



# Claw / Claw / Bite



Issue #3 - October 2006

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# CLAW/CLAW/BITE

ISSUE # 3 -- OCTOBER 2006

Hail and well met, fellow roleplayers! Welcome to *Claw/Claw/Bite*, a new resource for storytellers and gamemasters to create thrilling worlds of adventure for your players to test their mettle in. Each week, we'll release an article containing at least one new character, creature, magic item, and encounter or area description (on the scale of a farmstead, inn, or small town) for use in your campaigns. We'll also include little nuggets that will enrich your world with cool details and intriguing features. These are posted on [blogspot.clawclawbite.com](http://blogspot.clawclawbite.com) and are collected in these monthly issues.

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 our site into your milieu and run it how you see fit. 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 for sale on our site: [www.unicornrampant.com](http://www.unicornrampant.com).

So welcome to our phantasmagorical multiverse, traveler. Strange treasures, cunning adversaries, powerful adventurers, and mystic realms are waiting for you. Enjoy your stay, but be careful overturning loose stones.

## CREDITS

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## STORY:

### FOUL DEEDS AT CASTLE STIEGLITZ

This story takes the party northeast of the town of Onuago, and is an optional side quest in *The Horror of the Old Ones*, an adventure coming soon from Unicorn Rampant publishing.

The characters most likely learn of the castle through one of the many rumors circulating around Onuago and the nearby inns and towns. Through these rumors, they learn either about Castle von Steiglitz or of Talook, the hamlet whose celebration is normally held at the castle but this year is rehosting the event due to the Baron's situation.

The situation is that the Baron's guilt, brought on by years of leading a militia of thieves and robbers, has finally caught up to him with the murder of one of his servants. The Baron feels that the murder is his fault, and has spent the past few months holed up in his room, brooding over his fallen mistress. This time in isolation and depression, coupled with the corruption already present in his soul and a drinking habit which has hampered his body to fight off infections, has hastened his becoming a wight. Meanwhile his men have splintered into factions, each with its own lieutenant-leader, and the castle has been looted, which has caused unrest in his buried elders. They too have risen as undead to restore the family to its once proud status as a merchant house.

The party can face this situation in many ways, but the most obvious paths include:

1. diplomacy checks to convince the baron to hold the festival, atonement and diplomacy checks or tasks to put the army back together.
2. defeat the baron and the undead at the castle, put Anna in as the new baroness or one of the other lieutenants as the new baron, breaking the family line. This will include some type of priest to make it official, and some sort of deal or combat to put down the other armies.





## RUMORS SURROUNDING THE BARON

The baron's presence has been felt long and wide in the lands to the north of the Olde Bay. Here are some rumors regarding the Baron, along with their accuracy.

DC 10: "St. Zek's Day isn't being held this year... This is a first... the Baron must be going through some hard times."

DC 15: "The Baron has lost control of his men-at-arms. His forces are split into four competing factions and they now scour the countryside as bandits."

DC 20: "They say the Baron has gone mad. He is now a savage shadow of his former self."

DC 25: "I hear the Baron doesn't leave his room anymore. He haunts his looted castle as a twisted creature of evil."

If the players fail their Gather Information check, they get false or misleading information. This isn't because the locals are intentionally attempting to fool the party. Rather it is because the party is talking to people that have themselves received information from questionable sources or second-, third-, and fourth-hand accounts.

If the party attempts a Gather Information and the check result is between 6 to 9, they hear partially accurate rumors:

"I've heard the Baron had an affair with a young servant woman. She's having his illegitimate child."

"The Baron's not having the festival this year because his castle is haunted. One of the ghosts from his long-dead rivals, I hear."

If the party attempts a Gather Information and the check result is between 1 to 5, they hear outright fabrications:

"I've heard tales of dragons in the Cyrük mountains. I'd beware."

"The Baron is dead and one of his lieutenants is pretending to be him and ruling in his place."

## THE ROAD TO CASTLE STIEGLITZ

Presented here are several likely encounters travelers will face between Onuago and Castle Stieglitz.

Background: Several months ago, the Baron Stieglitz disappeared from public life. Since then his armies have split into four factions, each one led by one of his former captains. Two of these captains have set up illegitimate tolls on the road to Castle Stieglitz. The third has moved to the edge of the swamplands near a Wyndm-folk village. The fourth defends the tiny hamlet of Talook, near the castle and its surroundings.



### ENCOUNTERS

#### Random Encounters

Random encounters include leocotta, manicore, hill giants, cloud giants, stone giants, werewolves, thoqua, and dark naga. Most will use the steep rocky terrain to attack from above, due to the road becoming increasingly rocky and uphill, up to a 3-5% grade.

#### THE DISH-EATER'S TROLLS ON THE BRIDGE (EL 11)

*Here the road crosses the Swift River. The bridge is 10 ft wide and stretches 30 feet across the ravine. The Swift river can be heard rushing 20 feet below. Four dirty men in mail and armed with polearms stand on the opposite side of the bridge.*

The men will demand a steep toll from all using the bridge. They will ask the party to hand over half their wealth, or their best guess: 100gp per person if they appear well-equipped. They will claim it is for repairs to the bridge and other "improvements."

A DC 10 spot check will reveal the 2 archers on a steep ridge 40' up on the north side of the river valley.





## CREATURES

**5th Level Fighters (6):** HP: 37, 42, 33, 45, 35, 38. All have heavy maces, and 2 with halberds, two with longspears, and two with longbows. See DMG for stats.

**Tactics:** The warriors on the bridge will stick together and concentrate attacks on single opponents, most likely the first warrior to charge them. The two with halberds may try to trip approaching attackers or may attempt to bull rush weaker characters off the bridge into the river below. The archers will harry spellcasters once they reveal themselves. If the party manages to fell 3 of the guards, the remaining will attempt to flee, or surrender if unable to do so.

**Treasure:** Other than the gear on the six warriors, there is a lockbox with 78 gold and 240 silver coins.

**Development:** If the players defeat all of the men here those remaining alive will return to Petry's camp nearby in the hills where the rest of his men are. Petry will not send men to staff the toll again, instead concentrating on recruiting from Onuago until he has more men.

Through the rest of the road, it is even more rocky, and averages a 5-7% grade.

## THE UNDERHARL'S DEFILE (EL ?)

*Here the road passes through a defile with steep rocky walls on either hand that rise up 15 to 25 feet. Coming around a bend you are faced by several impressive-looking men in clean uniforms. Crossbowmen stand at the ready at the top of the defile on either side.*

**Creatures:** These men of Karl Underharl will exact a tax of 10 gold per person, claiming it is for maintenance of the road.

**5th Level Fighters (4):** HP: 40, 39, 45, 32. All have long swords, large shields and heavy crossbows.

**Tactics:** The two men on the road will fight side by side while the two crossbowmen above fire down. If two of them fall the rest will attempt to flee and will surrender if pursued.

**Treasure:** One of the men carries a large purse that contains 25 gold and 45 silver coins.

**Development:** If these men are dispersed, the toll will be unstaffed for two weeks while Karl recruits more men.

## ANCESTRAL TOMB (EL 9)

*This long dark passage ends in a small earthen chamber. A passage to either side and to the front leads off into the darkness. Several stone sarcophagi can be seen at the end of each passage. Four bodies lie on the ground, two dressed as peasants and two in bloodied uniforms.*

A Wyndm couple snuck by Karl's toll in the night to make an offering at an ancestor's tomb. Two of the guards followed, and they haven't returned. When the guards caught up to the peasants in a strange cave, they attacked them as they were making offerings to their forefathers.

