

CLAW/CLAW/BITE

A stylized illustration of a skeleton with glowing red eyes and a warrior with a sword and shield in a dark, stormy setting. The skeleton is on the left, holding a sword. The warrior is on the right, holding a shield and a sword. The background is dark with lightning bolts.

Pellatarrum
New Campaign Setting

Gamma World
Reviewed

d20 Future
New Equipment

Pathfinder
New Creatures

4e D&D
Ready-to-Roll
Encounters

Issue
18

Claw/Claw/Bite

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Bite (re)Marks

Greetings, gamers!

Welcome to the latest issue of **Claw Claw Bite**, Unicorn Rampant's irregular periodical. It's hard to believe we've been doing this for five years now, but here we are! Thanks for picking up our 18th issue. We love the gaming hobby and we love giving something back to the wonderful gaming community.

Of course, some very exciting and new things are happening in these pages, and on our blog at ClawClawBite.com. The gaming market has grown and changed quite a bit in recent years. There have always been a lot of different gaming systems out there, but with the advent of *Pathfinder*, the release of *D&D Essentials* and *Gamma World*, and our own renewed interest in games like *Traveller*, when combined with the way that the internet has changed the gaming hobby, it seems like there are more people playing different games than ever. Or at any rate, WE are playing a greater variety of games than ever before. As a result, we've begun writing material for some of these games, publishing bits of it on our blog, and collecting it here in **Claw Claw Bite** magazine. We sincerely hope you enjoy the new diversity of material - we enjoyed writing and playing with it in our own games, so we know it's fun stuff.

There are other new things afoot in these pages as well. We're proud to present the first installment in Erin Palette's **Pellatarrum** campaign setting on page 3. Hers is our first article penned by one of the many talented freelance writers out there in the gaming hobby world, and we look forward to seeing more of her work. As always, writers, we're looking for submissions - send inquiries to games@unicornrampant.com with a brief overview of yours.

More and more we're finding it fun to take things from old adventures and game systems and use them with modern systems, or borrow elements from one system and try them in another game. So along those lines we're introducing a new column called **Conversion Notes**. The first is about using a great old AD&D adventure with *Pathfinder* or 4e *D&D*.

But there are some things that haven't changed. Our goal is still to provide material that is fun, easy to use, and ready to drop into your game, whether it's a dungeon delve, a **Ready-to-Roll Encounter** like The Tombs of Doom on page 35, new monsters like the Horsemen of Hextor on page 33, or new equipment and powers for your characters in our **Player's Corner** article on page 9. And we still like to shoot a nod and a wink to the prankster gods by injecting bits of whimsy, humor or silliness into our work, as demonstrated by some of the monsters in our **Creature Collection** article on page 21.

Finally, we're now available to follow on Twitter @clawclawbite (also at <http://twitter.com/clawclawbite>), so keep an eye on us there for gaming news and thoughts.

So, once again, thanks for reading, and happy gaming!



Adam A. Thompson
Editor
Unicorn Rampant



PELLATARRUM

By Erin Palette
Campaign setting

Introduction

The thing that gets me about D&D campaign settings in general is how, with very few exceptions, people slavishly adhere to certain aspects of science while willfully ignoring others. For example, consider for a moment the ramifications of the square-cube law:

If an animal were scaled up by a considerable amount, its muscular strength would be severely reduced since the cross section of its muscles would increase by the square of the scaling factor while their mass would increase by the cube of the scaling factor. As a result of this, cardiovascular functions would be severely limited.

In the case of flying animals, their wing loading would be increased if they were scaled up, and they would therefore have to fly faster to gain the same amount of lift. This would be difficult considering that muscular strength was reduced.

Large animals do not look like small animals: an elephant cannot be mistaken for a mouse scaled up in size. The bones of an elephant are necessarily proportionately much larger than the bones of a mouse, because they must

carry proportionately higher weight. Because of this, the giant insects, spiders, and other animals seen in horror movies are unrealistic, as their sheer size would force them to collapse.¹

So not only would dragons be physically incapable of flight, they'd asphyxiate if they grew larger than elephant size. And let's not even mention all the ways that a fireball spell violates the Laws of Thermodynamics...

And yet, people are happy to ignore these transgressions against reality, because they are genre conventions. Without magic and giants and strange flying things, fantasy wouldn't be very fantastic. I call this the "Because fantasy, that's why!" rule.

But at the same time, other bits of science filter in and no one seems to notice how out of place they are. Example:

- Anything involving genetics, whether it's about the implausibility of crossbreeding or that perennial favorite, "Do female dwarves have beards?"²
- That other perennial favorite, "Does gunpowder work?"
- Arguments involving geology, climate, biodiversity, or basically anything else that happens when someone who

1 http://en.wikipedia.org/wiki/Square-cube_law#Biomechanics

2 Answer: it depends on if they're openly lesbian or not.

knows too much science notices something the Dungeon Master did "wrong" with her map and decides to argue with her about the "realism" of the setting and no, this is just an off-the-cuff example, I'm not citing personal experience, not at all...

Ahem.

So, with all this mind, I created a campaign world called Pellatarrum. Its official motto is "Because Fantasy, That's Why."

Its unofficial motto is rather rude and suggests science should go bugger off somewhere else.

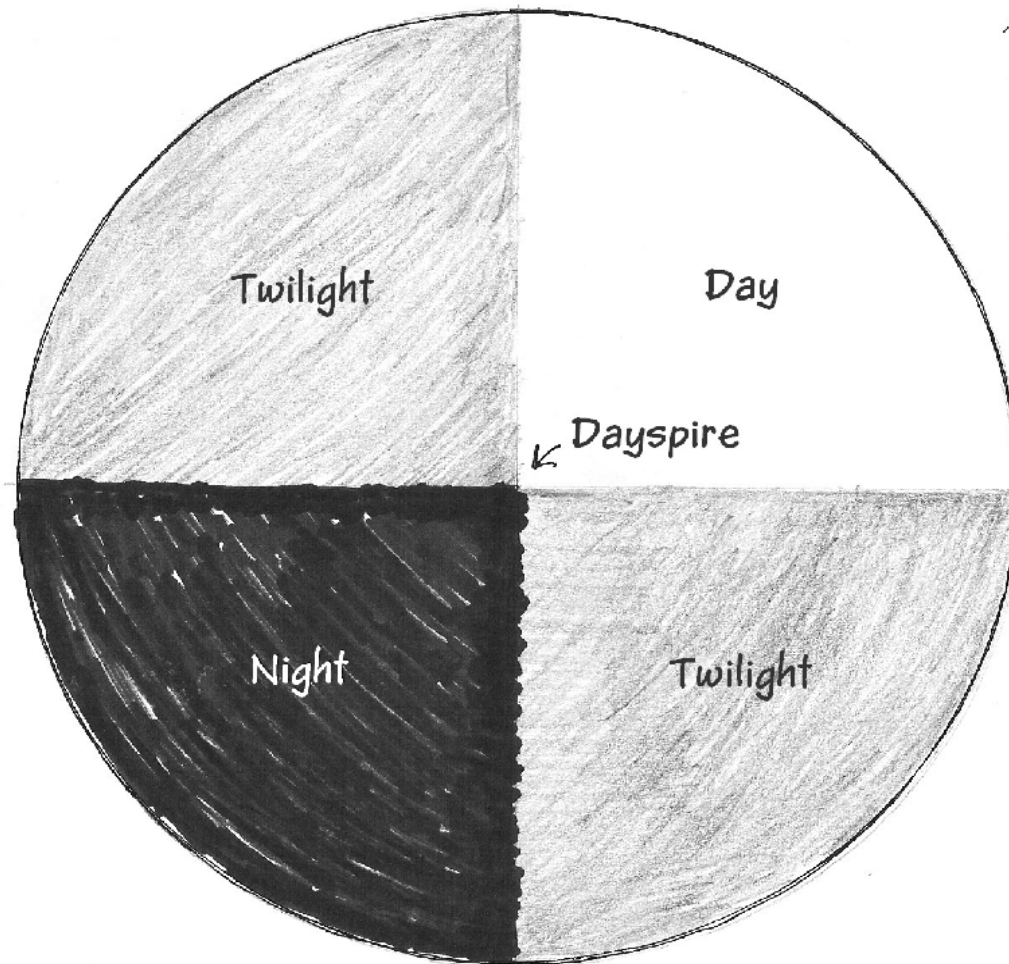
Pellatarrum is a place unlike any other. It is fantastic, both in spectacle and in impossibility, and yet it makes sense within its own mythical framework of a clockwork universe and cyclic history.

It is a world without a sun, yet has a day/night cycle. It is a place where the elemental planes dictate the seasons, and fire and rocks routinely fall from the sky

It is infinite, yet bounded by the finite.

It will, I sincerely hope, break your brain and leave you wanting more. It has been more than four years in the making and I am constantly discovering new things about it.

Welcome to my world.



Positive
Energy
Plane

Direction
of
Rotation

Negative
Energy
Plane

The Difference is Night and Day

The world of Pellatarrum is a disk of infinite size with a spindle rising from its center, like a child's toy top. (The technical term is "gyroscopic rotor.") This spindle is colloquially known as the Dayspire, because it is responsible for providing Pellatarrum with a day/night cycle.

There are no moons, stars, or suns in the sky above Pellatarrum. Instead, light and darkness are handled by the Positive and Negative Energy Planes, respectively, which are roughly perpendicular to Pellatarrum's disk and are equidistant from it. At this distance, the proportions of the Dayspire are precisely large enough to eclipse the two energy planes.

As Pellatarrum rotates upon its spindle, different parts of the disk are exposed to positive or negative energy, or a combination of both. This gives Pellatarrum a cycle of 6 hours of dawn, 6 hours of daylight, 6 hours of twilight and 6 hours of night.

While the effects of the Positive Energy Plane (hereafter referred to as "the sun") and the Negative Energy Plane ("anti-sun" or "death sun") have already been defined elsewhere in *Pathfinder RPG* rules, it is important to note that within the cosmology of Pellatarrum, their radiation must cross the infinite void of the Astral Plane before it reaches the Material, and in the process of that crossing those

energies lose much of their oomph.³ Which is a good thing, really, because otherwise people would be dying from hit point loss during the night, and exploding from massive hit point infusion during the day.

But there is a solid, notable, empirically proven effect that happens during the peak energy hours:

- During the hours of daylight, any roll which involves life, be it Constitution saves, natural or magical healing, etc, gains a +2 Energy Bonus to the result, and opposing rolls (see below) have a corresponding -2 Energy Penalty.
- During the hours of darkness, any roll which involves death, such as necromancy, damage rolls, and the like, gains a +2 Energy Bonus, and opposing rolls (see above) have a corresponding -2 Energy Penalty.
- During the hours of dawn and twilight, there are no bonuses or penalties, as the overlapping energies cancel each other out.

Sex

If an inhabitant of Pellatarrum wants to ensure conception, they have sex during the day, when the sun is shining and radiating soul-

³ In this cosmology, darkness and cold are things which can be radiated, as opposed to merely being the lack of light and heat.

energy though the female's womb. For royalty, creating an heir is of utmost importance, and therefore sex at noon is practically a matter of state security. This mindset has filtered down to the peasantry, who have turned it into a siesta with almost religious significance. Farmers, of course, are nearly fanatical about this custom; if you're going to sow the fields, either figuratively or literally, best do it during daylight hours.

