13, flat-footed 13

Hit Dice: 5d10 (30hp)

Saves: Fort +5, Ref +7, Will +5

Speed: 40 ft. (8 squares)

Attack: Bite +6 melee (1d6)

Full Attack: Bite +6 melee (1d6)

Space/Reach: 5 ft./5 ft.

Base Attack/Grapple: +5/+5

Feats: Iron Will, Run, Track, Blind-fighting

Special Qualities: Darkvision 60 ft., plague-carrying, low-light vision, scent

Abilities: Str 12, Dex 17, Con 10, Int 10, Wis 13, Cha 11

Skills: Hide +4, Listen +6, Sense Motive +3, Spot +5, Survival +5

Treasure: None

Advancement: 5-7 HD (Medium); 8-12 HD (Large)

Level Adjustment: +2 (cohort)

Combat

Plague dogs often hunt in packs, surrounding their prey, allowing some of them to take advantage of flanking and delivering their plague through their diseased maws. However, some are loners that roam the dark alleys of cities.

Plague (Su): Plague dogs carry plaguelets in their saliva, tiny creatures that eat through the flesh of humanoids.

Plague Offal/Dung (Su): The dung of plague dogs also carries plaguelets. Any creature coming in contact with plague dog dung must make a Fortitude save or contract the plague.

Skills

A plague dog has a +4 racial bonus on Survival checks when tracking by scent.

Zugtmoy's Gift

Found at the top of the Black Spike in the Temple of All-Consumption, this huge fungus provides quite a worthy challenge to all but the most powerful parties.

Advanced Violet Fungus CR 11

Neutral Evil Huge Plant

Initiative: -3

Armor Class: touch 5, flat-footed 25

HP: 238 (HD: 20d8+140)

Saves: Fort +19, Ref +3, Will +6

Speed: 10 ft. (2 squares)

Attack: Tentacle +25 melee (1d6+10 plus poison)

Full Attack: 4 tentacles +25 melee (1d6+10 plus poison)

Space/Reach: 15 ft./20 ft.

Base Attack/Grapple: +15 / +33

Special Attacks: Poison

Special Qualities: Low-light vision, plant traits

Abilities: Str 30, Dex 4, Con 24, Int 0, Wis 11, Cha 9

Environment: Underground

Organization: Solitary

Treasure: None

Combat

A violet fungus flails about with its tentacles at living creatures that come within its reach.

Poison (Ex) Injury, Fortitude DC 27, initial and secondary damage 1d8 Str and 1d8 Con. The save DC is Constitution-based.

MAGIC ITEMS

Discus of Annihilation

This metallic disc soars up to 120 feet away, striking targets for 3d8 dmg and returning to the wielder's hand. Unfortunately, it has a limited number of strikes (usually around 10 charges) before it annihilates itself. Without specific training, it is difficult hard to be accurate with the discus. Wielders are required to have martial or exotic proficiencies to avoid penalties.

Variants that do not annihilate themselves include a sonic disc (1d8+1d6 sonic damage), flame disc (1d8+1d6 fire damage), holy discus (1d8+1d6 holy damage), etc, etc.

Craft Magic Arms, *return to sender*; *permanency*; Cost 12,000 gp. The only magic given off by the standard version is the *return to sender* spell. Alternate versions also give off the enchantments that provide each bonus.

Hellskin Tunic

These shirts are made from the hides of slain fiends. As such, their appearance varies depending on what type of demon or devil originally wore the hide: some are scaly, some smooth and barbed, some blue-white as ice, and some fiery red.

Those who wear these specially-treated shirts find that they help resist the points of weapons and the tearing of teeth and claws. While worn they confer a natural armor bonus of +2.

Minor abjuration; caster level 3, Craft Wondrous Item, *magic vestment*, *barkskin* or *mage armor*; 8,000 gp.

LEGENDS, SEEDS AND HOOKS

Divine Liberation

I'd like to dedicate today's post to E. Gary Gygax, who has passed away this month. Gary's adventures surrounding Tharizdun were a major inspiration for this idea, and so it seems appropriate to dedicate it to him. Of course, this small thing is nothing compared to the joy and inspiration I have received because of him and his work. I write this in the spirit of sending thanks and help to those who are no longer in this world.

This campaign plot line turns a common thread around.

Generally, an imprisoned deity is an antagonist that the PC heroes are trying to keep locked up. In this reversal of the story, a benevolent deity that the PCs worship or care about has been imprisoned.

This could be a long story arcing over a campaign, or a shorter story for higher level characters.

If used for a long campaign, the imprisoned deity may

have been trapped long ago, and now some prophecy or omen has involved the PCs with its release.

If a short story, the deity may have just been recently tricked or put upon by another, malevolent or jealous deity, and the PCs must help the god overcome its tribulations. The part they play may be a minor, but pivotal part in a larger effort.

