



Castle ZAGYG™



PETER BRADLEY 2005



DARK CHATEAU

Adventure Module

Robert J Kuntz



AMBER SEA



Dark Chateau

by
Rob Kuntz

Cover Art by Peter “20 Dollar” Bradley

Edited by Matthew Cutter, Tami Key & Blain Neufield

Cover Design & Layout, Interior Art, Logos and Logo Designs by
Peter “20 Dollar” Bradley and Davis Chenault

Production Managed by Team Troll
Davis Chenault & Stephen Chenault

For more information on Castles & Crusades and related products or
to join the Castles & Crusades Society, please contact us at,
Troll Lord Games PO Box 251171, Little Rock, AR 72225
On the web at www.trolllord.com or email at troll@trolllord.com or
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Introduction



The manse that the players are about to investigate was at one time the residence of Zagyg the Wizard. As that implies, it was before he became an Archmage. Many years ago he gathered his main possessions, closed its doors and removed himself to the nearby castle, where at he continues his many and varied magical studies. His long and colorful history and current activities will be detailed in the forthcoming product, *Zagyg's Castle*. However, do note that hints and clues about him and his work exist within the manse. Some of this information could also effect the adventurers' future dealings with him, or otherwise provide insight into this person, which is a rare treasure indeed, as Zagyg is a very private, most zany, individual.

For the Castle Keeper

This adventure was designed with a level range of 1-3. A 1st level party would have a tough but good challenge here if they play it intelligently and know when to cut losses and retreat. Note that there are a few areas and encounters which are meant for when the characters become better stocked with weaponry and/or gain a few levels. Of course Zagyg did not "design" his mansion with the idea that a "range" of characters would encounter it, so realistically there are some areas (the Well Caverns, for instance) which are quite a challenge, if not impossible at first to immediately and successfully challenge considering the beginning character levels. Read the introductory matter for each area first and ascertain if the characters are capable of managing these places. In all cases, sound tactics and intelligent planning can win through each and every encounter area present in this work.

Involving the Characters

Though the Castle Keepers are always encouraged to invent reasons as to why this manse should be investigated according to separate needs arising from play within their specific campaigns, hereafter follow some scenarios which one might adopt to integrate the contestants.

1. The characters hear rumors in Yggsburgh that the "Man of the Manse" to the north and east has been suspiciously quiet these days and foul play may be involved.
2. The Sheriff hires the characters to investigate goblin incursions to the north, "especially near an old abandoned estate." They pay 125sp for proof of each goblin that they have slain.
3. A local merchant who made much money off of dealing with the Master of the Mansion wishes to locate him again to reopen this sales avenue. He says that if they supply him with any information leading to his whereabouts that he will pay 10gp per party member.

4. A local mage disguised as a merchant involves the characters in investigating a "rival's residence." They are to bring back all notes and papers they find. He will pay 25 gp per character and also states that he believes that the person is on vacation somewhere, so now is a perfect time to infiltrate his residence and investigate it. If this approach is used, please read Appendix A, *Mage's Guild Intrigue*, for more information.

Goblin Infestations

The two nearby goblin tribes have always been a curious lot. In the past they have raided the manse and its immediate adjunct parts, such as the horse stable, the hawk pen, and the garden. Zagyg ended most of these depredations by placing a goblin scarecrow near the point where they entered his property from the northern hills. With his departure and the scarecrow's removal, the goblins returned to continue their raids.

They have infiltrated the mansion and investigated the area outside the manse, the main floor and the basement. As well, they have made a small camp in the Watery Caverns (see Appendix B) and one of their kind has taken over the limestone caverns beneath the well (M10). They have not dared the darkness of the 2nd floor and thus cannot easily access the attic. Many daring goblins have considered climbing the manse to the outside doors which lead into the attic, but have remained busy instead looting "trophies" and treasures less difficult to acquire on the ground level.

For the most part, their fear is gone regarding the place, so their kind investigates it like a ruin, looting and cavorting, laying claim to its areas and items and generally causing mayhem as only goblins can do. Though their presence will almost always be felt here, they have also done a service for future adventurers, as they have set off traps and overcome obstacles which might have otherwise impeded a group of stalwarts such as the characters. Many of their kind have died investigating this place, and it is now a challenge to tougher goblins, a test to overcome its obstacles.

Because it is assumed that the "Big Hut" has much treasure within it, the local goblin tribes have been swelled in their numbers by many newcomers and stragglers who have journeyed to them to witness first hand what treasures and artifacts have been brought forth from it, to hear the tales of heroes who dared the "lair of the Demon-Summoning Wizard" and to seek their own fortune. In all, it is a great series of events which has the goblin community for miles around active and excited. But the two original tribes will defend their claim from outsiders and, eventually, they too will fight between themselves for the manse's remains. But that story is meant for a future written work on the subject. Still, much within the goblin community has changed; and many folk, near and far, are now paying close attention to those "insignificant" goblins for a change.

Approaching the Manse

The location for the manse on the City of Yggsburgh environs map is anywhere north along the Old Castle Track between the Menhir Hills Road and Castle Zagyg, the chateau being about two miles off the main track on a much overgrown and now barely discernable cart path that snakes between the hills.

The immediate area about the mansion is wooded and hilly. The manse is sequestered therein, in a grassy vale just before a ridge line of hills to the north. The site was chosen for its seclusion and it is not possible to see the chateau itself at ground-level until an observer is within at least one hundred yards of it. If the characters opt to observe it from a greater height, they will see it sooner, but even then the hills nearest to the mansion, which have the highest summits, allow for spotting to be done no closer than 300 yards away under the best of circumstances (unless magic is employed, of course).

From a distance the characters see a three-story mansion with a garden, gazebo, stables and various smaller structures such as sheds and pens around it. The grounds have been planted with a variety of trees and a well-worn riding path proceeds to the north and away from the manse. There is what appears to be a shallow pond just north of the gazebo, which must be fed by the many small run-offs from the nearby hills. The main entrance into the manse appears to be directly on its south side, right near the stables.

Wandering Encounters

The Castle Keeper may choose to place his or her own random encounters in the manse. There are no random encounters on the 2nd Floor or in the Attic. Most encounters will be outside, on the main-floor and in basement. The Well Caverns level has specific notes regarding wandering snakes there, but otherwise no wandering monsters should occur on that level.

Roll a d10 for a wandering encounter every eight hour period that the party spends here. A 10 indicates an encounter. Roll for its entry point area thereafter by using a d6, then for its type by rolling another d10. Finally, roll a d6 for the type of activity it is going to take.

Be sensible in arranging each encounter. If the characters are outside, decide a direction that the encounter proceeds from in arriving at the indicated entry point. If the characters are encountered before then, the encounter occurs outside instead, etc. Also note that encounters will leave their initial entry area 5-30 minutes after arrival and do something. The final chart provides a guideline for that.



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Encounter Entry Point

- | d6 | Location |
|-----|---|
| 1 | Front door entry (M2): If the door is open the monster proceeds in; otherwise it enters 2-4 minutes later through the kitchen or patio (50%/50%) |
| 2-3 | Outside: There is a 25% chance that this monster takes no interest in entering the manse, so no encounter occurs, or a 75% chance it delays entering by 1-20 minutes upon arrival- re-roll until an entry point is ascertained. |
| 4-5 | Kitchen entry (M8) |
| 6 | Patio entry (M6) |

Encounter Type

- | d10 | Encounter Type |
|-----|--|
| 1 | Goblin "Raider": This a sneak looking about for mischief and odds and ends; it runs if spotted. |
| 2 | Goblin "Hero": This goblin is on a quest seeking to earn honor and prestige by daring the manse alone; it flees if confronted with force. (2-4 hd goblin). |
| 3 | Graydun Snake from the well: This snake tracks the party once it has its scent and always attacks from surprise. Guigurken (See Appendix D, New Monsters). |
| 4-7 | Goblin Gang: There are 5-8 goblin spearmen here. |
| 8-9 | Goblin Troop: This is a major force of 11-20 goblins plus 2 orc leaders. |
| 10 | Giant Weasel: This monster will have had to have sensed the party members, and be sufficiently hungry to enter the place and attack humans (there is a 2 in 6 chance of the latter being the case). If it does not enter, no encounter occurs. |

Encounter Activity

- | d6 | Activity |
|-----|--|
| 1 | Enters the level the majority of characters are on |
| 2-4 | Enters a different level, remains for 5-30 minutes, then vacates manse |
| 5-6 | Vacates the chateau immediately after entering |

Encounters should be placed in area(s) for the time that they are active. Castle Keepers should note the time passage and decide the likelihood of characters encountering them in passing. Importantly, goblins/orcs will never enter the 2nd floor (and thus cannot access the attic level) as they fear the magical darkness, so if these are encountered, a 2-4 roll indicates that they go to the basement level in all cases.

Your players are now ready to enter the Dark Chateau!

The Chateau



Outside and Main Floor

The manse and structures around it are enchanted so as to be fireproof. As the Castle Keeper you might wish to enhance this by having some magical fire prevention device appear if arson is attempted. This effect might be a small cloud appearing and pouring down rain, a stream of water coming from a nozzle without a hose, etc.

Approaching the mansion from the south towards M1 automatically warns the goblins and orcs there and they will attack with ranged weapons and thereafter charge to melee. Otherwise read the separate keys for more information.

Upon closer inspection the outside of the mansion appears well made though weather-beaten, with a stone foundation and a rustic, timber superstructure. The windows are both shuttered and boarded shut and in some cases on the lower levels have had their boards pried away so as to be easily opened. This could be the work of looters.



If a character that is proficient in tracking checks the ground near the mansion (up to 20 foot distance away from it, especially near the front door and kitchen), many tracks will be easily discerned. These being mostly goblin and a few orc prints. There are also other tracks discernible at various keys.

The maps contain keyed references that relate to specific areas. M1-M29 includes the main area of the mansion (outside, ground and 1st floor), A1-A8 indicating the attic, B1-B19 indicating the basement and WC1-WC8 indicating the well and caverns level.

Entering the Chateau

If the characters fully inspect the manse by circling it, they will note that there are three main entry points. They can enter through the front door at M2, through the kitchen door at M8 or through the patio doors off the dining room at M6. Alternately, the characters could opt to pry boards from the various windows on the lower levels so as to be able to open the shutters and enter the place that way, though breaking inner window panes is an inevitable outcome with such choices.

Also, as noted above, if there are those in the party who can climb or use spells to levitate, the attic could be accessed from the outside. Fifty feet above M2 is a wooden landing/platform discernible from the outside. Behind it are two access doors. This platform/door arrangement is undoubtedly part of a setup allowing easy handling of material destined for storage. Read A8 for more information on this approach.

Conditions of the Mansion

Upon entering the manse proper, the characters note that it must have been abandoned and has become the target for looters thereafter. Dust and rubbish are everywhere. Things once in place have been moved, broken, and/or discarded. The foot prints about the place are mostly of goblin kind if this is checked for, though there are rat prints and some others which are not decipherable.

All windows on the bottom floor are boarded and shuttered except for the veranda doors off the dining room (M6). It is very dark inside, except for a few trace rays of sun leaking through the places where window boards have been removed and shutter slats lowered to allow bands of light to enter. Consider the inside to be in about 80% total darkness. If the boards are removed and/or the shutters opened, then it becomes dim light. Removing the boards will also attract those monsters wandering about the property, and this allows them an easy access route into the chateau as well!

The Ground Floor

Encounter Areas M1-M8

M1. Stable, Tool Shed, Stable Storage Shed

You see a small stable to the right of the entry door. Before it and closer to you is a smaller shed, and behind it is an animal pen of some sort. Immediately to its north, near some hitching posts, is another small shed.

If the characters carefully view the stable's front, six small slits (approximately one-half foot wide by 2 feet high) will be noted on its west wall. The wood chips from when these portals were made are still apparent on the ground before the stable.

There are 6 goblins led by 3 orcs inside the stable awaiting parties to ambush and rob. Anyone approaching the chateau directly by way of the front door (M2) is attacked by them. The orcs

discharge missiles through the slits and send the goblins to melee. The orcs then either (75%) shoot at those hanging back from the general melee (such as spell-casters), or enter the fray themselves with short swords (25%). If the latter, they attempt to flank the party to gain attacks from that quarter or from the rear, and melee all spell-casters first. There is a 75% chance an archer will elect to use their six slightly poisoned arrows. See *poisonous arrows* below for more information.

If this group is defeated, the characters may investigate the stable. Besides finding one tack and harness, there is a small, well-crafted riding saddle which, if checked for, radiates magic. The saddle eases the weight of a rider on the mount, effectively halving the load and thus allowing double the weight to be carried before burdening the creature. This is a small contrivance which Zaggy crafted for his short rides about the lands here. He never named it, as it is a personal item. Castle Keepers should feel free to name the item as they wish, with some titles such as "Zaggy's Superior Saddle," or "Saddle of Little Weight," coming to mind. This item could be sold for 375gp to an interested person in Yggsburgh.

Additionally, the stable storage and tool shed have three sacks of oats worth 15sp each and a fairly well made wood chopper's axe worth 35sp. The axe is only found by checking the rafters in the tool shed as it is placed on a board there and out of sight. These sheds have otherwise already been looted. The goblins and orcs are poor, thus their need to ambush passers-by. They have no valuables other than their weapons and armor.

Orc Leader (This chaotic evil humanoid's vital stats are HD 3d8, HP 15, AC 16, Move 40 feet. His primary attributes are physical. His move is 40 feet. He carries a +1 scimitar, composite bow, 30 arrows, 6 poisoned arrows and banded armor.)*

Goblin Spearmen x 6 (These chaotic evil humanoid's vital stats are HD 1d6, HP 5, AC 12, Move 30 feet. Their primary attributes are physical. They carry short spears and leather armor.)

Orc Archers x 2 (These chaotic evil humanoid's vital stats are HD 2d8, HP 10, AC 13, move 30 feet. Their primary attributes are physical. They carry short swords, composite bows, 20 arrows, 2-8 poisoned arrows and studded leather armor.)*

***Poisonous Arrows:** These arrows have been fashioned by dipping moss in a locally occurring poisonous toad's back and then wrapping these about the barbs. There is a 5% chance that the moss will detach from the arrow in flight before hitting its target. (Damage from these arrows is +2 and is harder to heal than normal, x 2 longer heal rate from such damage. Bonus damage in this instance is only +1 and with normal heal rates since the poison amount is incidental.)

M2. Main Door/Crest

The front door appears to be fashioned from solid hardwood and banded with iron. There is a yellow sigil of a stylized "Z" centered inside a ring of blue lightning upon a small iron shield affixed to the door just below the lintel. A large keyhole is also noted below the iron-wrought handle.

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Anyone attempting to open the door by using the handle hears the following words as issued by a permanent magic mouth spell. This warning is heard and understood in all known languages.

"Fools! Beggars at my door are not welcome! Begone or face madness!"

The door is solidly and magically locked such that no one present should begin thinking about opening it. Although it appears to be ordinary oak, this portal has a spell upon it so as to make it as hard as iron, so it can not be broken down without a battering ram. An alternate entry point into the manse must be sought! If the PCs acquire the key to the front door from "Z's" ghostly brother, Nestor (M7), then they can use that to enter here.



You see a circular flight of stairs up to the north and west. Set in a small box next to the stairs are several wooden wands and there is one on the floor near the box itself.

M3. Stairs to the Second Floor

These are light wands which the goblins have not figured out how to use as they are afraid of the faint light these emit and drop them whenever handled. Four wands must be held aloft in order

to negate the darkness on the second floor at M16. There are exactly four wands here. When touched they emit a faint light. They are magical contrivances meant to control the darkness on the second floor and have no alternate purpose. They do not otherwise function to emit major light in any other circumstance.

The stairs are circular and terminate on the Second Floor at M16.

M4. Two Pictures

Set to either side of a door is what appears to be two large, framed pictures covered with white sheets and tied tight with cords. It looks as though someone is coming back for these...

If either of the pictures are touched, a permanent magic mouth attached to these says *"Death to the thief!!"*

This ruse has worked well enough to scare the already skittish goblins into avoiding these. It's all bark, however, as the characters can touch these without harm. However, for as long as they are touched, and/or if removed from their original positions on the wall, each magic mouth will repeat the sentence endlessly, growing louder by the second until reaching a deafening roar 3-6 rounds later. Such repeated loud noise could have negative results, such as alerting monsters to the party's presence, etc. The characters must untie the cords and remove the sheets to stop the noise of the magic mouth and reveal each picture.

