

# CLAW/CLAW/BITE

## ROADSIDE SHRINES

TO RETELL HISTORIES THROUGH PICTURES

## LARS AND FARIS

NPCS ON A MISSION

## ARCHAEOPTERIX AND BYZOZIUS

ANCIENT YET STILL-PRESENT FOES

## JANARAX AND SILVEX

RAKSHASAS NOT WHAT THEY SEEM

AND MUCH MORE!



# Claw/Claw/Bite 17

ISSN: 1939-344X

Written, drawn, edited, and typeset by S.D. Hilderbrand except where otherwise noted

Additional editing by Adam A. Thompson

## Contents

<b>1 Introduction</b>	<b>1</b>	<b>5 Locations</b>	<b>14</b>	<b>9 Races and Cultures</b>	<b>21</b>
<b>2 Campaign Flavor</b>	<b>1</b>	5.1 Bale Morrow . . . . .	15	9.1 Hobbits . . . . .	21
2.1 Alternate Lanterns . . . . .	1	5.2 Lone Tree . . . . .	15	<b>10 Spells</b>	<b>21</b>
2.2 Blessed Structures . . . . .	1	5.3 Trangúll Dřevo Rumors . . . . .	16	10.1 Bless Structure . . . . .	21
2.3 Medallion of Honor . . . . .	2	<b>6 Magic and Special Items</b>	<b>16</b>	10.2 Direction Sense . . . . .	21
2.4 Roadside Shrines . . . . .	2	6.1 Belt of Singing . . . . .	16	<b>11 Traps and Hazards</b>	<b>22</b>
<b>3 Characters</b>	<b>3</b>	6.2 Flute of Dancing . . . . .	16	11.1 A Set of False Trap Sketches . . . . .	22
3.1 Faris . . . . .	3	6.3 Gloves of Choking . . . . .	17	11.2 Map Pins . . . . .	22
3.2 Kamgai Parzi . . . . .	3	6.4 Holy Caltrops . . . . .	17	<b>12 Variant Rules</b>	<b>22</b>
3.3 Kurdt Menstan . . . . .	4	6.5 Horn of the Unicorn . . . . .	17	12.1 Cunning . . . . .	23
3.4 Lars . . . . .	5	6.6 Sending Stones . . . . .	17	12.2 Initiative Around the Table . . . . .	23
3.5 Padaric Malloy . . . . .	6	6.7 Soup Stone . . . . .	17	<b>13 Legal Department</b>	<b>23</b>
3.6 Polonico Colouz . . . . .	7	6.8 Statue of Limitations . . . . .	18	13.1 Open Gaming License 1.0a . . . . .	24
<b>4 Creatures</b>	<b>7</b>	6.9 Sylvanthread Armor . . . . .	18	13.2 UR and IP Rights . . . . .	25
4.1 Archaeopteryx . . . . .	7	6.10 Time in a Bottle . . . . .	18	<b>14 A Final Comic</b>	<b>25</b>
4.2 Bog Maid . . . . .	8	6.11 Whisk o'Way . . . . .	19		
4.3 Byzozius . . . . .	9	6.12 Wild Boots . . . . .	19		
4.4 Cut-Up Construct . . . . .	10	<b>7 Mini Plot Threads</b>	<b>19</b>		
4.5 Flying V . . . . .	11	7.1 Llana d'Arth . . . . .	19		
4.6 Janarax . . . . .	12	7.2 Thousand Eyes of Prince Sangor . . . . .	19		
4.7 Pipefish, Giant . . . . .	13	7.3 Wild Arbors of Mahdihly Vale . . . . .	20		
4.8 Silvex . . . . .	14	<b>8 Prestige Classes</b>	<b>20</b>		
		8.1 Arcane Runethrower . . . . .	20		



## 1 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 quarterly issues.

Our goal is to be a one-stop shop for you, the storyteller. Most of our creations are designed for d20 3.5 rules, but can be readily adapted to 4th Ed or to other role playing systems altogether. Many of the game elements that you see in this periodical will find their way into modules published by Unicorn Rampant and Inverspace Press, which will be available on our sites: *unicornrampant.com*, *inverspace.com* and *clawclawbite.com*, as well as through major online distributors such as *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 to explore.

If you would like to contribute content for *CCB*, or join stalwart band of local distributors of small numbers of printed copies, make a DC 15 Will save and then drop us a line at

[clawclawbite@gmail.com](mailto:clawclawbite@gmail.com).

Finally, enjoy this material and all your adventures. Make it fun.

## 2 Campaign Flavor

One thing that can make a campaign feel dry and become stuck in a rut is the lack of flavor. As a DM, it's tough to constantly develop new features for your worlds, so we at *CCB* try to routinely introduce a few elements that you may inject into your worlds without too much painstaking effort.

These elements of campaign flavor will hopefully provide enough visual and visceral context for players to help keep the action moving by asking questions and taking actions that aren't overly simplified or bland.



### 2.1 Alternate Lanterns

We're bringing you some campaign flavor inspired by Halloween night, in the form of alternate lanterns to light up the night.

### Hollowed Vegetables

Citizens of towns and villages carve out the centers of excess vegetables from the harvest, placing them on their doorsteps to light the paths. Commonly carved vegetables include pumpkins, potatoes, and turnips, which, when carved, are called jack o'lanterns, named after the phenomenon of strange light flickering over peat bogs, called *ignis fatuus*.

### Hammered Tins

Tins will often have holes pressed through them to allow light through. These are filled with candles and set out as long-term light sources with short-term fires.

### Wooden Barrels

Some townsfolk are fond of chiseling or sawing holes in wooden barrels set at intersections in the road, wherein smaller lamps are often placed. These holes allow light to pass through, illuminating the path, while protecting the wick from wind and rain.

### 2.2 Blessed Structures

In some regions of Proppia, it is rumored that the buildings themselves are touched by a powerful force that protects those inside from those besieging the structure.

In order to bless a structure, a 4th level spell, *bless structure* (see Spells section) must be cast

with the appropriate magical material component to provide the base bonus. This can be divine or arcane, though most blessings are placed upon structures by the clergy, making the effect overwhelmingly divine in nature.

The effects of these enchantments are brought about by magically enchanted amulets and ward statues mortared within the structures themselves. The bonuses bestowed upon those within can come in many forms, including strength, AC, saves, temporary hit points, etc.



A common recipient of these blessings at casting time are walls, which add bonuses to all those on defense within the walls. This is a great way for a single architect/cleric to achieve long-term mass effects upon entire legions of fighting forces.

Blessings placed in structures are nullified if removed from the structures themselves, for instance if excavated. In these situations, the amulets, statues and other magical items which provided the wards often retain their bonuses, but travel with their new owners, but are limited

in scope, affecting only the wearer. In order for these items to bless a new structure, they must be used as material components in a new bless structure invocation.

### 2.3 Medallion of Honor

As a means of introducing campaign flavor and a sense of military rank, we recommend using Medallions of Honor. These medallions exist in many forms, and are awarded by communities and organizations to those who perform honorable deeds, for instance a party which saves a village from a marauding goblin army or saves a favored daughter of the hamlet.

Most common Medallions of Honor grant a +1 AC bonus (Sacred) to the wearer. However, they range through +5 bonuses, and can also bestow a number of other powers to the wearer. For instance, Medallions of Honor in aquatic communities often grant powers as the *water-breathing* spell, while those in clifftop dwellings may grant powers resembling *featherfall*.

Prices range based on ability as dictated by the DMG, with additional cost bonuses for the stones which adorn them, be they turquoise, copper, or diamond.

### 2.4 Roadside Shrines

Roadside Shrines are found throughout the worlds of Farghoal and Proppia. Some are even far off the road, in the middle of the wilderness. Wherever people have found a reason to note a piece of ground, shrines can be found.

These shrines have multiple uses:

- † providing a location to worship while on the road
- † providing a source of (holy) water for travelers
- † consecrating an area that once was tainted
- † memorializing an event, such as a successful battle or a treaty
- † memorializing a hero, especially one of the traveling saints
- † providing spiritual or holy defense of an area

### Sample Roadside Shrines

In the Central Valley, a region of Farghoal, shrines are common roadside reminders of times past. The rich histories of the people who live in the valley are woven together in detailed, sometimes cryptic poetry and prose.

Every mile or so (twenty minutes walk) between towns and inns there is some shrine serving as a reminder of the teamwork and sharing that keeps the valley thriving.

Some towns have markers in the form of shrines on every corner, telling some part of the story. Though these have mostly taken on a more secular meaning. Those that have not are homages to Farlagn, though others praise Pelor, Moradin, or Toddemere Wolfhaven, a minor god of travel (major god in Proppia).

### 3 Characters

These personalities breathe life into the world. Read them carefully before using, and consider how they may present challenges and adventures to the party.

#### 3.1 Faris

There is a quick double thwap sound, and the boar falls to the mud before you, its snout landing on your chest. Rolling out from under the beast, a young man giggles as he approaches. "You're not bored, are you?" he quips. As he retrieves his spent arrows from the deceased beast, you note his well-kempt features and the standard of a far-off land tattooed on the insides of his wrists.

