

CLAW/CLAW/BITE

OMNIBUS 1 – ISSUES 1-15

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CREDITS

Thanks for reading the first omnibus issue of *CCB* by S.D. Hilderbrand and Adam A. Thompson, with additional work from D. Heat, Justin B. Ellis, Laura Ellis, Frank J. Kim, Jason Maggitti and Joe Calkins.

Cover and layout by S.D. Hilderbrand.

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 regularly posted at clawclawbite.com as blog posts, many of which are collected in these monthly issues.

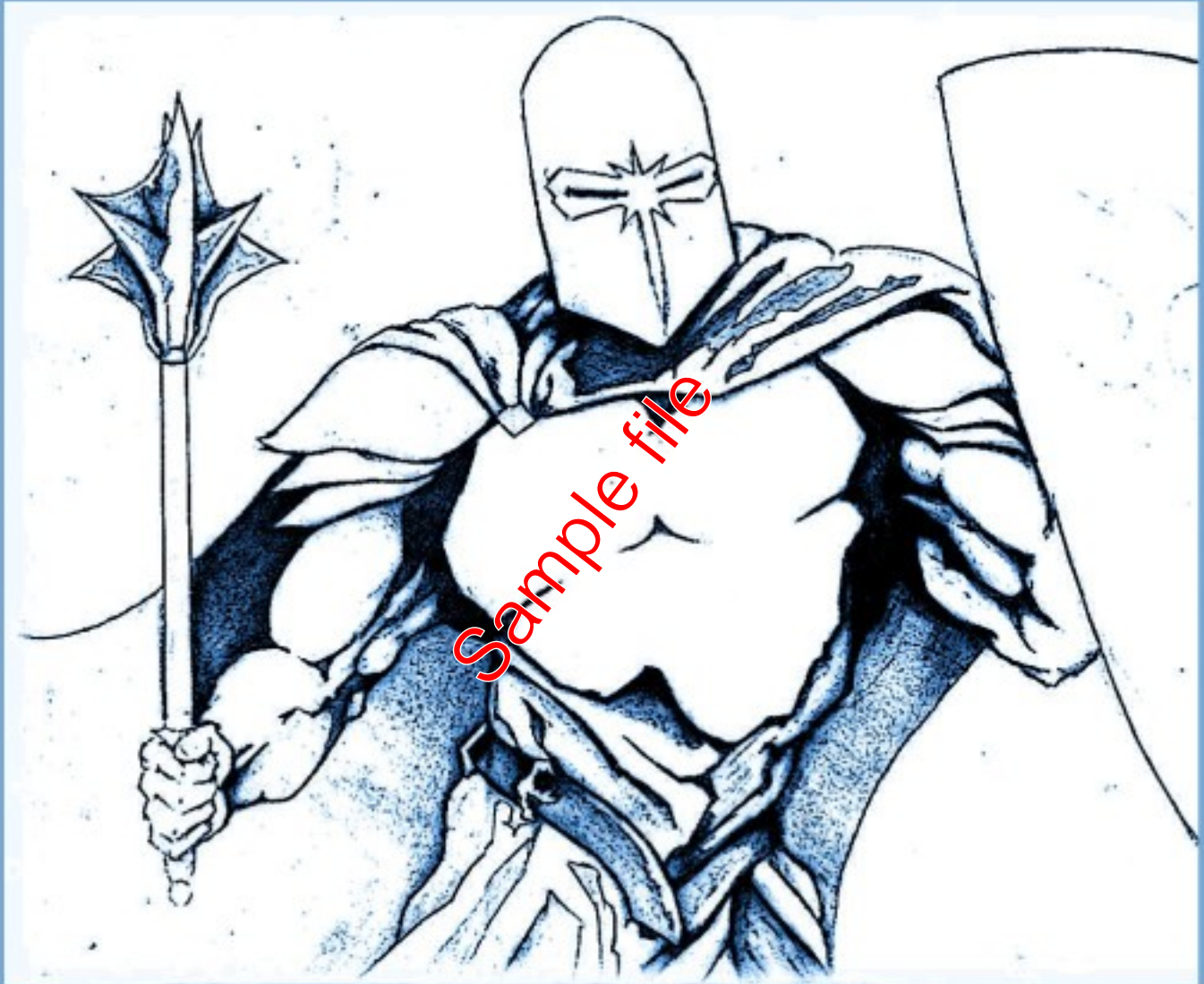
Our goal is to be a one-stop shop for you, the storyteller. All of our creations are designed for d20 3.5 rules. Many of the game elements that you see in this periodical will find their way into modules published by Unicorn Rampant, which will be available on our site: unicornrampant.com.

So welcome to our world of strange and wonderful things, traveler. Bizarre treasures, cunning adversaries, powerful adventurers, and mystic realms are waiting for you. This omnibus is a collection of some of our best work over the past two and a half years.

It's been a great joy to bring this material to you for the past few years, and we have every intent to continue this magazine, even as our new periodical, *Tailslap*, is gaining in popularity alongside the new edition of the core rules.

If you would like to contribute content for *CCB*, or join our group of local distributors of small numbers of printed copies, fail your DC 25 will save and then drop us a line at omeros@gmail.com.

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CREDITS

Thanks for reading this issue of *CCB – Claw/Claw/Bite* #3 by S.D. Hilderbrand and Adam A. Thompson, with assistance by Frank J. Kim and Justin B. Ellis.

Cover illustration by Justin B. Ellis, layout and design by S.D. Hilderbrand.

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So welcome to our world of strange and wonderful things, traveler. Bizarre treasures, cunning adversaries, powerful adventurers, and mystic realms are waiting for you. This issue is devoted largely to spells and magic items, serving as a minor compendium of magic available later this summer from Unicorn Rampant.

Enjoy your stay, but beware the cats of Ulthar.

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THE BALEFUL BOG AND THE TROLL

TROLL RANGER (CR 8)

Presented below is an encounter with a crafty troll ranger who has laid an ambush involving a pool of quicksand. Included are some of the features applicable to any swamp you might use the encounter in, a complete description of the encounter, and statistics for the trap-laying troll.

Marsh Features

Fog: The entire marsh area is covered in low-hanging fog that obscures ground details. Attempting any tracking in this fog increases the DC by +2.