It is considered extremely rude to call unexpectedly upon married couples between the hours of what we would consider to be 11:00 am and 1:00 pm. Even if they are old enough to be past the age of childbearing, lunch is generally thought of as "family time." Of course, not everyone is having sex during these hours, and businesses such as taverns and inns stay open to feed travelers and those who, for whatever reason, are celibate.

As a point of interest, both breakfast and dinner are the big meals of the day (one to give you the energy to work, the other to last you through the night). Lunch is typically a small affair, much like the "Tea Meal" of England. Children are usually fed first, then let out to play, while the adults retire to the bedroom for playtime of their own, and their food eaten afterwards.

Conversely, night time is best suited for liaisons, assignations, and good old-fashioned affairs. This is because not only does the darkness provide cover for such activities, it also prevents unwanted pregnancies.

Therefore it is entirely possible (and even likely) for married couples to engage in procreative sex during the day, and meet with their lovers at night, without ever worrying about bastardry or unwanted children.

There is however one fly in this ointment: within the *Pathfinder* mindset (and the mechanics do support this), diseases are not "organisms which live within me", but rather "a destructive force trying to eat me." So yes, while sex at night prevents pregnancy, it carries with it increased chances of STDs.



Healing

This one is pretty straightforward: all healing spells are more effective during daylight. Interestingly enough, the same is true of

potions, as the healing effect is actually triggered when it is drunk, and not when it is brewed.

Those who are wealthy enough or are a member of the Church probably have access to a room which is warded against negative energy to which they can retire in event of sickness or injury. Royalty have their personal chambers permanently warded against both Negative Energy and teleportation. Everyone else makes do as best they can: shuttered windows and lead-based paint; deep cellars; and whatever

superstitions of warding they can conceive. All of these have dubious protective abilities, at best.

Violence

If an inhabitant of Pellatarrum is not well, the night can be a dangerous time. The Earth superstition that death comes in the darkness is a real and proven fact on Pellatarrum.

For those planning to murder someone, night time is the right time. They receive a +2 Energy bonus to all damage rolls, and if their victim has a -2 Energy penalty to their Fortitude saves to resist poison or bleeding to death. In many ways, this makes killing much easier, in that assassins don't have to deal the death blow -- the environment will do it for them as long as their victims aren't able to get to help in time. Of course, if they do happen to die in the night, there is an increased chance the victim will return as an undead. Fortunately, most undead do not rise with supernatural knowledge of their killers, so sensible assassins hide their faces.

Conversely, if victims can make it through the night, their survival during the day is practically assured. Very few people die in daylight, and those who do are typically revered as either being martyred (if they are the victims of violence) or saintly (if they died of natural causes). The basic perception is that they were too good for the world, and the Light took them home. In very rare cases (such as with Paladins and the like) this is literally true, with their bodies dissolving into radiance before dissipating, leaving nothing behind to resurrect or reanimate.

Oddly enough, this makes the logistics of warfare somewhat more complex. Those fighting during the day inflict less damage upon the enemy, but suffer fewer casualties. Battles at night will carry greater casualties for both sides, with the increased possibility of the dead coming back as undead. Most commanders prefer to fight in the 6 hours of dawn, withdrawing by noon for gathering of the wounded and dead. Only the fiercest of battles fought by the worst of enemies will ever progress past dusk, and those are typically "No quarter asked, nor given" between racial foes with near-genocidal hatred of the others.

Military operations at night consist mainly of lightning raids and assassinations -- actions where the element of surprise helps protect the attacker from being hurt. The day is best suited for things which are constructive (cooking, repair, planning, blessing) or for things where injury is a possibility which should be minimized (training and sparring.)

Executions are normally performed at dawn or dusk.

The Undead

Only an idiot fights the undead at night. They are stronger, do more damage, and have increased chances of turning you and your friends into abominations. You, meanwhile, are more likely to lose attributes or levels to ability drain, contract a disease, bleed to

death, have your soul eaten, etc.

Turning the undead is also much harder at night, as that is also a function of channeling Positive Energy. Smart adventurers hunt them during the day, when they are weakest and you are strongest. Unless you happen to be a necromancer....

On a related note, if you're caught outdoors at night, don't bang on the door asking to be let in. You won't be, because you're clearly an undead who wants to feast on the souls of those indoors. If you're still alive in the morning, they'll take you to the local church for healing, because if they take you in, and you die later that night, you might return as a ghost and blame them for your death.

Live in the Light, die in the Dark. In Pellatarrum, it's not superstition, it's a matter of survival.

About the Author

Erin Palette is dastardly, brusque, and cocky. She refuses to come to terms with reality, and instead prefers to live in a fantasy world of rationalization and hallucination. When she is not writing her novel or working on Pellatarrum, she can be found on her blog [Lurking Rhythmically at lurkingrhythmically.blogspot.com](http://LurkingRhythmically.com).

Player's Corner

Astral Magic

by Kevin Gates & Adam A. Thompson
d20 fantasy / Pathfinder

Astral Magic is a new way for spellcasters to gain access to metamagic-like abilities. Through study of the mystical properties of the stars and constellations, spellcasters are able to modify the warp and weft of their spells, increasing their power, changing their shape, improving their range, and modifying them in other ways.

Astral Magic

As recorded in the pages of the grimoire *Constellation Magic*, penned by the sage Gevestikan, the secrets of using the power of the stars to modify spells wait to be unraveled.

A character who finds one of the rare copies of this tome gains access to a new knowledge skill – Astronomy. Fully studying the tome takes a total of 24 hours of reading and makes knowledge (Astronomy) a class skill for the reader. Having the grimoire in hand to reference when making an Astronomy skill check gives the reader a +2 competence bonus.

A character with ranks in Knowledge

(Astronomy) has 3 uses of star magic per day. You may make a Knowledge (Astronomy) check to attempt to invoke the stars you know. Using Star Magic is a move action.

Stars

Rigel – On a DC 20 check, the damage rolled for the next spell you cast cannot be less than 50% of the total possible damage. On a DC 25 check, it cannot be less than 75%, and on a DC 35 check, it is maximized.

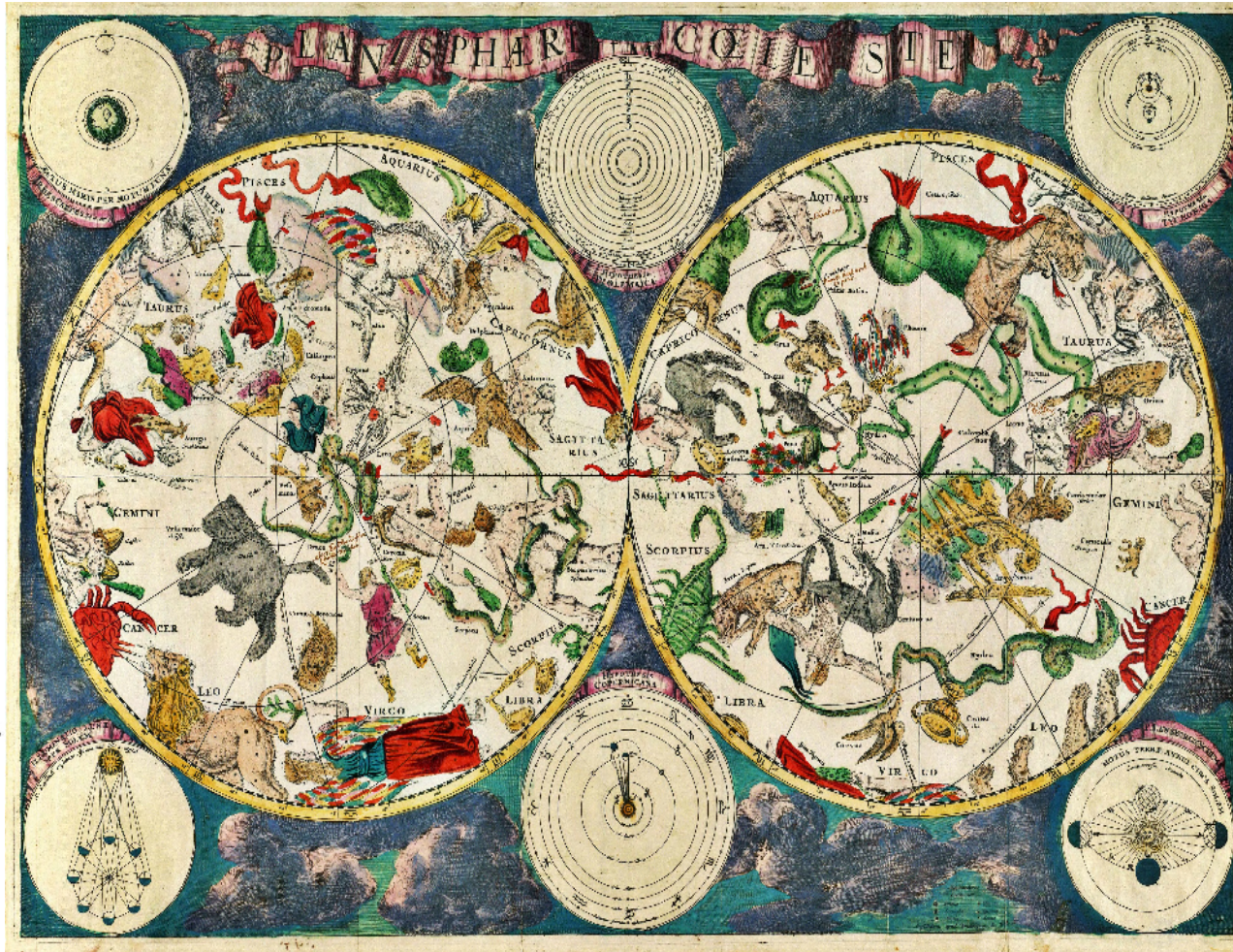
Izar – A DC 20 check lets you cast an area spell that excludes one ally within the area of effect. A DC 25 lets you exclude 2 allies. A DC 35 check lets you exclude all allies within the area.

Altair – When a spell requires concentration, a DC 20 check lets you invoke Altair which allows the caster to concentrate as a swift action for one round per three caster levels (minimum 1 round).

Alpheratz – Invoking Alpheratz lets you cast your next touch spell as a ranged spell at the following distances. DC 20: 15 feet. DC 25: 30 feet. DC 35: 60 feet.



Hesperon - Calling on the power of Hesperon, you attempt to increase the range of your spell. On a DC 20 check your next spell's range is increased by 25%, on a DC 25



shines, and the second is an optional fumble rule that you may use if, like me, you like those sorts of disasters in your game.

Starlight's Reach - By night, under the open sky, Knowledge (Astronomy) checks receive a +2 power bonus. Underground they suffer from a -4 power bonus. The stars' effects on planes of existence other than the mortal world / Prime Material Plane may be different, difficult to access or even inaccessible, per the DM's ruling.

Things Not Meant to be Known - Rolling a natural 1 on a Knowledge (Astronomy) check means that your character has delved down arcane pathways not meant to be trod by the minds of mortals. In reaching out to the celestial spheres you have accidentally seen the horrors that lurk in the darkness behind the stars. The character who rolled a 1 must roll on the following table, or as DM you may pick or make up something appropriate.