#### Faris

##### Medium-size Male Human

##### Ranger 3

**Hit Dice:** (3d8)+3

**Hit Points:** 27

**Initiative:** +3

**Speed:** Walk 30 ft.

**AC:** 15 (flatfooted 12, touch 13)

**Attacks:** Dagger +5; Dagger (Thrown) +6; \*Shortbow +6;

**Damage:** Dagger 1d4+2; Dagger (Thrown) 1d4; \*Shortbow 1d6;

**Vision:** normal

**Face / Reach:** 5 ft. / 5 ft.

**Special Qualities:** Archery Combat Style, Favored Enemy (Giant) +2, Wild Empathy +4



**Saves:** Fortitude: +4, Reflex: +6, Will: +2

**Abilities:** Str 14 (+2), Dex 16 (+3), Con 12 (+1), Int 11 (+0), Wis 12 (+1), Cha 13 (+1)

**Skills:** Appraise 0; Balance 3; Bluff 1; Climb 5; Concentration 3; Craft (Untrained) 0; Diplomacy 1; Disguise 1; Escape Artist 3; Forgery 0; Gather Information 1; Handle Animal 2; Heal 4; Hide 4; Intimidate 1; Jump 4; Knowledge (Dungeoneering) 1; Knowledge (Geography) 4; Knowledge (Nature) 4; Listen 4; Move Silently 6; Ride 3; Search 3; Sense Motive 1; Spot 5; Survival 5; Swim 4;

**Feats:** Armor Proficiency (Light), Endurance, Martial Weapon Proficiency, Point Blank Shot, Quick Draw, Rapid Shot, Shield Proficiency, Simple Weapon Proficiency, Track

**Challenge Rating:** 3

**Alignment:** Chaotic Good

**Possessions:** Arrows (20); Leather; Dagger; Outfit (Explorer's); Shortbow;

#### Spells

**Ranger - Known:** None, as in Proppia, all magic is learned in-game.

#### 3.2 Kamgai Parzi

Kamgai was trained in a martial monastery on the border of the Fjordlands, a region inhabited by hordes of orcs that patrol the hills. He received his best training wandering those hills, picking fights and knowing when to flee before orc reinforcements arrived on the scene. His ability to sneak in behind enemy lines has been put to use on multiple occasions by the militias keeping sentry over the border between the Central Valley and Orkrun. This has won him a medallion of honor from the shared governance of Central Valley.

His history picking fights makes him come off as abrasive when he is first met, but over time he warms to groups who show themselves full of valor and thus worthy of his respect. Beating him in a feat of strength, dexterity, or combat will instantly win him over.

#### Kamgai Parzi

##### Medium-size Male Human

##### Monk 11

**Hit Dice:** (11d8)+33

**Hit Points:** 97

**Initiative:** +8

**Speed:** Walk 60 ft.

**AC:** 25 (flatfooted 21, touch 18)

**Attacks:** \*Flurry of Blows +11/+11/+11/+6

**Damage:** \*Flurry of Blows 2d8+3

**Vision:** normal

**Face / Reach:** 5 ft. / 5 ft.

**Special Qualities:** Diamond Body (Su), Greater Flurry of Blows (Ex), Improved Evasion (Ex), Ki Strike (Magic and Lawful), Purity of Body (Ex), Slow Fall (50), Still Mind (Ex), Stunning Fist attack 12/day (DC 16), Wholeness of Body (Su) 22 hp/day

**Saves:** Fortitude: +12, Reflex: +13, Will: +10

**Abilities:** Str 16 (+3), Dex 18 (+4), Con 16 (+3), Int 12 (+1), Wis 12 (+1), Cha 7 (-2)

**Skills:** Appraise 1; Balance 11; Bluff -2; Climb 5; Concentration 9; Craft (Untrained) 1; Diplomacy 2; Disguise -2; Escape Artist 11; Forgery 1; Gather Information -2; Heal 1; Hide 12; Intimidate -2; Jump 20; Knowledge (Arcana) 4; Knowledge (Religion) 4; Listen 4; Move Silently 14; Perform (Dance) 2; Profession (Soldier) 3; Ride 4; Search 1; Sense Motive 8; Spot 6; Survival 1; Swim 5; Tumble 16

**Feats:** Combat Reflexes, Dodge, Improved Initiative, Improved Trip, Improved Unarmed Strike, Mobility, Multiattack, Power Attack, Stunning Fist

**Challenge Rating:** 11

**Alignment:** Lawful Neutral

**Possessions:** Belt, Monk's; Ring of Water Walking; Boots of Levitation; Bracers of Armor +5; Cloak of Resistance +2; Flurry of Blows;

Outfit (Monk's); Medallion of Honor from Central Valley (AC +2)

### 3.3 Kurdt Menstan

Leader of the garrison at Rido Savo in the steep cliffs at the north edge of the Southern Reaches that sprawl across the southeast quadrant of Farghoal. Gruff. Intimidating. The perfect NPC for a DM who likes role playing in deep voices.



#### Kurdt Menstan

**Medium-size Male Human**

**Fighter 15**

**Hit Dice:** (15d10)+45

**Hit Points:** 153

**Initiative:** +6

**Speed:** Walk 20 ft.

**AC:** 24 (flatfooted 24, touch 13)

**Attacks:** \*"Crash" Greatsword +4 (Thundering) +25/+20/+15

**Damage:** \*"Crash" Greatsword +4 (Thundering) 2d6+14

**Vision:** normal

**Face / Reach:** 5 ft. / 5 ft.

**Special Qualities:** –

**Saves:** Fortitude: +12, Reflex: +7, Will: +7

**Abilities:** Str 19, Dex 14, Con 16, Int 11, Wis 14, Cha 18

**Skills:** Appraise 0; Balance -4; Bluff 4; Climb 0; Concentration 3; Craft(Armorsmithing) 1; Craft (Untrained) 0; Diplomacy 4; Disguise 4; Escape Artist -4; Forgery 0; Gather Information 4; Handle Animal 15; Heal 2; Hide -4; Intimidate 22; Jump -4; Listen 2; Move Silently -4; Ride 16; Search 0; Sense Motive 3; Spot 2; Survival 2; Swim -7

**Feats:** Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Cleave, Combat Reflexes, Greater Weapon Focus (Greatsword), Greater Weapon Specialization (Greatsword), Hold the Line, Improved Critical (Greatsword), Improved Initiative, Improved Shield Bash, Leadership, Martial Weapon Proficiency, Mounted Combat, Power Attack, Ride-By Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Trample, Weapon Focus (Greatsword), Weapon Specialization (Greatsword)

**Challenge Rating:** 15

**Alignment:** Neutral Good

**Possessions:** “Crash” Greatsword +4 (Thundering); Cloak of Charisma +2; Gloves of Dexterity +2; Half-Plate +3 (Electricity Resistance (Improved)); Mithral Heavy Shield; Outfit (Traveler’s); Smoky Quartz; Ring of Protection +3; Star Ruby;

**Mount:** Ta N’ing

**Ta N’ing Large-size Male Warhorse, Light Animal 3**

**Hit Dice:** (3d8)+9

**Hit Points:** 28

**Initiative:** +1

**Speed:** Walk 40 ft.

**AC:** 19 (flatfooted 18, touch 10)

**Attacks:** \*Bite +2; \*Hoof +4/+4

**Damage:** \*Bite 1d3+1; \*Hoof 1d4+3

**Vision:** Low-light

**Face / Reach:** 10 ft. / 5 ft.

**Special Qualities:** Animal Traits, Scent (Ex)

**Saves:** Fortitude: +6, Reflex: +6, Will: +2

**Abilities:** Str 16, Dex 12, Con 16, Int 2, Wis 12, Cha 6

**Skills:** Appraise -4; Balance -4; Bluff -2; Climb -2; Concentration 3; Craft

(Untrained) -4; Diplomacy -2; Disguise -2; Escape Artist -4; Forgery -4; Gather Information -2; Heal 1; Hide -8; Intimidate -2; Jump 3; Listen 2; Move Silently -4; Ride 1; Search -4; Sense Motive 1; Spot 4; Survival 1; Swim -7;

**Feats:** Lightning Reflexes, Multiattack

**Challenge Rating:** 1

**Alignment:** Neutral Good

**Possessions:** Barding (Chainmail); Saddlebags; Saddle (Exotic Military)

### 3.4 Lars

As the dust from the swordfight clears, there is one man standing. In profile, he is tall and slender, and when the light of the re-lit lanterns fills the room, his bruises become apparent. He holds one hand over his eyes squinting in the brightness of the light, a stoic expression over the rest of his face.



Lars and his traveling companion Faris hail from the eastern edge of Besht, where they live in an intentional community of woodsy folk. His skills in leatherwork give him a keen eye for

craftsmanship, and his long hours of toil have tightened his muscles.

Mild-mannered and soft spoken, he is not quick to respond to stimuli, unless he feels immediately threatened, but when he does speak, his words ring with the wisdom of one who has lived on his own for much of his life.

**Lars**

**Male Human**

**Fighter 2 Expert 1**

**Hit Dice:** (2d10)+(1d6)+3

**Hit Points:** 29

**Initiative:** +6

**Speed:** Walk 30 ft.

**AC:** 16 (flatfooted 14, touch 12)

**Attacks:** Dagger +4; Dagger (Thrown) +4; Shortbow +5; \*Sword, Short +4;

**Damage:** Dagger 1d4+2; Dagger (Thrown) 1d4; Shortbow 1d6; \*Sword, Short 1d6+2; **Vision:** normal

**Face / Reach:** 5 ft. / 5 ft.

**Special Qualities:** –

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

**Abilities:** Str 15 (+2), Dex 14 (+2), Con 12 (+1), Int 12 (+1), Wis 14 (+2), Cha 8 (-1)

**Skills:** Appraise: 1; Balance: 0; Bluff: -1; Climb: 3; Concentration: 2; Craft (Leatherworking): 2; Craft (Untrained): 1; Diplomacy: -1; Disable Device: 3; Disguise: -1; Escape Artist: 0; Forgery: 1; Gather Information: -1; Handle Animal: 3; Heal: 2; Hide: 0; Intimidate: 3; Jump: 1; Knowledge (Geography): 2; Knowledge (History): 2; Listen: 4; Move

Silently: 0; Ride: 6; Search: 1; Sense Motive: 3; Spot: 2; Survival: 2; Swim: 1;

**Feats:** Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Improved Initiative, Martial Weapon Proficiency, Point Blank Shot, Power Attack, Precise Shot, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus (Shortbow)

**Challenge Rating:** 2

**Alignment:** Neutral Good

**Possessions:** Arrows (50); Backpack; Bedroll; Buckler; Caltrops; Dagger; Flint and Steel; Outfit (Explorer's); Rope (Silk/50 Ft.); Sack; Shortbow; Studded Leather; Sword, Short; Torch;

### 3.5 Padaric Malloy

Padaric Malloy is the leader of a small rebel unit that has held out against the Baroese army's advances into its home nation. The group of wild-dwellers has evaded the large, organized army by living at the edge of a great forest. The Baroese tactics do not account for heavy forests. Malloy's group is able to steal supplies and sneak attack the troops in their bivouacs when the sun is down. Malloy's men and women number six.