Marsh Terrain (DMG p.88): with the exception of the remnants of the road, this entire swamp is a moor. Terrain is as follows:

- 20% of terrain is Shallow Bog (movement is 2/1, Tumble DCs are +2)
- 5% is Deep Bog (Movement is 4/1 or you can swim, Tumble is impossible, water provides cover)
- 30% is Light Undergrowth (movement is 2/1, Tumble DCs are +2, provides 20% miss chance concealment)
- 10% is Heavy Undergrowth (movement is 2/1, Tumble DCs are +2, provides 30% miss chance concealment).
- The remaining 35% of terrain is normal.

As the players enter this area, read or paraphrase the following:

Low brush and pools of water are half-concealed by low-lying fog. Dark trees stretch up, as though trying to escape the fetid swamp; dense vines, moss and foliage block out any light from the sky.

The buried and half-submerged road is blocked at two places by fallen trees, the first 50' ahead and the second another 50' past that. The area to the left of the path at the second fallen tree is a patch of quicksand (see below) that the troll has concealed (DC 25 Spot or Survival check to detect). Anyone entering the squares marked as quicksand will fall in and begin to sink.

Creatures: A clever troll ranger is hiding in a hunter's blind 30' up in a tree and 30 feet away from the road, waiting for prey (Hide:+3 bonus for being 30 ft away, +6 ranks in Hide, -4 for size Large, +10 circumstance bonus because the blind is exceptionally cunning, for a total Hide of +15).

When the party gets to the second blockage on the path, the troll ranger will swing down from the blind and attempt to bull rush a member of the party into the

quicksand hidden next to the path (with +4 circumstance bonus for momentum and +4 for size Large). He may wait at first to see if any of the players stumble into the quicksand and the other players are distracted trying to rescue him.

Once he completes the bull rush, he will land on the ground on the opposite side of the bog. From there he will harry the party with showers of arrows. The first shot will be with a rope-arrow at the party member in the quicksand. The troll is equipped with a composite longbow (+3 Str) and 10 barbed arrows with a thin but strong cord made of vine attached to the shaft allowing him to retrieve prey from the quicksand. These rope arrows are located in a quiver hidden behind a tree stump. The ends of the cords are already secured to the tree stump.

☛ Marsh Troll Ranger (1) CR 6

CE Large Male Troll Ranger 1

Init: +2

Senses: Darkvision 90', Lowlight Vision, Scent

Listen +5, **Spot** +6

AC: 20 (-1 size, +2 dex, +5 natural, +4 armor), touch 11, flat-footed 18

HP: 90 (7d8+42)

Saves: Fort: +13 Ref: +6 Will: +3

MV: 20 ft.

Base Attack: +5 Grapple: +15

Attack: Claw +10 (1d6+6) or bow +7 (2d6+3) [+1/+1 under 30ft]

Full Attack: 2 Claws +10 (1d6+6) and bite +5 (1d6+3) or bow +7 (2d6+3) [+1/+1 under 30ft]

Space/Reach: 10ft/10ft

Special attacks: Rend (2d6+9)

Abilities: Str 23 Dex: 14 Con 23 Int 10 Wis 9 Cha 6

Feats: Alertness, Iron Will, Track, Point Blank Shot

Skills: Craft (trapmaking) +1, +6 Hide, Listen +5, Spot +6, +0 Survival

Possessions: Hide Armor, Large Composite Longbow (+3 Str), Rope Arrows (10), Arrows (20), Dagger

SA: favored enemy (humanoid: human), Track, Wild Empathy, Regeneration 5 (fire and acid deal normal damage)

Rend (Ex): If the troll hits with both claw attacks it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

☛ **Bog Hounds (2)** HP: 29, 33 Bog Hounds should be treated as worgs with Swamp Stride. (CR 2)

SA: Swamp Stride, Trip

Swamp Stride (Ex): A bog hound may move through any natural swampy or marshy terrain at

normal speed without impairment.

Tactics: Attempting to surprise any prey, the troll will initiate combat with a bull rush to push an opponent into the quicksand. He will likely target the party member with the heaviest armor and will receive a +4 circumstance bonus for momentum and a +4 bonus for his large size.

After the party member is trapped in the quicksand, the troll will fire a rope-arrow at him, allowing retrieval of his corpse later. At the same time, he will yell for his bog hounds (free action), who will arrive 1d3 rounds later. The troll, being fearless, will then fight to the death.

When they arrive the bog hounds will attack the weakest looking party member, making use of their trip attacks.

➤ **Quicksand:** Roughly 25' x 25' area. The troll has covered the surface of the quicksand with leaves, brush, and other natural vegetation to conceal its true nature. The party can detect the trap with a DC 25 Survival or Search check. Any character entering squares marked on

