

CLAW/CLAW/BITE

Issue 14 - June/July 2008



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CLAW/CLAW/BITE

ISSUE 14 – JUNE AND JULY 2008

ISSN # 1939-344X

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CREDITS

Thanks for reading this issue of *CCB – Claw/Claw/Bite* #14 by S.D. Hilderbrand and Adam A. Thompson, featuring another installment of *Atavistic Onslaught* by D.Heat.

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 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. 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 False Heroes with their strange magicks!

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SPELLS AND DOMAINS

Elven Maiden Come Gnome

Enchantment (Charm, Passion) [Mind-Affecting]

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid creature

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

This charm makes the humanoid creature you have fallen in love with to regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, the spell will automatically fail. Also, you must truly have some form of feelings for the target creature.

As per *charm person*, the spell on which it is based, the spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming, and you must present a material component of value to the target to that target. This component is good for one instance of the spell only.

This spell was originally developed by Foulmouth Goldshore, who uses to woo elven maidens. It's his only hope to spend time with the fairer sex (or race).

Golden Dragon Showers

Evocation [Metal] and Illusion

Level: Sor/Wiz 4, Metal 4

Components: S

Casting Time: 1 standard action

Target: Self

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

This spell appears to rain showers of gold upon enemies. However, it actually casts molten metal upon the targets, burning them to cinders, dealing 1d10 per every 2 caster levels up to a max of 10d10 + 1d10 for each level of gold dragon.

It can only be cast in Foulmouth's golden dragon form,

otherwise only requiring a single verbal component.

Power Word, Dream

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 5, Sor/Wiz 5

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature with 100 hp or less

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes

You utter a single word of power that instantly causes one creature of your choice to fall into a sleep and to dream. The spirit of the individual passes into the Plane of Dreams. Any creature that currently has 101 or more hit points is unaffected by *power word, dream*.

Sleep Ward

Enchantment

Level: Clr 3, Bard 3, Sor/Wiz 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject is immune to all sleep spells, dreams, nightmares, and any sleep effects. This spell doesn't awaken a creature that is already sleeping, nor does it protect against normal sleep; if the target is naturally sleepy, sleep can still occur.

Spitfire

Transmutation

Level: Sor/Wiz 5, Fire 5

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 5 rounds

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Originally developed by Spitfire I, this was the culmination of the association of the Pandone family with the draconic races. It has since been passed down to each of the eldest children of the family, each one bearing the name of the spell.

The target breathe fire like a dragon, dealing 1d6 per caster level, half of which is arcane damage, the other of which is fire damage. This breath takes the shape of

a cone which emanates from the target's mouth.

CHARACTERS

Foulmouth Goldshore

The meanest and most depraved gnome you'll ever meet, Foulmouth leads the False Heroes of the Tear. His power is unrivaled in the group, especially in his dragon form. Still, he has a certain unnatural charm which keeps his party together. He also has an uncanny knack for discovering treasure. And he hides his wrath through a clever veil of trickery and illusion, two traits he uses to his advantage in every interaction.

Foulmouth developed two spells of his own, which can be found in the Spell section above.

Foulmouth Goldshore CR 10
male gnome sorcerer 10 (illusionist)
CN small humanoid
Init: +2 **Senses:** Listen +4, Spot +2

Languages: gnome, common, auran, draconic

AC: 20 (+2 dex, +7 armor, +1 size)
HP: 41 (HD 10d4+10 +3 (toad familiar))
Saves: Fort: +4 Ref: +5 Will: +6

Speed: 20 ft.
Attack: dagger +5 (1d4-1)
Full Attack: dagger +5 (1d4-1)
Attack Options: dagger or spells, dragon form
Space / Reach: 5 ft. / 5 ft.
Base Attack: +5 **Grapple:** +4

SQ: low-light vision, weapon familiarity, +2 save vs. illusions, +1 vs. kobolds and goblins, +4 dodge AC vs. giants, speak w/animals 1/day, dancing lights, ghost sound, prestidigitation 1/day

SA: spells, dragon form

Feats: Quicken Spell, Widen Spell, Greater Spell Penetration

Abilities: Str 9 Dex 15 Con 13 Int 20 Wis 9 Cha 18
Skills: Appraise +6, Bluff +8, Concentration +15, Craft - Alchemy +7, Diplomacy +8, Disguise +6, Forgery +6, Intimidate +12, Knowledge Arcana +13 Dungeoneering +6 Geography +6 History +8 Local +8 Local +8 Nature +6 Nobility/Royalty +8 Religion +6 Planes +8, Listen +4, Search +6, Spellcraft +17, Spot +2

Spells per day: 11/11/11/11/10/8

Mana: 146

Spellbook:

0th: (9) Detect Magic, Read Magic, Light, Arcane

Mark, Ghost Sound, Prestidigitation, Ray of Frost, Mage Hand, Message

1st: (5) Shield, Expeditious Retreat, Disguise Self, Color Spray, Nystul's Magic Aura

2nd: (4) Arcane Lock, Mirror Image, Web, Fox's Cunning

3rd: (3) Fireball, Displacement, Dispel Magic, Elven Maiden Come Gnome

4th: (2) Polymorph, Greater Invisibility, Golden Dragon Showers

5th: (1) Cloudkill

Possessions: staff of charming, bracers of armor +4, wand of bear's endurance, ring of protection +3, ring of feather fall, 400pp.