Malloy himself was once a soldier, so he understands tactics. His recent need to survive in the woods has led to his greater understanding of nature, and he has recently gained the ability to cast ranger spells.



#### Padaric Malloy Medium-size Male Human Fighter 5 Ranger 3

**Hit Dice:** (5d10)+(3d8)+8

**Hit Points:** 67

**Initiative:** +1

**Speed:** Walk 20 ft.

**AC:** 20 (flatfooted 19, touch 14)

**Attacks:** Dagger +12/+7; Dagger (Thrown) +9/+4; Shortbow (Masterwork) +10/+5; Sword +1 (Bastard) +14/+9

**Damage:** Dagger 1d4+4; Dagger (Thrown) 1d4; Shortbow (Masterwork) 1d6; Sword +1 (Bastard) 1d10+5

**Vision:** normal

**Face / Reach:** 5 ft. / 5 ft.

**Special Qualities:** Favored Enemy (Humanoid (Orc)) +2, Two Weapon Fighting Combat Style, Wild Empathy (Ex) +5

**Saves:** Fortitude: +8, Reflex: +5, Will: +1

**Abilities:** Str 18 (+4), Dex 12 (+1), Con 12 (+1), Int 10 (+0), Wis 9 (-1), Cha 14 (+2)

**Skills:** Appraise 0; Balance -4; Bluff 2; Climb 1; Concentration 3; Craft (Blacksmithing) 3; Craft (Untrained) 0; Diplomacy 2; Disguise 2; Escape Artist -4; Forgery 0; Gather Information 2; Handle Animal 6; Heal 2; Hide -1; Intimidate 10; Jump -5; Knowledge (Geography) 1; Knowledge (Nature) 3; Listen -1; Move Silently -4; Ride 5; Search 2; Sense Motive -1; Spot 1; Survival 1; Swim -4;

**Feats:** Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Diehard, Endurance, Exotic Weapon Proficiency (Sword (Bastard)), Leadership, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Track, Weapon Focus (Sword (Bastard))

**Challenge Rating:** 8

**Alignment:** Chaotic Good

**Possessions:** Arrows (20); Arrows +1 (20); Banded Mail (Masterwork); Dagger; Medallion of Honor (AC Bonus+2) (Sacred); Shortbow (Masterwork); Sword +1 (Bastard); Wild Boots - AC Bonus (Insight) (+1)

#### Spells

##### Ranger - Known:

**1st:** Alarm, Animal Messenger, Charm Animal, Delay Poison, Detect Animals or Plants, Detect Poison, Entangle, Jump, Longstrider, Magic Fang, Pass without Trace, Resist Energy, Speak with Animals, Summon Nature's Ally I



### 3.6 Polonico Colouz

Polonico is the scruffy-yet-trustworthy paladin who runs Adin Temple, the main church in Central Valley. This church contains multiple wings, each of which is dedicated to a god - Pelor in the north and largest wing, Heironeous in the east wing, and Kord in the west wing. Polonico himself worships Pelor, but works in a partnership with adepts and warriors who worship other gods in a typical show of Central Valley religious tolerance.

**Polonico Colouz**  
**Medium-size Male Human**  
**Paladin 9**

**Hit Dice:** (9d10)+18

**Hit Points:** 79

**Initiative:** +1

**Speed:** Walk 20 ft.

**AC:** 22 (flatfooted 21, touch 11)

**Attacks:** \*Mace +2 (Light) +13/+8

**Damage:** \*Mace +2 (Light) 1d6+4

**Vision:** normal

**Face / Reach:** 5 ft. / 5 ft.

**Special Qualities:** Aura of Courage (Su), Aura of Good (Ex), Divine Grace (Su), Divine Health (Ex), Lay on Hands (Su) 27 hp/day, Remove Disease (Sp) 2/week, Smite Evil (Su) 2/day, Special Mount (Sp), Turn Undead (Su) 6/day (turn level 7) (turn damage 2d6+10)

**Saves:** Fortitude: +11, Reflex: +7, Will: +9

**Abilities:** Str 15 (+2), Dex 13 (+1), Con 14 (+2), Int 13 (+1), Wis 16 (+3), Cha 16 (+3)

**Skills:** Appraise 1; Balance -5; Bluff 3; Climb

-4; Concentration 14; Craft (Sculpting) 3; Craft (Untrained) 1; Diplomacy 15; Disguise 3; Escape Artist -5; Forgery 1; Gather Information 3; Handle Animal 7; Heal 15; Hide -5; Intimidate 3; Jump -10; Listen 3; Move Silently -5; Ride 5; Search 1; Sense Motive 5; Spot 3; Survival 3; Swim -10;

**Feats:** Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Craft Wondrous Item, Improved Turning, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Spell Penetration

**Challenge Rating:** 9

**Alignment:** Lawful Good

**Possessions:** Banded Mail +2; Mace +2 (Light); Potion of Cure Serious Wounds; Potion of Fly; Shield +1 (Heavy/Metal);

#### Spells

##### Paladin - Known:

**1st:** Bless, Bless Water, Bless Weapon, Create Water, Cure Light Wounds, Detect Poison, Detect Undead, Divine Favor, Endure Elements, Magic Weapon, Protection from Chaos, Protection from Evil, Read Magic, Resistance, Restoration, Lesser, Virtue

**2nd:** Bull's Strength, Delay Poison, Eagle's Splendor, Owl's Wisdom, Remove Paralysis, Resist Energy, Shield Other, Undetectable Alignment, Zone of Truth

## 4 Creatures

These denizens of dungeons deep present new challenges to adventuring parties.

### 4.1 Archaeopteryx

Archaeopteryx, sometimes referred to by its German name Urvogel ("original bird" or "first bird"), is the earliest and most primitive bird known.

#### Archaeopteryx

##### Small Animal

**Hit Dice:** 2d10 (12 hp)

**Initiative:** +5

**Speed:** 10 ft (2 squares), fly 40 ft. (average)

**Armor Class:** 16 (+1 size, +5 Dex), touch 15, flat-footed 11

**Base Attack/Grapple:** +1/-11 (+1 when attached)

**Attack:** Bite +7 melee (3d4-1)

**Full Attack:** Bite +7 melee (3d4-1)

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

**Special Attacks:** Attach, sawteeth

**Special Qualities:** Darkvision 60 ft., low-light vision

**Saves:** Fort +2, Ref +7, Will +1

**Abilities:** Str 7, Dex 21, Con 10, Int 1, Wis 12, Cha 6

**Skills:** Hide +8, Listen +2, Spot +4

**Feats:** Alertness, Weapon Finesse B

**Environment:** Warm marshes and moors

**Organization:** Solitary

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** –

**Level Adjustment:** –



An archaeopteryx's coloration ranges from rust-red to tan, with a coat of feathers that ranges from ochre to turquoise.

An archaeopteryx's body is about 3 feet long, with a wingspan of 3-5 feet. It weighs about 50 pounds.

### Combat

An archaeopteryx attacks by biting into a victim, and making a sawing motion with its beak.

**Attach (Ex):** If a archaeopteryx hits with its bite attack, it uses its saw-like teeth to latch onto the opponent's body. An attached archaeopteryx is effectively grappling its prey. The archaeopteryx loses its Dexterity bonus to AC and has an AC of 12, but holds on with great

tenacity. Archaeopteryx have a +12 racial bonus on grapple checks (already figured into the Base Attack/Grapple entry above).

An attached archaeopteryx can be struck with a weapon or grappled itself. To remove an attached archaeopteryx through grappling, the opponent must achieve a pin against the archaeopteryx.

**Sawtooth (Ex):** Archaeopteryx deal 1d6 points of damage in any round when it begins its turn attached to a victim.

## 4.2 Bog Maid

Cousins of hags, these evil women of bogs lure travelers into their slimy lairs.

### Bog Maid

**Medium Fey Humanoid (Aquatic)**

**Hit Dice:** 7d8+14 (45 hp)

**Initiative:** +3

**Speed:** Walk 40 ft. (8 squares), Swim 30 ft. (6 squares)

**Armor Class:** 19 (+3 Dex, +6 natural), touch 13, flat-footed 16

**Base Attack/Grapple:** +7/+18

**Attack:** Claw +13 melee (1d6+5)

**Full Attack:** 2 claws +11 melee (1d6+5) and rancid bite +6 melee (2d6+1)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Improved grab, rake 1d6+7, rancid bite 2d6+1, spell-like abilities

**Special Qualities:** Damage reduction 2/bludgeoning, darkvision 60 ft., shape change, spell resistance 19, swamp walk



**Saves:** Fort +6, Ref +8, Will +6

**Abilities:** Str 21, Dex 16, Con 14, Int 13, Wis 13, Cha 14

**Skills:** Bluff +6, Diplomacy +4, Disguise +6 (+8 when shape changed), Hide +6, Intimidate +2, Listen +10, Spot +10

**Feats:** Alertness, Great Fortitude

**Environment:** Marshes, bogs and swamps

**Organization:** Solitary or covey (3 maids of various enticing forms)

**Challenge Rating:** 6

**Treasure:** Standard

**Alignment:** Usually chaotic evil

**Advancement:** By character class

**Level Adjustment:** –

These sirens of the swamp have been known to lure many an adventurer into brackish waters and bramble patches.

**Combat**

Bog maids usually draw upon their shape change ability to alter its physical form to appear as a beautiful young female elf, half-elf, or other humanoid. Then, they grapple their opponents in what seems a lustful embrace, proceeding to bite into them with their rancid maws.

**Rancid Bite (Ex):** The rancid bite of a bog maid deals 2d6+1 damage. In addition, a DC 18 Fortitude save is required to avoid 1d4 temporary Con damage.

**Skills**

**Shape Change (Ex):** Bog maids have the natural ability to change their shape into other humanoid forms, typically choosing a beautiful maiden of a humanoid species.

**Swamp Walk (Ex):** Because of their innate knowledge of the terrain, bog maids can move at normal speed through swamp, marsh, and bog.

