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Saturday Night Special

— Castle Baldemar's Dungeon —

By Scott Casper

**SWORDS &
WIZARDRY**

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— Castle Baldemar's Dungeon —

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Introduction

Castle Baldemar's Dungeon is designed for 4-6 PCs of levels 6-8. A well-balanced party of as many classes and races as possible is recommended and even high ability scores may make a difference to the outcome. This adventure is based on the first half of the *GEN CON IX Dungeons*, written by Bob Blake, originally for a tournament played in 1976 and published by Judges Guild in 1978.

Many liberties have been taken in altering the original text. The Village of Corvusrook, based on a single, unelaborated place name, has increased both in detail and significance. The unwritten "one monster per room" rule of the original has been discarded, though many encounters in the dungeon are still arranged so the monsters are met one at a time. Some monsters were discarded or replaced with others that made more ecological sense for this dungeon. Encounter areas have been greatly fleshed out from the originals, some of which were only 2-4 lines long. Where the original tournament adventure excelled, and what drew me to update it, were the clever puzzles which I felt would still challenge gamers today. Some of the details have still been changed on the puzzles to fit today's game mechanics (or simply to befuddle Old School gamers with long memories), but in principle they have remained much the same.

— Scott Casper

Adventure Summary

While in the small town of Corvusrook, the characters are accosted by the mage Framnagle. The irritated mage insists they undertake a quest for him, exacting revenge on his former apprentice Hymor -- now in the form a blue dragon and living in the dungeons under Baron Balor's deserted castle. The characters are not expected to kill the dragon (though they can if they like), but are asked to at least steal back the *Staff of Naphozol* that the dragon had stolen from him, and are even told on which level of the dungeon to find him. The characters are free to pursue the staff right away, or seek additional help or information in Corvusrook. The castle and the upper levels of the dungeon are empty, but the dragon can be found on a still-thriving third dungeon level full of monsters, puzzles, and traps that must be overcome before the confrontation with Hymor.



GM's Section

Encounter Types: Keyed and Random

Keyed Encounters are linked to specific locations. If the PCs are not going out of their way to attract attention to themselves in the dungeon, most encounters will occur in their keyed encounter areas. Some keyed encounter areas already have notes about when monsters might move from one room to another to reinforce allies, but the GM must use common sense too. If the PCs make a lot of noise in a corridor dealing with a wandering encounter, it is likely that monsters from neighboring rooms will come to investigate.

Random Encounters may be rolled randomly or selected from tables found in this book or other wandering encounter tables of the GM's preference. This adventure has no real time limit, so the GM does not have to worry about using wandering monsters to "push" the PCs in a desired direction, unless that result is desired. Further advice on using wandering encounters is found in Chapter Two, as well as the stats for wandering encounters.

Wandering Encounters

Roll	Encounter	CL
1	1-4 gnolls	2-5
2	1-2 wererats	4-5
3	1 grey ooze	5
4	1 giant spider (man-sized)	5
5	1-4 gnolls	2-5
6	1-2 shadows	4-5
7	1-3 giant spiders (smaller)	3-5
8	1 wight	5

Adapting the Adventure

The dungeon, as written, is meant to include several very difficult encounters, and yet most of the toughest monsters have checks in place that keep them from being able to fight the characters effectively, unless the characters are spoiling for a fight.

Weaker parties, with 3 or fewer characters, or characters below 6th level, should warrant the following downgrades: take away the minotaurs' class levels; reduce the number of specters to 2; place the stone giant in chains and make him a prisoner to be rescued; make the stone golem permanently slowed (as per the *Slow* spell); have the ogre mage avoid combat or remove it altogether; lower Hymor's level by one or two.

Stronger parties, with 7 or more characters, or characters above 8th level, should warrant the following upgrades: make Asteron a 3rd- or 4th- level Cleric; modify traps to do 1d6 more damage; replace the gray mold spores with yellow mold spores; add 1-2 giant ants; add 1 more to the gargoyles, 1-2 more to the ghouls, and add 1 more giant badger; give the ogre mage a magic item; make Hymor one or two levels higher.

This adventure focuses exclusively on the third level of a dungeon, assuming that the castle and the upper two levels are empty. The easiest way to scale the adventure is to add to the castle and upper dungeon levels, or insert another published adventure in their stead. Weaker parties can be brought up in level from exploring the upper levels, while stronger parties can be beat down and weakened up above (or even captured and tossed into this dungeon level as prisoners!).

The original adventure, although published by Judges Guild, was not set in the Wilderlands campaign setting, but an unnamed "world roughly similar to Celtic mythos." Since the adventure takes place over a short distance within a barony, the adventure could be fitted into any campaign setting that would support a fairly "conventional" post-feudal town society. Some place names mentioned, but not detailed (the City of Vanace, the Gilded River, *etc.*), may need to be renamed to fit a well-mapped campaign setting.

Getting the Players Involved

The most obvious method of having the characters arrive in the Town of Corvusrook is to have them come already planning on looting Baron Baldemar's abandoned castle. Rumors of treasures left behind when the baron was assassinated and the inhabitants hastily fled would lure most adventurers to this spot. Such rumors could easily be widespread after 14 years.

Alternately, the adventurers could be passing through the area near Corvusrook and be sold a treasure map with a floorplan of the baron's castle (as crude or as detailed as the Judge wishes to provide), and then have the rumors explained to them.

Also alternatively, the adventurers could be passing through Corvusrook itself with no intention of visiting the castle. While this is the most spontaneous approach, it then hinges entirely on Framnagle being able to coerce them into exploring the castle dungeon.

History of the Castle

Baron Baldemar inherited his lands, but he earned them many times over in a young life of high adventure. His companion for many of his adventures was his wizard, both retainer and friend, Grwn Gruenwald. Baldemar retired to a life of leisure with his accumulated wealth, but Grwn still thirsted for more. Grwn also hungered for power and it was this that led him to black arts and a path to evil. Baldemar saw none of it until it was too late. It was 14 years ago when Baldemar was assassinated in his sleep. His servants fled the castle or stayed and were slain by monsters that had mysteriously appeared in the castle. Gruenwald then made it clear that he ruled the barony.

The people of the barony were terrified and called on the Church for protection. High Priest Selecyn the Wise was called in and led his fellow clergymen in an assault on the castle. It was thought that Grwn was slain in that raid, but later events suggested otherwise. Seven years later, an event occurred that the locals refer to still as "the night of doom." That night, the sky over the castle turned green for miles around and gibbering and shrieking, as if of a thousand demons, could be heard throughout the village. It has been thought since that Grwn was weaving spells of a fearful magnitude that night, intended to supplement his monstrous guards in protecting his vast, ill-gotten treasure hoards.

The proof of the protection seemed to appear months later when a coven of wizards risked entrance to the castle. They are now said to wander Golmanur Forest, permanently insane. And yet...the protections on the castle ground must have lessened over the years, for it has also been said that other adventurers have come and gone and looted the castle in recent years with minimal resistance. Bold thieves have boasted openly in the Flying Horse Inn of having plundered two levels of the castle dungeons as recently as a year ago.

Corvusrook was just a village 2 miles away from the Village of Baldemar 14 years ago, but as Grwn's control waned over the surrounding lands, the villagers around the castle gradually fled and relocated to Corvusrook. Corvusrook has swollen in size in just this last generation, absorbing resources and skilled manpower from Baldemar, which today stands as

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deserted as the castle.

The story the wizard Framnagle will soon be telling the PCs may seem at first unrelated to this one, but they intertwined recently when Framnagle was visiting, with his young apprentice Hymor, his friend Osferth in the City of Vanace one day some weeks ago. Imbibing had slaked the thirst of the two friends, but had also steered their conversation in such unusual directions as whether or not Framnagle could turn Hymor into a dragon. One *Polymorph* spell later, Hymor acted predictably upset at being a blue dragon and flew off in a huff. Framnagle and Osferth had a good laugh. They might not have laughed had they known that Hymor had repaid the deed by dropping boulders through the roof of Framnagle's tower and snatching the *Staff of Naphozol* from the top floor. They had not guessed that Hymor's personality would be subsumed so quickly by his new dragon persona. They could not have anticipated Hymor then encountering Grwn Gruenwald himself, being shapechanged into a true blue dragon permanently, and being invited to guard Gruenwald's lair while Grwn left to attend to old vendettas. But all was made clear to Framnagle a week later when he received a taunting letter detailing the location of his missing staff.

Divinations revealed the letter was true, but Framnagle resisted confronting his ex-apprentice and retrieving the staff himself for fear of encountering Gruenwald. What he decided he needed was a party of adventurers to go in first and flush Hymor, or Gruenwald, out first.



Chapter I: Corvusrook

Rumor Mill

Each character will begin the adventure with one rumor from the ordinary rumors table. More rumors can be obtained by asking around town. Throwing money around town is the best way to gain modifiers, adding +1 for every 10 gp spent.

Ordinary Rumors (1d10)

1. There is a haunted castle near the town [Partially True].
2. Corvusrook is officially a free town, but an evil wizard really controls this whole area [Was True; Grwn Gruenwald has turned his attention elsewhere in recent years].
3. Corvusrook is supposedly a free town, but Mayor Blakely is still paying tribute to someone [Was True; Grwn Gruenwald's servants have not collected tribute from Corvusrook in six years].
4. The worst problem in these parts has been poaching. Or maybe some monster is making off with livestock... [The former is true; the monsters at Castle Baldemar rarely raid in this direction, so far].
5. The town looks so new because half of the town is just a generation old, back when refugees from an abandoned village moved in (True).
6. Corvusrook used to be part of a barony, but with the death of the baron it became a free town [True].
7. A horrific event known locally as "The Night of Doom" struck the nearby Village of Baldemar seven years ago [True].
8. The town has long employed a powerful wizard for its own protection [True; Framnagle collects a modest stipend].
9. The local baron had a castle nearby, but the baron is gone and his castle has been stripped bare by his ex-servants [True].
- 10+ See special rumors table.

Special Rumors (1d6)

1. The character knows/learns the history of Baldemar and Gruenwald.
2. The character knows/learns the history of Selecyn the Wise vs. Gruenwald.
3. The character knows/learns of the history and fate of the insane wizards of Golmanur Forest.
4. The character knows/learns of the "bold thieves" who plundered the dungeons under Castle Baldemar a year ago.
5. The character knows/learns of Hymor's transformation from a source other than Framnagle.
6. The character knows/learns of recent sightings of Grwn Gruenwald far from Castle Baldemar.

Players Start

Read or paraphrase the following:

Corvusrook is a common stop for travelers along the Judges Road or following the Gilded River. Yet few caravans use the old road and no deep-keeled boats can sail the shallow river, so Corvusrook remains a small, sleepy town. The market opens twice a month in town and wakes up the locals. There is one such market day, a common event in most places but treated like a holiday here.