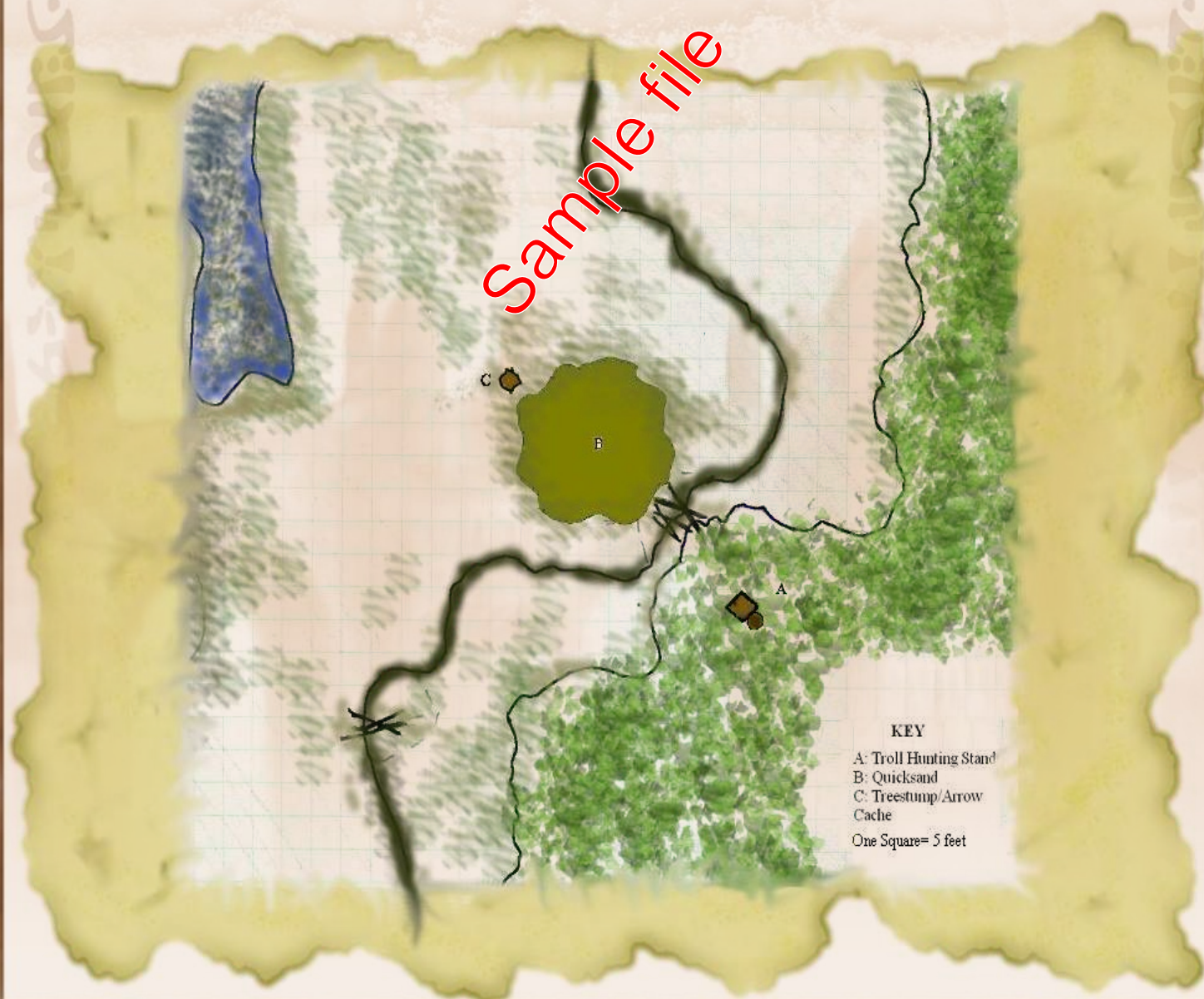
the map as quicksand immediately falls in and is subject to the effects of quicksand as listed in the DMG on page 88. CR 6; mechanical; automatic reset; DC 25 Reflex avoids; 30ft. deep; drowning danger; Search DC 25; Disable Device DC 15 to clear camouflage.

Treasure: The troll has a belt-pouch with 50 silver coins and 35 gold coins, and has secured some prey he has caught in the blind with him. It amounts to 10 days worth of fresh rabbit and young wild pig meat.

Development: If the party defeats the teen troll ranger, they should be able to help drowning compatriots by pulling them out of the quicksand by the cords attached to the rope-arrows the troll shot them with. Doing so is a DC 15 strength check for every 5 feet they move their friends.

Ad Hoc XP Adjustment: +%20, or give experience for entire encounter as a CR 8.

Sample file



CHARACTERS

Gundar Harl, Priest of Pelor

A warrior priest, born an aristocrat and initiated into the holy mysteries of Pelor, Gundar is as strong as he is charming. Ambitious, and often bold, arrogant, and self-righteous, this young priest finds his way in the world fighting evil in deed rather in the hearts of congregations. At the same time he is very used to getting his way in social settings, and is as powerful a debater and diplomat as he is a warrior, making him a natural leader.

Gundar can be used in your game as a ready-made PC or NPC. As a NPC he could travel with the party for a time, perhaps as they assist him with a task or vanquish some evil. He could also be useful as a contact or ally from within the temple he eventually builds. You may also find Gundar Harl useful as an antagonist, either unchanged or with slight modifications to his alignment or spells. In this case his equipment should also be reduced, as he was given equipment appropriate for a PC (at 5th and 10th level) and as such would provide an unbalancing amount of treasure for his EL.

Tactics: Gundar casts spells to increase his combat effectiveness then closes and brings an end to evil in melee combat with his mace and touch spells. As he gains levels he gets more spells that also help those around him, and a few spells to weaken his foes.

Backstory: Gundar is the youngest son of a minor lord, who was sent to a big cathedral to study. Here, he earned the trust of his god through his studies. Now he has been sent forth on his journeyman'ship to prove himself in deeds, to spread the word of Pelor to the masses. He discovered that he is more interested in and is better at directly fighting evil than in proselytizing, fighting evil in his fellow man's souls. He grew weary of the notion of settling down, being more excited about adventuring and building a cathedral of his own, having a parish of his own, one day rising to become a bishop.

This has created a slight rift between him and his elders; he has become a slight outcast among his peers and those who taught him his ways. He is still true to Pelor, so having his own parish makes sense to him. He connects with people through more everyday events rather than as a preacher, though at times he can be arrogant and self-righteous. As such, he can be easily persuaded to accept missions to fight evil. This is one of his weaknesses. His other is his pride and greed: he wishes to become an important and wealthy person in the church, though this does not ultimately prevent him from carrying out Pelor's will and doing good.

Gundar Harl (Lvl 5)

NG Size Medium Male Human Cleric 5 CR 5

Senses: normal vision

Listen +3 Spot +3

AC: 21 (-1 dex, +9 armor, +2 shield, +1 deflection)
HD: 5d8 HP: 28

MV: 20' or 50' mounted

Base Attack: +3 **Grapple:** +6

Attack: +7 heavy mace (1d8+4) or +2 Heavy Crossbow (1d10, 19-20 x2)

F: +5 **R:** +1 **W:** +8

S: 16 (+3) **D:** 9 **C:** 11 **I:** 10 **W:** 16 (+3) **C:** 15 (+2)

Feats: Power Attack, Cleave, Mounted Combat

Skills: concentration +8, diplomacy +10, know religion +2, know history +2, profession (barrister) +5, spellcraft +2

Possessions: (9000 gp worth) gold holy symbol of Pelor, +1 full plate (2650gp), +1 heavy mace (2312gp), MW Large Steel Shield (170gp), Heavy crossbow (50gp), 10 bolts, white tabard with gold sun sewn on chest, Red Cloak or Resistance +1 (1000gp), Ring of Protection +1, heavy warhorse with saddle, bit and saddlebags (426), backpack, 3 flasks of holy water (75), bedroll, 3 torches, 5 days rations, etc.