*Thanks to Rakehell over at Tailslap for the 4e conversion of this creature!*

**4.3 Byzozius**

Byzozius is an ancient unicorn who lives in the Forest of Light on Solania, a subplane of Celestia, accessible from a portal in the center of Trángúll Dřevo, a giant elven forest in Farghoal full of fey creatures. It is by making connections with them, and serving them for a time, that he is able to be encountered.

Byzozius lives on, but has grown weak and withered without his horn. Byzozius' horn was carved by Kardâsuan, an elven carver who didn't know its origin.

Fully restored with his horn, Byzozius has the following stats. Without his horn, Byzozius is roughly as powerful as a heavy war horse. This makes his very vulnerable until his horn is restored.

**Byzozius (Level 11 Celestial Charger)**

**Large Magical Beast (Extraplanar, Celestial)**

**Hit Dice:** 8d10+11d8+75 (177 hp)

**Initiative:** +10

**Speed:** 60 ft. (12 squares)

**Armor Class:** 27 (-1 size, +5 Dex, +7 natural, +5 bracers of armor +6), touch 13, flat-footed 20

**Base Attack/Grapple:** +15/+26

**Attack:** Horn +24 melee (1d8+10)

**Full Attack:** Horn +24 melee (1d8+10) and 2 hooves +16 melee (1d4+3)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Turn undead 13/day, smite evil, ride-by attack, spells

**Special Qualities:** Damage reduction 10/magic, darkvision 60 ft., immunity to poison, charm, and compulsion, low-light vision, magic circle against evil, resistance to acid 10, cold 10, and electricity 10, scent, spell-like abilities, spell resistance 20, wild empathy

**Saves:** Fort +18, Ref +14, Will +20

**Abilities:** Str 24, Dex 20, Con 20, Int 13, Wis 29, Cha 22

**Skills:** Concentration +15, Knowledge (nature) +10, Knowledge (planes) +12, Knowledge (religion) +8, Listen +15, Move Silently +19, Spellcraft +12, Spot +17, Survival +15 (+17 aboveground)\*

**Feats:** Alertness, Combat Casting, Extra Turning, Improved Initiative, Improved Turning, Run, Skill Focus (Survival)

**Environment:** Celestia

**Organization:** Unique, solitary

**Challenge Rating:** 17

**Treasure:** None

**Alignment:** Chaotic good

**Advancement:** 11 Cleric levels

**Level Adjustment:** +12 (cohort)

Byzozius is an 11 HD celestial unicorn with eleven levels of cleric.

A unicorn has deep sea-blue, violet, brown, or fiery gold eyes. Males sport a white beard.

A typical adult unicorn grows to 8 feet in length, stands 5 feet high at the shoulder, and weighs 1,200 pounds. Females are slightly smaller and slimmer than males.

Unicorns speak Sylvan and Common.

**Skills**

Unicorns have a +4 racial bonus on Move Silently checks. \*Unicorns have a +3 competence bonus on Survival checks within the boundaries of their forest.

### Combat

The save DC for this celestial charger's neutralize poison ability (DC 20) is adjusted for its greater Hit Dice and altered Charisma score.

Byzozius' natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

**Smite Evil (Su):** Three times per day, Byzozius can make a normal melee attack to deal 15 points of extra damage against an evil foe.

**Magic Circle Against Evil (Su):** Three times per day, Byzozius can create a 20' magic circle against evil, as the spell, with the larger area of effect.

### Spells

**Spell DC:** 18 + spell level) **Cleric Spells Prepared:**

**0th (6):** detect magic, detect poison (2), light, virtue (2)

**1st (7):** bless (2), calm animals, obscuring mist, remove fear, sanctuary, shield of faith

**2nd (6):** aid (2), animal messenger, lesser restoration, remove paralysis, shield other

**3rd (5):** prayer, protection from energy, remove curse, searing light (2)

**4th (4):** air walk, divine power, holy smite\*, restoration

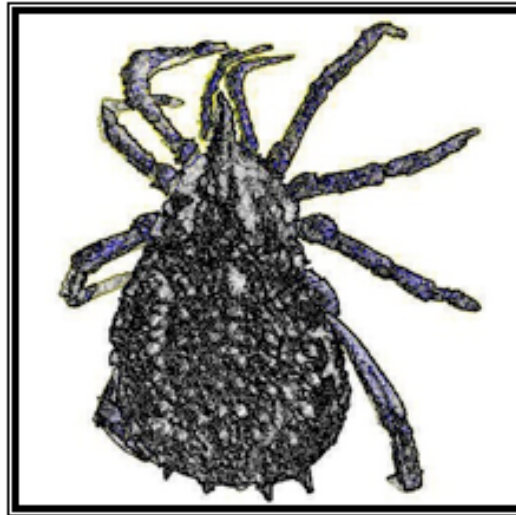
**5th (3):** atonement, flame strike, spell resistance

**6th (2):** blade barrier, wind walk

**Domains:** Animal and Good.

### 4.4 Cut-Up Construct

Cut-ups are magically created automatons of varying power. Constructing one involves a decoupled collage of scroll parchment and the employment of summoning magic, which pulls together the components for the Cut-up out of the ether. The tasks to be performed by the Cut-up must be written along the edge of the collage in a magical runic script. This is usually done in chalk so the collage may be reused.



### Combat

The animating force for a Cut-up is a spirit from the Ethereal Plane. The process of creating the Cut-up assembles the component corporeal matter and breathes a temporary life into them, subjecting the ethereal spirit to the Cut-up's creator,

at least until their servitude is complete, as dictated by the tasks set forth in runes.

Since they are collections of multiple life forces all bent on competing their tasks and thus being set free, Cut-ups are strong-willed and tenacious in combat. They make any and all decisions based on this drive for freedom. They follow instructions explicitly and are incapable of any strategy or tactics outside this fundamental urge. For this reason, some may even attack their creators, if their creators are not careful to make their tasks clear.

### Fatal Flaw

Cut-ups are destroyed if the collage used to summon them is destroyed, whether by fire, evisceration, or even a simple tear down the center of the parchment. Creators of Cut-ups must thus stow their collages with care, especially if they intend to reuse them.

### Construction

The cost to create each Cut-up includes the cost of the scroll parchment used to breathe life into the collages and a bag of holding to provide the link the Ethereal Plane. Completing the Cut-up's creation drains 50 XP from the creator. The bag of holding is not consumed in the creation, and once the Cut-up returns to the Ethereal Plane, the bag is left on the ground.

The resulting Cut-up can be up to 1'x1' per level of the spellcaster. For instance, Mialee, a 14th-level spellcaster, creates a collage, and

summons the ethereal energy to manifest a Cut-up up to 14'x14'. This creature is included in the stat block below.

The physical characteristics of a Cut-up come from its design on parchment, so there is infinite variation in their final forms.

### Mialee's Cut-up

#### Large Construct

**Hit Dice:** 14d10+30 (105 hp)

**Initiative:** 0

**Speed:** 30 ft.

**Armor Class:** 23 (-1 size, 0 Dex, +14 natural)

**Base Attack/Grapple:** +8/+19

**Attack:** Slam +14 melee (2d8+8 plus deep cut)

**Full Attack:** 2 slams +14 melee (2d8+8 plus deep cut)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Deep cut

**Special Qualities:** Construct traits, fatal flaw, flip sides, fold space, damage reduction 10/bludgeoning and piercing, darkvision 60 ft., immunity to magic, low-light vision

**Saves:** Fort +5, Ref +2, Will +5

**Abilities:** Str 27, Dex 11, Con 1, Int 1, Wis 11, Cha 1

**Skills:** –

**Feats:** –

**Environment:** Any

**Organization:** Solitary or gang (2-4), up to ? the level of the caster

**Challenge Rating:** 11

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 15-21 HD (Huge)

**Level Adjustment:** –

Cut-ups take the forms depicted on their collages.

A Cut-up cannot speak or make any vocal noise. It moves with a wide gait like the folding of paper. It appears weightless, yet is strangely corporeal.

### Combat

**Flip Sides (Ex):** Every round a Cut-up is in combat, there is a 5% chance each round that it will determine that the easiest path to setting its ethereal energy free is to flip sides, turning on its creator. While fighting against its creator, there is a 5% chance that the Cut-up will return to its creator's side.

**Deep Cut (Ex):** Since Cut-ups are made of pure ethereal energy, damage dealt by a Cut-up doesn't heal naturally and resists healing spells. A character attempting to cast a healing spell on a creature damaged by a Cut-up must succeed on a DC 10+ the constructor's caster level check, or the spell has no effect on the injured character.

**Vulnerable to Blades (Ex):** Cut-ups are especially susceptible to damage from slashing weapons, which deal double damage.

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

A blade barrier spell or other non-magical blade slows the Cut-up (as the slow spell) for 1d6 rounds and deals 2d6 points of damage.

**Fold Space (Su):** At will, Cut-ups can take shortcuts through the Prime Material Plane by folding themselves through the ether as per the spell ethereal jaunt.

CL 11th; Craft Construct, animate objects, resurrection, caster must be at least 11th level; Price 5,000gp in fine scroll parchment, a bag of holding; Cost 21,500gp, 1,540xp.

### 4.5 Flying V

These are nasty bat-like creatures that drift along the stratosphere until dark, when they swoop down to the surface to feed.

#### Flying V

**Size/Type:** Huge Magical Beast (extraplanar)

**Hit Dice:** 8d8+20 (60 hp)

**Initiative:** +8

**Speed:** fly 60 ft.

**Armor Class:** 23 (-2 size, +8 Dex, +7 natural), touch 16, flat-footed 15

**Base Attack/Grapple:** +7/+26

**Attack:** Bite +10 melee (1d8+6)

**Full Attack:** 2 Bites +10 melee (1d8+6)

**Space/Reach:** 15 ft./20 ft.

**Special Attacks:** Fly-by Attack

**Special Qualities:** Darkvision (200'), Low-light Vision (500')

**Saves:** Fort +11, Ref +15, Will +8

**Abilities:** Str 20, Dex 26, Con 18, Int 2, Wis 14, Cha 6

**Skills:** Hide +12, Listen +18\*, Move Silently +18, Spot +14\*

**Feats:** Alertness, Stealthy, Fly-by Attack

**Environment:** Lofty Peaks, Night Sky

**Organization:** Colony (5-8)

**Challenge Rating:** 5

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 9-16 HD (Gargantuan)

**Level Adjustment:** –

A flying V has a wingspan of 25 feet and weighs about 400 pounds. They have hands near the ends of their wings that allows them to grip their prey.

