

# THE CASTLE TRISKELION

## MEGA-DUNGEON



**GROUND LEVEL**

**by Tim Stypinski**

*Robin  
2014*

# Triskelion – Ground Level

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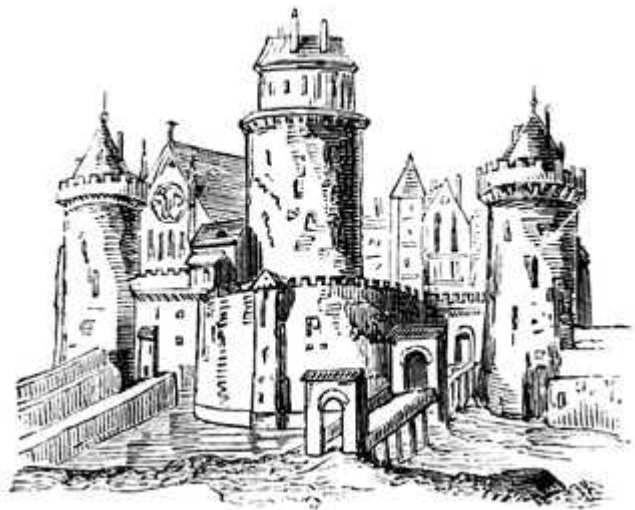
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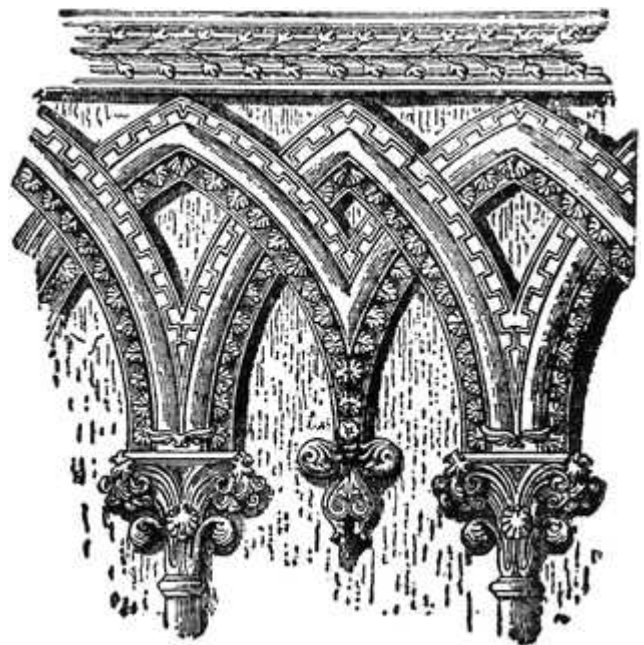
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# Introduction

## Documents Required

Using this level of the Castle Triskelion require the following documents, also free for download from the & publishing group site.

- Introduction to Triskelion

This document includes a description of the substance Black Iron, and the descriptions of the following monsters:

- Butcher Worm
- Cadaver Spider
- Carver Bug
- Dementing
- Goblin, Talon
- Gralkin
- Restless Dead

## Basic Descriptions

The Ground Level of the Outer Ward is the main entrance to the castle. It features a prison processing area, an auction block, and an execution chamber. The Inn of the Grinning Bear has its primary entrance on this level. Barracks and lodgings for visitors are also present.

The majority of the rooms are of dressed stone, with wooden beams supporting the ceilings. Ceiling height is generally twenty feet. As much of the level is exposed to the weather through broken windows, the place is damp and moldy. Most rooms have wrought iron cressets intended to hold torches, although few actual torches are to be found.

This floor plan follows the British convention, in which the floor above the ground floor is termed the first floor. In the American convention, the first floor and ground floor are synonymous. This Ground Level directly connects to the First Floor and the Lower Level of the Outer Ward and it also connects to the Ground Level of the Inner Ward.

A possible source of confusion exists in the stat blocks for animated skeletons and zombies. In cases where the

undead monster has no available weapon, 1d6 or 1d8 is listed as damage. In cases where the monster does have a weapon, that is listed under damage. The Dungeon Master has the choice to use the weapon value or the 1d6 or 1d8, as they prefer.

There are many places where prisoners are being kept on this level and others. In these cases, the damage listed is "By Weapon Type" even though they are not armed. This is in anticipation that they may be armed by their rescuers.

## Monsters in this Level

### Talon Goblins

Talon goblins are somewhat different from the standard goblin of the Monster Manual. They are chaotic evil goblins of yellow complexion and limited intelligence. A full description is provided under **New Monsters in The Introduction to Triskelion**, a separate download. The talon goblins are the principal inhabitants of the Ground Level, First Floor, and Second Floor. The master goblin, Straglietti (Ground Level Room 61), has great personal influence and his main lieutenant is Karpaccio (Ground Level Room 60).

Ulixes the goblin mage (Second Floor Room 37) is his main rival and his chief supporter is Scevelo (Second Floor Room 34). Most of the other talon goblins are true to their chaotic nature and readily switch allegiances between these two.

In addition to the talon goblins, other new monsters such as the batlike dementings, the corpse-loving cadaver spiders, and the bird headed gralkin can be found in the encounter keys or in the random encounter table. Each new monster will also be provided with full detail in the same separate document that the talon goblins are described in.