Sp: Cleric Spells (Domains: Strength, Sun), Turn Undead, Greater Turning 1/day, Feat of Strength (+5 str 1/day for 1 rd.)

Spells Prepared:

0th (5): detect magic, guidance, inflict minor wounds, mending, resistance

1st (4+1): cause fear, divine favor, magic stone, doom, enlarge person*

2nd (3+1): inflict moderate wounds, sound burst, spiritual weapon, bull strength*

3rd (2+1): bestow curse, inflict serious wounds, searing light*

* : domain spell

Gundar Harl (Lvl 10)

During this phase of his life, Gundar Harl's main goal is to establish a temple. Useful both as a base of operations and as a source of income. He will either try to reconcile himself to the elders of his church or, failing that, build it in an area where a temple to Pelor does not yet exist.

Gundar Harl

LG Size Medium Male Human Cleric 10 CR 10

Senses: normal vision,

Listen +3 Spot +3

AC: 23 (-1 dex, +10 armor, +3 shield, +1 deflection)
HD: 10d8+10 HP: 62

MV: 20', fly 40' or 50' mounted

Base Attack: +7/+2 **Grapple:** +11

Attack: +12/+7 heavy mace (1d8+4) or +6 Heavy Crossbow (1d10, 19-20 x2)

Saves: Fort: +9 Ref: +3 Will: +11

Abilities: Str 16(18) Dex 9 Con 12 Int 10 Wis 16 Cha 15

Feats: Power Attack, Cleave, Mounted Combat, Improved Sunder, Negotiator

Skills: concentration +13, diplomacy +17, know religion +4, know history +4, profession (barrister) +6, sense motive +5, spellcraft +2

Possessions: (49,000 gp worth) gold holy symbol of Pelor, +2 full plate (5650gp), +2 flaming heavy mace (18,312gp), +1 Large Steel Shield (1170gp), Heavy crossbow (50gp), 10 bolts, white tabard with gold sun sewn on chest, Red Cloak or Resistance +1 (1000gp), Ring of Protection +1, gauntlets of ogre power (4000), Winged Boots (16000), heavy warhorse with saddle, bit and saddlebags (426), backpack, 3 flasks of holy water (75), bedroll, 3 torches, 5 days rations, etc.

SA: Cleric Spells (Domains: Strength, Sun), Turn Undead, Greater Turning 1/day, Feat of Strength (+10 str 1/day for 1 rd.)

Spells Prepared:

0th (6): detect magic, guidance, inflict minor wounds, light, mending, resistance

1st (5+1): bless, fear, divine favor, magic stone, doom, enlarge person*

2nd (5+1): aid, align weapon, inflict moderate wounds, sound burst, spiritual weapon, bull strength*

3rd (4+1): bestow curse, dispel magic, inflict serious wounds, prayer, searing light*

4th (3+1): death ward, divine power, dismissal, freedom of movement, fire shield*

5th (2+1): flame strike, spell resistance, righteous might*

* : domain spell

Gundar Harl (Lvl 15)

Unsuited to paladinhood, Gundar Harl nevertheless continued his career as an adventuring priest. He grew wiser but eventually reached the limit of his abilities as a cleric. From within the stained-glass windowed cathedral he had built he became more interested in the natural world and the sun's place in it, and after deep contemplation of this mystery Pelor granted him powers related to the sun the better to fight evil.

Gundar Harl

LG Size Medium Male Human Cleric 14, Master of Radiance 1 CR 15**

Senses: normal vision, Listen +3 Spot +3

AC: 25 (-1 dex, +11 armor, +4 shield, +1 deflection)

HD: 15d8+15 HP: 90

MV: 20', fly 40' or 50' mounted

Base Attack: +10/+5 **Grapple:** +14

Attack: +16/+11 heavy mace (1d8+4) or +9 Heavy Crossbow (1d10, 19-20 x2)

Saves: Fort: +12 Ref: +3 Will: +14

Abilities: Str 18 Dex 9 Con 12 Int 10 Wis 17 Cha 15

Feats: Power Attack, Cleave, Mounted Combat, Improved Sunder, Negotiator, Ride-By Attack, Spell Penetration.

Skills: concentration +18, diplomacy +19, know religion +4, know history +4, know nature +8, profession (barrister) +6, sense motive +5, spellcraft +2

Possessions: (76,000 gp worth) gold holy symbol of pelor, Greater Marbles of Ulthar***, +3 full plate (10,650gp), +3 flaming heavy mace (32,312gp), +2 Large Steel Shield (4170gp), Heavy crossbow (50gp), 10 bolts, white tabard with gold sun sewn on chest, Red Cloak or Resistance +1 (1000gp), Ring of Protection +1, gauntlets of ogre power (4000), Winged Boots (16,000), heavy warhorse with saddle, bit and saddlebags (426), backpack, 3 flasks of holy water (75), bedroll, 3 torches, 5 days rations, etc.

SA: Cleric Spells (Domains: Strength, Sun), Turn Undead (as 15th level), Greater Turning 1/day, Feat of Strength (+15 str 1/day for 1 rd.), Radiant Aura 1/day

Spells Prepared:

0th (6): detect magic, guidance, inflict minor wounds, light, mending, resistance

1st (6+1): bless, fear, 2x divine favor, magic stone, doom, enlarge person*

2nd (6+1): aid, align weapon, inflict moderate wounds, sound burst, 2x spiritual weapon, bull strength*

3rd (5+1): bestow curse, blindness, dispel magic, inflict serious wounds, prayer, searing light*

4th (4+1): death ward, divine power, dismissal, freedom of movement, fire shield*

5th (3+1): dispel evil, flame strike, spell resistance, righteous might*

6th (3+1): harm, heal, undeath to death, stoneskin*

7th (2+1): holy word, mass inflict light wounds, sunbeam*

* : domain spell

Radiant Aura (Su): A master of radiance can emanate an aura of brilliant light that weakens undead creatures. The aura provides bright illumination in a 30 foot radius around the character, and a shadowy illumination for an additional 30 feet beyond that. Creatures that take penalties in bright light also take them while within the radius of the bright aura. In addition, undead creatures within the radius of bright light take -2 penalty on attack rolls, damage rolls and

saving throws.