Knowledge (Astronomy) Fumble Table
D20 Result Effect

15-20	Character is dazed for 1 turn
14-10	2 points of ability damage to the character's spellcasting statistic
2-9	Confusion for 1d3 rounds (effects as per spell)
1	Permanent insanity (per spell)

check the range is increased by 50%, and on a DC 30 check your next spell's range is increased by 100%.

Pollux – Invoking Pollux requires a DC 30 Knowledge (Astronomy) check, and allows the next spell you cast to affect 1 additional target who is within 30 feet of all of the original targets. Spells with the target “self

only” cannot be modified with this ability.

Optional Rules

Here are a few optional rules you can use with the above Astral Magic abilities. The first represents the wan power the stars have in underground regions where their light never

At Our Table

Gamma World

by Stephen Hilderbrand
Review



We attacked some unfriendly guards in a courtyard.

Our friend Frank organized a *Gamma World* adventure this weekend, and we had a blast. We got to choose whether we were city dwellers wielding Alpha Tech, hell-bent on

ensuring order as a police force, or if we'd take the other side, relying more on mutations as members of an outcast tribe on the edge of the world with the goal of reclaiming our mother elder from a band of kidnappers. We chose the latter, falling back on the classic underdog hero's role (and on the brutal thump-thump of melee). This seemed fitting for an introduction to a new system.

I ended up a radioactive swarm comprised of rodents that once were lab rats. The shared sentience assumed the name of "Doctor Radkowski," one of the doctors at their lab who was killed in the blast from the Great Mistake. Over the course of the session, they devoiced the "d" in "rad" to a "t", as only a devolving punster of a rat swarm would do. They sang arias, tossed grenades, and swarmed over all the guard bots and mutated plant beasts that they could. Other characters in the party included a radioactive punk rock timecop, an electrified giant spotter with a dual nature and delusions of grandeur, and a shadowy, largely amorphous being that called itself "The Hamburgler", named for a term it found on a discarded fast food wrapper.

All signs pointed to the kidnappers hailing from the city, including the paths dragged into the sand. The trail grew warmer (an all-to-common occurrence in *Gamma World*), and we had to find a security pass to enter the ramshackle mass of buildings that called itself a city. We posed as arms dealers and learned of a widow who held a position in town. Soon we were fighting off robotic

sentinels and animated plants, before chasing the villains into a cryogenic vault. In every encounter and interaction, we had a blast.

The system is interesting in that it is very similar to *Dungeons & Dragons 4th Edition*, only the character skills are more consolidated, and the bonuses stack on a per-level basis, rather than every-other-level. The generic *Gamma World* setting is very tongue-in-cheek, necessary for such an otherwise gritty setting. The system leaves a lot to the storyteller and mutant dungeoneers to fill in, which leaves lots of room for role playing.

Don't let the tongue-in-cheekness fool you; it's plenty deadly out there with 20-something hit points and 3d6 and 4d6 damage awaiting you at every turn.

The box set comes with a printed battlemat geared toward the near future setting. Our gamemaster used it well, creating some nice verbal terrain out of the cryogenic capsules in the center of the room.

Another thing I liked about the system is that the character sheet isn't even geared for leveling very far; the post-apocalyptic setting is perfect for one-off and short, multi-session story arcs. This is about the attention span of most of us these days, especially if a gamer has to miss a session every now and again.

Finally, the randomness of the character generation is something to aspire towards as a

game designer. How does it work that not making choices at the beginning is more fun than choosing my own starting gear? Because it's challenging, creating scenarios you are unprepared for, and require your wits to survive. Random mutation is what makes the post-apocalyptic world pop, just like in the original *Gamma World* or it's predecessor *Metamorphosis Alpha*.

Back to another GM thing that Frank did well — he built the Alpha and Omega Tech decks based on which side we chose to play. This made the initial decision of which side to play important to the story, a welcome element in any role playing game. Even in a

one-off, it's nice to see the effects of your choices as a player.

In this last image, I was the brown wafer of a

disc under the red d6 (I was bloodied at the time). When you play, here are a few final thoughts: don't forget to use Second Wind once you're bloodied, use Alpha Tech powers early and often (they go away after most encounters — trade or gift them if necessary), and don't get too stuck to the notion of "classes" (ranger, etc.) or "roles" (striker, etc.); if you play it right, everyone has a chance (nay, an obligation!) to defend, strike, control, and lead over the course of a single *Gamma World* session.

Have fun with *Gamma World*; I highly recommend it from the bottom of my six-valved, mutant heart.



Another view of the climatic battle over the cryogenic stations.

Conversion Notes

Vampyre Maid of Tsojcanth

by Adam A Thompson

Pathfinder / 4e D&D / Retro-D&D

Recently I've been running some of my favorite old AD&D adventures by Gary Gygax for my current gaming group. I ran **Keep on the Borderlands** as a 4e game, just using 4e monster stats for the monsters, and using the standard DC and damage tables for the traps and other challenges. Great fun to revisit the Caves of Chaos with new monster and character options - the hobgoblins really shined with their teamwork powers, for example, but they were no match for my players' swordmage and avenger.

Currently I'm running the classic **Lost Caverns of Tsojcanth**, a great adventure with fun overland adventure possibilities and a wonderful, sprawling dungeon crawl filled with fun terrain, puzzles, and rarely-seen monsters such as the piercer, gorgomera, dracolisk, and behir. Just great stuff. The final encounter in the adventure, if your players are clever enough to even reach it, is a lone vampire warrior maiden, entombed there as guardian of the cavern's final treasure cache.

For fans of Fourthcore or Retro-D&D, I recommend this highly. The old adventures just have it down. You have to improvise a little as DM to make it fit, but with the standard DC tables and the XP / encounter charts you can figure out how many monsters to use, or how hard it is to spot that hidden cache of treasure in about a minute right there at the table. Makes for a really fun old-school game. Give out treasure as appropriate for whatever edition you're using, or give it out as written in the module, your call.

So far in the rainbow passages of the Lost Caverns of Tsojcanth I have been content to substitute in the Pathfinder creatures exactly as the adventure calls for them. They've all worked well and been fun to fight, and were good challenges for my players' 6th level PCs.

However, for the final encounter with the vampire maiden, they give a brief AD&D stat

Dungeon Module S4

The Lost Caverns of Tsojcanth

by Gary Gygax

AN ADVENTURE FOR CHARACTER LEVELS 6-10



In the Yart Mountains south of Perronland there is rumored to be a magical hoard of unsurpassed value, a treasure of such fame that scores of adventurers have perished in search of it. Find the perilous Lost Caverns of Tsojcanth and you may gain the hidden wealth of the long-dead arch-mage — if you live!

This module contains background information, referee's notes, maps of the wilderness and two cavern levels, and many new monsters, magic items, and spells. The Lost Caverns of Tsojcanth was originally designed for the DMG/1 ADVANCED DUNGEONS & DRAGONS® Game Tournament at Wintarcon V and contains the original tournament characters. For the best in adventure gaming products, look for the TSR logo on games, modules, and playing aids.

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block: she's a 13HD fighter with high strength and dexterity, slippers of spider climbing, and a powerful, intelligent, evil sword. Like most of the encounters in the module, Gary laid out some tactics to use in dramatic terms: have



Welcome to YOU-DO-NO-DAMAGE-LAND, suckers!

her charm as many players as possible while "waking up" and talking to them, then attack, retreating to the ceiling with her slippers of spider climb (I thought vampires already had spider climb as a magical ability?) and

using the sword's magical flying power to keep away from the players. Stacked deck, anyone? Welcome to Gary's world! Suck it, newbs! Go big or go home! Death! Death! Death! Didn't know you had to use bludgeoning weapons on the clay golem? There was an obvious clue on the dungeon floor! I thought you said you were good at this game!

Mua-ha-ha-ha-ha!

Ahem, sorry about that. I get a little excited when the players have to run for their lives.

In order to feel like I've done this great encounter justice I've come up with some stats that I think will help her be a fun and

challenging foe. Presented below are stats for her as a CR 13 *Pathfinder* character, and as a 13th level 4th Edition *Dungeons & Dragons* solo monster.

Adjusting the Encounter Of course you can adjust her stats for your players the standard way: add HD or just give her bonuses and penalties to get her to the level you feel will be a good challenge for your players.

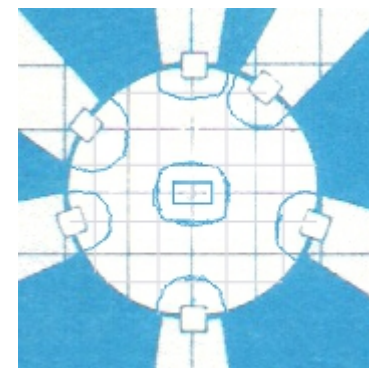
Alternatively, if you feel like this encounter is a definite killer for the party, after they open one of the doors to her chamber for the 7th time, but before you read the room description, have darkness descend and fate appear in the form of the grim reaper. Give them all a chance to draw from the Deck of Many Things (with Death, The Void and Donjon or any other game-stopping cards removed), just to make things more interesting. My players' characters are 6th level, and I think I'll give them the choice to draw if they want. I'll feel safe doing this, since it won't derail the game with all the deadly cards all removed. (Of course, the players won't know that.) The Deck is a real crowd-pleaser, too.

And I need to butter them up in order to convince them to take her super-powerful evil talking sword with them if they defeat her. It'll be her revenge when the sword makes them start killing each other, or even better, when it makes them start killing powerful, good-aligned NPCs. Doooooom!

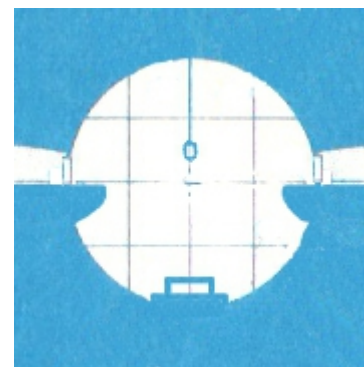
Encounter

In the module, Drelzna, the vampire warrior maiden, is encountered in a spherical chamber, reposed in magical sleep atop a stone block at the bottom. The players enter via one of the six doors situated around the "equator" of the chamber. These doors lead to small platforms around the inside circumference of the sphere. A lantern hangs from a chain attached to the ceiling and bathes the chamber in warm light.

Due to the dais, stone block, and the small tables and art objects that are arranged in the central 10' of the chamber, the entire central 10' of the chamber are considered difficult terrain.



Top down view - one square = 5 feet



Cutaway / side view - one square = 10 feet

Due to the steep slope of the outer 10' of the spherical chamber, a difficult skill check, be it Climbing or Athletics, is required to navigate this

area or ascend the slope to the ledges. Failure on this check results in a fall or slide down to the central 10' or the chamber.

Tactics

Drelza will begin combat trying to bluff players into thinking they've rescued her while using her dominate power to affect as many as possible. Once battle is joined she will use her flyby attacks to swoop in and either strike with her sword, or else bite, grab and then carry off weaker targets. She will fly or climb back to the balconies or ceiling of the chamber to keep out of the PC's reach, if possible.