### Combat

Scouting the night sky with their strong nightvision and low-light vision, flying Vs swoop down upon unsuspecting prey from above, using a fly-by attack to either grapple or simply attack their unsuspecting prey.

### Skills

Flying Vs have a +4 racial bonus on Spot and Listen checks.

## 4.6 Janarax

A devious bard who has focused his sorcerous powers on murder and deceit, Janarax partners with Silvex, one of his brethren. The two

make a powerful spellcasting force, wandering the planes causing trouble.

Recently, he has learned about the power of Magesilver and has been wielding a large chunk. In his research into powerful artifacts, he has discovered the Silver Orb of the Ages, which he seeks in the Great Library that is the Plane of Knowledge.

### Janarax

#### Medium-size Male Rakshasa

#### Rakshasa 7 Sorcerer 7

**Hit Dice:** (7d8)+(7d4)+70

**Hit Points:** 140

**Initiative:** +9

**Speed:** Walk 40 ft. (8 squares)

**AC:** 32 (flatfooted 27, touch 15)

**Attacks:** \*Bite +8;\*Claw +13/+13

**Damage:** \*Bite 1d6+1;\*Claw 1d6+3

**Vision:** Darkvision (60')

**Face / Reach:** 5 ft. / 5 ft.

**Special Qualities:** Change Shape (Su), Damage Reduction (Su), Detect Thoughts (Su), Spell Resistance (Ex), Summon Familiar

**Saves:** Fortitude: +12, Reflex: +12, Will: +12

**Abilities:** Str 16 (+3), Dex 20 (+5), Con 20 (+5), Int 22 (+6), Wis 14 (+2), Cha 22 (+6)

**Skills:** Appraise 6; Balance 5; Bluff 26; Climb 3; Concentration 22; Craft (Alchemy) 11; Craft (Trapmaking) 9; Craft (Untrained) 6; Diplomacy 10; Disguise 27; Escape Artist 5; Forgery 6; Gather Information 6; Heal 2; Hide 5; Intimidate 8; Jump 7; Knowledge (Arcana) 23; Knowledge (Tactics) 10; Knowledge (The

Planes) 10; Listen 6; Move Silently 12; Perform (Comedy) 8; Perform (Dance) 8; Ride 5; Search 6; Sense Motive 7; Spellcraft 25; Spot 11; Survival 2; Swim 3;

**Feats:** Blind-Fight, Combat Reflexes, Improved Initiative, Improved Natural Attack (Claw), Quicken Spell, Simple Weapon Proficiency

**Challenge Rating:** 17

**Alignment:** Lawful Evil

**Possessions:** Alexandrite; Tiger Eye; Amethyst; Aquamarine; Bite; Bracers of Armor +8; Claw; Cloak of Charisma +2; Blue Diamond; Emerald; Ring of Blinking; Star Ruby; Wand of Ice Storm; Sizable chunk of Magesilver (adds +2 to all spell levels while wielded)

### Spells

**Spell DC:** 16+spell level+2 for the Magesilver)

#### Sorcerer - Known:

**0th (6):** Arcane Mark, Daze, Detect Magic, Flare, Light, Mage Hand, Open/Close, Read Magic, Resistance

**1st (8):** Alarm, Expeditious Retreat, Hold Portal, Magic Missile, Shield

**2nd (8):** Arcane Lock, Bull's Strength, Cat's Grace, Knock, Touch of Idiocy

**3rd (7):** Fireball, Fly, Haste, Lightning Bolt

**4th (7):** Black Tentacles, Charm Monster, Phantasmal Killer, Solid Fog

**5th (7):** Baleful Polymorph, Dismissal, Wall of Force

**6th (6):** Chain Lightning, Greater Dispel Magic

**7th (3):** Spell Turning

A closer look at a rakshasa reveals that the palms of its hands are where the backs of the hands would be on a human. A rakshasa is about the same height and weight as a human. Rakshasas speak Common, Infernal, and Undercommon.

### Combat

In close combat, which a rakshasa disdains as ignoble, it employs its sharp claws and powerful bite. Whenever possible, it uses its other abilities to make such encounters unnecessary.

**Detect Thoughts (Su):** A rakshasa can continuously use detect thoughts as the spell (caster level 18th; Will DC 15 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

### Spells

**Change Shape (Su):** A rakshasa can assume any humanoid form, or revert to its own form, as a standard action. In humanoid form, a rakshasa loses its claw and bite attacks (although it often equips itself with weapons and armor instead). A rakshasa remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but the rakshasa reverts to its natural form when killed. A true seeing spell reveals its natural form.

### Skills

A rakshasa has a +4 racial bonus on Bluff and Disguise checks. \*When using change shape, a

rakshasa gains an additional +10 circumstance bonus on Disguise checks. If reading an opponent's mind, its circumstance bonus on Bluff and Disguise checks increases by a further +4.

### 4.7 Pipefish, Giant

Slithering out from the the reef, a giant eel of a beast swims toward you.



#### Pipefish, Giant

**Size/Type:** Large Animal (Aquatic)

**Hit Dice:** 12d8+46 (107 hp)

**Initiative:** +8

**Speed:** Swim 90 ft. (12 squares)

**Armor Class:** 27 (-1 size, +6 Dex, +12 natural)

**Base Attack/Grapple:** +10/+23

**Attack:** Bite +17 melee (2d6+5)

**Full Attack:** Bite +17 melee (2d6+5)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** Improved grab, constrict

**Special Qualities:** Keen scent

**Saves:** Fort +10, Ref +15, Will +8

**Abilities:** Str 21, Dex 23, Con 15, Int 1, Wis 12, Cha 10

**Skills:** Listen +14, Spot +10, Swim +24

**Feats:** Improved Natural Attack (bite), Weapon Focus (bite)

**Environment:** Cold aquatic

**Organization:** Solitary or pair

**Challenge Rating:** 10

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 13-18 (Huge); 19-32 (Gargantuan)

**Level Adjustment:** –

Giant pipefish attack anything they perceive to be edible, even larger creatures, constricting them until they stop breathing.

This monstrous fish can grow to a length of 25 feet and weigh more than 4,000 pounds.

### Combat

Giant pipefish entangle their foes in their long, tentacle-like bodies.

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

**Constrict (Ex):** A creature with this special attack can crush an opponent, dealing bludgeoning damage, after making a successful grapple check. The amount of damage is given in the creature's entry. If the creature also has the improved grab ability it deals constriction damage in addition to damage dealt by the weapon used to grab.

**Keen Scent (Ex):** A giant pipefish can notice creatures by scent in a 180-foot radius and

can detect blood in the water at a range of up to 1 mile.

### Skills

A giant pipefish has a +12 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered, and get a free tumble check to move through opponents spaces, avoiding attacks of opportunity.

It can use the run action while swimming, provided it swims in a straight line.

## 4.8 *Silvex*

The two rakshasas go by *Zilves* and *Chanaras* when they take their human forms, as bards hailing from the *Salty Grog*. From this perch, they learn local rumors and histories which they weave into stories, stories into song, songs into spells. They do not work with *Salodrin* (see our upcoming module, *Cover of Darkness*), but know of him, and have a fork tuned to the Plane of Knowledge which allows them to plane shift here using *Silvex's* ring.

*Silvex* is the younger of the duo, traveling with *Janarax* and for the most part following his direction and at times his outright orders. He could be persuaded to help the party for a large sum of gems, for which he has an overwhelming fascination.

### *Silvex*

#### Medium-size Male Rakshasa

#### Rakshasa 7 Sorcerer 6 Rogue 1

**Hit Dice:** (7d8)+(6d4)+(1d6)+85

**Hit Points:** 160

**Initiative:** +9

**Speed:** Walk 40 ft.

**AC:** 32 (flatfooted 27, touch 15)

**Attacks:** Bite +8; 2 Claws +15/+15

**Damage:** Bite 1d6+4; 2 Claws 1d6+4

**Vision:** Darkvision (60')

**Face / Reach:** 5 ft. / 5 ft.

**Special Qualities:** Change Shape (Su), Damage Reduction (Su), Detect Thoughts (Su), Spell Resistance (Ex), Summon Familiar, Sneak Attack +1d6

**Saves:** Fortitude: +12, Reflex: +13, Will: +12

**Abilities:** Str 18, Dex 20, Con 22, Int 20, Wis 12, Cha 22

**Skills:** Appraise 4; Balance 12; Bluff 23; Climb 9; Concentration 18; Craft (Alchemy) 4; Craft (Trapmaking) 13; Craft (Untrained) 6; Diplomacy 10; Disguise 24; Escape Artist 7; Forgery 6; Gather Information 6; Heal 2; Hide 5; Intimidate 6; Jump 7; Knowledge (Arcana) 22; Knowledge (Tactics) 10; Knowledge (The Planes) 9; Listen 6; Move Silently 15; Perform (Comedy) 8; Perform (Dance) 10; Ride 5; Search 5; Sense Motive 5; Spellcraft 23; Spot 13; Survival 2; Swim 4

**Feats:** Blind-Fight, Combat Reflexes, Improved Initiative, Improved Natural Attack (Claw), Quicken Spell, Simple Weapon Proficiency

**Challenge Rating:** 14

**Alignment:** Lawful Evil

**Possessions:** 5 Tiger Eyes; Bracers of Armor +8; Cloak of Charisma +2; 2 Blue Diamonds; Emerald; Ring of Plane Shift; Star Ruby; Wand of Hold Monster; Tablas of Persuasion

### Spells

**Spell DC:** 16+spell level)

#### Sorcerer - Known:

**0th (6):** Arcane Mark, Daze, Detect Magic, Flare, Light, Mage Hand, Open/Close, Read Magic, Resistance

**1st (8):** Alarm, Expeditious Retreat, Hold Portal, Magic Missile, Shield

**2nd (8):** Arcane Lock, Bull's Strength, Cat's Grace, Knock, Touch of Idiocy

**3rd (7):** Displacement, Fly, Haste, Hold Person

**4th (7):** Fire Trap, Charm Monster, Ice Storm, Phantasmal Killer

**5th (7):** Cone of Cold, Dismissal, Telekinesis

**6th (4):** Dispel Magic, Legend Lore, Shadow Walk

The rest is the same as *Janarax*, above.