**Creatures:** This tomb houses 4 mummies who have risen from their graves after their descendants were attacked while bringing offerings to them. They destroyed the attackers (Karl's men) and now roam about the tomb.

**Mummies (4):** HP: 56, 52, 49, 60.

**Tactics:** The mummies will attack anyone entering the tomb, one coming from each side passage and two from the front. They will fight until destroyed. If the party attempts to parlay with them, a DC 25 Diplomacy check will adjust their attitude to indifferent, at which point it is possible to find out what is causing them unrest. They will be able to put the mummies to rest if a priest, even a priest from the party, is able to properly bury the dead descendants in the tomb.

**Treasure:** If the tomb is looted the party finds the following the the four tombs: coin 29,240 copper coins, 108 platinum coins (1,080gp), a potion of Mage Armor in a Bottle (1,400gp), and a scroll of See Invisibility (l2, cl3) that is cursed: the reader must sleep twice as much as normal the next night. There is also an arcane (l75gp) scroll with Precise Vision (l1, cl1) and Sensory Link (l2, cl3). The second contains a large steel shield +1, 28,972 copper coins, 2 gems: a crazy lace agate (11.9gp), and a goshenite (clear to pale blue beryl)





(770.9gp), a scroll of Balagarn's Iron Horn (12, cl3) and Bristle (12, cl3). The third is 688 gold coins and 56 platinum coins, 3 gems: a crazy lace agate (12.5gp), a raindrop (492.9gp), and a rhodolite (pink garnet) (438gp), 3 scrolls: an arcane (325gp) scroll with Flaming Sphere (12, cl3) Spectral Hand (12, cl3) and Erase (11, cl1), an arcane scroll with Minor Image (12, cl3) and Rapid Strikes (12, cl3), and a divine scroll (450gp) with Delay Poison (12, cl3), Animal Infusion (12, cl3) and Enkili's Luck (12, cl3). The last tomb has 678 gold coins (678gp) and a potion of Expeditious Retreat (50gp) that is cursed: item has opposite effect in that it reduces the drinker's movement by 30' to a minimum of 5' per round. There is also a scroll with Make Fast (11, cl1), Lesser Spell Immunity (12, cl3) and Spider Climb (11, cl1).

### THE SWIFT RIVER INN AND STABLES

A day's travel by horse northeast along the road that parallels the Swift River lies, this inn has a long-proud heritage that is sadly coupled to the fate of Onuago and Castle von Stieglitz.

*As the party ascends from the swampy lower regions of North Bay, the air becomes less humid and stagnant, even refreshing, and accompanied by a light breeze. The low croaking of toads gradually gives way to the sharp cawing of ravens and other birds, just as the lands surrounding the road sheds it's greenery to assume the mottled mantle of the earth. Sharp stones rise on either side of the road and the roaring of the swift river grows louder with each step. In the distance a vague and ambiguous shape can be seen leaning heavily over the road. Lights glow brightly from within, and the vague impression of movement can be seen inside. As the party marches up the hill towards the structure, it's form resolves itself into a weathered but sturdy stone building.*

*This is the Swift River Inn and Stables, and it's history is as long and as storied as the town of Onuago. Once the party is in full view, too furtive looking men will emerge from inn with crossbows levelled. These men are wary and suspicious, but as long as the party shows proof that they have coin to spend and are not overly threatening, they will let them pass.*

*The inside of the inn is well lit, and fresh rushes cover the floor. The furnishings are mismatched but sturdy, and a warm fire burns in the hearth. Several patrons sit slumped around the inn,*

*or stare warily at the party. The smell of something warm and filling wafts from the kitchens. The inn keeper is an older man, obviously once a powerful man, his weight now sags on his frame. His brow is knitted together as he regards the party with suspicion. His gnarled hands polish a chipped stone mug as he waits for the party to state their business.*

The inn has both beds and stables available for 5 gold a night. The exorbitant prices can be attributed to the roving brigands and the cost of getting supplies from the troubled city of Onuago. Ale, wine and food are also available for outrageous prices (1 gold for ale, 2 for wine, 2 for food, and 3 for both wine and food). Bertram is the name of the bartender and proprietor of the inn, and if pressed he will tell the party what he knows of the surrounding country side and the brigands that roam the area.

### THE THORP OF TALOOK

*Nestled at the foot of the Cyrūk mountains, the thorp of Talook's stone hovels are visible for many miles down the road. Tiny plumes of smoke rise from each of the huts set close together for protection.*

When the party arrives, the citizens are busy setting up a makeshift celebration to honor St. Zelyeki the following weekend.

**Population:** 58

**GP Limit** (price of most expensive item available in thorp): 40gp

**Ready Cash:** 116gp

**Power Center:** conventional (Anna Červená), LN (with good tendencies)

#### **Highest Level Locals:**

Adept: 1<sup>st</sup>

Barbarian: 1<sup>st</sup>

Cleric: 1<sup>st</sup> - Caretaker of the tiny wooden chapel that is the spiritual center of the town.

Commoner: 5<sup>th</sup>

Expert: 5<sup>th</sup>

Fighter: 4<sup>th</sup> - Orlay Petronova – an older man, appointed by the Baron's father as magistrate of Talook. Orlay supports Anna as the last legitimate authority for the region.

Monk: 1<sup>st</sup> - An ascetic who has taken a vow of silence and lives on the church grounds tending the communal gardens.

Ranger: 2<sup>nd</sup>

Warrior: 2<sup>nd</sup>





## CREATURE: FLOCK OF RAVENS (CR2)

neutral

Diminutive Animal (Swarm)

**Init:** +2 **Senses:** normal

**Listen:** +11 **Spot:** +11

**AC:** 16 (+4 size, +2 dex)

**HP:** 13 (HD 3d8)

**Resist:** half damage from slashing and piercing

**Fort:** +3 **Ref:** +7 **Will:** +3

**Weakness:** swarm weaknesses

**MV:** 20 ft. or fly 60 (good)

**Attack:** Swarm (1d6)

**Space / Reach:** 10 ft / 0 ft

**Base Attack:** +2 **Grapple:** NA

Abilities: Str: 3 Dex: 15 Con: 10 Int: 2 Wis: 14 Cha: 4

**SQ:** half damage from slashing and piercing, low-light vision, swarm traits

**SA:** distraction, blinding

**Feats:** Alertness, Lightning Reflexes

**Skills:** listen +11, spot +11

### Combat

A raven swarm seeks to surround and attack any prey it encounters. The swarm deals 1d6 points of damage to any creature whose space it occupies at the end of its move.

**Distraction (Ex):** Any living creature that begins its turn with a swarm in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

**Blinding (Ex):** Any living creature damaged by a raven swarm may be permanently blinded unless they succeed at a DC 11 Fortitude save.

### Tactics

In order to attack, a single swarm moves into opponents' spaces, which provokes an attack of opportunity. It can occupy the same space as a creature of any size, since it crawls all over its prey, but remains a creature with a 10-foot space. Swarms never make attacks of opportunity, but they can provoke attacks of opportunity.

Unlike other creatures with a 10-foot space, a swarm is shapeable. It can occupy any four contiguous squares, and it can squeeze through any space large enough to contain one of its component creatures.

### Vulnerabilities of Swarms

Swarms are extremely difficult to fight with physical attacks. However, they have a few special vulnerabilities as follows:

1. A lit torch swung as an improvised weapon deals 1d3 points of fire damage per hit.
2. A weapon with a special ability such as flaming or frost deals its full energy damage with each hit, even if the weapon's normal damage can't affect the swarm.
3. A lit lantern can be used as a thrown weapon, dealing 1d4 points of fire damage to all creatures in squares adjacent to where it breaks.