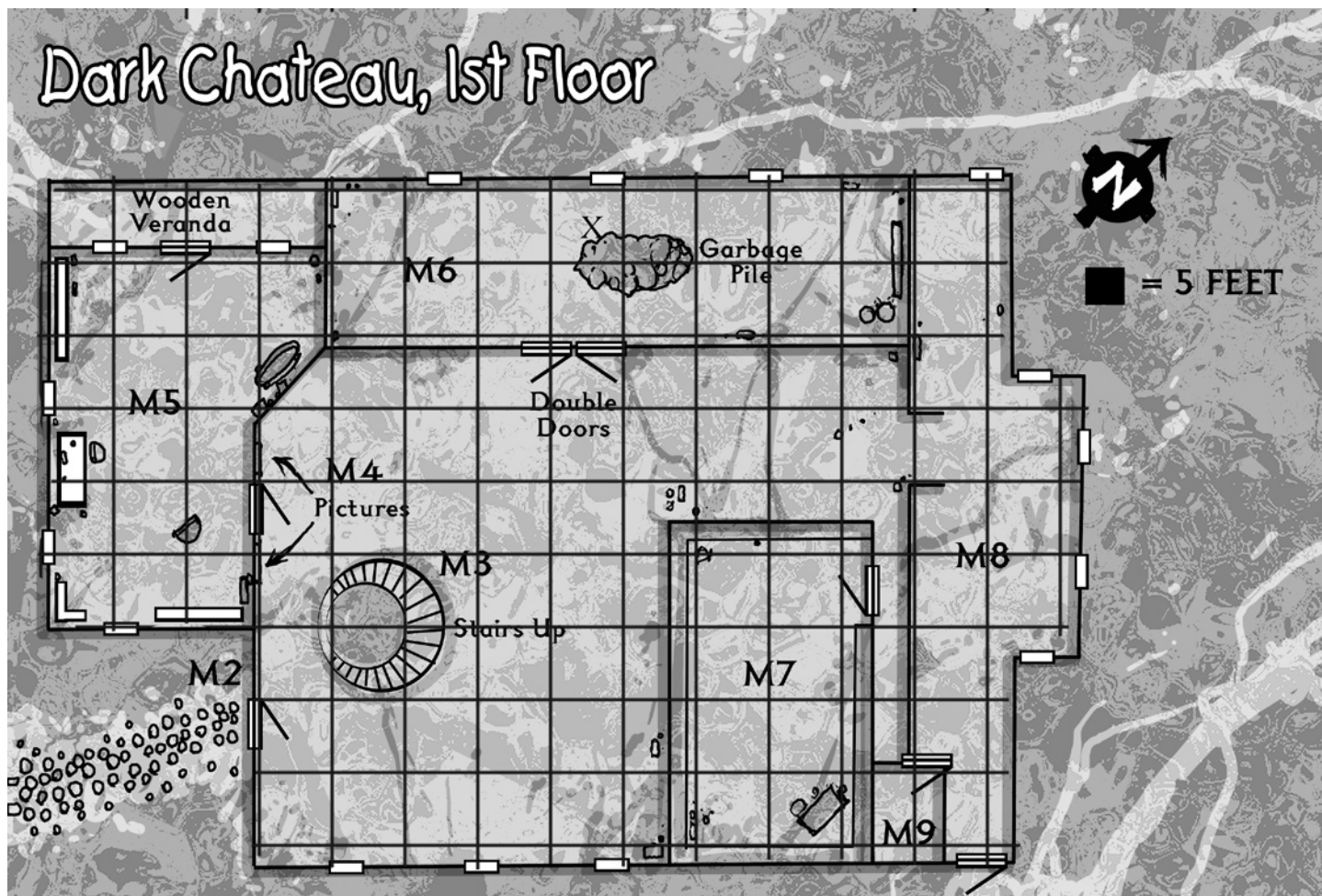
Picture 1. A bronze plate at the bottom of the picture reads: "Nestor." You note a bald, smallish man with wide, green eyes wearing light blue robes. Behind him is a sumptuous library filled with splendid books. The painting is signed "Z".

Picture 2. A bronze plate at the bottom of the picture reads: "Hugh." You note a spectacled, curly brown-haired, heavily mustachioed man of jovial features in a green shirt. He is surrounded by tables and shelves filled with various pieces of musical instruments, such as pipes and bellows for organs, and sundry other pieces and tools of a musician's profession. The painting is signed "Z".

M5. Den and Living Room

This is a typical den, with desk, high-back upholstered velvet chair, several bookcases and a chaise lounge. The bookcases are empty but the desk appears to have clutter on it. There is a large windowed door to the northwest which offers a view of a veranda immediately outside it on the mansion's west-northwest side. Beyond that is a cobbled path leading to the garden and gazebo you noted earlier.

The desk has papers and a dusty, black tray atop it. The papers are old sheaves with no writing upon them. The tray is actually part of the "Magic Mail" system (see B5). It appears to be crafted from onyx and is double-sided. It is 10 inches long by 4 inches wide with a raised divider in its middle. On its bottom are inscriptions which relate to either side. The left side says "OUT OF TOWN" while the right side says "LOCAL." A scrap of paper directly beneath it has the following note with the following on it.



"Have G find that stamp before the move."

This appears to be a note to oneself. It in fact is relates to the magic stamp which Zagyg accidentally placed on the "Oddities Shelf" in the basement (see B5).

The desk also has a secret compartment in the middle drawer. There are three drawers; and all must be pulled open which then allows the middle one to be removed in full. In back of it is a long-forgotten space with an old ring of protection +1 on it.

M6. Old Dining Room

You see what appears to be a disused dining room. An old crystal chandelier sways precariously above its center, attached to a rope system that terminates at a wooden post near the entry door and to which the remaining rope is wound about and tied. The room has been emptied of its contents except for a large pile of rubbish at its center. This room appears to have been used as a discard area by the former occupants, or the refuse has since been gathered here, you cannot tell which.

The trash pile has many centipedes within it which immediately become aware of the party as they enters the room. They do not immediately attack, but will do so if the garbage heap is investigated.

The chandelier hangs at a precarious angle of 20 degrees off of center because the centipedes chewed the rope above it and the weight has since drawn it downward. If it is lowered, there is a 50% chance that the rope breaks and the chandelier plummets to the floor and shatters. This causes 1d3 hit points damage to all within a 10 foot radius of the impact due to flying glass fragments. It falls on the "x" mark.

A wand from the trash pile has been deposited in the chandelier by a centipede while attempting to make a nest. It has a 25% chance of breaking if the chandelier falls. Otherwise it can be found by searching the chandelier remains.

The wand is made of bone with a small, faceted sapphire as a tip.

Wand, "Frost Fire" (The wand has 6 charges remaining in it. Uttering its name discharges a pencil-thin frost beam up to 60 feet and a roll to hit must be made. It attacks as a 6 hit dice monster, doing 1d6+3 points of cold damage. The wand may be recharged at normal costs.)

If the characters defeat the centipedes and fully investigate the pile they also discover a small box labeled "Emergency Medical Supplies" which contains three potions, old gauze, bandages and a knife. The potion bottles are filled with cloudy liquid and are weak *healing potions* curing only 1-4 hit points of damage each. They have lost a lot of their efficacy due to age. The knife is magical and is used to prepare the dressings. The knife can also be used as a +1 dagger for damage and value.

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Giant Centipedes x10 (These neutral creature's vital stats are HD 1d4, HP 2, AC 19, Move 25 feet. Their primary attributes are physical. Their special abilities include successful attack delivers 2d6 poison damage.)

You see a thinly-stocked library. There is something immediately strange about the room. It is dust free, unlike those other parts of the manse you have previously investigated. You note several shelves containing books, a reading table with several lamps, two wooden chairs and a crushed velvet reading chair with foot rest. The reading table has several books upon it, one of which is open.

M7. Library

The library is occupied by Zagyg's ghostly brother, Nestor. Nestor died many years ago while reclining in the reading chair and has haunted the library ever since, as he was an avid reader. Zagyg never had the ghost driven away for sentimental reasons and in fact considered taking Nestor with him during his recent move, but Nestor objected, preferring to stay and read his books in the serene setting of "his" comfy library. Zagyg amused him by letting him keep a portion of the books of which Nestor had fond memories.

Any human/demi-human entering the library will be subject to Nestor's inspection, and if he deduces that they are indeed civilized, he will use certain tricks (through telekinesis) to communicate with them, preferring not to show his form. If he feels that they are "barbaric" (such as goblins, etc.) then he appears in a ghostly, horrible aspect, with the usual contortions and sounds, to scare such riffraff away from the room. This tactic has worked all too well in the past, so the goblins now know to avoid this room.

Even though Nestor is an avid reader, he finds it difficult to fully appreciate certain books which he once read aloud, as his verbalizations are not as resonant and clear as they used to be when he was living. So he will pick a likely character, "some civilized and educated chap," such as a priest or mage, to read aloud for him. He will get the party's attention in doing so by moving those books he wishes read (those volumes on the table, already open or piled there) with his telekinetic powers. One such ghostly levitation scene should be described to the players as they begin to move in and about the room.

You see one of the books upon the table rise into the air and hover for a moment and then begin floating towards you, following your footsteps and seemingly attempting to get ahead of you. Suddenly it is before your face and the book stops to hover before you. Its covers fling open wide and the pages begin quickly turning on their own and then just as suddenly stop. The book has opened to the title page of a story

The following books are those chosen by Nestor to be read from. They are the three specific volumes which he will reward the characters for reading.

Book 1. "The Old Man in the Moon."

Author: Unknown

This is a tale about an eccentric man who went to the moon. He lived there as a king, making servants of those who came to the moon as he did, only to be overthrown by them later. This story takes two hours to read. During this period both the reading chair and foot rest are noted to have depressions in them, as if someone is reclining there.

This volume has an illusion cantrip permanently placed upon it which has an animated icon of the reader appear in the left-hand and right-hand corners (opposing facing page corners) of each page as it is read. The image opens its mouth as if reading while sentences from this book are read, but ceases doing so when the reading stops.

There is an illusionary back page marking the end of the story. It animates automatically upon the last sentence being read (see below), showing an old, bearded man in the first scene with a gnarled staff falling like a meteor earthward. In scene two he is landing in a forest where many trees have been cut down. In scene three he is entering a large cavern inhabited by aboriginal goblins. The last sentence is:

"And then the Old Man in the Moon was cast down from the House and found a new home in the Earth."

Book 2. "The Evil Little Wind."

Author: Nestor the Sage

This story describes an evil child who is a mischievous prankster all of his life. He steals and blames it on others, he lies and causes distress and as a fledgling teen he attempts to purloin a bag held by a traveling "merchant," only to find that the merchant is an elf who transforms him into wind and sends him away, saying, "You are an evil boy in thought, so you will be in this form, forever more, until the last thing you attempted to steal is brought back to me filled with the first thing you stole."

There is a special note written on the inner leaf in the same script which was noted in the scroll garnered from reading Book 3, should the characters have read that first. Otherwise they do not note the similarity in handwriting. This inner-leaf note reads as follows:

"It exists and I will write about it. Such a curiosity. In times to come its actions might be understood, perhaps when someone solves its unsolved dilemma."

This note was obviously penned by one of the past readers, though no person has signed it. Its meaning is explained below, though the characters are given no clue to it other than the story itself.

More on the quest to solve the "Evil Little Wind's" plight will be included in forthcoming works describing the Watery Caverns and beyond. There is a synopsis in the end portion of this work. Nestor was familiar with this creature and it is his note which appears on the inner leaf of the book, a story which he in fact

wrote. If the characters remember the picture of Nestor at M4 and then note who authored the book, they might be able to draw some conclusions, such as the ghost in fact being Nestor and that the commentary could be his.

Book 3. "The Book of Legends"

This book is a compilation of stories but one chapter is devoted to the idea that an "Earth Mother" exists from pre-ancient times and who helped spawn many subterranean beings. Her form is said to be that of a woman's and a snake's. The passages note that the troglodytes were created by her but would not follow her course so she banished them to those subterranean areas nearer to the surface realm.

When reading the story of the "Earth Mother" from this general treatise, the characters find an essay which was written by an unknown person. It was folded and used as a bookmark pertaining to this story. The essay is curious for these sentences alone:

"I have seen them and their ways. I have received a gift, a ring, and shared in their songs. The Mother is the progenitor of much. Her sibilant tongue calms, nay hypnotizes, as she approaches. Unlike her kin, she is not horrid of heart, though her appearance speaks otherwise..."

"I have learned that they have fits every seventh year, at which time their senses numb and they revert to their base types. It is a horrible time. G should be instructed to mark that coming time and remind me to bar the tunnel to their realm beforehand."

See the end commentary regarding the Watery Caverns for a brief explanation of these notes.

If a reading is suspended before its completion, the reader will get a deep feeling of regret which quickly turns to anxiety (an empathetic reaction from Nestor). The character will have a deep desire to continue reading, though there is no constraint upon them and they could easily disengage from participating at any time. If they elect to stop, the book falls to the table with a resounding thud and the door to the library flings open wide. There is now a feeling in the air of deep disappointment. The characters have been ordered to leave.

Nestor will allow the characters to re-win his graces a second time, however. If they visit again the same sequence presents itself. If they fail to read a full story the second time, after leaving and trying to return a third or further time they find the door unable to be opened forever more.

If Nestor becomes angered, such as from someone stealing or destroying one of his books, there

are various things he could do (See below. And, it is important to note that Nestor cannot be harmed by physical weaponry or spells unless these work through ethereal conduits such as through applications of the oil of ethereality, for example, which within the scope of this adventure should not be available to the characters).

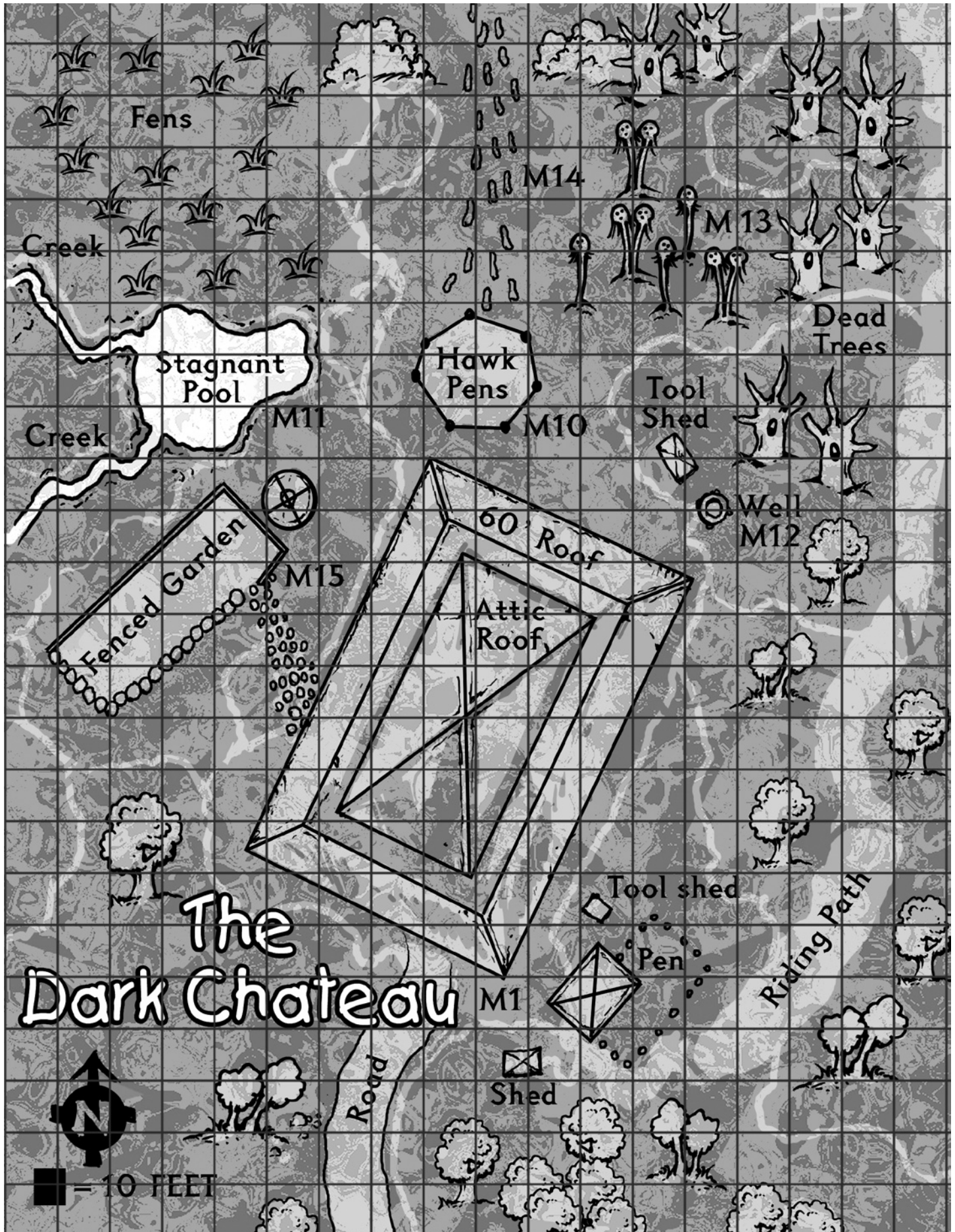
There are benefits to be bestowed upon characters for Reading the Books.

For Reading Book 1 Upon finishing this book, Nestor causes a scroll to fall out of midair at the party's feet. Its sentences are written in a blue script and have the following written upon them:

"There is an old passage to the Watery Caverns and read as follows:

A secret door is its entrance point. Touch the green rock with a piece of iron three times and the door will open. Find it east of the stairs in the basement where all is damp and gloomy. Don't let those beyond it "bug" you too much."





For Reading Book 2 Upon finishing book 2, Nestor causes a large iron key to fall out of midair at the party's feet. This is used to unlock and lock the front door (M2).

For Reading Book 3 Upon finishing the story in book 3, Nestor causes a scroll to fall at the party's feet. It reads:

"Well done! One of you may visit the crypts. Though I've moved, my heart's still there. Make sure to take only what I've offered, though you may pay respects as needed. Don't overstay the visit."

Castle Keepers can become creative here. Note that Nestor is not openly hostile, having formerly been a mild mannered sage of some ability. He will usually become combative only if his valuable library is harmed in some way. Here are some combat tactics Nestor can use.

He can use *telekinesis* to move heavier books/objects to pummel beings with. This causes 2-5 hit points of damage per person in a 20 foot radius per round. The power is repeatable indefinitely.

He can scare through his ghostly visage. This equates to a *fear* spell (save against wisdom, CL 2); all creatures less with less than 1HD flee automatically, no save. This can be accomplished once per/10 minute period.

He can disarm and disrupt fighters and spell casters by stealing weapons or confounding spells by lifting robes, knocking away spell components, etc. with the telekinetic powers.

M8. Kitchen

As you enter a room, which was obviously once the kitchen, you are attacked by many giant rats.

These are rats which normally only infest the basement but which have been moving upward and outside during the night to find prey as they are very hungry. Because of this their bite attacks may cause extra damage as noted below.

After defeating the rats the characters may investigate the kitchen. There are piles of broken and discarded junk everywhere. In the southeast corner is a door to the northwest (M9).

It takes 10-15 minutes to search the contents of this room, but the characters find an interesting cleaver, the Cleaver of Might.

Cleaver of Might (This cleaver has a +2 combat bonus and delivers 1-6+2 points of damage. It bestows an automatic +1 strength to the wielder and for every death attributed to it, there is a 1% chance, accumulative, that it permanently bestows the strength increase, transferring the +1 strength bonus directly to the wielder. If this occurs, thereafter it is just a +1 cleaver (1-6+1).)

Ravenous Rats x 12 (These neutral animal's vital stats are HD 1d4, HP 4, AC 13, Move 15 feet or 30 feet swimming. Their primary attributes are physical. They attack with a bite for 1d2 points of damage. Their special abilities include that each successful hit has a 50% chance to cause +2 damage due to vicious bite.)