Minions: toad familiar (Toadie)

In combat, Foulmouth has been known to polymorph himself into a gold dragon, and in this form cast his other spells. Dragon form stats to follow in a later issue of *CCB*.

Kilmore Tréburne

Kilmore grew up in the forest, and learned his core ways there. More recently, he has been trained as a battle priest, waging a war of chaos upon the order of the world.

Kilmore Tréburne CR 10
male elven ranger 5 cleric 5
AL medium humanoid
Init: +3 **Senses:** Listen +8, Spot +10

Languages: common, elven

AC: 20 (+6 armor, +4 dex) touch 14, flatfooted 16
HP: 64 (HD 10d8+10) DR: 5/mithril

Aura: magic items

Resist: +2 saves vs. spells

Immune: sleep

Saves: Fort: +9 Ref: +8 Will: +8

Speed: 40 ft.
Attack: longsword +11/+6 (1d8+3 / 17-20x2)
Full Attack: weapon longsword +11/+6 (1d8+3 / 17-20x2)

Attack Options: longsword, spring attack, charge (on horseback)

Space / Reach: 5 ft. / 5 ft.

Base Attack: +8/+3 **Grapple:** +9/+4

Feats: weapon focus - longsword, mounted combat, dodge, mobility, spring attack

Other abilities: favored enemy: orcs, undead, combat style, endurance, animal companion - light horse, track, low-light vision, martial weapon proficiency, immune - sleep, +2 save vs. spells, chaos spells at +1

level

Abilities: Str 12 Dex 19 Con 13 Int 10 Wis 17 Cha 13
Skills: Climb +4, Concentration +10, Handle Animal +4, Heal +8, Knowledge: Nature +4 Arcana +5 Religion +5, Listen +8, Ride +7, Search +5, Spellcraft +10, Spot +10, Survival +8

Spells Available:

Ranger: 1st 3, **Cleric:** 0th 8, 1st 7, 2nd 6, 3rd 5

Domains: Animal, Chaos

Commonly Prepared Spells:

Ranger: 1st: Animal Messenger, Detect Snares and Pits, Longstrider

Cleric:

0th: Detect Magic, Detect Poison, Purify Food and Drink

1st: Comprehend Languages, Detect Law, Endure Elements, Remove Fear

2nd: Bull's Strength, Darkness, Hold Person, Shatter, Undetectable Alignment

3rd: Dominate Animal, Cure Serious Wounds, Dispel Magic, Glyph of Warding, Meld into Stone, Obscure Object, Stone Shape

Possessions: "Three Strikes" longsword +2 (wounding), mithril shirt +1 (DR 5/mithril), cloak of resistance +1, boots of striding and springing, ring of protection +1, gloves of dexterity +2, scabbard of keen edges, stone salve, 2 potions of cure critical wounds, 200gp.

Kilmore's animal companion (light horse) is also his mount.

Kilmore attacks using a spring attack, often leaping from his mount. He is proficient with his longsword, and that is his only weapon.

Spitfire XIII

The thirteenth in a long line of battle mages, Spitfire is ever bathed in a warm glow of fiery orange. His training has led him down a path where he feels justified in his self-centered state. He is an atheist.

Spitfire CR 10

male human wizard 10 (Battle Mage)

CN medium humanoid

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

Languages: common, celestial, draconic, dwarven, elven, terran

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

HP: 38 (HD 10d4+10)

Resist: spell resistance DC 15

Immune: fire

Saves: Fort: +7 Ref: +8 Will: +11

Vulnerable: cold

Speed: 30 ft.

Attack: quarterstaff +5 (1d6)

Full Attack: quarterstaff +5 (1d6)

Attack Options: quarterstaff or spells

Space / Reach: 5 ft. / 5 ft.

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

SQ: SR 15

SA: spells

Feats: Quicken Spell, Maximize Spell, Empower Spell, Improved Familiar, Greater Spell Penetration, Spell Mastery

Abilities: Str 11 Dex 14 Con 12 Int 20 Wis 13 Cha 14
Skills: Name Appraise +6, Balance +3, Bluff +4, Concentration +15, Craft - Stonework +6, Decipher Script +8, Diplomacy +6, Forgery +7, Knowledge Arcana +12 Architecture/Engineering +6 Geography +6 History +11 Local +8 Nobility/Royalty +10 Religion +6 Planes +12, Listen +2, Search +7, Spellcraft +17, Spot +3

Available Mana: 110

Spells Usually Prepared:

0th: (9/day) Burning Hands, Detect Magic, Read Magic

1st: (9/day) Magic Missile, Detect Secret Doors, Comprehend Languages

2nd: (9/day) Scorching Ray, Darkvision, Cat's Grace

3rd: (8/day) Fireball, Flame Arrow, Fly, Ray of Exhaustion

4th: (8/day) Charm Monster, Wall of Fire, Elevation

5th: (7/day) Spitfire, Baleful Polymorph, Feeblemind, Hold Monster

Possessions: robes, bracers of protection +2, staff of fire, wand of shatter, cloak of resistance +3, pale lavender ioun stone, spellbook, scroll of recall, 300 gp.