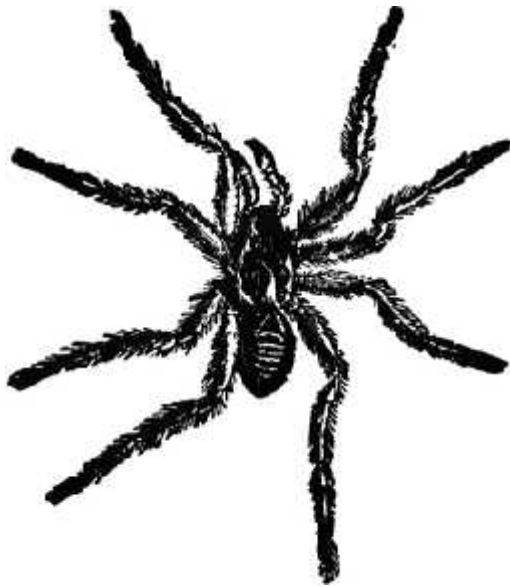
## Encounters and Dressings

### Random Encounters

Roll for random encounters using 1d6 once every six turns. On a 1, there is an encounter. Double the odds if the group is making a lot of noise or in similar situations.

## Random Encounters

1d12	Description
1	1d4+1 giant rats
2	1d4 dementings
3	1d2 human zombies
4	1d4 cadaver spiders
5	1 large spider
6-9	Place creature from nearby room
10	Place creature from distant room
11	Place creature from adjacent level
12	Dungeon Dressing



## Dungeon Dressing

Dungeon dressing can make a dungeon seem more realistic, adding points of flavor and miscellaneous details. When added sparingly, it can add to the dungeon. I have included dungeon dressing as part of the random encounter tables throughout the dungeon as an alternate to encountering monsters, if desired.

Use common sense when applying dungeon dressing. If the characters are in a room they could feel a gust of cold air, but a puddle of urine, corpse, or helmet would not suddenly appear from nowhere. Ignore if the result is incongruous.

### Dungeon Dressing

1d10	Description
1	Gust of cold air
2	Small puddle of urine
3	Chlorine smell
4	Dagger hilt
5	Red wax drippings
6	Clump of dirty straw
7	Badly dented helmet
8	Scratching sound coming from random cardinal direction
9	Corpse of dementing (70%) or talon goblin (30%)
10	Bloody hand prints on the wall

## Encounter Areas

### Entrance Area

#### 1 Entrance Way

The entry way is approached by means of a sturdy wooden bridge over the outer trench. It is open to the elements and the cobblestones are littered with leaves, pebbles, bones, and pieces of trash. The outer doors have been forcibly removed and only the rusty hinges remain. A golden humanoid figure hangs by manacles above the archway leading into the castle proper. This undead creature is Armand Triskelion "The Golden Ghoul", a

oracular gold-painted undead monster that resembles a ghoul.

Armand Triskelion, undead horror (AC 6; MV 0"; HD 5; hp 30; #AT 0; SD +1 or better weapons to hit, regenerate 3 points/round)

Once a prince of the castle, he was mockingly painted in gold and left to rot after a dispute with other powerful inhabitants of the castle. Armand is cursed to always tell the truth, but he only answers in the shortest possible manner. He never volunteers information and his answers are often difficult to understand. He will never clarify answers that he gives. In short, he is cryptic and misleading. Nevertheless, Armand has an immense and inexplicable knowledge of the castle and dungeon. Like

his uncle Ambrogino, Armand was a devotee of Mordag, the God of Ghouls.

## 2 Guardroom

This room is always very cold. Four windows are in the east wall and another two are in the south. Each window once featured stained glass but now all are broken. The wooden crown moulding is oak leaves in relief. A patch of straw is in the northeast corner and two kegs of lighting oil (still good) are in the northwest corner. A large fireplace is in the southwest corner. As characters approach the fireplace, they get colder and colder and will feel strangely uncomfortable, but they will not take any physical damage.

## 3 Red Wood Paneled Room

The walls and floors of this spacious room are decorated in attractive red paneling. The room is heavily cobwebbed but has a pleasant smell due to the wood. The stairs lead down to Room 1 of the Lower Level and up to Room 1 of the First Floor. There are six intact windows of dirt-streaked glass, three in the north wall and three to the east.

## 4 Room of the Triskelion Statue

This room is dominated by a three faced, three legged, and three armed marble statue. One face is scowling (east), one is laughing (northwest), and one is crying (southwest). The hands hold a staff, a sword and a nine tailed whip. Each head is wearing a forward pointing hat somewhat resembling a Phrygian style cap. The dressing is a skirt-like garment and the three masculine chests are bare. Indentations in the walls around the room were meant to hold eight metal rods, each about the size of a torch and each lit by a continual light spell. Only two remain. The floor is of polished gray marble, and the walls are made of similar stuff. The ceiling is white plaster and is eighteen feet high.

## 5 Showers

Four dementings are lapping up water from the floor.

Dementings (AC 8; MV 12"; HD 1-4 hit points; hp 4, 2, 2, 1; #AT 1; D 1-3; SD immune to sight-based attacks; XP 11, 9, 9, 8)

Rooms 5 and 6 are approached by a wide hallway north of the Triskelion statue. Room 5 was used for shaving and washing down prisoners with ice cold water before they entered the prison. This was done to humiliate them

and remove parasites. Buckets are present and pumps stand out from the walls. Because the water system is not functioning in the outer ward, the pumps no longer work, but they do drip water. Drains are present in the gray tiled floor and three small intact thick glass windows are present near the ceiling.