The Flying Horse Inn ("It's not a pegasus; it's just a flying horse," the innkeeper says) is bustling, or so it appears on the outside. While a high on your list of destinations in town, you are just passing it when you slow down to observe an old man leaving the inn. About as old as any man you have ever seen, this fellow is hunched over and leaning on his tall, fancy staff as if to keep his balance. His health might elicit pity, but he suddenly addresses you in a harsh voice. "Think I'm a shriveled old nit, do you? Think I can't read your minds? Didn't know I was a powerful mage, did you? You think I couldn't turn the lot of you into frogs with a gesture? Turn you into stone with a word? Shrive! the flesh from your bones with a spell? Bah, but that still wouldn't teach you proper respect, would it? I will teach you to sneer at wizards. To save your hides from my wrath, you must undertake a quest for me!"

It does not really matter what the characters were thinking, as Framnagle is bluffing about reading their minds. He is serious, though, about the quest being the only way to placate him. If the characters do not immediately accompany him to his suite in the inn to hear the details of his quest, Framnagle repeats his threats even louder. This brings Andru, the captain of the town watch (Ftr4), over to investigate from the candlemaker shop just down the street where he was flirting with pretty Sallea. Andru politely introduces both himself and Framnagle, stressing that the latter is the town wizard and anyone who doesn't like their wizard is not welcome in town. Andru tries to moderate conciliation between the two parties, but if the situation deteriorates irrevocably, then Framnagle attacks with spells to subdue, most likely starting with *Hold Person*. Andru, and 1-4 reinforcements from the town guard roster (see below) per round, move to defend Framnagle as nonviolently as possible, even if it means taking blows for him.

Framnagle can be assumed to have his *Shield* and *Protection from Good* already cast on himself and a *Dimension Portal* spell ready for a quick escape if he is attacked and loses 10 or more hp. Further precautions will be unlikely unless the players are the sort of players who see old wizards as XP hoards instead of plot hooks. At that point, the characters would likely end up being geased while in chains.

Interview with the Wizard

When the players are ready to learn about Framnagle's quest, and the characters have sufficient privacy, the GM can read or paraphrase the text below. The GM may also paraphrase or share information from the Background as needed, bearing in mind that Framnagle does not want to tell them anymore than he feels he has to tell them. The character with the highest Charisma score in the party should be asking the questions and any attempt to intimidate him could be very dangerous!

"The Staff of Naphozol," the old wizard speaks, wistful with remembrance. "It was mine once, until it was taken by Hymor, that fool dragon. He thinks his ally, the black wizard Grwn, has shielded him from my sight, but I know where he is. Under Castle Baldemar, at the bottom of the sixth stairway, there is a grotto where Hymor rests with my staff. You will know the staff by its spiral carving and crystalline studs spaced evenly down the length of it. It is seven feet tall and carved from aspen. Capping the staff is a white opal. There will be challenges to overcome between the stairs and the grotto and, while I don't mind harm befalling any of you, at least one of you has to make it out alive to deliver the staff to me. So I offer you this," he says, producing an amber amulet on a gold chain. "This charm will offer some protection against the dragon and also be your means of coming back to me."

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The amulet is an *amulet of spell storing* (see Magic Item Appendix). It contains the following spells: *Silence 15 ft Radius* and *Word of Recall*. The second spell will only transport the user to Framnagle's tower, outside of Corvusrook.

Lastly, the party is likely to ask for some type of reward. Framnagle will initially be enraged, shouting, "Are you daft? I'm already letting you live AND giving you a magic amulet!" But if the characters remain firm, he will point out that Baron Baldemar has no known heirs and any other treasure they find in the castle they can keep. The characters may insist on extravagances such as healing potions, more protective spells, or arrangements to be raised if killed. Framnagle will be very difficult to persuade at this point (only by an 18 Charisma or a female character with a 17 or 18), mumbling, "When I was an adventurer, it was life or death and we liked it that way..."

Exploring Corvusrook

Some players may choose to minimize their interaction with the town of Corvusrook, but other players may seek out further information or other aid in town before heading to the castle initially or between forays to the castle, while other players may need the town's help in coercing them to cooperate (see above, if the characters resist Framnagle).

Corvusrook (small town):

Corvusrook is a conventional, late Middle Ages/early Renaissance-type town, with a general Alignment of Lawful. The main resources here are farming, animal husbandry (specialized in horse breeding), market and river trade, with most any mundane equipment the characters could ask for available for sale. The population is 1,070 with 225 able-bodied men (95% human, 2% halfling, 1% dwarf, 1% gnome, and 1% half-elf).

Authority Figures: Mayor Blakely, male human level 3 Fighter; Town Wizard Framnagle, male human level 14 Magic-User; Sir Lars Engler, ex-knight of Baron Baldemar and now Captain of the Town Watch, male human level 7 Fighter.

Important Characters: Wynna, female human level 6 Magic-User (Apothecarist, Framnagle's ex-apprentice and one-time lover); Sister Farah, female human level 4 Cleric (Healer, of the Holy Order of the Holistic Hospices); Guildmistress Hulga Doedel, female halfling level 3 Fighter (mostly retired bandit, now Head of the Laborers' Guild); Tommel, male human level 3 Fighter (rake and secret head of a gang of poachers); Sergeant Andru, male human level 4 Fighter (of the Town Watch); Stablemistress Lindra, female elf level 3 Magic-User (of Lindra's Famous Stables); "Lucky" Falgir, male dwarf level 2 Fighter (Head Porter of the Laborers' Guild); Innkeeper Orik, male human level 1 Fighter (of the Flying Horse Inn).

Others: 1 level 3 cleric, 3 level 2 clerics, 6 level 1 clerics, 2 level 3 fighters, 10 level 2 fighters, 17 level 1 fighters, 1 level 3 magic-user, 2 level 2 magic-users, 3 level 1 magic-users.

Notes: The town is walled, with two fortified gatehouses manned by the town watch. The Flying Horse Inn and Lindra's Famous Stables have their own palisades. Entrance to the town is free all year except during market days, when a 1 cp toll is levied per person.

The most obvious use of the town for characters will be a resource for gathering information (and rolling on the rumor table. Mayor Blakely is a largely hands-off administrator who will not seek out the characters unless they have obviously done some good for the community, such as slaying a nearby dragon. Sir Engler will also be slow to see the party after learning of their quest. Sir Engler has unpleasant memories of his last days at Castle Baldemar that he would rather leave in the bottom of a tankard of ale than recall. If the characters learn of Wynna, she may be useful in smoothing things over with Framnagle, especially if they have especially angered him.

The Holy Order of the Holistic Hospices maintains the only chapel in town (a pantheistic chapel, with shrines to the two major local deities). The Order has close ties to the church hierarchy in the City of Vanace.

With a sizable donation to the Order, Sister Farah might be able to arrange for scrolls of healing spells or other, moderate services to be sent from the larger city.

The Laborers' Guild is quick to hire out its best porters or other retainers to the party, with verbal, witnessed contracts that the retainers are to be employed by the entire party as a legal company. Guildmembers are under orders not to sabotage their employers, but should anything happen to a member of the party, the retainers are to return to the guild with as many of their fallen employer's possessions as possible. The guild will argue that they have a legal claim to this loot to settle breach of contract – said death having breached the contract. It's a tricky interpretation of regional law that only a character with an Intelligence of 15 or higher might see coming. The mayor may be persuaded or bribed to null the contract.

While unethical, and run by an ex-thief, the Laborers' Guild is not a thieves' guild under all but the loosest definition. The local poaching gang functions more like a traditional thieves' guild, though it is small and disorganized. It needs to be, as Framnagle has made it clear in the past that he will squash them if they become more of a nuisance.

Rumors abound in town that Lindra's Famous Stables houses a pegasus, or at least some manner of flying horse that the local inn is named after. Lindra and Orik are both coy on the subject, as the rumors drum up business. Actually, in a locked and well-guarded stall, she keeps Framnagle's trained griffon mount.

Framnagle

Male human level 14 Magic-User: HD 9+1; hp 40; AC 6 [13] (4 [15] with *shield spell*); Atk 1 *dagger* +1 (1d4+1); Save 5; Move 12; XP 2600; AL CN; Str 9, Int 18, Wis 14, Dex 12, Con 10, Cha 13.

Possessions: *dagger* +1, *potion of healing*, scroll (*Detect Magic*, *Wizard Lock*), scroll (*Hold Person*, *Summon Monster I*), scroll (*Fireball*, *Hold Person*), scroll (*Charm Monster*) (all scrolls cast as 10th level), *ring of protection* +2, *wand of lightning bolt* (17 charges), *cloak of protection* +1, *traveling spellbook* (his memorized 1st to 5th level spells), *signet ring*.

M-U Spells Prepared: 1st – *Charm Person*, *Light I*, *Magic Missile*, *Protection from Good*, *Shield*; 2nd – *Detect Invisibility*, *Invisibility*, *Levitate*, *Mirror Image*, *Web*; 3rd – *Clairaudience*, *Dispel Magic*, *Hold Person*, *Fireball*, *Fly*; 4th – *Charm Monster*, *Dimension Portal*, *Polymorph*, *Wizard Eye*; 5th – *Contact Other Plane*, *Feeblemind*, *Summon Monster III*, *Teleport*; 6th – *Geas*, *Repulsion*, *Summon Monster IV*; 7th – *Limited Wish*.

Primary Motivation: Coerce the characters into retrieving his magic staff from his ex-apprentice.

Secondary Motivation: Learn the whereabouts of Grwn Gruenwald.

Recent Past: Holed up in the local inn while waiting for his tower's roof to be fixed.

Other Authority Figures:

Mayor Blakely, male human level 3 Fighter: HD 3; hp 16; AC 6 [13]; Atk 1 *broadsword* (1d8); Save 14; Move 12; XP 60; AL LG; Str 13, Int 12, Wis 12, Dex 10, Con 11, Cha 14. Possession: leather armor, small shield.

Sir Lars Engler, male human level 7 Fighter: HD 7; hp 41; AC 1 [18]; Atk 1 *longsword* +1, +2 vs. *magic-users* (1d8+1); Save 10; Move 6; XP 600; AL LN; Str 17, Int 11, Wis 9, Dex 12, Con 14, Cha 12. Possessions: *platemail armor*, *shield* +1.

Sergeant Andru, male human level 4 Fighter: HD 4; hp 22; AC 5 [14]; Atk 1 *arrow* (1d6) or 1 *broadsword* (1d8); Save 13; Move 9; XP 120; AL LN; Str 15, Int 11, Wis 10, Dex 15, Con 13, Cha 12. Possession: *chainmail armor*, *longbow* and *quiver* of 20 arrows, *potion of healing*.