Minions: pseudodragon familiar

Thorn Untergast

A distant relative of Türnn Obergast, his side of the family took to the deep mountains while Türnn's moved closer to the surface and had more dealings with human and elvenkind. The Untergasts developed more relations with creatures of the underdark, eventually becoming corrupted by this association. Thorn's mission is to free his people from their enslavement and corruption by the force of his own battleaxe. Unfortunately, he will achieve this at any cost.

Thorn Untergast CR 10

male dwarven fighter 10

CG medium humanoid

Init: +1 **Senses:** Listen +8, Spot +6

Languages: dwarven, common

AC: 24 (+1 dex, +10 full plate +2, +3 large spiked shield +1) touch 11, flatfooted 23

HP: 108 (HD 10d10+40)

Resist: fire (ring)

Saves: Fort: +11 Ref: +4 Will: +3

Speed: 20 ft.

Attack: +15/+10

Full Attack: +2 battleaxe +18/+13 (1d8+9 / x3)

or +2 battleaxe +12/+7 (1d8+9 / x3) and +1 large spiked shield +5 (1d6+6)

Attack Options: battleaxe, spiked large shield

Space / Reach: 5 ft. / 5 ft.

Base Attack: +10/+5 **Grapple:** +15

Feats: Power Attack, Shield Charge, Shield Slam, Power Critical, Weapon Focus Battleaxe, Weapon Specialization Battleaxe

Abilities: Str 20 Dex 12 Con 18 Int 13 Wis 11 Cha 8

Skills: Climb +6, Handle Animal +2, Heal +2, Intimidate +4, Listen +8, Ride +2, Knowledge: Dungeoneering +3, Spot +6, Concentration +4, Search +3

Possessions: full plate +2, large spiked shield +1, battleaxe +2, ring of fire resistance, scroll of recall, potion of bull's strength, holy symbol to Kord, 400 gp.

Thorn tends to run up into the face of charging enemies while his companions attack from afar. He wields his spiked shield as a weapon in one hand and a battleaxe in the other.

Vamos Gladhell

Known for his ability to escape danger, Vamos makes the perfect scout. His elven stature and previous experience as a rogue have provided him the expertise to keep the point while the rest of the False Heroes back him up with magic and stout melee.

Vamos Gladhell CR 10

Male elven rogue 3 cleric 7

CN Medium humanoid

Init: +5 **Senses:** Listen +7, Spot +12

Languages: elven, common

AC: 22 (+5 dex, +7 armor) touch 15, flatfooted 17

HP: 60 (HD 3d6+7d8+10)

Immune: sleep

Saves: Fort: +7 Ref: +10 Will: +10

Speed: 40 ft.

Attack: longsword +1 +9/+4 (1d8+3 / 19-20x2) or longbow +1 +13/+8 (1d8+3)

Full Attack: longsword +1 or longbow +1

Attack Options: longsword or longbow

Space / Reach: 5 ft. / 5 ft.

Base Attack: +7/+2 **Grapple:** +9

SA: sneak attack +2d6

Feats: Point Blank Shot, Rapid Shot, Many Shot, Dodge

Abilities: Str 14 Dex 20 Con 12 Int 11 Wis 18 Cha 11

Skills: Appraise +3, Balance +6, Bluff +2, Climb +4, Concentration +10, Decipher Script +3, Escape Artist +13, Forgery +1, Hide +12, Jump +5, Listen +7, Move Silently +11, Search +7, Sense Motive +5, Slight of Hand +6, Spot +12, Tumble +13

Spells Per Day: 0th: 10, 1st: 9, 2nd: 8, 3rd: 7, 4th: 6

Domains: Travel, War

Spells Often Prepared:

0th: Detect Magic, Create Water, Mending

1st: Detect Undead, Deathwatch, Obscuring Mist, Sanctuary

2nd: Cat's Grace, Bear's Endurance, Darkness, Hold Person, Find Traps, Silence

3rd: Dispel Magic, Glyph of Warding, Locate Object, Obscure Object

4th: Dimension Door, Divine Power, Freedom of Movement, Spell Immunity, Restoration

Possessions: black leather armor +3, long sword +1, long bow +1, 20 arrows +1, 2 arrows of outrageous fortune, vest of escape, ring of protection +2, quiver'n'boots (see earlier CCB issues), gloves of storing, 2 potions of cure critical wounds, Holy Symbol to Erevan Ilesere, 300pp.

In combat, Vamos tends to stay clear of melee, firing his longbow into combat. When engaged at close range, he wields a longsword passed down through his farmer father from his grandfather.

CREATURES

Begotten, lost in time

These advanced Old Ones have appeared in *Stealing Moments*, an adventure for 4-6 10th level characters written by S.D. Hilderbrand. As usual, feel free to borrow them if you need an aberrant encounter to throw into your game this week!

The result of prolonged exposure to Old Ones, persons too near their reality warping effects undergo a transformation into beings which resemble them in

some ways. These changed creature's features are bestial and reminiscent of fish, lizards, and amphibians, with claw-tipped hands or occasionally tentacles for arms. They are cunning and physically powerful, yet twisted and crippled in appearance. These creatures are ruled by the Old Ones through fear, violence and mental domination.

Those that can still speak do not usually chose to do so. Instead they mainly communicate simple thoughts to each other by telepathy, accompanied by whimpering groans and croaks.