M9. Basement Stairs

You note an open door and beyond it a set of stairs leading down that is strewn with garbage. A noxious smell of refuse wafts from the basement below.

The garbage on the stairs impedes all run or charge movements unless cleared first. If a run/charge is attempted without first clearing these, a dexterity check at -8 must be made. Failure indicates a trip occurs which causes the character to fall and stops movement. If the trip occurs going down the stairs the character must make an additional dexterity check at -5 or they tumble forward and receive 1-4 points of damage. It takes 5 minutes time for 2 people to clear the stairs of the garbage.

M10. Old Hawk Pen

Viewing this structure close up reveals an old mews for hawks, with cages and perches therein apparent.

A giant weasel has been attracted to this area and makes its rounds through here during the night. If the characters are in the vicinity it is definitely hungry enough to tackle them. If this area is inspected during the day, there are noticeable offal remains here of some large creature and a 50% chance that there are fresh weasel tracks. If the characters defeat the creature and think to check its intestines, an enchanted +2 spiked club will be found.

The hawk pens are otherwise empty and abandoned. The characters get an uneasy feeling here, as if they want to avoid the area. This is caused by the nearby spells in the basement crypts, below (see B10 and B11).

Giant Weasel (This neutral animal's vital stats are: hd 3d8, hp 21, ac 16, move 20 feet. They attack with a bite for 1d6 points of damage.)

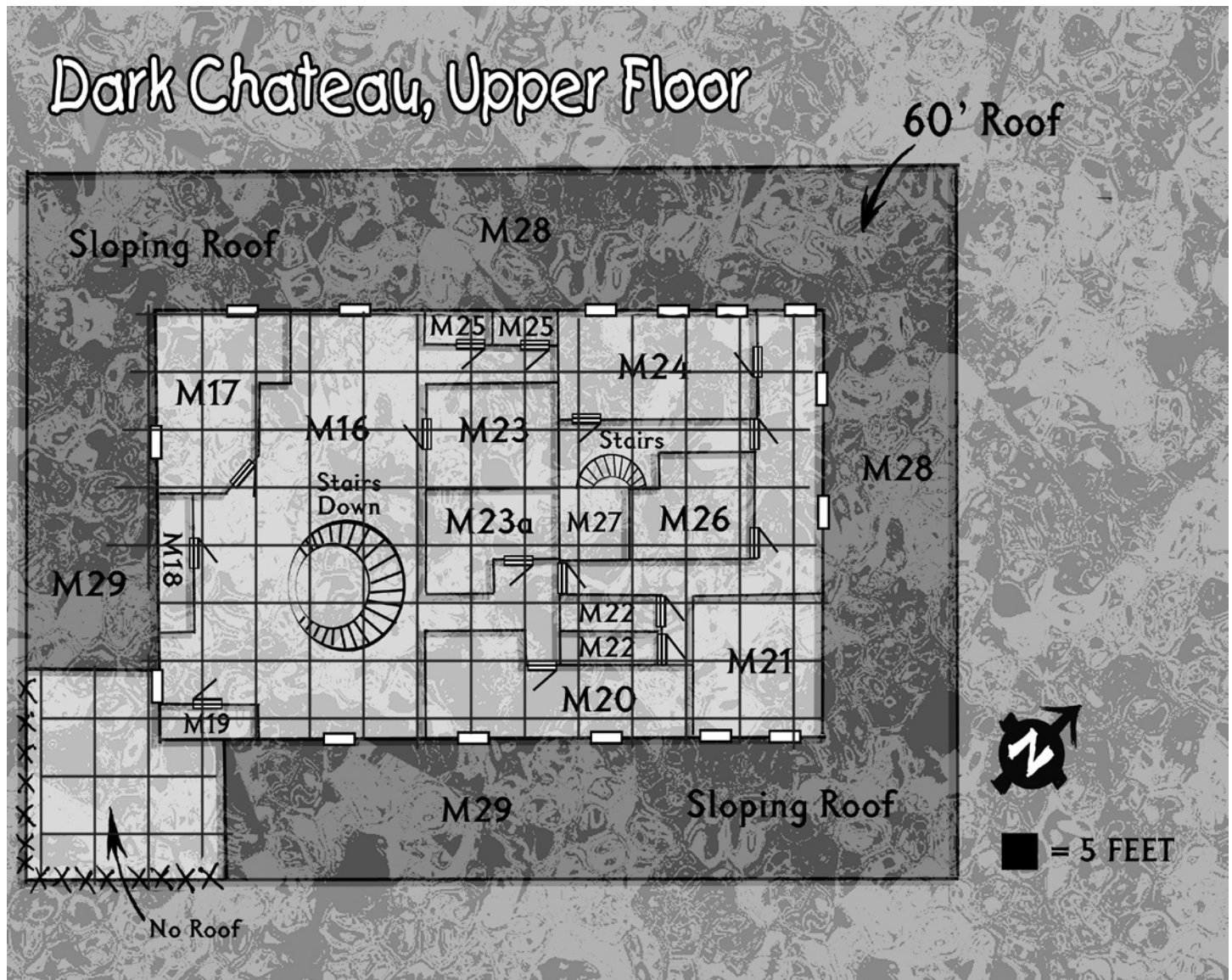
M11. Stagnant Pond

There is a small stagnant pond here choked with weed growth and algae. Many tracks are discernible here, including those made by goblins.

The goblins have been attempting off and on to catch one of the giant frogs living here. They abandoned the endeavor after a frog's tongue attached to one of their own kind and was then dragged into the pool.

The frogs are not rapacious enough to openly attack human-sized creatures, but will wait for the characters to pass them by and may attack a small straggler. There is a 20% chance of this only. Watching the pool for more than 10 minutes definitely reveals movement within it of a submersed creature or creatures. The pond is 20 feet deep at its center, and that is where the frogs gather for sleep.

Giant Frogs x4 (These neutral creature's vital stats are HD 2d8, HP 12, AC 12, Move 10 feet or 45 feet swimming. Their primary attributes are physical. They attack with a bite for 1d4 points of damage. Their special abilities include a +4 on their initial attack when using their tongue.)



M12. Well

You note a well with no rope or bucket. These must have been removed by looters or else by the occupant of the chateau.

There is no smell of water below if this is checked for nor is there any sound of water if a stone or other weighty object is dropped within the well. The characters will have to use rope or spells to descend the well shaft. See WC1 for a complete description of what they see.

This is one of two entry ways into the Well Caverns. The well descends to WC1. The well dried up some time ago and Zagyg had another one sunk in the basement. A goblin miner now makes his residence in the caverns below. He found a ring Zagyg accidentally dropped which summons snakes. He has infested the area beneath with these and has taken it upon himself to mine its extremities. He has a nice pool area and is about 100 feet below the surface.

M13. Posts

You see a grouping of several old posts with skulls and bones attached to them. A central post, slightly larger than the rest, appears conspicuously empty.

These are warning totems which Zagyg placed here to deter the goblins from raiding his property. The bones and skulls are all from goblins. The scarecrow that occupied the central post was stored in the attic (A4) when Zagyg departed the manse.

There is a 10% chance that passing characters note some of the trinkets which were brought here by the goblins to placate the scarecrow or "demon". If, for some reason, the characters inspect the ground they notice the trinkets immediately. Use the list from A4 for the trinkets, but not any of the special ones, or create your own. The total value of said trinkets should equate to no more than 20gp.

M14. Path

You note a well-worn path here heading north into the foot hills. Many noticeable footprints indicate that goblins and perhaps larger creatures, such as orcs or hobgoblins, frequent this path.

This is the starting point for the path which leads into the hills north of the manse and eventually connects via many twists, turns and stretches with the goblin tribes' homelands (see the Goblin Infestations entry above).

M15. Cobbled Path, Garden and Gazebo

The overgrown garden is infested with small ant colonies. It is hardly recognizable as a garden except for the dilapidated fence and stones demarcating its former boundaries.

An old spade is found near the path to the gazebo, as if it had been used and discarded. The nearby gazebo has several chairs on it and a walking stick set near one of these. There is also an old copper pitcher and several corroded goblets near at hand and an old, encrusted spyglass. The spyglass is worth 25gp if restored at a cost of 5gp in Yggsburgh; it is then useable to see things at a 50% magnification.

Buried beneath the gazebo, and accessible by a removable panel to the crawl-way underneath, is a spell-box. The box is centered beneath the gazebo approximately a foot beneath ground level. (See A4 for an explanation of why this is here.) It contains the following treasure: a cedar wood box worth 5gp and containing 8 oz. of wolfsbane, 12 large tiger-eye gems worth 5gp each and 100 oz. of 90% pure silver dust worth 45gp.

Upper Floor

Living Quarters

The second floor is very dark in the area surrounding the stairs (hatched area on map), but this can be mitigated by the wands from below (M3) if the characters have garnered them. Otherwise this is total magical darkness and can not be dispelled. The characters must wander here blindly if they do not have the wands. This level has few encounters and will mostly present an exploration mission for the adventurers. There is one main challenge at M21 and of course gaining entry to the attic will be another one.

However, the second floor is an ideal spot for the party to operate from, if they so choose. As goblins will not enter it, this becomes a haven away from them as well, plus a place to rest and recover from wounds, gain spells, etc. Their only need will be to stockpile food and water. Water can be acquired from the basement well.

Yet, even though goblins will not enter this level, other less superstitious creatures will (the weasel and the graydun snakes, for example). See Wandering Encounters above for what may come up here.

As has been noted elsewhere in this work, Zagyg abandoned the mansion some years ago for a larger residence at the nearby castle wherein he could continue with his grand experiments. Because of this, and due to the fact he is quite eccentric to begin with, he has forgotten a lot of mundane materials, such as the furniture and other accouterments listed in the forthcoming areas. From time to time he will remember these items; but whether he elects to return to recover these in the face of more important things to do is highly unlikely at best.

M16. Stairs Down/Darkness

There is a set of stairs here spiraling down to the northeast.

The crosshatched area on the map represents magical darkness which cannot be defeated unless the four wands at M3 are used. These allow the wielders, when held aloft, to see within the darkness as if it were normal daylight, but do not dispel it otherwise. The darkness is a permanent fixture here. Those moving through this area without the wands out experience total darkness and are essentially blind, no matter the magical spell or contrivance they use to counteract this. They can move only 3 feet a round or a slow, stuttering, step.

If the characters can see, read the following:

This is a very large entry area. There are doors to the east, south, southeast, and to the north just west of you. There are also shuttered windows. There are two corridors, one directly north of the stairs and another just west of the western most north door.

M17. Guest Bedroom

This room contains a bed with sheets and two pillows, a nearby stand with a water basin and goblets, a bureau and a small armoire.

There is nothing of interest here.

M18. Broom Closet

This closet contains several brooms, a couple of wooden pales, a dust mop, a large jug of floor wax, and some solution in a large stone jug smelling of liquified lye. There are also several dozen old hand towels used for cleaning on shelves.

M19. Linen Closet

This contains linen which was once fresh but now has a slightly mildew smell. There are 12 sheets, 24 pillow cases, several light and heavy blankets and a half dozen pillows here.

Dark Chateau

M20. Master Bedroom

The door opens to reveal an opulent bedroom. This must be the master bedroom. Besides a very large bed with bark blue and gold sheets and blankets on the far eastern wall, you immediately note a statue to the right of the entry door upon a stone pedestal. It is of a full-size owlbear in a pose with arms out thrust.

There is also a large bookcase on the north wall and nearby is a table with a basin, goblets and a pitcher on it. In front of the bed is a large chest. On the southern wall is a bureau with drawers, undoubtedly for clothes and a reclining chair with a stool before it. A large armoire stands nearby with doors open, clearly empty. The floor is covered in a plush green velvet carpet and has a large figure of a marsh hawk woven into it which takes up the majority of the carpeted area.

Bed: The bed sheets are silk and worth 30gp. Otherwise this is a large bed fashioned from walnut.

Basin/Goblets and Pitcher: These are silver and rimmed with gold. They are worth 40gp as a set.

Chest: This contains some old leather walking boots, a caftan, cloak with cowl, knee-length britches, and a large bag of aromatic herbs (to prevent mustiness).

Bureau: This is empty.

Large Reclining Chair: This is made of rosewood inlaid with sandalwood and upholstered with crushed velvet. It is worth 85gp if the characters can somehow remove and transport it for it weighs 70 pounds and is so bulky two persons must carry it.

Armoire: This is seemingly empty, but on the floor of this wardrobe is a scroll case with permanent invisibility cast upon it. Inside is a scroll with seven spells written on it. The spells are *charm person*, *fireball*, *fly*, *hold monster*, *lightning bolt*, *sepia snake sigil* and *wall of stone*. It can be discovered only if one touches the container.

Owlbear Statue and Pedestal: The statue does not radiate magic, but seems almost indestructible, as it appears fashioned from a dense granite. It cannot be moved, nor can the pedestal on which it rests be moved, either. If struck by a weapon or spell, it animates (see below). It is definitely magical after animating.

Bookcase: The bookcase is empty. However, there are three sections with four shelves each. If the first section's second shelf and the third section's fourth shelf are pulled out beyond an inch each, there is a noticeable clicking sound and the whole bookshelf can then pivot outward several feet, revealing a wooden wall behind it. It is otherwise stationary and impossible to move without destroying it. The bookshelf radiates magic if this is checked for.

If the wall is checked, a secret door might be discovered to the north. If opened without first replacing the shelf sections, the owlbear statue animates. The door reveals a secret room beyond (M21).

Upon the secret door being opened, roll 1d4+1. This is how many rounds afterwards that the owlbear statue animates. It moves to attack intruders; and if they are not present it moves into M21. It never exits the area comprising M20 and M21 under any circumstance. However, its transformation is a complete one and highly magical, so the characters note it to be a real, flesh and blood owlbear when it confronts them.

Importantly, the door to M20 magically locks once the owlbear steps off the pedestal. Until the owlbear stands upon the pedestal again it remains thus. If the pedestal is checked, the center most span (1 foot square) is outlined. With considerable force it can be depressed an inch (such as when the owlbear stands on it) and this will keep the door unlocked for as long as it remains depressed.

This is indeed one of Zagyg's earliest experiments with magical constructions. He has a fondness for it but was unwilling to disassemble it and spend the time reconstructing it at the Castle, so he left it here as a guardian of sorts.

Magical Owlbear (This neutral creature's vital stats are HD 5d10, HP 37, AC 15, Move 30 feet. Its primary attributes are physical. They attack with two claw for 1d6 points of damage and one bite for 2d6 points of damage. Their special abilities include a "bear" hug for extra damage. Further, if killed this owlbear turns to pulverized granite.)

This room is carpeted as the last one though in deep gray, and imprinted with a symbol as seen on the front door. This symbol is a yellow signet of a stylized "Z" centered inside a ring of lightning. There are two shuttered windows here. One on the east wall, south corner and the other on the east wall, north corner. You also note a large desk, with a chair, set against the far north wall. The entire western wall must have contained a tapestry for many years, as its long and high rectangular shape is seen as an outline there.

M21 Secret Room

The top desk drawer contains a few items, including a scroll (*read language*), a piece of paper with apparent gibberish upon it but is actually elvish written backwards and a small brass key that is magical. The key is magical and fits the lock to the attic door (M27).

The shutters will not open without the proper magical word being spoken, but if either is approached within 2 feet or touched, an illusory face of obscure origin appears. It is a bearded man's face as seen through red-tinted, opaque glass. It speaks immediately saying, "*Not so fast. Say the word, boy.*" This is a riddle to help in deducing the scroll with the elvish writing on it.

The scroll is written in elvish, but even using the *read language* scroll will only translate it into a sentence which is written backwards. Characters attempting to deduce it seem to recognize some pattern to it after the *read language* spell is used, but it still appears to be gibberish, except that it's perhaps elvish gibberish, now. The scroll reads, if properly translated, "*I'm not a boy, I'm a man (or woman)!*" The word(s) the face needs is "*(wo)man.*" If spoken aloud, this opens both shutters.

If someone who can read elvish reads this, allow an immediate intelligence check to note this to be a backward-written sentence. If they fail this roll, they remain as stumped about it as the other characters do until they inform the Castle Keeper that they are reading the words in reverse order. If no one in the party can read elvish, then the clues given by the face, or guesses, must suffice.

Further clues can be ascertained by interacting with the face. If the person it spoke to doesn't respond to the face's entreat, it says, "What are you? Backwards!?" This is a hint to reading the scroll. If the owlbear enters the room while the face is animated on either shutter, it seemingly glances at it and then says, "Ahh, Lord Huggy is here! Oooh, man! Are you in trouble now!" Again, another major hint, though by itself speaking the word does not open the shutters

As a final ploy, the characters could destroy one of the two shutters to gain a rapid exit from this room. However, each must take 100 hit points of damage. Hits against them are automatic. The face reacts to each such attack by exclaiming, "Ouch, that hurt! You're going to injure someone with that, boy!"

M22. Bath Supplies

This room contains two dozen bottles of bath oils, salts and perfumes on shelves, two dozen very large bath towels, two dozen smaller towels, six toga-like robes and four dozen wash cloths.

M23. Garsen's Old Bedroom

This room contains a bed with old sheets and four pillows, a nearby stand with a water basin and goblets on it, and a bureau. A candle stand with a candlestick and a thick candle are beside the bed. The room is painted in various shades of green.

There is nothing of real value here. The basin and goblets are well-crafted copper worth 6gp and the bureau is empty.

M23a. Nestor's Old Bedroom

This room contains a bed with sheets and two pillows, a nearby stand with a water basin and goblets, a wardrobe, and a bureau. A candle stand with a candelabra with five candles is beside the bed. The room is painted in various shades of blue.

There is nothing of real value here. The basin and goblets are soapstone and worth 18gp and the bureau is empty except for a note on its top that says, "Gone to the library."

M24. Parlor

You note a large parlor replete with four padded armchairs with attendant stands, two matching sofas set near a shuttered window (middle) to the west, and a large table with four straight-back wooden chairs. There are several candle stands here, but none have any tapers in them.

There is nothing of interest here.

M25. Old Storage Closets

These small old spaces were surely once storage closets, but they have obviously long since been emptied.