## CASTLE VON STIEGLITZ

*This wide, low manor house rises on a hilltop nestled between peaks of the mountain range.*

### GROUND LEVEL

### OVERVIEW

Presented here is the first floor of the interior of Castle Stieglitz. Here characters will meet the Baron in the castle and learn his history, and what must be done to save him and restore glory to the castle which requires having him right his wrongs with the help of his disbanded men.

The castle has been looted by fleeing servants & factions, but the wine steward remains (who is aware of something creepy in the cellar!), as are two remaining servants, who spend their days foraging for food in and around the kitchen, and their evenings huddled for safety in the stables.

The mausoleum is full of ghosts who wander the graveyard wailing to the baron and who flee if attacked.

There are two routes for resolution:

- 1) diplomacy checks to convince the baron to hold the festival (atonement) and diplomacy checks or tasks to put the army back together.
- 2) defeat the baron and the undead at the castle. Put Anna in as the new baroness (with the help of a local priest to make it official) and put down the other armies.





## 1 Driveway

*This brick-inlaid driveway framed by diseased trees leads from the road to Castle von Stieglitz. The path is slightly overgrown with weeds, and large piles of brush decorate both halves of the front lawn. The castle rises in the distance, a wide stone structure with a central tower made from the grey granite of the surrounding mountains.*

**Creatures:** Thousands of ravens inhabit the grounds, mostly living in the trees. They will follow the party as they make their way about the grounds.

### 1a,b Brush Piles

*Piles of brush have been left here to rot, including entire branches of the shorn trees. Ravens circle in the sky above the piles.*

**Creatures:** Dire Rats(6), detected with a listen check DC 15. In addition, brush mites may infest the characters' equipment, making them itchy and generally uncomfortable during their stay in the castle.

**Tactics:** Unless detected earlier, the dire rats spring from the piles as the last character walks past attacking *en masse!*

## 2 Entry

*The enormous Castle von Stieglitz offers an impressive counterpoint to the distant mountains surrounding this broad valley. Atop a slightly inclining hill, its stonework glows in the afternoon sun. Normally a festive occasion, the castle grounds are abnormally quiet for this St. Zyekni's Day. The trees within the complex are early in their barrenness, despite the planned celebration of autumn harvest season. There is no welcoming party, save a flock of ravens perched by the hundreds in the defoliated arbors. Other ravens pirouette about the main steps, rending pieces of cloth from one another's beaks.*

*Two heavy wooden doors adorned with the Stieglitz coat of arms - a ship above three coins in a chevron - are framed by an arch.*

If the characters approach the ravens, they fly off, landing on the multi-stepped rooftops of the giant stone structure, calling out to their brethren. If the characters examine the cloth, they notice that it was once a tunic, but there is no sign of the disrobed.

Once the characters approach the doors with the intent of opening them, a breeze picks up and the doors creak open slightly.

**Creatures:** 4 swarms of ravens (see above) occupies this space, though they will not attack unless attacked themselves or the characters enter the castle.

**Tactics:** If attacked, the ravens swarm fiercely in large groups (1 swarm per party member). When they enter the castle, the ravens swarm at them. Luckily they cannot open the castle doors. Unluckily, the wind may, if they are not properly fastened or barricaded.

## 3 Foyer

*This open hall . The doors at the far end open and close in the breeze. Staircases rise on either hand before meeting in a landing on the south end of the hall. Orange light streams through a stained-glass window, illuminating the intricate marble floor now marred with scuff marks from many heavy things being dragged across its surface. Archways open two to the east and two to the west.*

## 4 Dining Hall

*Light filters in through the dusty curtains covering the floor to ceiling windows in this once lavish dining room. Dust several layers thick covers the long wooden table that dominates this room. The tablecloth has been partially removed and spills off one side of the table onto the floor. A couple of wilted floral arrangements that were once centerpieces have been knocked over and lie in disarray. There are cobwebs decorating the chandeliers, and chairs are conspicuously absent from the room. Clean patches of the floor and walls remain where once there were tapestries and rugs.*

The door near the back wall is locked. If the PC's manage to unlock it, they will discover that the door across the hall to the pantry is locked and also has a large pile of broken furniture covering the doorway.

**Creatures:** Rats (30).

**Tactics:** The rats scurry away from the party.

## 5 Hallway

*This narrow hallway is dark, dusty, and filled with cobwebs. There are 2 doors along one wall, one open one not. Through the open door you can see the dining room. There are 3 doors running down*





*the other side of the hallway, 2 are open, the third has a pile of broken furniture stacked up against it.*

**Treasure:** Among the broken furniture, the party finds a few religious relics from local shrines and chapels.

## 6 Storage

*The smell of spoiled food lingers in the air in this dark storage room. Vermin scurry into hiding in the darkness. This room contains pieces of broken furniture and filthy clothes lie in disarray on the floor.*

## 7 Kitchen

*The smell of a recently cooked meal permeates the air. The hearth gives off a welcome warmth. A dusting of flour on the floor reveals foot prints. There are some dirty pots on the washstand along the southern wall.*

**Creatures:** The party may encounter one of the 3 remaining servants cooking a meal at the hearth. The servant flees when the party arrives. A DC 10 survival check reveals 3 different persons footprints in the flour.

## 8 Pantry

*A table lies on its back in the center of the room, a stack of gravestones on top of it. A corner of a wooden trapdoor is visible along its edge.*

This trapdoor leads to the cellar.

**Development:** If the party heads down into the trapdoor, and they haven't met the servants, the servants close the trapdoor and drag the table back atop it, trapping the party in the cellar. A DC 25 strength check is required to open the trapdoor. Cries for help will eventually bring the remaining servants to investigate. They will not open the trapdoor until they verify the party means them no harm, which may require the party disposing of the undead.

## 9 Training Hall

*Straw training dummies lie strewn about the room, the victims of some spontaneous piñata party. A large straw mat -- nearly the size of the room -- covers the center of the parquet floor. The room is otherwise completely spartan.*

## 10 Training Hall

*This room is completely empty, save random strands of straw that lead off in every direction along the parquet floor.*

## 11 Meeting Room

*A large table adorns the far corner of this room, over which is hung a map of the surrounding countryside. Pins mark regions close to the castle, including Onuago, the Swift River Crossing Inn and Talook. One region of the map -- close to the eastern edge of the Old Bay -- has been torn off.*

The area that has been removed from the map is Harpy Point. Characters who make a Local Geography check DC15 will recognize this.

**Treasure:** The map may be worth something, especially since there are clues leading to a pirate treasure on the back side. Unfortunately, the missing area of the map contains one half of the riddles.

## 12 Trophy Room

*The fireplace at the back end of this room signifies a space that once displayed hunting trophies. Wooden stands lie empty, pilfered of the furs and taxidermied animal corpses.*

If the characters search the fireplace, they find the remains of burnt books with barely legible writing scribbled in the interior margins. One book appears to be a history of the once proud Stieglitz family, but there is not enough remaining text to tell any complete story. If the characters present these remains to the Stieglitz ghosts, they will tell more of their stories.

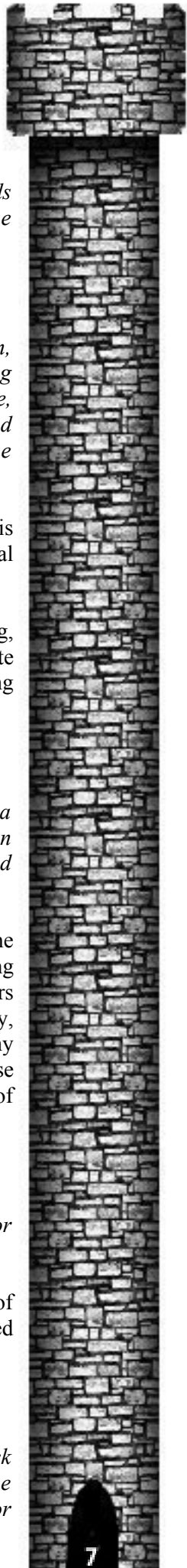
## 13 Sitting Room

*This room is full of thrashed furniture with major pieces missing.*

A few copper pieces are all that remain inside one of the cushions. All other treasures have been removed from the castle.