Elder Begotten of the Old Ones CR 9
usually chaotic neutral with evil tendencies
Medium Size Aberration

Init: +2 **Senses:** darkvision 60'
Listen +10 Spot +10

Languages: Telepathy 60' and either common or none

AC: 20 (+2 dex, +8 natural armor)
HP: 127 (HD 15d8+ 60)
Defenses: SR 18, DR 5 / lawful
Saves: Fort: +9 Ref: +7 Will: +8

Speed: 30 ft, swim 30 ft

Attack: +16 appendage 1d6+4 or +15 greatclub 1d12+6

Full Attack: +16 appendage 1d6+4 and +16 appendage 1d6+4 or +15/+10/ +5 greatclub 1d12+6

Attack Options: Lightning Touch

Space / Reach: 5ft. / 5ft.

Base Attack: +11 **Grapple:** +15

SQ: DR 5/lawful, SR 15, darkvision 60'

SA: spell like abilities: blur

Feats: weapon focus (appendage), power attack, ability focus (Otherworldly Gaze), quicken spell-like ability (blur)

Abilities: Str: 18 Dex: 15 Con: 18 Int: 9 Wis: 12 Cha: 6
Skills: +10 listen, +10 spot

Lightning Touch (Su): Begotten of the old ones can generate, as a free action, a burst of electricity from within their bodies that damages and may stun their victims. The touch deals 1d8 points of electricity damage and stuns the target for 1d4 rounds. A DC 21 Fortitude save avoids the stun effect - the save is constitution based. They may use this ability once per round, delivered by melee attack.

Otherworldly Gaze: As a standard action begotten can focus their otherworldly gaze upon a mortal creature and create a haze of confusion as the spell. A DC 18 will save is required to avoid this confusion (save is wisdom based), which lasts as long as the begotten concentrates upon it. This is a mind-affecting ability.

Spell-like abilities: 1/day - *blur* (caster level 8)
DR: 5 / lawful (axiomatic)

Spell Resistance: 18

Combat

Sometimes armed with simple weapons, but generally attacking with whatever appendages the old ones have given them, the begotten are straightforward combatants. If encountered in a group, those in the rear will focus their otherworldly gaze on those being attacked, while their brethren attack with their claws and lightning touch.

Begotten warrior

This twisted monstrosity, when warped by the Old One's otherworldly energies, retained a sliver of it's mind where it's martial skills were. Now it lurches about in it's deformed plate armor at the beck and call of it's master, the Begotten Wizard. On twisted limbs, encumbered by the heavy mail permanently fused to it's wet hide, this horror lurches indomitably forward, it's tentacle-like arms wrapped around the haft of an enormous flail, the head of which is encrusted with dried bits of hair, skin and bone.

The result of prolonged exposure to Old Ones, persons too near their reality warping effects undergo a transformation into beings which resemble them in some ways. These changed creature's features are bestial and reminiscent of fish, lizards, and amphibians, with claw-tipped hands or occasionally tentacles for arms. They are cunning and physically powerful, yet twisted and crippled in appearance. These creatures are ruled by the Old Ones through fear, violence and mental domination.

Those that can still speak do not usually chose to do so. Instead they mainly communicate simple thoughts to each other by telepathy, accompanied by whimpering groans and croaks.

Begotten Thing-at-arms CR 10
lawful evil fighter 5

Medium Size Abberation

Init: +2 **Senses:** darkvision 60'
Listen +7 Spot +7

Languages: Telepathy 60' and common

AC: 24 (+1 dex, +5 natural armor, +8 full plate armor)
HP: 155 (HD 9d8+ 5d10 + 56)
Defenses: SR 15, DR 5 / lawful
Saves: Fort: +10 Ref: +6 Will: +6

Speed: 15 ft, swim 30 ft

Attack: heavy flail + 16 (1d10 + 8 / 19-20 x 2)

Full Attack: heavy flail + 16 / +11 / +6 (1d10 + 8 / 19 20 x 2)

Attack Options: Lightning Touch, improved sunder, power attack

Space / Reach: 5ft. / 5ft.

Base Attack: +11 **Grapple:** +15

SQ: DR 5/lawful, SR 15, darkvision 60'

SA: spell like abilities: blur

Feats: weapon focus (heavy flail), power attack, ability focus (Otherworldly Gaze), quicken spell-like ability (blur), weapon specialization (heavy flail), power attack, improved sunder

Abilities: Str: 18 Dex: 15 Con: 18 Int: 9 Wis: 12 Cha: 6

Skills: +7 listen, +7 spot, +9 climb

Lightning Touch (Su): Begotten of the old ones can generate, as a free action, a burst of electricity from within their bodies that damages and may stun their victims. The touch deals 1d8 points of electricity damage and stuns the target for 1d4 rounds. A DC 17 Fortitude save avoids the stun effect - the save is constitution based. They may use this ability once per round, delivered by melee attack.

Otherworldly Gaze: As a standard action begotten can focus their otherworldly gaze upon a mortal creature and create a haze of confusion as the spell. A DC 17 will save is required to avoid this confusion (save is wisdom based), which lasts as long as the begotten concentrates upon it. This is a mind-affecting ability.

Spell-like abilities: blur 1/day. Caster level 5th.