## 5 *Locations*

Rich locations can make or break a session. The better the description of the location, the more likely to draw the players in. The more organic the location, the more opportunities for the characters to explore the nooks and crannies.



## 5.1 Bale Morrow

Part peatland, part bog, part moor, this region lies to the east of the Ten Princedoms, west of the Flordlands, and north of the Central Valley. In Bale Morrow, the sky is eternally overcast, and the ground moist, making camping difficult. Even the most stalwart travelers find the land uncomfortable.



This region is also infamous as the last known location of many an adventurer. It is said a chill wind passes over Bale Morrow at night, catching wanderers in its icy grip and drowning it in the shallow, murky waters that dot the landscape. Indeed, flying Vs, wargoyles, and even wirmholes patrol the night skies, and wolves, trolls, and giant caterpillars are known to stalk the grounds.

One reason adventures venture into Bale Morrow is for the unique muds, mosses, and foliage. The bogmoss is a natural curative, and can be harvested to make healing salves and tinctures. Morrow mud is a beauty aid, and the

various wildflowers and small shrubberies produce flowers and berries that top the reagent lists of many a mage. Even the still water itself is prized, even though it is a low-grade poison if consumed.

It is rumored that there are settlements toward the center of Bale Morrow, but none in the known world has made it both to and from the center of the vast region.

Approaching the vast mix of bog and peat from the west, the last tree before Bale Morrow is known as Lone Tree, and it is avoided by birds and animals of all types. It is as if they can sense the corruption in the land. Poisoned by the waters that have seeped into its roots, Lone Tree has not had leaves upon its branches in years.

## 5.2 Lone Tree

This single tree stands out in the vast stretch of Bale Morrow. It is said that this tree is so affected, that birds will not even land in its branches.

Many a shady deal has gone down in this location, with many an ill consequence. Here is a random encounter table (d100).

**1-10:** A small party of adventurers huddles around a crude map. If approached with care, they will serve as porters through the Bale Morrow in exchange for being led through.

**11-15:** A wandering wizard has set up a small camp under the tree, and is busy collecting mosses and fungi for use as spell components. If approached, the party will set off his glyph of warding, and he will turn on them.

**16-20:** A merchant has wandered off course, and his cart is stuck in the mud. If assisted, he will offer the party a few items.

**21-35:** A party of gnolls waits in ambush!

**36-42:** The skull of a humanoid provides the first clue of a deeper mystery, culminating in uncovering a murder.

**43-50:** The weather turns violent, and the party must seek shelter or risk being struck by lightning.

**51-95:** Choose a random encounter from an appropriate table.

**96-100:** A magical item has been left leaning against the tree. There is a 50/50 chance that it is cursed.

Further, if anyone tries to climb the tree, the limbs will emit a low shriek, causing a 20' fear aura (DC 20). Finally, the limbs give off a murky poison (Fortitude save DC 25 or suffer 1d4+2 permanent Con damage).



Drawing by Ben Dare.

### 5.3 *Trangúll Dřevo Rumors*

The following are quotes that various people who have heard of *Trangúll Dřevo*, or who are putting the party on, will say to them.

“It is said that southwest of Olde Bay is an ancient wood, wherein lives elf folk. Mischevious, kiniving they are, and will steal your pack if you don’t keep it close you. Be careful traveling in those parts.”

“I daresay, you should never head there. Only death and despair. ’Tis why the Olde Bay’s been so haunted all these years. Foul beasts come form there, beasts half stone and half flesh. Carry you out to their island. Don’t go into those woods.”

“I never venture south of the Bay. Recommend you don’t either. It is said there is a haunted wood down there. Filled with dark fey folk.”

“In the heart of *Trangúll Dřevo* is a portal to another world – on the other end is a dragon. Can’t imagine anyone would ever want to find it.”

“We have seen wandering patrols of armed men dressed in deep robes, with shiny armor sneaking out from under their adornment. Their faces have a slight green hue, and they are armed with impressive weapons. If you’re heading there, be sure to be well armed, or you will face certain disaster.”

## 6 *Magic and Special Items*

One of the most fun parts of a role playing game is the acquisition and exploration of magical loot. Even non-magical items can be exciting, whether it’s in the form of better, lighter armor or in the form of more ornate decoration on everyday adventuring gear.

### 6.1 *Belt of Singing*

Origin of the term “belt it out!” this belt can be adjusted around the waist of the wearer to im-

prove their pitch and vocal range. The belt gives the wearer a +3 competence bonus on Perform checks and vocal skill checks. Worn by bards, it improves such rolls to perform acts by +5.

Minor divination; CL 6th; Craft Wondrous Item, creator must be a bard with Perform (voice) at least 5; Price 2,500 gp; Weight 1 lb.

### 6.2 *Flute of Dancing*

Inspired by a recent history of heresy in medieval times, and Richard Wunderli’s telling of the story of the Drummer of Niklashausen, Hans Behem, here is a magic item that should please fans of the Pied Piper of Hamelin.



This flute appears to be a normal, oversized flute. When played by a person who succeeds on a DC 15 Perform (wind instruments) check, the flute creates an hypnotic rhythm of a tune. Those within 30 feet who fail DC 20 Will saves

are forced to dance for 2d6 rounds. Those affected can still attack, but at a -4. They also receive a +2 bonus to AC while dancing.

Flutes of dancing can be sounded with this effect twice a day.

Faint enchantment; CL 4th; Craft Wondrous Item, *scare*; Price 5,000 gp; Weight 1 lb.

### 6.3 Gloves of Choking

This normal-looking pair of leather gloves is laced with a set of extra-long laces. Once worn, the long laces wrap around the wrists and arms of the wearer, binding the gloves to the wearer. Once this happens, the wearer must make a DC 20 Will check or be forced to choke the nearest creature as though dominated. If the wearer successfully chokes his neighbor, he will move on to his next-nearest neighbor until the enchantment is broken.

This is particularly deadly when characters try on the gloves while their companions sleep.

Moderate transmutation, CL 7th, Craft Wondrous Item, *charm person*, Price: 2,000gp.

### 6.4 Holy Caltrops

Holy caltrops are runes the wielder drops on the ground to slow and damage the undead. The runes have a single activation keyword, the name of the rune. The runes deal 2d8 holy damage to and slow any undead in a 20' radius which fail a DC 20 reflex save. Undead creatures which step on the caltrops must make a DC 25 reflex save or take 3d8 holy damage.

If laid as a trap, the caltrops do not require the keyword to activate them, but also do not affect all those in a 20' radius; only those undead which step upon the caltrops are affected.

Greater holy caltrops raise the DC by 5 and the damage by a d8; lesser remove 5 DC and a d8.

Moderate enchantment. Must be blessed by a cleric of at least level 9. Price: 2,500 (lesser), 5,000 or 7,500 (greater) gp.

### 6.5 Horn of the Unicorn

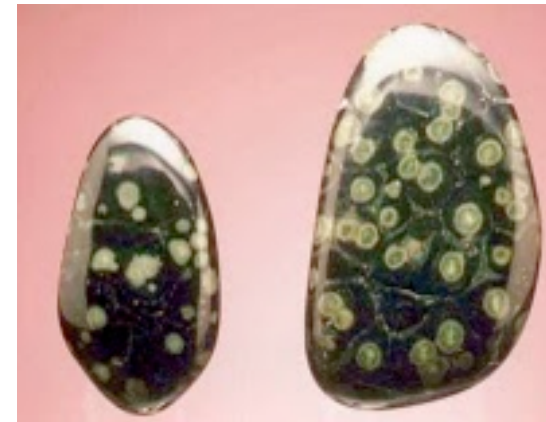
This musical instrument is a unique artifact, carved from the horn of Byzozius, the ancient unicorn of the clouds, by the master hornmaker, Halupin. The Horn of the Unicorn grants its good-aligned wielder resistance to sonic effects. In addition, the horn emanates a 15' magic circle against evil as the spell.

Those who play the instrument with a DC 20 perform check deal 5d6 points of sonic damage to all creatures within a 60' cone in the direction of its playing. All evil creatures within earshot receive an additional 2d6 points of sonic damage, including those within the 60' cone.

### 6.6 Sending Stones

Sending Stones allow messages to be transmitted between themselves over large distances on a single plane. The stones must be keyed to one another; two randomly-selected sending stones will likely not be compatible, though with the careful application of a sending spell can be

keyed to the same frequency. When two stones are synced in this manner, they lose their connections to their previously-connected stones.



Unfortunately, these stones tend to be found by themselves, as they are rarely kept together (this would undermine their usefulness). However, a *locate object* spell can help locate the destination stone.

Price: 5,000 gp. Create Wondrous Item; *sending*.

### 6.7 Soup Stone

Dropped into a cauldron or pot filled with water, this knobby stone will leak the taste of onions, carrots, potatoes, and other root vegetables into the mix, proving a nutritious and tasty meal. The stone shrinks by a negligible margin with each use; a new soup stone lasts up to a year.

This meal will not cover all the nutritional needs of an adventurer, but will provide more

than half, making soup stones a valuable, if not expensive item. Multiple soup stones add to the nutritious value of the meal, and make the meal tastier.



Unfortunately, if soup stones get wet (by rain or accidental dunking in a river), they wear away much quicker.

To make a soup stone, the caster must be able to create food through magical means and must be able to enchant objects. Price: 750 gp.

Drawing by Ben Dare.