## 14 Mud Room

*This tiny room serves as the space between the back west wing of the castle and the north side of the castle. A wooden doorframe in search of a door provides a view of the back patio.*





### 15 Back Patio

*Rows of what were once poplars extend from the the back patio, extending along the border to the back of the estate. A plane of fitted stones once made for a cozy patio space, but they are now overgrown with lichen and moss has collected in the spaces between. A brick-inlaid path leads north between the trees, making for a once formal garden. Gnarly bushes lines the walk, overgrown and underfoliated. The baying of wolves can be heard off in acres of forest behind the estate.*

**Creatures:** If the characters wander too far into the woods, a pack of dire wolves are likely to descend upon them. Dire Wolves (8-10).

### 16 Stables

*These stables no longer house horses or carts, both of which are long gone. The stables are relatively spartan, save a pair of hay bales set up as twin makeshift beds, covered with blankets and leather sacks.*

**Treasure:** The sacks are filled with gold flakes and scraps of tapestries, linens and a few pieces of tarnished silverware.

### 17 Shed

*A rickety old shed adorns the east end of the estate, its splintered wood a reminder of the eternal entropy at home in this place.*

If the characters enter, they note various tools and a bale of hay in the center of the room. Rain water has made the hay soggy.

**Creatures:** A few rats have made their home in a bale of hay in the center of the shed. They scatter once the party opens the door to the shed.

### 18 Mausoleum

If the characters enter the mausoleum with a light source, read or paraphrase the following.

*Behind the castle is an outbuilding that serves as a monument to the von Stieglitz family. Multiple generations are buried in the sacred chambers in the mausoleum and on sacred ground in the graveyard. Five sarcophagi line the outer walls of the mausoleum, one along the far wall, and two along each of the two side walls. The walls ooze*

*with a murky jelly.*

Unfortunately, the denizens of the graveyard are restless, and seek to haunt the Baron until he embraces the family law. These characters from the past will rise up to protect the Baron is the party attacks him. They should heed the warnings of the many generations of paintings on the walls of the castle.

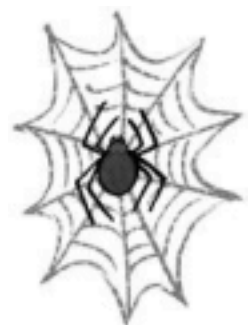
### 19 Graveyard

*An impressive stone edifice occupies a large part of the backyard. Rows of gravestones populate the grounds behind the mausoleum in three neat rows, framed by cherry trees. The carvings on the door of the stone mausoleum indicate a minor fortune spent to honor the dead. The door itself has been left slightly ajar.*

The door is ajar because it's been used by the Baron's undead ancestors as they wander the castle grounds at night. They have been haunted by their faded family name, and have withered into wights like their corrupt descendant. If the party attacks the Baron, they will rise from their graves, along with the dead from the other graves and shamble to his defense.

**Creatures:** Wights (5). By night the wights from the mausoleum wander these grounds moaning remonstrations up at the barons window. "St. Zyekni! St. Zyekni!" they groan as clearly as their rotted tongues will allow.

**Tactics:** The wights are unfriendly to anyone entering and hiss from the shadows and from behind decayed trees, but will not attack unless themselves attacked. The undead family members will not be satisfied until the Baron returns the Castle von Stieglitz to honor. The celebration of St. Zyekni's Day has never before been missed on the castle grounds.



