

CLAW/CLAW/BITE

Issue 15 - Autumn 2008

d20
system



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CREDITS

Thanks for reading this issue of *CCB* – Claw/Claw/Bite #15 by S.D. Hilderbrand and Adam A. Thompson, featuring the debut comic of *Trolls and Tribulations* by Jason Maggitti and S.D. Hilderbrand.

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, and pleasant dreams from the Outer Planes!

With the start of our new 4th edition sister magazine, *Tailslap* (also available at **tailslap.blogspot.com**), we are shifting our release schedule from bi-monthly to quarterly to provide ample time to playtest the material within.

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 **omeros@gmail.com**.



DEITY

Bachtoffen

This neutral good deity provides access to the Community and Rune domains.

He is concerned with the role of music and knowledge in bettering humanity, and is favored by bards and scholars for his divine insight and divination.

His symbol is a tome with a lyre under a tree printed on the cover.

SPELLS

Dream Port

Conjuration (Teleportation)

Level: Bard 3

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Creature touched, or up to eight willing creatures joining hands in their sleep

Duration: Instantaneous, then lasting 30 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

You move your dream self or some other creature's to the Dream Plane. If several willing persons link hands in a circle, as many as eight can be affected at the same time. Precise accuracy as to a particular arrival location on the intended plane is nigh impossible, but this can be improved with controlled dreaming, and once you have been of the location in your dreams more than once. You can reach the Dream Plane from any other plane.

At the end of the spell, those affected return to their bodies on the plane that they left them.

Focus

An instrument that allows the bard to play a particular tune. The tune is what keys into the location in the Dream Plane. Those affected will hear this as the spell nears completion, as a reminder that they will soon return to their bodies.

The verbal component is a short story that tells the affected what to expect, describing the scene, etc. This can be provided before, during, or after the tune is played.

Power Word, Nightmare

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 6, Sor/Wiz 6

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: 30 minutes/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 be stricken by a series of nightmares. You control various parameters of the nightmare -- falling, death in the family, etc. The subject takes 1d4 damage per hour from the mental strain caused by the nightmares and physical strain caused by the body thrashing about. When the subject awakes, she loses 2d4 points of constitution until she can get a good night's sleep.

Any creature that currently has 101 or more hit points is unaffected by *power word, nightmare* if she is currently awake. However, if she is asleep when the spell is cast upon her, she is affected.

Protection from Dreams

Provides protection against taking damage from dreams.

Protection from Dreams

Abjuration

Level: Clr 2, Pal 2, Sor/Wiz 2, Brd 1

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No; see text

This spell wards a creature from dreams and dream creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has two major effects.

First, the subject gains a +5 deflection bonus to AC and a +5 resistance bonus on saves versus creatures from or on the Dream Plane.

Second, the barrier blocks any attempt to sleep the warded creature. The protection does not prevent such effects from targeting the protected creature, but it suppresses the effect for the duration of the protection from dreams effect.

Arcane Material Component: A little pillow filled with down with which you decorate a 3-foot-diameter circle on the floor (or ground) around the creature to be warded.

CHARACTERS

Aldric Tréburne

Older brother of Kilmore Tréburne, Aldric stayed home to care for the ailing family while Kilmore went forth in search of adventure. Now that the family is stabilized, thanks to Avandra's blessings, Aldric has now left home in search of his brother and his own adventure.

Along the way, he has met up with an eldarin war wizard and traveled from town to town, lending healing powers and fighting off brigands and ferocious wolves.

A playful, yet grounded, working-class elf, Aldric has developed many talents, though none that he pursues with more passion than his faith in Avandra, and healing in her name. He has been called too humorous for serious elven service, and too ill-mannered to ever represent his people abroad, so his only hope is in following his own dreams and desires.

He maintains his own gear, but is not too proud to ask for help in repairing or caring for it. His most prized possessions are a pair of ornate, buckled catgrace boots, a finely-carved shortbow +1 thunderburst, and his holy symbol of Faith to Avandra (+1d6 healing).

In addition, he wears a suit of chainmail with a small cape and carries an adventurer's kit in a backpack.

Aldric in your game: Aldric tells a decent tale, and with his diplomacy will likely have learned some things about the local area. As a healer, he is likely to have learned much of the recent adventures of others. Aldric could serve as an NPC in a party that did not have a player in the leader role. He would allow the DM to give the party some extra healing without having a character overly bent on seeing his own will done.

Aldric Tréburne

CG Medium-size Male Elf (Wood)

Cleric of Avandra 3

Hit Dice: (3d8)+3

Hit Points: 23

Initiative: +2

Speed: Walk 30 ft.

AC: 17 (flatfooted 15, touch 12)

Attacks: "Shriek" Shortbow (Shocking Burst) +5; Mace, Light +3;

Damage: "Shriek" Shortbow (Shocking Burst) 1d6; Mace, Light 1d6+1;

Vision: Low-light

Face / Reach: 5 ft. / 5 ft.