LOCATIONS

The Elemental Subplane of Mist

The Elemental Subplane of Mist is a subplane where the Elemental Planes of Air and Water intersect. A Great Mist hangs suspended at the very center of the plane, its misty tendrils passing out in all directions all the way to the edge of the plane. It is said that great beings travel the misty tunnels of vapor. Outside the Great Mist, the plane has a calm breeze, which suspends creatures and objects, moving them in a clockwise manner around the exterior of the Great Mist.

The Elemental Subplane of Mist is home to mist elementals, the deep mist dragon, and the gods of obfuscation and warnings. At the edges of the plane are coastal waters which lead nowhere in particular, yet provide the moisture for the Great Mist.

This subplane has the following traits:

- Light winds which keep creatures and objects suspended above a non-extant ground (outside the Great Mist).
- Heavy, moist air (inside the Great Mist).
- Air-dominant, with room for water creatures to thrive.
- Enhanced magic (for the Air and Water domains).
- Impeded magic (for the Earth and Fire domains).

Lands and Peoples of Northeast Soralia

This post is the first in an series of posts detailing **Soralia**, a continent you can use as part of your campaign world. This first description provides a broad overview of the northeastern portion of Soralia.

Climate

The northern kingdoms are warmer than their latitude is generally, due to a major warm current that flows north into the Soral Sea, past the northeastern shores of the Princedoms of Ogham, and then west along the northern shore of the Soral Sea. This warm current results in heavy mists and fogs along the coasts of the so-called Pirate Kingdoms that stretch from the eastern edge of the peninsula to the halfling lands in the wide river basin that dominates the central portion of this region.

The dwarvish lands are high and cold, set in the sprawling Dunheng Mountain chain that shields the eastern lands from the cold north western winds. The gnomish lands are a temperate and fertile land of hills and rivers which flow down from the dwarvish lands. The lands east of there with their small human kingdoms are warmer still in the southern reaches where the warm current runs strong. In the norther reaches they become more temperate as the lands rises slightly towards the arctic barrier mountains. These lands are drier and less fertile than the gnomish lands to the east.

Lands and Peoples

As one travels from west to east from the Fridon kingdoms along the north shore of the Soral Sea, one encounters first dwarvish and then gnomeish lands, followed by a stretch of heavily wooded wilderness, and several small human kingdoms.

Dwarven Kingdoms: Two large and several small sovereign dwarven kingdoms claim the Dunheng Mountains and the surrounding land as theirs. Fairly isolate and xenophobic, these dwarven kingdoms have long-running feuds that occasionally break out into brief wars. Smaller kingdoms will be on one side or another as events change over the years.

These dwarves have some commerce with the underdark, primarily with deep dwarves and undergnomes. Other commerce is with occasional Fridon traders from the west and gnomes to the east, and through them, the warm human Pirate Kingdoms. Many young dwarves from these lands hire themselves out as small companies of mercenaries to the gnomes, halflings, and humans to the east.

Gnomish Lands: These lands are primarily gnomish city-states ruled by family clan councils. The population includes a smattering of halflings, dwarves, humans and the occasional elf. Their economies are primarily agrarian. For defense, the ruling councils use mercenary troops sparingly and wisely to defend against human raiders from the east. As their lands are not rich in precious metals, they tend to be at peace with the dwarven kingdoms of the Dunheng Mountains to their west.

The gnomes that live here tend to be practical, stoic folk, well used to defending themselves from the human bandits that spill out of the Pirate Kingdoms. To their north in the tail of the arctic barrier mountains tribes of Ice Kobolds and the Naahaogo mountain goat people occupy the last habitable stretch of land before the tundras and arctic wastes. Mixed among them in the rolling foothills west of the river basin are several small halfling, elven and human communities.

Pirate Kingdoms: Collectively known as the Pirate Kingdoms, these are small and factious kingdoms that stretch out across the end of the northern Soralic peninsula. On the whole, they tend to be somewhat poor and rather chaotic. Due to the laxness of laws in this

region, they are a haven for pirates for which they are known.

One kingdom is ruled by the famous Mad King of Pitosala, a small state in the Pirate Kingdoms. Cursed with a split personality, his fits and shrewdness are famous. His main personality is an Aristocrat 10, regal and charismatic, and his next dominant personality is Wizard 10, shrewd, cruel and scheming, with a third personality which is a babbling mix of voices....

The humans here tend to view dwarves with a bit of distrust, as their main contact with them is as mercenaries.

Ice Kobolds: These Kobolds have a blue-white color to their scales and a natural resistance to the cold (cold subtype: cold immunity). They worship the white dragons that live on the arctic shelf and throughout the barrier mountains. There is enmity between them and the beast-men that share these mountains, but they do not tend to make war on each other. They come into frequent conflict with the gnomes and to a lesser extent with the dwarves that live in the Dunheng Mountains to the southwest of them.