## 6 Holding Room

Cobwebs and mold are thick throughout this unfurnished room and there is an unpleasant musty smell. Prisoners could be chained to any of the many iron rings embedded in the walls and were kept here while awaiting inspection in Room 7. There are three windows in the north wall similar to those found in Room 5.

## 7 Auction Block

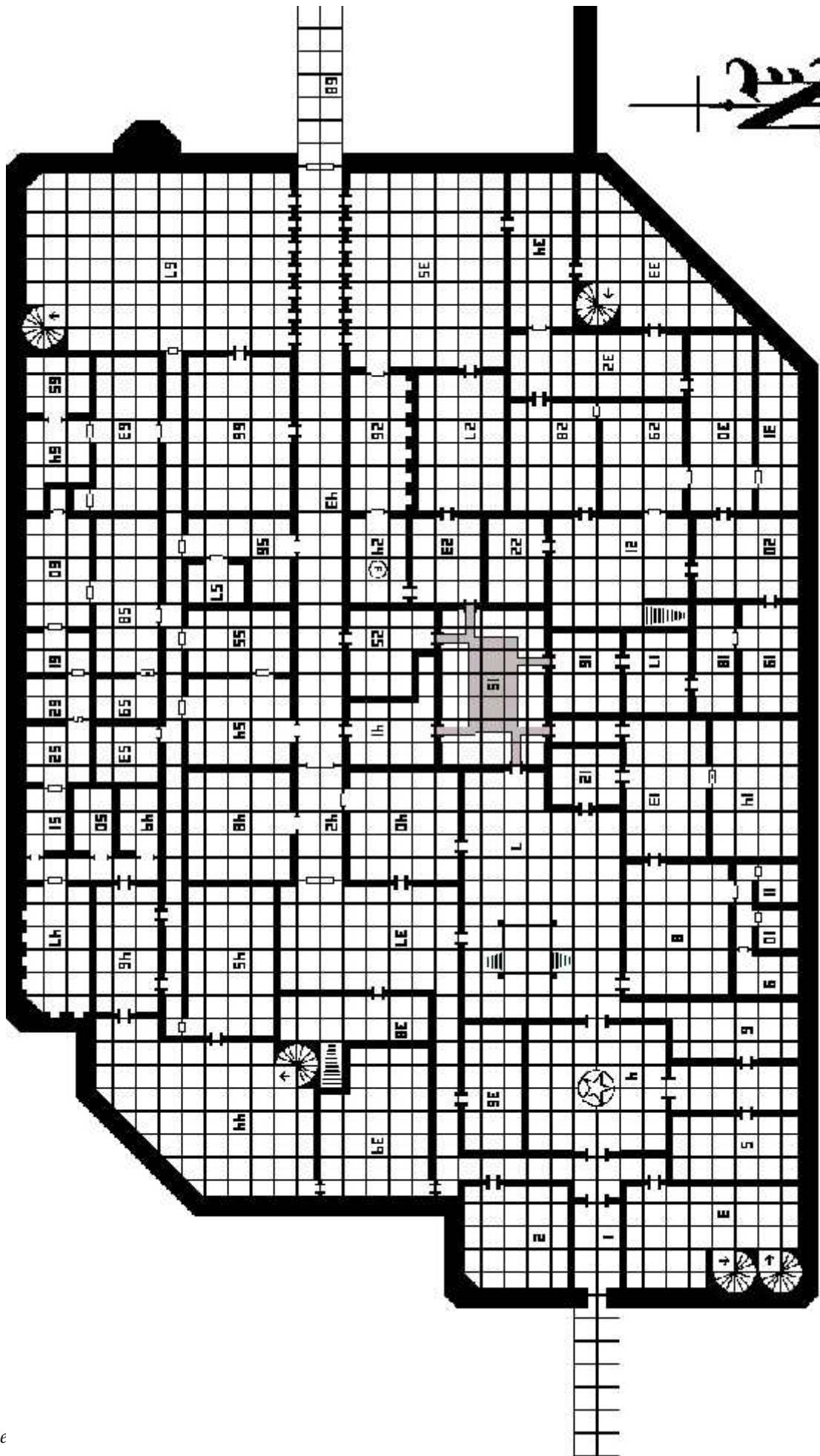
This room holds a central raised wooden construct (twenty feet by twenty feet), with wooden stairs. The construct stands ten feet above the floor. This block was used for auctioning off prisoners as slaves and had a trapdoor (it was occasionally equipped with a gallows for public hangings). The walls are of white plaster and the room has with many cressets in the wall to hold torches, although only three torches remain. The floor is made of wooden planks, which make a loud creaking to even the slightest change in weight. This large room seems to be favored by the denizens of the place and random encounters are twice as likely to occur.

## 8 Security Station

There are thick cobwebs in the corners and a strange cloying ammonia smell. The walls are plastered over an unpleasant orange-yellow, dirtied with age and neglect. Numerous poorly made tables and chairs occupy the area. A desk is next to the north door – a station for a guard to restrict access to the offices of the notables in Rooms 9 to 11. It has been turned on its side and one of the legs has been torn off. The chair that accompanies it contains a human skeleton wearing **Leather Armor +1**.