Their contents have been stored in the attic.

M26. Guest Bedroom

This room contains a bed with sheets and a light and heavy blanket as well as two pillows, two nearby stands with a water basin and goblets and a candle, and a bureau.

The bureau contains an old breakfast order on a scrap of parchment:

"2 eggs, easy, 6 rashers, toast with marmalade, strong coffee."

M27. Stairs Up

A set of 5 foot wide stairs spiral up to the east.

Upon reaching the top of the stairs the characters are confronted by a padlocked door. The padlock has strange symbols carved into its iron. The brass key found in M21 will open the lock, otherwise the door is unable to be opened and will withstand all attacks lodged against it short of a lesser god's powers for so long as the padlock remains shut. Even when opened the padlock remains affixed to its place on the door and cannot be removed.

M28. Views West/ North/ and Northwest

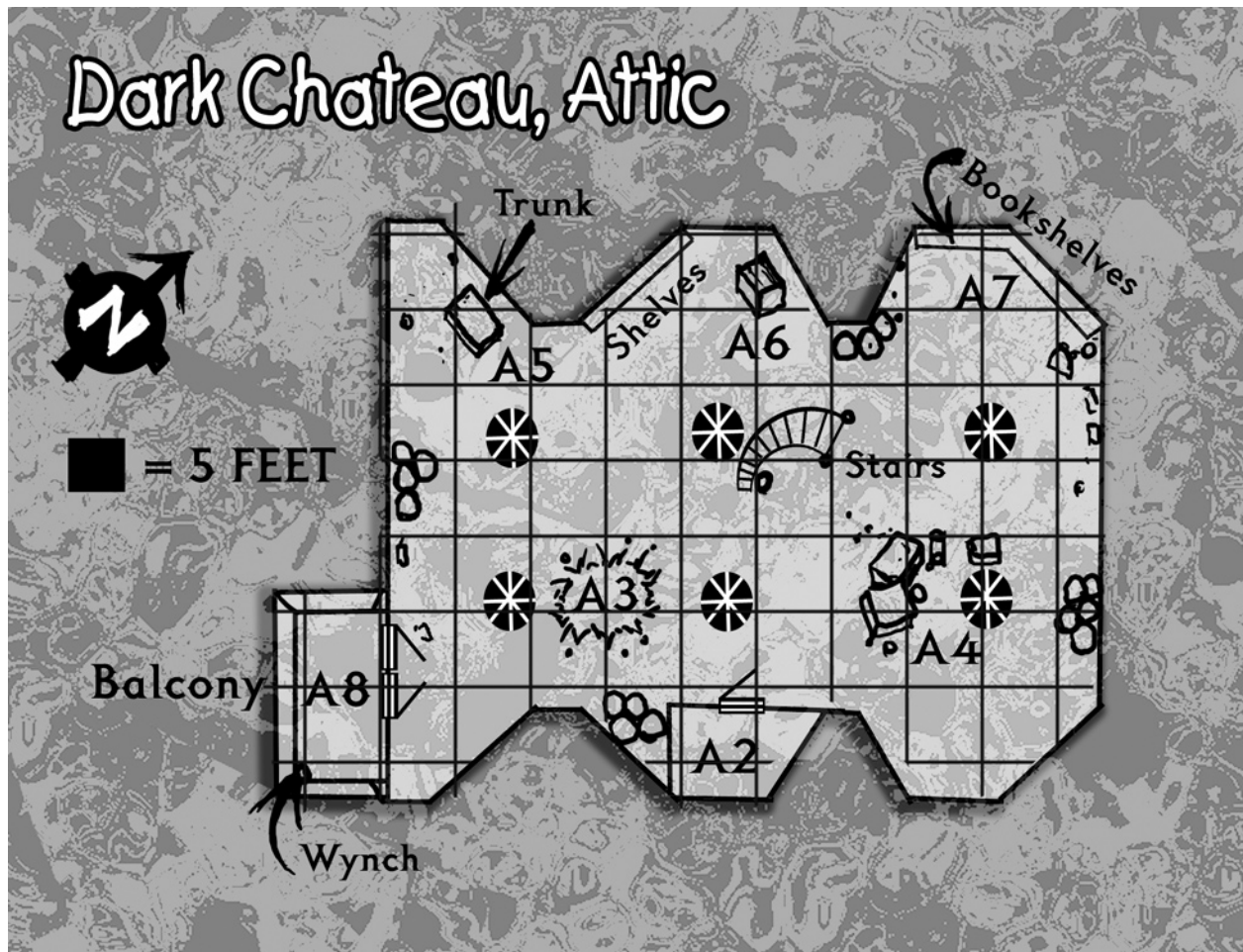
You look out over the roof to view of the western part of the property.

Viewing from any of the western windows will allow a pretty good view of the western approach to the manse plus a skewed peripheral (60 degrees) angle view of the north and northeast approaches. Note that in some cases, depending on the viewer's vantage point, other directions could be included.

M29. Views East/ South/ and Southeast

You look out over the roof to view of the eastern part of the property.

Viewing from any of the eastern windows will allow a pretty good view of the eastern approach to the manse plus a skewed peripheral (60 degrees) angle view of the south and southeast approaches. Note that in some cases, depending on the viewer's vantage point, other directions could be included.



Attic

Storage

You see an attic stuffed with hundreds of boxes, crates, bags, barrels and other containers. There are piles of junk everywhere. From the rafters and crossbeams also hang a variety materials, like ropes, nets, poles, etc. A deep musty smell permeates the air here, which is stale.

The attic can be accessed at two keyed locations, A1 or A8. When Zagyg abandoned his chateau, he left sundry possessions behind, many of them worthless or of mundane variety, which were either stored in the basement or here at the attic. This room is overflowing with hundreds of storage boxes, barrels, bags, crates, chests, sacks and shelves. Hundreds of items are to be found amongst these; and a few are valuable, but yet a few of them are dangerous.

The keys reveal special encounters or items. Read those carefully. The characters should be made to search for everything here, a long task indeed. Normal items occur in the majority of these containers. Samples of what could be contained in these are appended hereafter. Though much of what is stored here is old or worthless, some of it might still be sold in Yggsburgh for a few coins.

Movement in the attic is always at a walk, or a fast walk, due to the many objects contained herein which channel such movement amongst sharp turns or along short paths, impeding it. Those characters who have leaping, jumping or climbing skills can navigate the larger objects (the crates and chests, for instance) at slow run speeds, which is the best maximum speed allowable here. Those levitating or flying above floor level will still find their speeds cut to 50% due to the many rafters and posts here and from the materials hanging from these, such as ropes, nets, large sacks and sundry other projecting items.

Sample Items List

Books: These are normally on shelves or in boxes or crates 10% of the time. Each crate will contain 100 books, a box contains 30, and a shelf 20-200. For every 100 found there is a 1% chance that a volume is rare (worth 25-50gp). Otherwise 50% of these are worthless (damaged from age or too common to be of any worth) while the remaining volumes would fetch 10-20sp each if sold.

Dinnerware: These are only in solid containers, like chests, boxes or crates. These are various used settings totaling 80 pieces per setting, and with 2-4 settings present. Roll for worth of each or as a batch.

1-50%	used, chipped with little or no resale value
51-90%	creative designs up the value of 1sp per piece, though used
91-100%	good, unique china, offers of 25-50sp per piece

No silverware is present in the attic as these were likely taken by Zagyg. Additionally, no drinking utensil greater than a common flagon or mug is present.

Old clothes: These can be in any container. Various pantaloons, caps, shirts, vests, coats, blouses, hosiery, robes, capes, shoes, boots, and a few pairs of slippers can be found. More than 200 articles are stored here, though only a few amongst the many are of any worth whatsoever. There are ten pieces worth 5-10sp each.

Other common items: A small punt in the rafters, ropes, hammers, spikes, nails, picture frames, old carpeting rolls, curtains, fishing gear (old cane poles), bed frames, dressers, wardrobes, tables, stands, chairs, stools, pillows, stuffed animals, mounted antlers, and various odds and ends, including kites and junk, such as old cans, clay pots, etc.

The Castle Keeper may become creative here, using other resources to assist in stocking the attic, but no greatly valued treasures. None in excess of 5gp per item or exceeding 1,250gp total value of all common items present should be won from such searches.

A1. Stairs Down

These are stairs down to the 1st floor. The wooden door at the bottom is locked magically (see M27).

A2. Wooden Door

You hear a BUMP! A sound, no doubt originating from the area.

In this small storage room are 3 boxes and a crate. The three boxes are filled with lead (10 pounds per box) and are set atop the crate.

Contained within the crate is the "Floating Head," a travesty which Zagyg captured but had no use for and so consigned to storage in the crate. He placed 3 boxes of lead as weights to keep it imprisoned within. If the boxes of lead are moved and the crate opened, the head comes forth and immediately attacks (see statistics below). It also bumps open the lid 50% of the time if the lead boxes are moved off of its crate. Check for this every other round. The nearby lead will confound spells which would otherwise quickly ascertain the contents of the crate, such as *detect evil*, *clairvoyance*, etc. The lead must be moved outside of the room for spells of this type to function herein.



Floating Head: This head originates from a great jungle to the south which Zagyg once visited. It met its match while attacking the wizard and has been imprisoned in the crate for over 50 years because of this outrage. It is mad with revenge and will attack everything in sight upon being freed.

The head has dark, shrunken features, but appears human. Its hair is scarce and rusty-red, its large nose pierced by two golden rings, its ears are pointed and disfigured, as if affected from disease, and its slim mouth sports razor thin teeth, in fact many more than a human would have.

This head was crafted by a great malign shaman of the jungle area Zagyg visited. It is part creature, part curse, and wholly magical and evil. These things do not exist without the act of necromancy and a willing participant. Some time in the past, a mask was crafted with a curse upon it which when worn by a willing person attaches to their face until removed by spells or until the person dies. In the latter case, the whole head detaches itself, creating a beast with a terrible visage who has a hatred for all things living. Upon its death, the head transforms back to a mask, but now has the "face" of the one who once wore it.

Dark Chateau

If donned these special benefits accrue:

+1 saves vs. magical powers and spells

Infravision 60 feet

+3 languages as listed hereafter: Pyckey, Southren, Common jungle dialects

If foolish enough to don the mask, the character so doing finds that it cannot be removed (except by a remove curse cast at twice the character's level. Upon dying, the character's head transforms into a "Floating Head" with their current hit dice or level. It resembles the former owner's face, though with many distortions and evil transfigurements (the Castle Keeper must assign these features). It is totally evil and seeks to destroy life at every turn until killed. Thus the cycle of this mask is self-perpetuating.

The purpose of this mask/creature within the society it was taken from is yet to be determined. It could be sold to interested parties for 500-750gp.

"Floating Head" (This chaotic evil creature's vital stats are HD 6d8, HP 31, AC 13, Move fly 90 feet. Its primary attributes are mental. It attacks with a bite for 1d8 points of damage. Its special abilities include a 10% chance for the head to attach to its victim after a successful attack. It delivers automatic damage from that point forward. It also makes all saves versus fear at +10. Upon death it turns into a mask.)

A3. Large Pile of Junk

You see a tangle of webs, old clothing and busted boxes.

There is a young and enraged phase spider hiding here. This thing only comes out at night, but it will defend its pile, though preferring not to attack until approached within 10 feet. It is recently agitated by the loss of its family, which were either killed by the denizens of the manse or just moved away.

The characters may flee this encounter, and the spider will not move beyond 20 feet of its pile. The spider has never seen a human before, and due to its recent agitated mental state, every time thereafter that it sees a human, demi-human or humanoid there is a 50% it will relate the image to the loss of its family, which agitates it again. It otherwise recovers from its loss in 1-30 days. As it knows the attic well, can move faster here, and can attack from any direction, it often gains initiative over less mobile opponents (add +3 to its initiative rolls).

Young Phase Spider (The neutral animal's vital stats are HD 4d8, HP 24, AC 15, Move 20 feet or 40 feet in its own web. Its primary attributes are physical. Its special abilities include a +2 to hit when agitated, phase, and a successful bite delivers a poison causing 2-8 points of damage unless a save is made, then it delivers 1-4 points of damage.)

The junk pile takes 30 minutes to completely search, as the webs stick to the body, making it slow going as these are dealt with.

There are two items of worth here, a piece of paper and a set of boots.

An old paper (a page ripped from a book) indicating, if read, that Zagyg might at one time have buried a small spell-box somewhere on the property as a defensive precaution from a werewolf prowling the area. The page notes a procedure taken from "Stubble's Remedies," page 91, as indicated by the corner title.

"Werewolf" Warding. Wolfsbane, 8 oz., 12 tiger-eye gems, 100 oz. of silver dust packed into a cedar box and buried upon the property will rid the area of wolves and their night-kin. This remedy is more potent if the spell-box is centralized."

There are hastily scrawled letters at the bottom of the page: "M or G?"

Zagyg's hastily penned letters are key abbreviations for the box's future location, either the Mews or the Gazebo (M10 & M15). He decided on the Gazebo.

The second treasure is wrapped in webs and is at the bottom of the pile and should be found in the last 5 minutes of the search only. The characters discover a set of worn soft leather boots with golden buckles. These are the "Boots of the Sure Step."

These boots do not radiate magic unless they are donned and the buckles clasped. When the buckles are clasped the magic allows the wearer a steady step when dealing with situations which require sure-footedness, navigating a pit, ledges, or in those cases where the character loses their footing naturally, but not in cases where they are physically attacked, borne over, or upset by spells or projectiles, etc.

In any case where they would otherwise be precipitated into a pit, fall from a ledge or teeter due to naturally losing their balance causing a dexterity check, the character receives a +8 to the dexterity check. This power will not protect the unwary who are atop of pits when these open, but would allow them to navigate an otherwise tight ledge with recovery chances as noted. In very difficult areas (for example, an almost impassable ledge) each stride would probably cause loss of balance, so Castle Keepers must carefully assess each situation as it arises. Generally, areas navigated must be solid, non-moving ones which are normally hard to skirt, for the magic does not grant climbing nor tightrope walking skills. This does not allow bypassing impassable areas, as there must be a ledge for footing for these to assist in moving past such.

Additionally, if the character has climbing as a skill, it will allow a +1 to any check to manage difficult climbs where navigating many ledges are involved, or where maintaining ones footing is the primary challenge. It is worth 3,750gp. The buckles could be sold for 250gp each as they are of excellent craftsmanship. This magic item is part of a paired set which includes "Gloves of the Sure Grasp."

A4. Many Barrels

There are seven barrels set atop many crates here.

A large central barrel contains a discarded scarecrow. It is unique for scarecrows, as it seems more of a decorative piece

than anything else. Its features include a face resembles that of a goblin with many red fangs, a conical hat made from bark, is inscribed with several symbols and has a green vest sewn with silverish thread which seemingly represents short sentences in the goblin language. Its hands are mummified remains of small hands (possibly goblin) as are its feet. Its 4 foot high frame is stuffed with straw.

The symbols and goblin sentences are common ones for death and revenge. They are meant to illicit fear from the goblin leaders and shamans who will know these. A read language spell or anyone versed in the goblin language, can easily translate these sentences.

The sentences are mere challenges and threats such as *"Retreat from this place lest the wrath of this demon overtake you!"* and, *"May the hands and feet of the thief boil as did those of this one,"* referring to the scarecrow's mummified hands and feet.

This is the scarecrow's story. Zagyg became bothered with the incursion of goblins raiding his mews, garden and stable. He crafted this scarecrow after killing several of the goblins which had trespassed. With their remains he set it at the post on the main map (M13). Over the years the goblins came to fear the scarecrow and amongst their kind to this day it is a frightful legend.

Though Zagyg never claimed their offerings made to it (these were left at its feet or placed in the body-straw by bold goblins) some of their trinkets can be found if the characters carefully search the area around M13, or if the scarecrow's straw form is inspected.

The following trinkets are found in the scarecrow:

4 orc teeth

Bits of colored glass

Several chicken feathers twisted into a friendship bracelet

A large silver nugget worth 5gp

A rock etched with the goblin words, *"Me friend, don't hurt"*

A cracked spinel

A bag of copper dust (10 ounces worth 45cp)

3 dried kobold ears, pierced, and strung on a leather cord

A piece of decrepit and soiled parchment containing a crudely drawn picture of smiling goblin. It is signed, *"Olog, yer servant."*

A square piece of leather which contains needlepoint work representing a family of 5 goblins (a male, female and three children), gathered about a crude hut. Written in fading dye are the words, *"Protect us."* *

*The Sage's Guild contact in Yggsburgh will pay 10gp for the leather piece for use in the anthropological study of goblins currently under way in Dunfalcon. This will alert the informed at the Mage's Guild in that city that adventurers are investigating the area around Zagyg's old chateau and an agent for the guild will appear to track them and record their actions (see Appendix A, Mage's Guild Intrigue).

If the characters deduce the history of this totem, they could very well put it to good use in their adventures, especially if they confront any of the goblins from the hills who fear this image greatly. Though it was stored upon Zagyg's departure, the many years of its presence, the stories passed down to younger goblins by the elders, has all but made this thing into a demon to be placated or avoided by them. With Zagyg's departure, and its subsequent storage, the goblins felt that the demon had stopped threatening them, so they quickly forgot the past and re-invaded the mansion and its environs.

However, if the scarecrow is replaced at M13, all goblin activity in this area will cease. Weekly tribute will start arriving in 1-4 days in the form of odd (and often worthless) trinkets, worth 5-20sp in total value. After many of the unbeliever goblins who do not fear it (those who have ventured far and wide and have returned to brag about it) tell of re-infiltrating the mansion and environs without danger, then the majority of hill goblins will start revisiting the property at a regular rate after 30 days of deliberation and cursory inspections by them. They are certain that it was the "Mage of the Big Hut" who summoned the demon, and if the demon is back, so must the mage be back. Nonetheless, their boldness, fed by greed and evilness, will eventually overcome their fear, especially if they sense they are being manipulated.

Additionally, the characters could opt to use this scarecrow as a standard, carrying it before them into battle. The mere sight of this thing will cause 90% of all encountered hill-goblins to check their morale as if shaken (a charisma check), though if there are any unbelievers who are leaders, their followers will still fight. Goblins succeeding morale checks fight at -2 to hit and damage and will automatically flee if the unit sustains 25% or more casualties. Failing the morale check routs them and these same goblins will never be convinced to fight the bearer of the standard again or those from the bearer's group still within sight of the standard, before thirty days time elapses.

