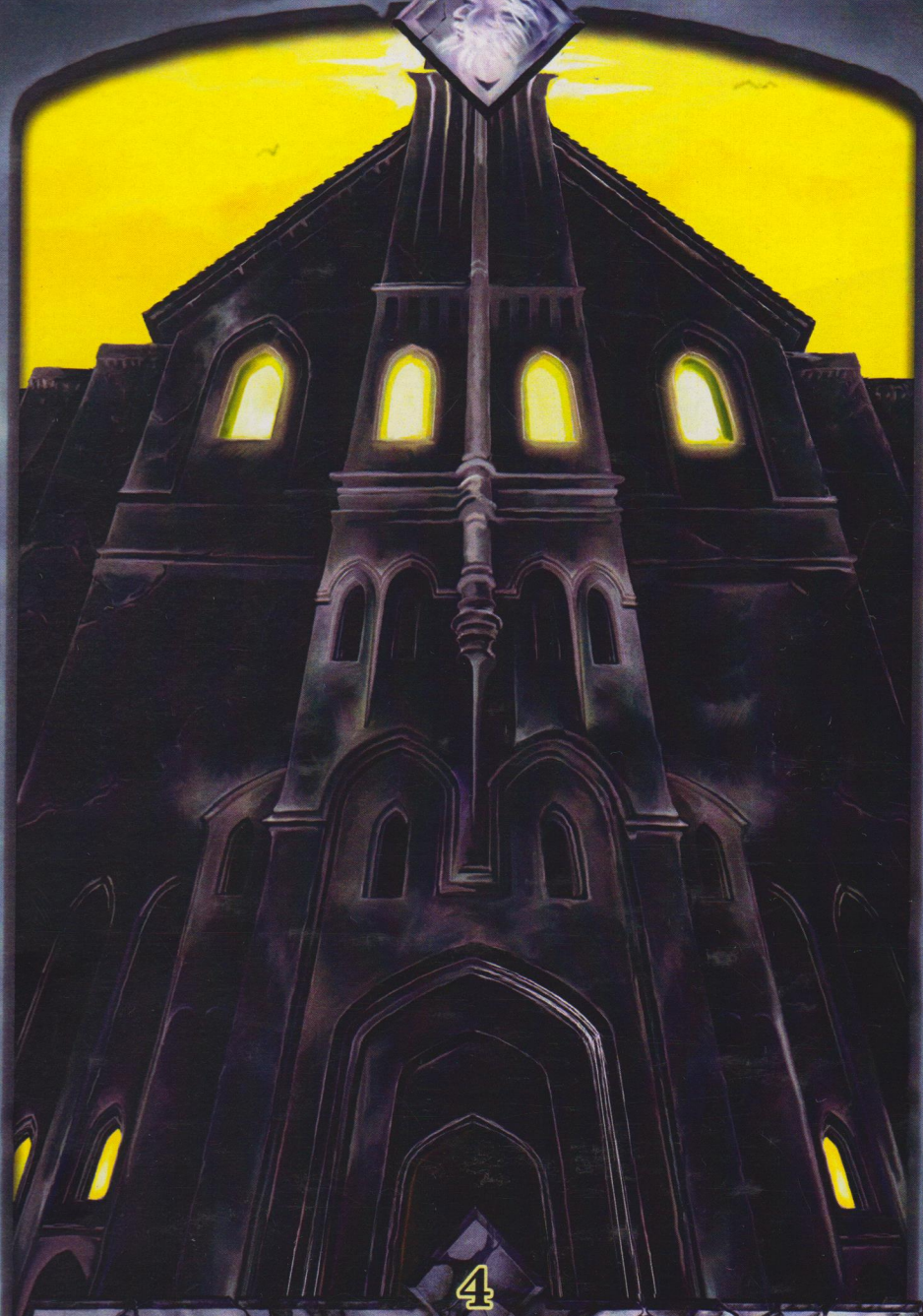




GARY GYGAX'S

CASTLE ZAGYG



4

CASTLE
FORTRESS

CASTLE ZAGYG™ VOLUME II: THE UPPER WORKS — BOOK 4: CASTLE FORTRESS

AN ADVENTURE MODULE FOR 4 - 6 OR MORE CHARACTERS OF LEVELS 1ST - 4TH

BY GARY GYGAX WITH JEFFREY P. TALANIAN

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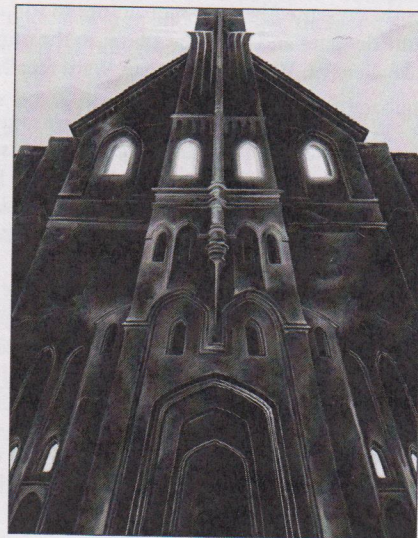


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4: CASTLE FORTRESS BY GARY GYGAX WITH JEFFREY P. TALANIAN

PART 1. INTRODUCTION

INTRODUCTION FOR THE CASTLE KEEPER

THIS MODULE DETAILS ZAGYG'S old fortress. In the original campaign, Zagyg's fortress was scarcely explored, a ruin to be negotiated en route to its dungeons, basically because those subterranean depths presented better opportunities to win magic and treasure. Veteran game designer and long time player in the original campaign (as played in Lake Geneva, Wisconsin), James Ward recalls:

"... We did explore the castle ruins, but we soon realized that the lower levels were filled with the better stuff. It's like panning a stream for gold. You start panning down in the wide section and you get gold. But you realize that if you go higher up in the stream you get bigger chunks of gold. While getting bigger chunks you wonder if you go lots higher will you get even more masses of gold?"

In Gary's dungeon, the deeper you went the cooler it was. So anytime we heard 'Stairs down,' we went 'Hurray, bigger treasures!' and often we wouldn't bother to explore all of the level we were on. That continued ... until we found the giant levels. Then we started getting hammered by giants, and it hurt too much to go lower until we had advanced in levels more ..."

The castle ruins were of small significance in the old campaign — but not so any longer! In this latest incarnation of the castle and dungeons, the fortress has been restored to its former glory as never experienced before by the gaming community, even those grognards of the original campaign, like Mr. Ward. Now Zagyg's fortress is stocked with all manner of trick, trap, monster, treasure, and magic. It is loaded with encounter areas, from The Great Hall, to the kitchens, butteries, pantries, guest quarters, libraries, solars, studies, sitting rooms, halls, towers, and many secret places as well. Why the Mad Archmage would effect the restoration of his old fortress can only be left to speculation. Is it old-fashioned nostalgia, a desire to present new challenges for adventure seekers, or something else unfathomable? Perhaps it is just Zagyg being his zany and whimsical self ...

CASTLE KEEPER NOTES:

The *Castle Fortress* is resonant with magic. That is not to say that a magic item can not be discerned via a *detect magic* spell; rather, that a low grade dweomer seemingly permeates the entire place. The fortress is also enchanted to protect itself from damaging forces both magical and mundane. It also prevents the function of other magic spells as noted below:

MUNDANE EFFECTS PREVENTED:

- **DEMOLITION:** Any demolition of walls, floors, towers, etc. will at once invoke a *regeneration* of the affected area, restoration taking place within 10 or more minutes, depending on the magnitude of damage. Note that windows are mullioned of *xagium*, a rare blue-gray metal of exceptional quality (CL 25 to bend or break). Also, the windows of the top storey comprise panes of glass enchanted to the strength of steel (CL 20 to break).
- **FIRE:** Any attempt to set a blaze results in a "rubber" hose appearing in mid-air, it having a copper nozzle at the end that releases a foaming jet of water that extinguishes any and all flames. Another possibility is a small rain cloud materializing to deluge and douse any flames.

MAGICAL EFFECTS PREVENTED:

- **ALTERATION MAGIC:** Spells that would alter the composition of fortress floors or walls are not very effective. *Transmute rock to mud*, for example, will prove successful for as many rounds as the caster has levels; after which, the structure will *regenerate* to its former state. The same applies to *polymorph object* spells and *disintegrate* spells. This dweomer of restoration, however, is limited to the castle's structural integrity (its walls, floors, ceilings, etc.); a table or chair *disintegrated*, for example, will not *regenerate*.

- **CONJURATION MAGIC:** Spells that *summon insects, elementals, monsters, planar creatures, shadows*, etc. will not function within the confines of this fortress, as well as spells that *gate* various monsters.
- **TRANSPORTATION MAGIC:** spells such as *dimension door, teleport, passwall, planeshifting, rope tricking*, will not function here, as well as spells that expel enemies to other places, such as *maze*.

It is your responsibility as Castle Keeper to attend other ingenious means by which the characters attempt to damage the fortress. Magical attempts that bring ruin might initially prove effective, but then the *regeneration* begins. When the *regeneration dweomer* is invoked, it should be accompanied by the ghostly sounds of hammered nails and grinding saws if related to wood, or scraping trowels and chipping chisels if related to stone.

PHYSICAL DESCRIPTION OF THE CASTLE FORTRESS:

When the PC party glimpses the castle fortress, the following physical description may be read or extrapolated from by the Castle Keeper. Depending on how you choose to utilize *Zagyg's Curse of Fog & Frogs* (see APPENDIX A.), the fortress might be viewed the first time the PCs achieve one of the surrounding walls, towers, or the pagoda gatehouse (see *Ruins of the Castle Precincts #37*). Alternatively, it might be revealed in dramatic fashion, such as a great recoiling of the fog before the very eyes of the PCs. This allows your PCs to be the "first" party to both witness and explore Zagyg's fortress in ages!

FOR THE PLAYERS:

Castle Zagyg looms before you, a massive fortress of stone whose central portion is hewn of solid black gneiss and rises some 50 feet in height. From its sculpted peak thrust two ominous spires, hewn of the same black stone. Wing sections extend north and south of the central portion, these built of cyclopean stones and of four stories in height. Battlemented towers mark the four corners of the fortress, each extending its own conical-capped turret.

There is little doubt that the fortress of the Mad Archmage was built for defense, and that it is not some posh palace constructed for reasons aesthetic. Loopholes pierce the lower storey, above which follow barred windows of narrow aperture, these followed by larger barred windows at the uppermost storey where leering gargoyles perch atop pilasters. The fortress is ensconced by a stagnant, black-watered semi-moat that is spanned by an old stone bridge that provides ingress to the front gate. At the foot of the bridge stand a pair of grotesque, winged statues.

Perhaps the most striking aspect of Castle Zagyg is the present state of its fortress. Long have tales propagated that depict the fortress in a state of disrepair; in sooth, many veteran seekers from days of yore have reported such intelligence as unassailable, they who have plumbed the awesome subterranean depths and lived to tell the tales. But those adventures transpired before the cursed mists consumed the castle and rebuffed its subsequent seekers. The fortress of Castle Zagyg presently appears inviolate, a formidable structure incongruous with its derelict precincts below.

After reading aloud the above text, you may now show your players **PLAYER HANDOUT #23** (*Upper Works Map & Illustration Booklet*).

2 CASTLES & CRUSADES

PART II. CASTLE FORTRESS

THE CASTLE FORTRESS STANDS atop the high end of the bluff overlooking the False Urt River (q.v. *Mouths of Madness*). The fortress is similar to a fortified manor house, with a prominent central section from which two wing sections branch.

FORTRESS FACTS:

- **SCALE:** One square equals 5 feet.
- **WALLS:** Thickness ranges from 5' to 12'. Central section carved of solid black gneiss; wing sections constructed from quarried black gneiss, cyclopean blocks.
- **FLOOR TO CEILING SPACE:** is 10' at each storey, exceptions noted in the text.
- **FLOORING:** Except for the ground floor of flagstone, flooring is built of wooden planks (usually tiger maple) nailed to heavy oak beams; the beams are supported by corbels and some putlog holes. Note that some chambers have tiled flooring of slate and marble, these set over a base of thick oak planks.
- **DOORS:** These are mostly iron-bound oak, of 3" to 4" thickness, are 3 feet wide, and arch at the top to 7.5 feet. Many doors will be **STUCK** and/or **LOCKED**, as indicated by the text.
 - **CK's Rules Variants:** Optionally, a d6 might be used to resolve **STUCK** doors, a 1-2 result indicating success for most average to above average PCs; a 1-3 result indicating success for an 18 strength character. If the noted CL is 6-10, a d8 might be used; if the CL is 11-15, a d10 might be used; if the CL is 16+, a d12 might be used. Likewise, many RPGs utilize a percent score to resolve a **PICK LOCKS** check. If using such a convention, consider the following: CL 6-10 = -5% on check; CL 11-15 = -10% on check; CL 16+ = -20% on check.
- **LOOPHOLES:** Arrow slits provide light and defense. These are long (about 5 feet) though narrow (about 6 inches).
- **WINDOWS:** These are mullioned, usually single-barred, some possibly with a window seat. The exterior opening is about 18 inches, this divided by the vertical bar that is an alloy of xagium and iron, thus being of incredible tensile strength (CL 25 to bend).
- **GARDEROBES:** These latrines are also flushed by roof cisterns, each with an outflow shaft that empties to an exterior cesspit or into the river.

SYMBOLS:

- **LV:** This is a laver, a stone basin that receives water through a spout from a roof cistern when a release chain is tugged.
- **S** is a **SECRET DOOR**, which amounts to a wisdom check when searched for, the Challenge Level (CL) indicated in the respective text. Refer to the encounter area closest to a secret door for specific information regarding it.
 - **CK's Rule Variant Option:** You might desire to use a d6 to resolve the searching of secret doors. Any non-elf searching a 10' x 10' area for a secret door will be successful on a roll of 1; elves and half-elves being successful on a 1-2 (if searching) or a 1 simply by passing by such a portal (CK makes a secret roll). If the indicated CL of a secret door is between 6-10, you might use a d8 instead of a d6. If the CL is 11-15, you might use a d10. If the CL is 16+, you might use a d12.
- **T** is a **TRAP**. Refer to the text of the encounter area where the T is placed.
- **[X] IN A BOX** indicates a **COVERED PIT TRAP** (CL 2, unless otherwise indicated). They usually trigger 3 of 6 times when stepped on, usually resulting in a 10-foot drop for 1d6 damage, unless encounter text indicated otherwise.

RANDOM ENCOUNTERS WITHIN THE FORTRESS:

Random encounters occur in passages between chambers and in rooms with no doors or rooms with doors left open. They do not occur at the ground floor, the great hall, the four corner towers or the two roof spires. From the first to the third floor, however, and the cellar, there is a 1-in-6 chance per hour that a random encounter occurs.

Roll a d6 every game hour, a 6 indicating an encounter. If an encounter occurs, roll a d20 to determine which one:

D20 ROL	ENCOUNTER
1-5	BATS, GIANT, x 11-30 (d10+20): roosting above, disturbed by passersby.
6-7	CENTIPEDES, BLACK GIANT, x 1-4 (d4): hungry for flesh.
8	GELATINOUS CUBE: rolling down the passage, looking for a meal.
9-13	RATS, GIANT, x 5-8 (d4+4): hunting and scavenging in packs.
14-15	SPIDER, GIANT, x 1-3: seeking prey.
16-17	WILDCATS, x 1-3: prowling for rats and mice, will not attack unless attacked.
18-19	UNEXPLAINED NOISE: roll a d6: 1.) a distant choking, 2.) coughing, 3.) ghostly moaning, 4.) laughing (maniacal), 5.) painful screaming or roaring, 6.) yelping (animal).
20	NPC CHARACTER PARTY*: adventurers adventuring.

* In APPENDIX D we present just such a character party, **THE RED GRIFFIN COMPANY** a neutral group of dungeon delvers led by the swordsman, **BYRNE BRIGHTSMITH**. However, you are encouraged to invent a few of your own such groups, whether they be good, evil, or neutral. If it is your desire to avoid an encounter with an NPC character party, simply re-roll.

MONSTERS RANDOMLY ENCOUNTERED:

The following monsters are among those randomly encountered. Most monsters are fully described in *Monsters & Treasure*, though notable exceptions are indicated below. The Castle Keeper is encouraged to bolster or reduce monster stats and numbers to appropriately challenge the player characters. Hit Point totals are suggested values open to CK modification.

BATS, GIANT: (These neutral creatures' vital stats are HD 1d2, HP 1, AC 12, MV 5 ft., fly 50 ft.. Their saves are physical. They attack by swarming exposed portions of the body. Their attacks are in groups of four, and they make 1 attack for each 4 bats. If a hit is scored, 1 point of damage is inflicted from scratches and bites. They receive +3 to all "to hit" rolls. They attack for only 1d4 rounds before leaving. XP: 5+1)

CENTIPEDES, BLACK, GIANT: (These neutral creatures' vital stats are HD 2d3, HP 3, AC 18, MV 25 ft. Their saves are physical. They attack with a bite for 1d2 points of damage. If the bite attack is successful, the victim must save vs. poison or take another 2d6 points of damage. XP: 7+1)

GELATINOUS CUBE: (This neutral creature's vital stats are HD 4d10, HP 25, AC: 3, MV: 20 ft. Their saves are physical. It attacks with an acid slam that does 1d4 damage. Its acid does not affect metal or stone, but any organic material [wood, leather, clothing] is ruined by its touch, though the acid does not affect magic items. A victim touched is paralyzed for 5-20 rounds, unless a save versus paralyzation is made. A new save may be made each round. It will attempt to engulf its opponent, engulfed victims taking automatic acid damage each round. They are transparent and thus difficult to see. They have partial cold immunity, taking no cold damage if a save is made, half damage if a save is failed. XP: 230)

RATS, GIANT: (These neutral animals' vital stats are HD 1d4, HP 2, AC 13, MV 30 ft., 15 ft. climb. Their saves are physical. They attack with a bite for 1d2 points of damage, a shield's AC bonus not applicable. They have twilight vision, and 10% will be diseased, the effects of which the Castle Keeper may determine. XP: 1+1)

SPIDERS, GIANT (MEDIUM-SIZED): (These neutral creatures' vital stats are HD 3d8, HP 13, AC 15, Move 30 ft., 20 ft. climb. Their saves are physical. They attack with a bite for 1d6 points of damage. Their bite injects venom for 1d6 additional damage, save negates. If the first save fails, an additional save is required one round later. If the second save also fails, the victim suffers an additional 1d4 damage and paralyzation for 1d6 hours. These spiders also can throw a web 8 times per day as per the web spell [as found in the PHB]. XP: 52+3)

WILDCATS: (These neutral animals' vital statistics are HD 1d6, HP 4, AC 15, MV 30 ft. climb 20 ft. Their saves are physical. They attack with a claw/claw/bite for 1-2/1-2/1 damage. If the two forepaws strike, they make two additional rear claw rake attacks for 1d2 points of damage each. XP: 3+1)

OUTSIDE THE FORTRESS:

The following three encounter areas take place just outside the fortress.

01. SEMI-MOAT & DEMON-FROG STATUES

A school of c. 30 PIRANHA populate this semi-moat, and 2 TZZATHOGOYLES flank the east end of the cobbled walkway.

Here you see a semi-moat of murky, greenish-black water fetid of mold and rot. The moat ensconces the castle fortress, its water dead-still, save for the occasional ripple across its dark skin.

If the PCs approach the front of the fortress:

A mossy stone bridge spans the moat to the front gate of the castle. Before the drawbridge you note a pair of horrific granite statues of 9 feet height. These sculptures are carved to the likeness of weird batrachian demons with horned wings, bulging round eyes, and wide, gaping maws from which thick, warty tongues loll to 3 feet length. Each statue has a protruding belly from which the hands of swallowed victims appear to out press.

Statues: Every new moon these demon-frog statues transmogrify to flesh and blood to gorge themselves on rodents, birds, bats, several pounds of insects and whatever else comes their way. They also will swallow whole a small-sized person. The statues animate to TZZATHOGOYLES only if touched, or if the PCs are in their presence come midnight of the full moon. In either case, the following read-aloud text applies:

At once the stony form of these sculpted monstrosities transforms from grayish-brown to glossy green-black, a thick bat-like fur coating their arms, legs, and back; their chests and abdomens a scaly, putrid yellow. The massive, warty tongues wag violently, their huge saucer eyes blinking with quasi-intelligence. The twin horrors issue belching croaks and lumber forth to attack you!

TZZATHOGOYLES* x 2: (These neutral evil demons' vital stats are HD 3d8, HP 20, AC 15, MV 15 ft., 30 ft. jump, 40 ft. fly. Their saves are physical. They attack with a tongue lash for 1d4 damage. If it strikes with its tongue attack against a small-sized creature, and the CK rolls a natural 20, the victim is swallowed. The tzzathogoye can hold 2 such victims in its stomach. If the victim has an edged weapon, they might cut their way out, but must hit an AC 19. Only two chances permitted; afterwards, the

victim passes out entering a coma-like state in which it is digested for perhaps weeks before actually perishing, as the drain is only 2 HP per week. If the swallowed victim succeeds in hitting from the inside, the beast is killed. If others attack while a victim is within its belly, there is a 1 in 6 chance that they are also struck, but for half-damage. If the attacker attempts to avoid striking the monster's midsection thus, all attacks are at -2 "to hit." Killed tzzathogoyes cough up their victims before re-petrifying. In their petrified state, these monsters regenerate 1 HP per turn and assume their former vigil unless remove curse is cast. XP: 100 each)

* see APPENDIX C.

Each TZZATHOGOYLE presently has 1 victim in its stomach: one holds a GOBLIN, the other a GNOME. The goblin is mad and will attempt to run off naked, screaming goblin obscenities all the while. The gnome is Moles Soilsnout, a greedy liar who was exiled by his brethren who populate the Storerooms (#123) of Castle Zaggy.

DERANGED GOBLIN: (This lawful evil humanoid's vital stats are HD 1d6, HP 4 [of 5], AC 12. Its saves are physical. It makes all attacks at +1 damage. It is naked and riddled with acid burns. XP: 7)

MOLES SOILSNOUT: (This is a 2nd level, neutral evil gnome fighter whose vital stats are HD 2d10, HP 10 [of 13], AC 11. His saves are physical. His significant attributes are strength 15 and dexterity 15. He can cast dancing lights, ghost sound, and prestidigitation once per day. He is naked and riddled with acid burns. He is specialized in the dagger [+4 "to hit"; 1d4+2 damage]. XP: 29)

The Moat: The moat is of 30 feet in depth, is rough-hewn at its bottom, the entire trench being bored out from solid bedrock. A school of c. 30 PIRANHA thrive in its murky waters. A minor water elemental called a WATER WHIP also dwells here. It was bound here ages ago; its function to keep the moat filled. It also defends the moat from being drained. If anyone attempts to drain the moat it will attack; otherwise this creature will not engage a PC party. (CK's Note: draining the moat does not include, say, filling a canteen or even a barrel with water.)

The PIRANHA are green-spotted, a foot long, have two rows of razor-sharp teeth, and swarm to warm-blooded prey — particularly if the victim is already bleeding. It normally takes 1d4 rounds for 1d6 of them to arrive, and at every third round thereafter 1d6 more will arrive until the entire school goes into a relentless feeding frenzy. The WATER WHIP is a minor elemental that will take the shape of a 20-foot-long, 3-headed watery eel and emerge to attack. It is capable of taking other shapes, such as a shark or a hydra.

GREEN-SPOTTED PIRANHA* x 30: (These neutral animals' vital stats are HD 1d6, HP 4, AC 14, MV 60 ft. [swim]. Their saves are physical. They attack with a bite for 1d4+1 damage. They take double damage from electrical attacks. XP: 5+1)

WATER WHIP*: (This chaotic evil elemental's vital stats are HD 3d10, HP 18, AC 16, MV 30 ft. Its saves are physical. It attacks 3 times per round as a 6 HD creature and up to 10-foot range. This includes 2 water lashes for 1d6 damage and 1 water whip attack that delivers an electrical jolt to paralyze its victim, save versus paralysis negates. Edged and piercing weapons do a maximum of 1 HP damage against the elemental, and blunt weapons do normal damage. Cold attacks do no damage, but slow the creature [see the reverse of haste]. Fire attacks do no damage, and electrical attacks heal the creature for 1 HP per damage die. Once this elemental takes damage equal to or greater than its HP total, it disperses to reform again in 1d4 hours [its HP re-rolled]. A bless water spell kills this elemental. XP: 110+3)

* see APPENDIX C.

4 CASTLES & CRUSADES

CK's NOTE - UNDERWATER COMBAT: There are several situations throughout this adventure that potentially deposit one or more PCs within the waters of the semi-moat. Thus it is advisable that the Castle Keeper establish rules for underwater combat, for surely any land-born character will be at a severe disadvantage whilst facing the GREEN-SPOTTED PIRANHAS (c.f.) unless equipped with spells or magic items that overcome the obvious impediments. Suggested rules include:

- **Water resistance:** Hacking (edged) weapons, smashing (blunt) weapons, and missile weapons will not be of use. Only thrusting weapons are effective, i.e. daggers, javelins, knives, spears, tridents, and swords that can be used to stab.
- **Land-born vs. Aquatic-born:** Land born creatures are severely hampered underwater; when combating aquatic creatures they should always lose initiative, and they should not gain the benefits of dexterity bonuses to Armor Class. Only magic spells and items might obviate these impediments.
- **Movement:** Swimming is possible only if the PC is wearing leather armor (or magic armor of light weight) or less and is at most burdened with "light" encumbrance, though even wearing leather or padded armor the swimmer is challenged. Of course strength has a direct impact on how much one can bear, but a certain amount of common sense should be used.
- **Sinking:** A sinking PC should be allowed at least 1 minute to act before drowning, and this will likely include the discarding heavy items (backpacks, sacks, weapons, etc.) and also armor, if possible.
- **Drowning:** After 1 minute of held breath underwater, the PC must make a constitution (death) save (CL 3) to survive 30 more seconds. The challenge level (CL) should then increase in difficulty by 3 for every 10 seconds thereafter; otherwise the victim begins to drown.

02. STONE BRIDGE

A moss-covered stone bridge spans the semi-moat of Castle Zagyg. Midway across the bridge is inset with a heavy hickory-beam drawbridge, it being drawn by heavy chains of rusty iron that extend from narrow openings above the main gate; therefore, half this structure is capable of raising to provide additional defense to the fortress.

The drawbridge is connected to a windlass on the first floor (see #26). If drawn, it presents a CL 25 impediment to break down.

03. FRONT GATE

The front gate is **LOCKED** (CL 18 to break down, CL 7 to pick) and **TRAPPED** (CL 5).

See **PLAYER HANDOUT #24** (*Upper Works Map & Illustration Booklet*) for an illustration of this front gate.

At the end of the bridge, framed in a Gothic arch, you note the front gate of Castle Zagyg, double doors of oak heavily banded in spiked iron. A large iron-wrought ring, this located above a keyhole on an iron plate. Above the knocker, you note a small iron shield affixed, it being graven with a yellow sigil comprised of four adjacent and interlocking circles: one with an eye, one with a hand, one with a dagger, and one that is blank.

The double door is of 6" thick, iron banded and spiked oak, 8 feet wide by 10 feet high at the arched point. The gate is *enchanted* to the

hardness of steel. The keyhole, if carefully observed, is surrounded by nearly imperceptible runes of an arcane species, these comprised of the letter "Z" in various languages, and symbols that indicate lightning or thunder storms (to the learned eye alone, of course). The sigil with the interlocking circles is, of course, Zagyg's symbol.

If the knocker is used, it delivers 1 HP of electrical shock damage, this accompanied by a

— BUZZZZZZ! —

Then, at the top of the arch a large *arcane eye* manifests, scanning the visitor(s) and blinking. This is at once followed by a *magic mouth* that clears its voice and declares thus:

"Ahem! 'Tis some visitor tapping at my chamber door, only this and nothing more! Greetings seekers! Come for a bit of the old hash and slack, trip and track, pot of jack? Well, look no further—you've come to the right place! Just don't blame 'Old Z' if you go splat. The Butler's Key is under the mat, though please be sure to place it back."

Indeed, there is a filthy, old horsehair mat at the foot of the gate, but alas there is no key under it. The bandits within have taken it. Should one attempt to use anything save the BUTLER'S KEY* to unlock the door (such as a *lock picking* thief), the keyhole delivers 1d4 of electric shock damage (it can still be picked, but the damage is unavoidable).

* see APPENDIX B.

Whoever sees through the *arcane eye* (if anyone at all) is a mystery. Is it the Mad Archmage himself, seeing each brave seeker that arrives at his abode?

A *knock* spell will open the door. Regardless of whether the PCs get in on their own or simply use the knocker, they will be admitted by 2 **BANDITS** of the foyer (#04).



A. GROUND FLOOR OF CASTLE ZAGYG

The central section is carved of black gneiss. It stands 50 feet high, its peaked roof surmounted by 2 spires carved of the same black gneiss. The walls of this fortress range from 5' to 12' thickness. The wing sections north and south are of 40 feet height and are built of quarried gneiss ashlar blocks, carefully fitted.

A gang of 28 BANDITS control the ground floor of the fortress. The statistics of the entire gang are presented here due to their variable whereabouts as determined by the CK. The gang is comprised of:

REGULARS x 20: (These are 0th-level, chaotic neutral fighters whose vital stats are HP 5, AC 12. Their primary attributes are physical. They wear leather armor and are armed with shortsword [+0 "to hit"; 1d6 damage] and dagger. 10 are also armed with crossbow and 6 bolts. They each carry 1d6 sp. XP: 10)

CORPORALS x 4: (These are 0th-level, chaotic evil fighters whose vital stats are HP 6, AC 13. Their primary attributes are physical. They have studded leather armor, shield, longsword [+0 "to hit"; 1d8 damage], spear, and dagger. They each carry 1d8 sp; one holding a key to #8A-D. XP: 11)

SERGEANTS x 2: (These are 1st level, chaotic evil fighters whose vital stats are HP 7, AC 14. Their primary attributes are physical. Their significant attribute is strength 15. They have scale mail, battle axe [specialized, +3 "to hit"; 1d8+2 damage], spear, and dagger. They each carry 1d8 sp. They each have a key that opens #13 + #14. XP: 12)

1 LIEUTENANT (WEAVER): (He is a 2nd level, chaotic neutral fighter whose vital stats are HP 15, AC 15. His primary attributes are strength, intelligence, dexterity. His significant attribute is strength 18. He is specialized in the longsword. He is equipped with scale mail, longsword [+6 "to hit"; 1d8+4 damage], shield, dagger, light crossbow, 6 bolts. He carries 5 gp, 15 sp, 15 cp, and a silver snake armband worth 2 gp, and a key to #10. XP: 45)

1 CAPTAIN (THROKK): (He is a 3rd level, chaotic evil fighter whose vital stats are HP 20, AC 15. His primary attributes are strength, intelligence, charisma. His significant attributes are strength 16, charisma 16. He is specialized in the heavy mace. He has chain hauberk armor, +1 mace [+6 "to hit"; 1d8+4 damage], dagger, short bow, and 12 arrows. He carries 15 gp, 15 sp, a heavy bronze key* to #03, and a key to #20. XP: 90)

WATCH DOGS x 4 (ROTTWEILERS): (These neutral animals' vital stats are HD 3d8, HP 15, AC 14, MV 40 ft. Their saves are physical. They attack with one bite for 2d4 points of damage. XP: 20+3)

* This is the BUTLER'S KEY (see APPENDIX B.)

Overview of Bandit Gang:

- The 20 REGULARS patrol in alternating shifts of 12 hours. Each wing section thus always has a patrol unit of 5 REGULARS + 1 WATCH DOG. They often pause at staircases, to look up and listen, but never do they venture above. They fear the "Tommyknockers" of the first floor. The south wing unit also keeps an eye on the basement stairs (#18). All regular patrol units report directly to the sergeants between and during shifts.
- The 4 CORPORALS oversee the foyer (#04) area, and are also in charge of tracking all castle admissions and departures.
- The 2 SERGEANTS are each responsible for a wing, and will at times accompany a patrol unit of regulars.
- The 1 LIEUTENANT (WEAVER) and 1 CAPTAIN (THROKK) are usually engrossed in planning and discussion of the gang's objectives, and taking reports from the 2 sergeants. Lieutenant Weaver is also responsible for checking in on Serjeant Louis and the bandits stationed at the postern gate (see *Ruins of the Castle Precincts* #36). Captain Throkk only attends matters of utmost importance, most notably the demands of his enormous wife, Gertrude (#20).

- CAPTAIN THROKK is a chaotic evil man. His men are a mix of chaotic evil and chaotic neutral types. However, they tend to avoid conflict with PC parties when possible.
- They control the ground floor but avoid the Great Hall (#07) and usually the corner towers (CT-1, CT-2, CT-3, CT-4) as well. They also control the Postern Gate (see *Ruins of the Castle Precincts* #36).
- They trade with a group of rough Rivermen known as the SWAMP RATS (see APPENDIX D). They also trade with the dwarf group of the first subterranean level under the castle (see *The Storerooms* #123) but dislike the elf group of that same level (see *The Storerooms* #136).
- They desire control of the barbican (see *Ruins of the Castle Precincts* #1).