Chapter 2:

Sketch of the Castle

Castle Baldemar is surrounded by the ruins of the village that – just a few years ago -- thrived in the low hills and wide valleys around it. The castle itself is a moated, concentric castle built on the highest, broadest hill around and is composed chiefly of large, rough-hewn limestone blocks. Some terrible battles in recent years have wrecked the main gatehouse so that passage through it is almost as dangerous from its instability as it once was from defenders. The courtyard beyond is choked with weeds. The main hall is four stories tall, but is narrow. The rectangular building is entered via a ramp that accesses the level above the ground level. The drawbridge adjoining the ramp from the main doors is wrecked, but has been replaced in recent years by wooden ladders and fresh planks carelessly left behind by previous looters. The rooms within are more than spartanly furnished – it appears the looters made off with some of the tables and chairs! Nothing remaining appears to be of value, though an entrance to the lower levels appears sturdy and unharmed, promising the chance of untouched wealth below.

The dungeon levels prove equally barren. The grimy, cobwebbed rooms and adjoining corridors are separated by thin, crumbling walls. Any furnishings down here were looted or pulverized into debris. The levels are not even and uniform, but staggered with some rooms deeper than others. Multiple staircases provide access up and down throughout the levels, but the sixth stairway the PCs encounter leads deeper than any others, and is a little dustier from disuse. The oaken door that seals off the lowest dungeon level seems sturdier and less often forced than those before it. Beyond this point should lay unspoiled challenges and unclaimed treasures – including the dragon and staff you seek.

Although it is beyond the range of this module to detail the entire castle and dungeons, the following could serve as a brief summary for players willing to gloss over the preliminaries:

Searching in and Around the Castle

Persistent players may remain convinced, even after the above summary, that the upper levels of the castle or dungeons warrant further exploration. *The GM may wish to award, instead of punish, such persistence with wandering encounters (see below) or small caches of treasure.*

More specifically, players may be concentrating on finding a hidden entrance to the dungeon levels, expecting a large dragon to have some more direct egress to the outside world than dungeon corridors. There is none, as Hymor is not a large dragon (Framnagle could tell them so if asked). It would likely not hurt to have them make a few secret door checks and listen rolls as they reconnoiter, but at some point they may need to be nudged in the right direction.

Wandering Monsters

In and around the castle, or anywhere in the dungeons, there is a 1 in 8 chance every 20 minutes of a wandering encounter. These monsters are low on the food chain in this dungeon, lacking their own territory. They rove the castle and dungeon, hiding and scavenging. They are unlikely to attack five or more characters, but may try to follow and ambush a resting party later (with the exception of the spiders and oozes that are not that smart). Roll 1d8 to determine monsters encountered from the following table:

Roll	Encounter
1	1-4 Gnolls: HD 2; hp 7-9 each; AC 5 [14]; Atk 1 battle axe (1d8+1); Save 15; Move 9; XP 30. Possessions: chainmail armor, 1d6 sp each.
2	1-2 Wererats: HD 3; hp 12-14 each; AC 6 [13]; Atk 1 short sword (1d6), 1 bite (1d3); Save 14; Move 12; XP 120. Possessions: leather armor, shield, 1d8 gp each.
3	1 Grey ooze: HD 3+3; hp 15; AC 7 [12]; Atk 1 strike (2d6); Save 14; Move 1; XP 240.
4	1 Giant spider (man-sized): HD 2+2; hp 9-11 each; AC 6 [13]; Atk 1 bite (1d6 + poison); Save 16; Move 18; XP 240.
5	1-4 Gnolls: HD 2; hp 7-9 each; AC 5 [14]; Atk 1 battle axe (1d8+1); Save 15; Move 9; XP 30. Possessions: chainmail armor, 1d6 sp each.
6	1-2 Shadows: HD 3+3; hp 14-16 each; AC 7 [12]; Atk 1 touch (1d4 + Str drain); Save 14; Move 12; XP 120.
7	1-3 Giant spiders (smaller): HD 1+1; hp 4-6 each; AC 8 [11]; Atk 1 bite (1 hp + poison); Save 17; Move 9; XP 60.
8	1 Wight: HD 3; hp 15; AC 5 [14]; Atk 1 claw (1 hp + level drain); Save 14; Move 9; Xp 240.

Chapter 3:

Beyond the Sixth Stair

The following are fixed encounter areas for the third dungeon level of Castle Baldemar.

Area 1. Stairwell Room

The stairwell empties out into a small room at its base. The room is made from grey, worked stone with a floor of smooth flagstones. The air is unusually fresh for this deep. There is a large door in one wall that is 8 feet tall and 4 feet wide, triple-bound with iron. It is probably made from oak and appears well-preserved.

All doors in this dungeon level will match this description unless specified otherwise. These doors are stuck tight unless described otherwise. These doors are 2 inches thick and can take 20 points of damage before being sundered. The description of the walls and floor are typical of the whole dungeon level, though this is a rare, flat-ceiling room. Most rooms will have rough ceilings with wooden rafters supporting them.

Rafters are typically spaced 5 feet apart along the width of the room. Each rafter destroyed (they have 30 hp each) has a 5% chance of causing a cave-in that destroys the whole room (and causes 8d6 points of damage to all inside, save vs. paralysis for half).

Ceilings are typically half as high as the length or width of the room (whichever is shorter). So, a room that is 30 feet by 20 feet will have a 10-foot ceiling. The corridors are all 10 feet high, unless specified otherwise in a nearby room description.

Area 2. Well Room (CL 7)

The oaken door opens into a worked stone room with a flagstone floor. The 10-foot high ceiling is supported by oak beams. The air feels damp and the floor looks slick. In the same wall as the (main) entrance is a fireplace with a rough stone mantle built around it. The fireplace is overflowing with ash and charred logs and bones. Its chimney must extend to the upper levels. There is a rectangular well or basin filled with what appears to be clear water along the west wall. There is a 2-foot tall, rough stone retaining wall around this well or basin and, sitting on the retaining wall, is a bucket. Between the fireplace and the pool is only a tall, thick, wooden stool.

Creten the minotaur guards this room. He is normally sitting on the stool, tossing things into the well, or drinking water from the bucket. If he has surprise, he is waiting behind the door for a sneak attack. In combat, he prefers to lead with a charge and gore attack, but is likely to try grappling an armored foe every other round and toss his foe into the well.

Unless the battle is unusually short or silent, Minora (from room 3) will arrive to join the battle on round 3 and Asteron (from room 4) will reinforce them on round 5. They do not work better as a group, relying on the same tactics together as they would individually. Every eight hours, the three minotaurs on this level switch off so a fresh one is present on guard duty here (so characters who leave and come back may not meet the same minotaur again; see rooms 3 and 4 for the other two minotaurs).

The well runs 50 feet deep. The water is relatively fresh and drinkable, though there are quite a few unclean objects farther down, including

skulls, helmets, and various small weapons – but nothing of real value. Creten carries nothing of value on his person.

Creten, male minotaur: HD 6+4; hp 34; AC 6 [13]; Atk 1 battle axe (1d8+1), 1 head butt (2d4), 1 bite (1d4); Save 11; Move 12; XP 400.

Area 3. Rubbish Room (CL 7)

This room is composed much like the others, with its smooth flagstone floor and oak rafters. Along one wall is a wide, but shallow stone basin that holds rubbish instead of water. Against the opposite wall is a huge stone chest, 4 feet wide and 3 feet tall, with the image of a minotaur engraved on the lid. Broken chains litter the floor, the rings that once held them still moored to the walls.

Minora the minotaur usually rests here, praying to Geryon (the minotaur devil-god), resting, or getting ready to entertain one of her minotaur companions. Minora defers to Asteron as their leader, though both males know she is smarter. Though Minora does not know Common, her ability to speak Orc makes her more likely to be the one parlaying with characters, should they choose to do so. She holds two morningstars in battle, though mostly for bluff (or if she loses one) since she is only skilled enough to attack with one at a time. Minora will surrender if Asteron is slain.

The rubbish heap is rotten straw, charred wood, and a few rusty weapons. There is nothing of value there. The chest has no ordinary lock and radiates abjuration magic. It opens by touching a special medallion with a minotaur engraving to the engraving on the lid. This chest's medallion is in room 28. Alternatively, the chest can be simply broken open by 30 or more points of blunt damage. The chest contains a silver ring with a turquoise stone worth 700 gp, a folded, decorative tapestry with gold thread worth 350 gp, a silver bracer worth 60 gp, 3 lapis lazuli stones worth 10 gp each, 250 gp, and 250 sp. The fact that the engraving matches the occupant of the room is pure coincidence, though it may lead the players to make false conclusions.

Minora, female minotaur level 1 Cleric: HD 6+4; hp 38; Atk 1 morningstar (1d8), 1 head butt (2d4), 1 bite (1d4); Save 11; Move 12; XP 400.

Area 4. Room of Tattered Hangings (CL 9)

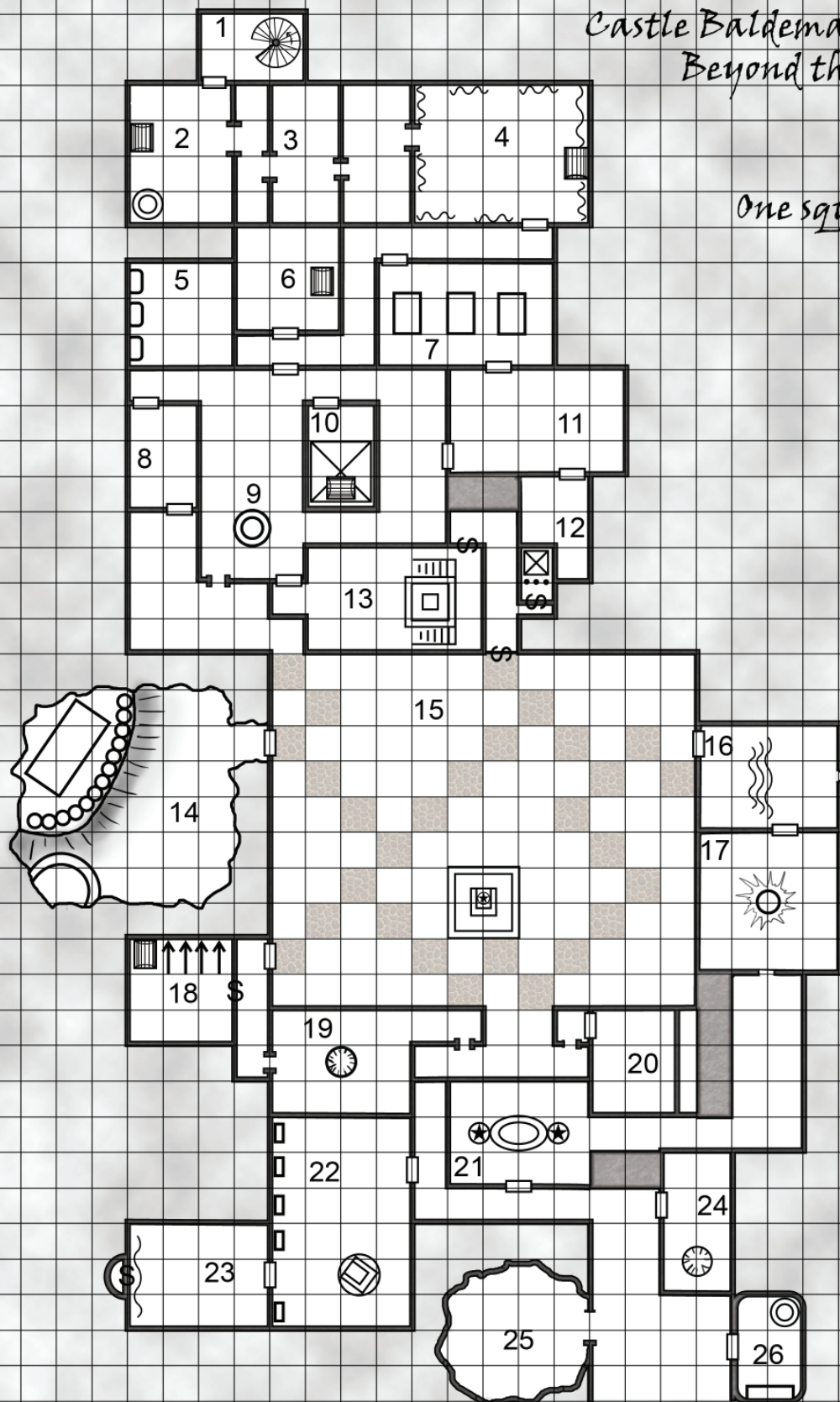
The smell of mildew is strong in this hall. The tattered remnants of tapestries line the walls, as do torch sconces, alternating, with spaces between them. Most of the tapestries depicted a hunting scene, but some suggest a more sober outdoor ceremony. Whatever details might have linked the two scenes have long since faded. Under one sconce rests an iron chest, its lid engraved with the image of a scorpion.