**Beware the denizens of the...**





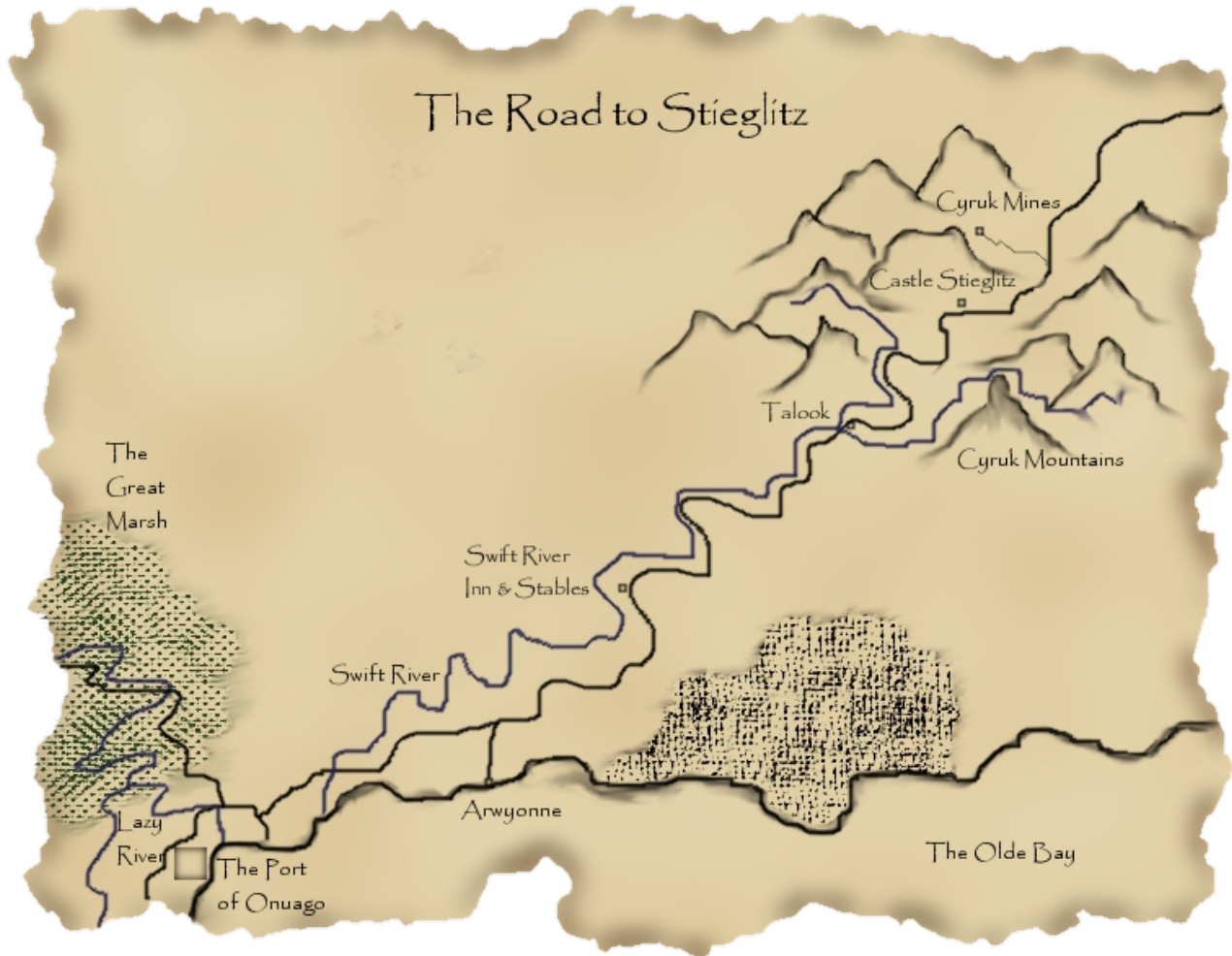


ILLUSTRATION 1: THE ROAD TO CASTLE VON STIEGLITZ

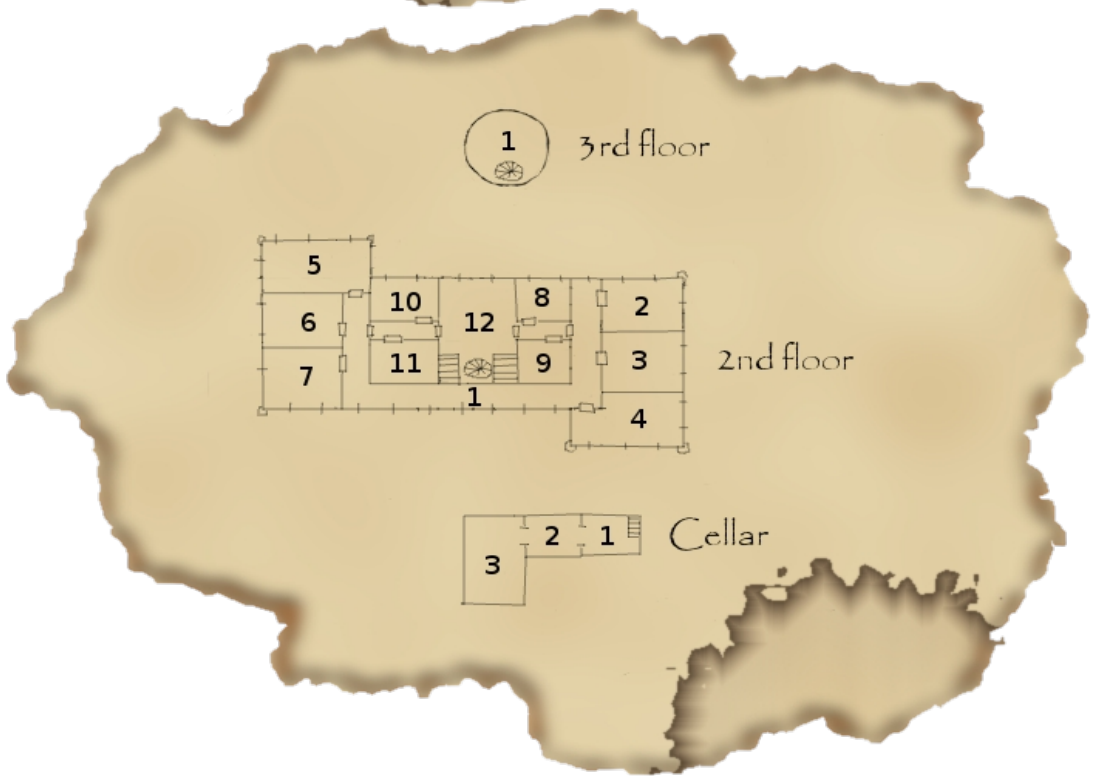
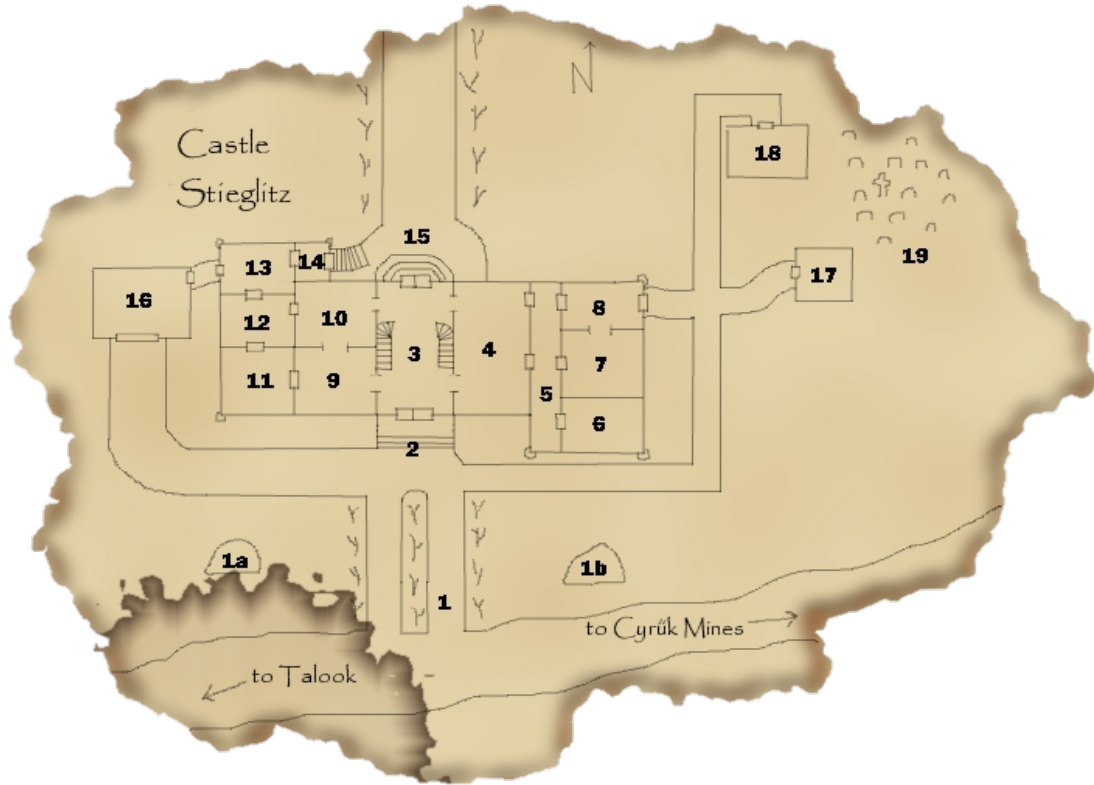


ILLUSTRATION 2: CASTLE VON STIEGLITZ MAPS





## CELLAR

**Development:** If the party heads down into the trapdoor, and they haven't met the servants, the servants close the trapdoor and drag the table back atop it, trapping the party in the cellar. Cries for help will eventually bring the remaining servants to investigate. They will not open the trapdoor until they verify the party means them no harm, which may require the party disposing of the undead.

The party must succeed at a DC 25 strength check to lift the trap door open (5 round action) if the servants do not help. They can also cajole the servants to open the trap door. This requires a DC 25 Diplomacy check (10 round action) to change their initial attitude from Unfriendly to Friendly.

### 1 Food Storage

*This 5' x 10' room is musty and ridden with cobwebs. Shelves that look as if they once held dry goods now only display rat droppings.*

### 2 Equipment Storage

*This is another 5' x 10' room that contains mops, brooms, balls of rags, buckets, feather dusters, and other custodial equipment. They have not seen use in quite some time.*

A DC 5 Search check will allow to party to find 5 large bars of soap.

### 3 Wine Cellar (EL 8)

*This unlit earthen room is filled with narrow rows of shelves, stocked with bottles of wine. Several dead men in mail lie on the ground amongst broken bottles of wine in the tight spaces between the shelves, weapons still in their rotting hands.*

The spaces marked on the map as having broken glass should be treated as being laced with caltrops. Characters moving into or fighting in such areas receive and "attack" from the broken glass. This attack is at +0 attack bonus and is against the character's touch AC (+2 if the character is wearing boots of other footwear). A successful attack deals 1 point of damage and reduces the character's movement by half.

Most of the areas in this cellar are 2 1/2 feet wide, which means that medium sized creatures will have to squeeze to move through these areas.