## 6.8 Statue of Limitations

Each statue of limitations appears to be a humanoid statue between eight and twelve inches, with one feature diminished in size. With each statue, the diminished features correspond with which attribute they limit to a highest value of 14. This means when a player with an attribute over this value holds the statue, either in hand or even on their person, their attribute corresponding to the statue is temporarily modified to be the max value.

For example, Kurdt Menstan, above, has a strength of 19, but while he carries the statue of strength limitation, noted by its thin arms, his strength is effectively 14. These cursed statues are unnaturally prized by their owners, so Kurdt would clasp the statue tightly even though it would weaken him all the while.



Greater statues of limitations limit these values to 10, lesser to 18.

When the figurine is worn around one's neck, its effects radiate 5' in all directions, affecting others.

If a statue of limitations is broken or destroyed, its effects are nullified, its power departed.

Each feature on the statue that appears diminished on the statue is so limited. Figurines with all six attributes limited appear with all six features diminished – arms (Strength), legs (Dexterity), head (Intelligence), facial attributes (Charisma), abdomen (Constitution), and base (Wisdom).

Price: 8,000gp, lesser 4,000gp, greater 16,000gp.

## 6.9 Sylvanthread Armor

This extremely light cloth armor is made of finely-woven sylvanthread. Speed while wearing sylvanthread is 40 feet for medium creatures, or 30 feet for small, which may be faster than the wearer would normally travel. This is due to the extra light feeling of the armor, which actually encourages a spring in the wearer's step.

The armor has an arcane spell failure chance of 5%, a maximum Dexterity bonus of +6 and no armor check penalty. It is considered extra-light armor and weighs 5 pounds.

Sylvanthread armor provides a +4 AC bonus.

No aura (nonmagical); Price 3,250 gp.

## 6.10 Time in a Bottle

This item appears to be a normal glass bottle with an hourglass printed on the cork. Requiring a standard action to activate the bottle, when it

is opened on the Prime Material Plane, it allows the character to take one free full round action. This can be repeated once every minute (hence, once every 10 rounds). The side effect is that the wielder ages a day per use.

If the bottle breaks, the wielder falls unconscious for a day. This is the tactic that those who know of this item use against the wielders. For this reason, Time in a Bottle is sometimes found in areas where there is much broken glass. But often they are found in very secret locations known only by powerful mages.

It is unknown how Time in a Bottle reacts on other planes.

Major transmutation; CL 19th; Craft Wondrous Item, *phase self*; Price 37,500 gp; Weight 1 lb.

## 6.11 Whisk o'Way

This ornate whisk appears as a typical kitchen implement, unless carefully studied by an onlooker. When properly used, this item imbues the resulting food with natural wayfinding abilities, improving travel for those who consume it.

For 8 hours after consuming a meal prepared with a whisk o'way, creatures receive a +5 on all tracking and direction-finding checks. Creatures consuming such a meal are also compelled to travel, and are assisted in all Will saves, adding +3 to all Will saves along the journey within the same 8 hour duration.

Price: 300gp; CL3, Create Wondrous Item, *direction sense*.

## 6.12 Wild Boots

These brightly-colored leather boots provide benefits to the wearer. First, he receives a +5 Insight Bonus to knowledge checks in the wild. Spellcasters that wear the boots also add 1 additional spell of level 3 or below to their daily spell allotment. For games using mana, add 3 mana to the wearer's mana pool.

Faint abjuration and transmutation; CL 7th; Craft Wondrous Item, *imbue with spell ability*; Price 4,500 gp; Weight 1 lb.

## 7 Mini Plot Threads

Many of these plot threads are summaries of short adventures (or at least their hooks) from the world of Proppia, a Medieval fairy-tale setting created by S.D. Hilderbrand, soon to be available from Inverspace Press and Unicorn Rampant Publishing.

### 7.1 Llana d'Arth

This woman of the sea would sun herself on rocks a good deal off the coast of the Jæruel for those few summer weeks when the clouds would part and the light stream in sharp contrast to the grey clouds in the distance.

One summer, she was caught in the nets of a fishing trawler, and dragged up on deck. The men were frightened by her until she spoke in their tongue, asking to be set free. They complied, and she thanked them and swam off, back to her rocks to sun. They returned to the rocks the next day and she was gone.

Later that season, she swam up to their vessel and warned them of an approaching storm. Turning back to shore, they returned in time to warn the rest of the town, which boarded up and weathered the storm with minimal damage.

The fishermen were branded heroes by their fellow citizens.

Rumor has it that fishermen still see her in those sunny summer weeks out there on the rocks.

### 7.2 Thousand Eyes of Prince Sangor

This prince of a nomadic tribe is said to have a thousand eyes.

In actuality his tribe has over 500 warrior-aged men and women who act and fight in his name. As nomads, they are known to travel in many directions, even away from the tribe. They keep watch wherever they go, reporting news back to Prince Sangor through a specialized sending spell.

In person, the middle-aged prince can seem distant, since reports from his "thousand eyes" stream in constantly. To his credit, he is amazingly attentive for someone who has the central node in a hive mind in his head at all times.

The prince rarely sleeps for more than a few hours (whenever his "eyes" sleep, he is able to), leading many outsiders (and even some closer to him) to question his humanity. However, to many he comes off as a kind and generous leader who believes very strongly in core principles of honesty and justice.

The story element here is that the prince's counsel has gone missing, and he has been unable to sort through the many messages that fill his mind. The party will be sent on a search and rescue mission across the desert in order to win his trust. Sandor's top archers will accompany the party, and will teach those who use bows how better to use them. They will, of course, be able to be impressed.

### 7.3 Wild Arbors of Mahdihly Vale

Outlaws defied the local law, setting up a camp in the local baron's private wood. On a sacred night for believers of the dominant religion in the area, the Baron Allain sent his men into the wood, attacking the outlaws while they were in prayer. The outlaw men were hanged from the trees overhead while their families watched. They wept and prayed out loud, finally shouting insults at the baron's men.

One of the women shouted, "for many days have these men cared for your arbors! May these trees enact a tax on your bloodthirsty life!". She was run through on the spot by the baron himself.

A week later, he passed through the scene of the crime on his way back from battle with a small retinue, including some of the men who carried out the hangings. The baron never made it home that night, nor did any of his men. When his castle guard returned to investigate, they noted that the roots of the trees had grown in a circular barrier and that the baron and his men's bodies were found hacked to pieces in the

corral, and there were no signs of his horses, nor the corpses of the outlaws that had been left to rot.

## 8 Prestige Classes

Presenting new opportunities to explore the interactions of certain classes with racial, alignment, or other limitations, prestige classes provide paths to skillsets unavailable to the standard classes. We find them useful as a means to steer a character down an organic path toward their own destiny in the larger campaign storyline.

### 8.1 Arcane Runethrower

This prestige class is a natural fit for dwarven spellcasters steeped in their runic lore.

Arcane runethrowers have honed their stonecutting skill to be able to precisely chisel arcane runes into them. These runes replace most standard material components (excluding any with material cost and any others that the DM deems essential) when the spell is to be cast. Arcane runethrowers cast their runes and intone arcane words to bring about their spell effects.

NPC runethrowers usually lead solitary lives in towers and reclaimed caves. Some specialize in a particular set of runes, organizing into groups that trade their runes among themselves.

**Hit Die:** d6.



#### Requirements

To qualify to become an arcane runethrower, a character must fulfill the following criteria.

**Alignment:** Any **Skills:** Spellcraft +6, Craft (Stonecutting) +6

#### Class Skills

Arcane runethrowers are experts at learning and carving, able to hone their Spellcraft and Knowledge: Arcana skills while keeping their tools and Stonecarving skills sharp.

#### Class Features

Arcane runethrowers gain the ability to cast spells at the same rate as sorcerers, and can elect

to use their dexterity bonuses the way sorcerers use intelligence. They gain access to all the spells up to their arcane runethrower level plus any levels of spellcasting they have acquired through other classes. In addition, the following skills are available: Concentration, Knowledge: Arcana, Knowledge: Dungeoneering, Spellcraft, Stonecarving, and Use Magic Device.

**Arcane Skill Bonus:** For every 10 points (ranks + ability modifier + misc modifier) in Stonecarving, arcane runethrowers cast spells at an additional level.

## 9 Races and Cultures

Races and cultures are the face of the populations that inhabit your world. Make them old or new, and steal inspiration for them if you have to!

### 9.1 Hobbits

*This is a race TSR stole from Tolkien... we're stealing it back!*

In response to halflings being dragged all over creation in the many incarnations of fantasy role playing games, recast as kender, tallfelloes, even cannibals in the Dark Sun world, it's time to take them back. We're giving them a new name that's an old name, and giving them back their proper identity.

Here are their updated traits:

† +2 Charisma, -2 Strength.

† Small: As a Small creature, a hobbit gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but she uses smaller weapons than humans use, and her lifting and carrying limits are three-quarters of those of a Medium character.

† Hobbit base land speed is 20 feet.

† +2 racial bonus on Disguise, Gather Information, Listen, and Perform checks.

† +1 racial bonus on all saving throws.

† +1 morale bonus on saving throws against fear: This bonus stacks with the hobbit's +1 bonus on saving throws in general.

† +1 racial bonus on attack rolls with thrown weapons, slings, and daggers.

† Automatic Languages: Common and two Hobbit languages. Bonus Languages: Dwarven, Elven, Gnome, Halfling.

† Favored Class: Bard. A multiclass hobbit's bard class does not count when determining whether she takes an experience point penalty for multiclassing.

Inspired by a justified rant of a blog post and of course the work of J.R.R. Tolkien.

## 10 Spells

A great way to introduce novel magic into your campaign is to provide new spells.

### 10.1 Bless Structure

The walls illuminate the interior of the church with a dim glow. You feel safe here.

#### Bless Structure

#### Enchantment

**Level:** Cleric 4, Paladin 5

**Components:** V, S, M

**Casting time:** 10 minutes

**Range:** Medium

**Target:** Structure that the material component is within

**Duration:** 10 min./level

**Saving Throw:** None

**Spell Resistance:** No

This enchantment adds a bonus to all creatures within a structure who side with the caster. The structure is treated as having an Protection from the opposite alignment of the caster, for instance a Lawful Good cleric creates a Protection from Evil or Protection from Chaos. In addition, those aligned with the caster receive additional bonuses depending on the magical item used in the casting of the spell.