If the PCs agree to terms with the gang (see #04, below), the following might be learned:

- The Great Hall is haunted. Should the party desire to explore it, the bandits require that they shut the door behind them.
- They've had trouble with the four corner towers, the Captain's orders are to avoid them, but good luck to any 'venturing folk willing to investigate them.
- There is a problem with giant rats. The gang believes these vermin nest in the great round tower to the north of the fortress, where a shoeless hermit dwells.
- One might remark that the elves below are brutal extortionists, and that adventuring folk should beware their treachery.
- They are haunted and terrorized by "Tommyknockers" living above them on the first floor.

Throkk's Betrayal: If the PCs venture high into the castle or lower into the dungeons and later return to the ground floor of this fortress, the bandits will assess the party for the bounty they have gathered. If it is significant, CAPTAIN THROKK will invite them to a banquet dinner at #17 with his entire band. The fare is stale bread, crawfish chowder, and wine. There will be laughing and stories of battle and glory, wine and women (most of which are contrived). The food and drink the PCs are served will be POISONED (CL 3, death in 1-6 minutes). Those who survive are attacked.

04. FOYER

There are 2 BANDIT CORPORALS and 2 GUARD DOGS (see their stats above) stationed here. They admit new arrivals. The bandits will allow the PCs to enter the foyer after they knock on the door (see #03). They also open the doors for departing PCs, reminding them that the same fee must be paid upon re-admittance (see below). One man opens the door, while the other stands back ten feet, the guard dogs alert and ready, growling low. There is a murder hole in the ceiling of this foyer, but it is covered by an illusory wall (CL 8 if disbelieved; more on this below).

The smell of livestock is strong in this 10-foot-wide by 15-foot-long foyer. The flagstone floor is strewn with rushes, and the familiar sound of chickens clucking emits nearby. Opposite of the iron-bound oaken entry west, you note a pair of walnut-carved doors set in a Gothic arch. The doors are graven with a symbol comprised of four adjacent circles that interlock: one with an eye, one with a hand, one with a dagger, and one that is blank.

The corporals will welcome the party to the Mad Wizard's Castle: "Greetings, brave ones! Welcome to Castle Zagyg. We are Throkk's Men, Throkk being Captain of our good company. Know ye that we, Throkk's men, have assumed control of the ground floor of this fortress, but we do indeed welcome adventuring sorts, if so you be. So, what is it with you then, eh? Do you seek to explore the upper stories of this ancient fortress or its fabled dungeons below? If so, we have a most generous and accommodating offer for you to consider."

The bandits want 1 GOLD PIECE from each PC, per day of coming and going, this price including lodge, use of a water closet, and (for an extra 5 sp) a secure storage locker. A corporal will explain: "The money funds our need for food and supplies. Consider the alternative! Goblins and orcs desire this place for their own, and we must fend them off regularly. So what is it then? Would you rather deal with men of principle or foul, treacherous humanoids?"

Murder Hole: Through this illusory wall (CL 8, if ceiling is disbelieved), 2 SPRIGGANS watch from #26. They listen to the conversations held here and will use it to their advantage if and when possible. The bandits are unaware of the illusion.

BANDIT TACTICS: There are two courses of action for the PCs: They either cooperate or they do not.

- If the PCs do not cooperate, refusing to pay, attacking or otherwise, the bandits are capable enemies prepared to defend their claim.
- If the PCs cooperate, they will be shown to the south wing by 1 CORPORAL, the escort soon met by 5 REGULARS + 1 GUARD DOG (a wing patrol) as soon as the wing is entered. They will be shown either room #23 or #24 as their designated place of temporary lodge. Meantime, CAPTAIN THROKK is apprised of the situation. If the Castle Keeper so desires, perhaps another adventuring party is using the other room, such as THE RED GRIFFIN COMPANY (see APPENDIX D). The party will also be shown the water closet at #22, which they are free to use or empty their chamber pots within. For 5 silver pieces they will be offered use of a storage locker (at #08), this price guaranteeing 30 days of use. Finally, the party is advised to not invade the privacy of the company. This means no nosing about the ground floor (except for the Great Hall, which the bandits shun; or the corner towers, which they avoid). The PCs are of course free to go upstairs and explore the upper stories of the fortress, or go downstairs (see #18) to explore the dungeons. The toll of 1 gp per head is the same upon return (if they return), per day.

05. WAITING ROOM NORTH

The doors are kept unlocked (if locked, CL 3 to pick, CL 8 to break down).

This chamber is stacked with chicken coops, wire cages sprinkled with straw. Loopholes notch the west wall.

The bandits have struck a deal with the dwarves (see *The Storerooms* #123) selling eggs that they produce here. There are 12 egg-bearing chickens here and 1 cock. In days of yore this might have been a waiting room for visitors of the castle.

06. WAITING ROOM SOUTH

The doors are kept unlocked (if locked, CL 3 to pick, CL 8 to break down).

An enormous swine and her litter of 8 squealing piglets roam about the chamber, the west side of which holds a long trough of water under the loopholes. Hay is sprinkled about the slate-tiled floor, piled to greater thickness where the swine rests.

In days of yore this might have been a waiting room for visitors of the castle.

07. THE GREAT HALL

Each of the 5 sets of doors that access this hall are unlocked, though STUCK (CL 2 to force open).

This area is populated by 7 UNSEEN SERVANTS (greater, permanent), 1 INVISIBLE STALKER (MINOR), and 1 FIRE ELEMENTAL (MINOR). It is also

dweomered with permanent image of some 50 PEOPLE (mostly men, but also a few high elves, dwarves, and gnomes) capable of limited (albeit useless) interaction with the PCs.

CK's Note: The bandits, if able, will do their utmost to see that the doors are closed behind anyone that enters this "haunted hall."

Upon their entry, show your players **PLAYER HANDOUT #25** (*Upper Works Map & Illustration Booklet*) for an illustration of this Great Hall as you read or abstract from the following text:

A central hearth ignites to robust flames illuming the Great Hall of Castle Zagy, a ribbed vault of 50-foot height, 70-foot width, and 85-foot length. Your attention is at once arrested by two score or more ghostly inhabitants engaged in revelry here. The apparitions are an opaque green — men, elves, and dwarves — foppishly garbed in buttoned frocks, fancy doublets, knee-high britches, and plumed, four-corner hats. They congregate about the six tables that surround the hearth. The apparitions are engaged in merrymaking—laughing and conversing whilst raising foaming tankards and wine-filled goblets, a ghostly feast spread before them.

Galleries project above the long sides of the hall (north and south), each accessed by broad spiral stair at the west corners, and tapestries depend under each gallery. A dais dominates the east end of the Great Hall. Here, tremendous stained-glass windows and an enormous purple banner overlook the High Table, it being replete with all the fixings of a kingly feast, that your senses tell you is real, not illusory such as that which the ghostly banqueters dine upon. From the High Table wafts delicious aromas of pepper, honey, tart, dill, butter, and garlic.

Music! You hear music. At first it takes the form of a haunting tinkle, then swells to life as the curtains of a minstrel's gallery part, this 20 feet above the west end of the hall. A rich, strumming harp accompanied by fiddles that chase in frolicsome counterpoint. Up there, between four great pillars of stone, three fiddles and a harp float in the air, green and opaque; ghostly bows slide across the fiddle stings, while the harp's strings seem to pluck of their own volition.

Lastly, you perceive about a half dozen invisible entities moving about the Great Hall, these discerned only by the white cloth gloves they wear. The bodiless gloves arrange the High Table, moving dishes, filling goblets with wine, and pulling chairs out for as many dinner guests as your adventuring party presents. Two such sets of gloves hover some 20 or so feet away from you. They beckon you to the High Table, where it seems you've been expected...

GREAT HALL ENCHANTMENT: The smell of the food effects an enchantment so subtle as to not be recognized. Saving throws (*save vs. spell*, CL 6) are allowed, and elvish resistance applies, but the players should be made aware that their characters do not comprehend that they have either failed or succeeded in fighting off the enchantment. Those that fail are merely compelled to believe it is fine idea to attend the High Table (see #07-D below) and dine. Of course, PCs that make their save are not disallowed from dining as well if they wish. Enchanted PCs are compelled to select but one of the offerings; any more than that is strictly the option of the player.

The floor of the Great Hall is tiled in marble and lightly sprinkled with sweet fennel, mint, and lavender. Here moving to and fro are 7 UNSEEN SERVANTS and 1 INVISIBLE STALKER (THE HEAD WAITER). The unseen servants are noted by the white cloth gloves they wear.

UNSEEN SERVANTS (GREATER) x 7: (These neutral elementals' vital stats are HD 1d8, HP 6, AC 15, MV 20 ft., fly 20 ft. They are incapable of attacking. They are naturally invisible and are not subject to any spell that negates or detects invisibility. They can only be struck by area of effect spells. Damage exceeding their hit point total sends them back to the elemental plane of air. XP: 1+1)

HEAD WAITER (INVISIBLE STALKER, MINOR): (*This neutral elemental's vital stats are HD 4d8, HP 21, AC 17, MV 30 ft., 30 ft. fly. It attacks with a slam for 3d4 damage. It is naturally invisible, even when attacking, and is not subject to any spell that negates or detects invisibility. Creatures able to see the invisible still cannot see an invisible stalker, and true seeing will not reveal it. Damage exceeding its hit point total causes it to return to the plane from whence it came. XP: 151*)

#07-A. SCREENS PASSAGE

The doors that access this passage are STUCK (CL 2 to force open). This passage is under the minstrels' gallery. It separates the formal dining area from the kitchens, butteries, and pantries. It once served as a staging area for the servants of the hall during banquets and feasts.

#07-B. TABLES:

These six tables are built of quarter-sawn oak planks secured with wooden pegs, each table draped with a white cloth linen. The seating benches are of elm. There are about 8 ghostly banqueters at each table. They pay attention only to one another, their language an incomprehensible echo, garbled, as though heard underwater. They can not be harmed by the PCs unless *dispel illusion* is cast, in which case the affected return after 24 hours. It is possible for the PCs to briefly garner the attention of an illusion, but they will be waved off and frowned at by the apparitions as though they'd made some untoward remark. The feasters continue to eat, drink, laugh, and converse despite the actions of the PCs. A touching hand or like item simply passes through them.

#07-C. THE HEARTH

The hearth contains a MINOR FIRE ELEMENTAL that was bound here ages ago. If one approaches close to the hearth (within 5 feet), the following occurs:

The flames of the hearth crackle and blaze, taking a greater vigor upon your approach. Within the rolling and flickering flames you glimpse what appears to be a set of eyes. A mouth appears, it coughing and producing black smoke. It speaks thus: "Approach no closer, castle seekers, for I wish not to blister or burn your mortal flesh."

If the PCs attempt to toss any item of the Great Hall in the hearth, the elemental will again cough a smoky admonition: "Damage the Lord's Great Hall and know his wrath." Or, if the PCs toss something odd of their own: "Feed me naught but sweet and hardy wood, if you must. I prefer apple wood, sweet apple wood."

The elemental will not attack unless it is attacked. If a magic-using PC attempts to converse with this bound outer-planar creature, it proves unintelligent and incapable of speaking anything but its various warnings. However, lengthy such attempts and repeat visits might stir the enslaved creature to say, "Free me," and nothing more.

FIRE ELEMENTAL (MINOR): (*This neutral elemental's vital stats are HD 5d8, HP 30, AC 15, MV 0 ft. [bound to this hearth]. It attacks with a gout of flames that can reach as far as 50 feet for 2d4 damage. Any non-magical combustible material contacted by this creature immediately ignites. Magic items are allowed a saving throw. It can only be hit by magical weapons of +1 or greater. It regenerates 2 HP per round. It will turn to steam water that is tossed at it, though an ice storm or like spell might douse it until it regenerates. If the hearth is filled with water it will fail to regenerate. XP: 350*)

#07-D. DAIS & THE HIGH TABLE:

If the PCs accept the inviting white-gloved hands of the 7 UNSEEN SERVANTS, they will note the dais as having 3 steps, each of 8-inch rise, thus a raise of 2 feet total. The head waiter (INVISIBLE STALKER) wears no such gloves and is of course completely invisible as a result.

The enormous High Table of the Great Hall is 20 feet long by 10 feet wide. It is arranged with a magnificent meal, the pleasing scents of which permeate the hall — asparagus stewed in olive oil, mushrooms stuffed with goat's cheese and bacon, spiced hare seethed in wine, boar glazed with honey and ginger, yellow perch in a swelter of dill and butter, sweetbreads seethed in milk and cinnamon, and sweet-cakes flavored with anise, honey, and nuts. Also you note goblets of wine and mead, and tankards of ale, beer, stout, and hard cider. The white-gloved hands display the fare with the digital dexterity of mimes, inviting you to sit, relax and enjoy.

The east end of the dais triangulates, its slanting walls of stone housing great arched windows of 18-foot length and 5-foot width, these being mullioned and set with strangely-patterned panes stained red, purple, and orange-yellow. The 10-foot-wide east end of the dais is remarkable for the great gonfalon depending from high above. The purple banner is 8 feet wide by 25 feet long, and is tasseled and embroidered in gold. The embroidery portrays a symbol of four adjacent circles that interlock: one with an eye, one with a hand, one with a dagger, and one that is blank.

- **Water basins:** To the north and south of the dais, these stone-carved water basins are filled with cool, fresh water, about 10 gallons each, these fed by rooftop cisterns.
- **Gonfalon:** This is of course Zagy's symbol embroidered thereon. Note the SECRET DOOR behind it (see below).
- **Windows:** The mullions are of the incredibly durable alloy of xagium and iron (CL 25 to bend) and the glass panes enchanted to the strength of steel (CL 20 to break), thus being all but impenetrable to damage. The stone sills and frames, although substantial in their 5 feet thickness, are set at 45-degree angles.
- **High Table:** is built of quarter-sawn oak planks and pegs. It is draped with a cloth dyed red with madder, its 12 chairs carved of gilded mahogany.

Food & Drink of the High Table: The food is of magical sort and each dish and beverage has a variable effect on the consumer. These cannot be neutralized by any PC spell, such as *purify food and drink* or *remove poison*, etc. A single character can never obtain the good or ill effects of a dish or beverage category more than once. For example, once a goblet of mead or hard cider is drunk and the good or ill effect is realized, the CK should note that this category of enchanted food & drink can never affect that particular PC again. These effects can be removed through *remove curse*. The Castle Keeper should not inform the player of effects' durations. Also note that PCs that have been enchanted to sit and dine are compelled to enjoy at least one beverage or dish; any more being the player's option. The effects are as follows:

- **Stewed asparagus (roll a d4):**
 1. +1 strength bonus for 1 hour.
 2. gas pains cause -1 to all "to hit" and damage rolls for 4 hours.
 3. 2d8+2 healing.
 4. skin turns green (permanent, unless *remove disease* is cast).
- **Stuffed mushrooms (roll a d4):**
 1. grow to a height of 150% of normal, a weight of 200% of normal, and remains thus for 24 hours.
 2. shrink to a height of 50% of normal, a weight of 33% of normal, and remains thus for 24 hours.
 3. suffer a drunken stupor (with loud hiccoughs) for 1d2 hours: increased bravery and morale, -6 intelligence,

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-6 wisdom, -5 dexterity, -5 charisma, -5 "to hit", +3 HP.

4. enhanced perspicacity, able to see as though *true seeing* were in effect for 10-60 minutes, per the spell.

- **Spiced hare (roll a d6):**

1. affected as though by a *haste* spell cast by a level 20 mage.
2. grows chisel-like incisor teeth and a pair of jack rabbit ears that provide a +2 bonus to listen checks. The effect is permanent (unless *remove curse* is cast).
3. react with *fear* to any physical violence for 10-60 minutes, save required at each such instance.
4. increased sense of smell to a range of 30 ft. for 24 hours.
5. age increase of 1d4 years.
6. +2 dexterity for 24 hours.

- **Honey-glazed boar (roll a d4):**

1. grow tusks like a boar; wiry hair bristles from nape and along the back. In melee, fight with increased ferocity (as though he or she were 3 levels higher, and able to fight until at -6 HP). Duration: 1 hour.
2. affected with increased irritability for 1d4 hours and prone to violence and rage.
3. +1 strength for 2-24 minutes.
4. terrible body odor for 24 hours (enough to attract monsters).

- **Yellow perch (roll a d4):**

1. grows gills on the neck and for 30 days can breath as easily in water as in air.
2. transform into a 12" long yellow perch, fall to the floor, and begin flopping about, struggling to breathe. If not placed in water within 3 minutes: death. (The PCs will note the large water basins on either side of the dais). This effect lasts for 10-60 minutes.
3. nourished for 1d4 days with no need of food or water.
4. / smell very fishy; sweat smells like fish oil (will attract animals that eat fish).

- **Sweet breads and sweet cakes (roll a d6):**

1. affected with *sweetness*; next person spoken to is affected as if by a *charm person* spell as though cast by an 8th level wizard (no save allowed).
2. body goes into shock, PC passes out and is limp and sweating profusely for 1 hour; *cure disease* can revive.
3. 1d6 teeth turn black, ache terribly, and fall out within 2 days (unless *cure disease* is cast). Comeliness thus affected.
4. endless energy for 48 hours in which no sleep is required, followed by a minimum of 10 hours sleep.

5. any curse suffered by the PC is removed.

6. speak loudly and uncontrollably for 2-24 minutes.

- **Wine (red, white, chardonnay, and port) (roll a d6):**

1. poisoned: save versus poison, CL 2 or die.
2. enemy detection: able to detect the presence of monsters and humanoids with 60 feet for 1d4 hours.
3. silver tongue: able to negotiate with enemies as if using the *suggestion* spell for 6 hours time.
4. healed 2d8+8 HP.
5. fall asleep for 6 hours as though by the *sleep* spell.
6. any disease is healed.

- **Mead and hard cider (roll a d6):**

1. affected with extreme drunkenness and vomiting for 1d2 hours; incapable of anything save 5' movement.
2. affected with *tongues*, the ability to speak and understand any language for 24 hours.
3. stomach pains affect drinker for 1d2 hours causing -2 "to hit" and damage rolls.
4. +2 charisma for 24 hours.
5. sex reversed for 1d6 days.
6. turned into a large bumblebee for 1d4 hours, mind still functions.

- **Ale, beer, and stout (roll a d4):**

1. PC feels a heavy stomach gas and begins to float, rising at 10 feet per round for 5-8 rounds (d4+4) until the 50 feet high ceiling is reached, and the affected one is pinned thus. At the end of the effect's duration, the PC releases an uncontrollable belch and falls to the ground. If the PC attempts to belch before that time (the CK should take this effect round by round), then that one will fall before duration's end.
2. fully nourished for a period of 7 days, requiring no sustenance, though at the end of the 7 days that one must eat a meal for 2 and drink at least 16 ounces of fluid or become sick.
3. turn into a dwarf, permanently with all restrictions attributable thereto; if already a dwarf, that one's beard grows to tremendous length.
4. +2 constitution for 24 hours.

The food and drink is replaced daily. If any of the food or drink is removed from the hall it spoils to moldy, maggot-infested rot, and soon disintegrates, including its receptacle.

EVENT AT THE GREAT HALL: The following event transpires at a time of the Castle Keeper's choosing:

The crowd of apparitions that throng the Great Hall suddenly rise and lift their tankards and goblets, all eyes focused upon the Minstrel's Gallery overhanging the west end of the hall. Emerging from between the stone pillars thereon you see a tall man long of shanks, a spindly fellow with long, grey-black hair and a bristling, grizzled beard. He is dressed in the finery of a traveling troubadour—green brimless cap, pointed at the front with a panache of owl's feathers, tight trousers of olive green twill, bright blue tunic, and nut-brown cape with red silk trim. On his back is strapped a lute, and hanging from his neck is a double flageolet. He stands at the fore of the center stage, bows slightly, and scans the hall. He tips his cap to his ghostly audience—and then to you, seekers! He clears his throat and announces with a thick air of gravity: "Love . . . *Unrequited*."

The ghostly audience applauds, nodding their heads as if this were an old favorite. The minstrel spreads his long arms wide . . . and then spreads another long set of arms from behind his back. Indeed, the minstrel has four arms! With one set he takes up the lute, and with the other set he brings the double flageolet to his bearded face. The ghostly audience resumes their seats, their faces painted with anticipation.

The minstrel begins to perform in a somewhat predictable fashion, a simple yet lively counterpoint of whistling wind and plucking string, neither instrument drifting from the basic structure of the simple, happy tune they play. But then the flageolet trails off with a burst of trills and runs, then rejoins the lute. Now it is the lute's turn to do the same, wild and carefree finger-plucking and chord-striking. Then, both lute and flageolet explode in a great swell of ecstasy: lute plucked with blazing intensity; flageolet piping with weird warbles and whistles. It builds and crescendoes, but then, most unexpectedly, it halts—

A long and powerful silence is followed by a somber finale, string and wind weaving together, searching melancholically but never finding resolution; the music merely trails away on an off-note. Another period of silence, and finally the four-armed Minstrel lowers his head and a thunderous applause erupts from the ghostly audience. The Minstrel takes his bows and exits stage left behind the curtain.

This particular performance should be made but once for a PC party; the CK must determine how to handle repeat guests. Either the minstrel will not arrive for repeat guests, or if he does he will perform a different piece that the Castle Keeper must be prepared to describe in brief; likely something completely different.

If the PC party attempts to access (via climbing or magical means) the Minstrel's Gallery (#54), THE MINSTREL will merely frown at them. He will not attack unless he is either attacked or physically interrupted while performing, in which case his statistics are located at #56.

Secret Elevator Room

Behind the enormous gonfalon a red button is CONCEALED (CL 3 to find). If pressed, a steel double door (4' x 8') shimmers to view. The *ping!* of a bell sounds, and the door parts, sliding into adjacent wall pockets. An elevator chamber is revealed, it being paneled in white-washed fruitwood, and lit by a soft globe of light. 20 seconds later, the door closes. Inside there is a steel plate with three buttons. From top to bottom they are labeled in the Common Tongue: THRONE ROOM, GREAT HALL, and CELLAR. Under these is a small red-painted lever labeled "STOP!"

- If "THRONE ROOM" is pressed, the elevator the PCs are delivered to #88, the doors opening so that the PCs overlook the Great Hall, but there is no balcony! (It is *invisible*, see #88.)
- If "GREAT HALL" is pressed, the elevator does not move, but a loud "*ping!*" sounds.
- If "CELLAR" is pressed, the PCs in the elevator are delivered to the doors outside of #CC-1.

- If the "STOP!" lever is pulled down, the elevator stops where it is until the lever is lifted back up.

Passengers will feel the lift or descent of the platform, this accompanied by the soft whistle of a flute piping background music of a frolicsome sort. When the elevator reaches its destination, another *ping!* sounds and the doors part. Whenever the elevator doors close, they soon shimmer and disappear. There are no ropes or pulleys, no winch; the mechanism is entirely magical.

07-E. SPIRAL STAIR TO GALLERY

This 10-foot-wide and 15-foot-high spiral stair is crafted of iron, its banister of fancy iron uprights and a walnut handrail, each tread being a wedge-shaped length of red-stained oak.

07-E. NORTH GALLERY

This gallery is 15 feet above the main floor of the Great Hall. It runs along the north wall, a length of 40 feet and a depth of 10 feet. The length of the gallery floor is spread with a red tapestry patterned with a series of black concentric and interlocking shapes — circles, ovals, squares, triangles, and odd parallelograms.

The north wall is mounted with 4 paintings, these spaced by about 10 feet each. Between the paintings are bronze wall sconces, from which burn heatless flames of a magical sort, these being *continual flames*. Any attempt to molest the paintings or sconces and a small jet of flame will strike that one, dealing 1d6 points of damage. The flames will then speak with a *magic mouth*-like effect that says, "Vandals! Ruin my art and face my most extreme displeasure!"

On "Z's" paintings: These paintings are immune to fire. Any attempt to remove a painting will result in 1d6+5 of *shocking grasp* damage. Indeed, if the dire warning and the magical protections are ignored, Zagyg will curse the vandal. That one will suffer "The dropsy's" (50% chance to drop anything handled, per round handled, including weapons, items, spell components — just about anything the CK can determine) until such time that vandalistic actions (per the Castle Keeper's discretion) are atoned for. All but one painting is *dweomered* to hold some minor enchantment. "Cool Down Here," however, is not really a painting but in fact a portal to another world and thus repels any and all possible harm.

- **PAINTING #1: Faerie Shee.** This painting is of 18" x 30" size, framed in dark-stained elmwood. It depicts a group of small, winged fairies dancing upon toadstool caps, playing panpipes, laughing, their heads tilted back in glee. At the foot of one toadstool crawls a green caterpillar of quasi-human visage. It has a high, furrowed forehead, full gray beard, and wears gold-rimmed spectacles. The painting is signed "Z". **Enchantment:** If this painting is observed for more than 1 minute, the fairies appear to have changed position without ever having moved; also, the caterpillar appears to have chewed part of a toadstool stem, its bearded face now a happy, drunken smile.
- **PAINTING #2: Demon Idol's Eye.** This 20" x 24" painting is framed in tarnished brass. It depicts a massive, squatting demon idol of ruddy orange coloration. Its bared teeth are like lancets, and it has a flaring, hawkish nose. Enormous horns protrude from its head. In its cross-legged lap it cradles a huge stone brazier from which flames gush. Where the demon idol's eyes are painted you note affixed to the canvass a pair deep crimson rubies cut to many facets. Each gem is of 2-inch diameter. They appear to hold a slight, ruddy glow. **Enchantment:** The faceted ruby eyes of this painting compel a state of fear and loathing, a trance like state (*save versus charm*, CL 2) in which a secret longing seeds itself deep within the soul of the viewer, this one secretly desiring to sacrifice him or herself before the idol (by way of immolation) if ever they find its actual location. A fear save (CL 20) must be made for one to steal one of these gems, each worthless due to the fear they inspire.
- **PAINTING #3: Color Mad.** This 3' x 5' painting in oak frame appears to be a chaotic splashing of thickly layered paint —or—

anges, yellows and reds — as though the artist simply hurled his paints at the canvas. **Enchantment:** The painting holds a slight animation (invoked only when studied) — a kaleidoscopic whorl of entropy, colors twisting together in a spiral for 30 seconds. These ultimately disperse (explode!), splattering the viewer(s) with wet paint (red, orange, and yellow dots).

- **PAINTING #4: Cool Down Here.** When this picture is approached a resonant chill is felt. The pewter frame of this 20" x 24" painting is affixed with a small brass plate graven in script with the title, *Cool Down Here*. The picture depicts an arctic plain with purple, snow-capped mountains thrusting from the horizon. Snow slants from pewter-bellied clouds, and the wind carves snowdrifts upon the plain. A small "Z" is hidden in the furrow of a mountain. **Enchantment:** The cascading snow presents actual motion, its effect somewhat mesmerizing, but unlike a snow globe. *Cool Down Here* is not really a painting but a portal to another world to be described in a forthcoming Castle Zagyg adjunct adventure.

07-G. SOUTH GALLERY, 10' x 40':

The south gallery is identical to the north gallery, except for the portraits displayed:

- **PAINTING #5: Old Man with Canary in Brass Cage.** Here is depicted a small old man of severely wrinkled visage and perhaps but one tooth in his grinning mouth. He holds in his hand a brass cage within which a golden canary is perched. The corner of the picture is signed "Z". **Enchantment:** Upon second glance, the door of the brass cage is open and the canary is gone!
- **PAINTING #6: Swan Maiden's Pool.** This 12" x 18" oak framed painting depicts a lily pond upon which sails an elegant swan, this being the **enchantment** of the picture, for the swan indeed moves. When it reaches the pond's edge, it enters a forest of reeds and cattails. Out from the cattails emerges a princess of pale yellow skin and long black hair. She wears naught but a cloak of swan feathers and a similar headdress. In the pond, upon a lily squats a fat, whimsically smiling frog with a chin beard and wearing gold-rimmed spectacles. It's large forehead is tattooed with a "Z".
- **PAINTING #7: Now You See Him, Now You Don't.** At first glance, this picture appears to be an empty canvass, its brass plate on the frame etched with the words, "Now You See Him, Now You Don't." **Enchantment:** Staring at the canvass, attempts to discern more are for naught. It is only when one gives up and looks away that a fleeting image a dungeon hall is spied through which dashes a man-like figure entirely composed of gold, gems and jewels. The figure is gone before it is ever truly observed. All further attempts to see it fail, only once seen by any PC.
- **PAINTING #8: Remembering Nestor.** This picture depicts a bald, smallish man with large green eyes and wearing light blue robes. He sits cross-legged before a table cluttered with librams and tomes, and he appears to be pouring over some ancient scroll, his countenance one of puzzlement and trifle annoyance. The corner of the picture is signed "Z".

08. A - D. GUEST STORAGE CLOSETS

The following closets (A - D) are **LOCKED** (CL 10 to break down door, CL 4 to pick). The interior of each chamber is steel bar reinforced, almost like a walled in cage, and is of several compartments accommodating goods storage. These were once reserved for guests of the Great Hall requiring valuables storage while visiting Castle Zagyg. Now they are controlled by the bandit gang that occupies the ground floor of the castle. The closets are kept empty.

If the PCs rent a closet from the bandits (5 sp for 30 days) the bandits do not relinquish the key, saying that adventuring folk sometimes go off and never return the key, leaving them with a locked closet full of useless gear. A CORPORAL must be found to open the closet; otherwise they remain locked.

After 1d4 days of storage, anything valuable that is stored here will be stolen by the bandits. They will of course claim ignorance if questioned, suggesting that thieves might have crept in from above or below. If CAPTAIN THROKK himself is sought for answers, he will promise to "look into it."

08-E. SECRET CHAMBER

There is a **SECRET DOOR** (CL 3) in the wall here, the wall being paneled in white-washed fruitwood, one panel of 2' x 3' size that can slide up only if the two adjacent like-panels are first depressed. The bandits are unaware of this secret room, and will take great interest upon its discovery if they are aware of the PCs' actions.

This 12' x 12' chamber is devoid of contents, all save for the cloth sack set in the middle of the floor. The room is thick with dust that swirls about upon your entrance, and you are forced to stifle a sneeze or two.

This was also once used as a storage chamber, it being reserved for practitioners of the arcane seeking the storage of magical implements. It indeed holds the items of the last mage to rent this chamber: within a **BAG OF HOLDING** (of 500 lbs capacity) there is a **SCROLL OF pyrotechnics**, **rope trick**, and **web**, a **POTION OF GASEOUS FORM**, 57 gp, 38 ep, 230 sp, 502 cp, and a gold necklace with white opal pendant (worth 35 gp). Otherwise, the chamber is devoid of contents.

09. HALL OF TAPESTRIES

This hall is hung with a series of tapestries, each depending from brass poles. They appear to depict a tale. There are eight such tapestries, each of 4 by 6-foot size and displayed horizontal.

These tapestries are woven to show a history of Castle Zagyg. Whether there be a kernel of truth to what they suggest is up to the observer to decide. Each tapestry is of **MINOR ENCHANTMENT** and if removed they will, stitch by stitch, fall apart in 30 seconds time until naught but a pile of dyed wool shreds lies upon the floor. These will *regenerate* within 1d6 hours and re-assume their former position.

- **Tapestry #1:** is woven to portray a lovely manse in the forest. There is a fenced in yard, a garden with an odd-looking scarecrow, and a small pond. In the trees of the surrounding forest lurk small humanoids — goblins. Through a window of the manse one can see a pair of men taking tea, one of stately appearance, the other of large forehead, broad jaw, and a thick beard.
- **Tapestry #2:** is woven to portray the same manse. A portly purple-robed man of large forehead, broad jaw, and gray beard is outside the house. He holds a satchel brimming with books and things, and he is glancing back at the manse as he steps into a coach.
- **Tapestry #3:** shows the construction of a massive castle complex that nears completion. The same man observes its construction, hands on his hips as he stands on the barbican roof looking up at it all. Scores of masons sculpt the central section of the fortress from the very rock that forms the plateau on which the complex is being built, which is flanked by a round tower and a hexagonal tower, also under construction. There are courtyards under the nose of the fortress, these divided by walls, the walls bisected by strange gatehouses — a red pylon and a pagoda of many sloping rooflines.
- **Tapestry #4:** portrays some grand banquet in which noble men and gowned ladies dine in a great hall with a large, central hearth. At the high table, under arching windows and a massive gonfalon of purple and gold, more noblemen dine. At the head of the table sits the man of large forehead, broad jaw, and gray beard. He rests his chin in his hand and appears thoroughly bored.

- *Tapestry #5*: portrays a sequence of events, the tapestry framed to show six scenes. The first shows a quintet of armored men and dwarfs at the front gate of the fortress. The second shows the man of large forehead, broad jaw, and gray beard admitting this group, his countenance one full of mischief and glee. The third scene shows the robed man bearing torch in hand, leading this quintet down a long, spiral set of stone stairs. In the fourth scene, he is presenting the awestruck group a stone archway, graven with the words "THE STOREROOMS". In the fifth scene the quintet appear to be in some dungeon, battling some monstrous creature of many appendages. In the sixth scene the group of adventurers is running up stone steps, holding sacks brimming with treasure, their armor damaged, their faces filled with fear and excitement.
- *Tapestry #6*: portrays the castle complex again, except this time the entire complex appears ruined, perhaps aged by centuries. Even the fortress appears in ruin. A group of robed wizards, fighting men, and sword-bearing elves climb over a ruined wall portion.
- *Tapestry #7*: is perhaps the most non-descript of the tapestries. It is woven to portray a wavy gray-green mist that obscures what must be that same ruined castle complex.
- *Tapestry #8*: portrays the castle complex again. The growth of rank grass, trees, and shrubs in the courtyards indicate some significant passage of time. The walls and towers of the place appear further ruined, except for the fortress itself at the top of the bluff, which now appears restored to its former glory, a magnificent if not imposing structure.