Activating the radiant aura is a free action that does not provoke an attack of opportunity. While her radiant aura is active, a master of radiance casts spells with the light descriptor at +2 caster level.

The aura lasts one minute, and is the equivalent of a 5th level spell with the light descriptor for the purpose of interacting with spells and effects with the darkness descriptor.

** Master of Radiance: see *Libris Mortis* p 45.

*** Marbles of Ulthar: see below.

MAGIC ITEMS

Marbles of Ulthar

Originally developed in lands far to the south, beyond the river Skai, Marbles of Ulthar have grown in popularity among lay- and street magicians. When the marbles are cast against the ground, or another being, they instantly become a creature corresponding with each marble type, as if summoned via *Summon Monster*.

Each marble is consumed in this process, so the bags of marbles have charges equal to the number of marbles in the pouch. These marbles are usually found in bags of about twenty, distributed roughly as 50% cat's eyes (typical housecats), 20% large cat's eyes (Ulthar cats), 10% dark cloudy (panther), 10% milky (lynx) and 10% swirl (tiger). The summoned creatures last 10 minutes.

The effects are as a medium conjuration, caster level 7. In order to create this item, the creator must have Craft Wondrous Item and cast *Summon Nature's Ally* 4 or *Summon Monster* 4, along with a tuft of feline fur. Price: 2,000gp.

There are two variants. The Minor Marbles of Ulthar have a 25% chance of summoning great cats and a 75% chance of summoning housecats, and cost 1,000gp. The Greater Marbles of Ulthar have a 75% chance of summoning great cats, priced at 4,000gp.

Special Attacks: Distraction, stunning aura

Special Qualities: Swarm traits, low-light vision, scent

Saves: Fort +4, Ref +6, Will +2

Abilities: Str 4, Dex 15, Con 10, Int 10, Wis 12, Cha 16

Skills: Balance +10, Climb +6, Hide +14, Jump +10, Listen +3, Move Silently +6, Spot +3.

Feats: Weapon Finesse, Improved Initiative

Environment: Temperate and lunar planes

Organization: Solitary, pride (2-6 swarms), or hunting party (7-12 swarms)

Treasure: None

Alignment: Neutral with lawful and good tendencies

Advancement: None

Level Adjustment: —

Thousands of yellow cat eyes blink at you malevolently and a paralytic fear grips you. No sound comes from the horde of felines as they pounce upon and completely envelope you.

These creatures are indistinguishable from normal domestic felines. However, they are highly intelligent, well organized, magical beasts. Any mistreatment of the feline race incurs their vengeance. Once they learn of a crime, they gather under the light of the moon in sufficient numbers to dispatch the transgressor without warning. They are chillingly efficient, leaving behind no trace of their victims.

Combat

Stunning Aura (Su): Any living creature within 10' of the swarm of Cats of Ulthar must make a DC 15 Will save or be stunned for 1 round. A potentially affected creature that succeeds on its Will save remains immune to the cats' stunning presence for 24 hours.

Distraction (Ex): Any living creature that begins its turn with a swarm in its square must succeed on a DC 15 Will save or be shaken (-2 to attacks, saves, skill and ability checks) for one round.

Skills: Cats have a +4 racial bonus on Climb, Hide, and Move Silently checks and a +8 racial bonus on Jump checks. Cats of Ulthar also receive a plus one million racial bonus on Jump checks when they leap from rooftops to the dark side of the moon.

CREATURE

Cats of Ulthar

Hit Dice: 4d8 (18)

Initiative: +3

Speed: 30 ft

Armor Class: 14 (+2 size +2 dex)