Squeezing characters move at half speed and receive -4 to their attack rolls and AC. Violent activity while squeezing adjacent to the wine racks has a 50% chance of sending wine bottles crashing to the ground. This fills the space the character is in with glass caltrops as above.

**Creatures:** Mohrg, HP: 85 and Zombies (3) HP: 15, 18, 15 AC: 16

Several months ago the kennel master, a cruel and coarse man, was caught by a servant girl getting drunk on the Baron's wine here. Enraged, he slit her throat and drunkenly violated her. Shortly afterward the Baron leapt upon him and slew him. The taint of his evil has lingered and now his body stalks the cellar as a mohrg.

Afterwards, during the looting of the castle by the Baron's factious underlings, several men-at-arms came to the basement to steal the wine. The mohrg slew them and they now serve him as zombies. The zombies will lie still on the ground until the mohrg begins it's attack, at which point they will rise up and join the fray.

All of the undead, being dead and suffering no pain, are unaffected by the wine-caltrop effect.

**Tactics:** The mohrg will attempt to hide until it can attack one of the party from such a position that they must face it one-on-one. The zombies will rise up to sew confusion once the attack has begun, grappling and slamming. The mohrg will tenaciously attack one foe until it is dead or paralyzed, then move on to the next, until it is slain or has slain everyone. If defeated it expels vile curses with it's grotesque tongue as it falls, calling it's defeaters mongrels and dogs in Wyndm.

**Treasure:** The three zombies are wearing serviceable suits of chain mail and their heavy maces lie on the ground. In addition, there is a large sack of loot they had taken before meeting their fate here. It contains 500 gold worth of accoutrements including a candelabrum worth 100gp, most of a 8 seating set of silverware worth 80gp and various other valuables. Finally, the wine on the racks amounts to 80 bottles of various quality and vintage. Their values range from 2sp to 10gp each, and average at 4gp each. A DC 20 search check along with a DC 15 appraise check will allow characters to discover a 50 year old bottle of fine brandy worth 100 gold.





**Development:** If anyone moves the obstacles and enters the cellars without speaking with the remaining servants first, they will come and replace the obstacles at the first sound of battle, or before if they happen upon the open hatch. As noted above, opening the hatch with the table and rubble piled on it requires a DC 25 strength check, or convincing of the former servants that the trapped people mean them no harm via diplomacy or bluff.

Ad Hoc XP Adjustment: +10% XP for difficult terrain and zombies.

---

## LEVEL TWO

### 1 Hallway

*The light makes a shifting patchwork on the floor as the party passes through the broad halls.*

### 2-7 Quarters

*The quarters are full of eight slashed beds. It appears that anything of value has already been removed from these walls.*

### 8 Petry's Room

*A single small window looks out to the grounds at the back of the Stieglitz property. Like all the other areas inside this castle, the room has been completely looted. The mattress of the bed has been slashed open and its innards lie strewn across the floor. A chair lies on its side and the desk has several deep gashes as if struck by a handaxe or other small chopping tool.*

### 9 Yevgeny's Room

*This room contains a large bed which has been turned on its side. Dusty hay and down litter the corners of the room, which without exterior windows is cast in a deep earthen shadow.*

### 10 Karl's Room

*This room contains a thrashed bed and some broken furniture. The small window has been smashed. A breeze blows into the room, bringing with it the smell of grass and cedar.*

### 11 Anna's Room

*This windowless room has a single bed that has been gutted like the rest. A vanity and wardrobe shows signs of vandalism. Their contents have long since been looted. Someone with the initials "K.U." has carved crude remarks about a woman named Anna and her questionable heritage into the wood grain of the furniture.*

### 12 Baron's Suite

*The room has a distinctly foul odor to it. In the shadowy light that streams through the windows, a humanoid form with withered and whitened hair slithers from a throne, shakes his fists defiantly and charges up the iron spiral staircase at the far end of the room. A sitting table flanked by two chairs fills the north end of the room under the window, atop it an unlit candelabra. Three chests line the south wall, upon the center one rests a notebook and a silver pitcher.*

When the party enters the baron's suite, he will flee up the spiral staircase to the third floor of the castle.

---

## LEVEL THREE

### 1 Baron von Stieglitz' Bedchambers

*In this round chamber high above the valley, bright spotlights from the five circular windows illuminate silver cobwebs draped like tulle about the five-poster bed in the center of the chamber. A small table leans against the west curved wall, and a dresser against the east curve. A spiral staircase at the south end of the room leads down into the darkness.*

Beneath the cobwebs in the bed is a long-dead servant girl, the object of desire that drove the Baron into madness. (more description here, probably a read-aloud, something to the effect of)

*Sinewy strands of flesh bind the woman's mouth, and a festered and rotten slit is visible under her chin.*

The windows offer views of the surrounding valley, making the tower a perfect lookout spot and the castle well-defended.

**Creatures:** Baron von Stieglitz, wight (CR12) who has likely fled to this location from the room below. In addition, many bats (20-40) live in the rafters beneath the tall ceilings of this tower. They will fight on the baron's side.





If the party survives the fight, the Baron's parting words:

*I have failed you Katherine! I have failed you father, grandfather, uncle Jakob! I now know in death what you thought of me in life.*

*Soon after, the Stieglitz ghosts arrive and carry his body down to the mausoleum for burial. Then they sink back into their sarcophagi and disappear from sight.*

The relatives are now at peace, and will no longer haunt the walls of Castle von Stieglitz.



## BARON VON STIEGLITZ AND HIS LIEUTENANTS

The Baron once commanded an army of 70 men, who pillages the hills and exacted tolls on the many merchants and peoples of the road to the Cyrük Mines. Now his men have splintered into factions led by his lieutenants.

### BARON VON STIEGLITZ (CR 12)

"Baron von Stieglitz" is a title referring to the current ruler of the Barony of Stieglitz.

von Stieglitz lived his life a bawdy drunkard, leading a militia of seventy from an isolated castle deep in a valley in the Cyrük Mountains. In the past few months, the Baron has become corrupted by his greedy lifestyle, and has become a wight.

#### Baron von Stieglitz CR 12

Medium Male Wight Fighter 7, Rogue 2  
lawful evil Undead

**Init:** +2 **Senses:** Darkvision 60 ft  
Listen +7 Spot +10

**AC:** 22 (+6 Armor, +2 Dex, +4 natural) touch 12, flatfooted 20

**HP:** 72 (HD 7d10 and 2d6 and 4d12)

**Saves:** Fort: +6 Reflex: +8 Will: +6

**Defensive Options:** Hide +11 Move Silently +14, Combat Expertise

**Immunities:** All mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), poison, sleep effects, paralysis, stunning, disease, and death effects, not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects, immune to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).

**MV:** 20 ft. (50 ft hasted)

**Base Attack:** +10 Grapple: +13

**Attack:** +13 slam (1d4+3 plus energy drain) or +15 bastard sword (1d10+6)

**Full Attack:** +13 slam (1d4+3 plus energy drain) or +15 / +10 bastard sword (1d10+6) or +13 / +8 bastard sword (1d10+6) and +11 slam (1d4+3 plus energy drain)

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



**Attack Options:** energy drain, sneak attack +1d6

**Abilities:** Str: 17 Dex: 14 Con: 8 Int: 13 Wis: 10 Cha: 12

**Feats:** (5 and 4 bonus, 1 undead) Leadership, Two-Weapon Fighting, Exotic Weapon Proficiency (Bastard Sword), Combat Expertise, Improved Disarm, Dodge, Mobility, Spring Attack, Weapon Focus (Bastard Sword), Weapon Specialization (Bastard Sword).