10. ROBIN CHAMBER

The double doors of this chamber are **LOCKED** (CL 6 to break down, CL 3 to pick), each door with its own keyhole. **LIEUTENANT WEAVER** is hereabouts 1-of-4 times. Otherwise, he might be at #17 or #20.

Long, open closets line this 25-foot-wide by 15-foot-deep chamber. These are, however, mostly devoid of the clothes and costumes that must have at one time been hung here. One doorless closet contains a pile of cloth sacks draped over with dun colored, woolen blankets, a pillow of stuffed wool among the blankets. An old wooden trunk is set beside this obvious bed. A pair of wall sconces hold torches. An oriental rug patterned with red, brown, and yellow is spread across the center of the floor, it being stained and tattered.

Once used by noble persons preparing to dine in the Great Hall, this is now the quarters of **LIEUTENANT WEAVER**.

- *Bed*: is stuffed with wool. Inside the wool stuffed pillow there is a leather pouch with 7 ep, 7 sp, 17 cp. Beside the bed there are 2 books of poorly written erotic poetry.
- *Trunk* (2' x 3' x 1'): contains a set of riding boots, a set of steel leg greaves, and a 1/2-gallon flask of white wine.
- *Closets*: These hold clothing of a normal sort — cloaks, tunics, breeches, etc. There are 3 pairs of boots, and an old pair of **SHEEPSKIN SLIPPERS***. These radiate a moderate *dweomer* if *detect magic* is cast, but their fragility is obvious.

* see **APPENDIX B**.

11. GUARD ROOM

The door to this room is **STUCK** (CL 0 to force open). Guard Patrols will sometimes break here, no more than 2 **REGULARS** at a time, to share a drink, eat some bread and beans, then rejoin the patrol. 1 **SERGEANT** might (1-in-4 chance) be here as well, to take report or to brief a patrol. This 15-

foot-wide by 5-foot-deep chamber holds 3 weapons racks, these presently stocked with:

- 10 spears
- 2 fauchard-forks
- 3 glaive-guisarmes
- 3 halberds
- 3 flasks of oil

In the middle of the room there is a battered oaken table surrounded by 4 stools. On the table there is a 10-gallon cask holding beer, and some tin and wooden mugs as well.

12. WATER CLOSET

The door is open. This water closet has a garderobe that can be flushed from the rooftop cistern; this same cistern filling the laver (stone basin built into the wall). A small loophole keeps the air somewhat fresh.

13. BUTTERY #1

The door is **LOCKED** (CL 5 to break down, CL 2 to pick). This chamber is occupied by a **SERGEANT** of the bandit gang. There is a 1-in-4 chance he is here; otherwise he might be at #11 or #17. Here he keeps a straw pallet with a woolen blanket and a footlocker (3' x 1.5' x 1.5') where he keeps his clothes and boots. In a boot, he keeps his personal stash of 16 sp. There are 8 firkins here, these each holding amber rum of decent quality. There is also a 30-gallon keg of ale (bitter).

14. BUTTERY #2

The door is **LOCKED** (CL 5 to break down, CL 1 to pick). This chamber is occupied by a **SERGEANT** of the bandit gang. There is a 1-in-4 chance he is about; otherwise he is at #20 or #21. Here he keeps a straw pallet with woolen blanket and a footlocker (3' x 1.5' x 1.5') where he keeps his clothes and boots. There are 8 kegs (30-gallon) here, 4 of which are empty, the other 4 being filled with red wine (good quality). One of the empty kegs stands upright and is open at one end. It holds a broom, a mop, and 2 spears. This keg also has a **FALSE BOTTOM** (CL 2 to find, unless keg is turned over in which case it falls out). Here is hidden 12 gp, 10 sp, 9 cp, and a gold necklace worth 3 gp.

15. PANTRY #1

The door is unlocked. 2 **CORPORALS** share this former pantry. If it is night, they are here sleeping. If it is day, they are at their post at the foyer (#04). Inside there are 2 pallets with woolen blankets. There are 3 large crates here, each filled with beechwood plates, bowls, and spoons. There is a cupboard here that smells of spices but is otherwise empty, save for a few tin mugs stained with wine. A peg rack by the door is hung with spare clothes and cloaks. Extra boots are strewn about the floor. Sewn into the bottom trim of one cloak are 7 electrum pieces.

16. PANTRY #2

The door is **STUCK** (CL 5 to force open). 2 **CORPORALS** share this former pantry. If it is night, they are at their post at the foyer (#04). If it is day, they are sleeping here. They each have a straw pallet with woolen blankets. There are two large cupboards here, each stocked with bowls, mugs, plates, and other utensils. These are all wooden; any silver having been stolen long ago. One bowl in the middle of the stack holds a cloth pouch containing 1 pp, 2 gp, 2 ep, 7 sp, 10 cp.

17. MAIN KITCHEN

The doors are unlocked. The gang of bandits now use this kitchen as their feast hall, because they shun the Great Hall (#07). There is a 50% chance that 2D4 **BANDITS** (exact members to be determined by the CK) of the gang are here, these eating or just conversing.

12 CASTLES & CRUSADES

This massive kitchen smells of wood ash and burnt pork. This must have at one time bustled with great activity, serving the entire castle proper. It holds a pair of large brick ovens and a stone basin. The many racks and shelves appear to have been ransacked and fallen to disrepair, though some still hold sacks and crates, most of the former appearing moldy, most of the latter brimming with non-perishable refuse. The center of the floor is spread with 7 old tables surrounded by wooden benches. By the brick ovens you note a small pile of chopped wood. Beside this, you note 7 barrels of 40-gallon capacity.

- **Tables x7:** these are littered with mugs, plates, bowls, and utensils. Two of the tables hold 9-gallon firkins that contain amber rum. A third table has a 20-gallon keg half-full of small beer.
- **Racks and shelves:** these contain mostly refuse, except for one that holds a crate of stale bread loaves, two wheels of hard cheese, and three 9-gallon firkins holding boiled eggs in vinegar. Another rack holds an 18-gallon cask of cooking oil and a cloth sack full of oatmeal.
- **Barrels (40-gallon) x 7:** Five of these are filled with vinegar and fish recently acquired from the rivermen (see **THE SWAMP RATS**, APPENDIX D.) who conduct trade with this gang. The other two are each half-filled with herbal white wine of somewhat rancid quality.
- **Laver:** this still functions, a handle that opens a valve that releases water from a roof cistern.

18. BASEMENT STAIR:

These stairs are carved of the same black gneiss of which the central section of the fortress is carved. These lead 20 feet down to a landing overlooking the Lord & Masters Natatorium & Bath (#CC-3), and the double door of bronze that leads to the Lord & Master's Library (#CC-1).

18-A. SECRET DEATH HALL:

There is a **SECRET DOOR** (CL 4) here that can be opened if the bronze wall sconce above it is spun clockwise 360-degrees. It effects a 2' x 5' door to pop open hinged from the top.

At the end of this dark narrow hall of some 15 feet you note a gold filigree silver vase set on a pedestal.

This is an *illusion* (CL 5 to disbelieve). A tripwire (TRAP, CL 3) is set before the illusion. If the tripwire is touched, a heavy scything blade arcs through the illusion from the back wall and strikes its victim for 1d8+1 damage.

19. SALON

The doors are open. This former salon is now used as a barracks for the gang of bandits that occupy the ground floor of the fortress. 20 REGULARS reside here, though only 5-10 (d6+4) will be here at any given time.

This room must have served as a fine salon in days of yore, with its white-washed fruitwood paneling and its 1-foot rising stage of carved walnut at the west end. Now the flooring is scratched and battered, and the floor and stage is spread with straw pallets and tattered woolen blankets. A pair of long peg racks holds tattered cloaks of dun color, and several old boots and shoes lie beneath these, tracked with dirt and mud.

There is nothing of value to be found here.

20. COUNCIL CHAMBER

The double door to this room is **LOCKED** (CL 6 to break down, CL 3 to pick). This is the chamber of **CAPTAIN THROKK** and his enormous wife, **GERTRUDE**. Per the CK's discretion, other members of the gang might be here as well, possibly including 1-4 CORPORALS, 1-2 SERJEANTS, and/or the **LIEUTENANT**. The only instance at which regulars will be found here is if the Captain feels threatened and thus orders a pair of guards to accompany him.

There is a strong floral scent here. This long chamber, being 40 feet north-south and 15 feet east-west, must have been of importance in olden days, for each long side is lined with four fancily cast bronze wall sconces. The entire chamber is paneled in green-stained walnut, and the floor is spread with a heavy-piled red carpet with gold tassels. At the north end there is a round table set with bowls of fruit and nuts, the table being surrounded by 4 high-back maple chairs. At the south end there is a large four-poster piled with red silk sheets and satins. Here, through a parted gossamer veil draped over the posters, you see an enormous woman reclined on silk pillows. She is dressed in a tight-fitting, yellow silk dress, her rolled neck wrapped in a green silk scarf. Her fleshy cheeks are heavily rouged, as are her thin lips. Her ample bosom is pasty white, and she wears a tall, curly red wig upon her head while she fans herself with a paper fan and eats oil-soaked bread and sugar-coated fruit. Beside the four-poster there is a 40-gallon barrel and a chair.

If **CAPTAIN THROKK** (3-in-4 chance) is present, you may continue to read aloud:

There is a tall, spindly man of grey streaked hair and grizzled countenance here. The man has cold blue eyes and squints. He is garbed in chain hauberk and has a mace hanging from his belt.

On Captain Throkk: Throkk is a taciturn man with little interest in dealing with guests, besides taking in the toll money derived from them, which he uses to supply his gang with fish. He is not fond of uninvited guests arriving at his chamber, and will direct them to join him at #21 if they insist on his attention; otherwise he informs them that he is busy and to see his **LIEUTENANT**, Weaver. If engaged, Throkk is non-committal about most things, and if a PC party lodges some complaint regarding theft or treatment, he will promise to look into it and get results; otherwise, he claims to be busy and hopes his guests enjoy their stay and find much success seeking glory and treasure at Castle Zaggy.

On Gertrude: Delusional, this large, self-important woman fancies herself queen of the castle. She is in fact a former singer turned harlot, with whom Throkk fell in love years ago when she was much, much prettier. Of course, he now despises her.

GERTRUDE: (She is a neutral evil harlot with HP 2, AC 10. She wears a pearl necklace worth 50 gp.)

- 40-gallon barrel: is half-filled with fine red wine.

There are 2 **SECRET DOORS** in this chamber:

- **SECRET DOOR (NORTH) (CL 2):** this 5' x 5' space has a lidded PIT TRAP (CL 2) within, which drops its victim 10' on a 4-in-6 chance if stepped on. Note that the pit trap also extends above it, a 40-foot shaft of 5' x 5' with a series of lids that open should one fall from the first floor, second floor, or both, each a fall for 10', one on top of another. So, to fall from this ground floor level, there is a 10' drop for 1d6 damage.
- **SECRET DOOR (SOUTH) (CL 3):** a secret stair is carved in the stonework here. It descends to the cellars, where Throkk routinely takes Gertrude, promising her that he

will restore the sunken bath and natatorium (#CC-3) to its former glory, all for her. This is also where Throkk hides his personal treasure trove.

21. GUARD ROOM

The door to this 15 by 15 foot room is STUCK (CL 1, *the bandits know the trick to get it open without effort*). Within there are 3 weapons racks mounted, each of which is stocked with 5 spears and 1 glaive-guisarme.

This stark chamber also contains an oak table surrounded by 6 wooden stools. On the table is a 9-gallon firkin filled with ale, and a basket with a couple half-eaten loaves of stale bread, and a few dozen walnuts. 2 REGULARS might (1 in 6) be found here, likely on break from patrol. This is also where Throkk will see visitors, but always with at least 2 REGULARS and 1 SERJEANT present (Throkk is by no means naive).

22. WATER CLOSET #2

This water closet has a garderobe that can be flushed from the rooftop cistern; this same cistern fills the laver (stone basin built into the wall). A small loophole keeps the air somewhat fresh.

23. PANTRY #3

This is where a PC party is led if they pay for lodge (1 gp per head, per day). This pantry's door has no lock. It has been stripped of its contents, save for the wall racks that were perhaps once stocked with castle supplies. Now there are 8 straw pallets here, 2 empty foot lockers (3' x 1.5' x 1.5', *no padlock*) and a peg rack by the door. A pair of wall sconces each holds a thick tallow candle. On the wall racks there are 10 wool blankets folded.

24. PANTRY #4

The door has no lock. This is also where a PC party is led if they pay for lodge (1 gp per head, per day). This room is otherwise identical to #23.

25. KITCHEN/BAKERY, 25' x 50':

There are 3 unlocked entrances to this former kitchen/bakery, one of which is a double door that swivels inward or outward. This room is infested with 7 GIANT RATS and 5 GIANT BLACK CENTIPEDES.

This large kitchen area of 25 by 50 feet area is piled with mounds of rubbish, three such piles reaching some 8 feet in height, hence only a few feet below the ceiling. The fetid smell of rot and excrement is potent here, and flies swarm about the rubbish piles. The most overwhelming smell, however, is that of spoiled fish, many bones of which you note amassed at the base of the piles. A pair of brick ovens are located along the south wall, beside which protrudes stone basin thick with mold. Vented wooden racks lie in broken heaps about the kitchen perimeter, only a few of these intact, those few being stocked with moldy-looking cloth sacks.

The bandit gang has been plagued by the rats and mice of this kitchen, the rats of such robust species that they actually killed one of their dogs and infected another one with rabies. After several efforts to clean this

kitchen out, Captain Throkk took the opposite tack and ordered this former kitchen to serve as the gang's trash heap. Dumping all rubbish here has largely kept the rats out of their living quarters. Now, however, 5 GIANT BLACK CENTIPEDES have made a nest here and two of the rats just gave birth to litters of 7 and 8, and as these rodents produce large litters and breed often, surely the rats will become a larger problem in the near future if the centipedes are killed (otherwise, the centipedes are preying on the rats and keeping their population in check).

The 5 RUBBISH PILES are marked on the map. Each is comprised of bread boards, broken chairs, mops, brooms, food waste, rotted vegetables, shredded wool, broken earthenware, old pots, pans, utensils (including rusty meat cleavers), animal skeletons, broken barrels, decayed smocks and aprons, and whatever else the Castle Keeper dreams up. Any items of potential use are described below:

- *Rubbish pile #A:* 5 feet high; 2 man-hours (so 30 minutes for 4 PCs working together) of sifting through will produce a sinew cord laced with the 7 tusks of wild boars and a felt-wrapped set of silver utensils worth 2 gp.
- *Rubbish pile #B:* 8 feet high. 5 GIANT BLACK CENTIPEDES nest in this pile, they attack soon after this pile is disturbed. 3 man-hours of sifting through this pile will produce a pair of ENCHANTED OVEN MITTS, these discerned if *detect magic* is cast: *They are 90% resistant to natural flames.*

CENTIPEDES, BLACK, GIANT x 3: (*These neutral creatures' vital stats are HD 2d3, HP 3, AC 18, MV 25 ft. Their saves are physical. They attack with a bite for 1d2 points of damage. If the bite attack is successful the victim must save versus poison or take another 2d6 points of damage. XP: 7+1*)

- *Rubbish pile #C:* 8 feet high. 4 hours of sifting though will produce a SPOON OF STIRRING, if *detect magic* is cast: *This wooden spoon, if placed in a bowl, will stir the contents of that bowl with no need of a hand, doing so with balance and without spilling a drop.*
- *Rubbish pile #D:* 8 feet high. 7 GIANT RATS nest here. They will attack once their nest is disturbed, emerging from different points of the 8-foot rubbish pile. Deep in the pile, there are 15 GIANT RAT PUPS (2 separate nests, harmless for now) that will not take long to mature if they are not killed. 4 man-hours of sifting through this pile will produce a broken drawer in which 1 rat has been placing coins of gold and electrum: 12 gp, 38 ep.

GIANT RATS x 7: (*These neutral animals' vital stats are HD 1d4, HP 3, AC 13, MV 30 ft., 15 ft. climb. Their saves are physical. They attack with a bite for 1d2 points of damage. They have twilight vision. There is a 10% chance per victim bit that a disease will be contracted resulting in -1 constitution until cured, disease save negates. XP: 1+1*)

- *Rubbish pile #E:* 4 feet high; 1 man-hour to sift through, bag of rare and exotic cooking herbs within, these dried and still viable.

The 2 brick ovens each filled with charcoal and the stone basin is moldy and filled with giant rat droppings.

B. FIRST FLOOR OF CASTLE ZAGY

- **Windows:** Unlike the ground floor which is exclusively notched with loopholes, the first floor of the fortress has windows, these with a single mullion (vertical bar) composed of an alloy of xagium and iron (CL 25 to bend), the window aperture being 3 feet at the interior, 1.5 feet at the exterior and divided by the mullion. Wooden shutters are mounted on the interior, these of stout construction with an iron latch. The Castle Keeper is at liberty to determine which shutters are open and which are shut; or if the shutters are simply removed.

This floor is controlled by a group of 6 SPRIGGANS, ugly, malign little (2-foot tall) people with furry skin, long tails, and luminous eyes. They are sometimes mistaken for cats. These evil fey revel in tormenting the bandit gang of the ground floor as well as anyone else bold or foolish enough to explore this level of the fortress. The bandits of the ground floor believe these creatures to be a haunting of some species, and refer to them as the "Tommyknockers." The spriggans will not directly engage the party; rather, they will follow them about from a safe distance, waiting for their opportunity to steal or cause other mischief once one of their tricks or traps is triggered.

SPRIGGANS* x 6: (These chaotic evil creatures are HD 1d8, HP 5, AC 17, MV 40 ft. Their saves are physical. They carry a dagger [+2 "to hit"; 1d4 damage] envenomed with sleep toxin [save vs. poison, CL 1 or sleep for 2d12 hours; toxin used up when dagger strikes opponent] and two darts. They can turn invisible 1/day and can use confusion ability as a touch-attack at 5th-level caster ability, 1/day. They have the skills of a 5th-level thief with 19 dexterity, including back attack [+4 "to hit"; triple damage], climb, hide, listen, move silently, open lock, pick pockets, find & remove traps. XP: 60+3)

* see APPENDIX C.

The spriggans prowl about in a constant *invisible* state and are thus able to cast this spell again if they are forced to make an attack. They will always avoid attacking, though, instead preferring play tricks and practical jokes of a sadistic sort on their victims, or simply stealing from them. If they do attack, they will do so in tandem, one attempting a touch attack to *confuse* the opponent while the other back-stabs with their poisoned blades. Captured PCs are sold to the GOBLIN SLAVERS of *The Storerooms* (see *The Storerooms* #129 - #134).

CK's Note: The spriggans are insatiable thieves, stealing anything they can get their hands on. The Castle Keeper might wish to review the character sheets of his or her players before they explore this level, noting what is contained in belt pouches, cloak pockets, etc., any such valuables contained therein potentially being stolen by these adroit little creatures.

26. WATCH ROOM

The doors north and south are unlocked. The 6 SPRIGGANS (or "Tommyknockers" as the gang refers to them) often lurk here, taking advantage of the *illusory wall*-covered murder hole of #04. Here they will observe new arrivals, elbowing each other and snickering as they assess new arrivals, any small noise they make being muffled by the livestock of #05 + #06.

This obvious watch room has two loopholes overlooking the castle drawbridge and moat. Bolted into the stonework of the loops' shoulders you note a large winch with a thick rusty chain that threads through small openings and connects to the drawbridge that comprises about half the length of the stone bridge that spans the moat. The floor of this small room is notched with a murder hole of 1 by 2-foot aperture.

- **Winch:** The winch is rusted solid, and can't be budged unless one has the strength of an ogre or greater.
- **Murder hole:** If the murder hole is inspected, the opacity of the foyer's (#04) illusory ceiling is noted from this side (though not from the foyer below), and the foyer is easily visible through it.

27. BARRACKS (NORTH)

The doors to this chamber are unlocked.

Four sets of bunks occupy this 15-foot-deep by 25-foot-wide chamber, each with neatly-made beds, their woolen sheets tucked firm. A single mullioned window overlooks the moat and courtyard. There are two doors: one located at the right side of the north wall, the other in the middle of the south wall. A cresset is mounted on the north wall beside the door.

This used to be a barracks for guards. There is a SECRET DOOR (CL 3) here. It is operated by twisting the cresset like a screw, then pulling it down like a lever, a 4' x 2' slab of stone swinging open.

- **Beds x8:** Each is wool-stuffed. The woolen blankets are coated with SPRIGGAN ITCHING POWDER: (This is fine dust that has a faint odor of talcum. After 5-8 (d4+4) hours of sleep the skin to reacts, erupting in rash of painfully itchy welts. PCs thus effected will be at -1 "to hit" and damage on all attack rolls due to the incessant itching for a 1 - 2 days, including a burning of the eyes. Spells cast that have a so-matic component stand a 15% chance of failure during this period.)
- **Window:** This is an 18" aperture, the space divided by a mullion (vertical bar) of xagium (CL 25 to bend).

27-A. SECRET BEDROOM

This small chamber holds six tiny pallets of straw draped over with green, fuzzy moss shorn to squares of 3' x 2'.

This is where the 6 SPRIGGANS sleep, but they will never be caught unawares here. They have acute senses and scarcely nap when castle visitors are about. They have spent months arranging cruel tricks and traps.

They do, however keep some of their loot stashes here and a few other spots about this level, items they have purloined for sake of purloining. Naturally, they hide trinkets under their beds.

- **Pallet #1:** 5 gp, 12 ep, 33 sp, and a gold ring with garnet worth 5 gp.
- **Pallet #2:** a silver ring with ruby (18 gp)
- **Pallet #3:** a RING OF PROTECTION +1
- **Pallet #4:** TRAPPED (CL 3); a spiked trap (like a mouse trap) springs on the hand of the searcher for 1d6 damage. Small cloth pouch with 5 pp, 5 gp.
- **Pallet #5:** a gold watch, enameled on gold chain (worth 35 gp). This mechanical instrument is 5" diameter by 3" thick. It must be wound three times per day and adjusted for accuracy once per week or it loses 10 minutes. It contains a mechanical clockwork of gears and springs and if submerged in water it is ruined.
- **Pallet #6:** 10 gp, 12 ep, 12 sp.

28. BARRACKS (SOUTH)

The doors are both unlocked.

Four sets of bunks occupy this 15-foot-deep by 25-foot-wide chamber, each with neatly made beds, their woolen sheets tucked firm. A mullioned window overlooks the courtyard and moat. There are two doors: one located at the left side of the south wall, and the other in the middle of the north wall. A cresset is mounted on the south wall, it being to the right of the door.

In a top bunk in the middle of the row, there is a small canister of tin hidden in the wool-stuffed bed. It contains a 3 feet long roll of brittle

parchment, and an old quill. The parchment appears to contain the diary of a young soldier of 16 years named Wilbur. He writes of his heart-sick pain regarding a seamstress-girl named Vivian whom he believes died on account of his cruel treatment of her.

Window: This is an 18" aperture, the space divided by a mullion (vertical bar) of xagium (CL 25 to bend).

29. MILEC'S QUARTERS, CAPTAIN OF THE FORTRESS

The door is unlocked. A WRAITH (the Ghost of Captain Milec) inhabits this room, it manifesting (50% chance) if the contents of the footlocker are disturbed. The 6 SPRIGGANS are aware of this and no longer go near the footlocker after one of their number was destroyed by the creature.

The portrait of a most austere soldier with a crooked mustachio adorns the west wall of this 35 by 25-foot chamber. A stone fireplace with mantelpiece of carved walnut is located at the east side, the mantle devoid of effects, and the fireplace lacking fuel. The trophy head of an aurochs is mounted on the south wall, across from the entry. A bear pelt is spread across the center of the floor, before which you note a bed and a footlocker. A small maple-carved table (2' diameter top) and 2 high back chairs are arranged at the southwest corner. At the southeast corner, a narrow door presumably opens to a closet space.

- *Portrait of the Captain of the Fortress:* Portrayed is a soldier dressed in a decorated blue frock coat and cape. His severe countenance is remarkable for its narrow chin, crooked moustache, intense blue eyes, and a nose long and thin. A small brass plate on the bottom of the frame reads: *Captain Milec*. (painting worth 20 gp)
- *Aurochs trophy piece:* If searched (CL 3) one might discover that the 12" end of one of the massive, spreading horns screws off, presenting a drinking horn with steel-rimmed cork. Inside there are 12 small diamonds worth 10 gp each.
- *Footlocker (3' x 3' x 1.5'):* A padlock is affixed to this iron-banded footlocker of green-painted oak, but it is not presently locked; in fact it has been picked open (CL 5 if locked, key lost). This locker contains the carefully-folded components of a soldier's uniform, including:
 - Blue breeches with a thin gold stripe along the outside of each leg.
 - Blue frock coat with brass buttons and gold-tasseled epaulets on the shoulders.
 - Blue high-collared cape of blue linen exterior and purple felt interior. The cape is embroidered in gold thread with a symbol comprised of four adjacent circles that interlock: one with an eye, one with a hand, one with a dagger, and one that is blank. This is Zagyg's symbol. Affixed to the collar of the cape is a fully-charged BROOCH OF SHIELDING.
 - Boots: high, hard-soled boots of polished black leather and gold buckles (worth 15 gp).

There is a 50% chance that if his uniform is disturbed, Milec's ghost manifests as a WRAITH for 2-12 turns, attacking those who handle his old garments, though it will not leave this place. If the wraith manifests:

Blinking into existence you observe the horrific image of a shadowy, ghost-like man. He looks much like the man in the portrait, though his visage is distorted to some species of unfathomable wickedness. It points at the defiler of its erstwhile possessions and in a cold hiss it says, "Miiiiiiiiime!" and lunges to attack!

WRAITH: (This lawful evil extraordinary undead creature's vital statistics are HD 5d12, HP 40, AC 15, MV 30 ft, fly 60 ft. Its saves are mental. It attacks with an incorporeal chill touch for 1d6 damage. Its touch drains the victim of one level or hit die per successful attack; this touch heals the wraith 5 HP. It can only be harmed by silver weapons [half damage] or enchanted weapons [normal damage]. XP: 480)

- *Closet (5' x 5'):* There is a full chain suit hung in this closet, including a mail coif. It resonates faint magic, if detected for, but it is not the armor that is enchanted. The SPRIGGANS have sprinkled it with an enchanted dust that causes all the wearer's hair to fall out in 4d4 minutes, the hair taking 6 months to re-grow. When this happens, a snickering might be heard somewhere in the background.

30. HEAD SERVANT'S QUARTERS

There are 6 SKELETONS lurking here. The door is STUCK (CL 0 to shoulder open).

At the dinner table of this dusty bedroom sits a skeleton wearing naught but the long-tailed black frock coat. The skeleton appears to have been positioned thus: seated at the table, and holding a tea cup aloft in its skeletal hand as though it were just about to sip. Likewise, at the fireplace of the west wall, another frozen, skeletal figure, this one outfitted in the raiment of a housekeeper holding a feather duster in its skeletal grip. She appears to be frozen in the midst of dusting the walnut-carved mantelpiece, on her tip-toes reaching to do so. Otherwise, this chamber of 35 by 25 feet is appointed with a pair of made beds, a maple dresser, and a large rug in the middle of the floor. Sconces of bronze are mounted on each wall, these containing candles, and a closet is located at the south end of the room.

The 2 SKELETONS posed here, these being the former servants of notable status at one time, do not animate unless the closet of this chamber is opened, and unless that occurs, they do not even resonate of undeath.

There is nothing of worth to be found here, except for in a cupboard by the table. There is a bottle of red (fruity) wine and a bottle of white (dry).

- *Closet (5' x 5'):* This is unlocked. When the closet door is opened, 4 SMALL SKELETONS rush out, clawing with their bony hands. They appear to be undead children. At once the 2 SKELETONS of the main chamber also animate, attacking in a rather unorthodox manner (see their stat block below). Note that even if the positioned skeletons of the main chamber were smashed, they will reform.

SKELETONS (SMALL) x 4: (These neutral undead creatures' vital stats are HD 1d8, HP 6, AC 13, MV 20 ft. Their saves are physical. They attack with a claw for 1d4 damage. Slashing and piercing weapons do half damage to these undead. XP: 8+1)

SKELETONS (MEDIUM) x 2: (These neutral undead creatures' vital stats are HD 1d12, HP 8, AC 13, MV 20 ft. Their saves are physical. They attack by launching 2 razor-sharp finger digits of bone per round for 1d4 damage each. They can also claw [even if all 10 digits are launched] for 1d6 damage. Slashing and piercing weapons do half damage to these undead. XP: 10+1)

The closet is stocked with cleaning supplies and linens of a mundane sort. There is, however, a unique BROOM OF FLYING in the closet.

ELISA'S BROOM OF FLYING: The yew handle is engraved with the following inscription — *To my dearest Elisa: May you sweep about these gilded halls with zest and glee — but do hold that hem, my dear!* — Z. This broom possesses a minor bit of intelligence. At first at will say to the one who handles it, "You are not Elisa. Are you the new housekeeper?" If the PC says "no" then the broom will say, "Go away!" If the PC says "yes" the broom will say,

"Then let us sweep, sweep, sweep! There is WORK to be done. Engage!" This magical broom has a catch: it refuses to leave this fortress, and will go no deeper than the ground floor, no higher than the third floor of this place. If not used to sweep regularly, it will leave its possessor.

31. STORAGE CHAMBER #1

The door to this storage chamber is not locked, but it is TRAPPED (CL 3). The trap was set by the SPRIGGANS who hope to rob the victims of the trap's effect: if the door is opened, a gas blooms out, occupying both the storage chamber and a 20' x 20' area beyond it. Those who are subject to the gas must SAVE VERSUS POISON (CL 3) or fall asleep for 10-40 minutes. Sleeping victims will be robbed (just an item or 2) by the invisible spriggans (assuming they are observing). The CK is to take each character sheet and subtract some miscellaneous valuables.

There are 5 kegs (30-gallon) stacked on their sides here. Four are empty, and one holds the very sleep gas that was detonated by the release of a pin attached to a wire. There is enough sleep gas within for this trap to be used 7 more times.

32. STORAGE CHAMBER #2

The door is STUCK (CL 1 to force open).

This storage chamber is lined with shelves that hold white linens stacked and folded. There is a SECRET DOOR here (CL 2) at the east wall. It is opened by pressing down with force the bottom shelf of the unit before it. Not only does the entire shelf unit swivel open, but also a 5' x 5' portion of the wall behind it, revealing a 5' x 8' SECRET ROOM.

At the east end of the 5' x 10' SECRET ROOM there is a copper dish filled with silver coins (15 sp). It is located on top of a PIT TRAP (CL 2), the lid of which is triggered 3-of-6 times it is stepped on (CK, note the 5' x 5' area marked on the map). The victim is dropped down a 20' chute and ejected through a hinged flap on the side of the bluff to plummet 70 feet to the riverside below, quite possibly to that one's death. If death is not achieved, we encourage you, the CK, to reward the survivor with a broken leg or other such debilitating injury. Note that the cliffside flap is of chiseled stone. It closes and LOCKS (CL 7 to pick), only opening when the trap is triggered.

33. STORAGE CHAMBER #3

The door is TRAPPED (CL 2) with a falling door (a sort of "mouse-trap" effect). If the unwary victim triggers the latch or jars the door in any way, this door of oak is set with taut springs that cause it to slam down and crush the sorry victim for 2d6 damage; the victim is also pinned down (strength CL 10 to get out). The SPRIGGANS will pick the pockets of the PC(s) that attempt to lift the door from their victimized ally.

Inside there are several brooms, mops, and wooden pails stacked together. There is a barrel of rags and 2 clay jugs (5-gallon) of lye. On a peg rack there hangs several scrub brushes.

34. STORAGE CHAMBER #4

The door is LOCKED (CL 2). Inside there are 10 kegs (30-gallon) stacked on their sides along a west wall rack. There is a TRAP (CL 1) set before the keg, a trip cord that, if triggered, causes the kegs to tumble down, striking anyone in the 10' x 10' closet for 1d6 damage, as each is filled with wine (chardonnay). The SPRIGGANS will attempt to steal from PCs that lift the barrels off their victimized allies.

In a corner, there is a small, open box of gimlets for broaching a keg. The hardware is dusty. Under, there is a half-smoked cigar. This is actually a NEVER-ENDING CIGAR (worth 25 gp). It never burns down smaller than its present, stubby, half-size—and it tastes exquisite! It is as delicate as any normal cigar, and if broken or water-damaged, the enchantment is lost.

35. WATER CLOSET (NORTH),

Door unlocked. This water closet has a garderobe and laver (stone basin), both of which are fed by a rooftop cistern. The laver, however, is TRAPPED (CL 2). If the handle is pulled to fill the basin with water, a POISON GAS (CL 2) instead billows out that BLINDS anyone in this garderobe (save versus poison, CL 2, negates). The blindness lasts for 1d4 hours, this time decreased by 50% if thoroughly rinsed within 2 minutes time.