Asteron, the minotaurs' leader, has made his lair here. The tattered tapestries hang 6 inches out from the north wall, giving Asteron cover

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Castle Baldemar's Dungeon Beyond the sixth stair Level 3

One square = 5 feet





if he has surprise on the characters. He will cast *Protection from Good* on himself if he has heard the characters coming or before arriving to reinforce Creten or Minora. He will also try to activate his *cloak of shadows* and turn it into a shadow before any attack, having it fight beside him or ambush anyone not in melee with him.

The 8 tapestries are worthless in their current condition, though the skills of a competent sewer might restore each tapestry to a 10 gp value. The chest is, except for the engraving, identical to the chest in room 3. The matching medallion that opens this chest is in room 26. Like the previous one, 30 points of blunt damage can sunder the chest. The contents of the chest are 1 silver necklace inset with zircon gems worth 450 gp, 1 copper mask inset with topaz worth 300 gp, 1 small gold holy symbol worth 100 gp, 1 shortsword in a silver engraved scabbard worth 50 gp, 50 gp, and 1,000 sp.

Asteron, male minotaur level 2 Cleric: HD 6+4; hp 40; AC 5 [14] (or 3 [16] with spell); Atk 1 flail (1d8), 1 head butt (2d4), 1 bite (1d4); Save 10; Move 12; XP 600. Possessions: chainmail armor, *cloak of the shadow* (see Appendix). Cleric Spells Prepared: 1st level – *Protection from Good*

1 Shadow: HD 3+3; hp 17; AC 7 [12]; Atk 1 touch (1d4 + Str drain); Save 14; Move 12; XP 120.

Area 5. Embalming Room (CL 5)

This smaller room reeks of old, stale embalming fluids. There is a broken slate-and-wood table along one wall with smashed clay jars underneath the wreckage. Standing along the opposite wall are three sarcophagi with bronze lids. Each bronze surface is etched with the image of a person in repose – an old man, a young man, and a woman. A trail of tattered linen seems to lead from the table to the sarcophagi, or vice versa.

The remains of the table and urns hold nothing of value. The sarcophagi are stuck shut (open as if stuck doors), but are also empty. Everything is here to distract the characters while they breathe the poisonous air for at least 5 rounds. At that time, anyone in the room for that long must save against poison or lose consciousness for 2d6 turns. Removing the danger of breathing in here is as simple as leaving the door spiked open for at least 10 minutes.

Area 6. Fire in the Chest (CL 4)

The floor of this smaller room is littered with several humanoid and small monster corpses, with bones and garment fragments sticking out of them. Just past this refuse, against the far wall, is a huge iron chest, its lid engraved with the image of a mantichore.

Although similar, the chest here is different from the chests in rooms 3 and 4 in less obvious ways. First, this chest has a keyhole (the key is in room 14). Secondly, and less obvious upon casual inspection, is that this chest can magically bind an extraplanar being of 4 HD or less within until the chest is opened. Third, and this will become more clear if the PCs spend any time here, the chest is currently occupied by an unusually intelligent lemure demon (smart enough to speak) that has been trapped here for decades. Fourth, the iron chest is further protected by a poison needle trap.

The lemure demon calls out to anyone in the room and beg to be released, making all kinds of promises and assuming contradictory identities (“I’m a magically imprisoned knight! Let me out and I’ll share the treasure in this chest with you! Wait, I’m really a prince and I can reward you with a castle!”). The characters can look through the keyhole, but will have difficulty discerning the contents as anything but decaying flesh and even if spotted the lemure will not admit to what it is, but claim to be altered by the magic of the chest. The lemure also fails to mention the poison

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needle trap on the chest. The keyhole is large enough to allow the lemur to be attacked, but no weapon larger than a dagger can strike through the keyhole and at -10 to be hit.

Any attempt to pick the lock or strike with a dagger through the keyhole activates the poison needle trap. The victim must save vs. poison at -1 or take 3d6 points of poison damage. The chest can be picked safely after the trap is sprung or removed. Alternatively, the chest can be smashed open, but it can take 40 points of blunt damage first. Of course, if released, the lemur will attack at once.

Besides the lemur, the chest holds 4 citrine stones worth 50 gp each, 3 lapis lazuli stones worth 10 gp each, 950 gp, and 950 sp.

1 Lemure demon: HD 3; hp 14; AC 7 [12]; Atk 1 claw (1d3); Save 14; Move 3; XP 120.

Area 7. The Hanging Room (CL 5)

There are three stone slabs spread out across this long room, each large enough for a person to lay atop them. They are uncovered slabs, but lying on the floor near them is a pair of rotten corpses. The broken remains of two wooden chests also litter the floor. A third rotten corpse, probably dead for years, is hanging from the rafters by, of all nooses, a gold chain. Charging at you from the rear of the room is a huge beast that is half-owl, half-bear!

The owlbear in this room seems to be charging at the characters as soon as they open the door, but it is actually trying to charge past them to escape after being accidentally stuck in this room for several days. It retaliates as soon as it is attacked and then stays to fight.

The amulet hanging from the rafters is the *Cursed Amulet of Dryctmon* (see Appendix). Because of the amulet's curse, any being of Neutral Alignment must save vs. spells at -2 to come within 5 ft. of either. At least the previous owner's adventuring companions had the decency to cast a warning *Magic Mouth* on the amulet before looting his corpse of all valuables. If the amulet is touched, a *Magic Mouth* appears on the back of it and says, "May the curse of Dryctmon quake your spirits! You will rue the day you found me!" The corpse is wearing nothing but the amulet and a loincloth.

The chests are empty, the slabs are of no importance, and the other corpses have been stripped, mauled, and decayed. Some incidental treasure can be found on the owlbear, however. Three small bloodstones worth 25 gp each are stuck in its dirty fur.

1 Owlbear: HD 5+1; hp 21; AC 5 [14]; Atk 2 claws (1d6), 1 bite (2d6); Save 12; Move 12; XP 240.

Area 8. The Dusty Room (CL 1)

There is very little in this smaller room. There is some decomposing matter on the floor that would probably still be unidentifiable even without the thick blanket of dust settled over it.

The thick, loose dust on the floor is not all dust, but also spores from gray mold growing under the dust layer. Gray mold spores will rise to fill a 5-foot diameter cloud wherever walked on. Luckily, while they cause choking and sneezing that stuns for 1-10 rounds unless a save vs. poison is made, the spores are not lethal like yellow mold spores. Water will kill gray mold spores, at the rate of 5-foot square feet per gallon.

There is nothing of value or importance in the dust.

Area 9. The Fountain Room (CL 7)

The trickling of water can be heard from inside this rectangular hall. Half of the room appears to have been a dining room, but the furniture is badly charred and barely recognizable, while once-fine tapestries on the walls are shredded and scorched. The other half of the room has fared better. There is a marble fountain there with an alabaster statue of a woman pouring a trickle of real water from a vase in her hands into the fountain's basin. There are also two, iron-bound, open chests propped against the basin. Curled around the fountain and the chests are seven large, serpentine heads and necks, all attached to the same monstrous body.

The 7-headed hydra is quick to attack, being fiercely territorial over its lair and its steady source of drinking water. If not being overwhelmed in melee by superior numbers, it may play with its food by trying to grapple opponents and hold them prone for biting.

Little of value can be carried from this room. If mended, the tapestries will have a resale value of 10 gp each, or 8 gp worth of gold thread could be unraveled from the lot of them. The alabaster statue is worth 6,000 gp, but weighs 800 lbs. There is harmless, drinkable water in the fountain, fed by an underground stream and a simple water wheel under the fountain. The chests have long since been cleaned out.

1 Seven-headed hydra: HD 7; hp 42; AC 5 [14]; Atk 7 bites (1d6); Save 9; Move 9; XP 1100.

Area 10. The Trapped Chest (CL 2)

The walls of this small room are unusual in that they are smoothly daubed. On the more normal flagstone floor sits a lone, iron-bound chest of normal size.

The chest is on a 10-foot by 10-foot section of floor that pivots over a 20-foot deep spiked pit trap when the chest is opened. The opener, as well as anyone within five feet of the opener, must make save vs. paralysis or fall in. The chest is cemented to the pivoting floor section. The spikes below are 1-foot tall and also cemented to the floor of the pit. The fall does 2d6 damage and the victim will fall on 1d4 spikes for 1d4+2 damage each. Between the 20 spikes is a former victim, now a rotting corpse covered in centipedes, wearing ruined padded armor. The first person to fall into the pit can try to land on the corpse to avoid the spike damage, but must save vs. paralysis at -3 to land just right on the corpse. The torn-open sack by its side contains 3 tiny sapphire gems worth 25 gp each and 100 gp.

Area 11. The Sand Box (CL 3)

This hall would appear empty if not for the loose sand completely covering the floor.

The floor of this room is 5 feet below the doorways and is filled, up to that level, with loose sand. Characters moving across the sand will not sink far, but their feet will sink enough to slow their Move by one-half (unless they weigh 80 lbs. or less or have a Strength of 19 or higher) and give them a -2 modifier to their Dexterity while in the sand (unless they can take the form of a burrowing monster).