Special Qualities: Immunity to magic sleep effects., Spontaneous casting, Turn Undead (Su) 5/day (turn level 3) (turn damage 2d6+5)

Saves: Fort: +4, Ref: +3, Will: +6

Abilities: Str 12 Dex 15 Con 13 Int 11, Wis 16 Cha 14

Skills: Appraise 0; Balance -1; Bluff 2; Climb -2; Concentration 3; Craft (Untrained) 0; Diplomacy 4; Disguise 2; Escape Artist -1; Forgery 0; Gather Information 2; Heal 7; Hide -1; Intimidate 2; Jump -2;

Knowledge (Arcana) 1; Knowledge (Religion) 1; Listen 5; Move Silently -1; Ride 2; Search 2; Sense Motive 3; Spellcraft 2; Spot 5; Survival 3; Swim -5; Feats: Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Point Blank Shot, Rapid Shot, Shield Proficiency, Simple Weapon Proficiency

Possessions: "Shriek" Shortbow (Shocking Burst/Masterwork); Chain Shirt; Arrows (20); Mace, Light; Outfit (Explorer's); Shield, Light; Holy Symbol; 40gp.

Deity: Avandra Domains: Luck, Healing

Spells per Day: (4/3+1/2+1/0/0/... DC:13+spell level)

Allie Chanovic

Allie is a fairly well-known prodigy of a bard who plays in and around the capital of Esrun. Occasionally adventures for the good of the Republic, but only if there's good money in it.



One fairly recent run-in with the undead has convinced her that she needs to learn to write and play music that appeals to their macabre sensibilities, so she has enrolled in the Convent Conservatory in Esrun's capital, where she is near to completing her studies in music and religion. This time has reminded her, somehow romantically, about the adventuring life and how she misses it. She is itching to get back out on the field of battle, on the right side and for the right price!

Allie Chanovic

Medium-size Female Human

Bard 5 Cleric 1

Hit Dice: (5d6)+(1d8)+6

Hit Points: 40

Initiative: +3

Speed: Walk 30 ft.

AC: 17 (flatfooted 14, touch 13)

Attacks: *Dagger -1; *Dagger (Thrown) +6; Shortbow +1 (Composite) +7; ;

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

Vision: normal

Face / Reach: 5 ft. / 5 ft.

Special Qualities: Bardic knowledge (+7), Bardic music 5/day, Countersong (Su) for up to 10 rounds, Fascinate (Sp) can effect 2 creatures for up to 5 rounds, Inspire Competence (Su) +2 to skill checks for up to 2 minutes, Inspire Courage (Su) +1 to saves

based.

Dust Monster

Known in tales for turning items to dust, this creature presents an unexpected challenge for many a victim. Most who survive a battle with them end up weaponless and facing perils deeper in the dungeons in which they dwell. It is said that dust monsters control time itself, sending objects so far into the future that they become dust on contact.

Dust Monster

Medium Aberration (Time)

Hit Dice: 8d8+5 (42 hp)

Initiative: +4

Speed: 40 ft. (8 squares)

Armor Class: 18 (+3 Dex, +5 natural)

Base Attack/Grapple: +3/+3

Attack: Antennae touch +3 melee (dust)

Full Attack: Antennae touch +3 melee (dust) and bite -2 melee (1d3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Dust

Special Qualities: Darkvision, scent

Saves: Fort +2, Ref +4, Will +5

Abilities: Str 10, Dex 18, Con 13, Int 2, Wis 13, Cha 8

Skills: Listen +7, Spot +7

Feats: Alertness, Track

Environment: Underground

Organization: Solitary or pair

Challenge Rating: 6

Treasure: None

Alignment: Always neutral

Advancement: 8-10 HD (Medium); 11-15 HD (Large)

Level Adjustment: —

The hide of these creatures varies in color from a white underside to a yellowish tan upper back. A dust monster's prehensile antennae can turn any item to dust on contact.

Like its distant cousin, the rust monster, the typical dust monster measures 5 feet long and 3 feet high, weighing 200 pounds.

Dust monsters serve beings who can control time with greater power and precision than them, usually serving as a line of defense in their towers and lairs.

Combat

A dust monster can sense an object from up to 90 feet away. When it detects one, it dashes toward the source and attempts to strike it with its antennae. The creature is relentless, chasing characters over long distances if they still possess intact objects but usually ceasing its attacks to devour a freshly meal just turned to dust.

The creature targets the largest object available, striking first at armor, then at shields and smaller items. It prefers ferrous metals (steel or iron) over precious metals (such as gold or silver) but will devour any object if

given the opportunity.

Dust (Ex): A dust monster that makes a successful touch attack with its antennae causes the target object to turn to dust, blowing away or falling into a pile on the floor and becoming useless immediately. The touch can destroy up to a 10-foot cube of an object instantly. Magic armor and weapons, and other magic items, must succeed on a DC 17 Reflex save or be affected. The save DC is Constitution-based and includes a +4 racial bonus. Time warded objects are not affected.

No make whole or mend spells can repair the object; it is simply lost to the ages.

Any weapon that deals damage to a dust monster turns to dust immediately. Flesh is not affected.

Dustling

These are the dust devils that we think of.

They are actually the minions of dust devils, trapped in a pact that required them to become indentured servants of these devils.