The SPRIGGANS will of course attempt to steal from blinded PCs.

36. GUARDS' DINING ROOM

Both doors are STUCK (CL 3 to kick open).

Four oaken tables flanked by seating benches occupy this paneled dining room of some 20 by 30 feet. Bronze wall sconces devoid of fuel line the walls, two per wall, and a mullioned window (single bar) provides a glance of the north side of the inner courtyard, including the massive round tower north of the castle proper. One table is set with a wooden bowl of 4 red apples. In the southwest corner of the hall you note a fused suit of mock plate mail gripping a halberd with its gauntlets.

- *Bowl of apples x 4:* These apples are POISONED (CL 2), SAVE vs. POISON or suffer frothing, raving insanity for 48 hours, followed by death. The victim will run about, screaming, flailing the arms and trying to bite whomever they encounter. That one must be perhaps knocked out and bound to be effectively treated. CK's Note: The 6 SPRIGGANS will of course try to steal from any PCs that attempt to apprehend their frothing mad comrade.
- *Armored statue:* This is a fine work of art, some 6 feet tall and weighs 100 pounds. It is would be worth 50 gp to a collector; a work of art, it cannot be used as actual armor. The halberd, however, might be wrested from the statue, a fine weapon.
- *Window:* is 18" aperture, the space divided by a mullion (vertical bar) of xagium (CL 25 to bend).

37. SERVANTS' LOUNGE

The door is unlocked.

This chamber holds several chairs, sofas, and a chaise lounge. A woolen rug is spread across the center of the floor, and a few small tables are placed here and there between the seats. This appears to be a lounge, the wall paneled in whitewashed fruitwood, and two sconces mounted on each wall, a few of which still hold tapers.

- *Chaise lounge:* is TRAPPED (CL 2) If reclined upon, a NEEDLE thrusts through a cushion, where the small of a medium-sized person's back would be.
 - *Needle (CL 2):* This is laced with a toxin, SAVE vs. POISON (CL 2), or suffer confusion (per the spell) for 3d6 rounds.
- *Sofas:* A cushion of a sofa here has the hidden stash of a SPRIGGAN. It is comprised of a cloth bag that contains a half-pound of sweet tobacco (mildly intoxicating), 12 gp, 34 sp, and a WAND OF DETECT MAGIC (12 charges).

At this point, it goes without saying that the SPRIGGANS will attempt to rob confused PCs.

38. SERVANTS' DINING ROOM

Both doors are STUCK (CL 2). There are 5 GIANT RATS lurking here. It is also possible that XERXERE THE WERERAT is lurking here, if that one has been pressed to retreat (see Great East Wall Tower #T1).

This chamber of 25 by 40 feet has been ransacked. The remnants of several tables and chairs are piled in the center of the chamber. There appears to have been some small fire here at some point; perhaps it was quickly doused. There is a musky odor here, rather unpleasant. A tasseled oriental rug lies in a rumpled heap amongst the pile of broken wood and other rubbish collected here, the rug half burned and stained. Two bronze wall sconces are mounted on each wall, these lacking fuel, and a mullioned window with broken shutters overlooks the courtyard.

The rats hide in the largest heap in the center of the room, attacking only if a serious probe of the pile is made.

GIANT RATS x 5: (These neutral animals' vital stats are HD 1d4, HP 3, AC 13, MV 30 ft., 15 ft. climb. Their saves are physical. They attack with a bite for 1d2 points of damage. They have twilight vision. XP: 1+1)

XERXERE has charged these rats with the protection of this pile of debris, and will join them only in rat form.

- **Debris pile:** if the pile is sifted through for 2 man-hours, a backpack can be found. It contains 10 gp, 20 sp, a half-chewed wheel of hard cheese, and a half-filled 1-gallon flask of red wine.
- **The Floor:** despite the charred appearance, the floor beneath (tiger maple) has regenerated.
- **Window:** is 18" aperture, the space divided by a mullion (vertical bar) of xagium (CL 25 to bend).

39. - 46 SERVANTS' QUARTERS, 10' x 25' EACH:

The following 8 chambers, each of which is 10 feet wide by 25 feet long once housed servants of this the castle proper — cooks, scullions, footmen, housekeepers, gardeners, maids, ushers, and valets. Of course the rooms were small and of minimal appointments.

These chambers are now haunted by a group of 8 SKELETONS that may have at one time been the very servants of this castle proper, none can say. The how and why of their sorry end is indeterminate, but haunt this hall they do.

The door to each room is not locked. If a door is opened, the following read-aloud text applies:

From this long and narrow chamber a skeleton garbed in the outfit of a serving maid rises to its feet, the horrific abomination issuing an inhuman screech, its eye sockets sparking with blue-black negative energy as it accusingly points its bony finger at you. At once the other doors that line this hallway bang open and more such skeletons emerge, these garbed in the tattered outfits of footmen, valets, housekeepers and the like, each issuing that horrid screech as they step forth to assail you.

1 SKELETON emerges from each of rooms #39 - #46.

SCREECHING SKELETONS x 8: (These neutral undead creatures' vital stats are HD 1d12, HP 8, AC 13, MV 20 ft. Their saves are physical. They attack with claw for 1d6 damage. They also issue a horrific screech, in unison, save versus fear or suffer an uneasiness of spirits [-1 "to hit" damage on all attacks]. Slashing and piercing weapons do half damage to these undead. XP: 10+1)

Each of these chambers appears ransacked, beds, dressers, and other simple effects broken and in heaps of clutter. Extensive searching of each room will result in the discovery of 1d6 sp, 2d6 cp, and (1-in-4 chance) of a jewelry piece (ring, chain, earring, etc.) worth 1-10 gp.

47. BUTLER'S QUARTERS

The door to this room is LOCKED (CL 7 to break down, CL 3 to pick).

This neatly arranged chamber is centered by an oval rug of braided horsehair, the perimeter of the room appointed with single bed of unusual length (10 feet long, 3.5 feet wide), oaken dresser, cupboard, bookshelf, and nightstand. Bronze wall sconces are set upon each wall, their tapers long since melted to globs of wax. Looking about, you note a thick dust has settled upon these quarters. You hear something. It is a faint scratching. It comes from the east end of the room.

These are the former quarters of the butler, the LARGE SKELETON of whom has been locked in his very closet by the 6 SPRIGGANS that control this level. If the PCs take a look around the corner to the west end of this chamber they will note a closet door that has been boarded and nailed shut. It is from here that the scratching stems. The board will have to be pried free with a bar (otherwise, the CK might require strength checks if bare hands are used). If the closet is opened a skeleton of 9 feet height emerges, it wearing the tattered garb of a butler.

SKELETON (LARGE): (This neutral undead creature's vital stats are HD 2d12, HP 20, AC 14, MV 20 ft. Its saves are physical. It attacks with claw for 1d8 damage. Slashing and piercing weapons do half damage. XP: 40)

In the closet this creature often lurked, guarding in its cursed afterlife the very thing it was charged to protect during its lifetime: a set of golden cutlery for 10 persons (knives and spoons) valued at 25 gp.

- **Oaken dresser:** stocked with moth-hole ridden tunics and undergarments of a normal sort.
- **Cupboard:** holds carved bowls and utensils of a normal sort.
- **Bookshelf:** Holds a few carved trinkets of amateur quality: a lion, a wolf, an oliphant; also 3 books of unremarkable sort, these dealing with service and etiquette.
- **Nightstand:** holds a leather-bound diary. Its 52 parchment pages are blank, save for the last page, which is hastily scrawled in charcoal: "GET OUT BEFORE IT IS TOO LATE, FOOL!"

48. HEAD CHEF'S QUARTERS

The door to this room is STUCK (CL 2 to shoulder open).

This room appears to be largely stripped of its contents, the hardwood floor bare and littered with but a few scraps of cloth, wool, and dust balls. A cloth bed sack lies in the southwest corner, wool stuffing protruding from its tears. Beside the bed you note three empty wine bottles.

Investigating, PCs will also note a closet door here. The door is TRAPPED (CL 2). Opening it triggers a scything blade from above that strikes the one that opened the door for 1d6 damage. Inside there are wooden shelves lined with empty glass jars. If opened, several of them hold the smell of herbs and spices no longer contained.

49. SUPPLY CLOSET

The door to this closet is LOCKED (CL 5 to break down, CL 3 to pick) and TRAPPED (CL 2). The latch is enchanted to discharge an electric shock (1d8+2 damage) to the one who would either pick or open the door. If a thief determines a trap is present, that one will understand it as magical, the sort of which he or she is incapable of dismantling, unless *dispel magic* is cast.

This closet contains long wooden shelves stocked with linens, such as tablecloths, bed sheets, etc. A SPRIGGAN has hid his personal stash of

treasure in one of the folded sheets here: a silk pouch containing 1 pp, 7 gp, 13 sp and a silver ring with tiger-eye stone worth 15 gp.

There is a SECRET DOOR (CL 3) behind the shelf unit of the east wall, this accessed by removing a few of the linen shelves and sliding open a door of 4' x 4' size. Revealed is a chamber of 5' x 5' x 10'h. There is a PIT TRAP (CL 2) here. When anyone stands in this space there is a 3-in-6 chance it is triggered, the victim falling 10' for 1d6 damage. This automatically causes the next pit trap (see #20) to open, causing the victim to fall another 10' for another 1d6 damage.

50. WATER CLOSET (SOUTH)

The door of this water closet does not close correctly, hanging somewhat crooked. Inside, the water closet holds a laver (stone basin) and garderobe, both of which are flushed by rooftop cisterns. The garderobe wooden seat is laced with a most devious glue that, upon contact with skin, acts as a binding agent. If the victim tears his posterior from the seat, 1d4 points of damage are sustained. Upon this occurring, a snickering might be heard in the near distance (the SPRIGGANS).

51. ARMORY

The doors to this room are each LOCKED (CL 8 to break down, CL 6 to pick). The SPRIGGANS have failed to penetrate these, and it drives them mad. They have even resorted to setting one of the doors on fire, but the house, protecting itself as it does, quickly extinguished the flames.

A weapons rack lines this armory, it being stocked with 12 tasseled spears, 12 javelins, 12 glaive-guisarmes, 6 long bows, and 100 arrows. There is a JAVELIN OF LIGHTNING among the javelins here.

If the SPRIGGANS see the party approach this room, they will watch with bated breath to measure the success or failure of the PCs, insatiably curious about what lies within.

52. SERVANTS' LIVING ROOM

The door is unlocked.

This chamber of 25 by 25 feet is littered with a mess of odds and ends, a veritable cabinet of curiosities. What appears to have been once a living room — with whitewashed paneling of fruitwood, chairs and sofas, and a few benches — has been turned into a storage chamber. Piles of things are stacked about the central carpet of the chamber, these of a worthless sort, at first glance. A mullioned window pierces the south wall offering a glimpse of the hexagonal tower south of the castle fortress.

Curious PCs will note the following such things collected here: rusty tools, boots, tin spoons, padded footstools, brass candlesticks, chamber pots, glass beads (worthless), drinking mugs, wooden combs, wall cressets, wool capes (moth-eaten), scrub brushes, a turtle shell, a brass bell, broken mop, dented tin pails, tinder boxes lacking tinder, goose quills, a child's doll, moth-riddled slippers, a broken lute, and whatever else the creative Castle Keeper wishes to include. These should take quite some time to sift through, perhaps a few hours by a party of 4.

The SPRIGGANS are piling things here that they think might be useful some day. Only one has stashed some real treasure here. In a cloth pouch in a chamber pot there is a peridot (olive green) worth 100 gp.

- *Window:* This is an 18" aperture, the space divided by a mullion (vertical bar) of xagium (CL 25 to bend).

53. SERVANTS' STUDY (THE CHESS ROOM)

The door to this room is STUCK (CL 3 to shoulder open). This room contains 1 TIMBER GOLEM (albeit of stationary sort) and 1 DEGENERATE

ALBINO PYGMY GHOUL of singular purpose. The 6 SPRIGGANS that haunt this floor of the castle fear and avoid this chamber.

Wall sconces alight with multi-hued flames upon the opening of the door. In the center of this room you note a curious cabinet carved of expertly joined mahogany. Upon the cabinet is placed an ivory chessboard arranged for play, its pieces of red and white. Two wooden seats extend from the cabinet, one that is empty, the other occupied by a most astonishing wooden sculpture, it carved to the likeness of an exotic man embellished with exceptional realism.

The figure is painted with olive-hued skin, has a black up-twirled moustache, wavy black hair, and a hawkish nose. Its eyes are glass balls pigmented with green fibers, above which bristles one thick eyebrow that creates for an altogether sinister appearance. The sculpture is garbed in a light blue kaftan girdled by a sash of midnight blue, and on its head it wears a blue turban. A curved blade is sheathed by its side, the hilt of which is gripped by one wooden hand while the other hand hovers before the chess set.

This chamber is otherwise appointed with long seating benches and divans, these placed along the chamber's periphery. The walls are paneled with whitewashed fruitwood. A shuttered window notches the south wall, its shutters latched shut.

If one or more of the PCs enter, continue to read:

The gleaming glass eyes of the wooden sculpture shift mechanically toward you, and in hollow reverberating tones, the thing speaks: "SHALL WE PLAY A GAME OF CHESS?" Its wooden arm lifts with jerking, mechanical effort and hovers over the red pieces arrayed before it. From inside the cabinet you begin to hear the grinding and whirring of gears and cogs.

When the chamber is entered, the DEGENERATE ALBINO PYGMY GHOUL inside the cabinet of the chess board awakens from its slumber and starts up the machine (this being a ruse) and sends mental prompts to the TIMBER GOLEM. The pygmy ghouls purpose is to control and direct the TIMBER GOLEM, like a marionette, to play chess whenever a challenger seats him or herself before the automaton. The pygmy hides in a small compartment surrounded by the many gears, cogwheels, and pins — a veritable clockwork of strange sort. Inside that compartment it has a CRYSTAL LENS (5" x 5") that functions as a looking glass through which it can see the whole room and up to 25 feet outside the room. This horrific little undead creature is somewhat of an idiot savant. It possesses minimal appetite and nourishes itself on the occasional victims of the golem, devouring flesh before resuming its long slumber.

- *The golem:* The automaton speaks no more and waits for one to seat himself or herself before the chess board. It is controlled by the pygmy ghouls. The degenerate albino pygmy ghouls has never been beaten, but a few chess masters have managed a draw.
- *The cabinet and chess board:* The cabinet measures about 3.5 feet long, 2 feet wide and 2.5 feet high. The chessboard measures 18 inches square. The front of the cabinet consists of 3 doors, and a drawer below. The 3 cabinet doors each house a complex clockwork of gears and cogs, behind which hides the degenerate albino pygmy ghouls. The drawer at the bottom holds a spare set of chess pieces, these of red and white ivory. Each chess set is worth 15 gp. The board is inlaid ivory that, if removed, is worth 10 gp. The cabinet itself with all its interior clockwork undamaged is worth 800 gp.
- *How to play against the chess automaton:* The degenerate albino

pygmy ghouls within the cabinet mentally controls the golem, directing its every move. The automaton moves rather woodenly, its one arm pivoting and extending over the board, its fingers gripping the piece like wooden pincers and depositing them with an awkward release. Its motions are altogether quite robotic.

It is not possible for a PC to win the match unless that one's character history is notable for a devotion to the study and play of chess; otherwise the match is an exercise in futility, mere child's play for the pygmy master in the cabinet. No raw "beginner's luck" can possibly overcome the superior tactical ability of the chess master. Thus, the game is over in 4 to 7 moves (d4+3) against an inexperienced competitor.

If, however, the character's history is noted for a study, practice of chess, that one's player can roll a percentile die on the below chart. If there is some ambiguity as to whether the PC has played or studied chess in his or her past, the CK is advised to give wizards, illusionists, and bards a 3% chance per level that they (whilst attending school or college) have spent significant time playing and studying chess. Thieves might be offered a 2% chance per level. So, if a skilled player engages the automaton, the following results apply:

01-50% = loss in 9-12 (d4+8) moves

51-80% = loss in 17-20 (d4+16) moves

81-85% = loss in 21-30 (d10+20) moves

86-90% = loss in 26-35 (d10+25) moves

91-98% = draw after 35+ moves

99-00% = win after 35+ moves

CK's Note: in chess, a "move" is comprised of both sides moving a piece.

- *If the PC loses:* the automaton begins to reset the board. Its glass eyes roll to the PC and it says in a loud reverberating voice, "YOUR SKILLS . . . ARE LACKING. PRACTICE, PRACTICE, PRACTICE." A loss indicates the challengers best possible capacity to play; only through significant practice over several months can a PC attempt a rematch. Lenient Castle Keepers, however, might allow one rematch before enforcing this rule.
- *If the PC manages a draw:* the automaton tilts forward its head, and says, "I HAVE MET MY MATCH . . . CONGRATULATIONS." It then resets the board. When done it opens a small drawer and produces an ivory "knight" piece. This is a rare **FIGURINE OF WONDEROUS POWER: THE WHITE KNIGHT***. The award will only be given once to a PC during that one's lifetime. The piece is invoked to appear by a special dweomer provided by Zagyg himself, and is not within the cabinet unless a draw is achieved. (*see **APPENDIX B**.)
- *If the PC wins:* the automaton's eyes shift up and down, side to side. It then bellows, "AT LAST I AM DEFEATED." The

automaton stands up from the cabinet before which it sits. It kneels before the one who defeated it and says, "WHAT IS THY BIDDING, MY MASTER?" Meantime, however, the cabinet begins to drone and rumble, emitting smoke, and then falling apart — a mass of gears, cogwheels, pins, levers, and mahogany crashing to the floor in a great, smoking heap. The **DEGENERATE ALBINO PYGMY GHOUL** rushes out from the wreckage, a disgusting, naked and hairless creature, 2 feet tall, screeching and growling as it scampers down the halls of Castle Zagyg. It will seek revenge for its loss at some future time of the CK's determination. **CK's Note:** The **TIMBER GOLEM** is now the servant of the one who defeated the pygmy ghouls at chess, and is able to follow simple commands of 25 or less words through vocal communication or mental communication within 50 feet.

- *If the PC cheats:* Any attempt at cheating, and the automaton bellows, "GAME OVER. LEAVE NOW . . . OR SUFFER THE CONSEQUENCES." It will then begin to reset the board. If the PCs refuse to leave, the **TIMBER GOLEM** rises and assumes a hostile attitude. If the PCs do not retreat, the construct indeed attacks, unsheathing its +1 **SCIMITAR**. Meanwhile, the naked, grotesque undead creature contained in the cabinet does not emerge unless further provoked. It dines upon the flesh of the golem's victims.
- *If the cabinet is disturbed:* If the PCs do something that disturbs play or if the PCs begin to touch the cabinet or the automaton, the results are the same as above, the same warning issued. If the cabinet, the wooden automaton, the chessboard, or its pieces are molested or damaged in any way, the **DEGENERATE ALBINO PYGMY** mentally directs the **TIMBER GOLEM** to attack.

GOLEM, TIMBER*: (This neutral construct's vital statistics are HD 4d10, HP 32, AC 16, MV 10 ft., swim 20 ft. Its saves are physical. It attacks with 2 fists for 1d6+1 damage each or by weapon at +3 damage. It is immune to all spells and effects except those that affect plants [wood, specifically] or are based on fire. It has fire vulnerability [x1.5 damage]. It is vulnerable to axes [x1.5 damage]. Its awkward gait causes it to go last on any given round of combat. It is equipped with a +1 scimitar. Its eyes are composed of oriental cat's-eyes worth 50 gp each. XP: 301)

DEGENERATE ALBINO PYGMY GHOUL*: (This small-sized, chaotic evil undead creature's vital statistics are HD 4d6, HP 15, AC 14, MV 20 ft. Its saves are physical. It attacks with 2 claws for 1d4+2 damage and 1 bite for 1d4+1 damage. Any living creature, other than an elf [they are immune], that is clawed or bitten by this monster must make a save versus paralysis or become rigid [paralyzed]. This paralysis lasts 20-50 minutes [1d4+1 x 10], unless a remove curse or remove paralysis is cast. The creature is immune to sleep and charm spells. Its killed victims will become ghouls unless a bless spell is cast on the victim. The monster will not enter the magic circle of a protection from evil spell. XP: 110)

* see **APPENDIX C**.

There is nothing else of value in this room. The window is of 18-inch aperture, the space divided by a mullion (vertical bar) of *xagium* (CL 25 to bend).

C. SECOND FLOOR OF CASTLE ZAGYG

The second floor comprises the former guest suites of the castle, the size and opulence of the rooms commensurate to the social caste of the guest. Ever has Zagyg been an eccentric chap. Staying at his fortress was entertaining and enchanting, a place of weird and whimsy. And it has only gotten worse . . .

- *Windows of the Second Floor:* Like the first floor, this level presents mullioned windows, except these are larger (2.5' aperture) and double-mullioned with bars of *xagyan* alloyed with iron, it being of incredible tensile strength (CL 25 to bend). Interior shutters are of stout construction, capable of being latched. The Castle Keeper is at liberty to determine which shutters are open, which are shut, and which are removed.

54. MINSTRELS' GALLERY

Each door that accesses this gallery is STUCK (CL 2 to shoulder open). The gallery within is dark as pitch unless the arriving party bears a light source.

Opaque, ghostly musical instruments float in the air of this heavily curtained gallery of some 70 by 25 feet. The instruments include a full-sized harp of gold and fiddles three, each of the latter with a ghostly horsehair bow floating beside it. Four bulging, fluted pillars of stone support the 10 feet high ceiling above, and a low balustrade of finely carved cedar fences the edge of the gallery.

If the PCs arrive while the instruments are at play, they will note the strings of the harp seemingly being strummed, and the bows sliding up and down upon the strings of the 3 fiddles.

- *Ghostly Musical Instruments:* These instruments are ghostly in nature, incorporeal to the touch, though they can be destroyed by magical weapons (*treat as AC 12, HP 20 for harp, HP 10 for fiddles*) but will return in 24 hours.

THE MINSTREL will be encountered here only during his performance, which is prompted when guests arrive and seat themselves at the High Table of the Great Hall (#07-D). He may be described as presented at that encounter #07. Whether it be before or after a performance, the man appears somewhat inebriated, and hiccoughs often, his breath smelling rancid of wine and brandy. He does not take kindly to interruptions. He is always quick to depart north (#55) and then onto #56 following a performance.

- *Curtains:* The curtains are of purple velvet, heavily folded. They are controlled by enchantment, parting shortly after visitors arrive at the Great Hall (#07) below.

Behind the west side curtains there are four double-barred mullioned windows. Behind the curtains north and south there are oaken doors, each of these STUCK (CL 2 to shoulder open). Behind the curtain lies a SECRET DOOR (CL 2) 5 feet west of the north door. It is a 3-inch thick stone door of 2' x 4' size that slides to the left into a pocket space.

#54-A. MINSTREL'S SECRET ROOM

Unless performing, there is a 1 in 6 chance THE MINSTREL is here, getting drunk (he is described at #56).

Here lies The Minstrel's 7 barrels (40-gallons) of wine. These are racked

and on their sides, each barrel broached. Each barrel holds a moderate dweomer, these *enchanted* to refill* after being emptied. Each fills with an exceptional quality wine. A number of tankards and goblets litter the floor, these stained with wine. Before the casks there is a tattered blanket of raw wool, a flask of water, and a chamber pot that smells of recent use. There is an iron key on the wool blanket (*opens #56; Minstrel forgot it here*).

- Barrel #1: Chardonnay, sweet
- Barrel #2: Port
- Barrel #3: Red, dry
- Barrel #4: Red, fruity (mulberry)
- Barrel #5: White, dry
- Barrel #6: White, herbal
- Barrel #7: Brandy

* If removed from this chamber, the wine barrels fall to rot and ruin, the wine spilling about the floor, the enchantment ruined. This would greatly anger The Minstrel.

55. MINSTRELS' PREPARATION ROOM (NORTH), 25' x 10'

Traditionally, minstrels and performers prepared in this chamber. A railed staircase descends. There is an oak door at the north side of the room. Note that the door to #54 is STUCK (CL 2 to shoulder open).

A three-legged stool rests on its side, on the floor. A cracked mirror set upon the west wall at the top of the stairs, one shard of the mirror missing. Otherwise the chamber is empty. If the mirror is carefully inspected, a few strands of long grey hair and a few spots of dried blood are observed where the impact occurred. Drunk, The Minstrel smacked his head here.

56. MINSTRELS' QUARTERS

The door to this room is LOCKED (CL 6 to break down, CL 3 to pick). Unless performing, there is a 5-in-6 chance THE MINSTREL is present.

This cluttered chamber is appointed with bed, dresser, cupboard, a workbench, small bookshelf, and small table with one high back chair. A heavily grease-stained oriental rug is spread across the middle of the floor. The chamber's clutter is comprised of various tools in disarray, clockwork gears and rivets, lute strings, canisters of grease, vases holding dead roses, piles of parchment, empty boxes, and dirty laundry strewn about. The room is redolent of grease, smelly feet, wine, and vomit.

- *Parchments:* These are scribbled with words, sketches, and musical composition, seemingly betraying the ravings of a madman.

If THE MINSTREL is present, he is likely drinking with one arm while using his other three arms to build what looks like some type of clock or instrument. He will look up at the intrusion and quickly stand, hiccoughing as he drunkenly asks who and why these visitors have arrived at his door. "Hic. What's this about then, eh?"

He will greet visitors but is neither overfriendly or rude. He mostly acts as though the visitors present an inconvenience on his time. The Minstrel's tale is simple, and whether he at any point reveals it to any PCs is the purview of the Castle Keeper.

The Minstrel's Origin: Born "Igor Delvig" of a Gypsy tribe that wandered this region long ago, he was blessed (cursed?) with four arms at birth. From a young age he was taught to be a bard and his fame and legend were spread across the land, as he was of course a brilliant performer of the lute and flageolet. But he also became a terrible drunkard along the way. One day he performed at Castle Zagyg for the Mad Archmage himself. So impressed was Zagyg that he offered Igor a permanent post here, but Igor was unsure, being a gypsy and naturally opposed to settling anywhere. "Anything you wish!" Zagyg cried. The Minstrel's wish was simple. All he wanted was to live forever with enough wine to keep him happy, and an audience that respected his art. These things Zagyg has never failed to supply, and so he has ever remained.

The Minstrel scarcely ventures from his chambers, and only to perform for the Great Hall (#07) at the Minstrel's Gallery (#54) or to visit his secret room (#54-A) where the endless wine supply is kept. Lately he has been at work on a strange musical instrument that he hopes to one day use to perform. He usually picks his own lock to get in and out, as he always is losing his key (presently at #54-A).

IGOR DELVIG, "THE MINSTREL": (He is a 5th/5th/5th level, True Neutral, fighter/thief/bard whose vital stats are HP 50, AC 22. His primary attributes are strength, dexterity, charisma. His attributes are strength 16, dexterity 18, constitution 12, intelligence 15, wisdom 15, charisma 18. He carries four +1 throwing daggers [specialized, +10 "to hit", +3 damage, able to throw all 4 daggers at once], and two +1 scimitars [+8 "to hit", +3 damage, attacks twice per round]. He wears a +4 elfin chain hauberk and carries a flageolet of confusion** and a lute of suggestion**. He has a set of lock picks and a flask of wine. He is able to cast the following druidic spells: goodberry, obscuring mist, pass without trace, barkskin, and charm person or animal. XP: 1400)

* see C&C PHB for class abilities in fighter, thief (or "rogue"), and bard.

** see APPENDIX B. (flageolet produces confusion effect once per day; lute produces mass suggestion effect once per day.)

57. ARMORY

The door to this chamber is heavily banded in iron and LOCKED (CL 10 to break down, CL 4 to pick). This is an old armory. It contains three weapons racks and a large metal shelving unit. The armory appears to have at one time been pillaged, as the weapons (spears mostly) have been pulled off the racks, and the items that clutter the shelves are spread in disarray.

Littered about the floor:

- 44 arrows
- 2 battle axes
- 6 fauchard-forks
- 7 glaive-guisarmes
- 18 javelins
- 5 morning stars
- 55 quarrels (heavy)
- 38 quarrels (light)
- 15 spears (heavy)
- 1 sword (bastard)
- 4 warhammers

On the shelf:

- 1 box of 6" nails (c. 50)
- 1 box of candles (x 18)
- 2 bull's-eye lanterns
- 7 empty wooden pails
- 7 flasks of oil
- 1 spool (120') of hemp rope
- 8 suits of ring mail (man-sized)

- 4 suits of scale mail (man-sized)
- 4 tinder boxes (flint & steel, paraffin, and wood powder)
- 12 torches

58. THE DESERVING GUEST'S QUARTERS,

The door to this room is STUCK (CL 0 to shoulder open). A wooden placard affixed to it is engraved, *The Deserving Guest — Seekers Welcome*.

You have entered a finely appointed guestroom of 25 by 20 feet. A brick fireplace is set at the center of the south wall, its mantle of finely carved elm portraying angelic figures singing. There is a small pile of firewood in an iron basket beside the fireplace, as well as fire tools. There are two double-beds in this place, each with sheets of cotton and wool, clean and neatly made. You also note a maple dresser, a beech-framed silver mirror (2' x 4', wall-mounted), and spread over the hardwood floor an oval rug of red-dyed wool. Two iron wall sconces present fresh candles. A closet of 5 by 5 feet is located at the northwest corner of the room, its door ajar, revealing an empty interior with empty hangers of carved wood within.

- *Silver mirror (2' x 4')*: This is worth 20 gp. The dresser is empty, the beds and rug are of the normal sort.

Upon the dresser there is a note. It reads: *Sleep and rest are luxuries all seekers can ill-afford to go without. So do grab yourself a bit of shut-eye, because more excitement is but a wink away!* —Z.

This seemingly inviting room is more than it appears. The "Deserving Guests" who lodge here are in for a surprise. A transportation effect occurs when the party rests here. It happens at a time of the Castle Keeper's determination, an hour later perhaps. First, a TRANSPARENT, ODORLESS GAS filters from the walls and ceiling, causing all to succumb to a deep slumber (sleep effect, no save, and yes, even elves are affected).

If one or more PCs are praying, studying spells, sharpening blades, on watch, etc., the following read-aloud text might apply:

After all your previous rigors, you feel quite tired, unable to stop yourself from yawning and rubbing your eyes. So good it would be to just close your eyes, if only for a moment . . .

After the PCs succumb to the potent sleep dweomer, the fireplace rotates and the PC's are transported to #59.

59. THE DESERVING GUEST'S RESULTING ROOM

The only way in is via the magic of room #58. There is a TIMBER GOLEM in the closet of this room.

3-12 hours after the party succumbs to the sleep gas of #58, they awaken here. They appear to be where they were, how they were, when the effect overcame them (or so they at first believe), for the appointments of this chamber duplicate those of the original chamber, and the fireplace has rotated. (CK's Note: If the PCs built a fire whilst at rest at #58 they will note the wood has long since burned, a charred log or two remaining.)

The PCs are now aware that something odd has transpired, but otherwise all seems well — unless one was in the closet at the time the effect manifested (more on this below). It is only when they attempt to exit that the fun begins, or if they open the closet door, or if one of their number was actually in the closet when the effect occurred.

- *The entrance/exit:* The door through which the party believes they entered is now a FALSE DOOR and when opened, a solid wall

(1-foot thickness) is revealed.

- **Closet:** When the door is opened the party discovers a 7-foot tall wooden statue of a frightening looking man whose face is painted like a clown. This is a **TIMBER GOLEM**. It has many small, narrow teeth, perhaps a hundred such crowded together. At once the statue begins to laugh and animates, moving to attack the party! If perchance a PC had been in the closet of #58 when the effect manifested, that one will be seen tightly bound in rope from head to toe in the back of the closet.

GOLEM, TIMBER*: (This neutral construct's vital statistics are HD 4d10, HP 25, AC 16, MV 10 ft., swim 20 ft. Its saves are physical. It attacks with 2 fists for 1d6+1 damage each or a bite for 1d4+3 damage. It is immune to all spells and effects except those that affect plants [wood, specifically] or are based on fire. It has fire vulnerability [x 1.5 damage]. It is vulnerable to axes [x 1.5 damage]. Its awkward gait causes it to go last on any given round of combat. XP: 280)

When the statue is destroyed, a thin stone tablet can be found inside a box full of old, rotted books of poorly written poetry. This 5-pound object is actually a **SCROLL OF WALL OF STONE**.

- **Fireplace:** only when the fireplace is turned to this side (that being room #59 and not #58) a **SECRET BRICK (CL 3)** can be found here. The secret brick is unlocked to thus function only when the closet door here (see above) is opened (though the closet door does not have to remain open). If the secret brick is pressed it causes the fireplace to revolve, thus providing the PCs with a way out, but not before they encounter the **TIMBER GOLEM** in the closet!

60. FROWNING STATUE

A malachite statue stands at the end of this hall. It depicts a tall, heavyset man garbed in a bathrobe and slippers. His broad-jawed, bearded face is pulled to a frown, his long forehead furrowed. He wears a pair of thick spectacles at the end of his nose. One hand of the sculpture leans upon the handle of a gnarled walking stick, while the other hand accusingly points its index finger.