As luck would have it, this is the lair of some burrowing monsters – two giant worker ants that dug into this room from underneath months ago. They will rise almost to the surface as soon as they sense one or more people moving in the sand, though for the first 2 rounds before they surface, characters will only see movement under the sand. A Magic-User whose combined level and Intelligence is 23 or higher will recognize the emerging

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threat. Until they surface, the giant ants enjoy enough concealment that they are -5 to be hit. If both ants hit the same target, they will drag the victim under the sand. The dragging victim must hit at least one of the two ants (still at -5) to free himself and breach the surface of the sand, or begin drowning in sand (to the tune of 1d2 points of drowning damage per round). Any attack made on the ants by anyone else to free a dragged-under victim that miss have a 30% chance of hitting the dragging victim instead.

There is no treasure here.

2 giant worker ants: HD 2; hp 9, 7; AC 3 [16] (-2 [21] when buried); Atk 1 bite (1d6); Save 16; Move 18; XP 30.

Area 12. The Skeleton's Room (CL 3)

In the center of the flagstone floor of this smaller room is a sunken firepit, half-full of char and ash. Up between the rafters is a 2-foot-diameter opening in the ceiling directly above the pit. There is a portcullis set in the middle of one wall, apparently blocking an empty alcove. Towards the middle of the room, between the firepit and the portcullis, is a skeleton stretched out on the floor. Tattered rags still cling to its bones and its right arm and pointer finger are outstretched toward a blank wall.

Although the skeleton on the floor appears real at a glance, any inspection automatically reveals it to be a statue of a skeleton instead. The stone carving is pinned to the ground at the pelvis and is only attached to the ground there, allowing the skeleton to be pivoted clockwise or counterclockwise. The skeleton moves in no other way without being broken by 25 or more points of damage.

Pulling the chain or trying to lift the portcullis causes a 10 foot by 10 foot section of floor in front of the portcullis to drop at a 45-degree angle, making a slide that ends in a narrow space right below the portcullis. Right afterward, the portcullis drops lower into the angled pit, so that anyone tumbling to the bottom of the slide may be hit by the falling portcullis. The portcullis hits as if a 8 HD monster and does 4d6 damage (save vs. paralysis for half).

The easiest way to disable the trap (short of dismantling the portcullis) is to turn the skeleton so its hand is pointing to the portcullis. If the characters do so, a *Magic Mouth* will appear behind the portcullis, make a gong sound, and then laugh maniacally. After that, pulling the chain causes the portcullis to lift while the trap door stays shut. Anyone with a Strength of 14 or higher can pull the chain hard enough to lift the portcullis, while trying to lift the portcullis without the chain requires a combined Strength of 39 (between up to three characters).

There is nothing of value or importance in the firepit.

Area 13. The Altar Room (CL 11)

This hall has traded the rafters, characteristic of other rooms, for a vaulted ceiling, 25-foot high, supported by six stone pillars. The walls are also unusual, being decorated by mural instead of tapestries. That the mural encircling the room is still in excellent condition is more the pity, for it is a loathsome scene of cowering, naked humans and various other races all being consumed by a firestorm. The fire in the mural is emanating, or being hurled, by some foul, dog-faced devil, prominently featured behind a huge, stone altar (9 feet square) covered with a blood-stained slab. The altar is on a wide, but short (4 foot tall), square dais, reached by short stairways on either side of the dais.

Three specters guard the altar, but remain hidden in niches behind the stairs and dais until someone touches the mosaic, stairs, dais, or altar. If the mosaic or altar is desecrated, one (and only one) of the specters is granted an additional +1 bonus to resist turning for the duration of the encounter.

The slab on the altar lifts off (requiring a combined Strength of 25 to lift), revealing a 5-foot deep pit with an iron-rung ladder built into the

side of it. At the bottom of this cavity is a large chest carved from basalt (worth 50 gp) that holds a *mantel of defense* AC 6 [13] (see Appendix), a clerical spell scroll (cast as if level 7) with *Cause Light Wounds* (*Cure Light Wounds* reversed), *Blight* (*Bless* reversed), and *Cause Disease* (*Cure Disease* reversed) on it, 2 gold clasps (shaped like skulls) worth 250 gp each, 150 gp, and 3,500 sp.

The secret door in the wall behind the dais pivots open when a loose stone is pushed.

3 Specters: HD 7; hp 35, 33, 31; AC 2 [17]; Atk 1 spectral touch (1d8 + level drain); Save 9; Move 15 (30 fly); XP 1100.

Area 14. The Stone Giant's Lair (CL 11)

The room behind the stone door is not like any other room encountered so far. Indeed, it is so un-worked as to appear more like a cave than a finished room. The stone here has a reddish-hue, unlike the stonework encountered elsewhere. To the left of the entrance, the floor slopes upward steeply, like a natural drapery, towards a ledge overlooking the rest of the cave. The ledge is covered in round boulders of the same red sandstone. The only obviously worked feature of this room is in the far right corner, where a 6-foot tall half-circular wall juts out.

The atypical door to this room is 4-inch thick stone, requiring a combined Strength of 29 between two characters to open.

The occupant of this chamber was responsible for making it in the first place. The stone giant up on the ledge (and shielded behind the boulders), Nefilgda, was employed by Baron Balor 20 years ago as foreman on the project to add this dungeon level. The reclusive giant accepted the assignment with the condition of having a room of his own as part of his payment. The rest of his payment he scattered about in specially-enchanted stone chests around this dungeon level. This area was chosen for aesthetic reasons, because of the hue from the iron-rich vein here.

Nefilgda is either hiding behind the boulders when the characters enter or, if surprised, is lying down on his bed on the ledge behind the boulders. If the characters do not leave right away, or begin to investigate the 6-foot wall or the slope leading up to the ledge, Nefilgda calls out to them in Common and demands they leave him alone. Nefilgda uses boulders for cover (-4 to AC) and continues to verbally threaten the characters until the characters attempt to climb the slope, cast a spell, or otherwise try to intimidate him. Nefilgda then attacks by rolling boulders down the slope at characters (treat as hurled rocks with 1 less die of damage). He can roll down up to 5 boulders and still have enough rocks left for cover. If injured, he will step up the lethality of his counterattacks, leading with *Stinking Cloud* and then *Charm Person*. Climbing the slope is possible at one-quarter move.

The 6-foot wall is a retaining wall around a very tall water basin. The water inside has the same reddish tinge as the walls and, while the mineral content is high, it is still safe for drinking. It is fed from the same underground stream as room 9.

The ledge has, behind the rock cover, a stone bed large enough for Nefilgda with two blankets on it. The bed looks crude, like the rest of the room, but is serviceable and has a working drawer in it (treat as a concealed door to notice the drawer). The drawer holds 16 large blue quartz stones worth 20 gp each (one of which has *Continual Light* cast on it), 30 gp, and 350 sp and Nefilgda's slate-covered, 3 ft.-by-3 ft. spellbook that contains all his memorized spells, plus *Read Magic* and *Continual Light*.

GM's Note: If this module is being modified for lower level characters, then Nefilgda should be imprisoned on his own ledge, chained there by Grwn Gruenwald for some imagined slight. Nefilgda would be grateful and beholden to any rescuers, even so far as to aid them against the dragon.

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Nefilgda, stone giant level 3 Magic-User: HD 9+3; hp 41; AC 0 [20] ; Atk 1 club or thrown boulder (3d6); Save 6; Move 12; XP 1700. Magic-User Spells Prepared: 1st level – *Charm Person, Light*; 2nd level – *Stinking Cloud*. Shot.

Area 15.

The Carnelian-Tiled Floor (CL 16)

The walls of this room are smoothly daubed and the floor is uncharacteristically tiled with white marble. Bronze incense burners hang from the rafters, though no discernable odor wafts from them. Certain areas of the floor, always in 5-foot squares, are decorated with a T-shaped design of smaller, carnelian tiles. On one side of the room is a raised, square dais, 2 feet high, with a stone throne atop the dais and a large stone statue of a king sitting on the throne.

The only “safe” way to cross the floor of this room is to walk only on the colored-tile squares (see map, or players handout appendix). The players may simply announce that they intend to follow the colored-tile squares without studying the handout, but they will then miss the clue of the path that leads safely to room 13’s secret door. If characters walk outside the safe pattern, the stone golem on the throne will begin to awaken. The stone golem will rise slowly from the throne, so the characters will have two free rounds to either attack it or move everyone back onto the colored-tile squares again. Once it is standing, the golem will start with attacking anyone not on colored-square tiles, but is programmed to kill everyone in the room at that point.

Characters entering on the north or south sides will not be able to see the opposite exit around the dais until they have moved further into the room.

There are four incense burners hanging from the rafters and, if cut or pulled from the rafters, would fetch 15 gp each. The carnelian tiles could be scraped up from the floor and, even damaged, would be worth a total of 2,000 gp.

1 Stone golem: HD 60 hp; AC 5 [14]; Atk 1 fist (3d8); Save 3; Move 6; XP 3200.

Area 16.

The Dish in the Niche (CL 11)

A fetid, nauseating stench taints the air as soon as the door is opened and rancid offal spills over the door frame into the corridor. The flagstones must have been laid on a slanted floor here, as the near end of the room is awash in a putrid stew of refuse, while the other end of the room looks clean and new, with a fresh coat of daub over the far wall. At eye level in the far wall is a niche with something shiny in it.

The filth runs 1-foot deep at the north end of the room, with the floor being low enough that characters will have to step down into the room. As awful and disease-ridden as this stuff is, it is not particularly dangerous unless characters wallow in it (perhaps requiring a save vs. paralysis to avoid slipping and falling in it). The effects of immersion, and what diseases are contracted, are left to the discretion of the Referee.

The niche holds what appears to be a bronze serving dish. It will be identifiable as such by any character at least halfway across the room (or a 3 in 6 chance from across the whole room). The characters do not need to enter the room, only pause at the doorway, before they will telepathically hear a woman’s voice say, “I commend you brave heroes on finding me.” She will identify herself as the Lady in the Wine and claims responsibility for protecting “this tiny corner of the dungeon from the corruption that has gradually claimed the rest of this dark place.” She claims she can speak to the characters more directly if they come take the object from the niche.

The serving dish is full of a red liquid, apparently wine, and any characters looking in the wine will see the reflection of a beautiful woman’s face speaking to them as the voice in their heads speak.

The bronze dish has the essence of an unusually powerful baalroch demon bound inside it. It tries communicating with the characters to stall while it tries to use its *Charm Person* ability (unlike an “ordinary” baalroch, this one can cast it up to three times per day), once per round. Neither the wine nor the reflection in it is really there, but another product of the baalroch’s magic and a minor illusion that can easily be dispelled just by touching it. If the dish is turned so as to spill the wine, the wine will appear to disappear, only to reappear in the dish when righted again. The wine responds to no other senses but sight (having no smell or sound if spilt), which the baalroch will explain is part of the magical nature of the dish if confronted. Always it will give the impression that it is speaking to them through the wine and try to divert them from the true nature of the dish.