Base Attack/Grapple: +3 / -

Attack: Swarm 1d6+1

Full Attack: Swarm 1d6+1

Space/Reach: 10ft / 0ft



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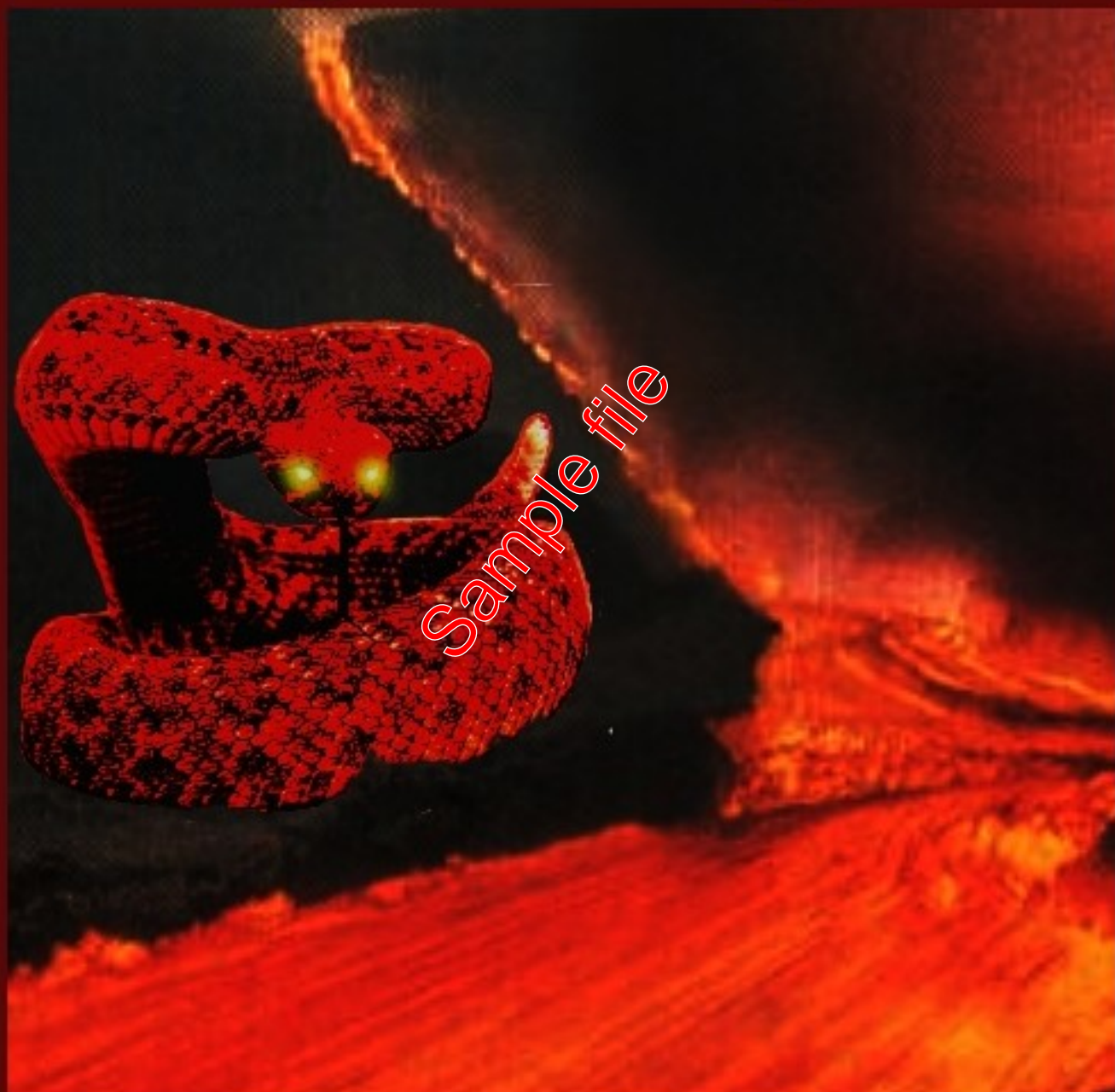
Our goal is to be a "one-stop shop" for you, the gamemaster. With little or no tweaking on your part, you will be able to drop any game element from Claw/Claw/Bite into your adventure setting and run it how you see fit. All of our creations are designed for d20 fantasy rules. And of course, everything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

This inaugural issue of Claw/Claw/Bite includes:

- * An encounter in the Baleful Bog
- * Three new creatures, including the Cats of Ulthar
- * A character, Gundar Harl, at three levels: 5th, 10th, 15th
- * And a magic item, the Marbles of Ulthar



CLAW/CLAW/BITE



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CREDITS

Thanks for reading this issue of *CCB – Claw/Claw/Bite* #2 by S.D. Hilderbrand and Adam A. Thompson., featuring *Jaded Jax* by Justin B. Ellis.

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Introduction

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

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

So welcome to our world of strange and wonderful things, traveler. Bizarre treasures, cunning adversaries, powerful adventurers, and mystic realms are waiting for you. Enjoy your stay, but keep an eye out for snakes!

If you would like to contribute content for *CCB*, or join our group of local distributors of small numbers of printed copies, fail your DC 15 will save and then drop us a line at **ccb@unicornrampant.com** or at **omeros@gmail.com**.



ENCOUNTER: THE HAUNTING OF THE SNUG HARBOR

This location is the player's first contact with the town of Onuago, and the beginning of *The Horror of the Old Ones*, an adventure available from Unicorn Rampant Publishing.

Inn features: The entire inn is lit by daylight filtering in through the windows by day or by the hearth and candles on the tables by night. All doors are simple wooden doors (hardness 5, HP: 10).

1) Snug Harbor Common Room

This inn is well taken care of, even in these times of trouble. The floors are swept and the mahogany wood of the bar is polished to a golden sheen. A bartender stands behind the bar, a middle aged man with flaming red hair, a shiny, bald pate, and a humongous sprouting beard that all but swallows his face, his dress is nondescript aside from the multicolored suspender he wears. Above his bar hangs a massive great axe.

NPCs that are likely to be encountered here include: Mademoiselle Babushka, Jax the Jaded, and the innkeeper Parvic Potbelly. By night there will also be 2-10 other patrons drowning their sorrows.

Services available here include a common meal of fish stew and bread taken with the other patrons for 7 copper, a single meal of grilled cod, potatoes and rice for 1 silver, ale for 1 silver a gallon or 4 copper a mug, wine for 2 silver a pitcher, stronger spirits for 10 gold a bottle, a bed in the common room upstairs for 2 silver and a private room with a double bed for 5 silver.

In addition, Mme Babushka's services are available for 20 silver - including the 5 silver for a private room, though she may well try to get more from a wealthy-looking patron (appraise +6, sense motive +18 - see below).

If the party speaks about their boat, they are likely to attract the unwelcome attention of Jax, who desperately wants passage out of town.

2) The Haunted Room (EL 8)

This small room reeks of death. A ghastly, maggot-ridden corpse lies on the stained bed. There is a small table and a wardrobe.

As the door to the room is opened, a translucent figure dressed in dirty but nicely tailored servant's clothes floats up from the head of the bed where it was moaning quietly to itself. It faces you and shouts "Leave me!" before unleashing a horrifying wail.

Examining the corpse's clothes will reveal the insignia

of the Baron of Stieglitz on the breast.

Creatures: This room is haunted by the ghost of Lux Cathcart the former butler of Baron Stieglitz. The ghost will try to frighten away anyone entering the room, and will defend itself if attacked.

Lux came to this inn still alive but mortally wounded. Several days ago he escaped from the Castle Stieglitz, stealing some jewelery and coming to Onuago where he intended to use the money from the jewelery to start a new life elsewhere with his sweetheart who lives in east Onuago.

Unfortunately, he was wounded by a zombie while escaping, and though able to swim to a boat and make his way to Onuago, he became feverish and died shortly after arriving at the inn.

Now his spirit cannot rest until the letters and jewelry are delivered to his love in the east side of town.