Dustling

Small Elemental (Air, Extraplanar)

Hit Dice: 1d8 (5 hp)

Initiative: +4

Speed: Fly 100 ft. (perfect) (20 squares)

Armor Class: 14 (+1 size, +1 Dex, +2 natural)

Base Attack/Grapple: +1/-3

Attack: Slam +3 melee (1d4)

Full Attack: Slam +3 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Flyby

Special Qualities: elemental traits

Saves: Fort +0, Ref +4, Will +0

Abilities: Str 10 Dex 13 Con 10 Int 4 Wis 11 Cha 11

Skills: Spot +3

Feats: Flyby Attack

Environment: Elemental Plane of Air, deserts

Organization: Solitary or Swarms

Challenge Rating: 1/2

Treasure: None

Alignment: Usually neutral

Advancement: 2 HD (Small)

Level Adjustment: —

Combat

They live in a perpetual whirlwind state, allowing them to make flyby attacks against their opponents.

Fiendish Orcish Berzerker Horde

Level	HD	CR
1	1	1
2	2	2
3	4	3
4	6	4
5	8	5
6	10	5-7
7	12	6-9
8	15	8-10
9	18	11-12

Developed by a mage who was one of the daughters of an orcish warblade who died and became a petitioner in Archeron before traveling back to the mortal world to help throw down the Temple of Elemental Evil, this spell allows the caster to summon orcish hordes from the netherworld to aid her. These are the stats for the summoned orcs, one stat block for each *summon monster* spell from 1 to 9.

Orcish Berzerkers in your game: Feel free to borrow these bruisers for your game. If your players ever end up in Archeron, or if they're facing any type of orcish warlord these guys make a great army, or even just a crack squad or extra-bloodthirsty orcs in a group of normal orcs.

For your players, they could just as easily be re-cast as berzerkers from Valhalla or another heavenly realm, summoned by a good cleric to help in their battles.

Summon Monster 1 orcish berzerker - CR 1

CE medium outsider

Init: +0

Senses: darkvision

AC: 13 (studded leather +3)

HP: 9 (HD: 1d8+1)

Saves: Fort: +3 Reflex: +0 Will: -1

Resist cold & fire 5

Spell Resistance: 6

Speed: 40 feet

Attack: greataxe +5 (1d12 + 4)

Special Abilities: rage (+2 / +3 to attacks, +1 hp, -2 AC)

Feats: Weapon Focus Greataxe

Skills: Climb +5, Jump +5

Abilities: Str 17 Dex 11 Con 12 Int 6 Wis 8 Cha 6

Possessions: Greataxe, Studded Leather Armor

Summon Monster 2 orcish berzerker - CR 2

CE medium outsider

Init: +0

Senses: darkvision

AC: 14 (studded leather +3, natural armor +1)

HP: 13 (HD: 2d8+2)

Saves: Fort: +4 Reflex: +0 Will: -1

Resist cold & fire 5

Spell Resistance: 7

Speed: 40 feet

Attack: greataxe +6 (1d12 + 4)

Special Abilities: rage (+2 / +3 to attacks, +2 hp, -2 AC)

Feats: Weapon Focus Greataxe

Skills: Climb +5, Jump +6

Abilities: Str 17 Dex 11 Con 12 Int 6 Wis 8 Cha 6

Possessions: Greataxe, Studded Leather Armor

Summon Monster 3 orcish berzerker - CR 3

CE medium outsider

Init: +0

Senses: darkvision

AC: 15 (studded leather +3, natural armor +2)

HP: 22 (HD: 4d8+4)

Damage Reduction: 5 / magic

Saves: Fort: +5 Reflex: +1 Will: +0

Resist cold & fire 5

Spell Resistance: 9

Speed: 40 feet

Attack: Greataxe +9 (1d12 + 6)

Special Abilities: rage (+2 / +3 to attacks, +4 hp, -2 AC)

Feats: Weapon Focus Greataxe, Cleave

Skills: Climb +7, Jump +8

Abilities: Str 18 Dex 11 Con 12 Int 6 Wis 8 Cha 6

Possessions: Greataxe, Studded Leather Armor

Summon Monster 4 orcish berzerker - CR 4

CE medium outsider

Init: +0

Senses: darkvision

AC: 16 (studded leather +3, natural armor +3)

HP: 37 (HD: 6d8+6)

Damage Reduction: 5 / magic

Saves: Fort: +6 Reflex: +2 Will: +1

Resist cold & fire 5

Spell Resistance: 11

Speed: 40 feet

Attack: greataxe +11 (1d12 + 6)

Special Abilities: rage (+2 / +3 to attacks, +6 hp, -2 AC)
Feats: Weapon Focus Greataxe, Cleave, Power Attack

Skills: Climb +8, Jump +9
Abilities: Str 18 Dex 11 Con 12 Int 6 Wis 8 Cha 6
Possessions: Greataxe, Studded Leather Armor

Summon Monster 5 orcish berzerker - CR 5
CE medium outsider
Init: +0
Senses: darkvision