Damage Reduction: 5 / lawful (axiomatic)

Spell Resistance: 15

Tactics

This horror will charge it's enemies without heed of harm to itself. Those that harm it may have their weapons smashed by the being's heavy flail via improved sunder, or it may smash the shields of those it cannot harm in the same fashion.

Pack Rat

Pack Rats are small rats used as pack animals. The larger the pack, the more that they carry. After centuries of use by men and their ilk, in the wild these beasts have reverted back to a feral state, hoarding treasures and junk in their subterranean lairs.



Pack Rat

Size/Type: Small Magical Beast (Extraplanar)

Hit Dice: 1d8+1 (5 hp)

Initiative: +3

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

Armor Class: 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12

Base Attack/Grapple: +2/-2

Attack: Bite +6 melee (1d4+2 plus disease)

Full Attack: Bite +6 melee (1d4+2 plus disease)

Space/Reach: 5 ft./5 ft.

Special Attacks: Disease, Quick draw

Special Qualities: Low-light vision, scent, darkvision 60ft., resistance to cold 5, and fire 5, spell resistance 6

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

Abilities: Str 14, Dex 17, Con 12, Int 3, Wis 12, Cha 4

Skills: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +7, Swim +8

Feats: Alertness, Weapon Finesse

Environment: Any, especially urban settings and ruins

Organization: Solitary or pack (11-20)

Challenge Rating: 1/3

Treasure: Variable

Alignment: Any neutral

Advancement: 2-3 HD (Small); 4-6 HD (Medium) 2-3 HD (Small); 4-6 HD (Medium)

Level Adjustment: —

Prankster Posions Pixies

Prankster Pixie CR 10

poison pixie sorcerer 8

chaotic evil female small fey

Init: +2 Senses: Listen +1, Spot +1

Languages: Sylvan, Common

AC: 20 (+2 dex, +4 *mage armor*, +4 *shield*) touch 12, flatfooted 12

HP: 28 (HD 10d4)

Resist: +2 vs enchantment & charm, Spell Resistance 23, Damage Reduction 5 / cold iron, %50 miss chance from *blink*

Immune: magical sleep

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

MV: 30 ft.

Attack: +7 dagger (1d4-1) or +7 shortbow (1d6)

Space / Reach: 5 ft. / 5 ft.

Base Attack: +5 **Grapple:** +4

SA: sorcerer spells, spell-like abilities

Feats: weapon finesse, spell focus enchantment, greater spell focus enchantment

Abilities: Str 8 Dex 15 Con 11 Int 12 Wis 13 Cha 19

Skills: Bluff + 17, Concentration + 6, Knowledge (Arcana) + 1, Spellcraft + 5.

Spells Available (DC 13 + spell level, +2 vs enchantment)

0th (6/day): guidance, ray of frost, prestidigitation, daze, ghost sound +4

1st (7 /day): sleep, color spray, reduce person, shield, mage armor

2nd (7 /day): hideous laughter, invisibility, scorching ray

3rd (6 /day): hold person, blink

4th (4 /day): dimension door

Spell-Like Abilities: 3 / day:

disguise self, suggestion, command and charm person. (DC 13 + spell level - saves are charisma based)

Possessions: dagger, shortbow, 10 arrows.

Familiar: snake familiar.

Tactics: These cruel little faeries will attempt to befriend those they encounter and lure them into drinking and dancing with them. Those that do and end up spending the evening with them will be slain in their sleep. If necessary they will use their charm person and suggestion powers to persuade the reluctant. Failing this they will prepare with *mage armor, shield* and *blink* before attacking. In combat they will never engage in melee, preferring to use invisibility and dimension door to keep out of harms way and attempt to immobilize foes with their enchantments.

Shadow Swarm

Swarm of shadows that attack creatures standing in shadows like piranhas, devouring their flesh with a massive number of attacks. Creatures which move out of the shadows cannot be attacked by these swarms.

Shadow Swarm

Size/Type: Large Undead Swarm (Incorporeal)

Hit Dice: 7d12 (56 hp)

Initiative: +2

Speed: 0 ft. Travel only by shadows (see Shadow Jump text below)

Armor Class: 16 (+3 dex, +2 deflection), touch 14, flat-footed 12

Base Attack/Grapple: +4/—

Attack: Incorporeal touch +6 melee (1d4 Str)

Full Attack: 4 attacks/round Incorporeal touch +6 melee (1d4 Str)

Space/Reach: 10 ft./5 ft.

Special Attacks: Create spawn, strength damage

Special Qualities: Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits

Saves: Fort +3, Ref +5, Will +6

Abilities: Str 0, Dex 16, Con 0, Int 6, Wis 10, Cha 14

Skills: Hide +14*, Listen +7, Search +5, Spot +13

Feats: Alertness, Dodge, Mobility, Spring Attack

Environment: Any

Organization: Swarm (8-12 per swarm)

Challenge Rating: 8

Treasure: None

Alignment: Always chaotic evil

Advancement: 8-12 HD (Huge), 13-17 HD ()

Level Adjustment: —

A shadow swarm can be difficult to see in dark or gloomy areas but stands out starkly in brightly illuminated places.

A shadow swarm is a group of 8-10 weightless shadows 4 to 5 feet tall. Shadows cannot speak intelligibly, but emit high-pitched shrieks when they fly in swarms.