Assuming the demon has succeeded in charming at least one character, it will begin communicating telepathically with just those who are charmed. It wants the party to return with the dish to the altar room (room 13) and sacrifice one of the characters on the altar. This ritual will free the demon from the dish and allow it to escape back to the abyss from which it came (after killing some PCs, naturally, just for fun). If this stratagem fails, the demon will try to make as many characters fight each other as possible. It is also possible to separate the demon with *Dispel Magic* (against a 14th level caster), which it might try to trick a Magic-User into doing if nothing else has worked.

Without its occupant, the dish is worth a mere 3 gp. With the demon still in it, the dish is quickly misidentified as a cursed item by any would-be buyer, perhaps invoking a hostile reaction from the would-be buyer.

1 baalroch demon: HD 9; hp 43; AC 2 [17]; Atk 1 sword (2d8+2), 1 whip (pull to body and immolate for 3d6); Save 6 (75% magic resistance); Move 6 (15 fly); XP 1700.

Area 17. The Rusty Room (CL 3)

At the center of this room, reaching from floor to ceiling, is a column of brilliant, bluish-white light, 5 feet in diameter. At the center of the column of light is a carved, highly polished, 3-foot tall pedestal of onyx or some similar crystal. Scattered on the floor are some old, rusty swords, shields, and wooden poles and sticks.

Closer inspection of the pedestal reveals 5 gems are on top of it. Cautious characters might try to knock the gems off the top of the pedestal with a long object, but will find the gems are stuck fast with resin to the pedestal and not easily moved (requires a Strength of 13 or greater). The easiest way to collect the gems is to move into the light beam and be subjected to its effect – which happens to be a powerful rusting curse. Non-magical ferrous weapons and armor are automatically destroyed. Magical ferrous arms and armor will still lose 1 plus. The effects are permanent. The beam has no effect on someone not wearing metal. Such a person can pry loose the gems easier too (Strength 11 or greater required, with the benefit of leverage). A silver mirror large enough could deflect the beam.

The gems are a *gem of fiery brilliance* (as per a *helm of fiery brilliance*, but must be held in one hand instead of worn), a ruby worth 1,000 gp, and 3 small emeralds worth 100 gp each.

Area 18. The Sprung Trap Room

There is no visible door to this room, but the presence of an arch over a section of otherwise blank stone wall is a good clue to a secret door (normal search chances apply). There are characters carved into the arch, but the PCs will need magic like *Read Languages* to learn that it reads, "Beyond lay naught but doom and death. Away, all ye of lowly birth!"

It appears at first that there are ten 8-foot long iron poles jutting out from the wall to the right, but they are actually heavy lances deeply embedded both into the wall and a lone skeleton in chainmail armor that is supported in the air by two such spears. Past this scene is an iron chest by the far wall.

The dead man's chainmail cannot be removed without damaging it beyond usability. The chest is identical in form and function to the iron chest in room 5, but the lemure demon that had been imprisoned here was freed some time ago (see the Wandering Monsters section).

Area 19. The Troll Pit (CL 8)

The floor of this room is tiled, not with large flagstones, but with small, uneven stones. Many of the stones are carved with glyphs and runes, increasingly so further into the room. At the center of the room is a 10-foot diameter pit, the base of which is surrounded by square copper plates engraved with some arcane design and arranged in a star pattern around the circular pit. On one side of the copper star is a small mound of bones and, on top of the bones, sits a fat troll.

The composition of the floor acts as the components for a *Suggestion* spell trap that effects anyone entering the room. The suggestion is that the pit is soft at the bottom, safe to jump into, and contains whatever each person or thing is seeking most. Anyone missing their save vs. spells will try to jump into the pit (unless others prevent them from doing so) as their second round action. Once someone has been hurt in the pit, everyone is allowed a second save at +2. If someone dies from falling into the pit, the suggestion loses its power over all witnesses. The pit is 20-feet deep, but filled to the depth of 5 feet in animal bones, including two complete skeletons of owlbeats and a dire badger, so damage is only 1d6 for the fall.

The pit was intended as a sort of pest control trap for the dungeon, but this somewhat-smarter-than-average troll is intelligent enough to know what a good set-up this was for a lair. The troll hangs back and throws bones at intruders, hoping to lure them into the room. It has no strategy beyond that, so if it is taking more damage than it is causing at a distance, then it charges into melee instead (charging on a cobblestone floor requires a save vs. paralysis at +2 to avoid stumbling).

The troll's treasure is at the bottom of the pit and mixed in with the bones (everyone has a 1 in 6 chance of find the entire treasure or a 2 in 6 chance of finding half of it). There is a *throwing axe* +1, a bronze helmet worth 6 gp, 2 onyx stones worth 50 gp each, 220 gp, 450 sp, 3 spears, 20 crossbow bolts, and a light crossbow with a broken string.

1 Troll: HD 6+3; hp 32; AC 4 [15]; Atk 2 claws (1d4), 1 bite (1d8); Save 11; Move 12; XP 800.

Area 20. The Gargoyle Shelf (CL 7)

Torch sconces, plain, iron, and empty, line the walls of this room. Against one wall is a large iron chest with the image of a chimera engraved in the lid. The wall behind the chest has a large shelf 5 feet off the floor, where the wall recesses 5 feet back. Perched on this shelf, near the chest, is a gargoyle, squatting as still as a statue.

The gargoyle is real. It has staked out this room as its territory (though it usually hunts elsewhere, discarding corpses elsewhere rather than littering its lair) and attacks anyone who enters with a flying lunge. Further, its companion gargoyle is perched on a ledge (half the size of the more visible ledge) above the west door. Anyone entering through the west door will be much less likely to notice the second gargoyle directly overhead (3 in 6 chance of surprise, as opposed to 2 in 6 from the east door). The second gargoyle delays until the end of the first round, hoping to attack with surprise from above and behind (+2 to attacks for the first round if the gargoyle is not detected).

The iron chest is identical in function to the chests in rooms 2 and 4. The chimera medallion that will open the chest is in room 24. The chest contains a set of electrum ceremonial bracers and greaves worth 200 gp each or 1,000 gp as a complete set, 4 gold rings worth 700 gp each, 180 gp, and 350 sp.

2 Gargoyles: HD 4+4; hp 20, 19; AC 5 [14]; Atk 2 claws (1d3), 1 bite (1d4), 1 horn (1d6); Save 13; Move 9 (15 fly); XP 400.

Area 21. The Hollow Statues (CL 4)

At the center of this room is a 10-foot diameter, 2-foot tall stone retaining wall around a basin half-full of brackish water. On either side of the basin is a stone statue, roughly man-sized and –shaped, but scaly all over and with large, fanged mouths tilted open and facing the ceiling. There is a chain hanging from the ceiling directly over the center of the basin and 5 feet above the basin wall. Along the left wall are two warped wooden chests, each underneath a lever in the wall. Along the right wall is a pile of wooden debris. In the far wall is an iron door set in an iron frame.

Searching the statues reveals no evidence that they animate (they do not), but may reveal (4 in 6 chance) that the statues are hollow and (3 in 6 chance) that the heads pivot. The east statue is a counterbalance to the iron door in the south wall and the door cannot be opened until the statue is filled through the open mouth with water (or something of equivalent weight, such as sand from room 11). There is enough water left in the basin to fill more than one statue, but not enough to fill both (a *Create Water* spell would be enough to make up the difference). The levers on the east wall (which require a Strength of 9 or greater to budge) flush the statues and dump the water back into the basin through holes in the bottom of the basin. The left lever controls the west statue and the right lever controls the east statue. Once the east statue is full, the south door can be pushed open easily.

The chests are empty. The pile of debris includes a bucket and a metal helmet. Any of these things could be used to lift water to the statues' mouths. It will take about 10 minutes for one man to fill a statue by bucket, twice as long by helmet, or half as long by chest (though lifting a chest full of water requires a combined Strength of 23 between two people).

An alternative method would be to break the east statue from its moorings (by 30 or more points of damage) and apply weight directly to the pressure plate underneath it (the weight of one man-sized being standing on it would do). Another even more direct method would be simply breaking down the iron door (which can take 60 points of damage and would, by the end, break any weapon being used to sunder it). A more elegant alternative would be reflecting the rust beam from room 18 with a series of large silver mirrors onto the iron door.

The hanging chain is not easily reached without standing on the basin, though one could try a running jump over the basin to snatch it (possible with a Dexterity of 15 or greater). The chain is a trap, however, causing both statues' heads to pivot forward and regurgitate any water poured into the statues back into the basin – only mixed with green slime from a holding tank below each statue. Anyone standing in the basin, or otherwise in the path of the regurgitation, is eligible to be hit by the green slime. The green slime spray has a chance to hit everyone in the room as if attacked by a 2 HD monster. All metal carried turns into green slime and a person struck must save against poison or turn into green slime as well in 1d4 rounds, unless Cure Disease is cast or the slime is burnt away.

Area 22.

Tapestry of Magnolias (CL 8)

This room is empty except for one wall that is covered by a huge tapestry, which is bracketed by fancy, sculpted bronze torch sconces shaped like arms wrapped in vines. The tapestry shimmers with gold thread and shows a design of exotic magnolia-like blossoms growing on a twisting vine that fills the tapestry.

Whenever anyone approaches within 10 ft. of the magical tapestry, the vines in the tapestry animate and attack anyone in the room. Although not technically alive, the vines behave exactly like the arms of a treant, even to the extent of being affected by plant-specific spells. If the tapestry is attacked while de-animated, it has just as many hp as the vine. At 0 hp, whether animated or not, the tapestry is utterly destroyed.

Behind the tapestry (or behind where it was, if destroyed), is a secret niche behind a loose stone (1 in 6 chance to find). The hollow behind the stone contains a gold necklace set with 3 rubies worth 3,000 gp total, and a book. The small, leather-bound book is untitled on the spine and cover, but the title page makes it clear this is the personal diary of Baron Balor. For 350 page-long entries, it reveals little of the duties of a baron and more about his affairs of the heart, including his secret love for an elven princess. Later entries also mention the baron's growing suspicions of his court mage, Grwn Gruenwald. The diary would be worth 1,000 gp to a collector, sage, or spy.

The torch sconces are worth 9 gp each, but must be broken loose from the wall by 11 or more points of blunt damage.

Treant-like vines: HD 8; hp 30; AC 2 [17]; Atk 2 strikes (2d6); Save 8; Move 0; XP 800.

Area 23. Where's the Door?

The most unusual feature of this room is its door – it keeps moving. The iron-bound oaken portal appears to be in one spot for only a few seconds and then appears somewhere else along the same wall. It has a large pull ring one could grab if it stayed still long enough. More ordinary, relatively, is the throne of purple-veined marble resting on a small dais (5 feet in diameter, 1 foot tall) made of the same marble. The dais and throne are in the far left corner opposite the wall with the shifting door.