## 9 Office of the Undercaptain

A huge desk sits with a massive wooden chair that faces the door. Crumpled beneath the desk is the moldering corpse of an obese man. It wears a golden chain of office valued at 50 gold crescents around its putrid neck. If the corpse is disturbed, three cadaver spiders will emerge from its chest cavity, surprising on a 4 in 6.



Ground Level

le Triskelion

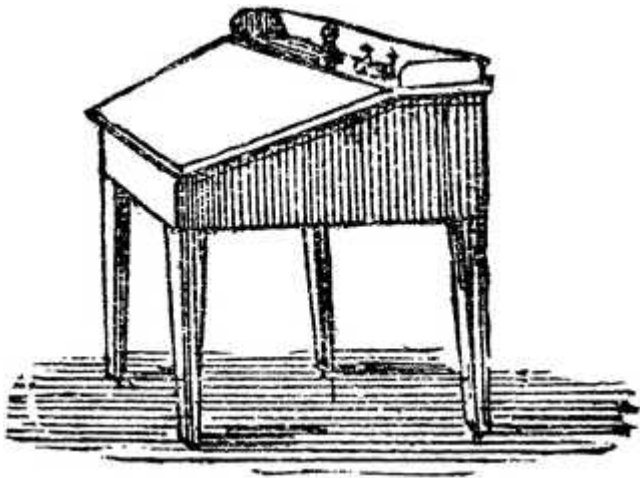
Cadaver Spiders (AC 7; MV 9"; HD 1-4 hit points; hp 3, 2, 2; #AT 1 bite; D 1-4; SA Pain; XP 10, 9, 9)

A small bookcase on the west wall holds technical ledgers about the slave trade and prisoner processing. A second shelf holds execution logs (these pages are bloodstained). There are two large and graceful (though dirty) windows of plain glass, each of which is hinged to open (both are currently closed).

## 10 Office of the Undersecretary

This room smells like decaying flesh. It is the office of the undersecretary, a zombie, once the aide to the undercaptain.

Zombie (AC 8; MV 6"; HD 2; hp 8; #AT 1; D 1-8; SA Always lose initiative; SD Limited spell immunity; XP 36)



The key to Room 27 on the First Floor of the Outer Ward hangs around his neck. There are two windows similar to those in the undercaptain's room. This room sports more a modest desk and chair and a much larger bookcase. While the logs in the undercaptain's room are surveys and annual reports, those in the undersecretaries office describe more detailed day to day operations. These logs are infested with normal vermin (centipedes, earwigs, silverfish, and so on).

## 11 Office of the Inspector

The inspector was the officer most directly responsible for the prisoners on their arrival. In addition to his desk and chair, he had a two chairs for visitors. Both of these sturdy wooden chairs have guards to hold the necks and wrists of their occupants firmly in place. The room has an unpleasant musty smell and is heavily cobwebbed. The two windows are typical of those in this area. 8 silver spanners are embedded in a big lump of red wax on the underside of the desk.

## 12 Gray Room

The walls, floors, and ceiling are painted a dull gray over the stone surface. Five giant rats occupy this room and the floor is a filthy and unsanitary mess of droppings.

Giant Rats (AC 7; MV 12"/6"; HD 1-4 hit points; hp 1, 2, 2, 3, 3; #AT 1 bite; D 1-3; SA Disease; XP 8, 9, 9, 10, 10)

The rats have created a foul nest in the southwest corner out of pillows, blankets, discarded clothes and paper trash.

## 13 Dining Area

Ruined, stained, and broken wooden tables and chairs are scattered about. Metal plates, bowls, and eating utensils litter the floor. Six dementings are poking around the place.

Dementings (AC 8; MV 12"; HD 1-4 hit points; hp 2, 2, 3, 3, 3, 4; #AT 1; D 1-3; SD immune to sight-based attacks; XP 9, 9, 10, 10, 10, 11)

They will investigate the sound of combat with the rats in Room 12.

## 14 Holding Pen

The door is barred from the south, making it easy for characters to enter if they just remove the bar. Inside, no windows are present and the room is very dark, as if under the effect of a permanent darkness spell. No normal or magical light will work unless a Light, Continual Light, or Dispel Magic spell is used to dispel it. This darkness is intentional, created to bring despair to the victims.

When ruin came to the castle, thirteen prisoners were forgotten here and left to die of hunger and thirst. Their unanimated skeletal remains are all that is left of them. As the adventurers explore the room they will feel the crunch of their bones beneath their feet.

## 15 Room of the Six Arches

This large and grand room contains a deep, lush red carpet that is now stained by mud and blood. The carpet is located centrally, occupying an area that is 20 feet by 40 feet. Smaller 3 foot wide portions of carpet connect each arched entrance to the central carpet. The portion of the floor that is not carpeted is an attractive yellow wood which is scored by metallic indentations. Anyone who steps onto the un-carpeted surface must save vs paralyzation or suffer 1d4 damage, as an electric current runs along the metal portions. Characters in metal armor

save at -4, while characters wearing leather boots or similar protections save at +2.

## 16 Executioner's Tools

The oils and rusting metal in this room have an overpowering and disturbing smell, for this dark and depressing space holds dozens of rusted but serviceable heavy axes suitable for the duties of execution by beheading (treat as bardiches). The axes are located on racks lining the walls, while the other oils and sharpening tools are found on a worktable that lies along the north wall, east of the entrance in the wall.