Combat

Shadows hunt in the night sky, traveling great distances.

Strength Damage (Su): The touch of a shadow swarm deals 1d4 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow swarm dies. This is a negative energy effect.

Create Spawn (Su): Any humanoid reduced to Strength 0 by a shadow swarm becomes a shadow and joins the swarm within 1d4 rounds.

Shadow Jump (Su): A shadow swarm has the ability to travel between shadows as if by means of a *dimension door* spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. A shadow swarm can jump up to a total of 20 feet each round in this way; this may be a single jump of 20 feet or two jumps of 10 feet each. Every two HD higher than 7, the distance a shadow swarm can jump each round doubles (40 feet at 9, 80 feet at 11, and 160 feet at 13). This amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment.

Skills

Shadow swarms have a +2 racial bonus on Listen and Spot checks and a +4 racial bonus on Search checks.

*A shadow swarm gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on Hide checks.

Thoul

Wilbur, methinks that troll don't want yer toll; 'e wants yer soul!

Thoul

Size/Type: Large Undead Giant

Hit Dice: 7d12+36 (83 hp)

Initiative: +2

Speed: 30 ft. (6 squares)

Armor Class: 16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 14

Base Attack/Grapple: +5/+16

Attack: Claw +9 melee (1d6+6 plus paralysis)

Full Attack: 2 claws +9 melee (1d6+6 plus paralysis) and bite +4 melee (1d6+3 plus paralysis)

Space/Reach: 10 ft./10 ft.

Special Attacks: Rend 2d6+9, ghoul fever, paralysis

Special Qualities: Darkvision 90 ft., low-light vision, regeneration 5, scent, undead traits, +2 turn resistance

Saves: Fort +11, Ref +6, Will +8

Abilities: Str 23, Dex 14, Con 0, Int 6, Wis 9, Cha 6

Skills: Listen +3, Spot +4, Balance +3, Climb +3, Move Silently +4

Feats: Alertness, Iron Will, Multiattack

Environment: Cold mountains, warm swamps

Organization: Solitary or gang (2-4)

Challenge Rating: 6

Treasure: None

Alignment: Always chaotic evil

Advancement: 8-10 HD Huge

Level Adjustment: -

A Thoul is a troll which has become a ghoul. Thouls walk upright but hunched forward with sagging shoulders, and drag their feet slightly. Their gait is uneven, and when they run, their arms dangle and drag along the ground. For all this seeming awkwardness, trolls are somewhat agile.

A typical adult thoul stands 8 feet tall and weighs 400 pounds. Females are slightly larger than males. A thoul's rubbery hide is moss green, mottled green and gray, or putrid gray. The hair is usually greenish black or iron gray.

Thouls speak Giant, though barely intelligibly.

Combat

Thouls try to attack with surprise whenever possible, for instance from behind cover. Once engaged, thouls have no fear of death: They launch themselves into combat without hesitation, flailing wildly at the closest opponent. Even when confronted with fire, they try to get around the flames and attack.

Rend (Ex): If a thoul 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.

Regeneration (Ex): Fire and acid deal normal damage to a thoul. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Ghoul Fever (Su): Disease—bite, Fortitude DC 14, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

Paralysis (Ex): Those hit by a thoul's bite or claw attack must succeed on a DC 14 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is Charisma-based.

Wargyle

Size/Type: Medium Monstrous Canine (Earth)

Hit Dice: 8d8+25 (64 hp)

Initiative: +3

Speed: 50 ft. (10 squares), fly 60 ft. (average)

Armor Class: 18 (+3 Dex, +5 natural), touch 13, flat-footed 15

Base Attack/Grapple: +6/+8

Attack: Claw +11 melee (1d6+7)

Full Attack: 2 claws +11 melee (1d6+7) and bite +9 melee (1d8+6) and gore +9 melee (1d8+6)

Space/Reach: 5 ft./5 ft.

Special Attacks: Trip

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., freeze, low-light vision, scent

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

Abilities: Str 25, Dex 16, Con 20, Int 6, Wis 11, Cha 7

Skills: Hide +9*, Listen +6, Move Silently +2, Spot +8

Feats: Multiattack, Toughness, Fly-by-attack

Environment: Any

Organization: Solitary, pair, pack, or wing (5-16)

Challenge Rating: 6

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: 7-9 HD (Medium); 10-14 HD (Large)

Level Adjustment: +6

Half warg, half gargoyle, these stone canines with wings are powerful adversaries.

Wargoyles often appear to be quadripedal winged stone statues, for they can perch indefinitely without moving and use this disguise to surprise their foes. They require no food, water, or air, but often eat their fallen foes and their mounts out of fondness for inflicting pain.

Wargoyles speak Common and Terran, and also communicate as canines.

Combat

Wargoyles either remain still, then suddenly attack, or dive onto their prey from above, as they hunt in the night sky. When they work in pairs, packs, or wings, they often attempt to flank their opponents, taking advantage of the confusion and low light. They have also been known to scoop up their prey and drop them from high elevations.

A wargyle's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Freeze (Ex): Much like a gargoyle, a wargyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the

wargoyle is really alive.

Trip (Ex): A wargoyle that hits with a bite attack can attempt to trip its opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wargoyle.