AC: 17 (studded leather +3, natural armor +4)
HP: 44 (HD: 8d8+8)
Damage Reduction: 5 / magic
Saves: Fort: +7 Reflex: +2 Will: +1
Resist cold & fire 10
Spell Resistance: 13

Speed: 40 feet
Attack: greataxe +13 (1d12 + 6)

Special Abilities: rage (+2 / +3 to attacks, +8 hp, -2 AC)
Feats: Weapon Focus Greataxe, Cleave, Power Attack

Skills: Climb +9, Jump +10
Abilities: Str 18 Dex 11 Con 13 Int 6 Wis 8 Cha 6
Possessions: Greataxe, Studded Leather Armor

Summon Monster 6 orcish berzerker - CR 6
CE medium outsider
Init: +0
Senses: darkvision

AC: 18 (studded leather +3, natural armor +5)
HP: 58 (HD: 10d8+10)
Damage Reduction: 5 / magic
Saves: Fort: +8 Reflex: +3 Will: +2
Resist cold & fire 10
Spell Resistance: 15

Speed: 40 feet
Attack: greataxe +15 (1d12 + 6 / 19-20 x 2)

Special Abilities: rage (+2 / +3 to attacks, +10 hp, -2 AC)
Feats: Weapon Focus Greataxe, Cleave, Power Attack, Improved Critical Greataxe

Skills: Climb +10, Jump +11
Abilities: Str 18 Dex 11 Con 13 Int 6 Wis 8 Cha 6
Possessions: Greataxe, Studded Leather Armor

Summon Monster 7 orcish berzerker - CR 8
CE medium outsider
Init: +0
Senses: darkvision

AC: 19 (studded leather +3, natural armor +6)

HP: 81 (HD: 12d8+24)
Damage Reduction: 10 / magic
Saves: Fort: +10 Reflex: +4 Will: +3
Resist cold & fire 10
Spell Resistance: 17

Speed: 40 feet
Attack: greataxe +17 (1d12 + 6 / 19-20 x 2)

Special Abilities: rage (+2 / +3 to attacks, +24 hp, -2 AC)
Feats: Weapon Focus Greataxe, Cleave, Power Attack, Improved Critical Greataxe

Skills: Climb +11, Jump +12
Abilities: Str 18 Dex 11 Con 14 Int 6 Wis 8 Cha 6
Possessions: Greataxe, Studded Leather Armor

Summon Monster 8 orcish berzerker - CR 10
CE medium outsider
Init: +0
Senses: darkvision

AC: 20 (studded leather +3, natural armor +7)
HP: 96 (HD: 15d8+30)
Damage Reduction: 10 / magic
Saves: Fort: +11 Reflex: +7 Will: +4
Resist cold & fire 10
Spell Resistance: 20
Speed: 40 feet
Attack: greataxe +19 (1d12 + 6 / 19-20 x 2)

Special Abilities: rage (+2 / +3 to attacks, +30 hp, -2 AC)
Feats: Weapon Focus Greataxe, Cleave, Power Attack, Improved Critical Greataxe, Lightning Reflexes

Skills: Climb +13, Jump +13
Abilities: Str 18 Dex 11 Con 14 Int 6 Wis 8 Cha 6
Possessions: Greataxe, Studded Leather Armor

Summon Monster 9 orcish berzerker - CR 12
CE medium outsider
Init: +1
Senses: darkvision

AC: 23 (dex +1, studded leather +3, natural armor +9)
HP: 111 (HD: 18d8+36)
Damage Reduction: 10 / magic
Saves: Fort: +13 Reflex: +9 Will: +7
Resist cold & fire 10
Spell Resistance: 23

Speed: 40 feet
Attack: greataxe +23 (1d12 + 6 / 19-20 x 2)

Special Abilities: rage (+2 / +3 to attacks, +36 hp, -2 AC)
Feats: Weapon Focus Greataxe, Cleave, Power Attack,

Improved Critical Greataxe, Lightning Reflexes, Iron Will

Skills: Climb +14, Jump +15

Abilities: Str 18 Dex 12 Con 14 Int 6 Wis 8 Cha 6

Possessions: Greataxe, Studded Leather Armor

Piranha Swarm

Piranha need no introduction, but their fiendish brethren do. Found in some tributaries of the Styx, these hellish fish will strip suffering souls to the bone in seconds.

Piranha Swarm - CR 5

Neutral Diminutive Animal (swarm, aquatic)

Init: +8

Senses: Spot +15

AC: 19 (+4 size, +4 dex, +1 natural)

HP: 44 (HD: 10d8)

Saves: Fort: +6 Reflex: +10 Will: +4

Speed: 30 feet

Attack: swarm (4d6)

Special Attacks: Distraction

Space / Reach: 10 ft. / 0 ft.

Special Abilities: immune to weapon damage, swarm traits

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

Abilities: Str 1 Dex 19 Con 10 Int 1 Wis 10 Cha 4

Piranhas are aggressive creatures who attack their prey by swarming them.

Distraction (Ex): Any living creature that begins its turn with a piranha swarm in its space must succeed on a DC 14 Fortitude save or be panicked for 1 round. The save DC is Constitution-based.