Pathfinder Statistics

Vampire Warrior Maiden - CR 13

medium undead female human – XP 4,000

Initiative: +8

Senses: Darkvision 60 ft., Perception +22

HD: 11d10+66

HP: 136 (fast healing 5)

AC: 29 (+6 natural, +1 dex, +11 armor, +1 dodge) conditional: +2 dodge (Combat Expertise), +4 dodge (Mobility)

CMD: 31 (33 vs. Grapple)

Fort: +7 **Reflex:** +9 **Will:** +4

Special Defenses: undead resistances, channel resistance +4, DR 10/magic and

silver, and resistance to cold 10 and electricity 10, fast healing 5

Move: 20 ft., fly 40 ft. (from magic sword), climb 15 ft.

Attack: slam +20/+15/+10, 1d4+10 damage + Energy Drain (2 negative levels, 1/round) or sword +22/+17/+12, 1d10+11 damage

CMB: +16 (+2 for grapple, +1 with slam or heavy blades)

Special Attacks: Blood Drain (1d4 con damage when pinning), Children of the Night, Create Spawn, Dominate (30 ft range, DC 20 Will save resists), Energy Drain (2 negative levels, 1/round)

Special Qualities: Change Shape (dire bat or wolf), Gaseous Form, Shadowless, Spider Climb, Armor Training (3), Weapon Training (Natural, Heavy Blades), Bravery (+3),

Feats: Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes,

Toughness, Mobility, Spring Attack, Weapon Focus (slam), Weapon Specialization (slam), Whirlwind Attack, Disruptive, Spellbreaker, Step Up, Following Step, Step Up and Strike, Combat Expertise (-2 Attack, +2 AC), Improved Disarm, Improved Grapple (+2 to grapple, +2 CMD vs grapple)

Abilities: Str 22, Dex 18, Con -, Int 15, Wis 12, Cha 21

Skills:
Bluff +24,

Intimidate +19,
Knowledge (Dungeoneering) +16,
Perception +22, Sense Motive +20, Stealth +12 (10 in armor)

Languages: Common, Abyssal, Infernal

Equipment: +4 bastard sword "Iphidex, Runesword of Discord" (CE, int 17, wis 9, cha 11, ego 17, sight and darkvision to 60 feet, telepathy, speaks



Common, Hill Giant, Minotaur, and Abyssal. Special purpose - slay lawful good divine casters - any such struck must save vs Fort DC 22 or be stunned for 1d4 rounds. At-will - detect good, detect magic, read magic 1/day - detect invisibility, fly. Aura – strong enchantment. CL 17. Slot none. Construction Requirements – Craft Maagic Arms and Armor, power word stun, fly, detect good, detect magic, read magic, see invisibility. 229,400 gold), +2 full plate mail, slippers of spider climbing.

4e Statistics

Drelnza, Vampire Warrior-Maiden	Level 13th Solo Skirmisher
Medium natural humanoid (undead)	XP 4,000
HP 500; Bloodied 250; AC 27 Fort 25 Reflex 26 Will 24 Speed 5, fly 7, climb 4 Resist 20 Necrotic Vulnerable 20 Radiant Saving Throws +5 Action Point 2	Initiative +10 Perception +11 Darkvision
Traits	
Regeneration	
Drelnza regains 10 Hit Points at the start of each turn. (if Drelnza is exposed to direct sunlight, her regeneration does not function on her next turn)	

Revenant's Resilience
When stunned, Drelnza acts as though she were dazed.
Standard Actions
⊕ Bite ♦ At-Will
<i>Attack:</i> Melee 1 (one creature), Drelnza may move her speed and make this attack at any point during the move; +18 vs. AC <i>Hit:</i> 3d6 + 11 damage and the target is weakened and dazed (save ends) <i>Secondary Attack:</i> <i>Attack:</i> +16 vs. Reflex <i>Hit:</i> The target is grabbed
⊕ Sword ♦ At-Will
<i>Attack:</i> Melee 1 (one creature); +18 vs. AC <i>Hit:</i> 3d6 + 11 damage, if the target struck is a good-aligned and has access to divine powers, Drelnza makes the following secondary attack: <i>Secondary Attack:</i> <i>Attack:</i> +16 vs. Fort <i>Hit:</i> The target is stunned (save ends), aftereffect weakened (save ends)
‡ Blade and Fang ♦ At-Will
<i>Effect:</i> Drelnza may make a Sword and a Bite attack, except that she may not move as part of the Bite attack.
‡ Whirling Steel ♦ At-Will
<i>Attack:</i> Close Blast 1; +18 vs. AC <i>Hit:</i> 3d6 + 11 damage, if the target struck is a good-aligned and has access to divine

powers, Drelnza makes the following secondary attack: <i>Secondary Attack:</i> <i>Attack:</i> +16 vs. Fort <i>Hit:</i> The target is stunned (save ends), aftereffect weakened (save ends)
‡ Feast on Blood ♦ Healing, Encounter
<i>Attack:</i> Melee 1 (one grabbed creature); +16 vs. Fortitude <i>Hit:</i> 2d6 + 7 damage and Drelnza regains 62 Hit Points.
Move Actions
‡ Fly Away Home ♦ At-Will
<i>Attack:</i> Melee 1 (one grabbed creature of large or smaller size) +16 vs. Fort <i>Hit:</i> Drelnza moves her speed and slides the target with her to an adjacent square.
Minor Actions
◀ Mesmerizing Visage ♦ Recharge 4,5,6
<i>Attack:</i> Close Blast 6 (one creature in the blast); +16 vs. Will <i>Hit:</i> 2d8 + 7 psychic damage and dominated (save ends)
× Summon Night's Allies (zone) ♦ Recharge 5,6
<i>Effect:</i> Drelnza creates a zone of ferocious bats and rats in an area burst 2 within 10 squares that lasts until the end of her next turn. The zone is difficult terrain for any creature except Drelnza, provides cover, and any creature other than Drelnza who

enters or starts their turn in the zone takes 10 damage.

Triggered Actions

Unleash the Beast + Encounter

Trigger: When first bloodied.

Effect: All of Drelnza's powers recharge and she may use any one of her powers as a free action. Also, she is +2 to all defenses, attacks and damage until the end of her next turn.

Skills Bluff +15, Perception +11

Str 22 (+12)	Dex 19 (+10)	Cha 19 (+10)
Con 13 (+7)	Int 15 (+8)	Wis 13 (+7)

Alignment evil

Languages Common, Giant, Abyssal



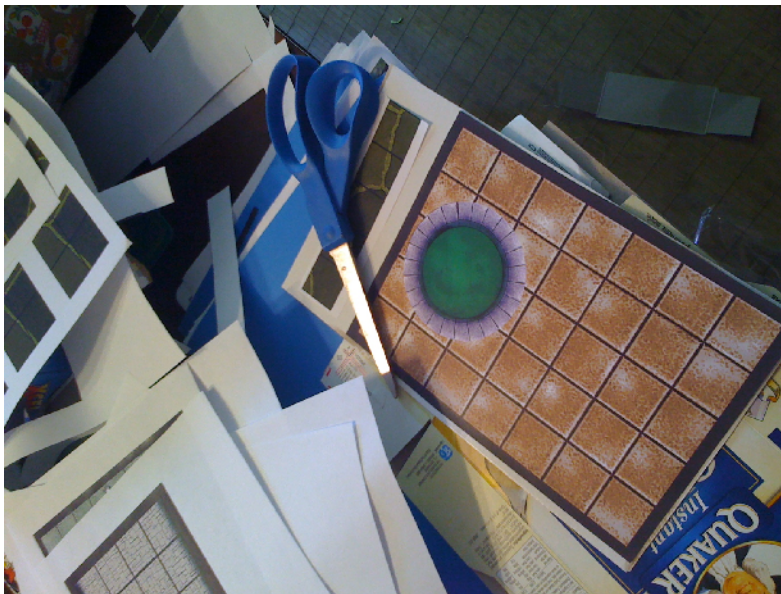
DIY Dungeons

Terrain Tiles on the Cheap

by Stephen Hilderbrand
Miniatures

Here's an early summer solstice present from the gamers at Claw/Claw/Bite.

Wizards and others have provided cardboard cutouts to enhance the gaming experience. This is great, but they're pretty pricey and limited if you want a collection of tiles the represent the breadth of your imagination. I recommend making your own, so you have more creative control over your adventures. In a few simple steps, you can have terrain tiles in



Cut the cardboard larger than the edges of the paper terrain printouts so you have room to press them together.

a variety of shapes and colors.

Step 1: Download Images And Print Them to Your Scale

Most standard tiles are 1 inch x 1 inch, representing 5' squares in most fantasy and sci-fi games. There are [a host of good tiles on RPGnow](#) and elsewhere on the web, easily found with a search. Use a color printer, ideally one that leaves a waxy resin on the page. This way the spray epoxy used in step 4 doesn't warp the paper.

Step 2: Cut Images from Printouts

Use a regular pair of craft scissors, the kind they have at work, or that you can buy for a few dollars at a craft store. Leave a few millimeters to one centimeter along every side so you can apply a goodly amount of pressure along the edges of the images later to ensure a tight seal



Try to make individual tiles fit on a single slab of cardboard; cereal boxes are great for this.

along the edge of the final tiles. X-acto knives also work for this purpose; just make sure you place your work on a cutting board to avoid injury and damage to your furniture.

Step 3: Raid Your Recycle Bin For Light Cardboard

Use cereal and oatmeal boxes or any other post-consumer packaging. Cut them at the edges so you have flat surfaces to work with. Ask your neighbors or take home used dry food boxes from work, or go spend money on a thicker cardstock as others have reported online. Personally, I prefer using what I've already paid for, taking advantage of the second R in the "Reduce, Reuse, Recycle"

cycle. If nothing else, it makes me feel less guilty about buying food that comes in a cardboard box.

Make sure you gently bend the cardboard pieces to straighten them out before you glue the terrain printouts to them; otherwise you may loosen the seal between the two.

Step 4: Spray Cardboard with Epoxy

I recommend using Elmers or 3M spray epoxies for this task. Use these spray epoxies outdoors where there's plenty of ventilation. Try to use even coats by holding

the can 12 inches away from the surface, and gliding across the surface smoothly and quickly. Alternately, use epoxies that come with applicators that allow you to apply an even coat of epoxy to the surface of the cardboard.

Step 5: Press Cutouts to Cardboard

Starting in the center, press the printed terrain to the surface you have epoxied and run your hands to the edges of the images. This way, you avoid air pockets between the paper and the cardboard. If you've kept enough of a lip around the exterior of the image, you should

be able to press to the edge of the image without getting residual glue all over your hands.

Step 6: Wait Overnight

Overnight is best to ensure that the epoxy is fully dried. The pieces should be stored indoors to prevent the formation of air pockets due to moisture or temperature changes. Keep these away from where you sleep, as there are epoxy aerosols and other air pollutants that leech out from the tiles. If you do not wait long enough, the bond may not be strong enough to hold the pieces together in the long



Use the ends of the boxes for 10 foot wide corridors, or cut out larger tiles into smaller sections for battlefield variety.



Spray on the ground or on an outdoor surface.



Spray a single, even coat of epoxy on the cardboard surface.



A finished outdoor scene featuring a carnivorous, tentacled plant beast and some machine guns.



A finished scene in a cavern that enters a warehouse.

term.

Step 7: Cut Off Excess Cardboard

I cut mine all the way to the edge of the image so I can place the tiles together to create larger rooms and dungeons. They fit together pretty neatly if you make straight enough cuts. Paper cutters at work, your school art department or Kinko's may help with this step if you want a really nice cut.