The statue radiates a minor **dweomer** if *detect magic* is cast. If approached within 5 feet, it will say, "Pull my finger!" If the finger is indeed pulled, the statue lets loose with a potent and droning release of flatulence that momentarily fills the hall with a horribly unpleasant odor. Concurrent to this the frowning mouth turns upside down to a gay smile. At once a **SECRET DOOR** opens behind the statue, where the wall is of solid black gneiss: a 5' x 6' section pivots on a central axis (thus a 2.5' space to squeeze through on either side of the axis).

SECRET DOOR (CL 7): This door might be discovered in back of the statue if searched for, but opening it can only be achieved via the method noted above. A **SECRET PASSAGE** (see below) behind the statue cuts through the solid stone wall of the Great Hall (#07).

SECRET PASSAGE: The secret passage is 2.5' wide, 5' height, 55' long, it running behind encounter areas #60, #61, and #62. Midway through, there is a peephole (*CL 1 to discover*), accessed via a sliding plate that conceals two small holes at 5 feet height. Using this peephole, one views through the emptied eyes of a painting located in the library (#61). There is another **SECRET DOOR** (see #62) at the end of the passage, it being obvious from inside (hence, a one-sided secret door).

61. GUEST STUDY & LIBRARY

The door to this room is **STUCK (CL 1 to shoulder open)**. A placard affixed to the door reads, "Shhhhh! Quiet in here!"

A low bookshelf of finely joined oak wraps around the perimeter of this small, well-lit library. The shelving unit stands 3 feet high and is of 2-foot depth, it being stocked with leather-bound volumes braced by stone bookends sculpted to portray small, leering gargoyles. Two tables of 5 square feet are placed in the center of the room, these surrounded by high back chairs of beech. Over the tables hangs a brass chandelier, it holding a score or more candle-flames that flare from the tops of small crystal cylinders where candles would normally be. Above the shelving units are spaced a series of oil-painted portraits depicting intense looking men, some dressed in the finery of noblemen, while others are accoutered in the robes of wizards or sages. A sign on the inside of the entry reads "NO BORROWING. STEALING SUBJECT TO PUNISHMENT".

- **Book shelves:** Some titles include Ziffindill's *Ratiocinations*, Maldrane's *Flora & Fauna of The Ashen Desert*, *Barbarian Hordes of the Hyperborean Wastes* (anonymous), Reginald's *Rhetoric*, Etbr Ylberad's *Subtractive Art of Sculpture*, G. Ernst's *Engineering Siege Engines, Crime & Punishment* (various contributors), Sir Leran's *Philosophies of the Ancients*, Small's *Astounding Treatise on the Power of Steam*, Evagh's *History of Witches and Warlocks*, Magnuss Magnusson's *Deities & Demigods of Strength and Power*, Octavius's *Aqueducts & Irrigation*, *The Golem with a Conscience* (fiction, author unknown), and *The Inescapable Brass Bird Cage*, by Xygg the Zany. There are also about 15 volumes that focus on art and art history, 10 volumes that focus on flora and fauna (various environments), and 12 volumes of poetry, tales, and folklore, and 3 books on mathematics.
- **Bookends:** The little bookends carved to the likeness of miniature gargoyles actually are **MINIATURE GARGOYLES** that animate to attack anyone who would desecrate or steal from this location. The tiny gargoyles range between 8" - 12" in height, but they can be quite deadly. They are 12 in number. First their eyes will grow bright yellow. Then, in unison they will rasp out their stern warning to cease whatever it is the PC's are doing to offend.
- **Brass Chandelier:** Each of the candle-sized crystal cylinders that stand where tapers should be lit with a *continual flame* spell that provides an even, heatless light to the chamber. If removed (there are 22 in total) there is a 50% chance they explode for 1d6 damage, 10' radius, save versus magic for half damage, except for the one who handles the cylinder, that one taking full damage. Also, purloining from the chandelier will provoke the miniature gargoyles.

MINIATURE GARGOYLES x 12: (These chaotic evil magical beasts' vital stats are HD 1d8, HP 5, AC 15, MV 30 ft., fly 40 ft. Their saves are physical. They attack with 2 claws for 1 HP damage, 1 bite for 1d4 damage, and 1 gore attack for 1d2. They can only be struck by +1 magical weapons or better. They surprise at a +10. XP: 12+1)

- **Paintings x 7:** Each is as described in the read-aloud text above. There is, however, one portrait mounted on the south wall depicting a bearded man of shaved pate wearing thick green robes and a large bronze key chained to his neck. This one's painted eyes can be slid away from behind the portrait, opening a pair of peep holes for a spy lurking in the **SECRET PASSAGE** (see #60 or #62 for more) in the wall behind. A careful inspection might reveal the peep holes (*CL 10 to discover, CL if the painting is lifted or removed — but this latter action will incite the miniature gargoyles to attack*). Sometimes (rarely) **THE MINSTREL (#56)** will utilize the peep hole if he is not too drunk.

62. WIZARDS' WALK

This double door of bronze is **LOCKED (CL 12 to break down [two PCs can combine their effort], CL 6 to pick)**.

Outside the double door:

You have arrived at a bronze double door of 8 by 8 feet. It is bound by a centered 2-foot-diameter convex lock of steel that lacks a keyhole. The bronze doors are etched with curious swirls and odd geometric shapes.

If *detect magic* is cast, the swirls are revealed as magical writing. If *read magic* is cast, the following is gleaned: *Wizard's Walk. Place your Wizard's Mark upon the central plate for access.* If such an arcane mark is placed on the convex lock of steel, the door will unlock. Otherwise it remains locked as noted above.

Inside a wide spiral stair of green-stained oak ascends to the third floor of the fortress. Each tread creaks and groans as one ascends. A bronze sconce with a melted taper is midway up. The double door (#94, unlocked) at the top of the spiral stair is also of bronze.

There is a SECRET DOOR (CL 3) on the east wall before the first step. This door opens to a SECRET PASSAGE (see below) that runs within the solid wall of black gneiss that houses the Great Hall (#07).

SECRET PASSAGE: The secret passage is 2.5' wide, 55' long, it running behind encounter areas #60, #61, and #62. Midway through there is a peep hole (CL 1 to discover), accessed via a sliding plate that conceals two small holes at 5-foot height. Using this peephole, one views through the emptied eyes of a painting located in the library (#61).

At the west end of the SECRET PASSAGE there is another SECRET DOOR (CL 7), it behind the statue of #60 and LOCKED (CL 7, the statue's pulled finger unlocks it). If picked, a 5' x 6' stone door pivots on a central axis.

63. GUEST ROOM

A WIGHT occupies this room. The door if inspected (listened at, checked for traps, etc.) is noted for emanating a distinct chilliness. This door is also STUCK (CL 1 to shoulder open). Slippery grease is spread about the floor just inside the door, taking up a circa 10-square-foot area. The one who shoulders/kicks/smashes the door open must SAVE VS. TRAPS (OR PETRIFICATION) (CL 4) or that one loses his or her feet and falls.

Bursting forth from a sarcophagus in the middle of this bone-chillingly cold room you see a horrific looking man wearing a tattered tunic and breeches, these stained and ripped. The man is of deathly pallor, his hands clawed with long fingernails. He exhales a stench of death and decay as lurches forward to attack!

If the PC fails the save, that one lands back first, prone before the emerging WIGHT, if the monster wins initiative; otherwise, until the PC exits the greased area that one is at -4 dexterity.

WIGHT: (This lawful evil undead's vital stats are HD 4d12, HP 25, AC 15, MV 30 ft. Its saves are mental. It attacks with a claw attack for 1d4 damage. If a living creature is struck by a wight, it loses a level of experience. The wight can only be hurt by silver or magical weapons. It is not affected by sleep, charm, or cold-based attacks. Holy water does 2d4 points of damage to it, and a raise dead spell will destroy it. This is an extraordinary undead creature as pertains to undead turning. Any human drained to death becomes half-strength wight spawn. XP: 220)

Further description of the room is as follows:

This former guestroom appears to have been modified to a mortuary, a sarcophagus placed where the bed might have once been. The coffin is of finely joined maple, its lid open, a white sheet heaped on the floor below it. An old maple dresser is also located here, it being draped with a cloth upon which is set a candelabrum of brass containing white tapers. Under a kitchen table lies a pile of corpses —dwarf remains— upon casual observation. An awful stench permeates this room, that of death and decay, and the air is unnaturally cold.

Treasure may be found spread about this room, that of the 6 dwarfish victims who met their fate here. It includes 56 gp, 122 sp, an emerald worth 50 gp, a +1 THROWING AXE, and a POTION OF EXTRA HEALING (3d8+3). Other mundane weapons can be found such as a short sword, dagger, round shield; the weapons are in poor shape.

64. WATER CLOSET

The door to this room is ajar. A GRAY OOZE (SMALL) lurks within.

This 15-foot-long by 5-foot-deep water closet is of the ordinary sort, with two garderobes built into the castle wall and a stone laver for washing, which appears damp.

The GRAY OOZE (c. 3 feet diameter, 3 inches thick) is camouflaged by the color of the stone basin within which it lurks. When one approaches, within 5 feet, the creature attacks, and strikes like a snake and attempting to envelop its prey.

GRAY OOZE (SMALL): (This neutral creature's vital stats are HD 2d10, HP 15, AC 12, MV 10 ft. Its saves are physical. It attacks with an acid slam for 1d8 points of damage. This acid corrodes metal at a rate of 1 round for chain mail, 2 rounds for plate mail. If the armor is magical, each +1 adds another round before the armor is corroded. Its acid does not harm stone or wood. It is not harmed by spells, cold effects, or fire/heat effects. Electrical attacks, however, do full damage. Weapons do normal damage but may corrode or break if metal. Corrosion is per the CK's discretion — a sword might corrode in 1 round, a battle axe in 2, a warhammer in 3; every magical +1 adds an extra round to the weapon's survival. XP: 95)

On the floor beneath the laver there is white ash staff engraved with silvery runes. This is a STAFF OF HEALING (18 charges), it being the remnant of a cleric who met her fate here. Both garderobes and the laver are fed by a rooftop cistern.

65. WIZARD'S SOLAR NORTH

The 2 doors to this room are LOCKED (both CL 8 to break down, CL 3 to pick). Each door is also dweomered with a magic mouth that triggers if one approaches the door (unless that one is invisible or moving silently). If a magic mouth is triggered:

A large mouth materializes on the face of the door, it surrounded by gray whiskers. The mouth announces in a rather bold and commanding voice: "A most powerful spellbinder and his staunch minions occupy this place! Begone, fools!"

This room is occupied by 2 EVIL GNOMES: an ILLUSIONIST and a THIEF. The illusionist, WARTS GEMHUNTER, aspires to attain great magical power. The thief, NEWT MUDDIGGER, is a hired accomplice who is in it for the money. He has half a mind to kill the illusionist if they secure a large amount of treasure. These two have suffered humiliating defeats thus far and will not defend this location unless cornered at #65-A. If either magic mouth triggers (again, there is one at each entrance), they move to their secret room straight away, Warts preparing his illusion, Newt listening at the SECRET DOOR (see below).

Both gnomes largely live their lives in an invisible state, courtesy of Warts. They both fear THE MINSTREL (#56) and are aware of the WIGHT at #63.

having fled from that monster. They also use the corner tower #CT-1C to keep an eye on activity in the courtyard below. These 2 gnomes thus might be aware of the capacity of a PC party that's been observed in action about the Great East Wall Tower (*The East Wall Towers #T1*), or the Pagoda Inner Gate House (*Ruins of the Castle Precincts #37*).

This large room is of extended ceiling height, 20 feet, with an east side loft level overlooking the main floor. A stone fireplace contains smoldering logs, and four mullioned windows view the north, these in stacked pairs. The walls are paneled in whitewashed fruitwood, and a pair of bronze wall sconces holding unlit candles are mounted on the south wall.

The west end of the chamber (that which holds the high ceiling) is appointed with a chaise-lounge and three divans, these upholstered in purple velvet with brass buttons. The fur of a polar bear is spread across the center of the tiger maple floor. The east end of the chamber (that which lies under the loft), has a dining room table of oak surrounded by 4 high back chairs, a large cupboard, and a hogshead (i.e. a 63 gallon barrel). Stairs climb to the loft level. The dining table, you note, is littered with the fixings of a recent meal.

A small shrine is located at the south wall, a nook between the east and west ends of the chamber. Here stands a 6-foot-tall malachite statue of a man wrapped in robes and holding a crooked staff capped by an orb carved to the likeness of a many-faceted gem. The man's face is obscured by his cowl, but his hands, you see are stylized with the likenesses of rings holding gemstones. The statue is set upon a 3-foot-square by 2-foot-high black granite pedestal.

- **Table:** Set with two opposing sets of bowls, spoons, knives, and tin tankards. Between these are a half-eaten loaf of stale bread, a quarter wheel of hard cheese (stuck with a large knife), and a 9-gallon firkin, broached (holds 3 gallons of red wine, dry).
- **Cupboard:** Holds dinnerware messily arranged.
- **Hogshead (63 gallons):** filled with soured red wine turned vinegar.
- **Statue:** This statue is of the same God of Magick to whom Zagyg pays homage. The pedestal is affixed with a brass plate engraved with an inscription that reads: *Kabbak, Bakkab. Magick binds, Magick flows, Magick permeates the Great Wheel's whole. Bakkab, Kabbak.*

The Loft of #65: If the PCs explore the loft level they discover a pair of wool-stuffed beds with woolen blankets, each of which present recent occupation. There is also a wooden nightstand upon which a book and candle lamp is set. The lamp has stained glass panes of rose. The trio of candles within smell of recent use and indeed the melted wax collected around it is wet. There is also a large chest of drawers, the five drawers of which hang half-opened, these stuffed with tunics, undergarments, and breeches. The book if inspected is a treatise on glass-blowing techniques with a special focus on alembics (distilling apparatuses). There is not much else to note here, except for a chamber pot under the mullioned window, it being half-filled with urine.

65-A. SECRET STUDY

There is a SECRET DOOR (CL 3 to discover) on the west wall of #65. It is accessed by depressing a whitewashed wall panel (2' x 4') and sliding that panel left into a pocket. When the panel is depressed, another magic mouth triggers: "Enter this unforgiving place and know your fiery death, fool!"

This is where the 2 EVIL GNOMES (WARTS GEMHUNTER and NEWT MUDDIGGER) hide out if a magic mouth is triggered outside one of the door to #65. They also keep their few valuables here. They are content to allow their quarters to be investigated, and avoid trouble. Warts uses his illusion ability to try to confound trespassers (see below).

Warts (who is invisible) casts an illusion spell as soon as the panel begins

to slide open. Meantime, Newt (also invisible) lurks at one side of the wall where the secret door opens, ready to back stab with his short sword the first one to enter (+4 "to hit", double damage). The following read-aloud text may be used to describe the illusion:

The floor of this 10 by 10-foot chamber is filled with fine red sand. In the center lies a clay jug with a long, corked neck. The cork pops out and a flaming form emerges, at once taking the shape of an angry efreeti, its legs replaced by a gush of bright flames whose blistering heat resonates. The efreeti's forked tongue is of fire as it points at you with hate and malice! "Begone or face my wrath!" it roars.

This illusion should be believed by the onlooker(s) unless that one disbelieves what he or she sees (more on this below).

WARTS GEMHUNTER: (He is a 5th level, chaotic evil gnome illusionist whose vital stats are HP 15, AC 14. His primary attributes are dexterity and intelligence. His significant attributes are dexterity 16, intelligence 18. He wears black robes with purple silk trim embroidered with silver rimes. He wears a +2 ring of protection, and wields a +1 dagger. He has small component pouches hanging on his belt. He carries a leather, waterproof purse with his spell book, a key [to room #65], 22 gp, 12 sp, and a pearl worth 10 gp. His memorized spells* are 1st level - color spray x2, darkness x2, hypnotism; 2nd level - invisibility, magic mouth, mirror image; 3rd level - major image. XP: 195)

* His memorized spells are the ones contained in his SPELL BOOK, except for the one 4th level spell he has yet to learn: *confusion*. The book is covered in green dragonskin, the interior pages of vellum sewn into a supple calfskin backing.

NEWT MUDDIGGER: (He is a 3rd level, chaotic evil gnome thief whose vital stats are HP 12, AC 15. His primary attributes are intelligence and dexterity. His significant attribute is dexterity 18. He wears leather armor and wields a short sword, dagger, light crossbow, 10 light quarrels, and 2 small throwing knives [one in each boot]. In a belt pouch he carries 15 gp, 11 sp. In a small shoulder pack, he carries thieves' tools, a potion of healing [2d4+2], and a small packet of powdered fungi [3 doses; if ingested, CL 3 poison save or become severely inebriated for d4+4 hours]. XP: 66)

If the efreeti illusion is struck or disbelieved this room presents as a vacated study with a round table in the middle of the room, it being surrounded by 4 stools.

Book shelves line the walls of the actual room, but these appear to have been entirely cleared out. There are two wall sconces, each jade carved (worth 15 gp apiece) and holding a thick candle. A large cloth sack seemingly half-filled with coins rests on the table.

- **Large sack:** contains 10 pp, 53 gp, 22 ep, 57 sp, 1 purse of 8 tiny diamonds (worth 5 gp each), and 1 jade statuette of a Far East (worth 50 gp).

66. SITTING ROOM

The 2 doors that access this room are both STUCK (CL 1 to shoulder open).

This 15 by 20-foot chamber appears to have been a sitting room. There are three divans (long low sofas with no backs or arms) lining the perimeter of this room, with foot stools and wooden pedestals between them. The floor is spread with a high pile rug heavy with dust. Three bronze wall sconces are mounted on three walls, each lacking fuel.

The 2 GNOMES of #65 have investigated this chamber and determined it worthless, especially considering the dozens of mice now inhabiting one of the divans. There is a dusty old book on a pedestal entitled *Wind Instruments of Quality*. This treatise on wind instruments was forgotten here by THE MINSTREL (#56) a long time ago, that one no longer visiting this place.

67. SECRET CHUTE

Beside the laver there is a SECRET DOOR (CL 3 to discover). It is comprised of a 3' x 3' panel that lifts. Revealed is a 5' x 10' passage. It is dark inside. If light is shone within, a two word message is spotted, etched in the far wall (west) in small letters. The message reads, *Get Wet!* The floor below the message is PIT-TRAPPED (CL 3). For every round that a PC stands at the 5' x 5' end of the passage, there is a 5-in-6 chance the floor drops beneath that one (*save versus traps [or petrification], CL 3 to avoid or grab lip of collapsing lid*). The victim slides down a greased chute, bursts through a flap, and falls into the moat (see #02) with a great splash.

68. MINSTRELS' PREPARATION ROOM (SOUTH), 20' x 10':

Note that the north door (to #54) is STUCK (CL 2 to shoulder open). The east door is unlocked.

There is a large, crudely carved wooden horse in the center of this 20 by 10-foot chamber. Unfinished, it rests on a tarpaulin with wood shavings piled around it. Stairs descend from this room and doors lead east and north. Five half-melted candles are spaced haphazardly around the room. Perhaps the wood carver worked at night.

The Minstrel was carving this 3 feet high (at the shoulder) horse but lost interest long ago.

69. SUPPLY CLOSET

The door to this room is LOCKED (CL 1 to pick, CL 5 to force open). The smashed remains of several packing crates litter this room. In a hoghead barrel with split staves there are several brooms and mops. A broken jug of clay sits in a corner. Searching about the debris, the PCs might find 2 silver coins of a foreign kingdom, these stamped with the face of an old, hook-nosed woman of cruel countenance.

There is a SECRET DOOR (CL 4 to discover) in the north wall of solid stone. The door's activating mechanism is located under a loose floorboard, where a small pocket space is carved into a joist that supports the floor. In this pocket space there is a lever that, if pulled, causes the secret door of the north wall to open. It is 5' x 5' and pivots on a central axis, revealing a SECRET PASSAGE.

Secret Passage (62' x 2.5') behind #69: This long, narrow passage hollowed through the solid gneiss, from which, the central portion of this fortress is carved, holds a series of peep holes that provide glimpses into chambers #70, #71, #72, and #73, all of these having once functioned as guest chambers. There are 2 old candles just after the secret door. Old mouse droppings litter the passage, these covered by a fine layer of dust.

CK's Note: If the PCs shine magical light into #71 they will see the SHADOW standing behind the door of that chamber; otherwise, normal light (such as from a torch or lantern) will not reveal the thing. If the PCs listen at #72, they will hear the sound of a child crying.

70. GUEST SUITE #1

The door to this room is open. This former guest suite is ransacked, its hardwood floor gouged. An old bunk lies tipped over, as well as a dresser devoid of its drawers, a broken chair, and a table top with no legs. The wool-stuffed mattresses of the bunk are knifed open, much of the stuffing spread about the room. A wall sconce mounted beside the door holds no fuel. There is a smell of urine and feces here, that of rodents. Indeed, mouse droppings litter this room. A few dozen mice lair here, inside the mattresses where they also keep a reservoir of seeds and grain. There is nothing of value here.

71. GUEST SUITE #2

A SHADOW stands 3 feet behind the unlocked door of this lightless chamber, prepared to strike out at the first one to enter. Doomed to forever haunt this chamber for committing an act of evil upon an

innocent soul in Castle Zagyg ages ago, it now exists as a predator waiting to kill or be killed by any who would dare enter this place.

CK's Note: If the party has an animal with them, that one will react as though alarmed (i.e. dogs will bark, birds will squawk, cats will raise their hackles, etc.).

SHADOW*: (*This chaotic evil undead's vital stats are HD 3d12, HP 25, AC 13, MV 30 ft., 40 ft. fly. Its saves are mental. It attacks with an incorporeal touch for 1d4 damage plus 1 point of strength drain. Creatures reduced to 0 strength become shadow spawns. Otherwise strength returns at 1 point per 2d4 turns. In darkness this creature is considered invisible [-10 "to hit"], unless several bright light sources are used or a light spell is cast. This creature is instantly destroyed by sunlight. XP: 155*)

* see M&T for more information.

This room is bare save for scraps of straw and splintered wood spread about its hardwood floor.

72. GUEST SUITE #3

The door is LOCKED (CL 3 to pick, CL 7 to break down). Should one listen at the door, the muffled sound of a crying child is heard.

A bunk with sheetless beds occupies the east side of this 15 by 15-foot chamber. A dresser of 8 drawers is placed against the west wall, its drawers opened, moth-riddled tunics, breeches, and pantaloons streaming therefrom. The far wall (north) has a narrow, rectangular, table abutting the wall, it having two chairs and a bench seat surrounding it. A cupboard is beside the table, its dinnerware spilled about the floor before it. Under the bunk you hear the muffled sobbing of a young child . . .

The peephole of the SECRET PASSAGE (see #69) is hidden in the wall over the dinner table. The dinnerware is of normal sort, wooden and earthenware plates, bowls and utensils, any silver having been purloined, though a pewter ewer remains (worth 15 sp).

Under the bed there is an ENCHANTED DOLL. It is 18 inches long, stuffed with wool, and sewn with a lavender silk dress with white lace ruffles. Its face and hands are of finely shaped ivory, its round eyes of black opal. Its lips and cheeks are painted rouge, it has long golden-brown hair tied in pigtails, and its face appears sad, pouting.

The doll blinks its long lashes and says in the voice of a young girl, "Have you seen my mommy?" To females it says, "Are you my mommy?" If "no" is the answer to these questions, it simply goes on weeping, real tears streaming down its face. If a female replies with affirmation, the pouting face turns to a smile, and the doll blinks and says, "I knew you'd come back for me, Mommy." The doll will not accept a male: "You are not my mommy," it will say flatly.

ENCHANTED DOLL: Possessed by a female, the doll can detect evil within 50 feet of itself, 3 times per day, saying "Something wicked this way comes, Mommy." The doll's name is "Gretchen". It often cries inconsolably (and at the most inopportune times), and it wants its hair brushed 100 strokes every morning. It likes to be wrapped in a clean blanket and cradled, and it will not suffer being stuffed in a sack or backpack — crying louder and louder if treated so (tears streaming). Regular and constant attention reduces the frequency of these tantrums. With the exception of its detect evil ability, the doll is incapable of providing useful information, communicating only its childish wants and demands. Gretchen the enchanted doll can be treated as AC 8, HP 2. (It is worth 250 gp, 200 XP)



73. GUEST SUITE #4

The door is jammed **STUCK** (CL 1 to shoulder open). A **GIBBERING MOUTHER** lurks within.

There is a sour smell here, like spoiled milk. A black, gooeey substance covers ninety percent of the floor, like tar. All save a 1 to 2-foot perimeter (along the walls) is covered in the thick goo. Bits of straw, perhaps the remains of an old pallet, are stuck to the substance. Otherwise, the room is empty save for one notable feature: a rusty, corroded coffer of studded iron in the dead center of the room, an island surrounded by a sea of black goo. The coffer's lid is open, and within you note a silvery glint.

Under the sheen of the gooeey tar lies a **GIBBERING MOUTHER** that, despite its limited intelligence, is cunning enough to wait for an unwary victim to skirt the perimeter of this chamber or attempt to obtain the coffer in the center of the place. It then lunges forth, an amorphous mass of eyes and mouths, a nightmare of chaos that lets loose with a cacophony of weird vocalizations. Surprise should be checked for.

GIBBERING MOUTHER: (This neutral aberration's vital statistics are HD 4d8, HP 20, AC 19, MV 10 ft. Its saves are physical. It begins its attack by bursting spittle at any opponents within 30 feet of it for 1d4 damage, save versus breath weapon or the victim is struck in the eyes and suffers blindness for 1d4 turns. Also every round this creature's mouths are heard, a save versus spell must be made or the victim suffers confusion [as per the spell]. It attacks with 6 bites for 1 point of damage each. The bites clamp down and each does an additional 1 point of damage per round unless a CL 3 strength check is made. If 3 or more bites strike a single opponent, the monster will attempt to engulf* that one. XP: 240)

* see M&T for more information.

- **Iron coffer** (2' x 1' x 1'): The bait in the old coffer is a diamond-studded silver chalice (worth 100 gp) sitting on a bed of 87 sp.

There is a **SECRET DOOR** (CL 2) in this room. It slides open, a door of 4' x 4' size. Revealed is a chamber of 5' x 5' x 10'h. There is a **PIT TRAP** (CL 2) here. When anyone stands in this space there is a 3-in-6 chance it is triggered, the victim falling 10' for 1d6 damage. This automatically causes the next pit trap (see #49) to trigger, followed by the next pit trap (see #20) to open, causing the victim to take a 10' fall three consecutive times, each fall accounting for 1d6 damage.

74. SUPPLY CLOSET, 10' x 10':

The door to this closet is **STUCK** (CL 2 to shoulder open). The remains of a kobold lie on the floor of this closet, it being wrapped in a length of old rope and gagged at the mouth and snout. In its pocket it has 2 sp.

75. ANOTHER SUPPLY CLOSET, 10' x 10':

The door to this closet is **STUCK** (CL 1 to shoulder open). A broken crate rests on the floor of this closet, within which is a 2 gallon stone jug that contains 1 gallon of lye, 5 scrub brushes, and a block of hard bees wax. A shelf holds a box of rags and an old chamber pot. There are 2 brooms and 2 mops here, and a tin bucket. Cobwebs fill the chamber pot within which dwells a small **BROWN RECLUSE SPIDER**. If one clears the cobwebs with their bare hand, the spider automatically bites that one.

BROWN RECLUSE SPIDER*: (This tiny-sized, neutral insect's vital stats are HD 1d2, HP 1, AC 12, MV 5 ft. [crawl or climb]. Its saves are physical. It attacks with a poisonous bite, no save. The bite is painful but causes no initial damage. Damage from the bite occurs 10 minutes thereafter, but 1 HP. This damage repeats every 10 minutes, 3d4 additional times, or until a cure poison is cast upon the victim. XP: 9+1)

* see APPENDIX C.

76. SECRET PASSAGE, 5' x 10':

This secret passage provides access to rooms #77 and #78. The passage is accessed via **THREE SECRET DOORS** (CL 3) that all function by the same mechanism: a small finger hole within which a toggle must be depressed. Such a hole is located at the base of each secret door, unlocking a 2' x 4' up-sliding panel. The passage itself is dark and bare, a few dusty cobwebs within.

77. THE FAVORED GUEST ROOM, 25' x 25':

The door is unlocked. A swarm of **SOOT MITES** dwell here.

A burnt smell permeates this twenty-five by twenty-five foot chamber. Soot covers the hardwood floor, ceiling, walls, and remaining furniture pieces. At once you spy tiny eyes in the soot, white and round, this accompanied by a low squealing sound. The soot takes motion, balls of the stuff rolling to and fro.

These are **SOOT MITES**, tiny creatures native to that smoky realm between the Elemental Planes of Air and Fire. Each is about the size of a golf ball, practically weightless, fuzzy black things with round white eyes of worried and frightened demeanor. Summoned by an elementalists many years ago, they dwell here, timid little things afraid of people, afraid of just about everything. They only attack if attacked; otherwise, they flee up the chimney.

The soot mites slowly swarm up into the chimney shaft flying off like a small black cloud (like a puff of black smoke) in the air, but they will later return. It takes them about 5 rounds before the last of them is gone, a few stragglers bumping into walls and things before finding their way to their fellows.

If one goes about trying to kill the soot mites (a stamp of the boot will kill one), they might attack, surrounding, engulfing and suffocating the offender(s). Otherwise they are harmless and somewhat mischievous.

things, not unlike faeries, and if treated with kindness over several visits, they might become less timid.

The room's contents have been largely devoured by the soot mites, and of the furniture pieces remaining; only charred skeletal frames remain. There is a **SECRET DOOR** (CL 3, see #76).

SOOT MITE SWARM*: (These neutral elementals' vital stats are HD 1d2, HP 1, AC 12, MV 30 ft. fly. Their saves are mental. When soot mites swarm their victim, they engulf and suffocate. Any action other than fighting off the swarm causes the victim to cough and choke violently. The victim will be at -2 "to hit" and damage, and they are unable to cast spells with a somatic component. After 5 rounds of suffocation, and every round thereafter, the victim must make a successful poison save or pass out. The soot mites will then flee from their unconscious victim 9 of 10 times; otherwise, they continue to choke their opponent to the death. They are immune to fire attacks and cannot be hurt by edged or piercing weapon attacks. There are 20-80 soot mites per swarm, these affected only by area attacks or bludgeon weapons. XP: 1+1 per 10 mites)

* see APPENDIX C.



78. THE C-SHAPED FAVORED GUEST ROOM, 520' AREA:

An **ALLIP** dwells here. The door to this room is **LOCKED** (CL 6 to force open, CL 3 to pick).

Tarpaulins cover the hardwood floor of this C-shaped chamber. Spots of paint riddle the sheets, mostly primary colors. There is a brick fireplace at the west wall, it having a mantle of carved oak. At the south end there stands an easel upon which rests a painted canvas. On the floor beside it you note an artist's pallet blotted with paint and a few paintbrushes. It is unusually cold here. A slight breeze whips up, lifting the tarps. The voice of a chuckling and snorting woman sounds from around the C-shaped bend of this dark chamber, whose walls hold sconces lacking fuel.

The allip is an insanely babbling spirit of a woman whose obsession with the Mad Archmage led to her unfortunate end. She hides in the southeast corner behind an armoire that lies tipped on its side and a bed. If one approaches the armoire, she emerges from behind, a ghostly form with a ghostly noose clenching her throat. Grinning and laughing with insane, malicious glee — she attacks!

ALLIP*: (This neutral evil undead's vital stats are HD 4d12, HP 30, AC 15, MV 30 ft. fly. Its saves are mental. It makes a touch attack that drains 1d4 points of wisdom temporarily, petrification save to avoid. The wisdom drain results in x2 HP restoration to the allip. PCs drained to 0 wisdom are permanently driven insane. It also has a babble attack. Any creature within 30' to hear its ramblings must make a spell save or become hypnotized [as the spell] for 2d4 rounds. Any attempt to use a telepathic, mind-controlling or mind-affecting attack will cause the originator to lose 1d4 wisdom for 1 turn, no save allowed. This creature is incorporeal and normal weapons will not harm it, but magical weapons will. XP: 290)

* see M&T for more information.

- Fireplace: fire tools (iron fire hook, shovel, and thatch broom) hang by the fireplace, as well as a small bellows that radiate magic if detected for. This is a **BELLOWS OF GUSTING***. There are two loose bricks in the fireplace (CL 2 to discover). If these are removed, a small leather purse is discovered. It holds a dozen small diamonds valued at 100 gp total.

* see APPENDIX B.

Secret Door (CL 3): There is a secret door in the northeast corner. Please refer to #76 for specifics.

79. THE LORD'S WALK:

The double door of bronze here is **LOCKED** (CL 12 to break down, CL 6 to pick). These doors are **TRAPPED** by magic (see below).

This set of 8-foot-high by 8-feet-wide bronze doors is etched with strange swirls and odd geometric shapes. The double door is centered by a steel key lock.

If *detect magic* is cast, the swirls and shapes are revealed as magical writing. If *read magic* is cast, the geometric swirls and patterns etched about the face of the doors read *The Lord's Walk*.