Lux Cathcart, Butler and Restless Soul CR 8
neutral (chaotic) male human aristocrat 7
medium undead -ghost (incorporeal)

listen +1 **Senses:** darkvision 60 ft
Listen +2 **Spot** +2

Languages: common, wyndm

AC: 16 (+1 dex, +5 deflection) **touch** 16, flat-footed 15

HP: 53 (HD 7d12)

Resist: +4 turn resistance

Immune: undead immunities

Saves: Fort: +2 Ref: +2+1 Will: +5+2+1

MV: fly 30 ft (perfect)

Attack: incorporeal touch +6 (1d4 ability damage (any))

Attack Options: frightful moan, horrific appearance

Space / Reach: 5 ft / 5 ft

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

Abilities: Str:10 Dex:12 Con:- Int:14 Wis:13 Cha:20

SQ: undead traits, rejuvenation, +4 turn resistance

SA: manifestation, frightful moan, draining touch, horrific appearance Feats: athletic, alertness, iron will, animal affinity

Skills: 60 sp appraise +10+2 = +12 bluff +10+5 = +15 diplomacy +10+5 = +15 disguise +5+5 = +10 handle animal +10+2+5 = +17, hide +8+1 = +9, listen +5+8+1 = +14, search +5+8+2 = +15, spot +5+8+1 = +14.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Frightful Moan (Su): A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a DC 18 Will save or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Horrific Appearance (Su): Any living creature within 60 feet that views a ghost must succeed on a DC 18 Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane where it is not incorporeal.

A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Turn Resistance (Ex): A ghost has +4 turn resistance. Skills: Ghosts have a +8 racial bonus on Hide, Listen, Search, and Spot checks. Otherwise same as the base

creature.

Tactics: The ghost will unleash a frightening moan if the door to this room is opened. If characters do not flee, it will continue to moan. Characters have an opportunity to talk with it at this point, though it will require an attitude adjustment from indifferent to friendly. If attacked it will use its horrific appearance and draining touch to slay its attackers.

If destroyed it will rejuvenate in 2d4 days unless its letters and jewelry are taken to its intended.

Treasure: In a velvet bag in his coat - a trinket for his intended - 2000 gp worth of jewelry. On the belt - just a few copper pieces in a purse and an ornate but dull dagger (it is a costume piece -1 to attack & damage) worth 50 gp.

Also, hidden under the pillow (DC 10 search check) are love letters between him and someone named Dusana. The letters indicate his intention to come to her with something that will let them start a new life together now that "the baron has gone".

Development: The ghost cannot rest until the trinket is delivered to his intended, and will rejuvenate in 2d4 days.

Characters defeating the ghost will receive a +5 on gather information checks relating to the Castle Steiglitz after successfully completing this encounter due to gratitude from the inn's patrons and excitement generated on the topic.

Finding Dusana, the ghost's love, in east Onuago requires a DC 10 gather information check. The party must then travel through the east part of town to the edge of town near the north bank of the river where she lives in her parent's home. She is friendly, then tearful and heartbroken at the news of Lux's death. If the players deliver the jewelry to her she will accept it gratefully and announce her intention to leave the dying town. Before they leave she will offer them assistance finding things out about the town in the form of knowledgeable people to talk to. This information will confer a +2 on gather information checks taken in the town of Onuago.

Ad Hoc XP Adjustment: If the players put the ghost to rest without defeating it give XP for a CR 8 encounter. If they defeat it and then put it to rest, give CR 8 + 10%, and if they just defeat it without putting it to rest, give only half XP for the encounter.

CHARACTERS

Presented here are two characters that will be present in the Snug Harbor Inn at most times, and a goblin bard that could be friend or foe.

Jaded Jax

neutral evil male human bard 4

medium humanoid

Init: +2 **Senses:** normal

Listen Spot

Languages: common

AC: 17 (+2 Dex, +5 Armor) Touch 12, Flat Footed: 15
[+1 with Dodge]

HP: 21 (HD 4d6+4)

Saves: Fort: +2 Ref: +6 Will: +6

MV: 30 ft.

Attack: +2 dagger (1d4-1)

Space / Reach: 5ft / 5ft

Base Attack: +3 **Grapple:** +2

Abilities: Str 9 Dex 14 Con 12 Int 11 Wis 13 Cha 16

SA: Bardic music, bardic knowledge, countersong, fascinate, inspire courage +1, inspire competence, bardic spells.

Feats: Spell Focus (Enchantment), Dodge, Skill Focus (Sleight of Hand)

Skills: 42 sp Appraise +2, Bluff +10, Hide +6, Knowledge (local) +2, Move Silently +6, Perform +10, Sense Motive +8, Sleight of Hand +12. Common, elven, orcish.

Spells Available:

Spells / Day: 0th: 3, 1st: 3, 2nd: 1

Spells Known:

0th: *detect magic, ghost sound, lullaby, mage hand, prestidigitation, summon instrument*

1st: *charm person* (DC 15), *cheat**, *expeditious retreat*

2nd: *invisibility, suggestion* (DC 16)

* see Book of Vile Darkness

Possessions: (3,300gp) +1 mithril chain shirt (2,300 gp), dagger, potion of *cure light wounds* (50 gp), antitoxin, lyre of maloudiousness ** (3,125 gp), ratty clothes, 12 copper.

** see Magic Items, page ??

Description: Having lived only a short time Onuago, he has quickly become famous for his beautiful and haunting melodies. Unfortunately, his voice is his only redeeming quality. Dirty, and disheveled, he often reeks of yesterdays wine and/or the privy. His hair is dark, but thinning and he is constantly scratching his head and muttering under his breath. One of his eyes was taken in a knife fight and he wears a black patch w/ gold and jade decoration to conceal it. His nose is crooked, and his teeth are yellowed and stained. His features have a pinched look which causes him to resemble a rodent. He is of middling height, slight of build, but thick through the waist from too much wine. His dress, though once

fine, is now threadbare and patched. It has been speculated that he stole it from some wealthy nobleman years ago. He keeps a dagger hidden in his sleeve and is quick to brandish it if he feels threatened. The inn keeper tolerates him for his lovely singing, as he keeps the customers darker thoughts at bay while they drink away their sorrows. Gold will get you stories and rumors about the goings on in the city. He sleeps on the floor near the hearth with his hands clasped around his lyre. No one is certain where he came from but he has become a fixture at the Snug Harbor Inn.