Once this is done, you may want to touch up the edges with a marker to hide the white cardboard underneath from view when your terrain is deployed on your gaming table.

I have found that for a \$10 can of spray epoxy, I easily get between 120 and 150 8x8 tiles worth of tiles in a wide assortment of

styles. I've put them to use in science fiction stories, *Gamma World* settings, and *Dungeons and Dragons* encounters. This variety of tiles is a must for any storyteller who likes to mix up their adventures using different terrains.

Have fun with it and make your players proud!

Note: If you use these tips, please take photos and send 'em our way. We love to see what other gamers are up to in their creative construction and use of terrain.



A finished outdoor scene.

Creature Collection

by Stephen Hilderbrand
d20 / Pathfinder creatures

Shadow Spinner CR 4**XP 1,200**

NE Medium Animal (Extraplanar)

Initiative +9

Senses darkvision 60 ft., tremorsense 60 ft.
Perception +8

DEFENSE

AC 20 (+6 Dex, +4 natural), touch 15, flat-footed 14

hp 58 (9d8+14)**Fort** +8, **Ref** +8, **Will** +5**OFFENSE****Speed** 40 ft. (8 squares), climb 30 ft.**Attack** Bite +7 melee (2d6+4 plus poison)**Space** 5 ft.; **Reach**: 5 ft.

Special Attacks: Poison, web (+14 ranged, DC 18, 9 hp)

STATISTICS

Str 16, **Dex** 24, **Con** 16, **Int** —, **Wis** 10, **Cha** 2

Skills Acrobatics +12, Athletics +22, Stealth +19, Perception +11

Feats Weapon FinesseB, Fly-by-attack**Base Attack** +7 **CMB** +10 **CMD** +17**SPECIAL ABILITIES**

Poison (Ex): Bite – injury; *save* Fort DC 17, *frequency* 1/round for 3 rounds, *effect* 1d3 Str, *cure* one successful save.

Web (Ex): Shadow spinners can throw a conical web ten times per day. This is similar to an attack with a net but has a maximum range of 70 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider. An entangled creature can escape with a successful Escape Artist check or burst it with a Strength check with a -5 penalty. Both are standard actions at DC 18. The check DCs are Constitution-based. Each strand of their web has 9 hit points.

Tremorsense (Ex): A shadow spinner can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the spider's webs.

Fly-by-attack(Ex): A shadow spinner can swing on strands of its own web and make attacks on its prey.

Skills: Shadow spinner have a +6 racial bonus on Stealth and Perception checks and a +10 racial bonus on Athletics checks. A monstrous spider can always choose to take 10

on Climb checks, even if rushed or threatened. Shadow Spinners use their Dexterity modifier for Athletics checks.

ECOLOGY**Environment:** Subterranean caverns**Organization:** Solitary or colony (2–5)**Treasure:** 1/10 coins; 50% goods; 50% items**Advancement:** 15 HD (Large)

Shadow spinners are aggressive predators from the Plane of Shadow that use their poisonous bites to subdue or kill prey. They hide in the shadows above corridors until they can drop upon their prey.



The shadow spinner clings to invisible webs until the moment is right to strike.



BURROWING BOAR CR 6

XP 2,400

N Large Animal

Initiative: +1**Senses** Low-light vision, scent, tremorsense
60 ft. Perception +10**DEFENSE****AC** 18 (-1 size, +8 natural, +1 dex), touch 11,
flat-footed 17**hp** 67 (10d8+21)**Fort** +9, **Ref** +7, **Will** +9**OFFENSE****Speed** 40 ft. (8 squares), burrow 10 ft. (2
squares)**Melee** Gore +13 melee (1d8+13)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** Ferocity**STATISTICS****Str** 29, **Dex** 12, **Con** 17, **Int** 2, **Wis** 13, **Cha** 8**Feats** Alertness, Endurance, Iron Will, Die
Hard**Skills** Climb +5, Perception +10**Base Attack** +10 **CMB** +20 **CMD** +21**SPECIAL ABILITIES****Ferocity (Ex):** A burrowing boar is such a
tenacious combatant that it continues to fight
without penalty even while disabled or dying.**ECOLOGY****Environment:** Temperate forests**Organization:** Solitary or herd (5–8)**Treasure:** None**Advancement:** 11-17 HD (Huge)

Burrowing boars are omnivorous and spend most of their time rooting around underground, digging deep tunnels under the roots of large trees. They viciously attack anything that approaches them or disturbs their tunnels, however.

Burrowing boars grow up to 12 feet long and weigh as much as 2,000 pounds.

Dark Hound of Sin (Gluttony) CR 12

XP 19,200

LE Medium Outsider (Evil, Extraplanar,
Lawful)**Initiative** +9**Senses** darkvision 60 ft., scent Perception +17**DEFENSE****AC** 28 (+5 Dex, +10 natural, +3 hide armor),
touch 13, flat-footed 16**hp** 103 (16d8+32)**Fort** +14, **Ref** +11, **Will** +12**Special Defenses** protection from good**Weaknesses** vulnerability to water**OFFENSE****Speed** 50 ft. (10 squares)**Attack** Bite +18 melee (1d10+5/19-20 plus
1d6 poison)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** Breath weapon, poison bite,
rend**STATISTICS****Str** 21, **Dex** 21, **Con** 15, **Int** 8, **Wis** 11, **Cha** 4**Skills** Acrobatics +20, Intimidate +22,
Perception +17, Stealth +21, Survival +10***Feats** Alertness, Improved Critical (bite),
Improved Initiative, Weapon Focus (bite)**Base Attack** +16 **CMB** +21 **CMD** +26**SPECIAL ABILITIES****Evil Jaws (Ex):** The natural weapons of
hounds of sin are treated as evil-aligned and
lawful-aligned for the purpose of overcoming
damage reduction.**Shape Shift (Su):** Three times a day, hounds
of sin can shape shift into humanoid forms in
order to tempt their humanoid prey.**Breath Weapon (Su):** 10×10 area of noxious
poison that quickly fills an area, dealing 2d6
poison damage, Fortitude DC 25 to negate.
The save DC is Constitution-based.**Poison Bite (Su):** Hounds of sin deal an extra
1d6 points of poison damage every time they
bite an opponent, as if these bites are a poison
weapon.**Skills:** Hounds of sin have a +10 racial bonus
on Stealth checks, which is commonly used.

*They also receive a +8 racial bonus on

Survival checks when tracking by scent, due to their keen sense of smell.

ECOLOGY

Environment Outer Planes and urban environments

Organization Solitary

Treasure None

Advancement 17-26 HD (Large)

Dark Hounds of Sin wander the earth, tempting humans and other races with sin. Some take the forms of humanoids to lure their prey into dark alleys and private homes where they can strike.

There are different dog types for each sin, each of which embody a particular sin. Above is an example of a Dark Hound of Gluttony, who might be encountered at a banquet in the court of a castle.

Hounds of sin sneak up behind their prey, employing razor-sharp teeth to bite into and rend their opponents.

A typical hound of sin stands 5 feet high at the shoulder and weighs 140 pounds.

Hounds of sin are always encountered alone.

Suffering Souls CR 3

XP 800

N Medium Outsider (Extraplanar, Undead, Swarm)

Initiative +1

Senses darkvision 60 ft. Perception +2

DEFENSE

AC 16 (+2 Dex, +4 Natural)

hp 24 (4d8+3)

Fort +5, **Ref** +3, **Will** +7

Defensive Abilities incorporeal

Immune charm and sleep

OFFENSE

Speed 30 ft. (6 squares)

Attack Slam +5 melee

Space 5 ft.; **Reach** 5 ft.

Special Attacks Haunt, Gaze - Soul Link, Grab (Medium)

STATISTICS

Str 18, **Dex** 11, **Con** 3, **Int** 10, **Wis** 14, **Cha** 11

Skills Athletics +10, Bluff +6, Knowledge (planes) +6, Perception +3, Stealth +3

Feats Improved Grapple

Base Attack +3 **CMB** +7 **CMD** +7

SPECIAL ABILITIES

Gaze - Soul link (Su): When suffering souls make eye contact with a humanoid within 20' for a full round, they establish a soul link with them unless the target succeeds at a DC 12 Will save. For the duration of the encounter,

all damage they experience is also experienced by those whose souls are linked with them. When the encounter ends, the soul link lingers for multiple days, during which time the affected experience the torment of the suffering souls in Hell (with effects to be determined by the DM as they see appropriate).

Haunt (Su): Suffering souls haunt an area, trying to escape their torment on the Nine Planes of Hell. Creatures within a haunted area (usually a 400' diameter circle) receive -1 penalties to all rolls.

ECOLOGY

Environment Hell, any haunted locale

Organization Swarm

Treasure None

Suffering souls swarm all who enter their unhallowed grounds. They will attack relentlessly until repelled, at which point they return to Hell until they are returned to their place on the Prime Material Plane to haunt it in a never ending cycle. The only way to free suffering souls from this torment is to travel to Hell to confront the devil that binds them.



The Shipwreck, Joseph Mallord William Turner, exhibited 1805

This part air, part water elemental is a powerful force, devouring ships on the open seas. When angered these creatures take the form of a whirlpool with raging storm winds.

Whelmer of Ships

CR 14

N Huge Outsider (Air, Water, Elemental)

Initiative +15

Senses darkvision 60 ft. Perception +29

DEFENSE

AC 27 (-2 size, +11 Dex, +8 natural), touch 19, flat-footed 16

hp 228 (24d8+120)

Fort +19, **Ref** +25, **Will** +10

DR 10/-

Immune electricity, elemental traits

Defensive Abilities Air Mastery, Water Mastery

OFFENSE

Speed swim 120 ft.

Attack 2 Slams +27 melee (2d10+9/19-20)

Space 15 ft.; **Reach** 15 ft.

Special Attacks Water mastery, Drench, Whirlwind (at-will, 10-60 ft. high, 2d10+9 damage, DC 31) Vortex (at-will, 30 ft across, 10-60 ft. deep, 2d10+9 damage, DC 31)

STATISTICS

Str 28, **Dex** 33, **Con** 21, **Int** 10, **Wis** 11, **Cha** 11

Skills Acrobatics +27, Escape Artist +27, Fly +34, Knowledge (planes) +21, Perception +23, Stealth +18, Swim +39

Feats Alertness, Blind-Fight, Great Cleave, Combat Reflexes, Flyby

Attack, Improved Critical (slam) Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Power Attack, Spring Attack, Weapon Finesse

Base Attack +24 **CMB** +35 **CMD** +46

SPECIAL ABILITIES

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

Waterspout (Su): The whelmer can transform into a waterspout as a standard action, at will. This ability functions identically to the whirlwind special attack, but cannot leave the surface of the water.

Water Mastery (Ex): A whelmer gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the whelmer is touching the ground, the whelmer takes a -4 penalty on attack and damage rolls.

A whelmer can be a serious threat to a ship that crosses its path. A whelmer can easily overturn vessels up to 200' in length. Ships over 200' can be slowed to half speed.

Drench (Ex): The whelmer's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as a *dispel magic* spell.

Vortex (Su): The whelmer can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack, but can only form underwater and cannot leave the water.

Skills A whelmer of ships has a +8 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. It can use the run action while swimming, provided it swims in a straight line.