Skills

Wargoyles have a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks.

*The Hide bonus increases by +8 when a wargoyle is concealed against a background of stone.

MAGIC AND MUNDANE ITEMS

Bident

The bident is a two-pronged version of the trident. Add it to your campaign to add some visual flavor to the world.

Depending on how cumbersome your group's fights become, roll for each blade which deal 1d4 apiece, or just roll once and deal 2d4 damage upon a successful hit.



Bident

Martial One-Handed Thrown Melee Critical: ×2

Range Increment: 10 ft.

Type: Piercing

Hardness: 5

Size	Cost	Damage	Weight
Fine	1 gp	1d2	1/4 lb.
Diminutive	5 gp	1d3	1/2 lb.
Tiny	10gp	2d2	1 lb.
Small	15 gp	2d3	2 lb.
Medium	15 gp	2d4	4 lb.
Large	30 gp	2d6	8 lb.
Huge	60 gp	2d8	16 lb.
Gargantuan	120gp	2d10	32 lb.
Colossal	240gp	2d20	64 lb.

This weapon can be thrown. If you use a ready action to set a bident against a charge, you deal double damage on a successful hit against a charging character.

Bottle of Message

Just a castaway, an island lost at sea...

This bottle, when cast into a body of water, delivers a hand-written message quickly, as if by a written version of *message*. The body must spring from a natural water source. The message travels via the Elemental Plane of Water to its destination, who must also be near a body of water which springs from a natural source. A bathtub counts, assuming the water travels from an aquifer via an aqueduct. The bottle can be reused until it is broken.

Faint enchantment; CL 5th; Craft Wondrous Item, *message (heightened)*; Price 2,000 gp.



Coin of Unknown Fortune

Flip this coin to receive either a +1 or a -1 luck bonus to all the rolls in your next encounter. This coin can only be flipped

in this way 10 times, at which point it becomes normal currency.

Greater versions of this coin add larger bonuses or penalties, depending on the result of the flip. Still others add more charges.

Faint transmutation. Price: 100gp per bonus x number of charges (standard coin is 1,000gp)



Nightingale of Florence

This bird, when summoned, provides additional healing to the entire party as it sings a sweet song in a nearby tree.

A statuette version of this creature can be used to summon the nightingale. This silver figurine transforms into a nightingale on command, retaining its metallic consistency, which gives it hardness 10. The figurine, when activated, sings a pleasant tune throughout the night, providing 4d8+7 hit points of healing over the course of the night. These effects occur to one person per 15 minute increment, so if the rest is interrupted before everyone is healed, the nightingale completes its song and returns to its figurine state. The nightingale has no additional special powers or telepathic abilities. It can be used in

this way for only 24 hours per week (3 nights of full rest), and for only 8 hours at a time.

Faint enchantment and transmutation; CL 7th; Craft Wondrous Item, *cure critical wounds*, *animate objects*; Price 5,000 gp.

Pouch of Sating

This pouch provides fresh sustenance one person according to the hunger level of the owner. The pouch appears full and is as heavy as the amount of today's food left in it, but will only provide food for the owner, and only as much as she needs at the moment.

The food is kept fresh by being stored in a vacuum in a pocket dimension.

Moderate conjuration; CL 9th; Craft Wondrous Item, *secret chest*, *create food and water*. Price: 1,000gp per month's worth of food.

Ring of Appearing as Magic

Created by some bored, sick wizard in his tower, this ring appears as if it is magical, and that is its only magical enhancement. It will appear as magical in response to *detect magic*, but an *identify* or *analyze dweomer* will reveal nothing, only that it is imbued with some form of an enchantment. This confounds mages who feel the need to know everything about an item, and personalities of this type will likely devote countless hours to the task in vain.

Faint enchantment, CL 3, craft wondrous item, Price: 150gp.

Snake Arrow

These arrows are magically held snakes with fletching on their backs (provides aerodynamics) that are released from their stasis upon impact with a target, dealing 1d6+3 damage. Targets struck by the arrows must make a fortitude save or be afflicted by poison. Which type and the DCs for the rolls depend on the snake.

Slow poison DC 25 - delays 10 rounds before 1st save, then 2d4 strength damage.

Fast poison DC 20 - delays 5 rounds before 1st save, then 1d6 dexterity damage.

Instant poison DC 15 - 1st save when struck, 1d10 constitution damage.

The snakes may engage the target (%50 chance, attacks as a small viper), or slither off into the grass, back to meet up with their owner.

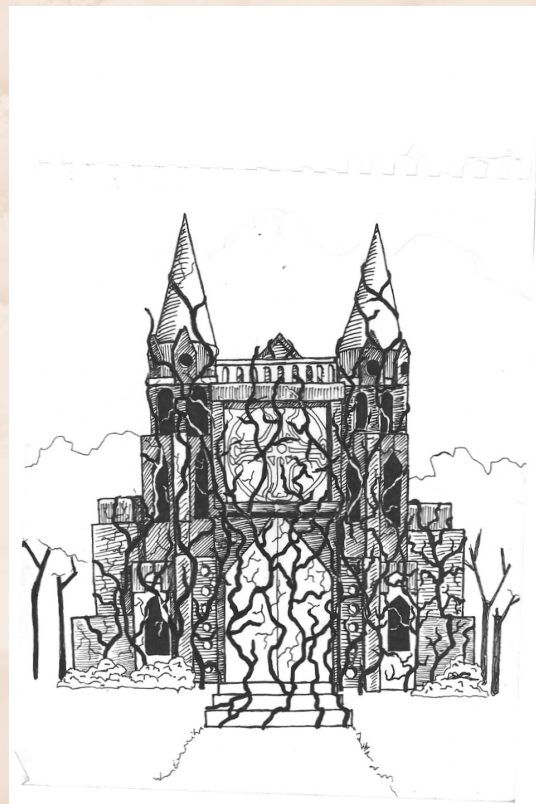
Moderate Necromancy and Minor Enchantment; CL 9th; Craft Magic Arms and Armor, *poison* and *charm animals*; Price 1,500 gold