Stygian Piranha Swarm - CR 10

Neutral Diminutive Animal (swarm, aquatic)

Init: +8

Senses: Spot +23

AC: 24 (+4 size, +4 dex, +6 natural)

HP: 133 (HD: 20d8 + 40)

Saves: Fort: +14 Reflex: +19 Will: +8

Speed: 30 feet

Attack: swarm (8d8)

Special Attacks: Distraction

Space / Reach: 10 ft. / 0 ft.

Special Abilities: immune to weapon damage, swarm traits

Feats: Improved Initiative, Improved Natural Attack,

Iron Will, Alertness, Combat Reflexes, Lightning Reflexes, Great Fortitude, Run

Abilities: Str 1 Dex 21 Con 14 Int 1 Wis 10 Cha 4

Distraction (Ex): Any living creature that begins its turn with a piranha swarm in its space must succeed on a DC 19 Fortitude save or be panicked for 1 round. The save DC is Constitution-based.

Purple Ooze

Large Ooze

Hit Dice: 5d10+20 (51 hp)

Init: -3

Speed: 10 ft. (2 squares)

AC: 7 (-3 Dex)

Base Attack/Grapple: +6/+6

Attack: Slam +6 melee (1d6+2 plus 2d6 acid)

Full Attack: Slam +6 melee (1d6+2 plus 2d6 acid)

Space/Reach: 10 ft./5 ft.

Special Attacks: Strong acid, constrict 1d6+2 plus 2d6 acid, improved grab, attack from below

Special Qualities: Blindsight 60 ft., immunity to cold and fire, ooze traits, transparent

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

Abilities: Str 14, Dex 5, Con 22, Int —, Wis 1, Cha 1

Skills: —

Feats: —

Environment: Barren wastes

Organization: Solitary or vast ooze flows

Challenge Rating: 6

Treasure: Metal items dropped by their recent prey

Alignment: Always neutral

Advancement: 6-8 HD (Large); 9-12 HD (Huge)

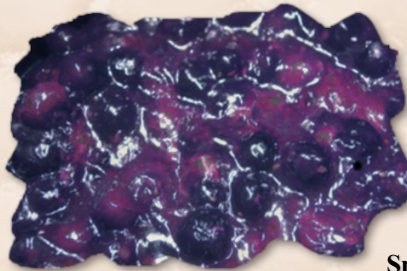
Level Adjustment: —

A purple ooze can grow to a diameter of up to 15 feet and a thickness of about 18 inches. A typical specimen weighs about 1200 pounds.

Combat

A purple ooze strikes like a monstrous wave, slamming opponents with its body.

Acid (Ex): A purple ooze secretes a digestive acid that quickly dissolves organic material and stone, but not metal. Any melee hit or constrict attack deals acid damage. Stone, leather and clothing dissolves and becomes useless immediately unless it succeeds on a DC 18 Reflex save. A stone or wooden weapon that strikes a purple ooze also dissolves immediately unless



it succeeds on a DC 18 Reflex save. The save DCs are Constitution-based.

The ooze's acidic touch deals 25 points of damage per round to wooden, cloth and leather objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex): A purple ooze deals automatic slam and acid damage with a successful grapple check. The opponent's clothing, wood and leather armor take a -4 penalty on Reflex saves against the acid.

Improved Grab (Ex): To use this ability, a purple ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Transparent (Ex): A purple ooze is hard to identify, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a purple ooze and walk into it are automatically hit with a melee attack for slam and acid damage. It resembles a gray ooze, but with a lightly translucent purple surface.

Attack from Below (Ex): A purple ooze can attack from below by slithering into the floor below the target, and dissolving the stone or wood that the target stands upon, sending them splashing into the purple ooze.

Pool (Ex): Multiple oozes can join up, forming a larger specimen. This is especially deadly when used with the attack from below ability, creating large flows and moats that surround their prey.

Stalking Eye

This is an eye of the Old One (featured in Unicorn Rampant's *Horror of the Old Ones*), one that was severed or broke free from the body of the colossal god. The stalking eye is deaf, so it can be snuck up on, but has a supernatural sense of sight.

Stalking Eye CR 13

Lawful evil with chaotic tendencies

Large Aberration

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

Listen -2 Spot +22

Languages: Telepathy 60' and either common or none

AC: 26 (-1 size, +3 dex, +14 natural)

HP: 101 (12d8+44)

Defenses: SR 18, DR 5 / good

Saves: Fort: +9 Ref: +7 Will: +11

Speed: 5 ft., fly 20 ft.

Attack: Lightning Touch +9 ranged touch and bite +7 melee (2d4)

Full Attack: Lightning Touch +9 ranged touch and bite +7 melee (2d4)

Attack Options: Lightning Touch, Spells

Space / Reach: 10ft. / 5ft.