## 17 Execution Chamber

The horrid stench of dried blood and rotting remnants of flesh mark this room. The stone floor and white plaster walls are bloodstained, and gore besmirched wooden blocks are present, once used for resting the head before execution. Chains and manacles line the walls. Small grates are present in the floor, but are not sufficient to catch all the blood that has been spilled in this room.



## 18 Coffins

This room has sickly sweet pine scent and a yellow-tan wood floor. Six fully assembled coffins, four partially assembled coffins, and many pieces of cheap pine planking able to make a dozen more are present. Three of the coffins are occupied by animated human skeletons if disturbed.

3 Skeletons (AC 7; MV 12"; HD 1; hp 3, 5, 6; #AT 1; D 1-6; SD Sharp weapons score half damage only, limited spell immunity; XP 17, 19, 20)

## 19 Carpenters Room

The floor of this room is made of the same yellowish tan wood as that in Room 18. Tools along with tables and chairs for woodworking are present. Any tools which could conceivably be used as weapons are long gone. Five rather large windows made of plain glass are here.

They appear to have been streaked with a thick and foul-smelling resin, as if deliberately.

## 20 Room of the Bizarre

The most distinct feature of the room are the stone faces carved into every inch of the walls, floor, and ceiling. They are all human sized and are either laughing, scowling, or crying. In fact they are identical to those found on the statue in Room 5. The room is otherwise filled with rags, dirt, and other garbage. Under the garbage in the southwest corner is a giant centipede (hp 2). There are no windows.

Giant Centipede (AC 9; MV 15"; HD 1-2 hit points; hp 2; #AT 1 bite; D Nil; SA Poison; XP 32)

## 21 Gray Tiled Room

This large room has a slate floor. There is wooden moulding near the ceiling decorated with grape vines and fruit. Stairs go down to a passage leading to Room 14 on the Lower Level.

## 22 Storeroom

This room was once used to hold superfluous furnishings. Many musty old rugs, odd pieces of furniture, and six rolled tapestries are present. The items are bulky, moldy, and of no value. Some talon goblins have holed up here. They were part of a group out exploring and were attacked by gralkin. These three survivors are nervous and aggressive.

Talon Goblin 1 (AC 6; MV 6"; HD 1-1; hp 3; #AT 1; D Spear; XP 13) 4 silver spanners

Talon Goblin 2 (AC 6; MV 6"; HD 1-1; hp 4; #AT 1; D Short Sword; XP 14) 17 silver spanners

Talon Goblin 3 (AC 6; MV 6"; HD 1; hp 6, #AT 1; D Hand Axe and Dagger; XP 16) 12 silver spanners

## 23 Tapestries

Unlike the tapestries that have been rotting away in the storeroom, each of the seven tapestries of hunting scenes hanging in this room is worth between 101 and 200 gold crescents (1d100+100). They are all bulky and each weighs about 700 gp weight.

## 24 Fountain

The walls and floor of this room are made from tightly fitting pieces of red veined black marble. This room features a blood red stone fountain of a beautiful black marble nymph pouring water from an vase. The flow is

barely a trickle, and the water is green and foul. Four gralkin are here:

Owl (AC 10; MV 12"; HD 1-6 hit points; hp 3; #AT 1; D Short Sword; XP 8)

Peacock (AC 10; MV 12"; HD 1-6 hit points; hp 2; #AT 1; D Hand Axe; XP 7)

Snipe (AC 10; MV 12"; HD 1-6 hit points; hp 3; #AT 1; D Spear; XP 8)

Thrush (AC 9; MV 12"; HD 1-6 hit points; hp 4; #AT 1; D Long Sword; XP 9) normal shield

## 25 Guardroom

This room is bare except for a small wooden card table and two chairs.

## 26 Wash Room

The floor is covered by gray mold. Six rather primitive toilets are present in the north wall. The alcoves each contain a board with a hole. Waste enters into a drainage system. Because this system is not currently working in the Outer Ward this place smells foul.

Should any characters step into the room, they will cause spores to erupt from the mold on the floor. Characters in the room must save versus poison or endure a fit of loud hacking and choking for the next 1-6 rounds. This will call for one additional wandering monster check.

## 27 Serving Room

This room served as a place to keep food, before moving it to Room 35. Two pump faucets are against the east wall, one is painted blue and the other red. There are several solid wooden tables and cabinets. A large sack of sugar has spilled on the floor and scores of normal ants are present. A barrel marked by a painted black 'X' is in the northeast corner.

The faucets once provided cold and hot water, but are now dry.

Searching the cabinets will reveal a keg of sour wine, two small sacks of sea salt, and wooden cutlery.

The barrel marked 'X' contains wads of cotton. If it is searched, adventurers will discover a small bag of purple velvet. Inside is a bottle of excellent brandy worth 20 gold crescents. Wrapped around it is a thin gold chain valued at 8 gold crescents. Also in the bag is a small brass mood ring which turns black when the wearer is frightened, red when the wearer is angry, yellow when

the wearer is happy, and white when the wearer is sleeping.

## 28 Workroom

This rough stone room was once used to effect simple repairs of metal items, especially chains and manacles. A fire pit, now cold and desolate with gray ash, is located in the center of the floor. Wooden tables and racks for holding tools are present. Three large metal vats were once used to hold water and a free-standing hand pump is still here. It works and gives good clean water. Hammers, anvils, and chains are in abundance, along with various metallic tools, such as shovels, tongs, eating utensils, etc. in various states of disrepair.