FIRE TRAP: The doors are protected by a *firetrap* spell. When opened, fire explodes 5 feet in a 5-foot diameter from the center of the doors (1d4+8 damage, save versus spell CL 8 for half damage). It resets every 24 hours once detonated. **CK's Note**: If you determine the floor or walls to catch fire, a small rain cloud manifests above the blaze, releasing a deluge to douse the flames.

Opening the doors, the party finds a wide spiral stair of iron that climbs to the third floor. A bronze candle sconce lacking a taper is midway up. The double doors at the top of the spiral stair are also of bronze, unlocked.

80. JELLY MAN'S WAY:

A GELATINOUS CUBE lurks in the 5-foot-deep northernmost window of the castle wall here. It emerges when the statue in the small maze releases its programmed sound. So translucent is this creature that the window might be observed through as normal and light filters through as normal, but if one reaches within the 5 feet thickness of this wall piercing, the cube will indeed attack. There are two ends of this dark maze. One that holds an ENCHANTED STATUE, the other set with a TRAP.

See **PLAYER HANDOUT #27** (Upper Works Map & Illustration Booklet) for an illustration of this statue.

Jelly Man Statue: This is a red-speckled, gray marble statue set on a black granite pedestal that is mounted with a small brass plate labeled "Jelly Man". The statue is sculpted to portray a short, rotund man wearing a frock. He is bald except for a hedge of hair over his ears that is shoulder-length. The figure sits cross-legged on the pedestal and holds in its lap an open jar labeled "J A M". The figure peers hungrily into the jar, smacking his lips, a spoon held greedily. When one approaches within 5 feet of the statue, a *magic mouth* is triggered, it appearing on the face of the sculpture and saying, "Mmmmmm, jelly. Jelly man loves jelly . . . Here comes Old Jelly now! Hoo-eee, and I say, I say, he's quite famished!"

When this occurs, the gelatinous cube oozes into the maze to feast. It has 5 crossbow bolts floating inside it, as well as 5 sp.

GELATINOUS CUBE: (This neutral creature's vital stats are HD 4d10, HP 25, AC: 3, MV: 20 ft. Their saves are physical. It attacks with an acid slam that does 1d4 damage. Its acid does not affect metal or stone, but any organic material [wood, leather, and clothing] is ruined by its touch, though the acid does not affect magic items. A victim touched is paralyzed for 5-20 rounds, unless a save versus paralyzation is made. A new save may be made each round. It will attempt to engulf its opponent, engulfed victims taking automatic acid damage each round. They are transparent and thus difficult to see. They have partial cold immunity, taking no cold damage if a save is made, half damage if a save is failed. XP: 230)

Trap (CL 3): The 5-foot section at this end of the small maze has a trigger plate under the floorboards. If stepped on, 4 CROSSBOW BOLTS (d6 damage each) shoot from the south wall, 1d4 automatically striking the one that triggered the trap, no save. If anyone is behind the initial target, there is a 50% chance per remaining bolt that they are struck. The trap resets and reloads itself after 10 minutes, perhaps dozens of bolts are hidden in the wall, the mechanism of which is not unlike a repeating crossbow.

80-A. RIDDLE ME THIS:

There is a SECRET DOOR (CL 3) in Jelly Man Way (#80), a 4 x 4-foot slab of stone that pushes down into a pocket space. Inside, a 4-foot-wide by 9-foot-long passage opens to a small chamber cased in stone and painted a swirling blue-green—floor, walls, and 8-foot ceiling alike. Once entered, a frothy bubbling is heard, this followed by a slow-speaking, deep-resonating voice. It says:

Thrice I stab at thee;
Marine King's distinction.
A disarming wizard,
and an expert at fishing,
What am I?

It will repeat the riddle twice for a PC party. The answer is *trident*. If a PC solves the riddle, sea waves are heard crashing, gulls crying, and the smell of salt is sharp. Again the voice speaks: "Poseidon's beard, you are a slippery-minded eel!" Next, a TRIDENT OF FISH COMMAND materializes before the solver, and that one is rewarded 400 XP. Lastly, after this chamber is exited, the place and its secret door disappear forever, for such is the whim of the Mad Archmage.

81. WITHDRAWING ROOM (15' x 30'):

3 LEPRECHAUNS dwell here. Both doors to this room are unlocked.

This fruitwood paneled room with enormous moose trophy is dimly lit by a pair of bronze wall sconces that hold heatless flames of green. The smell of sweet smoke lingers in this plush chamber that holds 3 divans, 2 chaise lounges, several footstools, and a large rectangular rug of red-dyed wool, thickly piled. A single mullioned window provides a glimpse of the inner courtyard and pagoda gate across.

The 3 LEPRECHAUNS (Mic, Mac, and Mok) are old smoking pals of the Mad Archmage and have recently returned, happy to see the castle no longer a ruin. They refer to the Mad Archmage as "The Mors." The only thing they enjoy more than smoking pipes and cigars is playing practical jokes on people. The Castle Keeper is encouraged to be creative in this regard (only you know what pushes the buttons of your players!).

The little men (2' tall each) will be *invisible*, using their *polymorph* magic to make the chaise lounges move about, and they will use *ventriloquism* to make the furniture speak, taunting and making fun of adventurers. While this craziness ensues, one might steal an item of value from the PCs and deposit the item in the SECRET HIDEOUT.

The only way to get these leprechauns angry is to discover and (attempt to) enter their SECRET HIDEOUT. Just searching for secret doors will prompt them to use their ventriloquism to say, "Be off with ye, nosey-nosey-nosey pants! A hex on ye for seven generations if ye shan't be done with this!" The leprechauns are non-combatant, essentially, but this does not preclude them from causing mischief of a potentially deadly sort.

It is possible to befriend these fellows if the PCs are of good humor and don't seek restitution for stolen valuables. If befriended the leprechauns will at some juncture provide a box of 12 fine cigars and a tin with 12 phosphorous matches. The leprechauns have nothing kind to say about the spriggans of the first floor and are offended at any insinuation that they be "cousins" or even of the same ilk.

LEPRECHAUNS x 3: (These neutral fey-type creatures' vital statistics are HD 1d4+1, HP 3, AC 12, MV 20'. Their saves are mental. They avoid physical confrontation if possible. They can cast the following spells at will as an 11th level illusionist: *invisibility*, *polymorph* other [but only non-living things], *ventriloquism*, *minor image*, *major image*. They are able to pick pockets as though they were a 7th level thief [CL 5, or a 75% chance of success] XP: 14+1)

Secret Door (CL 3), Secret Hideout: This secret door is very small, it being under the trophy moose head. A 2 by 3-foot panel of the fruitwood depresses and slides left revealing a rough tunnel of 2 feet wide, 5 feet high, and 15 feet long. It opens to their secret hideout, where the 3 LEPRECHAUNS have stashed some purloined valuables, including a brass chamber pot filled with 60 gp and a platinum ring with moonstone (worth 65 gp). On a square of red felt there is also a 32-inch harp with 36 brass strings, its sound box carved from a single piece of willow and inlaid with ivory. It is worth 150 gp.

82. WATER CLOSET, 5' x 15':

The door is STUCK (CL 0 to shoulder open). This is a water closet of ordinary sort with 2 garderobes, each with a vent, and a laver whose pipe is jammed up and thus no longer fills with water. The water closet's amenities are flushed by water collected in a rooftop cistern.

83. LINEN CLOSET, 5' x 10':

The door is open, the wood swelled so that it can't shut any longer. The closet is lined with shelves that hold moth-eaten linens, many of which are scattered on the closet floor as if someone made a hasty search of this closet in the recent past.

84. THE HALL OF AMAZONS, 25' x 15':

See **PLAYER HANDOUT #28** (*Upper Works Map & Illustration Booklet*) for an illustration of this hall of statues.

Ten opposing statues line this hall, each of 6 feet height and sculpted of white marble, each set upon a stout (3' x 3' x 1') plinth of fluted marble. These sculptures depict warrior women, each clad in actual armor — bronze leg greaves, bronze arm greaves, and bronze helmets through which their intense eyes peer. Each wears a stylized light dress that is high-girdled and strapped over the right shoulder. These warrior women appear strong and resolute, no two posed alike, though each of similar attitude. They are each armed with battle-axe, long bow, quiver, and spear. A woolen carpet embroidered with a host of warrior women stretches between the line of statues.

The statues are Amazon women, and each, if *detect magic* is cast, exude a moderate *dweomer*. Males who pass these statues are struck by a sense of hostility emanating from the statues, and are affected with inequity; conversely, females are emboldened to confidence and power. A female that offers prayer or in some other way honors the Amazons will be blessed with a +2 in strength for 24 hours (once per character, per lifetime). To vandalize or even blaspheme is to garner the enmity of Amazonian spirits that might one day take vengeance upon such offender(s).

85. WIZARD'S SOLAR SOUTH, 820' AREA MAIN, 320' AREA LOFT:

The door to this chamber is **LOCKED** (CL 8 to break down, CL 4 to pick). A placard mounted upon the door reads: "This solar is hereby claimed by the Arch-Mage Eneever Zig. Trespass at your own peril." Under these words is an *arcane mark* that is (to a magic-user) unmistakably that of a skilled *dweomercrafter*, it comprised of the initials E.Z.

Behind the door lies a wall of iron placed here by the malign wizard ENEEVER ZIG. The wall is about 4 inches thick and like a plug fills the archway that the oaken door is set within. Note that any attempt to bypass this wall by means magical (such as *dimension door*, *passwall*, or *teleport*) is not possible in this fortress, such spells fizzling out. Physical attempts to breach the wall are difficult. The wall can be struck automatically. The first 10 HP of damage are ignored — no effect visible. After that, the wall can absorb 120 HP of damage before a breach is achieved. Of course the appropriate type of equipment should only be allowed by the CK (maul, sledgehammer, etc.), and any attempts using inappropriate weapons/equipment should result in such items soon being damaged/ruined.

If the room is entered:

This large chamber is well appointed, the main chamber being of high ceiling (20') with a loft level under which you note a dining area. A stone fireplace is built into the south wall and 4 shuttered windows pierce the 5-foot-thick castle wall, two of these at eye level and two above. The floor is marble tiled and the furniture of the main chamber includes a sofa, an empty bookshelf, chaise lounge, divan, and some footstools. The whitewashed, fruitwood paneled walls are unusually spartan, affixed with but a few wall sconces of bronze that glow with magical light, pale orange in hue. A thin layer of dust blankets all such appointments, suggesting this solar has gone unoccupied for at least a month or more. Under the loft, you note an oaken dining table surrounded by four high back wooden chairs, and a cupboard replete with normal dinnerware of earthenware and wood. Railed stairs behind the dining table ascend to the loft level.

There is absolutely nothing of value to be found here, the wizard ENEEVER ZIG not trusting the security of this place due to past intrusions from adventuring sorts.

The Loft of #85: The dusty floor is of hardwood (tiger maple). There is a four-poster bed curtained in silks, the bed and pillows stuffed with goose feathers, the sheets of silk. The bed is neatly made and is also coated in a fine layer of dust. There is a cherry wood nightstand by the bed, its single drawer holding a quill and dried ink bottle. There is a maple armoire against the south wall.

Armoire: This furniture piece is stocked with tunics, breeches, a heavy wool robe (olive green) with cowl, a pair of grey cloaks, 2 leather belts, a pair of high, hard-soled boots, a pair of high soft-soled riding boots, and a few pairs of pantaloons. There is a musky, spicy smell in the armoire, a few cloth pouches of spices and herbs placed in the garments' pockets to keep moths away.

Secret Door (CL 4): A secret door is behind the armoire, the floor about which (if the dust is swept) might be noted for its deep scratches. A small panel of the wall must be depressed and lifted, a 2' x 3' opening that leads to a secret chamber where ENEEVER ZIG has stored emergency supplies and funds. The secret chamber holds an oilskin backpack of 1.5 cubic foot carrying capacity.

- **Oilskin backpack:** holds 25 gp, 25 ep, 25 sp, a small block of cheese, a few dried wafers, a thick twist of beef jerky, and a half-gallon waterskin (full). It also holds an eel skin purse with belt loops. Stored within its copper and felt-lined interior is a trio of potions: POTION OF HEALING (2d4+2), POTION OF CURE POISON, POTION OF CURE DISEASE. There is also a small wooden box (12" x 6" x 6") in the backpack. This is a BOAT OF FOLDING (LIMITED*), and a MAGICAL KEY (fashioned of bronze, with bits of lodestone embedded throughout its incisions (opens #95 door).

* This limited version can only open to the smaller version of the item: 10' (length) x 4' (width) x 2' (depth), with its single set of oars and thus accommodating 3 or 4 persons. Otherwise, refer to M&T.

CK' Note: The diabolical wizard ENEEVER ZIG has arranged this chamber with provisions that facilitate his escape if under duress. Look for future installments of Castle Zagyg for more on E.Z.

86. THE CONTROL ROOM, 5' x 7':

This small room is accessed via a 4" thick **SECRET DOOR** (CL 3), it being 4' x 4' and composed of stone. It slides into a pocket space to its right. The room within is dark as pitch.

An iron plate is affixed to the west wall of this bare stone chamber. A trio of levers project from the plate, each with a knob of smooth polished steel, each presently in the "up" position. An inscription on the plate reads: *Levers for Laver Lovers! Pull Down to Drink up!*

CK's Note: It is fine to inform your players that the term *laver* is synonymous with *water basin*, as the term is somewhat archaic by today's standards.

Only one lever can be pulled at a time. To pull one down is to raise one that is already lowered (if such be the case). A lowered lever causes the tap of the laver 20 feet outside this secret room to release magical liquid as described below.

- **Left Lever:** releases a stream of incandescent blue liquid. If one drinks it, that one is 100% resistant to the next cold attack subjected to.
- **Middle Lever:** releases a stream of glowing green liquid. If one drinks it, that one can *speak with plants*, as per the druid spell, once per day for the next 14 days.
- **Right Lever:** releases a stream of vermillion red liquid. If one drinks it, that one is 100% resistant to the next fire attack subjected to.

Once a magical liquid is imbibed by a PC, it disappears and will not again function for any member of that PC party again; thus each lever can only be used once for a PC party of adventurers. Castle Keepers of long-running campaigns should note which PCs make use of this enchantment.

D. THIRD FLOOR OF CASTLE ZAGYG

This floor is comprised of Zagyg's more notable chambers: his throne room, potionry, library, and private quarters; hence access was and remains limited.

3 GARGOYLES are perched outside the windows of the throne room. Should anyone scale the building and attempt to break into a window, these guardians will first manifest glowing silver-green eyes; next they will attack, hurling any such offender into the moat. If it is night, they will animate straight away, their reaction more violent.

GARGOYLES x 3: (These chaotic evil monsters' vital statistics are HD 5d8, HP 35, AC 16, MV 45 ft., fly 75 ft. Their saves are physical. They attack with claw, claw, bite, and gore for 1d3/1d3/1d6/1d4 damage. They can only be struck by magical weapons of +1 or better. They are able to surprise opponents at CL 10. XP: 160+5.)

Windows: glass panes are enchanted to the strength of steel (CL 20 to break) and barred with an alloy of xagium and iron (CL 25 to bend bar).

87. LORD & MASTER'S THRONE ROOM, 1,600' AREA:

Centuries ago the Lord and Master of the castle welcomed his favored guests to his throne room. These were not noblemen, dignitaries, or merchants, however, and they were not members of the Dunfalcon Mages' Guild to which The Lord once belonged. Rather, these were fighting men, paladins of law, cunning thieves, brave rangers, and potent evokers; grim dwarves, multi-talented elves, brutal half-orcs, and resourceful halflings. They were adventuring folk, and here they entertained the zany Lord with tales of adventure and derring-do.

There are 4 points of ingress to this chamber:

- **From the North and South:** These 2 iron-banded oaken doors are STUCK (CL 5 to force open).
- **From the East:** The double door of walnut accesses the invisible gallery (#88) that overlooks the Great Hall (#07). This door is described below.
- **From the Secret Door North:** The SECRET DOOR (CL 3) opens behind the north curtain, it being comprised of a sliding panel of stone, 2' x 4' (more below).



A massive throne of lapis lazuli dominates this chamber, it rising from a dais of inky black marble with swirls of grey. Behind the throne hangs a gonfalon of purple silk, it embroidered and tasseled with gold thread. Flanking the throne you note arched windows 8 feet wide by 12 feet high, these veiled by diaphanous, pale green curtains. Lumbent balls of light hover inches below the 20 foot peak of this chamber, the north and south verges of which are of 10-foot height.

The east end of the throne room is convex, the terminus of which presents a double door of carved walnut set within an arch of 15-foot height. Eight wooden sculptures flank the double door, four on each side and following the contour of the rounded east side. Each statue portrays the same man: an elderly, heavy-set fellow, with a prominent forehead and a broad, bearded jaw. Although the subject is duplicated eightfold, each portrays radically different emotions: sinister greed, beaming pride, frowning pain, joyous laughter, tragic weeping, thoughtful introspection, raging anger, and zany humor with a touch of madness. Each statue leans upon or grips a gnarled staff and is garbed in a long tunic ragged at the ankles. Finally, each has grey-pigmented glass eyes of rather disconcerting realism.

This entire chamber radiates potent magic if *detect magic* is cast. The dweomer is omnipresent.

- **Zagyg's Lapis Lazuli Throne:** The seat of the throne chair CONCEALS (CL 3) a cubby space that is TRAPPED (CL 4, gas trap, orange mist fills throne room, poison save or intense laughing for 10-40 minutes, -2 "to hit," -2 damage on all melee, spells with a somatic component impossible to cast). There is a SECRET SWITCH (CL 4 to find) hidden in a groove of the throne's left hand rest. If the switch is toggled, the trap is locked from detonating. The seat lifts on a hinge, revealing small space within. Here is placed a large BRONZE SKELETON KEY.

BRONZE SKELETON KEY: This enchanted key opens the walnut double door of this encounter area. If one removes it from this room, it soon (within 15 minutes) disappears and returns to its previous location. Except, now, the SECRET SWITCH (see above) must be toggled again in the opposite direction to lock the TRAP (see above) from detonating.

- **The Gonfalon:** purple silk, gold embroidered, its symbol consisting of four adjacent circles that interlock: one with an eye, one with a hand, one with a dagger, and one that is blank. This is Zagyg's symbol.
- **Windows (8' x 12'):** Are mullioned with an alloy of iron and xagium (a very rare and fantastic metal of high tensile strength, CL 25 to bend), giving the mullions a dark, metallic blue hue. The panes of glass housed by the mullions are enchanted to the hardness of steel, thus nigh-impossible to break (CL 20).
- **Doors North and South:** The 2 iron-bound, oaken doors are both STUCK (CL 5 to force open).
- **The Cedar Statues:** Careful observation and one will note the glass eyes appear to shift, slowly following the adventurers. These sculptures are charged with the protection of this chamber. They are TIMBER GOLEMS. They animate to attack only if this chamber is vandalized.

GOLEM, TIMBER* x 8: (These neutral constructs' vital statistics are HD 4d10, HP 25, AC 16, MV 10 ft., swim 20 ft. Their saves are physical. They attack with 2 fists for 1d6+1 damage. They are immune to all spells and effects except those that affect plants [wood, specifically] or are based on fire. They have fire vulnerability [x 1.5 damage]. They are vulnerable to axes [x 1.5 damage]. Their awkward gait causes it to go last on any given round of combat. Their eyes are composed of oriental cat's-eyes worth 50 gp each. XP: 205+3)

Double Door of Walnut (10' x 15'): This double door of carved walnut is banded in bronze. It is **LOCKED** (CL 5 to pick, CL 10 to break down). The **BRONZE SKELETON KEY** (see throne description above) unlocks it from either side of the double door.

If opened, the PCs look down upon the Great Hall (#07). They see no balcony. The doors open to what appears to be a straight drop 30 feet to the tiled floor below. They might, however, discover through *detect invisibility*, or by experimentation, that an **INVISIBLE GALLERY** follows the margin high above along the periphery (see #88).

Also, this double door is concealed by an *illusory wall* (CL 20 to disbelieve) that effectively conceals this portal from the Great Hall side of view; otherwise, when opened the double door appears above the Minstrel's Gallery (#54).

87-A. THE D-SHAPED SECRET ROOM:

Secret Door North (CL 3): This 2' x 5' revolving door behind the curtain opens to a 10' x 10' D-shaped chamber.

The perimeter of the floor and ceiling of this D-shaped chamber is studded with knobs of copper. They seem to be aligned with one other, top to bottom. There is a strange popping and crackling sound here.

This is a magical holding cell that no longer functions. It once generated an electrical magical containment field, but no longer. However, if one steps within, a *magic mouth* appears on the ceiling, saying, "It is most unfortunate that I had to imprison you here, good fellow! Surely your recalcitrant behavior left me little recourse. But do not fret! I shan't leave you here to rot. I'll be in to discuss the matter as soon as I intend to. Until then, I advise you not to leave this cell."

88. THE INVISIBLE GALLERY:

This *invisible* gallery is 5 feet wide and has a low balustrade of 3 feet, also *invisible*. It overlooks the Great Hall (#07). If *detect invisibility* is cast, the gallery may be revealed as being built of oaken beams and planks, and a beech wood rail, supported by putlog holes and corbels. Traversing the invisible gallery gives one the semblance of walking on air.

The ceiling at the east and west sides is peaked at 20 feet, while the north and south verges have a ceiling height of 10 feet. The Minstrel's Gallery (#54) can be looked down at from the invisible gallery, as well as the painting galleries #07-F and #07-G.

As the party traverses the invisible gallery, the CK should refer to encounter #07, the same events occurring with one exception: the ghostly banqueters look up at those who walk the invisible gallery, some waving and others clapping their hands. Also, the white gloved hands of #07 will not beckon the PCs to the high table unless they are at the ground level of the Great Hall, but the inviting aroma of the food is present.

Secret Elevator Room:

At the east side (center) of the invisible gallery, a red button is **CONCEALED** (CL 3 to find) in the wall. If pressed, a steel double door (4' x 8') shimmers to view. The *ping!* of a bell sounds, and the door parts, sliding into adjacent wall pockets. An elevator chamber is revealed, it being paneled in white-washed fruitwood, and lit by a soft globe of light. 20 seconds later, the door closes. Inside, there is a steel plate with three buttons. From top to bottom, they are labeled in the Common Tongue: **THRONE ROOM**, **GREAT HALL**, and **CELLAR**. Under these is a small red-painted lever labeled "STOP!"

- If "THRONE ROOM" is pressed, the elevator does not move, but a loud "ping!" sounds.
- If "GREAT HALL" is pressed, the PCs in the elevator are delivered to the Great Hall (#07-D)

- If "CELLAR" is pressed, the PCs in the elevator are delivered to the doors outside of #CC-1.
- If the "STOP!" lever is pulled down, the elevator stops where it is until the lever is lifted back up.

Passengers will feel the lift or descent of the platform, this accompanied by the soft whistle of a flute piping background music of a frolicsome sort. When the elevator reaches its destination, another *ping!* sounds and the doors part. Whenever the elevator doors close, they soon shimmer and disappear. There are no ropes or pulleys, no winch; the mechanism is entirely magical.

89. Z's STUDY, 15' x 20':

The iron-bound, oaken door on the south side of this room is **STUCK** (CL 5 to force open). The oaken door of the north side is unlocked.

A brass lamp hangs from a chain affixed to the ceiling of this 15 by 20-foot chamber. The lamp has panes of stained glass dyed yellow and blue. A dancing ball of light is housed within the lamp, its light filling this chamber in alternating hues of yellow and blue. Two oaken tables are centered in this chamber, these surrounded by high back chairs. Two low bookshelves thick with dust, line the walls east and west. Indeed, the entire place is rather dusty. You hear a voice, like high-pitched singing. It seems to come from the lamp . . .

Brass Lamp: It houses a blinding ball of sentient **FAERIE MOTES**. These strange beings should be considered more akin to a curse rather than an actual monster. Should the lamp be broken, the faerie motes within will at once strike the face of the one that freed it, so bright that no closed eye can abate its penetration. That one is **PERMANENTLY BLINDED** (no save possible). A *remove blindness* spell can not heal this one unless *remove curse* is cast in conjunction (within 5 rounds of each other). Until such time, no pupils can be seen on the victim, these clouded by tiny motes of light that swim in circles. When cured, the motes fly off to some nether realm.

Devoid of contents, there is nothing of value to be found here.

90. Z's PAINT STUDIO, 15' x 45':

Both doors are **STUCK** (CL 2 to force open).

Painting easels are scattered about this windowed chamber of 45 by 15 feet whose entire ceiling is dweomered with a steady glow of white light. Some of the wooden frames hold canvasses yellowed with age, while others are empty. Thus, a few works in progress are exhibited. The arched windows are mullioned and of thin-paned glass, each set in 5-foot thickness of the wall, and measuring 5 feet wide by 8 feet high; each with its own stone window bench. Sheets and tarps line the floor, and paint spills and splashes cover the floors, walls, and even the ceiling. Old pails of dried paint lie about in disarray, as well as paint pallets. A shelf on the east wall is littered with painting supplies of various sorts.

There are 4 paintings in progress here, seemingly abandoned by the amount of dust and the dried and cracked nature of the paint:

1. Three swordsmen, their eyes wide with horror, their backs against a wall as a gelatinous cube moves to engulf them.
2. A wizard, a thief, and a warrior opening an iron chest, their eyes wide with greed.
3. A heavily sinewed dwarf sits in the seat of some massive, machine-like apparatus, his countenance most sinister.
4. An enormous gem of crystal before which a pair of warriors stand. They appear to be tossing small gems at the giant gem, their eyes wide with amazement . . . or is it terror?

- **Windows:** These are paned in glass enchanted to the strength of steel (CL 20 to break). They are mullioned with an alloy of xagium and iron (CL 25 to bend). Tampering with these from the outside will garner the attention of the 3 GARGOYLES (see text before encounter #87).
- **Shelf:** This holds many old horsehair brushes of various size, empty paint cans, 2 bottles (8 ounces) of a yellowish liquid (linseed oil), and a large block of beeswax, and a tin jar holding a sticky substance (gum arabic). A SECRET DOOR (see below) is behind the shelf.

Secret Door (CL 4): Behind the shelf there is a secret door. The shelf must be slid out, then a small stud in the wall must be depressed, opening a panel of 2' x 5'. Inside there is a small chamber (#90-A).

90-A. SECRET PAINT CLOSET:

This is where magical paint supplies were once kept. All that remains of these is a gallon of ENCHANTED PAINT that, if applied to a shield or helm, causes the emanation of *continual light*, it radiating in a 20' radius. The enchanted paint, and thus the light is robin's-egg blue, and is sufficient enough to cover 30 square feet of material.

91. WATER CLOSET, 10' x 15':

Both doors are STUCK (CL 2 to force open). This rather large water closet holds several empty buckets that hold the faint smell of paint and other chemicals. The bed of the laver is likewise paint stained; otherwise, the garderobe is of typical sort with its loophole-like vent. Both laver and loophole are fed by a rooftop cistern.

92. THE RAINBOW APOLLO:

When one approaches within 5 feet of this statue, its black-as-pitch form shines brilliantly with all the dazzling colors of the rainbow. The 6' statue is of a male harpist (playing a lyre) who wears naught but a loincloth. His beardless, handsome face holds a joyous smile, his curly hair of gold, his eyes emerald. He glows with brilliant light, the statue seemingly carved from the very stuff of a rainbow. He stands upon a white marble pedestal (3' x 3' x 1').

93. WATER CLOSET (5' x 15'):

The door is STUCK (CL 4 to force open). Careful inspection will reveal a noxious smell within. Someone in the recent past dumped many potions down the garderobe of this water closet; so many, that a MAGICAL CLOUD of greenish, sparkling hue has taken form here, and it will not vent out. It lingers.

GAS CLOUD: If one enters this room (especially if one shoulders open or kicks down the stuck door), that one will feel a burning of the lungs for 2d6 damage (SAVE VS. POISON, CL 5, for half-damage). 10-60 minutes later, that one must make a second SAVE VS. POISON (CL 5) or suffer a terminal respiratory disease, the onset of which occurs 1d8 hours later resulting in the loss of 1 point of strength and 1 point of constitution. Death occurs in 1d12 months. A *cure disease* spell will remedy this.

Otherwise, the laver and garderobe of this chamber are of normal sort, these fed by the roof cistern.

94. WIZARDS' WALK:

This door is unlocked, and appears to have no locking mechanism.

You have arrived at an 8 feet high by 8 feet wide bronze double door.

Inside, a wide spiral stair of green-stained oak descends to the second floor of the fortress. Each tread creaks and groans as one descends. A bronze candle sconce with a melted taper is midway down. The double doors (#62) at the bottom of the spiral stair are also of bronze. They are unlocked when approached from this side.

95. THE POTIONRY, 45' x 50':

A GHOST NAGA dwells within. The iron-banded oaken double door to this chamber is LOCKED (CL 12 to break down, CL 5 to pick). The key is located in the secret room of #85's loft. This double door is also MAGICALLY TRAPPED (CL 6) with a foamy orange acid spray, 1d8+3 acid damage, SAVE VS. BREATH weapon for half damage.

Pandemonium appears to have erupted at this obvious potionry of slate-tiled floor. Tables and shelves of metal lie mangled and toppled, and thousands of shards of thin glass fill the approximate 45 by 50-foot floor space, as well as stains dry and oily. There are two ovens of black iron here, one set in an eastern alcove, the other in the center of the room, both presenting rust. The ceiling is blackened with soot, and there is malodorous smell about this place: eye-watering chemicals, rancid vinegar, rotted flesh and/or vegetal matter, and mold.

Suddenly you hear an odd tinkling sound, like ghostly wind chimes. At once shards of broken glass begin to swirl about, and from their heaviest mass emerges a reticulated, multi-hued, snake-like horror that possesses the head of a hideous woman. Rearing up to 10 feet height, it opens its fanged mouth to an impossible degree and screeches, "BEEEEE . . . GONE!!!" followed by a hackle-raising hiss.

This 18-foot-long creature has haunted this place for many moons, unable to return to its native plane. If the creature is not at once obeyed, it attacks.

NAGA, GHOST*: (This lawful evil extraplanar creature's vital statistics are HD 4d8, HP 25, AC 16, MV. 60 ft. Its saves are mental. It attacks with a bite for 1-2 damage and a tail for 1-2 damage. If it makes a successful attack, it can attempt to constrict the victim. The naga must make a grapple check. If successful, it constricts the victim for 1d10+2 HP per round. Individuals with 15 or greater strength can attempt to break free; lesser strength individuals can not break free. It can make a ghost move 3 times per day, becoming nearly invisible and incorporeal for up to 8 rounds. While in this state it can only be struck by +1 or better weapons, or by magical effects and spells. The naga cannot attack while in ghost form, but it can use its magical shriek ability [3 times per day]. This disturbing sound causes fear, save versus fear negates. XP: 260.)

CK's Note: The Naga, while constricting its victim, will roll in the broken glass, causing an extra 1d4 damage per round.

* see M&T for more information.

If the naga is defeated and this room is sifted though over a period of 4 man-hours, the following items might be discovered:

- beaker containing 5 ounces of green dragon blood (worth 10 gp)
- jar, small, holding a yellow, waxy material (phosphorous, glows in the dark, burns slowly) (worth 10 gp)
- jar, small holding 13 newt eyes in vinegar.
- phial, glass, of quicksilver (worth 10 gp)
- phial, glass, of squid ink
- phial, metal, of powdered bloodstone
- phial, metal, of powdered malachite
- OIL OF ALCHEMICAL RESURRECTION (an oil that must be coated on remains of the deceased person, restoring any victim that has been dead as long as 8 years.
- POTION OF GASEOUS FORM
- POTION OF GROWTH (has 4 doses, each dose increases size of imbiber by 6')
- POTION OF REGENERATION

- pouch, cloth, holding yellow powder (pure sulfur, combustible) (worth 5 gp)
- pouch, cloth, holding 2 mandrake roots

Otherwise, the broken and scattered contents of this potionry includes: alembics, balances, beakers, bellows, bottles, bowls, crucibles, decanters, dishes, files, flasks, jars, kettles, mirrors, needles, pestles, phials, spatulas, spoons (metal and wood), tongs, tweezers, vats, and weights. The Castle Keeper is encouraged to use discretion as to what may be salvageable here.

Secret Door (CL 3): In the southeast corner of the room there is a secret door, it being of 3' x 3' size and revolving on pegs. It conceals a long secret passage built in the stonework of Castle Zagyg, connecting areas #95 and #100. One dead end, however, has a TRAP (CL 3), it being a small pressure plate at the end of the hall (3-in-6 chance of being stepped on) that causes 2 bolts to launch from the north wall automatically striking the victim for 1d6 damage each, no save allowed.

96. LORD & MASTER'S SMOKING ROOM, 15' x 15':

The north door is STUCK (CL 5 to shoulder open). The south door is bronze-banded and *wizard locked*. Only a *knock* spell will open it, but brute force (CL 8 to shoulder open) can be effective.

Eight large, upholstered, high-back chairs of cherry wood are spaced about the perimeter of this 15 by 15-foot chamber whose paneled walls are of green-stained knotty pine. The chairs surround the enormous hide of a thickly furred, spotted feline that is centered upon the hardwood floor (tiger maple). End tables of gilded maple are set between the eight chairs, on which are set ashtrays containing old cigar stubs. Indeed, the entire room retains the stale smell of tobacco. Lastly, the impressive trophy head of an elk is mounted on west wall, it being a 14-pointer of about 6-foot spread.