**Skills:** Languages: common, draconic/dwarf. (Skill points 18 rogue, 30 fighter, 20 wight): Bluff +3+1=+4, Climb +10+3-4=+9, Diplomacy +3+1=+4, Hide +10+2+5-4=+13, Intimidate +12+1=+13, Listen +7, Move Silently +10+2+8-4=16, Ride +10+2-4=+8, Sense Motive +3, Spot +10.

**Gear:** 12,493gp worth of gear: +1 bastard sword (2,335gp), masterwork throwing axe (308gp), +1 breastplate of shadows(5,100gp), cloak of resistance +2 (4,000gp), Potion of Haste (750gp).

**Special Qualities:** Darkvision 60 ft., undead traits, trapfinding, evasion.

**SA:** Energy Drain, Create Spawn, Sneak attack +1d6.

*This grizzled warrior's skin and hair are a shocking, sickly white. Blue veins are clearly visible beneath the leathery-looking skin. Gauzy, black-yellow eyes glare out from beneath his wiry eyebrows. Claw-like fingernails tip the ends of his powerful, gnarled digits. His breastplate is tarnished and stained but still sturdy, his cloak is dusty and a fine bastard sword and throwing-axe hang from his belt.*

**Tactics:** If attacked, Herr Stieglitz will attempt to flee combat to attack again from surprise or with his family at his side. Given opportunity he will quaff his potion of haste, which will last for 5 rounds. If able to sneak up on an opponent he will approach the weakest-looking one and attempt to perform a full attack with bastard sword and a slam attack as his off-hand weapon. His hope is that this will slay them and they will rise in 1d4 rounds as a wight to fight at his side. If fighting with his family he will try to spring attack the party from behind their ranks.

**Create Spawn (Su):** Any humanoid slain by the Baron becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

**Energy Drain (Su):** Living creatures hit by the Baron's slam attack gain one negative level. The DC is 13 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the wight gains 5 temporary hit points.

**Skills:** Wights have a +8 racial bonus on Move Silently checks.

**Undead Type:** Undead are once-living creatures animated by spiritual or supernatural forces. Traits: An undead creature possesses the following traits (unless otherwise noted in a creature's entry).

—No Constitution score.

—Darkvision out to 60 feet.

—Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

—Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects.

—Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects.

—Cannot heal damage on its own if it has no Intelligence score, although it can be healed. Negative energy (such as an inflict spell) can heal undead creatures. The fast healing special quality works regardless of the creature's Intelligence score.

—Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).

—Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed.

—Not affected by raise dead and reincarnate spells or abilities. Resurrection and true resurrection can affect undead creatures. These spells turn undead creatures back into the living creatures they were before becoming undead.

—Undead do not breathe, eat, or sleep.







## ANNA ČERVENÁ (CR 9)

Anna Červená is a tall, hardy woman who has fought her way up through the ranks to be the second-in-command in the Baron's militia, where she was often called "the Baroness" in jest by men whose respect she hadn't earned. All those men are dead now. She always provided a voice of reason to the Baron, before he became overly corrupted. Her closest followers are those who were most loyal to the Baron himself, when he was more honorable.

### "The Baroness" Anna Červená (CR 9)

Medium humanoid female Fighter 9  
Lawful Neutral with good tendencies

**Init:** +2 **Senses:** normal

**Listen** +3 **Spot** +3

**Languages:** common

**AC:** 20 (8+ Armor, +1 Dex, +1 shield)

**HP:** 73 (HD 9d10+18)

**Saves:** Fort: +8 Reflex: +5 Will: +3

**MV:** 20 ft., 50 ft. mounted

**Base Attack:** +9 / +4 **Grapple:** +11

**Attack:** +12 battleaxe (1d8+4) or +12 shortbow (1d6+3) [+1/+1 under 30 ft.]

**Full Attack:** +12 /+7 battleaxe (1d8+4) or +12 / +7 shortbow (1d6+3) [+1/+1 under 30 ft.] or +10 / +10 / +5 shortbow (1d6+3) [+1/+1 under 30 ft.]

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

**Attack Options:** spring attack, ride-by attack

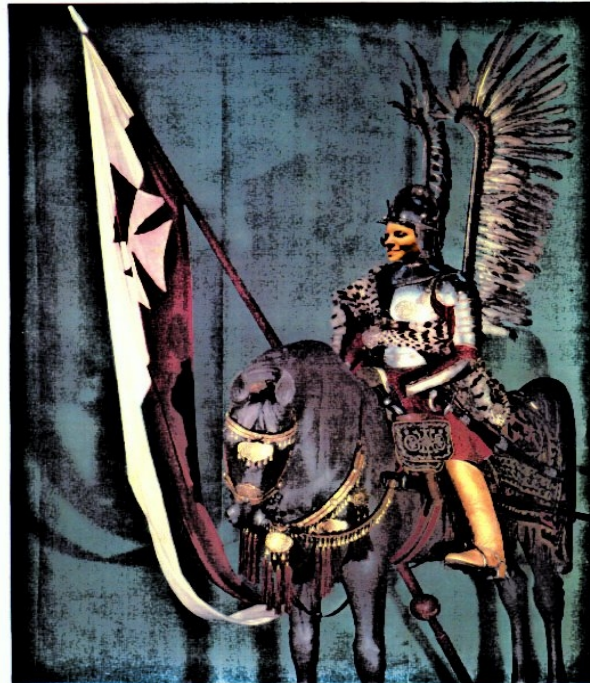
**Abilities:** Str: 16 Dex: 14 Con: 14 Int: 12 Wis: 11 Cha: 9

**Feats:** 5 bonus, 5 normal Power Attack, Dodge, Mobility, Spring Attack, Point Blank Shot, Percise Shot, Rapid Shot, Mounted Combat, Ride-By Attack, Mounted Archery

**Skills:** 48 sp Climb +6+3= +8, Handle Animal +6-1= +5, Intimidate +12-1= +11, Listen +3, Ride +12+2= +14, Spot +3

**Gear:** 12,000gp worth of gear: heavy flail, +1 battleaxe (2,310gp), masterwork mighty composite shortbow (str +3) (525gp), +2 full plate (5,650gp), light wooden shield +1 (1,153gp), big honkin' warhorse named Pinky (400gp), studded leather barding (100gp), 2 potions of cure moderate wounds (600gp), 1,226 in coin and gems.

**Heavy Warhorse:** HP: 31 AC: 17 MV: 50 ft



## PETRY POKRM THE DISH-EATER (CR 8)

Petry Pokrm the Dish-eater is a man of unknown origin who fought himself out of the slums of Onuago when he was brought to the town to work as a slave as a young boy. His present-day followers are mostly of thug origin, and seek to disrupt the powers that be. It is said that he is part orc, which comes out in his violent language and actions when he



drinks. His men have been seen harassing people in Onuago. His name comes from a time, after out-slugging a man in a duel, as tribute he ate not only his opponent's meal, but the wooden dish it was served on. Then he took his money, and has been a thug ever since.