Base Attack: +8 **Grapple:** +12

SQ: DR 5/good, SR 18, All-around vision, flight

SA: spell like abilities: blur

Feats: Alertness, Flyby Attack, Great Fortitude, Ability Focus (Otherworldly Gaze), Quicken Spell-Like Ability (Blur)

Abilities: Str 11 Dex 16 Con 18 Int 16 Wis 14 Cha 15

Skills: Hide +10, Knowledge (arcana) +13, Knowledge (planes) +8, Search +18, Spot +22, Survival +6

Spell-like abilities: 1/day - blur (caster level 8)

DR: 5 / lawful (axiomatic)

Spell Resistance: 18

Combat

Stalking eyes will focus their otherworldly gaze on their prey, then close into melee with their claws and lightning touch, using their smaller eyes to affect their opponents and heal themselves.

Lightning Touch (Su): Stalking Eyes 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 (Su): 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.

The stalking eye also has a series of small eyes, each of which has its own ability per round, as it gazes at its foes:

Fear: works like the spell, but affects only a single creature.

Inflict Critical Wounds: (ranged, 30 ft.) inflicts 4d8+10 points of damage (Will half).

Cure Critical Wounds: heals 4d8+10 point of damage.

Slow: like the spell, but only affects one creature.

Dispel Magic: like the spell.

Fireball: like the spell.

MAGIC AND MUNDANE ITEMS

Adventurer's Backpack



This backpack contains all the standard tools an adventurer would need: a shovel, a pick, a coil of 50' rope, 2 torches, flint and steel, pitons, a small mallet, a bedroll, a whistle, chalk, pouches to store dried food, etc. The exact contents vary, depending on the region where the backpack is bought. Some include medicinal herbs, candles, incense and other quasi-religious items.

Prices range from 3 to 10gp, depending on the size and contents.

Book of Transport

Upon reading from one of these mystical tomes, the reader is transported to the location described within. The book does not travel with the reader, but all other items worn or carried by the reader travel with her.

The reader must be able to read the language that the book of transport is written in.

Major conjuration; CL 13th; Craft Wondrous Item, *teleport* and *plane shift*; Price 50,000 gp; Weight 3 lb.

Minor versions exist that only teleport the reader, restricting the use of the book to the current plane.

Moderate conjuration; CL 9th; Craft Wondrous Item, *teleport*; Price 25,000 gp; Weight 3 lb.

Sonic Earrings

These earrings cancel sound effects, providing a +5 resistance to sonic damage and other sound-produced effects. This includes sonic bursts, etc. This bonus stacks on rings of resistance and other bonuses.

Faint abjuration; CL 3rd; *resist energy*, Craft Wondrous Item, Price 6,000gp.

A greater version of these earrings provides a +10 resistance to sonic damage and also stacks with other forms of sonic resistance.

Faint abjuration; CL 5th; *resist energy*, Craft Wondrous Item, Price 12,000gp.

Sword of Damocles

Known for its troubling effects on men throughout spoken history, the sword of Damocles has left an indelible mark on the stories that frighten children. The sword itself is a cursed long sword of leadership -2 (attack, damage, and leadership rolls).

It is said that this weapon finds a way to lead the wielder into peril, and causes those led by the wielder to behave less faithfully. This sword is also deceptive; the wielder believes she is receiving bonuses rather than the hindrances.

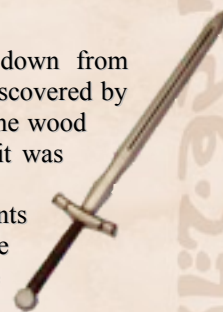
Craft Wondrous Item; CL 11; Curse; Price: 15,000.

"Three Strikes"

This longsword +2 has been passed down from generation to generation of elves, first discovered by Kiyarniar Buentiejal, famed founder of the wood elves Trangull Drevo. Rumors say that it was given to Kiyarniar by Corellon Larethian.

The owner can go below 0 hit points twice wielding this weapon, but on the third time her hit points reach 0, she finally dies, skipping stabilization attempts, etc.

This sword is also imbued with wounding.



Truthberries

Found in the wild on slopes around the Central Valley, truthberries, or as they are known in the halfling community, *welshabaer*, have the effect of causing those who eat or drink their juice to remain honest, even under duress. The effect is similar to a *zone of truth* focused on the consumer of these berries, with a duration of anywhere from 5 minutes to an hour depending on how many berries are consumed.

Their oily outer skin gives them a texture almost of an olive in its own oil. These berries are seen in a number of forms, since they also work when baked into pies or distilled into wine or schnapps.

Truthberries can be used as the material components in various spells.

Forward thinkers in the Republic of Esrin have also used truthberries to calm warriors about to head into battle or negotiations by coating armor with their oil.

These berries sell for as much as 10gp per pound in regions far from the Central Valley, but since they grow in the wild, nobody has yet thought of trying to package them for markets.



Wine of Song

This magical elixir works like a potion to improve the quality of songs sung by bards. It is a slight magic that enhances the natural quality of the wine to loosen vocal chords and remove inhibitions, improving the bonuses provided by the song by an additional point. The wine must be fully consumed for its effects to be felt.

This wine is produced using a unique style of grapes found only in the most enchanted vales. The wine can be either alcoholic or non-alcoholic, depending on how it is produced. Most bottles contain at least a moderate amount of alcohol.