Not only the door, but the entire length of the west wall is covered in a permanent illusion that creates the impression of the blinking door while concealing the presence of the true door. The illusionary door appears in a seemingly random sequence of six different locations along the west wall (Anyone with an Intelligence of 14 or better can spot a pattern, though its exact sequence is not important). There is a 1 in 6 chance of the illusionary door being in the right location of the real door at any given time. Unless the illusion is dispelled (vs. a 15th level caster), the real door cannot be opened until the illusionary door overlays it, and even then the door will be found to be locked, but with no keyhole. The door can be sundered by 25 points of damage, but there is only a 1 in 6 chance of choosing the correct door to strike.

The illusion is itself just a blind from the true method of opening the door, the throne, which conceals a counterbalance mechanism similar to under the hollow statues in room 21. In this case, the throne sinks into the floor 1 inch for every 100 lbs. of weight placed on it, up to 3 inches. At 3 inches, the real door is unlocked and can be opened as soon as the illusionary door is aligned with it (though the PCs will still have to guess the right door, unless the illusion is dispelled).

Area 24. Ashes, Ashes . . . (CL 7)

This room is much different in design from previous rooms, or perhaps only half-finished. The walls are rough, the floor unpaved, and the ceiling free of rafters (but blackened with soot). One wall in particular is rougher than the others and is pockmarked with small niches and crevices. On the other side of this cave-like room is a large mound of ash, about 8 feet in diameter and 3 feet high.

The mound of ash is actually overflow from a 15-foot deep pit full of ash, as well as 5 ghouls buried in the ash. The ghouls are content to remain where they are as long as the ash is not molested. If touched, the ghouls emerge from the ash at the rate of one per round and attack.

The ghouls' treasure is buried in sacks within the ash-filled tunnel, requiring the characters to perform one man-hour of digging with a shovel (or an improvised one) before being rewarded with a 1 in 6 chance to find each sack. Sack #1 contains 115 gp. Sack #2 contains 290 sp and the chimera medallion to the chest in room 20. Sack #3 contains a Magic-User spell scroll in a bone scrollcase (the scroll holds *Hold Portal*, *Read Magic*, and *Knock* cast at 3rd level), as well as 57 gp.

5 Ghouls: HD 2; hp 12, 11, 10, 9, 8; AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d4); Save 16; Move 9; XP 60.

Area 25. Contested Territory (CL 6)

It appears no work was ever done to convert this cave into a finished room. Stalactites and stalagmites dot the ceiling and floor respectively. The floor is extremely uneven, with multiple puddle-filled depressions. The cave is also occupied, though its occupants are too busy to notice anyone. An owlbear and a relatively smaller giant badger are circling each other and putting on a ferocious show.

The characters can intervene or choose not to do so. There is no unnatural benefit to saving the badger, though players may feel they are being tested to save it. If the monsters are left to duke it out, the owlbear wins in 3 rounds, having only suffered 6 points of damage. Neither combatant attacks the characters unless attacked first, except for after the giant badger dies, at which time the owlbear immediately attacks the characters.

The water in the puddles is not stagnant, but it is polluted and unpleasant to drink, being spring-fed and downstream of the hydra in room 9 and the giant in room 14.

1 Owlbear: HD 5+1; hp 26 (or 20); AC 5 [14]; Atk 2 claws (1d6), 1 bite (2d6); Save 12; Move 12; XP 240.

1 Giant badger: HD 3; hp 14; AC 4 [15]; Atk 2 claws (1d3), 1 bite (1d6); Save 14; Move 6; XP 120.

Area 26. Basin of Wine

Here is a mostly-finished room, its floor flagstoned except for one patch just shy of the center of the room. In this spot, a basin has been crudely carved out of the stone floor and lined with battered bronze. The basin is half-full with a purple liquid, apparently wine, with a heady fragrance of fruit and alcohol. There is a stone shelf along one wall with five clay goblets on it.

The magical wine, if drunk by the goblet-full, heals 1 hp, but also requires a save vs. spells or the imbiber will not be able to resist drinking as much wine as possible. Unless prevented, the imbiber will drink himself into a stupor and be unable to take any actions for 1 hour. There

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is no further healing benefit until after the 1 hour stupor ends. There is always some wine left over in the basin, unless the characters try to remove all the wine at once, in which case there is enough to heal 100 hp. The magic of the wine is tied directly to its consumption from the goblets in this room and there is no effect if drank from any other vessel. The goblets themselves are not magical, though.

Area 27. Deadly Chasm (CL 7)

Here, the roughly-worked tunnel has widened to 20 feet wide and 20 feet high and, just as abruptly, has been interrupted by a much rougher chasm running perpendicular to the tunnel. The jagged, steeply-sloped walls of the chasm run 30 feet deep and deeper than that in some spots. Gold and gems can be seen in the crevices of the chasm's slopes. It is 20 feet across to the other side where the tunnel continues.

There are no rings, protuberances, or any other easy means of securing a rope on this side of the chasm, though the characters could create their own with spikes or other devices. The apparently easier method of crossing the chasm is to climb down and then climb up, especially since this method would allow them to collect the scattered gold and gems through the ravine. This method is safe if done at one-fourth Move.

The ravine is home to an unusual ogre mage, a mutant with a mental impairment that keeps it from being able to assume its own form. Shunned by its own king, it eventually fell in with Grwn Gruenwald. Though it could have claimed any part of the dungeon, it chose the ravine and is content here – so content that it will not attack anyone crossing the ravine unless they actually descend it. Anyone so much as taking a gold piece from the ravine in transit will be chased down and punished severely before the ogre mage allows death to claim the transgressor.

The ogre mage wears its own form as little as possible, preferring a countenance from its own nightmares – that of a walking, man-like corpse covered in tiny, purple worms. If it senses another form feared even more by the characters, it will assume that form at its first convenience. It will *Fly* after PCs, launching its spell-like effects as soon as possible, leading with *Cone of Cold* and resorting to melee only when not outnumbered or out of spell-like effects.

There are numerous “safe” ways to cross the ravine without arousing the ogre mage's ire, most of them involving magic spells such *Levitation* or *Fly*. Someone flying to the other side of the chasm could spike a taught rope to the far side and other characters could walk it or hang from it and move hand-over-hand (even though they would be dangling into the ravine, the ogre mage would consider this within the spirit of his rule).

The ravine contains 1 white opal worth 1,000 gp, 2 golden topaz gems worth 500 gp each, 2 amethyst stones worth 100 gp each, 3 small tourmalines worth 50 gp each, 4 blue quartz stones worth 10 gp each, 13 small white quartz stones worth 5 gp each, and 745 gp (a 1 in 6 roll finds it all, with a 2 in 6 chance of finding half).

1 Ogre mage: HD 5+4; hp 27; AC 4 [15]; Atk 1 club (1d12); Save 12; Move 12 (18 fly); XP 600.

Area 28. Grotto of the Dragon (CL 11)

The double doors at the end of the hallway are large, each 8 feet tall and 7 feet wide, made of iron. Though not locked, they are stuck tight. They are not adorned in any way, even with pull rings, as they push open. However, any contact with the doors activates a series of *Magic Mouth* spells on the inside of the doors. The mouths produce a cacophony of shrieks and moans that build in intensity, but are cut off by a deathly silence. Since the spells were cast by Grwn himself, the characters are unlikely to be able to dispel them, though magical silence could still evade them. It goes without saying that Hymor is alerted by all the noise.

The giant iron double doors can only be opened by *Knock* or sundered by 60 points of blunt damage, which will break the weapons by the end.

Past the vaulted doors is a short flight of roughly-hewn stairs that descend into a grotto...well, perhaps it is more like a cavern than a grotto. Though narrow at this end, the cavern extends and widens considerably to the left. It is a natural cavern, replete with stalactites, stalagmites, and columns surrounded by shelf-lined walls. Suddenly, an inhuman voice echoes across the cavern, saying, “Grwn Gruenwald did not send you here. Why have you come?”

Framnagle had only polymorphed Hymor into his present form, but Grwn Gruenwald has since cast *Shape Change* to give Hymor the full capabilities of a dragon, and then wished it permanent. Hymor's size category is not based on his age, but based on how large he can be and still enter and exit the dungeon, as well as keeping him weak enough so that Grwn can easily control him.

Hymor is in the northeast corner of the cavern. He is almost impossible to surprise and will likely have had time to cast some or all of the following spells before the characters enter the cavern (one per round that it takes for the characters to make it through the doors): *Protection from Good*, *Invisibility*, *Darkness 15 ft. Radius* (not on himself, but nearby to draw fire), and *Protection from Normal Missiles*. With the benefit of all these spells, Hymor is -5 to be hit and almost assuredly attacks first with surprise. Of course, smart characters who spend too long at the doors might realize they have no advantage of surprise and simply leave to try again later. Hymor will then use his *Invisibility* to evade encountering the characters until he has his full complement of spells back.

Even under the best of circumstances, Hymor is initially wary of combat. He does not really know for sure that the characters are not agents of Grwn, come to test his reactions or his loyalty, so Hymor is not sure how to respond. It is possible to bluff Hymor into giving up the staff by PCs with a Charisma score of 15 or greater as long as the characters answer the following questions more or less as follows:

Q: “Who sent you?” **A:** “Grwn Gruenwald.”

Q: “Why did Grwn not come himself?” **A:** “Grwn would not bother coming himself for the staff.”

Q: “How much will you give me for the staff?” **A:** “Grwn takes what he wants; you will not be compensated.”

Any answer that deviates too much from these grants and the Referee may decide Hymor sees through their bluffs and attacks. Any mention of Framnagle by name makes Hymor suspicious enough to automatically attack.

Diplomacy is more difficult, as Hymor has little reason to willingly give up the staff. Characters with a 16 or higher Charisma have a chance as long as they make points more or less like the following:

- If Hymor does not give up the staff now, treasure hunters will continually come after it.
- As Hymor kills more treasure hunters, his reputation will increase and he will attract more and more powerful treasure hunters.
- Grwn is not around and cannot be counted on to be there and protect or save Hymor from treasure hunters that are too powerful for him.

Hymor is even harder to intimidate, being so confident in his new form, and cannot be subdued like real dragons can.