A5. Locked Chest

A solid, iron-bound chest of mahogany wood is bolted to the floor here.

The chest's inset lock has 4 studs protruding from its brass work. Careful examination of the studs reveals that these can be depressed. The key for this is held in the Basement Level by the goblin chief who is captured in the magic mirror there (B7c). The chest is not able to be opened through magic, though it could be broken open.

If it is opened without depressing the four studs and then inserting the key and turning it a full rotation, a hot, poisonous steam pours forth to cover the entirety of keyed Areas A5, A3, A8 and A4. The spider at A3, if not dispatched before this time, phases out when the steam appears and remains north of A3 until it dissipates.

Poisonous Steam (Damage 10-40 HP. A successful dexterity save at -4 reduces damage by half. The poison lasts 1-3 rounds and magically disappears afterwards. The concentrated steam also obliterates the ink on the spell books (see below) contained within, making the tomes useless.)

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The chest contains partials of Zagyg's very old spell books, which he used as an apprentice. There are three separate partial books with the following completed spells on them.

1st book: *read magic, shield, unseen servant*

2nd book: *mirror image, rope trick, web*

3rd book: *fly, lightning bolt, slow*

A6. Large Crate

There are 14 bottles and 6 alembics packed in this crate. The alembics are worth 2sp each and the potion bottles are worth 10sp each.

If the crate is unpacked and fully inspected, a curious symbol is noted carved within the inside left panel near the base. It is an upside down "T". At the bottom of the crate is a letter dated several years ago. This is the mark from the family Trougarn, master glass workers from Dunfalcon who have interests in Yggsburgh as well. Their large shop has for years supplied Zagyg with the glassware he uses in his experiments.

The letter reads:

"Respected Master Zagyg,

As per your request we have settled your account and are holding the prepaid shipments of material pending your instructions. Our accountant also notes that your credit far outweighs your purchases. Trougarn will certainly reimburse the balance to you in whatever form you wish, letter of credit, coin, whatever best suits your needs. Please advise.

"Gembolt Trougarn, Proprietor"

Zagyg never collected on this account. If the party presents this letter to Trougarn, while claiming that they are agents for Zagyg, they can receive the following goods and moneys:

2 crates of glassware (each containing what the crate above contains), 75gp (outstanding storage fees extracted)

The party must provide their own transportation for the glassware.

A7. Bookshelf

On it are 48 books and stacks of old pamphlets.

One pamphlet catches any wizard's eye. It is titled "The Spell and Scroll." This is a newsletter of the Mage's Guild of Dunfalcon. In it, besides mundane articles, is a roll of names. The note is now 50 years old, by the date of the newsletter. Interestingly, Zagyg's name is stricken from it. The reason is noted as "Non-renewal of dues."

An un-framed picture is found in back of the bookcase if it is moved. The artist's eye wanders over a large drawing room wherein a curly brown-haired, heavily mustachioed man of jovial

features sits before a large, grandiose organ. His short-sleeve, paisley shirt seems odd and is quite out of fashion. He smiles wryly to the audience, tilting his head slightly to peer over his spectacles. The painting is signed "Z" in the lower right corner.

This piece was forgotten by Zagyg when he moved to the castle and if the characters take it to any studio or collector with the intent of selling it, the purchaser will feign disinterest though their inward reactions are recognition and fear. If asked who "Z" is, they will only say that the person is obviously an artist of some merit.

After 3-8 days an agent for "Z" appears to claim the picture. He is a surly man, tall but not strong looking, with black hair and green clothes, seemingly weather-stained and dirty, as if he works outside a lot. He says he is "Garsen," and that the person who crafted the art piece would like it returned, no questions asked. He offers 25gp as a finder's fee and if refused, seems baffled, but adds before he leaves, "I would reconsider the offer." If refused, Zagyg remembers this slight and he may seek recompense when and if the characters enter his castle.

A8. Two Bolted Wooden Doors

Opening the two bolted wooden doors reveals an open balcony. Upon it is a stand where some upright piece could be inserted, perhaps a winch for easily moving stored items to and from the attic.

This is a small balcony with a winch stand. The winch was taken by Zagyg. However, this platform could still be used for lowering items to the ground here just outside the main door of the chateau at M2. Otherwise this vantage point provides an elevated view of the south.

Basement

Experimentation and Storage

The basement was originally constructed with nearly three times the space of the manse proper. Zagyg expanded this with excavation (the rough hewn areas) to provide extra space in which to conduct experiments and store additional material for up coming projects, as he is an artificer of the highest degree. Over the years the space provided was not sufficient for his needs so he sought the nearby castle in which to conduct his experiments, where he thought, there would be no such limitations.

Since his move, many creatures that were once kept out of the basement before then have invaded its confines. Many of these types are of a nesting variety (rats, centipedes and spiders), but a mobile green slime and a flesh crawler from the "Watery Caverns" (see Appendix B) have also made their new homes here. Goblins from the two nearby tribes have risked the perils of the basement, but these forays have been, on the main, unsuccessful, as will be noted by their corpses at various places here.

The basement is filled with all manner and type of items as detailed at the appropriate keys. Castle Keepers should read the text carefully and study the map layout to familiarize themselves



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with the level as it is an open area where sighting rules will come into play more often than usual, providing less opportunities to surprise the denizens here and with the opposite being the norm.

B1. Stairs Up/Rat Nest

Your see a large, sprawling pile of refuse here, undoubtedly thrown down the stairs by the same beings who ransacked the kitchen. The pile is approximately 20 feet in radius and even butts up against the sides of the stairs, so walking around it is not possible.

The rats inside this pile have a nest in the floor's base, approximately 10 feet below the center of the pile and extending for a 5 foot radius around it. Anyone stepping into the pile will be attacked by the nearest group of 7 rats. The following round the remaining 9 rats swarm to assist their pack members. These rats are very ravenous and may inflict bonus damage from their bite attacks due to this.

Ravenous Rats x16 (These neutral animal's vital stats are HD 1d4, HP 4, AC 13, Move 15 feet or 30 feet swimming. Their primary attributes are physical. They attack with a bite for 1d2 points of damage. Their special abilities include that each successful hit has a 50% chance to cause +2 damage due to vicious bite.)

This immense pile of garbage that is the rat's nest is choked with rat offal and refuse. Staying in it for more than 5 minutes at a time literally causes vomiting, which takes 1-3 rounds for those affected to recover from. Thus searching its entirety takes some doing, requiring shifts of people. Four characters working in pairs and rotating shifts by going back to the kitchen to get fresh air can fully check this pile in 30 minutes and no less. But, this requires 1 full hour for only one pair working thus. For each pair of characters beyond 2 which help, decrease the time needed to fully search the pile by 10 minutes, with 15 minutes minimum time expended in any case.

Summary of Contents:

Cupboard doors
Several mats
Sacks of various spoiled foods
Broken barrels
A small, broken table
4 wooden pails
An empty, punctured keg
Bags of spoiled fruit
Goblin bones. These are 4 skeletons with shredded leather armor, and two below average daggers
Box of biscuits, mostly chewed or hard as rocks
Bag of herbs (See below)
Old smock
Set of fine table knives made with onyx handles worth 25gp
Barrel of oil (12 gallons remaining)

Box of candles (24 tapers)

Beaker (cracked) and 4 silver-chased, pewter cups worth 75sp each.

Broken dishes

Small iron kettle

4 sacks of despoiled flour

Many bags of spoiled onions

Several torch stubs

Smashed lantern

Heavy iron-link chain (12 ft., 60 lbs., market worth)

Bag of Herbs: The herbs have since lost their efficacy, but it has a sewn-on label indicating the name and address of the person who prepared this herbal-bag. It is one Arlof Rodecksen. For more information on Arlof see Appendix D.

B2. Root Cellar

This is an old root cellar which appears overgrown with pale tubers from the many aged potatoes and like root vegetables stored here.

The rats from B1 dragged a goblin corpse to this spot where the potato vines eventually covered it. Searching the growth in the southwest corner reveals the body and a box. He had looted a small box at B6c containing parchment that are still here. There are 20 sheaves of parchment and an ink well silver-rimmed and filigreed with dragons, worth 4gp. There are also several hematite pens and nibs worth 6gp. This was a gift given to Zagyg by a local lord who he once sent to the East, free of charge. An inscription on a bronze plate atop the box reads:

"From R to Z. Thanks for the trip to the Far East. I had much fun!"

B3. New Well/Buckets/Vats

This area contains a newly crafted well, four wooden buckets, and several lidded barrels where water was once stored.

This well was sunk when the old well (M12) ran dry.

B4. Shrine to the God of Magic

The middle of this area is occupied by a large, 6 foot high malachite statue of a man wrapped in robes who is holding a crooked staff capped by an orb. The orb looks like a large crystal—maybe even a diamond. The man's expression is not seen, as a cowl obscures his face. Each hand, however, appears set with a ring which has carved into it the likenesses of very nice-size gemstones. This statue is set upon a 4 foot square by 3 foot high pedestal of granite.

This is a small shrine to the god of magic to whom Zagyg pays homage. He calls him by various names as needed, as this god goes under many titles depending on his geographical locale. Etched into the stone-worked pedestal is this inscription: "May Bakkab hear and magic flow."

The base of the pedestal's right side has a secret compartment containing *Gloves of the Sure Grasp* (see below). Upon opening the hidden panel the gloves are seen and a magic mouth spell is triggered, immediately followed by a summoning spell.

Upon opening the panel you note a pair of reddish-brown leather gloves in the cavity behind it. A voice booms forth the following sentences from the statue, "Thieves! Plunderers!! Have you no respect for the gods and their temples!? May Bakkab's hand crush you!!" In a puff of smoke a floating, tattooed hand appears before you and attacks!"

Bakkab's Hand: This is the divinity's guardian spell. This spell is a god-given benison found attached to some item or place as a guard/protection. In this case, Bakkab has applied this to protect the shrine from those who would violate its secret treasure which was given to Zagyg due to his unswerving service to the deity. The hand is the size of a regular human hand but has many indecipherable tattoos upon it.

Bakkab's Hand (The hand floats by a levitation motion and moves at 9 inches a round, has an AC 20, hp 36, attacks as a 6th level monster, and can lift 300 lbs. total, though it can drag twice that amount. Its open-handed slap stuns opponents for 2-7 rounds besides dealing 1-8 points of damage. The senseless beings are then stripped of all possessions and left naked and to their fates. All possessions are piled at the altar/shrine/ holy area where the

thief originally stole from. Retrieving such articles is problematical, 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 bearer of the item which was stolen and which caused it to animate. It does not go beyond a 40 foot radius of the shrine, even if attacked by ranged spells/weapons. 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.)

Gloves of the Sure Grasp: These red leather, magical gloves are a boon in situations where swift and sure handiwork is required.

Gloves of the Sure Grasp (When worn, the wearer cannot be disarmed, never fumbles or drops items no matter the prevailing circumstance, and if he is a mage the gloves reduce his time for casting spells by 1 segment in situations which require a material component which has to be retrieved in order to be used. Though this never reduces it to below one segment. If worn by a rogue, or by one applying thief-like skills such as picking locks, picking pockets or otherwise using the hands as the primary tool, the wearer receives a +1 bonus to such checks. These gloves also confer a +2 bonus to climbing checks as well as a +1 bonus in wrestling situations where one uses the hands to grasp, hold and pin. They are part of a paired set which includes "Boots of the Sure Step". Other items of "Surety" are known to exist. If sold the gloves garner 1,250gp.)

B5. Oddity Shelf

Upon this wooden shelf rests what are seemingly baubles and trinkets. You see, among other discards, an ancient flint knife, a piece of coal, a sheaf of folded parchment with a small vial of clear liquid set atop it, a gold coin, and a set of six painted miniature pike men.

Ancient Flint Knife: This knife is +1 but is very light (1/4 lb.). Its durability is as a military steel weapon. It is worth 175gp.

Piece of Coal: This radiates a faint magical aura. If placed in a fire, the coal extends its burning duration by 3 times. It is usable once per day. It is worth 130gp.

Parchment, (Stamp) and Vial: Inside the parchment is a magic stamp. Set atop it is a small vial with clear liquid. The parchment instructs the reader in the use of the following items and also seems to be an inventory list made by an unknown person named Pos Mahstyr.



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"From the Offices of Pos Mahstyr

Your order is has been sent by separate carrier and includes the following items.

One reusable magic stamp

One vial of detaching Liquid (2 oz.)

One tray (onyx, 1st class/1 ounce limit)

One small brush (not included)

PS. Master Zagyg, thank you for participating in our new "magic mail" program which is sure to revolutionize our delivery efforts. Your generous participation and donation gives us double assurances that we are on the right track with this one.-- P.M."

The stamp can be affixed to an envelope more than once. The dual-use "detaching liquid" is applied to the stamp with a small brush to remove it/reaffix it. There is enough liquid to remove and affix the stamp 100 times. Additional vials of this liquid can be purchased for 200gp from any major Postal Service location, or from participating alchemy shops.

When set in the accompanying onyx tray (upstairs, at M5), a letter affixed with the enclosed stamp is instantaneously transported by dweomer to wherever addressed. If there is no address, the missive is sent to a random location. It returns in five days time as "Undeliverable" if not claimed.

The stamp will transport anything it is affixed to which weighs an ounce or less, though Zagyg only used this for sending letters to relatives or friends who had also subscribed to the program. Letters are sent and received by way of the onyx trays, so correspondence cannot take place between specific individuals unless both sender and receiver have these trays (i.e., are both subscribed to this service).

The "magic mail" program is still functioning though it hasn't revolutionized mail delivery service. Characters could opt to purchase additional subscriptions at the local Postal Service for 1,000gp per subscription. Each starter kit contains the previously noted items.

Gold Coin: This rare gold coin is stamped on one side with a hawk and on the other with a billowing cloud. By itself it is not worth much, perhaps 50gp, but when bought to complete a collector's set, especially for a run of 50 years of the Dunfalcon mint, this fetches 500gp. Castle Keepers must assign what collector in the area would be interested in such a coin and craft and conduct the adventure to find and deal with him or her.

Lead and Tin Pikemen: These are crafted by J.S. Vandalia, as etched upon the bases. This is a set of six sculpted and painted figures labeled "Swiss Confederation," whatever that is. A collector of such rarities will offer 25gp per figurine. Castle Keepers must ascertain who in the area collects miniature figurines and whether that person would be interested in these.

B6. Wine Cellar

You enter what was obviously once a wine room. It still contains some empty wine barrels, wine bottle racks, and a few bottles of wine.

There are 5 bottles of wine here, all of a common variety and worth no more than 2-12gp each. One bottle is marked by a local vintner's label: "Yggs' Chardonnay"—Sugio Laone, Vintner. Sugio must be located in Yggsburgh to be questioned regarding his dealings with Zagyg. If bribed for 150gp, he will say that he still provides certain wines for the "Master of the Manse," though he never refers to Zagyg by name. He only reveals that the man lives in or near the castle ruins.

Sugio supplies Zagyg with a goodly ration of three barrels of fine red wine, several casks of dry white wine, and many cases of superb bottled wines on a semiannual visit to the castle, these being June 1st and December 1st, or if delays occur, during the first week of each of those months. The rendezvous point is a mile outside of the castle (Castle Keepers can decide the location along the western road), where a quick exchange occurs. The wine is ported by invisible servants (stalkers or other summoned airy-kin) after Garsen (see the last paragraph of A7) unloads the wagon and sends the driver on his way.

There is a well hidden secret door behind some racks on the northwest wall. The racks must be moved first in order to discover the secret door. This opens onto a small room (B6f).

B6a. Storage Room

This is an empty storage room. Straw remnants, a discarded wooden crate, and two wicker hampers are the only objects in here.

B6b. Storage Room

Three empty wooden boxes remain here.

Zagyg consolidated his possessions into larger containers for transportation and had some materials transferred to the attic. The crates are (4 x 2 x 2 feet) in size.

B6c. Reinforced Wooden Door/Special Storage

You see a oaken door reinforced by many iron bands. There is a key hole below its handle.

The keyhole is non-functioning due to the many goblins who attempted to pick or pry the lock. The door is locked by a *hold portal* spell cast by a 12th level wizard. It must be opened by magical means as it also has the equivalent of a 20 armor class and 200 hit points. However, by using the picks at B19 the characters could easily knock a hole in one of the walls here to gain entry. It takes 15 minutes to create a crawl space, 30 minutes for a 6 foot high by 2 foot wide aperture. The excessive noise created by doing this will certainly attract those nearby monsters which have not been dispatched. For instance, the rats at #B2 might come.

Upon entering the room, the party is confronted by several goblin-sized skeletons which Zagyg, after noting their incursion upon a



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recent return visit to the basement, animated and placed within to guard the storage area. During this same visit he also cast hold portal upon the door and magically enhanced its strength.

Upon party entry to this place read aloud the following text to your players.

You are immediately attacked by many smallish skeletons, which attempt to file out of the room. You quickly note beyond them a cramped space containing several boxes and a small shelf with scrolls,

The use of area effect incendiary magic (fireball, et al.) within the room itself will destroy the scrolls described below and start the boxes on fire. Each box's contents will perish in 4-9 rounds if their separate fires are not extinguished.

Goblin Skeletons x10 (These neutral evil undead's vital stats are HD 1d10, HP 8, AC 13, Move 20 feet. Their primary attributes are none. They carry short swords for 1d6 points of damage.)

Upon defeating the skeletons and investigating the room, the party sees 2 boxes and a shelf with 3 scrolls, one of which is of larger than normal size and tinted purple.

Box 1 This has been broken open and the contents looted (see B2).

Box 2 This contains a portable scale, 6 brass weights for it (one each of 10 grains, 25 grains, ¼ ounce, ½ ounce, one ounce, and two ounces) and 10 empty crystal vials, with stoppers.

3 Scrolls These are three scrolls which Zagyg left for adventurers to find.

The first scroll reads:

"If your brain be significant enough to understand, mark my words. You think that you have overcome my wards, defeated my best stratagems? Tosh! Visit my castle for a real test of your metal."