Profession: Vintner of at least 5, Craft Wondrous Item, Price: 500gp per enhancement bonus per bottle.



either long-term or in the short term. For instance, paladins might be represented long-term as pegasi, but in the short term, as they are chased by a marauding horde of goblins and forced to flee, they may have a dream plane representation as a gazelle while pursued. The goblins might be represented as wolves or some other beast. If these beings were somehow transported to the dream plane, they would take on the characteristics of these forms. As a gazelle, the paladin would be able to run fast and leap over obstacles, the goblins as wolves would take on the hunting skills and trip attacks of wolves. If the

paladin were to enter the dream plane as a pegasus, she would be able to fly, and so on.

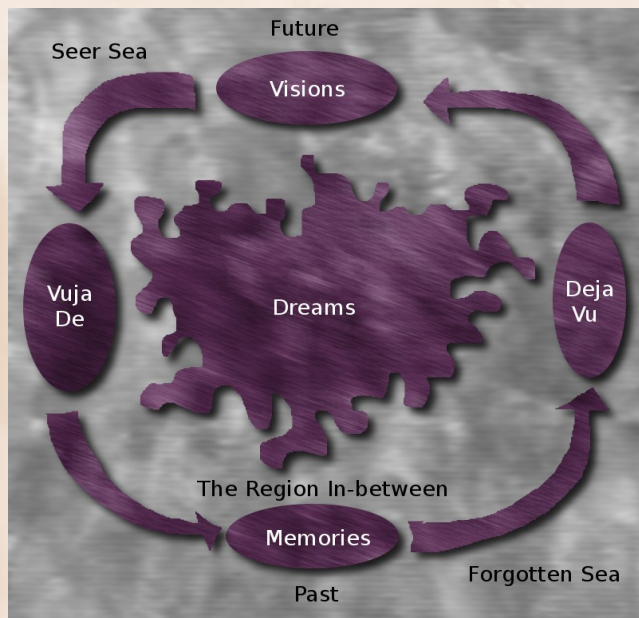
Much like the Prime Material Plane, the Dream Plane is a battleground for the forces of good and evil. It is largely neutral, however certain areas tend toward good or evil.

The Dream Plane has the following traits.

- * Subjective directional gravity.
- * Subjective temporality. Age, hunger, thirst, poison, and natural healing function differently in the Dream Plane; certain dreams may play upon these human needs and have unexpected consequences.
- * Strongly neutral-aligned, with pockets of mild good and evil where these forces have gained footholds.

LOCATIONS AND ENCOUNTERS

Dream Plane



The Dream Plane is the space between the planes, the plane on which dreams take place, or, more precisely, the plane to which all dreamers are whisked upon sleep.

There are no native creatures on the Dream Plane, however, everyone spends time there at regular intervals. In a way, this is a way for beings to learn more about their true selves, allowing them to inhabit the projected form of another being for some time.

Everyone has another form on the Dream Plane. These tend to be projections that mirror the state of the being,

Key Regions

Dreams - the core of the plane. This is where most visitors to the Dream Plane (and they are all visitors) spend their time.

Visions - where the future plays out in dream forms. Here characters may encounter future selves in altered forms or gain knowledge of upcoming events. The many islands of visions are set adrift upon the Seer Sea.

Memories - where the past plays out in dream forms. In this area, characters may relive certain events in their lives in altered forms. The fragmented islands of memories float upon the Forgotten Sea.

Deja Vu - A region where beings encounter events they feel have happened before.

Vuja De - A region where beings encounter events they know can never happen.

Everything else in the Dream Plane falls into the **Region In-between**, a void of an abyss of uncertainty. As the Dream Plane is a plane between the planes, there is not much to speak of in the Region In-between. Let all adventurers be warned - *do not go there*. This is the place of nightmares.

Griffon Roosts

Nasty griffons have taken up residence in a barren valley just far enough from the nearest human settlements to not be threatened by them, but just close enough to end the lives of humans who have aimlessly wandered too far off the beaten path and ended up within close flying range.

These Griffon Roosts are set toward the east end of the Goduanil, though this location can be placed into your world wherever griffons roost. They are intended to range from EL 7-9, depending on which is needed for your adventure.

The Goduanil is a region filled with rocky hills, where along the valley floors flows purple ooze in streams that run all the way to the sea. This roost is set in a valley off one of the main streams of ooze. The difficult terrain adds a +1 to the CR of this encounter.



1 Approach through the valley

A steep 100' deep gorge devoid of a river branches off from the main valley, leading off in a direction clearly away from the central valley that runs with purple ooze. Stands of leafless birch saplings cling to the cliffsides in this otherwise barren landscape.

The characters hear the occasional flapping of wings as the wind gusts. Occasional rocks will break loose and tumble from the cliffsides. The party is not in danger of these small rocks, but they are an indication of something being afoot. When the party returns to the main valley, they will need to find a creative way around or over the rivers of ooze.

2 Bend in the rocks

The valley makes a turn to the left here, cutting a rocky path through the mountains. The bend obscures the view of the valley. Boulders cling to the ledges of the hillsides.

The characters see a shadow make its way across the valley floor. By the time they look up, whatever it was that caused the shadows has passed them over and is out of sight.