ECOLOGY

Environment Storm Plane

Organization Solitary

Treasure None

Advancement 25-48 HD (Colossal)

Whelmers of ships speak Auran and Aquan, though they rarely choose to do so. A whelmer can't venture out of the body of water from which it was conjured, and cannot be conjured into a body of water too small for it to fit into.

Their rapid speed at the intersections of bodies of water and fast-moving air make them well-suited to battlefields beneath the waves where their whirlpools and heavy winds suddenly swell up behind its opponents.



This floating, mostly-mandible creature eats memories.

Memory Eater CR 8

XP 4,800

CE Small Aberration (Evil, Psionic)

Initiative +7

Senses blindsight 60 ft. Perception +16

DEFENSE

AC 24 (+1 size, +6 Dex, +7

hp 50 (8d8+15)

Fort +4, **Ref** +7, **Will** +8

DR 10/adamantine

SR 23

Immune fire

Resist electricity 15

OFFENSE

Speed fly 60 ft. (12 squares natural), touch 17, flat-footed 18

Attack: 2 Bites +8 melee (1d3+1 / 18-20 steal memory)

Space 5 ft.; **Reach** 5 ft.

Special Attacks Psi-like abilities, steal memory

STATISTICS

Str 15, **Dex** 23, **Con** 15, **Int** 12, **Wis** 16, **Cha** 14

Skills Bluff +15, Concentration +7, Knowledge (any 2) +16, Perception +16, Stealth +16

Feats Combat Manifestation, Toughness,

Quicken Power, Sidestep Charge
Base Attack +6 CMB +7 CMD +13

SPECIAL ABILITIES

Steal Memory (Su): Upon a successful critical hit (range 18-20) on a creature, memory eaters steal memories from the creature, dealing 5d20 xp damage. Exactly which memories are taken is up to the DM. If the memory eater is killed, the memory is split among the party, who all feel as if they have the memory is their own. The XP taken is also split back among the party along with the XP for defeating the creature.

Psi-Like Abilities: Like their rival yet much smaller brethren, intellect devourers, memory eaters have supernatural mental abilities, including: at will—cloud mind, compression, detect psionics, ego whip (2d4, DC 16*), empty mind (+5 on Will saves*), id insinuation (three targets, DC 16*); 3/day—body adjustment (2d12*), intellect fortress, painful strike. Manifester level 7th.

The save DCs are Charisma-based.

*Includes augmentation for the memory eater's manifest level.

Blindsight (Ex): A memory eater can use nonvisual means to ascertain all foes within 60 feet as a sighted creature would.

Alignment Shift (Ex): Memory eaters' alignments shift based on the experiences they have experienced second-hand.

Skills Memory eaters have a +4 racial bonus on Bluff checks. They also have a +8 racial bonus on Stealth and Perception checks. Finally, they enjoy a +8 on all Knowledge checks, since they have learned more than their physical bodies have experienced.

ECOLOGY

Environment:

Underground

Organization:

Solitary or pod (2-4)

Treasure:

standard coins of various sorts; double goods; standard items

Advancement:

9-12 HD (Medium), 13-16 (Large)

Level

Adjustment:

+7



Memory eaters understand common and all the tongues of the Dream and Astral Planes, and can understand any of the languages of prey whose memories they have stolen.

Con-verse-ations

GenCon,

MilleniumCon XIII &

OwlCon XXX

by Adam A. Thompson
& Stephen Hilderbrand

GENCON LOOMS

The universe's most awesome charity event returns to **GenCon** this August, when **The Tower of Gygax** grinds up adventurers (and their generic tickets, all the proceeds of which go to the Gygax Memorial Fund Charity) and spits out a hack-tastic slurry composed of equal parts gore, smiles, face-palms and triumphant high-fives.

We had so much fun playing **Tower of Gygax** the last couple of years. Last year I even jumped in and helped run a few rooms from the **Tomb of Horrors** when the dynamic but momentarily winded [Scott Murray](#) of [saveversusdeath.com](#) took a quick break from destroying dungeoneers.

But even more exciting, I've been asked to help again this year! The organizers of **Tower** have asked me to run what some might consider the ultimate old school hack-fest: **Against the Giants**. But don't take my word

for it, check out the [wikipedia article](#) for the modules.

Here's the quote that sums it all up for me "This module was voted the single greatest adventure of all time by *Dungeon* magazine in 2004, on the 30th anniversary of the *Dungeons & Dragons* game."



So if you're at **GenCon** in August, stop on by room 303 in the Marriot and see a group of eight stalwart heroes battle against marauding giants who have been raiding the countryside. This band of adventurers has sworn to end the menace of Chief Nosnra and his giants. A direct assault on his Steading will test both their skill in arms and resolve in battle. Come join the Night Shift DMs and see a classic dungeon crawl. Can they survive?

And if you want a taste for yourself, there are always seats at the table for **Tower of Gygax**, back for its fourth year! Can you survive yet another year of old school gaming at its finest, played fast and furiously with horrible monsters and deadly traps lurking behind every door? You may now pre-register for any

of the 2-hour time slots to guarantee a seat at the table. Come join us as we play the game that started it all and remember the man who invented an industry. All proceeds go to the Gygax Memorial Fund. Registration is available at <https://www.genconreg.com/events/27783>.

Pathfinder at MilleniumCon XII

We rolled up to Round Rock last fall to play some D&D, and ended up playing *Pathfinder* all weekend.

For those who don't know, **MilleniumCon** is a yearly convention put on by Lone Star Historical Miniatures and is primarily focused on, as their name implies, historical miniature wargames. It's pretty much the closest convention to us here in Austin, so we usually make it. They generously provide space for the RPGA folks, and this year they also had

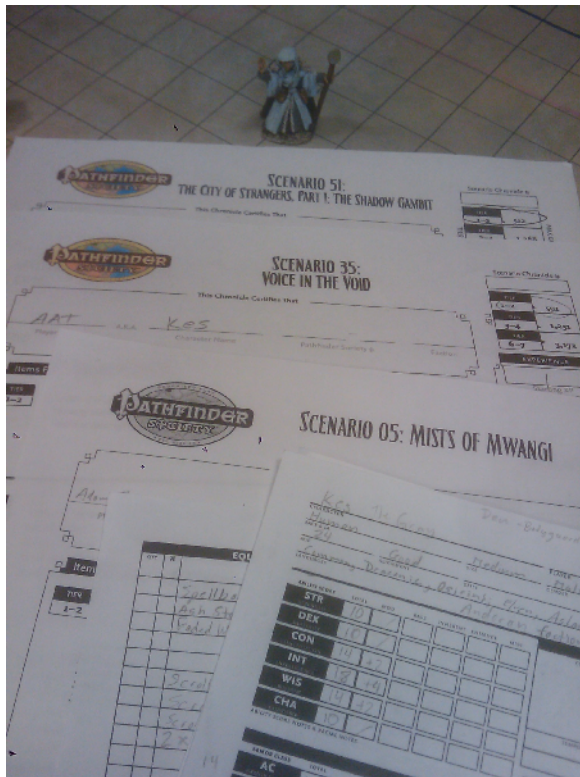


Facing off against a skeletal owlbear

Pathfinder Organized Play set up in one of the four-table conference rooms.

Dan and I had intended to try to rack up some XP for our *4e D&D* RPGA characters. I was looking forward to honing my tactics with my elven barbarian Sithadel, specifically figuring out how to play him without getting him killed. He tends to die once per convention – that’s what I get for making a dex-based barbarian I guess. I like to play unconventional characters.

All of that got derailed when I finally started perusing the *Pathfinder* core book. Dan had



my wizard Kes at the end of 4 adventures

picked up a copy when it came out in 2009 long ago but I had only read the alpha version Paizo put out online when *Pathfinder* was first announced. At any rate, I decided to roll up a character just for grins. I came up with Kes, a 1st level wizard specializing in abjuration and prohibited from evocation and necromancy. At the end of the process I was really curious to see how this character, and *Pathfinder* played.

So when we got to MilleniumCon we went ahead and played a *Pathfinder* game. It reminded me a bit of the 3e RPGA, with character record sheets given out at the end of each session. I liked how some of the organized play elements were structured. For example, at the end of each adventure you get a list of magic items you can buy with the gold you’ve accumulated. By the end of four adventures we had a decently broad list to pick from, and many of the items were things we had actually found during the course of the adventure. In all, it seems nicely structured to keep characters balanced and play fun.

We played two slots of *Pathfinder* on Friday night, and two more slots on Saturday. At the end of it all I have to say that I enjoyed playing *Pathfinder* quite a bit. I think the changes to skills in PF are great moves: I’ve hated Hide vs. Spot and Move Silently vs. Listen since the first time I had to roll them both when 3e came out. The changes to the classes are great, too. My 1st level wizard was able to contribute to the combat on every round because now 0th level spells aren’t used

up when you cast them, so I could throw an acid splash or cast daze every round. The changes to concentration and spell casting times also pleased me – I’ve always thought that spellcasters had it too easy in melee. Now you really have to think twice about where you put your wizard. The changes to how poison work also impressed me.

There was one small downside, though. Over and over again I had to hear from other players how much more they liked *Pathfinder* than *4e D&D*. I play *4e*, *3.5e*, and *Pathfinder*, and I don’t like the “us vs. them” tone these conversations usually take, so I always get turned off when the topic comes up. And of course the *Pathfinder* fans trotted out the same old saw about how confusing grapple was in 3e. I have always disagreed – 3e grapple wasn’t a blocker for us, and as far as I can tell it’s pretty similar in *Pathfinder*.

And there was some munchkinism, of course, but I’ve come to expect a certain amount of that at the game table.

But those minor complaints were totally overshadowed by how much fun I had and by how well-organized the mustering and gaming was. Kudos to the *Pathfinder* Organized Play folks. Next year I’ll definitely be back for more.

Floods of Fun at OwlCon XXX!

This spring we stopped in for **OwlCon** at Rice University in Houston for, gaming, talking

dungeon-making, and even running two *4e D&D* adventures.

We had a great time at OwlCon last year, playing a bunch of *4e D&D*, *Advanced Civilization*, *Rail Baron*, and immersive *BattleTech* in the pods, and we vowed to return. And so we did.

Steve ran a *4e D&D* game called **High Water Marks**, where a 5th-level party starts off in a downtrodden village where it has rained a full fortnight. After breaking up a fistfight at a local tavern, traces of a vile substance in the brew hint at problems that run deeper than the water. The town's mayor sends them off on mounts to investigate the source of the disturbance, a pair of brothers who have hired on with the local bullywugs and have begun worshipping Tharizdun, reclaiming an aged shrine. Tharizdun has repaid their worship and ill deeds by sending them a winged bar-igura who serves as muscle for their actions and also a pair of worldly eyes for the evil god.

Steve's second session was an adventure entitled **Keepsakes**, where a 5th-level party finds themselves traveling along a road on the southern reaches of a expansive moor. While paying a toll under the shadow of a keep among rocky crags, a chilly rain begins to fall, and the party seeks refuge in the keep. They are greeted by the lady of the manor, who informs them that the lord has left to attend to some private matters. After some trading with merchants from exotic lands, the night in the keep is restless, and the party finds themselves

facing off against their hosts and the very keep itself!