## 29 Dog Handlers' Room

Ten cots, now foul, stained, and unkempt, are in this otherwise comfortable wood paneled room. Several of the original occupants are still here, six gralkin:

Blue Jay (AC 10; MV 12"; HD 1-6 hit points; hp 4; #AT 1; D Spear; XP 9) bag tied with a piece of leather cord hangs around his neck, containing 6 copper pieces and 4 silver spanners

Flamingo (AC 10; MV 12"; HD 1-6 hit points; hp 2; #AT 1; D Footman's Mace; XP 7)

Mallard (AC 10; MV 12"; HD 1-6 hit points; hp 4; #AT 1; D Battle Axe; XP 9)

Rooster (AC 9; MV 12"; HD 1-6 hit points; hp 5; #AT 1; D Short Sword; XP 10) normal shield

Sparrow (AC 10; MV 12"; HD 1-6 hit points; hp 2; #AT 1; D Spear; XP 7)

Swan (AC 10; MV 12"; HD 1-6 hit points; hp 6; #AT 1; D Long Sword +1; XP 11)

Under one of the cots is an iron-bound chest containing 42 gold crescents, 14 silver spanners, 56 copper pieces and a single ruby earring (worth 125 gold crescents).

## 30 Canine Exercise Room

This room has an earthen floor. It is littered with feeding bowls, rawhides, rough brushes, etc. Piles of animal excrement are here and the room carries the unpleasant odor of canine urine.

## 31 Kennels

Twenty four wooden hutches provided boarding for the tracking dogs and guard dogs once used in the facility. The only two dogs remaining to the kennels have been

horribly altered. The first has the head of a seagull, the other has the head of a snowy owl.

War Dogs (AC 6; MV 12"; HD 2+2; hp 7, 12; #AT 1 bite; D 2-8; XP 54; 71)

Their gralkin handlers are also present:

Bald Eagle (AC 10; MV 12"; HD 1-6 hit points; hp 3; #AT 1; D Long Sword; XP 8) ornate silver ring worth 10 gold crescents

Hummingbird (AC 10; MV 12"; HD 1-6 hit points; hp 4; #AT 1; D Short Sword; XP 9)

Two barrels are along the east wall. One holds salted meat and the other holds slightly brackish water.

### 32 Recreation Hall

This comfortably appointed room was originally an area for relaxation. The walls are papered over in green. The furniture consists of couches and card tables. Dartboards and small darts (not useful in combat) are present. Wooden tables once held foodstuffs and drinks, but now hold only empty metal pitchers. Once a painting was against the west wall, but it is now absent as a pale rectangular area attests.

### 33 Sentry Room

Four skeletons are here. Once they guarded the room in life and they do so now again in death.

4 Skeletons (AC 7; MV 12"; HD 1; hp 6, 4, 1, 1; #AT 1; D Short Sword; SD Sharp weapons score half damage only, limited spell immunity; XP 20, 18, 15, 15)

A large sturdy wooden table is in the center of the room. Seated at the table is the hunched over skeletal corpse of a dead human magic-user (not animated), wearing blue and green robes with small lightning bolts of yellow silk sewn into them. Some dirty straw is present in the north corner and a second broken chair lies on its side in the center of the room. As there are no windows, it is quite dark. The staircase leads up to Room 29 on the First Floor.

On the table is a red-bound book with no title. Any magic-user can study the book (it takes about a week) and roll as Chance To Know Each Listed Spell from the Players Handbook Intelligence Table II page 10. With a successful roll the magic-user will gain 200 xp. If the magic-users body is searched, it will be found to have a normal dagger tucked into his belt. He also has a small bag holding a hermetically sealed jar of delicious grape jam.

Hidden in the straw is a length of rusty iron chain with a small silver lock (with key) attached. The silver lock and key are worth 20 gold crescents together, or 10 and 5 if sold separately.



### 34 Barracks

The furniture, including beds and footlockers are now so disorganized and destroyed that it is impossible to determine how many men once dwelled here. A protracted search will reveal significant amount of treasure. For every turn spent searching the place there is a 50% chance per party member of finding 1d6+3 coppers and 1d6 silver spanners. There is also a 5% chance of finding a gold crescent. A total of 568 coppers, 241 silvers spanners, and 7 gold crescents are here. Three large glass windows are present, but they are all broken and the sound of the rushing river can clearly be heard coming from outside.

### 35 Outer Ward Dining Hall

If the characters have not yet visited Room 43, they will see the 3 hobgoblins escorting their prisoner, because there is an arcade in the south and any noises made in the long hall (Room 43) are easily heard in Rooms 35 and 67. Furthermore, much of Room 67 can be viewed from this room.

This room is equipped with many large and firm tables with benches that could easily accommodate seventy men. A huge fireplace is in the west wall. Seven large stained glass windows are present showing scenes of feasting and fighting. Suspended from the ceiling is the

skeleton of a 18 foot long dragon, mounted with and held together with wire. It is not animated.

### 36 Armory

The room is excessively cobwebbed and has a musty smell. It holds almost a hundred each of spears, awl pikes, and guisarmes (roll 1d20+80 for each weapon). Although many are broken, warped, or rusted, a dedicated searcher will be able to find a weapon that is functional, if not ideal (roll 1d10+6, that is the number of functional weapons of each type). Such a search will take several turns. These weapons hang on racks and were placed in the case that a staunch defense was necessary. If resold, the functional ones will fetch only a quarter the value that a new weapon would, if any buyer can be found at all. The ruined weapons are practically valueless.