- **Elk Trophy Head:** Movement in the room causes the elk to roll its glass eyes, bob its head, and say, "Howdy, pard!" in its low, monotone voice. "Come for a smoke? Have a seat, relax." Hidden (CONCEALED, CL 3) in its mouth is a tin box. If *detect magic* is cast, its presence is masked by the dweomer of the head itself. Inside the tin are 2 NEVER-ENDING CIGARS*.

*NEVER-ENDING CIGARS. These cigars appear to each have been lit in the past, each of about 4-inch length and 3/4-inch diameter. Their enchantment is simple — they never burn down, and they taste exquisite to even the most particular of connoisseurs. They are as delicate as any normal cigar, and if broken or water-damaged, the enchantment is lost. They are each worth 25 gp. Also the tin contains a smaller tin holding 12 phosphorus matches.

97. LORD & MASTER'S SOLAR, c. 1,300' AREA, (T-SHAPED):

There are 6 MINIATURE GARGOYLES, 1 PSEUDO-DRAGON, and 2 BLACK BEAR STATUES that animate to real black bears in this chamber. All 4 means of ingress/egress to this large chamber are *wizard locked*. Only a *knock* spell will open one, and no means mundane can unlock them, but brute force (CL 8 to shoulder open) can be effective. Each door is of bronze-banded oak, 4-inch thickness.

An enormous four-poster bed is set in the center of this large, T-shaped room. The floor is marble tiled, a diamond pattern of white, yellow, red, green and black colors, and the surrounding walls are paneled in mauve-stained fruitwood. The four-poster is draped with gossamer veils of purple tied off with gold-colored ropes, the bed's rumpled sheets, of royal blue and gold. The mattress bulges as though stuffed with millions of goose feathers or more; likewise, the many pillows (also encased in royal blue and gold silk) are piled at the headboard.

North of the bed, you see a long maple bureau of many drawers and a tall wardrobe of oak. South of the bed you note a large chest (3' x 5' x 3') of gilded mahogany, the lid of which is inlaid with mother-of-pearl. It stands upon S-shaped legs, its lid fastened by a large padlock of dull-glowing gold. Beside the chest there is a small wine bar, upon which is set a crystal carafe.

Three large, arched windows are set in the thickness of the west wall, these being 5 feet wide by 8 feet high with thick glass panes mullioned with bars of a strange, metallic-blue color. Each window has its own stone seat for looking out over the castle precincts. Bronze sconces are mounted between the windows, these presently burning with incandescent flames, though no fuel source is present.

The east end of the room is dominated by a massive fireplace of brick, its walnut-carved mantelpiece lined with a half-dozen fearsome-looking statues of about 18" height apiece — tiny, winged, leering demons carved of stone, at first glance. The fireplace is lit, though its fuel is most unusual — a 1-foot pile of large, gold coins that appear melded together. The flames that spring from these weirdly fused coins oscillate with every hue of the rainbow, and so this entire room is ever shifting in hue and tone.

Lastly, flanking the fireplace left and right, and set in opposing corners, you note a pair of 8 foot marble statues, each depicting a bear standing upright. One wears a buttoned frock coat and a four cornered hat; the other wears a ruffled dress and a bonnet.

- **Four-Poster Bed:** The silk sheets are worth 30 gp. Both pillow covers (silk) are embroidered with a gold-stitched "Z". There is a 19-in-20 chance that a PSEUDO-DRAGON is sleeping inside one

of the pillows. This female pseudo-dragon, "Sleepy," is an old pet of Zagyg's. It is a lazy little dragon of golden scales, diaphanous fey wings, and a long prehensile tail of 5-foot length. "Sleepy" might be convinced to become a magic-user's familiar, though its proclivity for sluggishness can be rather frustrating. If she is not here, she is about, on the east side of the False Urt River, hunting where she feels safe; it being the dominion of wood elves (see *Mouths of Madness* #WD-10) who would not harm her.

If a magic-using PC (wizard or illusionist) does indeed take "Sleepy" with him or her from this chamber, an illusory and rather indistinct bearded face appears before that one, floating in the air some three feet away. It is an opaque image, as though seen through red-tinted glass. It speaks, saying, "Ahh! I see you've taken it upon yourself to bring 'Sleepy' for a walk. Very good! She can use the exercise. Feed her green apples, milk-soaked bread, peanuts, and bacon, and she'll absolutely adore you. See that she isn't harmed, or I'll be very unhappy with you. Ciao!" The image disappears with a pop! and Sleepy lets loose a long yawn. Sleepy is non-combatant and despite her abilities as listed below, she will do everything possible to escape combat; unless she bonds closely with the one who makes a familiar of her — she will at length become protective of that one.

"SLEEPY" THE PSEUDO-DRAGON: (This neutral good dragon's vital statistics are HD 2d8, HP 12, AC 18, MV 15 ft., fly 60 ft. Its saves are physical and mental. It attacks with a bite for 1-3 damage and a poison tail sting [at an additional +4 "to hit"], save versus poison or become comatose for 1d6 days. During this time, the victim appears dead and has a 25% chance per day of actually dying. It has spell resistance 10. It has a chameleon-like blending ability that takes 1 round to manifest, it functioning like the invisibility spell. It has the constant ability to detect invisible creatures. It has telepathy and can transmit what it sees or hears to its companion within 60 feet. It also has twilight vision and can cast the following spells 1/per day: ghost sound, prestidigitation, darkness, and obscuring mist, all spells cast at 5th level ability. XP: 99.)

- **Maple Bureau:** This is empty, save for some old socks.
- **Wardrobe:** Zagyg never kept apparel in this wardrobe. Rather, its inside holds a MINOR MIRROR OF LIFE TRAPPING (see APPENDIX B). Presently, the device is empty.
- **Mahogany Chest:** This chest is LOCKED (CL 5). The key is lost. Inside is an ENCHANTED MIDNIGHT BLUE ROBE sewn with patches depicting stars and half-moons. These are sewn with silver thread. This robe is an old favorite of Zagyg's, but he's forgotten about it. Its enchantment is simple: it regenerates if ripped, and repels stains and dirt. Burns and acid damage will not regenerate, and Zagyg indeed managed not a few cigar and pipe burns about its fabric during the time he wore it. If Zagyg ever sees a mage wearing his old robe, he'll say, "Nice robe, chap! Where ever did you find it? Why, I used to wear one just like it, and here I thought it was a one-of-a-kind!"
- **Windows:** These are barred with an alloy of xagium and iron (CL 25 to bend), the glass panes enchanted to the strength of steel (CL 20 to break). Each has its own seat overlooking the precincts.
- **Sconces:** These are enchanted with *continual flames*. If both are turned upside down, they open a SECRET DOOR (see #97-B). If rotated thus, the flames project downward exactly as they had upwards.
- **Fireplace:** This is a permanent illusion (CL 12 to disbelieve, d6 burn damage if touched and save failed), the flaming pile of melded gold coins, so real that the illusion throws off heat, has a strange metallic scent, and occasionally pops a spark that stings anyone who gets too close. On the mantle piece there are 6 MINIATURE GARGOYLES. A SECRET DOOR (CL 5) is hidden inside the fireplace. If a certain brick is tugged just under the mantle, it unlocks and pops open in back of the burning pile of gold, leading to #97-A.

The miniature gargoyles only attack if this chamber is vandalized; otherwise casual inspection does not provoke them. If two of their number are destroyed, one will fly to the two bear statues and strike them, causing them to animate and also attack.

MINIATURE GARGOYLES x 6: (These chaotic evil magical beasts' vital stats are HD 1d8, HP 5, AC 15, MV 30 ft., fly 40 ft. Their saves are physical. They attack with 2 claws for 1 HP damage, and 1 bite for 1d4 damage. They surprise at a +10. XP: 9+1)

- **Black Bear Statues:** These are of a dense granite and radiate no magic. Their pedestals are engraved, "Mr. Bear" and "Mrs. Bear." They animate to attack only if struck or handled violently. When they animate, they transform from stone to 2 BLACK BEARS of nasty disposition, garbed in frock and dress.

BLACK BEARS x 2: (These neutral animals' vital statistics are HD 3d8, HP 15, MV 40 ft. Their saves are physical. They attack with 2 claws for 1d6 damage each and 1 bite for 1d8 damage. If both claw attacks are successful in a single round, it hugs the victim [no save] for an additional 2d4 damage. Each round thereafter, a strength save must be made to escape the crushing grasp of the bear, or else the damage repeats. XP: 85)

97-A. SOLAR ESCAPE PASSAGE, 5' x 30':

This secret passage is accessed via 3 different SECRET DOORS (CL 5 each). It once served as an escape route for the Mad Archmage from his Solar (#97). It is a dark, dusty passage with two escape routes, north and south, both of these obvious from the inside. The middle one, which leads to the back of the fireplace of #97 is LOCKED (CL 12) and is unlocked if the brick is tugged on the other side (see #97 fireplace). The flaming pile of gold on the #97 side of this secret door is thus revealed, if picked open.

97-B. THAUMATURGIC SANCTUARY, 37.5' AREA:

Just north of the three windows of the west side of the Lord & Master's Solar, there is a SECRET DOOR (CL 5). It is behind a fruitwood panel (2' x 3') that opens only if the two wall sconces are down-turned (see sconces of #97). Inside this secret passage there is a walnut carved door engraved with magical script. If read magic is cast, the words read: *Lord & Master's Thaumaturgic Sanctuary*.

This small, triangular-shaped chamber has a low ceiling (6.5') that glows a dull, ruddy purple. The floor is composed of a thin slab of black marble etched with a 5-foot-diameter circle that encloses a triangle. The symbol glints of silver and mother-of-pearl, it reflecting the purple light of the ceiling.

Magic-using persons (wizards and illusionists) will ascertain this symbol to be a thaumaturgic triangle, which protects one from otherworldly forces. There is a SECRET DOOR (CL 4) inside this secret sanctuary. It folds open like an accordion and leads to a spiral stair that descends 50 feet to the Castle Cellars. There a SECRET PASSAGE moves south-southeasterly to the Lord & Master's Sanctum Sanctorum (#CC-5).

98. LORD & MASTER'S READING ROOM, 15' x 15':

The bronze-banded door is wizard locked. Only a knock spell will open it, but brute force (CL 8 to shoulder open) can be effective.

Empty shelves line the perimeter of this small room. A table is set in the center of the room, over which hangs a brass chandelier with melted candles. A scroll of vellum tied with purple ribbon rests on the table.

The scroll radiates magic. It holds an *explosive runes* spell. The scroll holds a note written in the common tongue that says: *Sorry, seekers! Think that I'd leave my most precious reading materials here for common thieves to purloin? Tosh! Now stop mucking about my old bed chambers and come find*

me in my dungeons. I'll put the green tea on now. See you soon! And oh, by the way, please place this message back on the table or it will self-destruct in five . . . four . . . three . . . two . . . one . . . ZERO!

If the PC holding the note does not place it down before the count reaches zero (CK should count slow for young or inexperienced players), the note will explode for 4d6 damage (reader gets no save, those within 10' can save vs. spell, CL 4, for half damage).

99. LORD & MASTER'S PREFERRED THRONE ROOM:

There is an UNSEEN SERVANT here, it manifesting whenever the door is opened.

This obvious water closet has a garderobe on the right, a basin on the left. Upon entering, the basin fills with water, the handle turning, and a pair of clean linens hang suspended in the air. The smell of jasmine ebbs from the garderobe, within which a leather-bound volume sits, cracked and dusty. A narrow piercing in the west wall provides a bit of air flow.

The *unseen servant* is there to serve, drawing water in the laver, serving clean linens for wiping. The book, entitled *Twigleg Overhill's Impractical Impertinences*, is written in an ancient Grey Elvish dialect, describing practical jokes the sort of which only an elf can appreciate, for they take over a century to develop, subtle beyond the ken of mortal men.

Also, there is nail set in the wall by the water closet door. Hanging on the door is a BRONZE SKELETON KEY*. It is graven with magical script (read magic required). It reads: *Cobbled Courtyard Chapel Key — Do Not Lose!*

* This key opens the door to the Ruins of the Castle Precincts #8 (God of Magick Chapel).

100. LIBRARY, 20' x 45':

The librarian within is a DEVIL. The door is unlocked. A wooden placard is drilled into the door. It is fancily painted with the words:

CASTLE LIBRARY

SHHHHHH!!!

BE QUIET!

NOT A PEEP!

AND NO TOMFOOLERY!

(That Means You Too, Z.)

—The Librarian

Upon your entrance you face a desk of gilded maple behind which sits an old woman of severe countenance. Her narrow face is heavily lined, her blue eyes bloodshot. She has a long bulbous nose blemished by a hairy wart, and her gray hair is tied in a bun — not a single strand allowed to escape. She sits erect, wrinkled lips pursed. She is garbed in a buttoned blue blouse, her foreboding gaze warning you not to speak. In her hand she holds a feather quill. She dips the quill in a bottle of ink and begins to write in a large book on the desk before her.

Rows of bookshelves project from the north, east, and west walls of this, an obvious library. Three tables line the south wall, each set with a lamp that holds a magical ball of light, pale-yellow hued. The floor is of yellow pine, scratched and worn between the shelf rows from heavy traffic. You note that the shelves are rather sparsely stocked with volumes bound in leather and cloth numbering perhaps 100 at most.

Of course any noise will draw the ire of the librarian, she being a TONGUE DEVIL. She will not speak. If spoken to, her eyes squint angrily at the speaker and she places a finger to her lips, indicating quiet. She only opens her mouth if she intends to attack; otherwise, her wrinkled lips pursed tightly. She might tolerate hushed whispers. She will not tolerate noise and foolishness, and if her first warning is not heeded, she will stand and place her hands on her hips, her cheeks bulging side to side. If she catches one stealing, or if excessive noise or other unruliness persists, she will attack, unleashing her long, black, warty tongues (yes, she has two tongues).

DEVIL, TONGUE*: (This lawful evil devil's vital statistics are HD 5d12, HP 40, AC 16, MV 30 ft. [or 10' in slug form]. Its saves are mental. It attacks with 2 tongue flicks for 1d6+1 damage each. Each successful attack also does 1-3 acid damage. One minute after a successful hit, the victim must make a save versus disease or suffer a contagion. The tongue devil can cast the following spells at 7th level ability, 1/per day: charm person, suggestion, cause fear, and major image. It can use the tongues spell at will. It has spell resistance 7 and cannot be harmed by normal weapons — only magical weapons or cold iron-forged weapons. It takes half damage from acid, cold, and fire. Holy water does 2d4 damage to them. Note that its teleport without error and summon imp abilities do not function in the castle fortress. XP: 3850)

* see APPENDIX C.

Each volume is of about 3 to 10-pound weight (d8+2), these comprising subjects not suitable for casual reading or laymen. Penned within these volumes are esoteric studies on ancient kingdoms, astrology, astronomy, clockworks and engineering, elemental studies, flora and fauna, gemology, dragon and griffon physiology handbooks, gravity & magnetism, planar treatise (inner planes, outer planes, astral and ethereal travel, etc.), and undeath studies and plagues.

Each volume holds a MINOR ENCHANTMENT, one that has effectively deterred much thievery: any volume removed from this chamber at once becomes tenfold in weight.

VOLUMES OF INTEREST: The following volumes might be discovered by the PCs should the CK decide to make them available. It might take hours to find them. Should the PCs make repeated future visits here, the CK is encouraged to develop other like volumes, but none that would empower the PCs, but rather educate them on some matter esoteric.

- *Golem Anatomy:* This volume takes 4-7 (d4+3) hours to read. It describes the forms and functions of many golem types, including armor, brass, bronze, clay, clockwork, crystal, fog, ice, lead, mud, rope, snow, and wood. While the methods of golem creation are barely touched upon, this volume educates and expands one's knowledge of these incredible constructs and can potentially enhance a dweomercrafter's capacity at golem creation.
- *The Lycanthropic Age:* This volume takes 5-8 (d4+4) hours to read. It is a well-researched treatise on lycanthropy (though the author is rather verbose), including how to combat these shapechangers, and how to avoid the curse they carry. How to gather and cultivate belladonna is also discussed at length, the author waxing poetic as he discusses his own such travails. The author closes with the description of a distant nether-realm where the curse of lycanthropy brought about the collapse of an entire empire, but this reads like fiction — and is possibly plagiarized.
- *The Land of Red Dust:* This volume takes 3-6 (d4+2) hours to read. It is a first person account of wizard who was transported to a far and distant realm where he was able to perform astonishing physical feats of strength and dexterity; however, his dweomercrafting failed to function, so he was forced to take up the blade and learn to become a fighting man. And so the intrepid adventurer explored this land largely ruled by four-armed green giants. He rode a six-legged riding beast and fought blue men resembling plants and huge albino apes of a fearsome species.

Secret door (CL 4): There is a secret in this library. If the correct volume is pulled, a book shelf opens revealing a narrow passage bored into the solid black gneiss of which the central portion of this fortress is hewn. It connects areas #95 and #100. One dead end, however, has a TRAP (CL 3), it being a small pressure plate at the end of the hall (3-in-6 chance of being stepped on) that causes 2 bolts to launch from the north wall automatically striking the victim for 1d6 damage each, no save allowed.

101. GUSTAV THE SCREAMER:

There are 3 FIRE TRAPS (CL 6) along this short (40' x 5') maze, these triggered only if the below condition is met. The maze ends at a 5-foot-tall ENCHANTED STATUE.

This crudely formed sandstone statue is sculpted to portray a 5-foot, narrow-framed man with eyeballs of smoky quartz set in deep, round sockets. It has a large, oddly shaped head, pronounced cheek bones, and skinny arms that hang flat by its side. The statue presents several surface cracks and is set upon a plinth of heavy oak on which a brass plate is graven with the name: *Gustav the Screamer*.

When its quartz eyes meet the eyes of a sentient person, the arms bend at the elbows, the hands pressing to its cheeks, and jaw dropping. A horrible scream at once releases!

The sight of the statue's eyes coupled with its scream CAUSES FEAR (CL 6, *save vs. magic negates*). The victim(s) of course attempts to escape the statue's presence. When the statue screams, all 3 TRAPS are unlocked to trigger:

FLAME SPURT TRAPS x 3: Following the statue's scream, when a pressure plate is stepped on, a spurt of flames raises from the floor, burning the victim for 1d6 damage per each trap, no save is possible. A *fear* victim running away from the screaming statue will no doubt trigger all three such traps. PCs lurking in the maze when the statue screams might also be victimized, particularly if they were positioned on a trapped area.

The smoky quartz eyes are each worth 50 gp.

102. THE LORD'S WALK:

This door is unlocked, and appears to have no locking mechanism.

You have arrived at an 8-foot-high by 8-foot-wide bronze double door.

Inside, a wide spiral stair of iron descends to the second floor of the fortress. A bronze candle sconce lacking a taper is midway down. The double door (#79) at the bottom of the spiral stair is also of bronze. The bottom double door of bronze is locked, though the bolts are on this side of the door, easily slid across. If opened, however, note the *fire trap* as noted in the text of #79.

103. THE WELL-LIT STUDY, 20' x 20':

This 20 by 20-foot room is lit by four lamps that hang from the ceiling, each of yellow glass and holding a flicker of flames within. Mullioned windows of 2-foot width and a single bar of blue metal provide a view over the False Urt River below. The perimeter of this chamber is lined with divans upholstered in red crushed velvet. Four reading desks are centered in the room, each with its own high back chair. There are four paintings mounted here: two on the south wall, two on the west wall. The walls are otherwise paneled in whitewashed fruitwood, the floors of worn hardwood, tiger maple. The entire study is rather dusty.

- **Paintings:** These all depict the same alien landscape, scenes with green skies, yellow clouds, a trio of blood-red suns, fields and

meadows of vermillion and indigo grass, enormous fern trees with purple fronds, and rivers that run rusty orange. Two-headed birds fly about, these of brilliant plumage, as well as winged lizards. One picture shows an alien behemoth — a six-legged, blue aurochs. Each painting is signed "Z".

104. WATER CLOSET, 5' x 15':

The door is STUCK (CL 3 to *shoulder open*). This water closet holds the typical laver and garderobe with vent, these fed by a rooftop cistern.

105. STATUE OF CHAINED LOKI:

Here, inserted into a grooved pedestal of dense granite is an ancient, weatherworn stone slab of 5' height, 2.5' width, and 6" thickness. The slab is intaglio-carved in red with the image of a moustached, hook-nosed man who is bound with chains about his wrists and ankles. Upon his head he wears a helm whose horns are long and curving, and his face is etched with shock, his hollow eyes tormented. Red runes of an ancient species are etched at the bottom of the slab. If *comprehend language* is cast, or if a priest of the Tenoric (Norse-Teutonic) faith is about, they may be read as: *Awaiting Ragnarok: The Trickster's Time Draws Nigh*.

106. STAIRS TO ROOF SPIRES:

These covered stairs (4 sets in total) each lead to the Roof Spires (West and East). They are comprised of an arched tunnel, 8 feet at the apex, the stairs and cover entirely carved of the same black gneiss from which the entire central portion is hewn.

E. FORTRESS CORNER TOWERS

Each of Castle Zagyg's corner towers has the following similar features: 20 feet in diameter, 50-foot height, and a conical-capped roof projecting above a machicolated parapet. Beside each tower, built into the wall thickness of the castle fortress, there is a spiral stair that provides access to the first four floors (ground, first, second, third); the third floor to the roof are accessed via a turret containing another spiral stair.

Other Tower Facts: Walls are of 4-foot thickness, interior diameter of 12 feet. There is 10 feet of floor-to-ceiling space at each storey. Flooring (except for the flagstone basement) is built of wooden planks nailed to heavy oak beams, the beams supported by corbels and some putlog holes. Doors that access the fortress floors are of reinforced oak. Doors that access the wall walks are of iron, these latter measuring a mere 2' x 5'.

CT-1. NORTHWEST CORNER TOWER (50'H x 20' DIA.)

CT-1A. NORTHWEST CORNER TOWER, GROUND (BASEMENT), 12' DIA.:

- *If approached from the North Wing of the Castle Fortress:* The iron-banded, oaken door to this tower is STUCK (CL 4 to *shoulder open*). Proceed to the first read-aloud text if this door is forced open.
- *If approached from the secret spiral stair hidden in the wall:* If arriving by way of the dwarf lair of *The Storerooms* #123, 3 feet of solid stone will be met at the top of the stairs, thus confirming the one-way nature of this tower's ground floor trap (more on this below).

This flagstone floor basement of this tower is empty, no loopholes within. A single cresset of rusted iron projects from the wall, it lacking fuel. The floor and walls are patchy with brown-black mold.

The floor is TRAPPED (CL 15). If the stuck door is shouldered or kicked open it is automatically triggered (though perhaps not if a small battering ram is used): a pressure plate (under a loose flagstone) is just inside the door. If depressed, this entire level of the tower begins to spin, magically

sucking in any and all PCs within 50 feet of it, the door slamming shut behind the last one to be sucked in. A voice sounds, cries out, "Round and round she goes—where she stops, nobody knows!"

Those victims are pressed against the wall and spun violently. Three minutes later, the spinning ceases, leaving all such victims sickened and dizzy. When they arrive at their senses and inevitably try the door through which they entered (it now being shut) the following read-aloud text applies:

When you re-open the door through which you arrived, you see not the north wing of the castle fortress; rather, a stone-encased spiral stair of a mere two-and-a-half feet width. It plunges into inky blackness . . .

The spiral stair descends 50 feet and opens to a dark, northwesterly tunnel of worked stone that leads to a flight of stairs, the top of which is noted for a 4' x 8' stone door with an iron knocker ring. The door is graven in dwarfish script: *Revere the Lords of Dwarfdom and Safe passage Will You Have.* (see *The Storerooms* #123-d). It takes 2d4 hours before the tower through which this tunnel was accessed rotates to its previous position, a slow grinding at that.

If the PCs attempt to circumvent this one way exit by trying to get through the putlogs and floor boards of the ceiling above, their weapons and blows bounce off; the harder it is struck, the harder the weapon or tool bounced back.

CK's Note: This trap should be used judiciously, because it can potentially divide the party. If it is your desire to keep the party united, then the door to this encounter area should by all means not be penetrated — unless the PCs are all within, say, 50 feet of the tower. PCs can be as far as the loophole at the bottom of the stairs south of this encounter area and still be sucked in.

CT-1B. NORTHWEST CORNER TOWER, LEVEL ONE, 12' DIA.:

The iron bound, oaken door to this tower level is **STUCK** (CL 4 to shoulder open). There are three loopholes in this tower level, these providing a glimpse of the inner courtyard. Traces of mouse droppings litter the stained floor; otherwise this area is empty.

CT-1C. NORTHWEST CORNER TOWER, LEVEL TWO, 12' DIA.:

The unlocked iron-banded, oaken door to this tower level enchanted with a *magic mouth*, placed here by the evil GNOME ILLUSIONIST, Warts Gemhunter (see #65). If the door is touched the mouth appears and says, "I would not open this door if I were you. A great floating eye of many tentacles awaits within. Its death ray will spell your demise." This is a lie. There is no such monstrosity within; in fact the loophole-pierced tower level has nothing more than a pair of wooden stools within and an old broom.

CT-1D. NORTHWEST CORNER TOWER, LEVEL THREE, 12' DIA.:

The door to this tower level is **LOCKED** (CL 5 to pick, CL 8 to break down). There is a **TRAP** (CL 3) just inside the door.

The malodorous stench of bat guano fills this 12 feet diameter chamber, it having two loopholes and an adjoining turret within which ascends a spiral stair.

Gas Trap (CL 3): There is a 3-foot-square flagstone just inside the door. If depressed, a MAGICAL GAS shoots up, affecting only the one that triggered it. That one is effectively transformed (no save allowed) into a violet, sparkling gas of about 3-foot diameter. The transformed character is capable of speech, albeit hollow and reverberating and bright motes of light sparkle when this one speaks. The effect lasts for 2d6 hours, unless *dispel magic* is cast. The trap resets after 48 hours. The gaseous victim is not able to move such as *gaseous form* can; it is in fact quite stationary unless somehow collected in a canister of at least 3-gallon size (one can move the gaseous body by fanning it with a cloak, etc.). It can be harmed

by magical fire and lightning, but physical attacks do it no harm. When the gaseous body is touched by a corporeal being, that one feels but a slight tingling of the nerves.

- **Turret:** The turret stairs, despite being also pierced with narrow loops, is collected with a great many bat droppings, piles up to 6 inches thick, among which are a few dead bats.

CT-1E. NORTHWEST CORNER TOWER, LEVEL FOUR, 12' DIA.:

20 **LARGE BLACK BATS** lair here. They depart at dusk and return before dawn. They don't actively seek to attack intruders, but if stirred to fright they will swarm about, biting, putting out torches, ruining the somatic gestures that many spells require.

BAT, LARGE BLACK x 20: (These neutral creatures' vital stats are HD 1d2, HP 1, AC 12, MV 5 ft., 50 ft. fly. Their saves are physical. They attack by swarming exposed portions of the body. Their attacks are in groups of four, and receive 1 attack for each 4 bats. If a hit is scored, 1 point of damage is inflicted from scratches and bites. They receive +3 to all "to hit" rolls. They attack for only 1d4 rounds before leaving. XP: 5+1)

An iron door (2' x 5') is at the top of the turret (see below).

CT-1F. NORTHWEST CORNER TOWER, ROOF, 25' DIA.:

The roof is accessed by a **LOCKED** iron door, 2' x 5' (CL 4 to pick, CL 13 to break down). The machicolated, slate-tiled roof has a 3.5 foot parapet from which 3.5 foot loopholed merlons rise, these of 3 feet width and separated by embrasures (spaces) of 3 feet. Stout iron poles suspend the conical cap over this tower. With the exception of a broken crossbow, there is nothing here of worth. From here, one might observe the ruined castle precincts spread below west.

If it is night, there is a 1-in-6 chance per turn that the 3 **GARGOYLES** described in the text between encounters #86 and #87 will fly up here to attack those who dwell on the tower roof.

CT-2. SOUTHWEST CORNER TOWER

CT-2A. SOUTHWEST CORNER TOWER, GROUND (BASEMENT), 12' DIA.:

The iron-bound oaken door to this tower level is **STUCK** (CL 4 to shoulder open). Within is a stark chamber of some 12 feet in diameter. About the flagstone floor lie broken wine keg staves and the rusted rings that once bound it.

A **SECRET TRAP DOOR** (CL 3) is hidden in the floor. A small flagstone must be pried open at the edge of the floor. Under it is a small stone lever. If the lever is pulled, a much larger flagstone is triggered, this springing open in the center of the chamber. It opens to a shaft of 10 feet width, mounted with an iron ladder, and terminating 60 feet below.

At the bottom of the shaft, a long and snaking tunnel of 10-foot width is discovered, it containing two sets of stone stairs. After the first set of stairs, between a pair of old, chipped statues of elvish swordsmen playing lyres, there is a **TRAP** (CL 2), a covered pit of 10-foot depth that triggers 3-of-6 times it is stepped upon, and later resets. It also triggers a bell to ring noisily in the elf lair, alerting them to visitors. Indeed, the tunnel ultimately leads to the **ELF HIDEOUT** of *The Storerooms* #136-d, where a portcullis bars the way.

CT-2B. SOUTHWEST CORNER TOWER, LEVEL ONE, 12' DIA.:

The iron-banded, oaken door is unlocked. Inside are some scrap pieces of wood, including a few broken javelin shafts, these of the varied variety indicating they were likely scorpion (ballistae) missiles. Three loopholes provide a glimpse of the inner courtyard and the hexagonal tower.

CT-2C. SOUTHWEST CORNER TOWER, LEVEL TWO, 12' DIA.:

There are 6 **STIRGES** lairing within. The iron-banded, oaken door is **STUCK** (CL 4 to force open). A stirge nest is within, the magical animals having

found their way through a widened loophole and making a nest within, it hanging from the beams. The violent entry of breaking down the door sets them to attack, most if not all attacking the initial intruder.

STIRGES X 6: (These neutral creatures' vital stats are HD 1d6, HP 4, AC 16 Move 10 ft., 40 ft. fly. Their saves are physical. They attack with a sting for 1d3 points of damage. Their special abilities include attach and blood drain for 1d4 points of damage per round. XP: 15+1)

CT-2D. SOUTHWEST CORNER TOWER, LEVEL THREE, 12' DIA.:

The iron-bound, oaken door is **LOCKED** (CL 5 to pick, CL 8 to break down). This tower level has two stocked weapons racks, one with 78 crossbow bolts, the other with 60 arrows. The missiles are of elite quality. Two of the arrows are **+2 FIRE ARROWS** (ignite upon launch, extra d6 fire damage). Two loopholes provide a view of the outdoors while a turret contains a spiral stair that ascends.

CT-2E. SOUTHWEST CORNER TOWER, LEVEL FOUR, 12' DIA.:

The remains of scale mail-armored men lie about the floor of this chamber. Naught but hardened skin pulled taut over bones and skulls, chain coifs hanging loosely in proximity to their cadaverous skulls. Each wears a purple tabard, ragged and moth eaten. Three glaive-guisarmes lie crisscrossed about the corpses, as well as three light crossbows and a scatter of quarrels.

An astute observer might note the strange green pallor of the victims' skin, and that each grips his own neck, jaws impossibly agape. These are soldiers of a bygone age, having been assaulted with poison that hardened and preserved their skin. There is nothing of worth here, but the pole-arms are of fine quality, if treated for rust.

CT-2F. SOUTHWEST CORNER TOWER, ROOF, 25' DIA.:

The roof is accessed by a **LOCKED** iron door, 2' x 5' (CL 4 to pick, CL 13 to break down).

This machicolated tower roof is slate-tiled and has a 3.5-foot parapet from which rises loopholed merlons of 3.5 feet. The merlons are spaced by embrasures of 3 feet width. Stout poles of iron suspend the conical roof cap. From here, is a fine view of the ruined castle precincts below.

If it is night, there is a 1-in-6 chance per turn that the 3 **GARGOYLES** described in the text between encounters #86 and #87 will fly up here to attack those who dwell on the tower roof.

CT-3. NORTHEAST CORNER TOWER (50'H X 20' DIA.)

CT-3A. NORTHEAST CORNER TOWER, GROUND (BASEMENT), 12' DIA.:

The iron-banded, oaken door to this tower level is **STUCK** (CL 2 to force open).

Within is a 12' diameter basement level with a single cresset of iron that bears the half-burned stub of a torch. If the door is shut, the cresset is unlocked. Once unlocked, it can be pulled down like a lever, causing this tower basement level to rotate clockwise about 160 degrees. When it stops, the door can now open to a **SECRET PASSAGE** in the curtain wall. The passage is only 2.5 feet wide and 5 feet long. It opens to a 5 by 5-foot space in which a trap door is mounted in the floor. The trap door opens to a shaft that descends 50 feet. Iron rungs are drilled into the shaft wall. 10 minutes later, the tower resets, rotating back into place, thus effecting a one-way exit.

At the bottom there is a tunnel of worked stone that moves westerly, at length reaching stone stairs that climb 10 feet. At the top of the stairs is a 4' x 8' stone door with an iron ring for knocking. The door is graven with runes that read in the dwarfish tongue: "Praise be to the Dwarfish Lord of Gem Seekers & Wealth." This door opens to Level One: *The Storerooms* #123-d, where a group of malign dwarves and gnomes dwell.