We had a full table for both sessions, mostly new and relatively inexperienced players, so the pregenerated characters were imperative to success. One player was signed up for the first adventure, and stayed for the second. The others were fresh faces across the low-med age spectrum, from 12-50. Everyone got pretty deeply into character, and the gentleman who attended both sessions remarked that this was the most roleplaying he'd seen at any of the tables. This made the rain-soaked day a joyous one, meeting ten new people and sharing a few hours of adventure over pen, paper, and dice.

A few full tables of gamers later, the monsters were vanquished, the quests were fulfilled, and everyone had made some new friends. As in years before, **OwlCon** was great fun. I



even got to play a really fun session of *Call of Cthulu* and then return to the *Keep on the Borderlands* for an awesome 8 PC expedition into the Caves of Chaos using Goblinoid Games' fun *Labyrinth Lord* rules.

Nuts and Bolts: d20 Future Gear

by Adam A. Thompson
d20 Future equipment

megaVolt E-Sword Progress Level 6 Melee Weapon

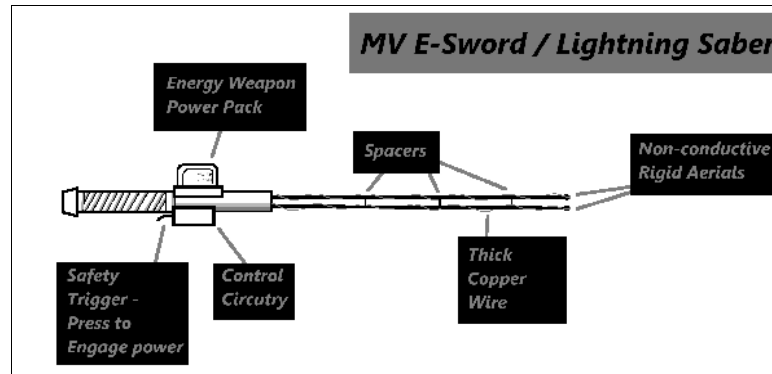
This melee weapon utilizes the tremendous energy stored in the standard power packs of weapons such as plasma rifles to deliver an electric jolt to combatants.

The weapon's electrical charge is only engaged when the spring-loaded trigger is depressed, so if the weapon is holstered or dropped there is no danger of accidental discharge.

Weapon	megaVolt E-Sword
Damage	1d8 + special*
Critical	20/x2
Damage Type	Electricity
Range Increment:	-
Size	Medium
Weight	3lbs.
Purchase DC	16
Restriction	Res (+2)

* Fortitude save DC (10 + damage dealt) or be stunned for 1d4 rounds.

With the trigger depressed and the sword thereby armed, if the copper wires both touch a conductive target, one charge of the power



pack's energy is discharged into the target. Severe burns and, if applicable, neurological or electronic disruption are the effect.

The controls of the weapon can be set to discharge two charges from the power pack per blow, doing more severe damage, but at the risk of overloading the power pack or the saber's control circuitry. In this mode the weapon deals 2d8 damage, and the save DC for stun is increased by 2. When being overloaded this way, on an attack roll of a natural 1 the weapon shorts causing the power pack to discharge explosively. In addition to destroying the weapon this deals 4d10 points of acid, fire, electricity and piercing damage to the wielder, and half that much to those within 5 feet (DC 15 Reflex save for half damage).

Pull Grenade

Progress Level 7 Weapon
Purchase DC 19

This grenade contains a powerful gravitic charge that, when detonated, will pull nearby creatures and objects towards it. Targets within 10' of the grenade when it detonates must succeed on a DC 15 Fortitude save or be pulled to the center of the detonation where they will land prone, taking 1d6 points of damage from the "fall". Multiple targets can be pulled into the same space, limited by the rules on squeezing. Clever strike squads will sometimes use these weapons to pull people out from behind cover.

Fette Rocket Gauntlet

Progress Level 6 Melee Weapon

Mercenaries and assassins are the primary target demographic for these brutal firearms. Attached to a reinforced titanium gauntlet is a clip-fed miniature rocket launcher. Ammunition can be obtained in either explosive rockets or rocket-propelled, poison-tipped darts (may not be available in all spaceports according to local weapon restrictions). Ten rounds of either are Purchase DC 15. Poison must be obtained and loaded separately.

Weapon	Fette Rocket Gauntlet
Damage	4d6 points of damage to all within 5' (reflex save DC 17 for half damage) or 2d10 plus poison if applicable
Critical	-
Damage Type	Slashing and fire or ballistic
Range Increment	25 ft
Size	Medium
Weight	6 lbs.
Purchase DC	20
Restriction	Mil (+3)

a standard energy pack provides enough energy to activate it 10 times.



Under-barrel Mounted Tractor Beam Progress Level 7 Gadget

Purchase DC 17

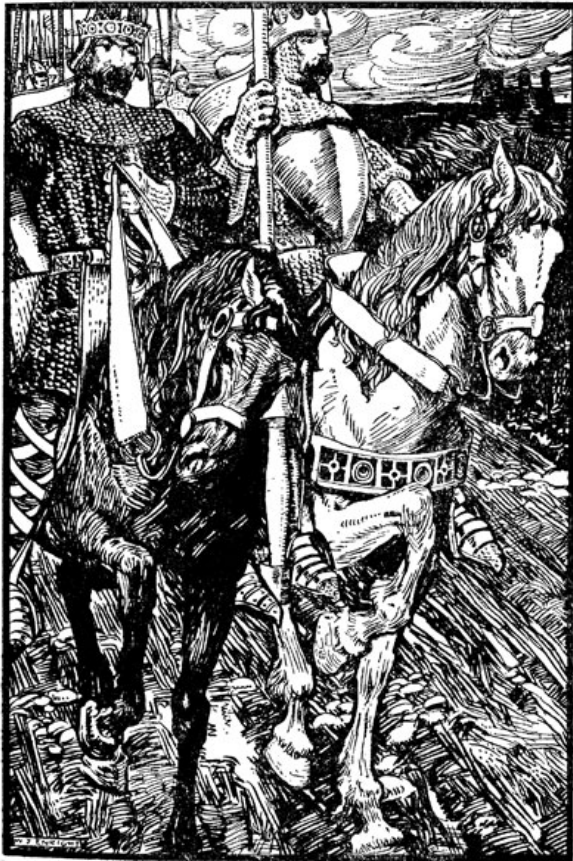
This gadget is similar in technology to the Grappling Tether, but designed to have a slightly different use. When fired, the tractor beam of this weapon accessory instead anchors itself in space with gravitic forces and simultaneously fires a beam of gravitic energy at a target and pulls it toward the weapon. On a successful touch attack, targets of medium size or smaller must make a DC 18 Fortitude save (with bonuses for cover) or be swiftly dragged up to 25 feet towards the firer. Maximum range for this gadget is 50 feet, and

Ready to Roll Encounters:

HORSEMEN OF HEXTOR

by Adam A Thompson

D&D 4e / Essentials Encounter



The thunder of hooves shakes the battlefield. Knights in gleaming mail dig their spurs into their massive steed's flanks, urging them to the utmost speed. The freshly sharpened tips

of their lances catch the light as they are lowered and aimed at their targets. Cavalry.

But in my experience, cavalry have not lived up to the awe that I feel when I imagine the medieval equivalent of the M1 Abrams Main Battle Tank.

You can put the bad guys and players on horses and let them fight it out, but the mechanics just don't quite work - how do you resolve jousting in the D&D rules without stepping out of the initiative rules - two horsemen can't charge simultaneously. (Not that there's anything wrong with suspending or changing the rules in your game, it's just a bit awkward sometimes.)

Or you could stat up your bad guys with all types of mounted combat feats and let the players have it, except the mounted combat feats aren't all that great, either. And when your badass knight's horse gets killed by a 5d6 fireball, he's reduced to stumbling around the battlefield until your players put him out of his misery.

In my *4e D&D* game, I wanted to stat up some cavalry to throw at the players as a scouting party for an army they are preparing to fight. As I started, I was glad of the flexibility that one can exercise in monster creation. I want the players to really enjoy this fight, and to feel some of the awe of mounted combat - they all have flying mounts at this point, but they haven't fought other mounted troops.

Next session, the PCs will come across this group of scouts, who are looking for the players' army. It will be awesome.

And when the horsemen's god shows up to end the players' meddling in his vassal's army's conquest, it will be epic.

Heavy Horseman	Level 18 Soldier
Large natural human & horse	XP 2,000
HP 174; Bloodied 87 AC 34; Fortitude 30; Reflex 29; Will 29 Speed 8	Initiative +15 Perception +11
Traits	
Warhorse Shoulder • Aura 1	
Squares adjacent to the Heavy Horseman are difficult terrain.	
Standard Actions	
Lance • At-Will	
<i>Attack:</i> Melee 2; +23 vs. AC <i>Hit:</i> 3d8 + 13 damage and the target is marked by the Heavy Horseman. <i>Special:</i> If the Heavy Horseman moved at least 4 squares this turn before the attack, the target is pushed 1 square and knocked prone on a hit.	
Battle Axe • At-Will	
<i>Attack:</i> Melee 1; +23 vs. AC <i>Hit:</i> 3d8 + 13 and the target is marked	

by the Heavy Horseman.	
Move Actions	
Trample • Recharge 5 6	
<i>Attack:</i> Melee 0; The Heavy Horseman moves its speed and can move through enemy's squares, though it must end its move in an unoccupied square. Any creature who's square the horseman enters in this way is subject to an attack at +23 vs. Reflex. <i>Hit:</i> 4d6 + 12 damage and the target is knocked prone and pushed 2 squares.	
Minor Actions	
Rallying Cry • Recharge 6	
Effect: All of the Heavy Horseman's allies within 10 squares receive +1 to attack and defense until the end of the Heavy Horseman's next turn.	
Skills Athletics +21, Intimidate +18	
Alignment unaligned Languages Common	
Str 25 (+16) Dex 15 (+11) Wis 22 (+15) Con 22 (+15) Int 19 (+13) Cha 19 (+13)	
Equipment Lance, Battleaxe, Dagger, Heavy Shield, Full Plate	

Light Horseman	Level 18 Skirmisher (minion)
Large natural human & horse	XP 500
HP 1 Special: a missed attack never damages a minion.	Initiative +15 Perception +20

AC 30; Fortitude 29; Reflex 31; Will 30 Speed 8	
Standard Actions	
Spear • At-Will	
<i>Attack:</i> Melee 2; +23 vs. AC <i>Hit:</i> 13 <i>Special:</i> the Light Horseman may move its speed as part of this attack, making the attack at any point during the move.	
Shortbow • At-Will	
<i>Attack:</i> Ranged 10/20; +22 vs. AC <i>Hit:</i> 13	
Skills Athletics +21, Perception +20	
Str 25 (+16) Dex 19 (+13) Wis 22 (+15) Con 22 (+15) Int 14 (+11) Cha 19 (+13)	
Alignment unaligned Languages Common	

War-Priest of Hextor	Level 18 Controller (leader)
Large natural human & horse	XP 2,000
HP 174; Bloodied 87 AC 32; Fortitude 30; Reflex 29; Will 31 Speed 8	Initiative +13 Perception +16
Standard Actions	
Horseman's Flail • At-Will	
<i>Attack:</i> Melee 2; +23 vs. AC	