### 37 Richly Appointed Room

This was once an elegant space. The beautifully tiled red and black checkerboard tiles are now cracked, scuffed, and worn. Once fine, but now frayed and ratty red curtains line the walls. This room was once lit by twelve torch-like rods, each of which had a continual light spell cast on it, but now only four remain. A twenty foot by twenty foot skylight connects this area to The Garden (Outer Ward First Floor Room 56) above. A tavern sign hangs above the eastern exit. It depicts a side view of a pale yellow bear skull on a blue field.

### 38 Inn of the Grinning Bear

This room has wooden floors and walls and is lit three by torches. Against the east wall is a bar which was once used to serve drinks and refreshments to customers and spectators at the slave auctions and hangings in Room 7. Three talon goblins are stationed behind the bar, which gives them 50% cover (AC bonus of 4, giving them an effective AC of 2 from missile attacks).

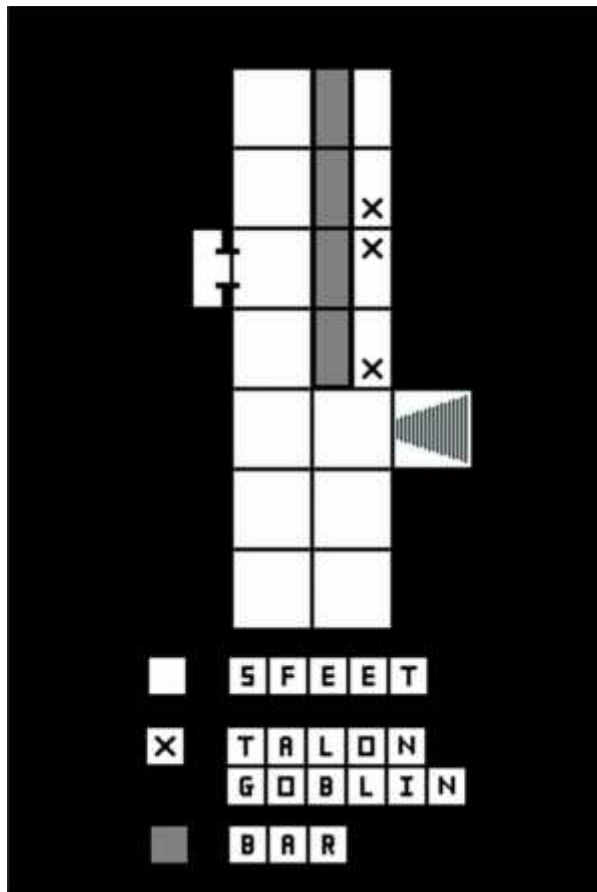
Talon Goblin 1 (AC 6 (2); MV 6"; HD 1-1; hp 3; #AT 1; D Spear or Sling; XP 13) sling with 17 stones, 9 silver spanners

Talon Goblin 2 (AC 6 (2); MV 6"; HD 1-1; hp 4; #AT 1; D Short Sword or Sling; XP 14) sling with 12 stones, 7 silver spanners

Talon Goblin 3 (AC 6 (2); MV 6"; HD 1; hp 6; #AT 1; D Footman's Military Pick or Sling; XP 16) sling with 14 stones, 12 silver spanners

If they run out of stones or are forced into melee, they are likely to flee up the stairs to get help.

A small unlocked chest is hidden under a loose floorboard behind the bar (101 silver spanners). The goblins do not know about it. The stairs lead up to the First Floor and the rest of the inn.



In of the Grinning Bear

### 39 Faithful Old Jed

An ornate hat rack is near the north archway. A large green sack hangs by its drawstrings from the hat rack. Seventeen medium kite shields being the Triskelion insignia are hanging on the north, south, and west walls. There is evidence that several others were here, but have since been removed. Five large, but dirt-streaked windows are to the east.

The sack hanging from the hat rack has the script letters "Old Jed" sewn into it in white thread. It contains one complete human skeleton. If anyone takes the time to put the skeleton together (glue is not necessary), the skeleton will animate and serve. The skeleton is Old Jed. He has a strength of 18/00 for purposes of carrying capacity. In life Jed was a laborer and he will serve again in death. He is 100% loyal and will never willingly leave his master. Although he is still susceptible to turning and destroying, he cannot be commanded by an evil cleric. There is only one hitch: Old Jed was a pacifist in life and will not fight.

Old Jed (AC 7; MV 12"; HD 1; hp 8; #AT 0; D Nil; SD Sharp weapons score half damage only, limited spell immunity; XP Nil)

## 40 Yellow Room

This area served to entertain before slave auctions or hangings took place in Room 7. Four dementing corpses are in the northwest corner, each has been completely drained of blood and they show signs of having been savaged before their deaths.

The walls are painted in lemon yellow. The ceiling is pale yellow and a large bronze chandelier is here. The furniture is well made and attractive but dusty. The floor is white tile, which is chipped and filthy. The pale yellow crown moulding is decorated with black Triskelion shield designs.

## 41 Store Room

This bare stone room is the domain of a shaggy bipedal creature having features of both a bear and a wolf with blood red claws and teeth. The gralkin, dementings, and goblins are terrified of this creature, which they call "the Dragenbok", and which subsists entirely on the blood of its victims drained after it has killed them, leaving behind bloodless corpses.