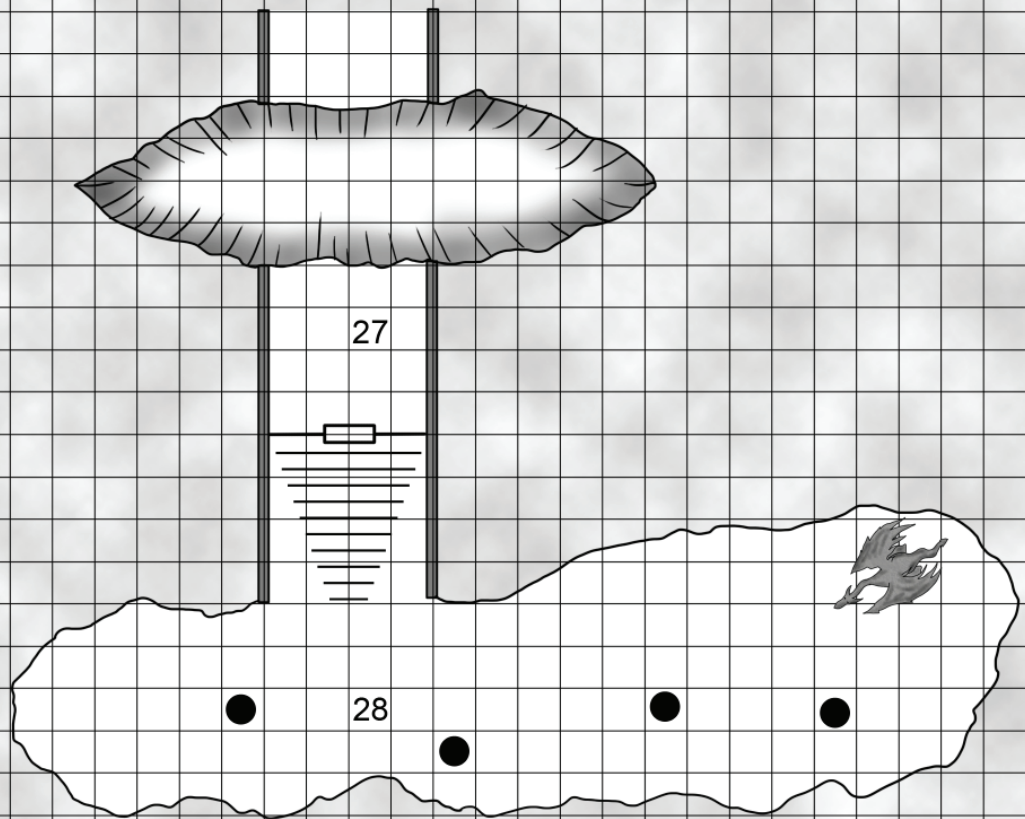
If all else fails, Hymor will resort to combat to deal with the intruders. He will likely begin his attacks as follows:

- **Round 1:** Breathe lightning on as many obvious spellcasters as possible, aiming to reflect the lightning back through them for double damage, or cast *Invisibility* on self if not already cast.
- **Round 2:** Use *Wall of Fire* from the *staff of Naphozol* to cut himself off from melee, or cast *Protection from Normal Missiles* on self if not already cast.
- **Round 3:** Cast *Fireball* on as many characters as possible.
- **Round 4:** Use *Ice Storm* from the *staff of Naphozol* on as many characters as possible.
- **Round 5:** Breathe lightning again, or casts *Phantasmal Force* of eight illusionary orcs to mop up the PCs if victory appears to already be at hand.

CHAPTER 3: BEYOND THE SIXTH STAIR

Castle Baldemar's Dungeon The Grotto Level 3

One square = 5 feet



If dropped to 7 or fewer hp, Hymor switches entirely to the defensive, erecting another *Wall of Fire* around him, using *Fear* and *Suggestion* to try to make the PCs leave, and lastly trying to disable them quickly with *Hold Person* or even *Sleep* in his panic. If he clearly cannot win, he surrenders and gladly trades his treasure, including the *staff of Naphozol*, for his life.

There is no visible mound of treasure in the cavern, but there is a *bag of holding* concealed in a crevice in the northeast corner (2 in 6 chance to find). The following treasure is inside the bag: *bracers of defense AC 4 [15]*, a *cloak of elvenkind*, a +1 *dagger*, a spellbook containing all of Hymor's prepared spells (plus *Read Magic*), a small silver coffer with pearl inlay worth 250 gp, 2 pearls worth 100 gp each, 3 zircon stones

worth 50 gp each, 7 small peridot stones worth 25 gp each, 8 pp, 425 gp, 8,500 sp, and 308 cp.

Hymor, male human level 8 Magic-User (shape changed into the form of a immature blue dragon): HD 8; hp 30; AC 2 [17]; Atk 2 claws (1d6), 1 bite (3d8); Save 8; Move 9 (24 fly); XP 1700. **Possessions:** *Staff of Naphozol* (see Appendix). **Magic-User Spells Prepared:** 1st – *Detect Magic*, *Magic Missile*, *Protection from Good*, *Sleep*; 2nd – *Darkness 15 ft. Radius*, *Invisibility*, *Phantasmal Force*; 3rd – *Fireball*, *Hold Person*, *Suggestion*; 4th – *Fear*, *Wall of Fire*.

Conclusion

Failure

"What are you lazy louts doing back here without my staff?" Framnagle asks angrily. "Do you think I sent you up to Castle Baldemar for a little quiet relaxation? I am willing to give you another chance to prove yourselves by facing Hymor and retrieving my staff, but you will find it unwise if your intention was to cross me."

Framnagle has somehow spread word quickly through town of his displeasure with you, for you encounter the same displeasure everywhere you go in Corvusrook. It seems you are unwelcome in these parts until Framnagle says otherwise.

Success!

"I will trouble you for both my staff and amulet now," Framnagle says coldly as he watches you with threatening eyes. Only after both items are in his hands does his mood soften. "I owe you lot much thanks," he says. "The staff is really more of a family heirloom, less valuable than the amulet I entrusted to you really, but more importantly my former apprentices have been shown what happens to those who steal from me, and I too have learned valuable information. That you have returned here alive means that Grwn Gruenwald, the old baron's mage, cannot be using the dungeons as his lair any longer. That he has moved out so quietly causes me some concern and I cannot begin to guess his motives, but that is a mystery for another day. At least he will never count Hymor as an ally again."

Though Framnagle may be stingy with praise to one's face, it soon becomes apparent that he has been as generous as all outdoors in terms of praising you to the local citizenry. In no time at all, you are the talk of all of Corvusrook, enjoying deep discounts on all local services as well as extra attention and care from everyone, from the mayor to the tavern servers. Word of your deeds, you have learned, is also spreading farther, with merchants and other business people from towns leagues away coming to see you. Eventually, all this excitement will quiet down, but for now Corvusrook is as delightful a place to stay as you can imagine.

Rewards

Award group experience for this adventure as usual, assigning discretionary role-playing experience awards (no more than 400 xp) for special contributions (such as keeping the game fun!). Awards for the following objectives are also discretionary and should be increased or decreased depending on how important they were to the flow of the game:

Objectives

Learning of Grwn before entering the dungeon	50 XP
Acquiring <i>cloak of the shadow</i> without destroying it	60 XP
Avoiding rooms 5-7, 10	100 XP
Destroying the evil treasure in room 13	200 XP
Winning Nefilgda as an ally	250 XP
Crossing room 15 without fighting the golem	75XP
Avoiding freeing the the baalroch	175 XP
Using the rust beam in room 17 to destroy iron doors	80 XP
Avoiding rooms 18-20	80 XP
Solving the puzzle in room 21	100 XP
Acquiring Baron Baldemar's diary	200 XP
Avoiding rooms 24-27	100 XP
Acquiring the <i>staff of Nophozol</i> without killing Hymor	275 XP

Magic Item Appendix

New Magic Items

Amulet of Spell Storing

Crafted from amber, on a gold chain. Carved with the image of a dragon on the front and runes on the back, this amulet functions exactly as a greater arcane *ring of spell storing*. It holds up to 10 levels of spells.

Cloak of the Shadow

This cloak of black silk is indistinguishable from an ordinary (though valuable) cloak of the same color. However, when worn with the hood drawn up around the head, it gives the wearer a 10% chance of being hidden and unseen in shadows (or +10% if the PC already has a chance at that). Further, once per day the cloak can be commanded to take the form and function of an undead shadow for up to 10 rounds, or until destroyed. If destroyed in shadow form, the cloak is irrevocably destroyed.

Mantle of Defense

Appearing to be the rainment of a cleric, this gold-embroidered, fine linen garment functions exactly as *Bracers of Defense* when worn by someone of any class. Though it can be worn over armor, its effects are not cumulative with armor and the better AC [AAC] is taken.

Staff of Naphozol

Crafted from a seven foot length of spirally-carved aspen, studded with crystals, and capped with a white opal, the *staff of Naphozol* is a slightly weaker variant of the *staff of power*. This staff allows the use of the following spells:

Light (50% chance of expending 1 charge)

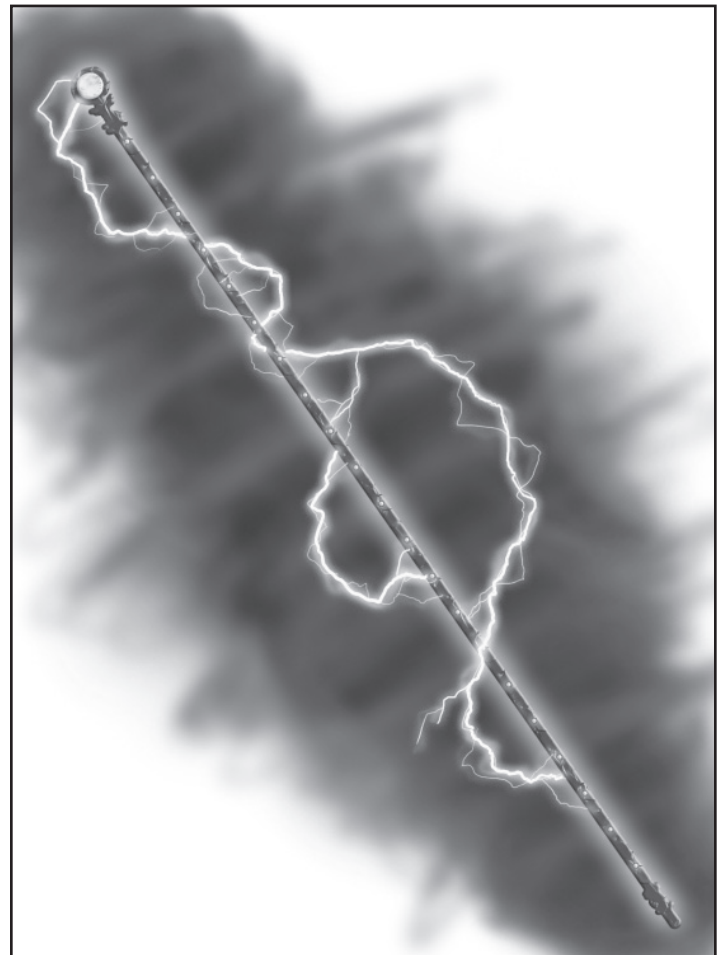
Magic Missile (1 charge)

Pyrotechnics (1 charge)

Lightning Bolt (2 charges)

Wall of Fire (3 charges)

Ice Storm (3 charges)



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