After these sentences are read the scroll catches fire and quickly disintegrates into fine ash. If the ash is checked for magic, it is found to radiate faint traces thereof. If taken to an alchemist for study, he will charge 150gp and expend two weeks of time to deduce that the ten ounces of ash, if combined with water which has .01% lime and .02% iron content, will produce special strength potions (x10/one per ounce of ash). The alchemist will concoct these at a cost of 50gp per potion over 10 days' time. These potions have a 2% chance per use of raising the imbiber's strength score by +1 permanently. They otherwise increase strength by 1-4 points for as many rounds as the imbiber's constitution score (i.e., an 18 constitution allows 18 rounds of increase).

The second scroll reads:

"A trifle you should keep handy, for there will be a day when it will be used."

The scroll is further marked "Protection From Stone Golems," followed by several lines of magical script and lines dividing the scroll into equal quarters. Directions follow:

"Cut the portions evenly and burn the parts; the ashes should be subjected to the breath of a mole for two weeks, divided in four equal parts, and then each part placed in gold and silver lockets and hung about the neck."

This scroll provides 4 charms vs. stone golems. Their lengths of magical protection are determined by a 1d2+1 roll for each. The number indicates how many physical attacks from such creatures the wearer is hedged from before the charm loses its efficacy.

The mole and lockets must be procured separately. The lockets should cost between 50gp and 100gp each and should be of the hinged variety so that they can contain each portion of scroll-ash. Finding/capturing a mole is left up to the separate characters, as these are creatures which are not normally acquirable in shops. Castle Keepers should craft adventures to allow the players to acquire one.

The third scroll reads:

"Look no further than the Watery Caverns for a challenge. Watch out for the web-footed one. If you find a tear, leave it at my doorstep and my 'son' will reward you."

See Appendix B regarding further information on the Watery Caverns and what this riddle means. This is the Purple Scroll or Orator's Scroll. This unique scroll is beneficial when held and the person speaks or uses mind-influencing spells. It raises the wielder's charisma by +2 when used in situations where the voice influences and motivates. There is never a negative reaction to the speaker's words, only neutral or positive ones. It also confers a +1 to all saves versus charm, suggestion, and other mind-influencing spells when it is held during the casting of such magic.

B6d. Small Room

This small room contains four chests.

Three of the four chests are empty. The second chest contains discarded work clothes, torn and soiled, and mostly of the color green. If searched, an old scrap of paper is found inside a shirt pocket. On it is a scribbled note:

"G-- Make sure that the scarecrow outside is stored in the attic. If I choose to summer here, we'll replace it-- Z."

B6e. Small Room

The barrel is half-filled with wine which has turned to vinegar. The three cups are ceramic and worth nothing.

B6f. Small Room

Inside is what appears to be a discard pile, perhaps added to by the persons who vacated the manse.

Digging through this bric-a-brac for 15 minutes produces some partially burnt sheaves of vellum. One page is a title and the remaining section contains a note for a "G" by "The Inditer," whoever that is.

"Goblin Study

G--

The Dunfalcon idiots are up to no good in the area again, claiming this time to be studying goblins, of all things. Any excuse to snoop on my studies, ever since I left their petty guild. You should deliver a warning to the two local tribes not to cooperate with their agents. Go in guise. Tell them that their ancestors-and name them from the enclosed list-will rise up against them should they speak a word of anything they know or guess at, especially the current Double Dagger chief, 'Tir-Uck, who my guardians report was recently near the estate. He must be one of the 'Unbelievers.' Make an example of one of the lesser chiefs or shamans if anyone objects. Here's a list of some past chiefs, if my memory serves me correctly."

"Double Dagger," Current: Og-tir-'Uck (aka, 'Great Chief'). I forget their former chiefs' given names, but use their assumed titles which their kind revere so well. Swamp Runner, Snnk, Rock-Hand, Oorg-Dreamer, Nobs, Catcatcher, Eagle-Eater."

"The second tribe, the---" (The writing is obliterated by fire hereafter and is not readable.)

Also compare A7's first paragraph. There seems to have been some strife between the Mage's Guild in Dunfalcon and Zagyg, that having been ongoing for many years, although Zagyg's power now makes the matter moot. Note Appendix A, Mage's Guild Intrigue.

B7. Old Summoning Area

You note an old pentagram drawn in gold paint upon the floor here. This was obviously once a summoning area.

Zagyg moved the entire contents of this area to the castle, including stands, books, note book, charms, thuribles, alembics and his rack containing his summoning robes and wands. Many of these items are special and will be detailed in future works related to the castle.

B7a. Preparation Area

Before you to the northwest is a large purple curtain extending diagonally from the west wall to the north.

If the characters move beyond the curtain read:

You proceed past the curtain and see a table and several chairs, all of which have dust caked upon them. There are a few rat footprints in the dust. In the northwest corner is a large shelf with a few scraps of plain parchment upon them.

The parchment scraps are old and unusable. The shelf's middle span can move right. If the board is pushed right two inches, a

secret latch unhooks the shelf from the wall, which it is otherwise solidly attached to. If thereafter pulled upon the shelf's left side pivots out from the wall by 4 inches, revealing a small space beyond containing a staff (see below). The shelf could be destroyed, but it is constructed from oak and takes 25 hp. Destroying the shelf has a chance of also destroying the staff. Zagyg, forgetful on occasion, overlooked this old apprentice tool when he vacated the manse.

Inscriber's Staff This is an ironwood inscriber's staff, which has two finely sharpened diamond ends used for detailed inscription work. It is of excellent craftsmanship and weighs but five pounds. The staff may be used as a weapon to club delivering 1-4 hp of damage or to impale for 1-6 hp of damage. As a weapon though, it is always used at a -1 to hit. Using this staff to inscribe symbols, pentacles and the like upon hard surfaces, such as metal, stone or wood, reduces normal time expenditure for such work by one-third. One end has an interchangeable iron cap, with clamp, conforming in shape to the diamond tip(s) it covers. It is worth 1,250gp.

B7b. Potionry

Behind this curtained area are several vats and two small tables. There is a faint, acrid smell, and the floor about the vats appears charred. The tables contain some empty alembics and bottles and a small box, opened, which appears to have been looted of its contents.

This was once Zagyg's potion-making area. The 3 alembics and 4 bottles are still in good shape, though dusty, and worth market value. If the inside of the looted box is checked, a false bottom will be revealed. Beneath it is a small compartment containing a scroll with a formula.

Strong Invisibility Formula

Mix in a base of spring water no more than 2 days old

1 foot of mouse (for stealth)

9 grains crushed bloodstone (to hide scent)

6 hand hairs from a dead bugbear (for fortification)

Set the mixture during a full moon at a holy area to Bakkab for a period of 1 hour.

Add flavor as desired.

This formula produces an *invisibility potion* which equates to normal varieties but with the following differences. The potion also obscures the imbiber's scent and provides a +5 to all move silent checks, even if the character does not have this skill. If the imbiber is a character which can normally exercise this skill the same modifier applies.

The nine grains of crushed bloodstone costs only 10gp, the foot of newt must be obtained at market value from an apothecary or alchemist, and that the bugbear hairs, normally not available at shops 99% of the time, must be acquired from a successful adventure. The formula is unique and can be sold for 1,250gp but resale of that will occur quickly by those who acquire it. To make

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the same gold off of it after its sale the characters will, after 2-4 days, be required to travel beyond a 100 mile radius of the area. After two weeks, the recipe will have spread through the various professional networks so as to render it common and only worth several hundred gold pieces at best.

B7c. Silver Filigreed Mirror

Approaching this area other than from along the southern wall will incite the rats at B8. Unless these have already been dispatched, the rats will swarm to the attack en masse.

You see a full-length mirror. It is obviously of excellent make, as filigreed serpents adorn its silver frame.

Hint/Strategy (Author's Suggestion): Upon the party coming to within 10 feet of the front of the mirror casually roll a d20 right in front of your players. Don't tell them what you're rolling for. This is a wisdom check. For each character for which it succeeds, they note some slight movement within the mirror (the goblin chief, see below), but if they note this, explain it away quickly as their reflections within the mirror. Add a quick smile for effect as they're pondering, as if you were joking with them. This will have the desired effect of unsettling them, making them cautious while inspecting the mirror and also quickening their belief that any subsequent movement espied by them is just that—a trick of the eyes.

Minor Mirror of Life Trapping This is a minor mirror of life-trapping, attached to the wall here with many iron studs. Zagyg has not forgotten this item and will eventually reclaim it, but no sooner than 3-8 months from now. It's just not high on his list of things to do, as it was chiefly a device in which he held irate demons or devils who would not cooperate with him during his summoning. He ceased using it for this purpose many years ago upon mastering his magic. He had the mirror (then mobile and on a wheeled frame) attached to the wall and covered by a tapestry that has since been removed.

The mirror can only hold one being at a time, and then only of approximately human stature (up to 7.5 feet tall), or less, in size. The command word to release entrapped creatures is known only by Zagyg. The word is "Ritz". The only way to immediately release a trapped being is to break the mirror—this releases the occupant into the space just before it. Those occupying that space at the time of release are knocked backwards and lose initiative for that round. The mirror, though magical, is fragile and will break easily. Any attempts to unmount the mirror from the wall without major thought and planning and the appropriate tools and expertise to remove the studs will automatically break it. It otherwise functions as a normal mirror of life trapping. However, without the command word it is magically worthless but would provide 400gp if scrapped for its silver frame. There is currently a goblin chief imprisoned within the mirror.

The Imprisoned Goblin

Og-tir'-Uck, the ex-goblin chief of the Double Dagger clan, wandered into the basement while investigating the manse and after looting some potions when fell victim to the mirror's magic and has been entrapped within it for many months. While imprisoned, he used all but one of the potions he had found hoping that their magic would give him the power to escape. He also holds a key to the locked chest in the attic (A5) which he found in the library (M7) upstairs. As he is desperate to be released, Og-tir'-Uck will quickly assess who is prowling about outside his prison and will then appear to them by coming forward from its recessed dimensional area, which brings him fully into view of those facing the mirror.

Og-tir'-Uck is ruthless and conniving, a true goblin. Though he knows that his situation appears weak he will use the party's greed to his advantage. Read the following to the players as he steps to the mirror's pane.

You see what appears to be a haggard goblin dressed in studded leather armor and a cap imprinted with two crossed red daggers. There is a short sword in a scabbard at his side and, as well. You note a sturdy rawhide cord about his neck which disappears beneath the armor. The armor bulges at chest level—perhaps there is something hidden beneath it.

The goblin presses his face against the pane and studies each of you in turn. This eyeing reveals an unmistakable fact that the goblin is worried and that he is trying to suppress the emotion.

This goes on for 30 seconds; and then resolve bests his fear and he speaks in a pigeon-common dialect.

"You not great in your kind, this I see. I am great chieftain. Rescue me and I give big treasure you."

If asked what type of reward, the Goblin smiles thinly and says,

"I have find many. This big hut full of them. You don't know. Rescue and learn of treasure. I give you best one. Now-- I no speak more."

The goblin draws himself up to his greatest height and crosses his arms. He waits a full 5 minutes without speaking. If the characters do not agree to rescue him, he shrugs his shoulders and says,

"I great. Others come. They get best treasure."

He makes to walk away. If coaxed to stay and talk he whirls about and says,

"You game with me! I true word! I say vow! You rescue, I give best treasure you!"

The characters must break the mirror to release him. If this is done, he appears before them. If attacked, he runs away while attempting to throw his bomb. If he's not attacked, he bows and says,

"Here is treasure I vow give you."

He produces a large corked alembic from beneath his armor, throws it into the air above the heads of the characters and runs away, screaming;

"You catch!"

If a single party member acts immediately, allow a dexterity check to catch the potion. Otherwise it impacts the floor and explodes (see Fire Bomb, below).



Fire Bomb: The alembic holds a reddish-orange liquid which, through the glass, is warm to the touch. Shaking it roils the liquid, causing it to bubble noisily.

Fire Bomb (It explodes on impact, covering an area 10 foot in radius and causing 4d4+4 fire damage. A successful dexterity save reduces damage to one-half. It will also explode if uncorked and exposed to the air, or if violently shaken for more than a single round. In both of these latter cases the character holding the potion when it explodes sustains full damage and receives no save. It can be sold for 75gp.)

Og-tir'Uck (This chaotic evil goblin's vital stats are HD 4d8, HP 28, AC 15, Move 30 feet. His primary attributes are mental. His significant attributes are strength 18, dexterity 17. He carries a short sword, studded leather armor, a cap emblazoned with two crossed red daggers. The cap is of excellent make, the dagger emblems being a dye mixed with a crushed gemstone (ruby), a fire bomb and a leather cord that has a large iron key attached to it which opens the locked chest in the Attic, #A5).

B8. Rat Nest

Your see a large pile of refuse here, similar in style to the one you saw at the bottom of the stairs, but lacking as many discarded items. Before you can react the pile erupts with rats that attack you

The rats inside this pile have a nest in the floor's base, approximately 10 feet below the center of the pile and extending for a 5 foot radius around it. Anyone within a 30 foot radius of this pile will be attacked by the entire pack, as they are hungry and are always on the look out for fresh meals, especially goblins. These rats are very ravenous and may inflict bonus damage from their bite attacks due to this. There is nothing of worth to be found in the rat nest, though this does take 15 minutes for 2 or more people to search.

Ravenous Rats x20 (These neutral animal's vital stats are HD 1d4, HP 4, AC 13, Move 15 feet or 30 feet swimming. Their primary attributes are physical. They attack with a bite for 1d2 points of damage. Their special abilities include that each successful hit has a 50% chance to cause +2 damage due to vicious bite.)

B9. Empty Crypts

This room could be the family crypts, but each receptacle appears empty. Each is painted a different color and has several votive candles within them. The whole area feels damp and the ceiling is actually wet in places.

The dampness is caused by the slow drain of the pond on the main map (M11) which the crypts rest beneath. Those family members who were interred here were moved by Zagyg when he vacated the manse. Nestor and Hugh, at least, were buried here though there are no indications of who else might have rested here, if any at all.

The candles were created by Zagyg to be lit when he paid respects or during times of remembering his kin, such as on anniversaries or past special occasions. If taken, these could be sold to a candle maker or alchemist for 15sp each. Such petty thievery will earn the enmity of the proper owner, of course.

Red motif with 3 red candles which if lit reminds one of a southern sunset.

Blue motif with 3 blue candles which if lit smell of rain. This is Nestor's old crypt. If the party has read the 3rd book for Nestor (see M7), then a heart-shaped, silver pendant is seen resting upon the slab. This is an amulet of health which provides +10 hit points to the wearer and +1 saves versus poison and disease. If sold, it could net upwards of 7,500gp. When picked up and donned the wearer receives a brief mental image of a ghostly figure reclining in a chair reading a book. He looks up and waves as if at the character and then the vision ends.

Yellow motif with 3 yellow candles which if lit brings upon a very warm feeling as if from a sunny day.

Brown motif with 3 brown candles which if lit smell of deep, earthy places.



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Green motif with 3 green candles which if lit smell of fresh greenery. This is Hugh's old crypt.

Orange motif with 3 orange candles which if lit smell of the freshest, most enticing fragrances.

Black motif with 3 black candles which if lit smell of the summer night.

B10. Secret Door/ Corridor

Upon opening the secret door and advancing into the corridor beyond it, the following image appears to confront the party.

You see an illusory nine-headed hydra appear before you. For the illusion it is reduced in size, but its fearsome aspect remains. You involuntarily stop, amazed and confounded. As you pause its heads speak in unison as would a Greek chorus:

"Nine curses upon those who would defile the crypt ahead. Be it known that only a family member, or one guest invited by the family to visit these crypts, may pass beyond this point. Beware! For the nine gods will judge your intent and they meet out death most readily!"

If the party has earned the invitation to visit the crypts from Nestor in the library (M7), then one character may advance beyond this point. If these conditions do not exist and the warning goes unheeded, doom will befall the characters if they continue down the corridor, for the hydra will then transform into a real creature and attack.

It is of the fire-breathing type and, in addition, can cast all known fire spells up to 5th level as a 10th level wizard, twice per day per spell. It has a spell resistance of +10 and takes 20 hit points per head to dispatch. It otherwise has the statistics and melee capabilities of a normal hydra.

Ten Headed Hydra (This neutral magical beast's vital stats are HD 10d20, HP 200/20per head, AC 15/22, Move 20 feet. Their primary attributes are physical. Each head bites for 1d10 points of damage. Their special abilities include a breath weapon, +10 spell resistance, and they can cast all known fire spells up to 5th level at a 10th level of ability.)

B11. Zagyg's Unused Crypt

There is a sarcophagus here upon a raised stone platform near the center of the room surrounded by 9 large crystal alembics filled with different colored fluids. There are a brown, gold, blue, red, green, black, orange, violet and silver colored fluids. These alembics appear to be evenly spaced in relation to each other, forming a ritual circle of sorts.

Upon advancing into this room the characters note an unused crypt.

The sarcophagus's outer woodwork is inscribed with exotic signs and sigils which create an antipathy in those viewing them, causing the observer to avoid touching or even looking upon it or the alembics for too long (1d3 seconds), no save possible. The only way to approach and open the sarcophagus is by acquiring

a special item known as the “Barrier Wand,” a necromantic tool that Zagyg made and which he has sequestered in the castle.

This particular encounter will be expanded on in the castle levels. Zagyg has yet to determine where he will be interred as he has too much life in him for such thoughts these days, for he has a century or so of life span ahead. Defeating this encounter requires levels and powers in excess of the adventuring party (this is an Archmage’s crypt you know) but this allows for some expansion by creative Castle Keepers. If you allow the players to defeat this before the details of it are revealed by these authors, they discover some magical items inside which Zagyg has a fondness for such as a wand, a belt and a ring.

You see what is obviously a great amount of spider-webbing to your north and east and proceeding away for some distance to the north, where it appears to enlarge by jutting forth to the west. The entire space between the ceiling and floor is covered with the stuff. There are many small cocoons, possibly of goblins, hanging in the webs and you do note a weapon or two, and an odd piece of armor here or there, nearly covered by the stuff.