## YEVGENY DIVOKÝ THE FIERCE (CR 8)

### **Petry Pokrm the Dish-eater (CR 8)**

Chaotic Neutral Male Human/Quarter-Orc  
Barbarian 5, Fighter 3  
medium humanoid

**Init:** Senses: normal  
Listen Spot

**Languages:** common, orc, some Mountain Wyndm

**AC:** 16 (+4 armor, +2 dex)

**HP:** 5d12+20 + 3d10+12 (HD) 120 hp.

**Fort:** +7 **Ref:** +2 **Will:** +2

**MV:** 40'

**Attack:** +11 halberd 1d10+4 (x3) plus trip

or +11 falchion 2d4+4 (18-20, x2)

or +? whip disarm or trip

or +10 throwing axe 1d6+3

**Full Attack:** +11 / +6 halberd 1d10+4 (x3) plus trip

or +11 / +6 falchion 2d4+4 (18-20, x2)

or +3 / -2 whip disarm or trip and +2 throwing axe

1d6+3 (adjust for 2 weapon fighting)

or +11 / +6 throwing axe 1d6+3

**Attack Options:** Rage

**Space / Reach:** 5' / 5', 10' (halberd), 15' (whip)

**Base Attack:** +8 **Grapple:** +11

**Abilities:** Str: 17 Dex: 14 Con: 18 Int: 12 Wis: 11  
Cha: 13

**SQ:** Fast Movement, Uncanny Dodge, Trap Sense  
+1, Improved Uncanny Dodge

**SA:** Rage 2/day

**Feats:** quick-draw, dodge, mobility, spring attack,  
power attack

**Skills:** +7 climb, +12 intimidate, +7 jump, +5 listen,  
+8 survival, +14 swim

**Possessions:** chain shirt, halberd, falchion, whip, 2  
throwing axes, stat-boost items, other perm items,  
scrolls / potions, nonmagical items of value, flavor  
items, coins.

**Rage (ex):** +4 str, +4 con (+16 HP), +2 will, -2 AC  
for up to 25 rounds.

**Tactics:** A wild fighter, Petry will run circles  
around his foes, charging in and out in a rage,  
dropping one weapon to draw another and leaving the  
field of battle littered with his weapons and the  
limbs of his foes.

Yevgeny Divoký the Fierce, an ethnic Wyndm-folk,  
took charge of one of the four factions created by  
the Baron von Stieglitz' power vacuum. His  
followers mostly include other Wyndm-folk. He  
intends to round up even more by visiting the  
refugee camps hidden deep in the marsh. His main  
motivation is the protection of his people.

### **Yevgeny Divoký the Fierce (CR 8)**

Neutral good Male Human (Wyndm) Ranger 8  
medium humanoid

**Init:** +3 **Senses:** lowlight vision  
Listen +10, Spot +9

**Languages:** common, Wyndm, giant

**AC:** 23

**HP:** 68 (8d8+16 HD)

**Fort:** +8 **Ref:** +9 **Will:** +4

**MV:** 30ft.

**Attack:** +11/ +6 with +1 longsword, +13/ +8 with  
+1 longbow

**Full Attack:** +11/+6/+11 with +1 longbow

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

**Base Attack:** +8/+3 **Grapple:** +10

**Abilities:** Str: 15 (+2) Dex: 16 (+3) Con: 14 (+2)  
Int: 12 (+1) Wis: 14 (+2) Cha: 10

**Feats:** dodge, mounted combat, mounted archery,  
weapon focus (longbow), rapid shot\*, many shot\*

**Skills:** climb +8, handle animal +6, heal +7, hide  
+11, jump +6, knowledge (local) +6, knowledge  
(nature) +7, listen +10, move silently +9,  
profession(mercenary) +7, ride +8, search +6, spot  
+9, survival +7, swim +7, use rope +5

**Class Features:** track, wild empathy +8, animal  
companion, endurance, combat style\* (archery),  
improved combat style\* (archery), woodland stride,  
swift tracker

**Favored enemies:** human/ giant

**Spells Prepared or Available:** 2/1: Summon  
Nature's Ally I, entangle, barkskin





## KARL UNDERHARL (CR 8)



**Possessions:** Leather Armor +4, long sword +1, long bow +1, 50 arrows, sack of dried meat, scroll case filled with various poems written in forest wyndm, 400gp.

\*Detailed Special Ability or Attacks (type): Combat style archery grants him the rapid shot feat. Improved combat style archery grants him the many shot feat.

**Minions:** Yevgeny is sometimes seen with a Wyndm wolf named Zami, which means "wild one" in forest Wyndm.

**Zami (CR 4):** Wyndm wolf



Karl Underharl, an ex-knight turned robber baron when his wife left him for a more famous knight. When the Barony splintered, similarly cuckolded men followed Karl.

The eldest son of [Gundar Harl](#), Karl was groomed for knighthood from an early age. Sadly, he never fit his life's role, and he fell out of favor with his family, disgracing them on his 15th birthday by having sexual relations with a young harlot, then an older one (Mme. Babushka) in a very public place. He doesn't take very good care of himself, and often loses money, forcing him into his life as a mercenary. He is quick to anger and holds a grudge, two traits perhaps not best suited to his line of work. Despite these traits, he thinks he deserves knighthood, and is quick to convince any naysayers of his honor, which is usually what gets him into trouble. He finally settled down and married, only to become cuckolded by his wife.



**Karl Underharl** (though he goes by Karl Harlot, turning the name and the blame on his father) CR 8  
CN Male Human Fighter 8  
medium humanoid  
**Init:** +1 **Senses:** normal  
**Listen:** +4 **Spot:** +4  
**Languages:** Common

**AC:** 20 (+9 Armor, +1 Dex) touch 11, Flat 19  
**HP:** 64 (8d10+8)  
**Fort:** +7 **Ref:** +3 **Will:** +3

**MV:** 20'  
**Attack:** +12 Morning Star (1d8+4) or +12 Lance (1d8, x3)  
**Full Attack:** +12 / +7 Morning Star (1d8+4) or +13 / +8 Lance (1d8+7, x3)  
**Space / Reach:** 5'/5'  
**Base Attack:** +8 **Grapple:** +11





## SPELL: WALL OF SOUND (LVL 3/4)

**Abilities:** Str: 17 Dex: 13 Con: 13 Int: 12 Wis: 13  
Cha: 11

**Feats:** (9) Cleave, Die-Hard, Endurance, Improved Sunder, Mounted Combat, Power Attack, Ride-by Attack, Weapon Focus (Lance), Weapon Specialization (Lance)

**Skills:** Handle Animal +6, Intimidate +6, Listen +4, Ride +12, Spot +4

**Possessions:** +1 breast plate (1000gp), +1 large steel shield with crescent moon enameled (1000gp), +1 morning star (2000gp), +1 lance (2000gp), 300gp. He has lost or spent all the rest.

He is currently mountless, having lost his war horse in his last drunken encounter on the road east of Onuago Port-Town.

**Detailed Special Ability or Attacks (type):** Dirty fighting among other ex-knightly skills...

Evocation [Sound]

**Level:** Bard 3, Sor/Wiz 4

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Wall of sound up to one 10-ft. square/level, or hemisphere of sound with a radius of up to 3 ft. + 1 ft./level

**Duration:** 1 round/level

**Saving Throw:** see text

**Spell Resistance:** Yes

Holding one arm perpendicular to the body and moving the other in a circular motion that begins quickly and then slows, the caster of this spell brings into being a stationary Wall of Sound that can knock creatures down and deafen them.

An invisible vertical curtain or sphere of sound appears. Sound is projected away from the caster, possibly damaging, deafening, and knocking down creatures on the other side of the wall.

Any creature coming within 10' of the wall must succeed at a fortitude save or be knocked back 5' and fall prone. Flying creatures who fail this save fall from the air and are knocked back a distance equal to their height above the ground. In addition, any creature within 20' of the wall takes 1d4 points of sonic damage and must succeed at a fortitude save or be deafened.

In addition, any creature attempting to pass through the wall is automatically deafened and takes 1d6 points of sonic damage + 1 point per caster level (max 15 points), and must succeed at a fortitude save or be knocked down, back and prevented from passing through the wall by the force of the sound.

### **Arcane Material Component**

A 4 foot length of catgut or copper wire.