CT-3B. NORTHEAST CORNER TOWER, LEVEL ONE, 12' DIA.:

The reinforced oaken door is **STUCK** (CL 3 to shoulder open). The bottom of the door appears to have been scratched or chewed, creating a 12" space.

There is an 18" diameter hole in the north side of the wall here, it matching the hole in the tower door of this level, each seemingly chewed out. The floor is collected with bits of mortar, debris, and wood shavings. Two loopholes provide a glimpse of the outdoors.

The hole in the wall is roughly hewn, about 18" diameter throughout, and snakes to the garderobe of The Great East Wall Tower (see *The East Wall Towers* #T1-B1). **XERXERE THE WERERAT** uses this tunnel as an escape route. If this has transpired he will hide out with the giant rats of #38. The awful scent of rat dung and urine can be smelled within the hole.

CT-3C. NORTHEAST CORNER TOWER, LEVEL TWO, 12' DIA.:

Although the door is unlocked, it holds a *magic mouth* placed here by the evil gnome illusionist, **WARTS GEMHUNTER** (see #65). If the door is touched, the mouth appears and says, "A colorless, odorless gas fills this place! It inspires a form of madness that causes one to eat his own flesh!" This is, of course, a lie. The area is empty, and the gnomes like to keep it that way.

CT-3D. NORTHEAST CORNER TOWER, LEVEL THREE, 12' DIA.:

The wall walk of the East Curtain Wall joins the tower here. An old drawbridge (12' long by 10' wide) lies here, it presently in a lowered position. This can be raised to bar passage into the castle. Under the drawbridge is an 8-foot-deep drop with no bottom; the pit has a steep slant that precipitates the fallen victim through the inner side of the curtain wall and into the moat below.

The north door is of iron, 2' x 5', it being the wall walk portal. It is **LOCKED** (CL 4 to pick, CL 12 to break down). The south door (reinforced oak) accesses the Third Floor of the Castle Fortress. It is also **LOCKED** (CL 4 to pick, CL 8 to break down).

Inside there is naught but an open barrel containing 6 spears of poor quality. One loophole provides a glimpse of the inner courtyard. A turret extends from the east side, spiral stair ascending within. A crank mounted against the wall can reel the drawbridge, but it is rusted and will require a total strength 30 to budge.

CT-3E. NORTHEAST CORNER TOWER, LEVEL FOUR, 12' DIA.:

Accessed via the spiral stair of the tower's turret, this level of the tower contains a dead goblin, its body buzzing with flies. It appears to have been stabbed by a spear, an entry wound in its back, exit wound through its leather-armored chest. The breast of its leather armor is painted with a crude symbol comprised of two red daggers. A short bow lies by its side, as well as an empty dozen quiver.

CT-3F. NORTHEAST CORNER TOWER, ROOF, 25' DIA.:

The roof is accessed by a **LOCKED** iron door, 2' x 5' (CL 4 to pick, CL 13 to break down).

This machicolated tower roof is slate-tiled and has a 3.5-foot parapet from which rises loopholed merlons of 3.5 feet. The merlons are spaced by embrasures of 3-foot width. Stout iron poles suspend the conical roof. From here is a fine view of the False Urt River curling around the castle bluff and the Little Hillwood Forest beyond.

If it is night, there is a 1-in-6 chance per turn that the 3 **GARGOYLES** described in the text between encounters #86 and #87 will fly up here to attack those who dwell on the tower roof.

CT-4. SOUTHEAST CORNER TOWER (50'H X 20' DIA.)

CT-4A. SOUTHEAST CORNER TOWER, GROUND (BASEMENT), 12' DIA.:

The iron-banded, oaken door is **STUCK** (CL 3 to force open). This 12' diameter flagstone floor chamber is empty, perhaps looted in the past. The floor has several strange scratches about it.

There is a **SECRET TRAP DOOR** (CL 3) in the floor, a flagstone that lifts if pried open. Within is 4' x 4' rough-hewn shaft with iron ladder mounted. The shaft descends 12 feet. At the bottom, there is a trap. The floor holds a pressure plate that, if depressed, causes the release of a **POISON GAS** that fills the shaft, billowing all the way up to the ground level of this tower.

Poison Gas (CL 4): *Save versus poison or suffer a laughing attack that lasts 2-24 (2d12) minutes. Victims cannot move, laughing very loudly and uncontrollably until the duration elapses.*

CT-4B. SOUTHEAST CORNER TOWER, LEVEL ONE, 12' DIA.:

The reinforced oaken door to this tower level is **STUCK** (CL 4 to shoulder open). **7 BATS**, **LARGE AND RABID** lair here, and they will at once attack the one who pushes open the door — unless it is night, for they leave at dusk and return before dawn each day.

BATS, RABID, GIANT X 7: *(These neutral creatures' vital stats are HD 1d2, HP 2, AC 12, MV 5 ft., 50 ft. fly. Their saves are physical. They attack with a bite for 1-2 points of damage. They receive +3 to all "to hit" rolls. They carry a form of the rabies disease, with a 25% chance of conferring the disease with each successful attack. If contracted, the victim loses 1 point of intelligence and 1 point of constitution per day, death in 1d12 days. Victims will foam at the mouth and behave increasingly irritable to the point of violence. XP: 5+1)*

There is a **LOOSE FLOORBOARD** (treat as a **secret door**, CL 3) in this 12-foot diameter chamber of 2 loopholes. If the floorboard is lifted, it triggers the oak door to shut; next the tower level shifts, grinding slowly until the oaken door is lined up with the **SECRET CHAMBER** built into the East Curtain Wall. The oak door must be opened to see the 5' wide by 8' long passage that opens to a 7' diameter chamber. The chamber has, however, been looted. To bring the tower back to its original position, the loose floorboard must be closed, then again be lifted; otherwise, it will (after 8 minutes) resume its default position.

CT-4C. SOUTHEAST CORNER TOWER, LEVEL TWO, 12' DIA.:

The door is unlocked. There are 2 loopholes within; one providing a glimpse of the courtyard, the other overlooking the river. This 12' diameter chamber has been thoroughly looted.

CT-4D. SOUTHEAST CORNER TOWER, LEVEL THREE, 12' DIA.:

A **WIGHT** lurks here, cursed to remain thus. Two doors provide access to this tower level: an interior, iron-banded door of oak and an exterior door (south) of iron (2' x 5'). Each are described below.

- *Approaching this tower level from the exterior:* The 2' x 5' iron door that accesses the wall walk of the East Curtain Wall is reached by crossing the lowered drawbridge (12' long by 10' wide). This can be raised to bar passage into the castle. Under the drawbridge is an 8-foot-deep drop with no bottom; the pit has a steep slant that precipitates the victim through the inner side of the curtain wall and into the moat below.
- **TRAPPED DRAWBRIDGE (CL 2):** The drawbridge is **TRAPPED**. If stepped on, there a 2-in-6 chance (cumulative) per crosser (thus, 100% chance if 3 people set foot) that the western length drop tilts, precipitating the victim(s) down the 8-foot-deep wedge and into the waters of the moat below where flesh eating piranha await (see #01).

- *Approaching this tower level from the interior:* From the interior, the reinforced oaken door of the Third Floor of the Castle Fortress is barricaded with 5 deeply-driven iron spikes preventing its opening unless they are removed with hammer or pry bar. Also, the door is marked with a large white "X" in chalk.

Inside this dark chamber lies the body of dead man garbed in what might have been finery in another life. His taut flesh is appallingly white, his gray hair long and knotted, his hands hooked like claws with long, yellow nails. Motionless he lies, perhaps in the very position whence death claimed him. The single loophole of this tower level is plugged with debris. It is unusually chilly here . . .

A careful observer might note that the body wears a bib of dried blood under its chin. Suddenly the dead man springs to his feet and attacks!

WIGHT: *(This lawful evil extraordinary undead creature's has HD 4d12, HP 30, AC 15, MV 30 ft. Its saves are mental. It attacks with a claw or slam for 1d6 damage. It is only affected by physical attacks in which silver or magical weapons are used. Living creatures hit by a wight's attack lose one level. It can create a spawn from a killed victim. It is not affected by sleep, charm, hold person, cold-based attacks, poison, or paralyzation. Sunlight can kill it, so it will avoid the light. Holy water is particularly effective against this abomination and so, does 2d4+2 damage to it, and a raise dead spell will destroy it. XP: 240)*

Doomed to remain here, it will not give chase to fleeing opponents.

CT-4E. SOUTHEAST CORNER TOWER, LEVEL FOUR, 12' DIA.:

This tower level is accessed only by way of the spiral stair in the turret. Here lies the skeletal remains of a fallen Colonel of the Guard.

The decayed remains of a soldier lie upon the floor of this tower level, his scale mail tarnished with rust, his helm rolled off his parched skull. By his side, lies his scabbard which holds a longsword, a ruby embedded in its pommel. Suddenly, seemingly of its own volition, the sword withdraws from its scabbard, hovering in the air above the fallen soldier!

This is an **AUTOMATED +2 DANCING SWORD**. It guards the entry to this place and is feared by most of the castle's sentient inhabitants. It attacks as a 4th level fighter (thus +6 "to hit" when one includes its magical bonus). Automated, it will not cease dancing as other dancing swords do.

When dancing, the sword cannot be hit, but certain magical attacks will affect it (i.e. **fireball**, **lightning bolt**, etc.). The sword remains automated defending this location and its former master. The word to control it is contained in a locket about the colonel's neck, but is written in a strange dwarfish dialect: "Jig" is the word. Once spoken, the sword is no longer automated to protect this spot, and becomes a normal +2 **DANCING SWORD** (see M&T for details).

CT-4F. SOUTHEAST CORNER TOWER, ROOF, 25' DIA.:

The roof is accessed by a **LOCKED** iron door, 2' x 5' (CL 3 to pick, CL 14 to break down). This machicolated tower roof is slate-tiled and has a 3.5-foot parapet from which rises loopholed merlons of 3.5 feet. The merlons are spaced by embrasures of 3-foot width. Stout iron poles suspend the conical roof cap. From here is a fine view of the False Urt River curling around the castle bluff and the Little Hillwood Forest beyond.

If it is night, there is a 1-in-6 chance per turn that the 3 **GARGOYLES** described in the text between encounters #86 and #87 will fly up here to attack those who dwell on the tower roof.

F. ROOF AND SPIRES

The roof of the Castle Fortress is of two types: The wing sections, being some 40 feet high above ground, are tiled in slate and slightly pitched to direct rain water to the several cisterns this fortress utilizes.

The roof of the central portion, being entirely hewn of black gneiss is of 18" thickness. It rises to a peak that is 50 feet at the center, 40 feet at the north and south verges. Tunnels of stone (see #106) that contain staircases rise from the third floors of the wing sections, two such at each wing. These cross the central section roof and access the 2 spires that rise from center of this fortress. These spires (#S1 and #S2 below) are also carved of the same black gneiss.

Inside, the flooring is composed of oak putlog beams with oaken floor planks tacked thereto.

If the PCs climb about the rooftop and it is night, there is a 2-in-6 chance per turn that the 3 GARGOYLES described in the text between encounters #86 and #87 will arrive to attack them.

S1. ROOF SPIRE WEST (40' x 30' x 30'H)

This spire is entirely hewn of black gneiss, it being of 2.5-foot thickness, its four-sided roof like that of an obelisk.

S1-A. LEVEL ONE: ROOF SPIRE WEST, 35' x 25':

There are 2 iron doors that access this spire base. Each is rusted shut (STUCK, CL 4 to shoulder open).

This chamber is littered with old and broken weaponry, including spears, pole-arms, and rusty blades, none of which appear salvageable. You also note six large casks (40-gallon), the staves of which appear in poor shape, an oily substance collected about the floor below them. An enclosed spiral stair of stone rises from the center of the room, a pair of iron cressets lacking fuel protruding from the north and south sides of its enclosure.

- Casks (40-gallon) x 6: These held oil, though 4 of the six have leaked; 2 still containing about 20 gallons of oil; the oil quite viscous, like sludge.

The remainder of items is mostly rummaged through, broken, and despoiled.

S1-B. LEVEL TWO: ROOF SPIRE WEST, 35' x 25':

An oaken table of broken legs lay on the floor of this spire level, as well as about 10 wooden chairs lay broken and scattered about the floor. You note a few mouse dropping here and there, as well as the acidic smell of urine. The stone-enclosed spiral stair ascends and descends from here, and 6 loopholes pierce the walls.

An old meeting chamber, there is nothing of worth remaining here. There are two mouse nests here. The PCs will smell rotting flesh should they ascend the spiral stairs from here.

S1-C. LEVEL THREE: ROOF SPIRE WEST, 35' x 25':

12 ZOMBIES (former soldiers of the guard) remain here. The 2' x 5' iron door of the Spire Bridge (see #S3, below) is LOCKED (CL 3 to pick, CL 12 to break down).

The stench of death and decay wafts heavy in the air of this chamber, despite the several loopholes that pierce the walls. Heaped about this place you see the bodies of fallen soldiers. One begins to twitch, then another, then another . . .

The zombies rise to attack. The armor they wear, leather and scale, lies in tatters.

ZOMBIES x 12: (These neutral evil undeads' vital stats are HD 2d12, HP 15, AC 14, MV 20 ft. Their saves are physical. They attack with claws for 1d8 damage. These undead never gain initiative and always act last in any given round. They are immune to sleep, charm, and cold-based attacks. Holy water vials do 2d4 damage to them. XP: 15+2)

S2. ROOF SPIRE EAST (40'w, 30'D AT POINT, 50'H)

This spire is entirely hewn of black gneiss, its five-sided roof similar to that of an obelisk. This entire spire is controlled by a PHASE SPIDER with an insatiable appetite.

S2-A. LEVEL ONE: ROOF SPIRE EAST, 35'w, 25'D AT POINT:

There are 2 iron doors that access this spire base. Each is rusted shut (STUCK, CL 4 to shoulder open).

Old weaponry (spears, pole arms, crossbows, etc) and oil casks litter this spire level. These things lie in heaps, mostly rummaged through, broken or despoiled. An enclosed spiral stair ascends to the next level.

30 crossbow bolts are of salvageable quality; otherwise, naught else is. There is a 2-in-6 chance the PHASE SPIDER will arrive from the ether to hunt the intruder(s).

PHASE SPIDER: (This neutral magical beast's vital stats are HD 5d10, HP 30, AC 15, MV 30 ft. Its saves are physical. It attacks with a bite for 1d6 damage. If bitten, the victim must make a poison save, CL 2, or risk death. The venom causes the victim to collapse in 1d4 rounds. The victim remains in a coma, losing 1 point of constitution per day until death. It can also generate a web [per the spell] once per day. It can also shift to the ethereal plane at will, sliding in and out of reality. To strike a phase spider before it shifts, a successful dexterity save is required; a failure means the phase spider cannot be attacked that round. XP: 350)

S2-B. LEVEL TWO: ROOF SPIRE EAST, 35'w, 25'D AT POINT:

Further weaponry old and broken lie scattered about this chamber, including spears and broken arrows. A smashed cask lies heaped in the southwest corner, the floor below them stained dark. Loopholes provide a fine view of the outside whilst an enclosed spiral stair ascends and descends.

The casks once held red wine. If not already encountered, there is a 2-in-6 chance the PHASE SPIDER will arrive from the ether to hunt the intruder(s) (stat block at #S2-A).

S2-C. LEVEL THREE: ROOF SPIRE EAST, 35'w, 25'D AT POINT:

The 2' x 5' iron door that accesses this level from the Spire Bridge (#S3) is LOCKED (CL 3 to pick, CL 14 to break down).

An ingenious scorpion-ballista lies broken at the east point of this spire level. It appears to have been mounted in a groove with ball joints that would have once allowed it to swivel between the northeast and southeast loopholes that pierce the walls here. The missile weapon, however, is in complete disrepair and appears to have been mined for parts. Otherwise, this chamber is empty, save for some bits of scrap metal and bent nails.

If not already encountered, there is a 2-in-6 chance the PHASE SPIDER will arrive from the ether to hunt the intruder(s) (stat block at #S2-A).

S2-D. LEVEL FOUR: ROOF SPIRE EAST, 35'W, 25'D AT POINT:

This loophole-pierced spire level is dusty, its floor battered and worn. An old box with rags and a scrub brush rest on the floor.

In the box, folded in a rag is the hand of a man, hard and bloated. It appears to have been severed at the wrist by a sharp and heavy blade. The hand wears a gold ring studded with tiny diamonds. The ring, if *detect magic* is cast, resonates a potent dweomer. This is a RING OF BLINDNESS*.

* see APPENDIX B.

If not already encountered, there is a 2-in-6 chance the PHASE SPIDER will arrive from the ether to hunt the intruder(s) (stat block at #S2-A).

S2-E. LEVEL FIVE: ROOF SPIRE EAST, 35'W, 25'D AT POINT:

Abutting the eastern point of this chamber, there is a small triangular table of cherry wood, its three S-curved legs forming lions' paws. A white cloth with lace trim is spread over the table. A silver plate is set upon the table, beside which you note a pair of ivory chopsticks of Far Eastern sort. A chair is set before the table, it also of cherry wood, and padded in red velvet. The back pad is gold embroidered with a symbol comprised of four adjacent and interlocking circles: one with an eye, one with a hand, one with a dagger, and one that is blank. Bronze wall sconces holding thick candles are mounted north and south. Otherwise, this chamber is rather stark.

- *Table:* the table's cloth holds a *minor enchantment* that repels food, dirt, stains and is resistant to tears and snags. The silver plate is worth 5 gp. The chopsticks are worth 15 gp, these graven with tiny pictographic characters of a Far East Language that indicate good luck. Under the table there is a small brass lever. If the lever is flipped, the entire east point of this spire level, from loophole to loophole, shimmers and becomes transparent, offering the viewer(s) a lovely vista of the False Urt River and the Little Hillwood East.

Any attempts to vandalize or steal here results in the manifestation of an opaque, rose-colored image of a bearded floating head, broad of jaw, long of forehead. Frowning, it says, "*Dare you sully one of my favorite table settings? Where I once enjoyed the finest Far East cuisines? Pish and tosh! This is not the way of True Adventure! You are going the WRONG WAY, seekers! For sake of weal, if you truly desire to test yourself, move down, down, and down again. Chop-chop!*" The rose-tinted image of the floating head winks, clucks its tongue three times, and disappears.

S3. SPIRE BRIDGE, 35' x 5': This narrow, open bridge is carved of stone (black gneiss). It has a low margin (24" high by 6" thick); thus the walk is 4 feet wide. Those who are fearful of heights will not enjoy crossing this bridge.

In the center of the bridge there is a **MAGICAL TRAP** (CL 4), a 3' x 3' spring plate designed to launch its victim 80 feet high in the air, easterly, said victim then landing in the False River Urt. When the victim is launched, a great "BOOM!" sounds (like a canon), and that one's buttocks trails a great plume of smoke as he or she flies through the air. There is a 25% chance that the victim strikes a rock at a shallow edge of the river, and so is killed; otherwise that one crashes deep into the river. If not at once shed of any heavy gear, the victim will soon perish (see #01 for more details on how to handle immersion).

Also, if the PCs cross the spire bridge and it is night, there is a 2-in-6 chance per turn that the 3 GARGOYLES described in the text between encounters #86 and #87 will fly up here to attack them.

G. CASTLE CELLARS

The cellars are 20 feet below the ground level of the castle fortress. These chambers comprise some of the Lord & Master's most intimate of his former dwellings.

If the PCs arrive by way of Zagyg's secret elevator as noted at encounter areas #07 and #88, or if they find the elevator by other means:

Secret Elevator Room:

In a wrinkle of stone, a red button is **CONCEALED** (CL 3 to find). If pressed, a steel double door (4' x 8') shimmers to view. The *ping!* of a bell sounds, and the door parts, sliding into adjacent wall pockets. An elevator chamber is revealed, it being paneled in white-washed fruitwood, and lit by a soft globe of light. 20 seconds later, the door closes. Inside there is a steel plate with three buttons. From top to bottom they are labeled in the Common Tongue: **THRONE ROOM**, **GREAT HALL**, and **CELLAR**. Under these is a small red-painted lever labeled "STOP!"

- If "THRONE ROOM" is pressed, the elevator the PCs are on is delivered to #88, the doors opening so that the PCs overlook the Great Hall, but there is no balcony! (It is *invisible*, see #88.)
- If "GREAT HALL" is pressed, the PCs in the elevator are delivered to the Great Hall (#07-D)
- If "CELLAR" is pressed, the loud *ping!* of a bell sounds, and the elevator moves not.
- If the "STOP!" lever is pulled down, the elevator stops where it is until the lever is lifted back up.

Passengers will feel the lift or descent of the platform, this accompanied by the soft whistle of a flute piping background music of a frolicsome sort. When the elevator reaches its destination, another *ping!* sounds and the doors part. Whenever the elevator doors close, they soon shimmer and disappear. There are no ropes or pulleys, no winch; the mechanism is entirely magical.

CC-1. LORD & MASTER'S LIBRARY AND THE WIDE STAIRCASE, 60' x 80':

There are three means by which this room is entered: east, north, and south. At each instance, the double door of bronze has partially melted, causing swelling and irregular door shape; thus, each set of doors is **STUCK** (CL 8 to force open; up to 3 PCs can strike together combining their total).

A great conflagration seems to have claimed this, what must have been a library, for the shelves are but skeletons of charred wood. Ashes and soot cover the green marble floor, this being the remains of tomes and scrolls, no doubt.

In the center of the library you observe a massive spiral stair of some 30 feet radius, it caged in — from floor to 20 foot ceiling — by thick bars of iron. The spiral stair is accessed from the south side where an archway rises 15 feet high. The top of the archway appears engraved with a message ...

Whatever fate befell this former library of Zagyg's, nothing of worth remains, and it will take about 1 hour for 4 people to determine this.

Wide Staircase, 30' diameter: The archway is graven with the words: *The Path to Adventure Begins Here, Seekers.*

Just so, here begins the Wide Staircase which begins here, and ends at Level 3: *The Dungeons*. The stairs are 10 feet wide and carved from solid stone. The wide staircase is dweomered with potent transportation magic that is undetectable by any mortal PC; at length, however, they might deduce the shift of their whereabouts through logic, reason, and/or careful mapping.

The party will descend some 50 feet before arriving at *The Storerooms* #101. At

that location, the stairs appear to end (stone-locked) and will unlock to spiral down to *The Deep Cellars* and *The Dungeons* in the next installment of this mega-dungeon adventure. There is no way of accurately determining where the transportation shift takes place. Indeed, so subtle is the dweomer, that even should a PC call down from the library to the aforementioned encounter area #101 of *The Storerooms*, their echoed voice will carry and be heard.

CC-2. LORD & MASTER'S CONJURATION ROOM, 70' x 90':

There are 2 **STONE GOLEMS** here. Two sets of bronze double doors access this chamber:

- The southern double door set (closest to #CC-1) is partially melted and swollen (*stuck*, CL 8 to force open; up to 3 PCs can strike together combining their total).
- The northern double door set (closest to #CC-2) is graven with all manner of strange runes and glyphs. It is *wizard locked* and no means mundane (save smashing down the doors, CL 15; up to 3 PCs can strike together combining their total) will open them, unless a *knock* spell is cast. The *wizard lock* resets in 24 hours.

Frightful deeds were no doubt once conducted in this 70 by 90-foot stone cellar of 20-foot ceiling height. Depending from a 30-foot-dia. ring of brass bolted into the ceiling, you note velvet curtains dyed midnight blue. The curtains are parted just enough for you to see what they veil: a round cage of blue-gray steel perhaps 20 feet in diameter and 15 feet high. The floor of the caged area is etched with a black pentagram. North, just beyond the curtained cage, you observe another symbol carved upon the floor. This is comprised of two concentric circles between which eldritch runes and symbols are graven. Alcoves line the walls, and in the two that flank the entry, you observe a pair of stone statues. These depict strong, broad-chested fighting men wearing mail, leg greaves, and broad swords.

- **Statues:** The 2 stone statues are old **STONE GOLEMS**, left inactive for such a spell as to make them scarcely animate any longer. Only if they are seriously abused will they animate, eyes taking a silvery-blue lambency before they lumber forth to attack.

STONE GOLEMS x 2: (These neutral constructs' vital statistics are HD 12d10, HP 100, AC 26, MV 20 ft. Their saves are physical. They attack with stone broadswords for 3d8 damage. They can only be struck by +2 magic weapons or better. They have immunity to magic [except the following: rock to mud affects the golem as a slow spell for 2d6 rounds; stone to flesh destroys the golem]. Once every 2 rounds, any opponent standing before the stone golem is affected as if by a slow spell, strength save negates. XP: 2,420 each)

- **Alcoves:** These have been looted of the magical apparatuses and librams they once contained. Now all that remains is dust and dirt and the occasional bit of colored glass.
- **Cage with Pentagram:** The bars are composed of an alloy of xagium and iron (CL 30 to bend bars). The pentagram within was once used to bind conjured creatures.
- **Magic Circle:** This magic circle was likely created to protect the prospective conjurer from those hostile beings summoned forth from nether realms.

HERBERT FRANKLIN, Sage-Savant of the Yggsburgh Sages' Guild, has written a brief and somewhat informal dissertation pertaining to Zagy's infamous conjurations. It is possible (10% per level) that a local magic-using type (wizard or illusionist) is familiar with the piece:

Scholars posit that Zagy has a proclivity for tricking and trapping all manner of otherworldly beings: from demon to demi-god, devil to deva, the Mad Archmage is reputed to spare none from his potent sorceries. Impudent fools lacking substantive evidence, however, venture to explain the Mad Archmage's reasoning for this, ascribing it to convoluted plot, motive, and objective. For sooth, these pseudo-scholars merely perpetuate myths, lies and utter balderdash so as to advance their own petty, self-serving agendas. Pish! Truly, who are we to fathom the mind of one such as Zagy?

CC-3. LORD & MASTER'S BATH AND NATATORIUM, 70' x 90':

A bronze double door, warped and partially melted (*stuck*, CL 8 to force open) accesses this chamber from the north. An oaken double door (unlocked) accesses this chamber from the south. There are 2 **GRAY OOZES** here.

There is a sharp, peppery smell here that mingles with pungent mold. You have arrived at a pillared chamber tall of ceiling, perhaps 25 feet in height, with a central natatorium drained empty save for 6 inches of stagnant water where it would normally contain 4 feet. The pool's walls are stained with black mold and fungal growth (mushrooms) of bright coloration. Bronze statues of faun children are placed overlooking the four corners of the pool, each one with the standard goat's horns, ears, legs and tail, their faces betraying mischief.

The pillars that fence this great chamber are of fluted marble, as are those which flank with wide splay of stairs at the north end of the chamber. Likewise the floors are of patterned marble, black, green, and red. A round, sunken bath of some 15 feet in diameter is set in the northwest corner, though it is dry and cracked, a dark stain within. A marble water fountain is across from the bath; though it too is dry. A dozen green-mottled copper coins lie in the bed of the fountain.

- **Natatorium:** The mushrooms that grow along the natatorium wall are *sunset mushrooms**, which have a soporific effect. In the 6 inches of stagnant water collected in the bottom of the pool there lies a **GEM OF BRIGHTNESS** (30 charges), 5 pp, 33 sp, and a large diamond (worth 100 gp) — all in a small pile, the glimmer of which can be seen if a bright light is shone close to the water's surface. Nearby this piled treasure lurks a **GRAY Ooze** waiting to prey upon those who would pluck these valuables from the dank water. Its easiest prey is those creatures foolish enough to nibble upon the sunset mushrooms and fall in the 4-foot-deep pool. The ooze lunges forth like a cobra.

GRAY Ooze: (This neutral creature's vital stats are HD 3d10, HP 20, AC 12, MV 10 ft. Its saves are physical. It attacks with an acid slam for 1d8 points of damage. This acid corrodes metal at a rate of 1 round for chain mail, 2 rounds for plate mail. If the armor is magical, each +1 adds another round before the armor is corroded. Its acid does not harm stone or wood. It is not harmed by spells, cold effects, or fire/heat effects. Electrical attacks do full damage. Weapons do normal damage but may corrode or break if metal. Corrosion is per the CK's discretion — a sword might corrode in 1 round, a battle axe in 2, a warhammer in 3; every magical +1 adds an extra round to the weapon's survival. XP: 110)

* **Sunset Mushroom:** Sunset mushrooms have a soporific toxin, and eating one causes the consumer to fall into a comatose slumber for 7-12 hours. For more information, see **APPENDIX C**.

- **Faun statues:** One of the faun statues (SE corner) has a **SECRET COMPARTMENT** (CL 3) in the floor underneath it. This is where **CAPTAIN THROKK** of the ground floor of the fortress (his chambers at #20) hides his personal treasure trove in an old leather sack: 118 gp, 78 sp, and a bag of small sapphires valued at 100 gp. If the statue is pulled 1 foot, the compartment is revealed. Throkk is aware of the gray ooze here, and intends to kill it because his large wife **GERTRUDE** wants this place restored.
- **Bath and Fountain:** Except for the 12 coppers, these are unremarkable.

CC-4. STAIRS TO RUINED FURNACES:

Here once lay the furnaces that piped hot air up to heat the cisterns of the Castle Fortress as well as providing direct heat to the hot bath of the Lord & Master's Bath & Natatorium (#CC-3). Some species of destruction has occurred here, however, and the place is entirely demolished, with heavy blocks of stone and broken pipes of lead in disarray, this covering an indeterminate area unless some 100 man-hours of excavation are performed. The remains of a demolished BRONZE GOLEM can be found here, salvageable only by one who is practitioner of golem creation. At length, a furnace chamber of some 60' x 60' might be cleared out, it directly under #CC-3.

CC-5. LORD & MASTER'S SANCTUM SANCTORUM (35' DIAGONAL DIAMETER):

The bronze-banded, oaken door to this chamber is *wizard locked*, and so no means mundane will open it unless it is forced open (CL 8 to *shoulder open*). Arcane runes are burned into the grain of the wood as well, these reading (discernible only if *read magic* is cast): *Sanctum Sanctorum of His Eternal Indifference*.

See **PLAYER HANDOUT #29** (*Upper Works Map & Illustration Booklet*) for an illustration of this sanctum sanctorum.

A amber glow fills this hexagonal chamber whose floor, walls and ceiling are paneled in yellow ivory. In the center of the chamber stands a 6-foot statue carved of ruddy yellow marble. It portrays a robed figure whose hands grip a gnarled staff (it being of red marble), the tip of which is sculpted to the likeness of a many-faceted gemstone of prodigious size. The figure's robe is the source of the chamber's light. Runes and sigils of an eldritch species crawl about the statue's robe, these glowing and pulsating with amber-hued radiance. The heavy cowl of the robed figure obscures its features. Lastly, strange geometric shapes, patterns, ciphers and formulae are faintly etched in red about the yellow ivory walls and ceiling of this most uncanny sanctum sanctorum.

This Sanctum Sanctorum is dedicated to a Deity of Magick as deemed appropriate by the Castle Keeper. It is a deity to whom Zagyg himself pays homage, it being noted for its eternal indifference to its followers. He is known by many names, including Bakkab and Kabbak, but his true name is likely a mystery.

- *Walls, Ceiling, Floor:* These are of mammoth ivory, the strange geometric shapes, ciphers and formulae representing vast calculations of time and space unfathomable to the ken of mortal minds.

While no desecration of this sanctum sanctorum has ever been contemplated, it is not impossible. If this place is defiled, a deep and resonating voice issues from the marble statue, a *magic mouth* that booms: "THIEVES! INFIDELS! Have you no respect for His Indifference? How dare you desecrate this holy place! Now you shall know his smiting hand!"

At this instant, *Bakkab's Hand* is invoked. This is the divinity's guardian spell, a deific benison found attached to some item or place as a guardian/protection. In this case, Zagyg has placed the spell to protect his old sanctum-sanctorum. The hand is of regular human size but has many indecipherable tattoos traced upon it.

BAKKAB'S HAND: (The hand floats by a levitation motion and moves 90 feet per round, has an AC 20, HP 40, attacks as a 6 HD monster, and can lift 300 lbs. total, though it can drag twice that amount. Its open handed slap does 1d8 damage and stuns opponents for 2-7 rounds, no save. The senseless beings are then stripped of all possessions and left naked to their fates. All possessions are piled at the altar/shrine/holy area where the defilement took place. Retrieving such items is problematic, as the hand thereafter animates to protect the guarded area from intruders who again approach it or instigate physical or magical acts within a 10-foot radius of it.

The hand will always first attack the one who first defiled the holy place. It does not go beyond a 40-foot radius of the shrine, even if attacked by ranged weapons/spells. In the latter instance it disappears into its alternate magical

realm where it cannot be seen or attacked [except through ethereal means] and will reappear at the shrine upon anyone breaching the 10 foot radius area about it as noted above. This defensive tactic can be employed 3 times per day. The hand disappears in a puff of amber-hued smoke if dispatched. XP: 300+6)

While garnering the direct attentions of the God of Magick is impossible, it is possible to gain the enmity of Zagyg himself if this place is defiled and the hand eliminated. The Mad Archmage might visit upon the guilty a most diabolical curse; that one might be transformed into a worm, a toad, or be cursed to suffer eternal bodily itching until that one scratches himself to death or goes mad of it.



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