B12. Webs

Just north of Key B19, about 20 feet, are the beginnings of spider territory. If the characters bypass this while hugging the western cavern wall, the spiders will not attack. If they touch the webs, this alerts the spiders and they all appear and hunt the party, but will not proceed into the dampness of B18 or venture too near the flesh crawler at B13. There are many goblin bodies hanging cocooned in the webbing.

Burning the webbing will have catastrophic results, as this will cause a large and growing billowing cloud of smoke to fill the

entire basement which will not clear for 2-4 days. As the only vents are the stairs to the kitchen and the secret cavern (B18) the smoke will be drawn upward and in that direction, causing a pale haze even on the mansion’s main level, reducing visibility there by half. Worse, if the party does not immediately vacate the basement, they will sustain (after 30 minutes) 2 hp suffocation damage per round, as the barrel of oil just west of the northern part of this nest will catch fire at that time and starts releasing toxic bands of black smoke as well.

The thick smoke pours out of the kitchen to the outside in 1 hour and immediately warns the nearby goblin tribes and adventuring bands something is afoot at the “Big Hut.” For the next week double encounter chances as well as the number of goblins which normally appear in groups but not single snoops or heroes.

To the west of the northern part of the webs, just as the corridor turns west, are four barrels. Three are empty but the closest one to the webs is filled with oil. Note the text above if the webs are set ablaze, as this will burn as well. The barrel contains 60 gallons of oil.

The goblin bodies cocooned in the webs have nothing of interest on them. There are 10-17 cocoons spaced at odd intervals here. Touching these or the webs alerts the spiders to their presence.

Below the webs are several broken weapons, and useless pieces of armor. A very careful search here requiring 20 man-minutes will discover a +2 dagger under some spider castings.

Medium Spiders x 4 (These neutral animal’s vital stats are HD 3d8, HP 17, AC 15, Move 30 feet, or 20 feet climb. Their primary attributes are physical. They attack with a bite for 1d6 points of damage. Their special abilities include poisonous bite and +1 to initiative checks.)



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B13. Picks and Shovels

You see several discarded picks and shovels that look to be in fair condition.

The shovels and picks are actually useless as the handles have rotted but the metal parts are only lightly rusted.

There is a flesh crawler in a niche in the wall 15 feet above the pile of tools. Any move to claim these items, or anyone walking directly below the niche, causes the flesh crawler to slip out and fall upon the party. If they instead pass by this area without causing an immediate attack, the flesh crawler, smelling fresh meat, follows them, crawling along the ceiling, until it can drop at an opportune time. Depending on the party's watchfulness, allow a single wisdom check once per five minutes to spot the thing as it silently pursues them. If the party is wary and on guard (moving less than 50% speed) then there is a +2 modifier given to the check. If greater speeds are opted for, there is only a -2 modifier applied to the check. Double its surprise chances if it attacks prior to being spotted.

If the flesh crawler's hole is discovered and checked, a 30 foot length of rope of climbing is found bunched in a pile and obscured by a head and hand of a goblin, the remains of one of the 'crawler's meals. The hand is clasped shut still, but if pried open a small bag containing 3 tourmalines worth 15gp each is found.

Flesh Crawler (This neutral creature's vital stats are HD 3d8, HP 17, AC 13/17, Move 30 feet and 15 feet when climbing. Their primary attributes are physical. They attack with 2 bite for 1d6 or 6 claw for 1d4 each. Their special abilities include a bite that causes paralysis, constrict, animation and death throes.)

B14. Pile of Debris

You see a large pile of debris piled into the northwest corner in here and extending away to the south (or north if the nest is approached from the south). Whatever made this mess was sure industrious, as it is over 10 feet high and nearly 30 feet in radius!

This is the main haven for the huge centipedes here. As with those in the dining room, these will not attack unless their nest is tampered with, then they issue forth enmasse. There is one very large black one here, a "king amongst centipedes," that leads the attack in all cases. Note that there are entrance/exit holes on the NE and SW sides of the nest which connect to each other. This is what could be considered their major artery for getting to and from the nest, though they may exit/enter it anywhere. The holes are approximately 2 feet in diameter each, allowing characters to crawl one at a time up these (no more than 3 inches per turn) if they so desire.

Even though the centipedes have been industrious in building their nest, there is not much of worth here besides a +1 shield into the NW nest-wall (S on the map). To gain it, this would take someone crawling to it and then dislodging it. The centipedes covered and molded it into the surrounding material well, so it will take 2-5 rounds of tugging and wiggling to dislodge it. Reduce the rounds it takes to do this by the strength modifier of the character (for example, a +2 reduces the time by two rounds).

Giant Centipedes x20 (This neutral creature's vital stats are HD 1d4, HP 2, AC 19, Move 15 feet. Their primary attributes are none. They attack for 1d2 points of damage. Their special abilities include poison attack.)

Giant Black Centipede (This neutral creature's vital stats are HD 2d6, HP 8, AC 17, Move 20 feet. Their primary attributes are physical. They attack for 1d2 points of damage. Their special abilities include poison, and they attack at a -1 to all to hit rolls.)

B15. Old Testing Area/ Sprung Traps/ Old Symbols

Encounter areas B15a-B15f represent old traps, obstacles and magical wards that Zagyg had placed here but have since been sprung and are now useless, or were deactivated prior to him vacating the chateau. This was one of Zagyg's old testing areas, where he experimented with sundry traps, mechanisms and magical obstacles, until he exhausted the available space he needed to expand beyond his current experiments-thus another reason for exiting his mansion.

- a. The word "Zotz" is carved into the wall here. Characters see old piles of dead flies on the floor.
- b. The magical symbol for fire is painted upon the wall here in orange paint.
- c. The symbol for passage, but in reverse, is raised upon the wall here in relief form.
- d. There are three deep holes which, if studied closely, could have contained gems, as indicated by their shapes and depths. If the holes are checked, finely powdered gem residue is noted as are scorch marks.
- e. An old magical crossbow (conferring a +1 to hit) is inserted in the wall here. It is so crafted into the stone that it takes 20 minutes time to remove it. A dexterity check should be made to do so. This check is made at -5 unless the person has some stone-working skills, in which case the check is made at +3. The crossbow has a single non-magical bolt in it.
- X. Additionally, there are several X's etched into the stone floor here. These are Zagyg's old markers for when he traveled this area. These warned him, essentially, of a need to stop and use dimension door to skirt the trap to get to it, etc.

There is what remains of a dead goblin on the floor here. It was apparently torn to shreds and feasted upon, perhaps by rats.

B16. Dead Goblin

If the body is searched, a partially shredded bag containing 15sp and a soiled map are revealed. The map notes the location of the well on the main map (M12), a dotted line leading northwest to the mews and then proceeding due north towards the hills (off map). The well is marked by an "X", a short goblin sentence, and a hastily scrawled symbol.

The sentence reads, if translated, "Here be traitor." The symbol is a universal one amongst goblins, connoting various meanings

depending upon its use or placement, but generally can mean, “danger,” “avoid,” “turn back,” “run away,” “foe,” or “madness,” among others. There is a 50% chance of the person translating this to note that the goblin who placed the symbol did so with a curious squiggle line which is not reminiscent of goblin writing at all, but in fact seems to be a special note. The symbol “S” is extended or stretched in this instance at both its upper and lower extremities instead of being compacted and squarish, which is the usual goblin stroke. What this might mean is hard to tell, though a sage might be able to make a good guess (Castle Keeper option).

The goblin was aware of the snakes in the well and stylized the symbol to remind him and his friends which used the map. Thus the extended S-stroke symbol, in addition to its other possible meanings, is also a quick note for “snakes.”

Immediately northeast of here and near the stream is an old “X” marker etched into the stone floor (read B15’s last paragraph concerning these symbols and what they mean).

B17. Cave Area

The Castle Keeper should do a check here to see if the party notices dampness in the air. If they stop here and rest or pass through this area slowly (50% speed or less), then they automatically take note that the area “feels damp.” Otherwise there is a -4 to any check to notice this. The dampness is caused by the nearby pond or possibly the stream (see B18).

B17a. Mobile Green Slime

A mobile green slime occupies this area. It is rather slow moving but it is persistent. If it encounters a party and gets their scent (50% chance) it will move to track it, eventually moving to the stairs and perhaps even upstairs into the kitchen. Castle Keepers are encouraged to track its pace to determine where it ends up for the next time the characters return here. If this is not opted for, the green slime merely remains in this cul-de-sac.

Green Slime (This neutral creature’s vital stats are: hd 2d8, hp 12, ac 19, pa physical, move 1 foot. Special: corrosive attack.)

B18. Secret Door to Cavern-Pool Area

You see an irregularly shaped green rock embedded into the wall here.

This rock must be tapped with iron three times to open the secret door (also note the scroll with clues to this place as found in the library, M7). It will not otherwise open. The rock cannot be broken loose as it is magically anchored here. If detected for, it radiates strong magic. If the door is opened the characters can advance into the cavern/pool beyond.

You have entered a spacious cavern which is dominated by a pool. A path upon a ledge proceeds to the northeast and is about 10 feet wide. You see movement upon the pool’s surface.

The movement is caused by many surface water bugs, which are abnormally large (3 inch diameter) for their kind. This is an experiment by Zagyg wherein he fed these bugs growth serums. The bugs are passive, merely feeding off the larvae and other small creatures in the pond. They would be a good study for those dealing in magical manipulations of shape and size alteration of living things—something that interests virtually all magicians. If captured, a single specimen would net between 15-35gp if the characters could find someone to purchase it. However, the bugs are very fast (having an 1 foot movement) and maneuverable so the characters must have a well executed plan to net one of these.

Note that there is an iron hook inset into the wall to the right side of the secret door. The secret door closes and can only be opened from this side by pulling on this hook, which comes away from the wall and then recedes back into it after reaching a half-foot distance. The characters could wedge the door open, but there is a 50% chance per day that something passing near here will remove the wedge, thus closing the door again. If the hook is broken, then there is no way to open the door from the room-side.

B18a. Passage North-Northeast

You see a damp passage north-northeast which noticeably slants downward at quite a steep pitch.

This passage is the western most connection to the watery xaverns and well caverns. For a description of the watery caverns see Appendix B or the well caverns maps and descriptions.

Walking speeds are only possible here for the first 100 feet due to the damp, slimy floor. Speeds in excess of this cause those doing so to slip and fall, this causing d4 damage. The passage turns due north after 100 feet and another 100 feet later empties into a juncture branching northwest and south-southeast. To the northwest is the entry point for the Watery Caverns. Characters then proceed south-southeast for 50 feet before the passage turns back south for the last 100 feet and then due east for another 50 feet before they arrive before the Well Caverns at WC8.

B19. Rubble Pile/Picks and Shovels

You discover two shovels and a pick here. One of the shovels appears to be in quite good shape.

If the preserved shovel is examined, two sets of initials are seen on its backside: “G” and “BN”. The “BN” is the metal-crafter’s signature, indicating a metalworker, now retired, who used to own a shop in Yggsburgh. This was Barrolt Numen. He in fact supplied many of the gardening utensils for the manse, including G’s shovel, which is the other initial. Garsen is “G”. See Appendix D for more information on Barrolt.

The Well and Caverns

This level is pretty difficult, but is not necessary for completing the full investigation of Zagyg's former residence. Characters may opt to return to it when they have sufficient resources or have attained higher levels, perhaps 3rd level or more. It is otherwise suitable for those adventurers who wish to dare its environs, perhaps by making short mapping forays and then returning to the chateau or even Yggsburgh to recoup. Attempting to complete this scenario in one session is not suggested, mainly because of the number of snakes here.

The well dried out many years ago and Zagyg had another sunk in the basement of the lodge. After his departure, a goblin miner named Guigurken investigated the place. He found more than he could have possibly imagined—an old ring which Zagyg accidentally dropped into the well many years ago and had forgotten about. Guigurken discovered it with his ever watchful eyes, one errant ray of sun giving away its glinting location in the caked mud.

Guigurken proceeded to ascertain the use of the ring (see Mother's Ring in Appendix C), and summoned snakes with it to do his bidding, such as to guard and to help with his "mining projects," as they made excellent tunnelers. He has fancied himself "Lord of the Snakes" and demands tribute from any who pass through his "realm." The many months of tunneling has opened up much of the previously unexplored areas beneath the mansion, such as the connecting tunnels of these caverns to the Basement by way of the Watery Caverns (see WC8a and Basement B18a).

The symbol "S#" on the map indicates the location of snakes and their number. Graydun snakes are described in Appendix C. See M10 for lead-in information about the well.

WC1. The Well

This is a normal well shaft at the top, but at 60 feet down expands into a natural limestone cavern that is roughly 20 feet in radius. The well bottom occurs at 100 feet. There are two passages out of this. One at 70 feet on the east side (5 foot radius hole) and one at the floor level heading south. The well bottom is dry all of the time except on those days when it is raining. In that case it is muddy on that day and the following 0-3 days afterwards depending on the intensity and length of the rain.

WC1a. Special Note on Distance

The area of WC1a is an abstract. Read the following when the party proceeds past it:

You travel 200 feet east and then the passage turns south for another 20 feet before it empties into a small cavern.

This is the cavern with a single graydun snake just south of WC1a on the map.

WC2. Shaft Down

The passage ends with a 10 feet x 15 feet shaft down. The smell of stagnant water permeates the air.

The shaft descends for an additional 40 feet revealing a den of snakes in a stagnant pool. There are 4 graydun snakes here. The floor here is 4 feet deep in brackish water and hides the skeletal remains of 4 goblins who wandered too close to this den, one of whom was a shaman.

Their possessions are rotten and useless, except for a necklace about the shaman's neck. It is a bone attached to a copper wire-chain. The bone is an index finger with an emerald chip affixed to it as a fingernail. When worn this necromantic finger allows the bearer to cast a noxious cloud of vapor, once per week. This corresponds to a *stinking cloud* spell at a 6th level caster ability.

The goblin word "vgramish" (meaning 'vapor' or 'mist') is barely noted inscribed onto the copper chain's clasp. This is the activation word for the necklace's magic. Note that characters examining it must state that they are completely looking over the necklace, or at least are looking at the clasp, in order for them to notice this inscription. Thereafter a medium knowledge of the goblinish or orcish language must be used to translate the word into common, or else this service must be accomplished by someone who can.

WC3. Area With Water

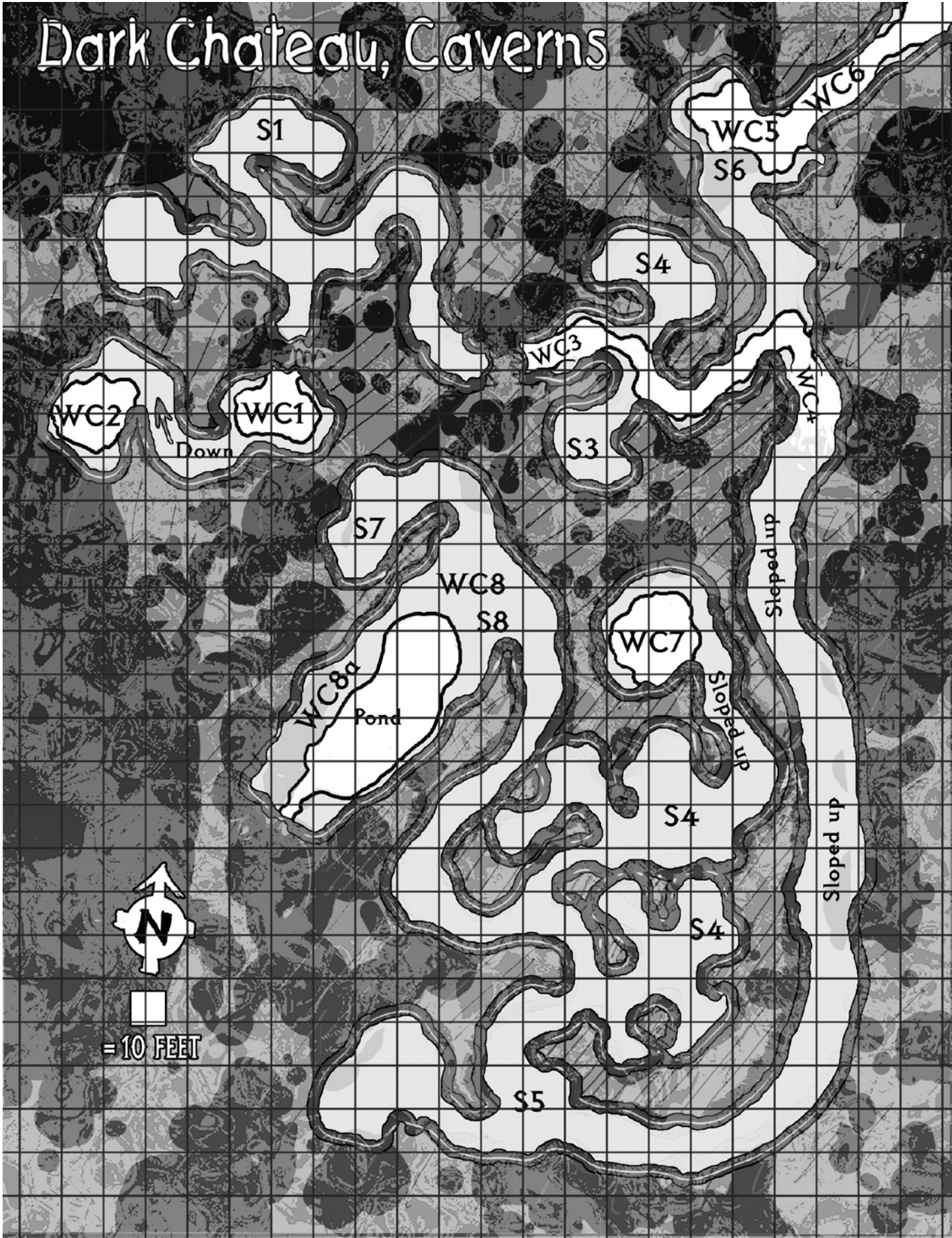
The water reduces movement by 25%, initiative and to hit rolls suffer a -1 and armor class is reduced -2 for as long as a characters remains in it. Mage spells requiring more than 1 segment to cast and which have somatic needs are likely to fail. An intelligence check must be made to cast these spells. Failure indicates the spell failed. Otherwise spells are unaffected.