<i>Hit:</i> 3d8 + 13
Prayer of Woe • At-Will
<i>Attack:</i> Close Blast 5 (enemies); +21 vs. Will <i>Hit:</i> 3d6 + 9 necrotic damage and the target is slid 1 and weakened until the end of the War-Priest's next turn.
Prayer of Death • Recharge 5 6
<i>Attack:</i> Close Blast 5 (enemies); +21 vs. Fortitude <i>Hit:</i> 5d8 + 20 and the target is weakened and dazed (save ends).
Move Actions
Prayer of Might • Encounter
<i>Effect:</i> Close Blast 10 (self or 1 ally) the ally or the War-Priest gains resist 10 all until the end of the War-Priest's next turn and may make a saving throw.
Minor Actions
Pronounce Doom • At-Will
<i>Attack:</i> Ranged 10; +21 vs. Will <i>Hit:</i> The target is -1 to attacks, Ranged 10 defenses and skill checks until the end of the War-Priest's next turn.
Skills Athletics +20, Intimidate +18 Str 22 (+15) Dex 19 (+13) Wis 25 (+16) Con 22 (+15) Int 14 (+11) Cha 19 (+13)
Alignment Evil Languages Common
Equipment Lance, Battleaxe, Dagger, Heavy Shield, Full Plate

Ready-To-Roll Encounters:

Tombs of Doom

by Adam A. Thompson

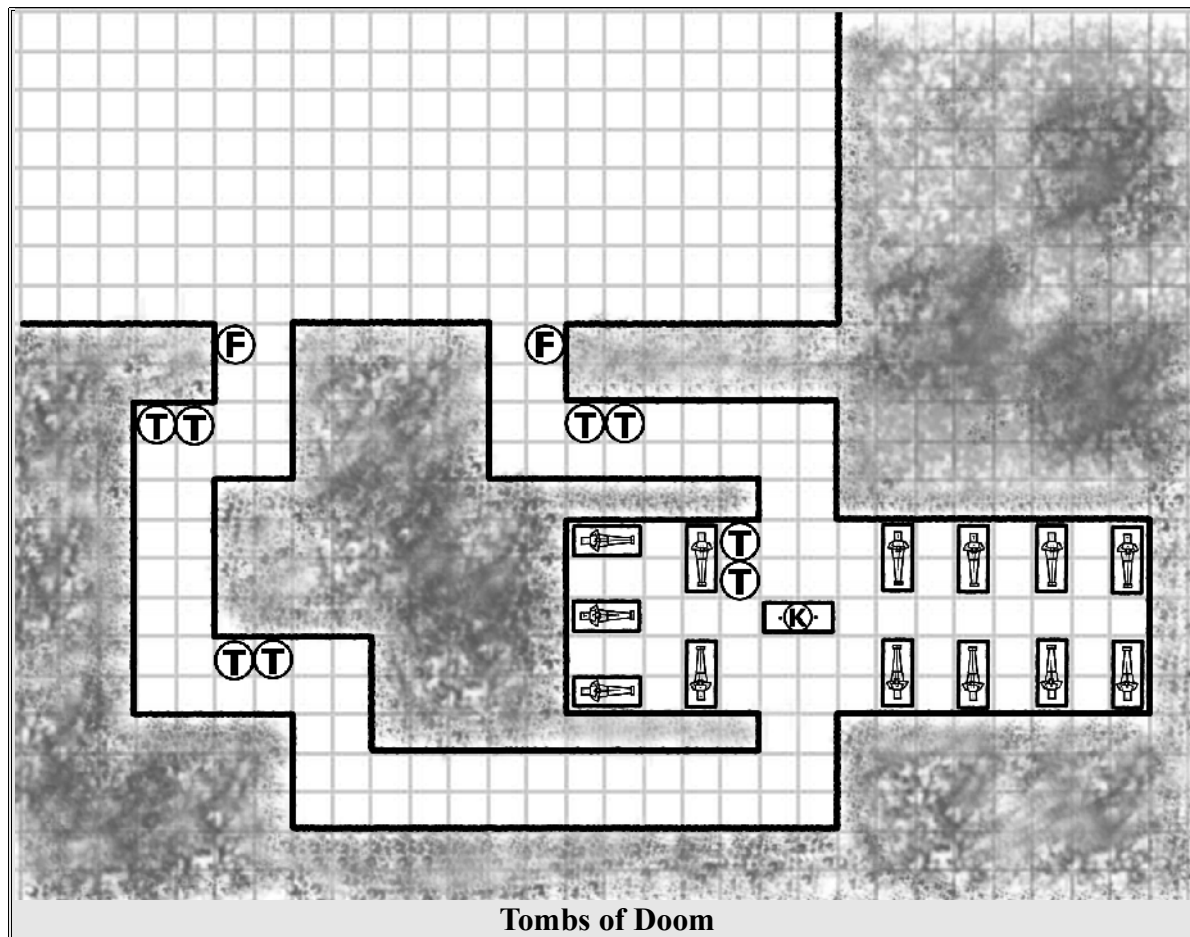
D&D 4e / Essentials Encounter

When I design an encounter there are usually one or two elements that I think of as central to the encounter. These could be important

plot events where I use a tense combat situation to heighten the drama, a particular environment where I think it'll be fun to stage a battle, a tactical situation with which I want to experiment, or something else entirely. In this instance, I came up with this encounter in an effort to present my regular Sunday D&D group with a tactically interesting challenge. I've been playing with the idea of a roughly circular or looping encounter area for some time. The idea that the monsters (or the

players) could circle around and attack from the rear just sounded like fun to me, so last Sunday I came up with the following combat encounter and let the party of 18th level characters go at it.

Considering the extremely high level of the encounter (23rd), I'm not surprised that it took them about 3 hours to overcome. By the end every single character had been bloodied, so I consider it very successful, especially considering the fact that my players have a pretty tough and optimized party, along with 18 levels of experience with these characters under their belts. However, if your player characters tend to get knocked out or killed a lot, consider toning this encounter down by dropping the level of the flameskulls by a level or three, or reducing the number of minions. The tactical aspects should still work as long as there are still 2 flameskulls in the encounter.

**The Tombs of Doom****Level 23 Encounter (4 PCs) – 22,444 XP**

Creatures

2 x Great Flameskulls (F)

8 x Tomb Guardian Thrall (T)

Traps

1 x Kinetic Blaster Trap (K)

Level 7 Encounter (4 PCs) – 1,204 XP

Creatures

2 x Flameskulls (F)

8 x Skeleton Soldier (T) – (Open Grave)

Setup

Attach this area to a hallway or the back of another room. Have the Flameskulls roll Stealth checks (+22) against the PC's Passive Perception. Those that do not spot the

flameskulls will not get to act in the surprise round. The locations on the map are suggestions for placement of the minions and skulls. Using separate initiative for each monster type is advised due to readied actions for the Thralls and the Kinetic Wave.

The sarcophagi in the crypt are made of stone, about

three feet high, and are difficult terrain.

Players start in the top left area of the map.

Read or paraphrase the following at the start of the encounter.

A slight movement in the nearby corridors catches your eye just before a rune-etched floating skull there erupts into green hell-flame. Carried by a scream of arcane words, the fire surges forth and engulfs you!

largest cluster of characters, while the other hurls stunning fire. In subsequent rounds the Flameskulls should withdraw back behind their Tomb Guardian Thrall or Skeleton Soldier minions to keep out of melee combat.

Use the Flameskull's flying speed of 10 to keep them away from the PCs. If the PCs present a strong challenge to one of the Flameskulls, have the other circle around to attack their rear and draw some of the attackers off. If the PCs manage to surround or pin down one of the Flameskulls, use the

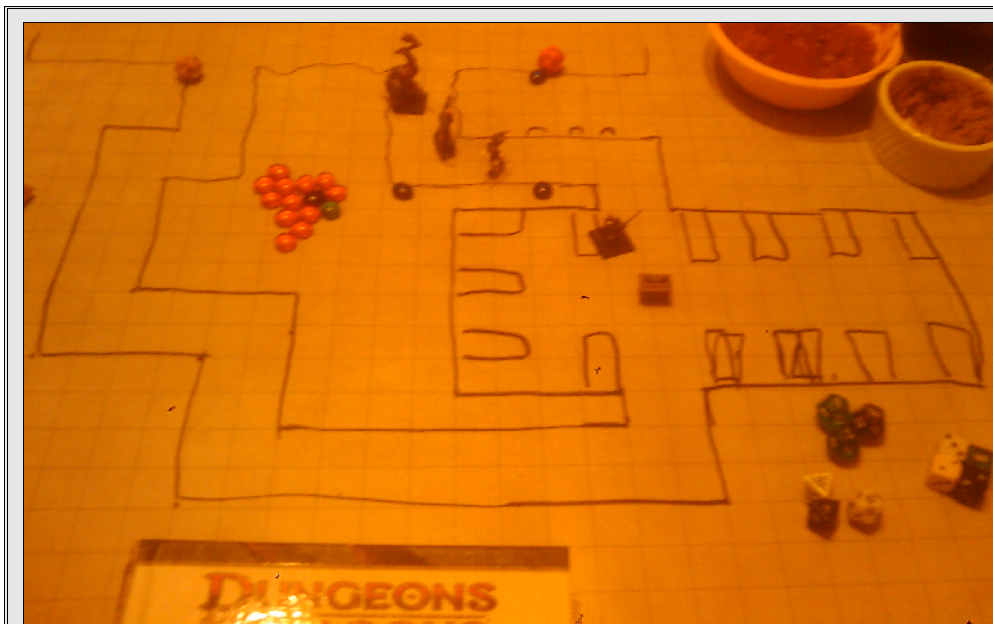
remaining one's Fire Storm power to cover the threatened Flameskull's escape.

If the PCs chase the Flameskulls into the sarcophagus chamber the Kinetic Wave will take its readied action to blast them, and some of the players may become trapped in the eastern portion of the chamber by the Kinetic Wave's

push. Have the Kinetic Wave ready an attack every round to try to keep those players trapped.

Dungeon Master's Tip

Don't forget to increase the damage from the Flameskulls. The errata for the DMG (<http://www.wizards.com/dnd/files/UpdateDMG.pdf>) indicates that the Flameskull's powers should deal $2d8 + 7$ damage against single targets or $2d6 + 5$ against multiple targets. The Great Flameskulls damage should do $4d6 + 18$ damage against single targets and $3d8 + 11$ against multiple targets.



My players getting pinned down by the Flameskulls.

Tactics

In the surprise round, one of the Flameskulls will use its Fire Storm power to soften up the

Hungry for More?

Keep minion Tomb Guardian Thralls out of sight around corners so that the players can't pick them off with ranged attacks or automatic damage. Have them ready actions to move up and attack the players once they start down the corridors. They are to be used to block the PCs if they get into melee range with the Flameskulls – have the Flameskull shift 1 square away from their attackers, then have the Thralls use their readied action to move up and block off the corridor. Alternatively, if a low-AC character gets separated from the rest of the party, send a Thrall around the back way to harass the straggler.

If you do your job right as DM, you should be able to pull their defender around to one side, and then hit them from the other while the defender is about to catch up. If they turtle up in the hallway, back the Flameskulls off and use stealth and readied actions to hit them when they peek out.

Regardless, hopefully this will be an entertaining and challenging scrap for your gaming group. Feel free to write us on ClawClawBite.com and let us know how it went!



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