3 Hoodoos

Three sandstone hoodoos rise like towers from the valley floor, the result of years of extreme erosion in this valley. The scattered skeletal remains of large quadrupeds dot the valley floor. A few large feathers are blown about by the gusts of wind across the landscape, drawing attention to the tufts of hair clumped in small, regular dips in the ground.

In actuality, it is more the doing of the ooze that has caused the erosion and thus the hoodoos, areas of hardness where the erosion has not run its course on the rock. The skeletons and tufts of hair are those of horses, picked up from the lands to the north and east of the Goduanil and flown in to feed the griffons and their offspring. If the characters collect reagents or

materials for fine brushes, they will recognize the horsehair and can collect a few horses worth, though not before they encounter the following.

Four griffons protect this valley floor, while the others hunt. They attack the party upon their entering this area. Resolve this encounter immediately after reading the above text.

Creatures: Griffons (4): MM page 139.

If the characters search the edges of the floor, they will find a broken staff and a torn red and white flag. This provides evidence that one of the horses belonged to a local knight.

4 View of Nests

From this vantage, it is clear that atop the hoodoos, large sticks frame 20'x20' bowls filled with oversized, brown and white eggs.

The mound of rocks that form the vantage point have been affected by many years of erosion and the ooze begin to slip out from under the party's feet, revealing a few pockets of a purple ooze that seep up to ground level, its acidic discharge spewing plumes of steam into the air.

Creature: Purple Ooze (see *Creatures*, above)

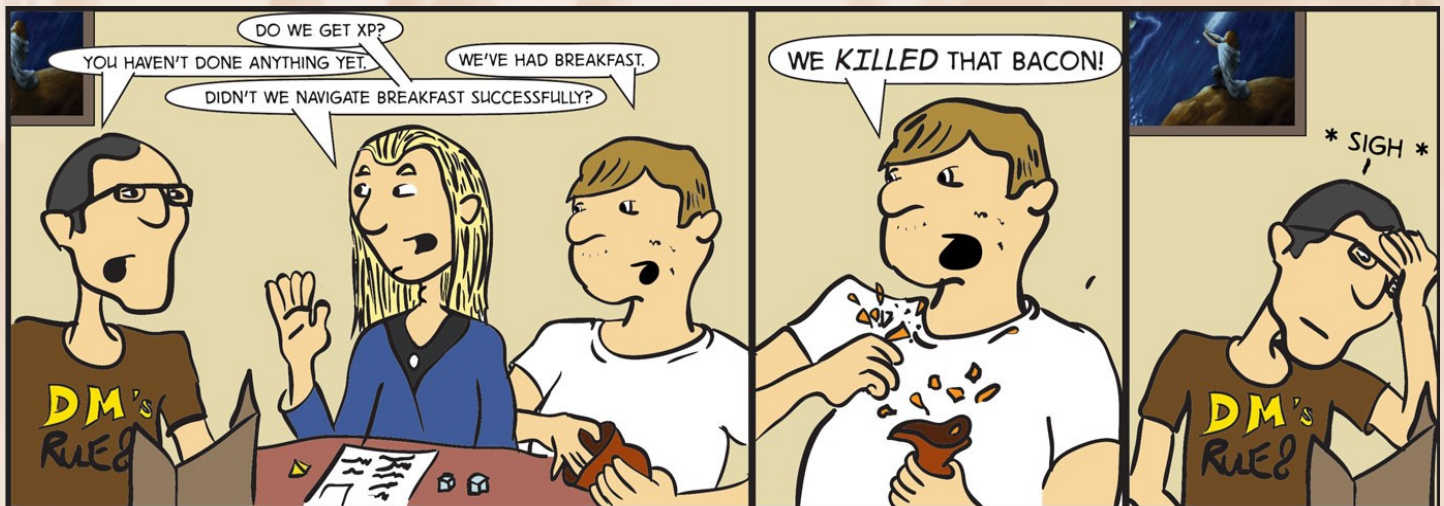
5 Nests

The sticks and straw are bound together to make a nest. The sticks have been chewed at the ends by sharp beaks. In the center of the nest is a pair of speckled eggs.

Two griffon eggs are in each nest. The eggs are nearing the time to hatch, and when the characters arrive in this location, there is a 50% chance per egg that it will be hatching.

Development: As the characters explore the first of the nests, the four remaining elder griffons (14 HD) swoop in and attack, with the tactic of lifting them off of the floor of the nests and dropping them from the sky onto the valley floor. They will attack relentlessly until one side is vanquished. After the battle, in one of the nests, the party finds a mace +1 and a helm of alacrity +2 among some shredded metal that once was a suit of plate mail.

TROLLS AND TRIBULATIONS



Graphics: Jason Maggitti
Text: S.D. Hilderbrand



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:

- * A new deity, Bachtoffen**
- * Three new dream spells including Dream Port**
- * Two new characters, two clerics with something extra**
- * Seven new creatures, including the Stalking Eye**
- * Seven new magic and mundane items, including "Three Strikes"**
- * Two new locations, including the Dream Plane**
- * And Session 1 of the new comic Trolls and Tribulations.**



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