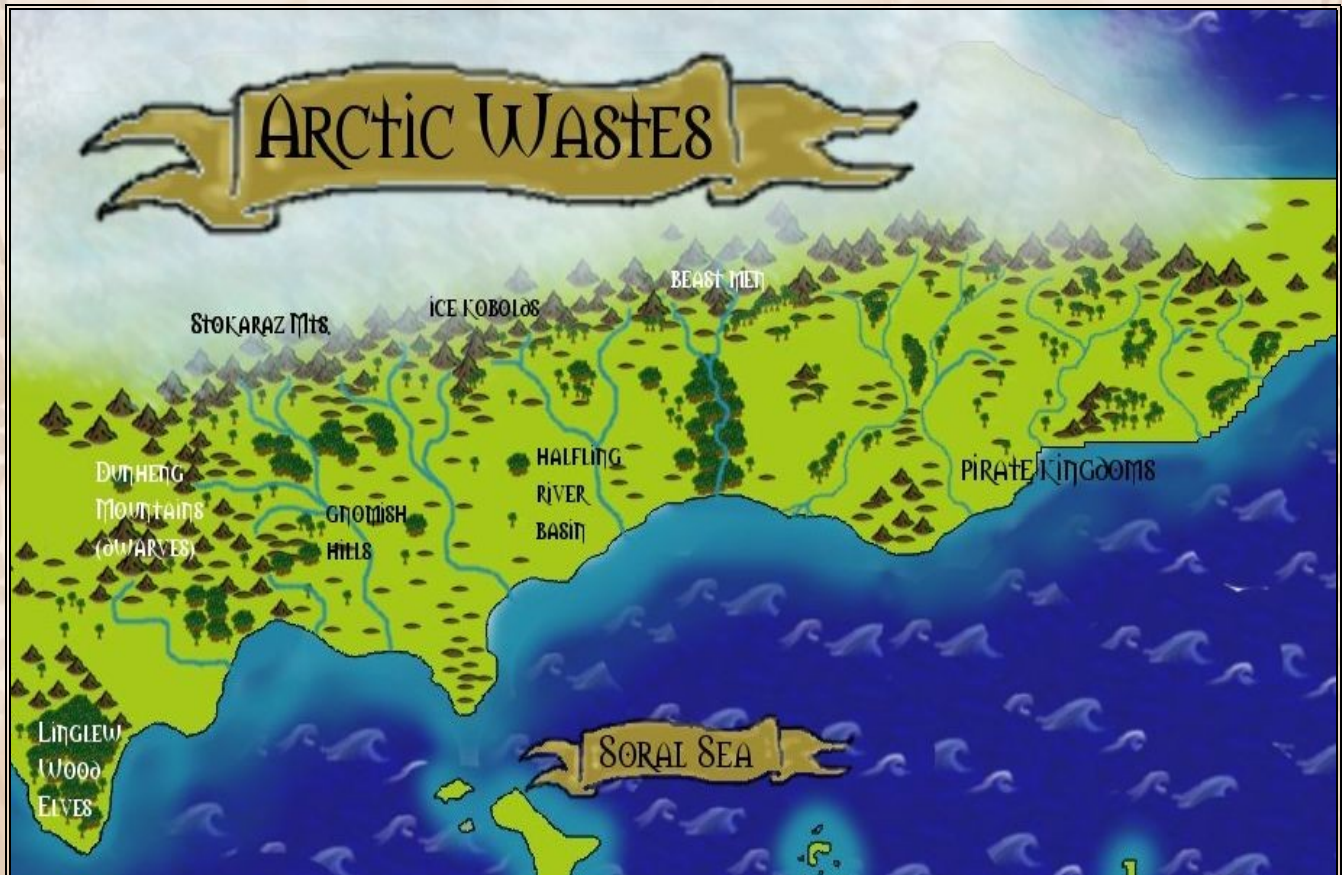
Their king is a fighter 5, sorcerer 8, dragon disciple 5. Also of note among them is a powerful sorcerer, who builds fantastic constructs for use as war machines, some in the aspect of the dragons they worship. He often must work with other magic-users to complete these constructs, but has the support of the king and good access to the resources he needs.

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. 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 thick pelt of fur across their entire bodies, giving them good 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 scouts, druids and barbarians are common among them. Their society tends to be neutral and slightly chaotic as do individuals. They fight with longbows and spears, though their warriors favor many weapons such as greataxes, greatswords and longspears.

Rumors and Information

Rumors and information which can be determined with the corresponding Knowledge (local) or Bardic Knowledge check will follow in future issues of Claw/Claw/Bite. Keep listening for them!



Map of Northeast Soralia

Comic: Atavistic Onslaught

Enjoy the third installment of the new classic comic by D. Heat!

Atavistic Onslaught by D. Heat

On the Peninsula of Aversion....





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

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

This issue of Claw/Claw/Bite includes:

- Two variant rules: Passion and Plague
- Three new feats, including Passionate Leader
- Two new classes: Rogue Caster and Merchant
- Five new spells including Crippling and Withering Grasp
- Two new race and cultures, including the Goduanil Elves
- Five new characters, including a half-human, half-dragon lich
- Four new creatures, including the Mist Elemental
- Two new magic items, including the Discus of Annihilation
- A story seed inspired by E. Gary Gygax
- Two locations, including the Elemental Subplane of Mist
- And a comic: Atavistic Onslaught #3