Upon the characters entering this area at the crossway/junction the snakes in the north and south caves attack. There are a total of 7 snakes here which take advantage of their water borne natures to drag hapless targets beneath the water. There they coil about them to officiate and drown them. Each set attacks in pairs if possible.

There is a 40% chance that the sounds of battle will carry to WC5 alerting Guigurken, who will be ready for the party thereafter. Otherwise Guigurken does not hear them (see WC4 also).

Each cave is barren except for the remains of several goblin. The north cave contains five, and each has a small pouch with 2-5 sp in coin and some copper nuggets worth 7-15sp. There is also a corroded +1 *short sword* that delivers -1 for damage unless repaired by a weaponsmith (2 days of sharpening and cleaning and re-strengthening the pommel). Such refurbishing and repair will cost from 30-50gp to accomplish and then the weapon is as good as new.

The southern cave contains bodies with rotted clothing and a few coppers between them. There are 3-18sp total. There is also a small metal-studded wooden shield with a symbol of a goblin



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clan upon it. This is a black skull with red teeth. This is in fact an extinct clan (the “Skull-Gnashers,”) who were lured to the manse by stories regarding its treasures. Their remaining members having died in here with the snakes. If this shield is taken to the Yggsburgh Museum, the curator will offer 25gp for it, and if haggled with will go up an additional 5-30gp.

Unbeknownst to the characters, this once highly notorious clan was wanted by the sheriffs of the county for their repeated raids on caravans and farms. If the shield is brought forward to the local law, and especially if the characters claim that they were the ones to finally rid the area of this clan, then the law officials will be lenient with them two subsequent times afterwards if they break the law (within reason, only, such as bar brawls, petty theft, etc.). There is also a 40% chance that 11-20 days following the public announcement of this event that a caravan master—one Herbert Snudden of Yggsburgh—seeks out the adventurers and rewards each of them a 25gp bounty for having “cleansed” the area of this vermin. If the party cannot be found within a week’s span then the merchant loses interest in his good deed and merely thanks them if they are afterwards encountered by him.

WC4. Two Passages

There are passages northwest and south here. The stream bottlenecks to 3 feet wide only large enough for single file movement. A pile of boulders have been heaped against the eastern wall of the cavern at the place where the stream flows out of.

Guigurken had the stream narrowed by blocking its course with boulders in order to flood the area. He is very practiced in leaping the distance from the edges of the north-south corridors here to clear the stream, so if he exits his room during a retreat, or for normal travel, this does not impose a barrier to him.

Guigurken will definitely be alerted to the characters’ presence upon their entering the junction here. He prepares himself for battle at this point unless he has been previously forewarned from earlier battle noises, in which case he is already prepared

WC5. Guigurken

Check WC3 & WC4 to see if Guigurken has been alerted to the character’s presence. If not, normal surprise chances apply. Guigurken’s chambers are guarded at the entry way by 6 graydun snakes that attack immediately anything entering the room.

You see six horrid snakes that are hissing and slithering to attack!

Guigurken stays out of sight crouching behind a central boulder in the room while summoning more snakes. If he exhausts the Mother’s Ring (see Appendix C) of this ability, he will flee 8% of the time, proceeding up the passage at WC6 while tripping the boulder trap there. If he elects to stay and fight, he might surrender upon reaching 10 or fewer hp (75% chance). Note that his hit points decrease or increase with the numbers of snakes present and alive.

Upon examining the room, the characters note a rough cot, three crocks of wine (pretty stale and not worth much), many shed snake skins, and a bag with odd and unpalatable foodstuffs. There is also a pick leaning against a boulder near the center of the room and several coils of rope set atop it that are 120 feet length in total.

Guigurken (*This chaotic evil goblin’s vital stats are HD 3d8, HP 16/31, AC 16, Move 30 feet. His primary attributes are physical. His significant attribute is dexterity 16. He carries studded leather armor, a wooden shield, a crude short sword, 20 silver coins worth 35sp, and Mother’s Ring. The Mother’s Ring imparts extra hit points on the goblin. See Appendix C.*)



WC6. Passage Northeast

There is a boulder and rock arrangement here, supported by intricate placements of the stones and several wooden logs that can be sprung loose by pulling a rope attached to the works. If Guigurken flees this direction he will close off the passage behind him by pulling the rope. This dislodges the rocks and small boulders, effectively blocking the passage. Reopening it requires at least 3 people to dig it out, and that takes 5-8 rounds. This gives Guigurken the time he needs to vacate the caverns.

You note a passage northeast. The floor here is ankle deep in water. After 50 feet the passage begins to slant noticeably upward and is dry now; then after 500 feet dips downward again and turns east for 400 feet before ending near some brambles.

You step out into the air! Your party are on a hillside covered with thick brush. After taking your bearings you note that you’re about one-quarter mile northeast of the mansion, with hills and thickets dotting the overland route back to it.

Guigurken knows these lands well and escapes into the wilderness, never to be seen or heard from again.

WC7. Slant Up and Pool

The corridor ahead of you slants up at a steep angle for 25 feet and then ends before a pool recessed into the floor here and 15 feet below you. The pool smells of death and contains many floating goblin

Guigurken had many slain goblins and other humanoids thrown into this pool, not caring to check them for valuables. The bottom is littered with the following items, though someone with a swimming skill would be required to retrieve these. Allow one item to be retrieved per dive, with a successful wisdom check (+6 modifier) indicating a glimpse of another item.

Green Liquid in a small Vial: This is a nasty tasting goblin concoction given to their best warriors by the shamans of local tribes, who make it from local herbs. It increases dexterity and strength by +2 for a number of rounds equal to the imbiber's constitution score. Known to indigenous goblins as the "Shaman's Blessing"

Pouch: There are 200cp in copper coins in a leather pouch

Splint Mail: A suit of splint mail found on an orc at the bottom of the pool

Mace: A serviceable mace that is well made, with the initials "VM" on it. It belonged to a local estate which was destroyed. The estate was Vernor Manor. Relatives in Yggsburgh will reward the person who returns the mace with 50gp and their gratitude.

Pouch: There are 15gp in silver coins in a medium-sized pouch

Bracer: A bronze bracer carved with devil faces. It is valueless but interesting. The devils appear to be imps of which certain types are known to summoned by shamans. The bracer could have belonged to a shaman or his relative

WC8. Pond

This room is dominated by a large pond which is a haven for the snakes. There is nothing of interest in the pond. A passage northwest leads to WC8a.

There are 13 graydun snakes in here that attack the party as soon as they enter this room. The commotion will alert the 7 additional snakes just north of WC8a and these arrive 2-4 rounds later.

WC8a. Connecting Passage to the Watery Caverns and Basement

This passage is the easternmost connector to the Watery Caverns and Basement. For a description of the Watery Caverns see Appendix B.

Appendix A

Mage's Guild Intrigue

The Mage's Guild in Dunfalcon has been striving for years to find out what Zagyg is working on. Their intent is to gain power the old-fashioned way...by stealing it.

Zagyg was once an esteemed member of their group (Grand Magus) but became disgusted with the sycophants and pretenders who were not inclined as he was towards research and progress that he ended his affiliation with them some decades ago and has never looked back. This enraged some of the more powerful of the guild and they have thereafter set their eyes on gaining knowledge of his work, which at one time was nearing their sweaty grasp.

It is in the Goblin Study that the Mage's Guild long-standing subterfuge to gain direct access to Zagyg's mansion (and supposedly) to his studies. They have claimed that the guild has been collecting anthropological information on the indigenous goblins. However, for the past year they have been actually using their agents to incite the two goblin tribes nearby the manse to raid Zagyg's property (see Goblin Infestations in the Introduction). Their hoped-for reaction has come to pass, as Zagyg has moved off—but not for the reasons they suspect. Certain guild members have been sent as agents to oversee the infiltration of his property now that it has been vacated. However, now that they've stirred up a hornet's nest they are reticent to directly approach the place themselves, not only out of fear for the raiding parties, but mainly out of fear for Zagyg's magic.

This is where the characters come in. An agent (at least a 6th level wizard) hires the party to investigate the mansion and bring back all notes and papers found there. He will also question them on other things they have seen and experienced (such as the shrine in the basement, the owlbear statue, the magical pictures, and Nestor, in particular). They might attempt to capture Nestor for questioning as well, though such future plans are left up to the creative Castle Keeper.

Appendix B

The Watery Caverns (and Beyond)

These caverns are of limestone that has eroded, forming tunnels, pools and pocket areas where many creatures make their homes. They also contain a main entry point for "Deep Tunnel," an underground thoroughfare which eventually connects to "Mother's Pit" and to numerous other subterranean areas. Deep Tunnel is the habitat of many strange beings and groups, such as troglodytes, the Nee-bees, the Evil Little Wind, etc. Mother's Pit is a subterranean legend, only distantly remembered by the more astute goblin elders or shamans who dwell near the surface world. There is reference to it in the "Book of Legends" found in the library (M7).

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The main traffic in these caverns are goblins, who through their persistent investigation of the manse have made headway in establishing a small, if fragile, community here. Their main problem is a creature named Web-Foot, a rapacious fish-man which lays claim to the pools and adjoining territory and attacks trespassers. These “cavern goblins” are less interested in defending the chateau and its tributary caverns with all its supposed treasures, than in investigating those newly discovered areas now before them. They have already made short sorties into Deep Tunnel with the idea of expanding their community in that direction. Their main motivation to move onward (outside of pure curiosity) is Web-Foot, even though they have managed so far to avoid him for the most part and have devised a few tricks to lure this monster back to its lair.

The pools, rivulets and strong, icy streams down here team with fish and stranger things, such as blind water lizards whose dark evolution have left them with acute senses of smell and touch but bereft of eyesight. There are also deposits of green garnets here, some of the crystals are very large. For each one found there is a 10% chance that it is flawless and has a bright green tint, a much sought after occurrence by collectors and jewelers in the Yggsburgh area due to their rarity. Furthermore, for every one found there is a 5% chance that it is perfect (tripling its sale values).

Unfortunately for gem seekers, Web-Foot has his lair in the main chamber where these latter types occur, making it nearly impossible to get to these without first confronting it. The fish-man considers the crystals to be the tears of the “Great Water Goddess, Gool-Bluub, and will shout out in pidgin common if one is touched, “Death to defilers of the Tears of Gool-Bluub!”

The players may have discovered the clue (B6c’s third scroll) regarding the “Tears” and to leave them on the doorstep. More information regarding suitable rewards and how these are received will be forthcoming in the work, the Watery Caverns. Feel free to craft these beforehand, rewarding the party with insightful clues, minor magic items or maps to various locales within your own campaign which relate to the adventure setting.

From time to time various inhabitants of Deep Tunnel wander to this place seeking the fresh water and a way to the surface. Years ago, Zagyg closed the connecting tunnel to it with a large amount of dirt and rock and placed magical wards to guard it (compare the reference found in an essay at M7 regarding a need to “bar the tunnel . . .”). Unattended, its base was eroded by a large flood several months ago, and the infiltrating goblins, upon noting the partial aperture, finished the excavation. It is now open again; and because of this more and more creatures will wander upward, seeking the daylight and settlements of the nearby surface world. Already a deadly mobile green slime and a flesh crawler have passed to the basement and more oddities are sure to make their presence known over time.

Castle Keepers can either use the aforementioned information in crafting suitable areas in which to expand on these adventure hooks, or they can wait for the adventure module(s) which will detail them and their adjunct areas in full. The level of adventure ranges from 4th-6th for the caverns themselves. Deep Tunnel and Mother’s Pit are much higher by progression, starting at 7th and

ending at 12th. A few of the major inhabitants are glossed over hereafter for those who do not want to wait for the adventures and desire to make their own.

Web-Foot (see referencing scroll page 26): This creature is an anomaly here as its species is unknown. It is possibly a magically created mutant of a species or merman. It is definitely inimical to all life here as it is very territorial and has claimed the Watery Caverns as its own. The goblins avoid it entirely, and because of its predatory nature they have had to devise stratagems to lure it back to its lair when it is about. One such trick is having a few of their members make splashing noises near the main pond where it resides. This confounds the beast as it believes that its lair is being entered and it returns to defend it. For the most part, however, the goblins have been ill-put to deal with it, and it has claimed many of their lives.

The Evil Little Wind: This creature is best described in the entry for the second book read to Nestor in the library (see book on page 8, room M7). It occupies a small region which is part of Deep Tunnel’s upper shaft. It has already confounded and terrorized several goblin scouting parties and they now avoid it totally.

Goblins: These are members of the “Triple Dagger Tribe”. It is comprised of a hundred or so goblins formerly of the Double-Dagger Tribe (now renamed since their exodus). They reside in the Watery Caverns nearer to Deep Tunnel, diving for and spearing fish, mining nearby deposits of copper and investigating the surrounding caverns and tunnels while attempting to avoid predators. Their precautionary methods have made them very mobile and they are ready in a pinch to pick up stakes and move elsewhere at the least sign of danger. Their self-appointed chief is always petitioning those from this tribe to bring more goblins here to swell their numbers. Occasionally a runner from this tribe actually makes it back to the surface by going through the basement, but has to re-enter the place by way of the well, as they have not yet figured out the secret door at B18.

Nee-Bees: These are miniature, bipedal lizardmen which are predatory and form huge hunting parties. The goblins named them as they are only as “high-to-the-knee” (or “Nee,” in goblinish).

“Mother”: A legend of the deep caverns which is touched upon in the essay and story contained in the “Book of Legends” in the library (see page 8, room M7).

Appendix C

Magic and Monsters

Mother’s Ring: This is a silver ring adorned with two snakes entwined about each other with their heads looking inward, eyeball to eyeball. When donned, the ring fortifies the wearer with additional hit points for as many graydun snakes that are alive and within a 30 foot radius of the wearer. For every 2 snakes summoned and nearby, this provides the wearer 1 extra hit point. Snakes can be summoned at 2 per round and once exhausted, the ring loses this power permanently. The ring can summon 300 snakes total. Roll d% and add +20 to determine how many snakes

remain in this ring when found, with rolls of 80%+ equaling 100.

This ring was given to Zagyg by "Mother," a legendary snake goddess of the deep regions below the earth. Zagyg, ever forgetful, accidentally dropped it in his old well (M12) where it was later discovered by Guigurken, the goblin miner. It is worth 2,250gp if sold for its magical value but if sold to those who collect these artifacts for the purpose of studying the legend of "Mother," then double its worth.

Purzian Gums: If worn about the neck in a pouch, this concoction provides a stimulant versus *sleep* giving a +2 on all saves versus sleeping spells or sleep-inducing drugs or powers and +3 versus gases which would produce sleep. The herbal bag lasts for 3-5 saves and costs 35gp.

GRAYDUN SNAKE

NO. ENCOUNTERED: 4-40

SIZE: Small

HD: 1d8

MOVE: 9 ft./15ft. swim

AC: 17

ATTACKS: 1 bite (1d6), constrict

SPECIAL: None

SAVES: P

INT: Low

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: None

XP: 20+3 per hit point

Graydun snakes are most often found deep within the earth near large accumulations of water, where they thrive. They are carnivorous but rarely attack anything their size or larger unless provoked. Their staple food is fish, rodents, insects (especially small water beetles) and other small amphibians. Their coloration bespeaks their name: a dark gray upper body with a dun-colored underside.

These snakes are natural swimmers and in fact become more aggressive when in the water (attacks are at +1 while submerged). Their favorite tactic is to constrict prey while remaining submerged. They do this with a grapple attack. In game terms this type of attack causes automatic damage in following rounds once the snake has successfully attacked and attached itself to the target. The target, enwrapped and semi-helpless, loses -2 to its attack rolls during that time. There is also the possibility of drowning unless the target can otherwise breathe underwater.

Graydun snakes are according to legend servants of the "Mother," which is an ancient snake goddess who created them.

Appendix D

Arlof

Arlof's business is closed, so the address mentioned in the note is not current. He was at one time a very active herbalist and

very few who have proceeded him have matched his degree of expertise, especially in the finding and culling of many locally occurring herbs.

Arlof currently lives in Yggsburgh. Castle Keepers must choose a previously un-keyed place for Arlof's residence on the Yggsburgh map (see Castle Zagyg, Yggsburgh). If they are not using the town, Castle Keepers can place him on their own area map where he can be found easily. It will take only a few inquiries (especially at existing herbal/alchemy shops) to ascertain his location.

Arlof is a gray-haired, smallish man. He is senile these days, but still fondly remembers his profession and, if approached with kindness and concern, will talk at leisure about it, in between bouts of sleep. He sleeps 15 minutes every hour during the day, and only 4 hours from midnight to 4 am.

Arlof's younger sister, Ruth Rodeksen, visits him daily to make sure he is fed and bathed. She used to help him in the preparation of herbal cures and remedies and will sell the characters bags of what she calls purzian gums (see Appendix C).

There is a 20% chance per visit (once per month only/six locations maximum) that Arlof, out of excitement for remembering his past activities, reveals the old location of a rare herb patch. There is a 50% chance that the patch he remembers is no longer there. However, if it is, Castle Keepers must determine what type of herb exists there and how valuable it is. For an example, the patch, if picked, should only re-grow every 17-32 days and its worth per pruning should be no more than 150-250gp. The location of these patches should always be outside of a one mile radius of the town or of Arlof's residence, but no further than five miles away.

There is a 50% chance that a wandering monster of the party's combined and averaged character level +2 levels occurs when the party initially finds such a patch. Perhaps it is something attracted to the herb in question? Castle Keepers must decide the circumstances. In any case, this becomes a set local encounter thereafter until dispatched. Castle Keepers should design this one-time guardian which will plague them again and again upon each visit to the patch unless it is killed or driven away.

Barrolt

It takes 2-4 days search while paying total bribe sums of 5-25gp to locate Barrolt in Yggsburgh. If Barrolt is located, he will talk, for a price of 25gp or more about the manse. He indicates that he used to supply Garsen with many utensils over the years, which were used, so he assumed, for excavating and gardening. He remembers one peculiar request, however, that Garsen needed to dig under the gazebo and needed a shorter tool for that, like a hand spade.

He states that he never met the man that Garsen served, but that Garsen's family used to be local gardeners many years ago and perhaps relocated to Dunfalcon. He cannot recall their last name, but remembers also that they had a fondness for music.

Dark Chateau

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