Personality: Jax has earned the title of "jaded", he is well known for his foul disposition and quickness to anger. Jax is drunk more often than not, and will do anything to ensure that the wine continues to flow. He is as arrogant as he is ignorant, knowing very little outside the realm of drink and song. Though he might not be wise or well learned, he is in possession of an animal cunning. He will oft try to wring an extra coin out of a patron with blatant flattery, and simpering subservience, but these behaviors are naught but a ruse. In reality he is a conniving lout with no thoughts of others. He will do anything to get ahead, and would not think twice about slitting someone's throat to do so. Jax is also a coward though, so if he feels that his life is in danger, he will attempt to flee.

Motivation: Jax has only two goals: wine and escape. No deed is too low to accomplish fulfilling both. He often steals wine from the inn when he has no coin to pay, and has no qualms at picking the pockets of the inn's patrons, especially those deep in their cups. He has been prowling up and down the coast in search of a seaworthy vessel to carry him to greener shores. He has little coin, and what he has he spends on wine. Therefore, he plans to stow away on the first ship he comes across.

Party Interaction: Upon learning that the party has access to a ship, he will immediately attempt to charm them with his bardic wiles. He will offer them rumors and song in exchange for passage out of the doomed city. He is persistent and will follow the party. If they refuse him or ignore him, he will begin to beg and offer to help the party in whatever endeavors they undergo. If this does not work, he will become angry and distant, attempting to steal enough gold from them to buy passage. If caught, he will attempt to flee. He has a hiding place in E. Onuago where he will fall back to if chased.

Lenka Babushka

neutral old-aged female human (wyndm) expert 10
medium humanoid

Init: +1 **Senses:** normal

Languages: common, wyndm, giant, elven, dwarven

AC: 13 (+1 dex, +1 armor, +1 deflection) touch 12, flat-footed 12

HP: 22 (HD 10d6-10)

Saves: Fort: +2 Ref: +4 Will: +10

MV: 30 ft

Attack: +10 stiletto (1d4)

Full Attack: +10/+5 stiletto (1d4)

Space / Reach: 5ft / 5ft

Base Attack: +7/+2 Grapple: +5

Abilities: Str 6 Dex 12 Con 7 Int 12 Wis 16 Cha 18

Feats: 5: weapon finesse (dirk), deft hands, persuasive, negotiator, nimble fingers

Skills: Slight of Hand +16, Open Lock +13, Craft Clothes +15, Bluff +19, Sense Motive +18, Tumble +6, Appraise +6, Disguise +9, Forgery +2, Knowledge Local +12, use rope +2.

Possessions: masterwork leather and whale-bone corset (+1 armor bonus), +2 stiletto (8,000), ring of protection +1 (2,000), 2,000 gp in necklaces, bracelets, rings, and earrings, 100 gp.

This old but provocatively dressed woman smells very strongly of perfume. She sits perched on a stool at the end of the bar calmly watching the inn over a glass of red wine.

Mme. Babuska will appraise the party and quickly determine they are the wealthiest patrons to enter the snug harbor in some time. She will take any opportunity to get as much money out of them as possible by selling information or her services.

She spends her days at her home, a nice town home on the edge of the colonist's quarter near the Snug Harbor.

Yob the Maelefalent

neutral (with evil tendencies) Small Size Male Goblin Bard 12

Init: +3 **Senses:** Darkvision 60'

Listen +0 Spot +0

Languages: Common, Goblin, Draconic, Elven

AC: 18 (+1 size, +4 armor, +3 dex) touch +14, flat-footed +15

HP: 45 (HD: 12d6)

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

MV: 30'

Attack: +14 ranged (1d4+1/x3 shortbow) or +11 melee (1d4-2/18-20/x2 rapier)

Full Attack: +14/+9 ranged (1d4+1/x3 shortbow) or +12/+12/+7 ranged (shortbow 1d4+1/x3) or +11/+6 melee (1d4-2/18-20/x2 rapier).

Base Attack: (+1 size, +9 bard) Grp: +3 (-4 size, -2 str, +9 BAB)

Abilities: Str 6 Dex 14 Con 10 Int 14 Wis 11 Cha 16

Feats: Precise Shot, Dodge, Point Blank Shot, Rapid Shot, Spell Focus (Enchantment)

Skills: Appraise +7, Bluff +18, Concentration +10, Escape Artist +7, Gather Information +8, Hide +26, Knowledge +10, Move Silently +16, Perform (yowling & storytelling) +18, Ride +7, Sense Motive +10, Sleight of Hand +8, Spellcraft +12, Tumble +8.

SA: Bardic music (12/day), bardic knowledge, countersong, fascinate (DC 19 Will), inspire courage +2, Inspire competence, Suggestion, Inspire greatness (two people), Song of freedom

Spells: bard spells (DR 13+ spell level. +1 for enchantment spells)

0th (6, 3/day): Detect Magic, Lullaby*, Mage Hand, Message, Prestidigitation, Read Magic

1st (4, 3/day): Disguise Self, Charm Person*, CLW, Sleep*

2nd (4, 3/day): Alter Self, Detect Thoughts, Invisibility, Minor Image

3rd (4, 3/day): Charm Monster*, Fear, Glibness, Invisibility Circle

4th (3, 2/day): Dominate Person*, Hold Monster*, Modify Memory*

* enchantment spell

Gear: (27,000 gp) Rapier, +1 fey bane shortbow (8,330 gp), 20 arrows, +1 glamered studded leather (3,860 gp), Cloak of Goblinskind - gives +10 on hide checks (2,700 gp), Bag of Holding, type 1 (2500 gp), Chime of Opening (3,000 gp), Gloves of Dexterity +2 (4000 gp), 2 potions of cure serious wounds (1500 gp), 1,000 gp in coin and gems.

Yob the Maelefalent (a loose translation from goblin to stand in for their word which means a quality of sound that is melodious, loud and evil or malevolent) is a goblin traveler, bard and battle-crier. He has traveled through many lands, met many people (often in disguise) and learned many things.

Generally Yob is only openly hostile when working as a battle-crier; leading and inspiring war-parties for anyone who will pay him enough. Other times he is content to merely swindle folks out of what he can without too much effort. Unless he's feeling cruel, and alone with someone who is helpless relative to him.