### 10.2 Direction Sense

You sense the strange, mighty pull of the Löwenkorn Mountains to the southwest.

#### Direction Sense

#### Divination

**Level:** Ranger 1, Magic 2, Sor/Wiz 1, Clr 2

**Components:** V, S, M/DF

**Casting Time:** 1 minute

**Range:** Touch

**Targets:** One touched object

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

The spell provides the target with a better sense of direction, even underground. The target receives a +5 on all tracking and direction sense checks and all checks to sense spinners and other direction-obfuscating mechanisms both above and below ground.

The arcane material component is a handful of iron filings and a metal rod. The divine component is a metal spinning top. Rangers whistle on the winds as a verbal component and toss a small leaf in the air.

## 11 Traps and Hazards

One of the most fun ways to introduce puzzles into a game is through traps. These hazards provide a healthy mental counterpoint to the hack-and-slash moments of a role playing campaign. They also allow rogue characters to strut their stuff, saving the party hours of concerns about pits and waiting out poisons to run their course.

### 11.1 A Set of False Trap Sketches

Inspired by a brief conversation from a recent role playing session, here are some false trap ideas for your dungeons. They're brief themselves; so be it.

### Alternate Flooring

One way to keep your party (especially the rogues) on their toes is to mix up the flooring. Drop in fitted stone where there is mostly naturally-hewn rock, or parquet in the middle of a wealthy treasure chamber. These false positives will set the party up to let their guard down for the real traps awaiting them!

### Spurious Tripwires

Have tripwires in dungeons that don't set off any traps. These wires might set certain levers, building to a larger trap, be lines to traps already set off, or simply be duds, traps that never seem to work.

### False Pits

Have floors drop out from under the party, only to have them land 6" below the normal floor. This will set them at ease... Or will it!?!?

### Anti-trap Tripwires

Have these tripwires drop shields that protect the party from the falling rocks in the next room, or provide other potential escapes and work-arounds, such as opening up a side chamber or otherwise revealing a potential escape.

### 11.2 Map Pins

This campaign flavor is also a nice trap, or in the modern parlance, a hazard. Have a map avail-

able on a desk or pinned to a wall in a mage's tower, with a map pin corresponding to the current location. As the characters remove the pins and place them in new locations, the tower teleports them to the new location.



See how this can be used in various forms and in various environments, for instance representing the location of a large floating disk in a catacomb riddled with pit traps. The party will have to play with the pins on their confusing map (where are they, for instance?) until they find which one will bring them the disk. Meanwhile, other pins correspond to beholders and other nasty creatures, which the party inadvertently teleports in in their search for the disk.

## 12 Variant Rules

One of the best, though most difficult to balance, ways to spice up a role playing session is to introduce rule variants. Here are a few we've found can work.



## 12.1 Cunning

Michael Kane, a new contributor to *Claw/Claw/Bite*, came up with this new skill that gives DMs and players a fun way to introduce some cinematic action and daring-do into their games.

You are a quick thinker. You can quickly survey an area and see cause and effect. A decorative rug on the floor looks nice to everyone else but to you it is a trip attempt, or an elaborate pulley system on a boat is complex, but you know which rope to cut that could pull you to safety and possibly collapse the sails on its crew.

If you wish to use it in your game, you could make it available as a class skill to rogues, bards, and other quick martial characters.

Cunning - Take the average of Intelligence and Wisdom scores.

**Check:** A successful check lets you spot out situations that could come to be. Once in a area you scan the room paying more attention to detail than everyone else. DMs can use this skill in their game, either to place fun and creative situations on the pre-existing maps or make it up from the hip during gameplay.

**DC:** All check DC will be determined by the DM. A handy rule of thumb - DCs can be set at 10 + Encounter Level for easy tasks, +5 to spot harder situations, or +10 for really tough long-shot situations.

**Example:** Nadira the crafty little rogue walks into the Thirsty Throat Saloon. The bar is full of patrons all having too much of a good old time. She could make a Cunning check to notice a simple rope holding up a chandelier made of antlers, wooden barrels of ale sitting at the top of a stairway, or a floor plank that is loose and that could be shot up with a solid stomp, causing damage or tripping someone over.

**Example:** Nadira is on top of a moving carriage being chased by bandits. A standing dead tree on the side of the road just needs a good yank to come tumbling down, stopping the bandits from their chase. DMs can use multiple skills together making a situation have a possible outcome good or bad. Here's a round-by round example of how it could be played out:

**1st round:** While on-top of the carriage Nadira notices the dead tree ahead and quickly pulls out some rope.

**2nd:** Attempting to make a lasso Use Rope DC 12, upon success she will be granted a +2 circumstance to lasso the tree. If failed, Nadira can make another attempt next round.

**3rd:** Lasso in hand, Nadira will spend the round setting up for the touch attack on the dead tree (+2), rope in hand Use Rope DC 12. If failed, the situation is missed.

**4th:** Nadira make touch attack to lasso tree AC 11, if failed situation is missed.

**5th:** The rope is lassoed to tree and it is beginning to tighten (this is where the good or bad situation occurs). Nadira makes a Wis DC 12-14 check. If successful she'll notice that she

doesn't have enough weight to pull the dead tree down and can attempt to tie the rope to the railing of the carriage. If failed, Nadira will hold on to rope.

**6th:** The rope will tighten on the railing and dead tree will come toppling down on the bandits, or if she is still holding on to the rope Nadira is yanked from the carriage and is swung towards the bandits. Nadira makes a swinging kick attack at the surprised bandit knocking him off of his mount. They both tumble to the ground. Nadira may use the downed bandits horse to catch up with the party.

## 12.2 Initiative Around the Table

One variant that we have seen work well in multiple sessions is having whoever wins the initiative start the round, and have play proceed around the table from there at the discretion of the first player. This makes it easier to know who moves next, and players can stay close to the action until their turn is up before grabbing a snack or using the restroom. This is particularly useful in long, drawn out combats, and may help them seem not so drawn out when that's not the intent of the encounter.

This simplification can really keep the action moving, but may upset players who want to go next and who have spent many of their feats on boosting their initiative or who are highly competitive with other players. Use at your own risk.

## 13 Legal Department

### 13.1 Open Gaming License 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other

trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copy-

ing, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License

with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of

becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

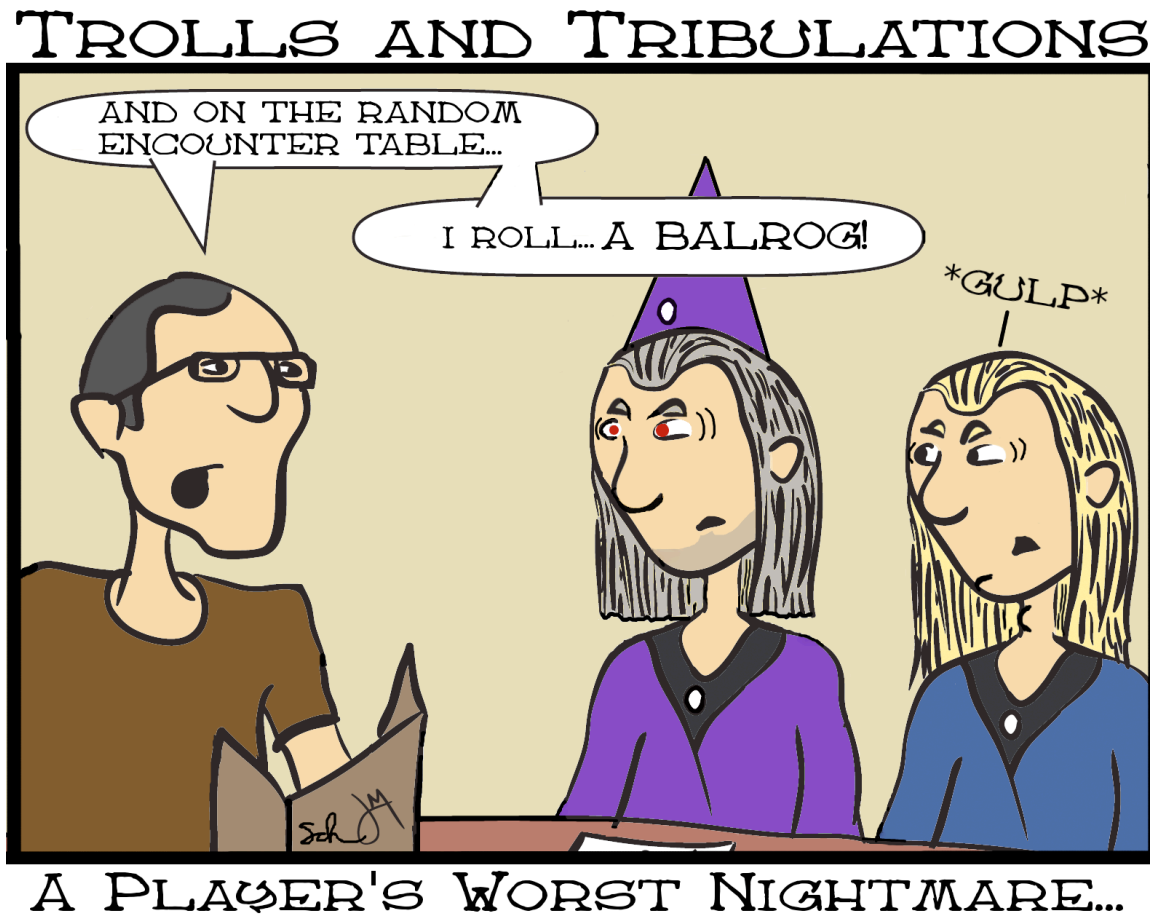
15. COPYRIGHT NOTICE Open Game License

v 1.0 Copyright 2000, Wizards of the Coast, Inc.

### 13.2 UR and IP Rights

All text appearing in boxes such as this © 2009 Unicorn Rampant Publishing and Inverspace Press.

## 14 A Final Comic





ISSN 1939-344X  
9 771939 344008 >