LOCATIONS AND ENCOUNTERS

The Seat of the Seer

Presented here is the first encounter in the upcoming adventure *Anointing the Seer*. Here, a group of giants have taken up residence in a cursed cathedral. Dangerous magic briars guard the exterior, and within the brutes feast on the trapped townsfolk. Feel free to drop it into your games to use as you see fit.

Seat of the Seer



Dungeon Features

Secret Doors in this area are priest-doors, concealed to appear to be part of the ornately carved stone or wood they are set into, and are a DC 18 Search check to find.

The Cursed Seat of the Seer (EL 12)

This temple is much transformed after the attack on it. It is surrounded by magical briars, and inside giants feast on the townsfolk, who have been polymorphed into animals.

Exterior

Surrounded by small outlying buildings, this large and stately temple is completely overgrown with gargantuan brambles, to the point where it is nearly concealed. A large double door can be glimpsed through the thorn-covered trunks of the plants.

In order to enter the temple via the doors one must somehow pass through the patches of *brier brambles* that block the doorways. If the plants are not killed then they must be defeated in an opposed strength check (DC 19) in order to open the doors. Other methods of entry include teleportation or flying or climbing up and breaking through some of the stained glass windows on the east face of the temple. Either method requires navigating the brambles, which will attempt to grapple the intruders.

Interior



The smell of offal, greasy cooking fires and death permeate this area. The interior of the temple is also sparsely overgrown with patches of the thorny brambles which push up through the flagstones. Several dead peasants and acolytes are caught in their branches. The stone walls are adorned with tapestries of the Seer's visions and the stories of the petitioners helped by them. Several carcasses worth of bones lie upon the floor.

A quarter of the squares in the temple are grown over with brambles in approx 10' patches in the first room of the temple. Some of the pillars also have brambles in the chapel.

Creatures: Nearly 100 domestic animals cower in the temple. They are the temple priests and townsfolk who had come to observe the coronation, polymorphed into

sheep, pigs and dogs. Several giants and an air elemental have been left behind by the vengeful family to ensure that the temple is not re-inhabited.

Hill Giants (2): HP 102 each

Ogre Barbarians (3): HP 79 each

Air Elemental (1): HP 136

Tactics: The brutes will likely be roused by anyone entering the temple and will have assembled to defend it. The giants may attempt to push intruders into the brambles as they fight, and will mercilessly bludgeon anyone caught in them. Similarly, the air elemental will attempt to scoop up the rear ranks of any intruders in its whirlwind form and drop them into the brambles. If the group is defeated, the air elemental will return to the warlock to inform him that someone has reclaimed the temple. The giants will fight to the death.

Traps: The exterior of the temple and portions of the first room are overgrown with the effects of the *brier brambles* spell (see earlier *CCB* issues). Anyone entering the area of the spells effect risks entanglement and the plants sleeping poison.

Treasure: Almost the only thing left in the temple's treasury is a scroll of *break enchantment* that the temple priest (in his form as a ram) will bring to the party if they are otherwise unable to disenchant the villagers. The giants have little of value on them.

Development: Once the giants are slain and the elemental has fled, the party should be able to disenchant the remaining animals, who creep cautiously up to the PCs once the violence has ended.

Once freed they will relate what happened: the new priestess was in the process of being anointed when a holy trance came upon her. Her eyes rolled up into her head and she began speaking in a strange, strained, voice. "I see... doom! The drake... he is brought low by his son..." The peasants go on to inform their rescuers that a witch and

two warlocks, one young and one of middle age, suddenly appeared in a burst of flame and interrupted the anointing of the new Seer and turned them all into animals. One of the older villagers, the abbot of the temple, will angrily go on to identify the witch as the evil old witch who used to live in the village, but was driven off years ago. Some say she inhabits a farm nearby in the wild woods, and the players will be given sketchy directions by one of the village's hunters.

Attempts to scry upon the priestess will fail, as she is in the Dragon's lair, which is warded against scrying.

Ad Hoc XP Adjustment: +15% for difficult terrain (the brambles)

Comic: Atavistic Onslaught 4



END



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

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

This issue of Claw/Claw/Bite includes:

- * Five new spells including Spitfire and Sleep Ward
- * Five new characters, the False Heroes!
- * Seven new creatures, including various Begotten and the Shadow Swarm
- * Seven new magic and mundane items, including the Coin of Unknown Fortune
- * A new location, the Seat of the Soor
- * And another installment of the comic Atavistic Onslaught.

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ISSN 1939-344X



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