The Dragenbok (AC 5; MV 12"; HD 3+1; hp 15, #AT 2 claws, 1 bite; D 1-4/1-4/1-6; XP 120)

The Dragenbok lairs in the northwest recess. It has dragged pieces of furniture, rugs, clothes, and other assorted garbage into the recess and constructed a crude nest. It has an appreciation for shiny items and has gathered the following hoard in its nest: 62 copper pieces, 32 silver spanners, 8 gold crescents, 14 silver soup spoons (worth 2 silver spanners each), 10 silver butter knives (worth 3 silver spanners each), 4 silver salad forks (worth 2 silver spanners each), A silver brooch in the shape of a crane (worth 5 gold crescents), and a functional bull's-eye lantern encrusted with small bloodstones (worth 250 gold crescents).

## 42 Banners

This well-appointed room is decorated by the tattered banners of enemies won by Triskelions in wars past. Four suits of antique man-sized gilded plate armor lines the walls. One is missing its great helm. The value of each is 20% above normal value due to the gilding. Thus, the plate armor suits are each worth 600 gold crescents, and each helm is worth 18 gold crescents. The door to the south is decorated with an iron skull emblem.

## 43 Long Hall

This hall connects by arcades to Rooms 35 and 67. Noise travels easily between all three of these areas. Three hobgoblins wearing Triskelion livery are conducting a prisoner who stole from Vicenne Triskelion to the gibbet in Room 7. They are located on the western portion of the hall, having just come from through the double doors from Area 68. They can be easily seen and heard from Rooms 35 and 67.

Hobgoblin 1 (AC 5; MV 9"; HD 1+1; hp 8; #AT 1; D Black Iron Morning Star; XP 36) 4 gold crescents, 18 silver spanners, 8 copper pieces, 20 feet of strong rope that they are going to use to hang the prisoner with

Hobgoblin 2 (AC 5; MV 9"; HD 1+1; hp 6; #AT 1; D Black Iron Broadsword; XP 32) 7 gold crescents, 9 silver spanners, 5 copper pieces

Hobgoblin 3 (AC 5; MV 9"; HD 1+1; hp 3; #AT 1; D Black Iron Morning Star; XP 26) 2 gold crescents, 12 silver spanners, 14 copper pieces

Black Iron is a special type of metal which acts as cold-forged iron and can be used to hit some monsters normally requiring special weapons to hit, see NEW ITEMS in the supplemental document.

The prisoner is Narciso the Nimble, Neutral male half-elf Fighter/Thief (AC 8; F2/T2; hp 4 (normally 10); #AT 1; D By Weapon Type; S 11, I 13, W 7, D 16, C 13, Ch 15; XP 36 (normally 48))

Thief skills: PP 45%, OL 34% F/RT 25% MS 26% HS 15% HN 10% CW 86% RL -

Narciso is tied up, gagged, and has a black sack over his head. He has also been roughed up a bit and his possessions (thieves tools, weapons, armor, etc.) have been confiscated. Narciso is a bit overconfident and headstrong, but likable enough. He is somewhat opinionated and proud, but will thank the adventurers if he is rescued, although he has no money to reward them with.

## 44 Corner Room

This massive stone room contains twelve large plain glass windows. The floor is tiled in a red and white checkerboard pattern. The room's purpose was to help coordinate troops in case of an outside attack. The stairs lead down to Room 8 of the Lower Level.

## 45 Game Room

This was once a leisure area for important visitors. A few dozen green felt topped card tables are piled in the

southwest corner. Thousands of coins are scattered on the floor. The walls are decorated in dark wood paneling and the floor is carpeted in blue. Two red crystal chandeliers hang gracefully from the ceiling.

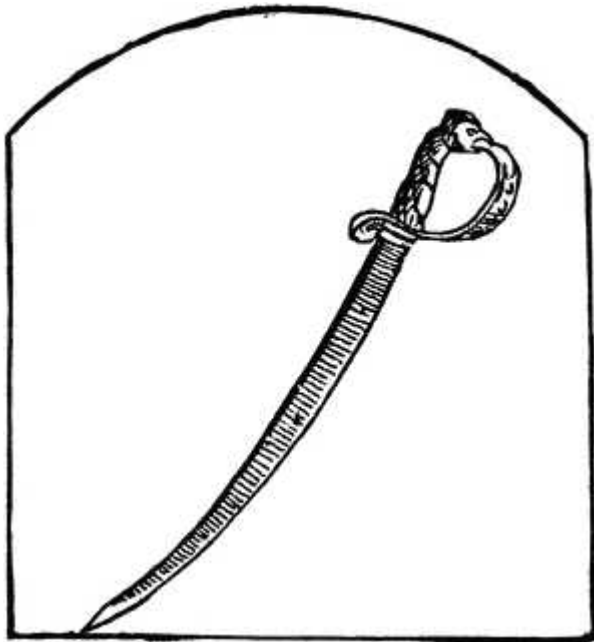
The green felt topped card tables that are in the southwest corner serve as the lair of a large spider. It will not attack unless this area is searched.

Large Spider (AC 8; MV 6"15"; HD 1+1; hp 7; #AT 1 bite; D 1; SA Poison; XP 79)

The coins are actually wooden gaming tokens. There are 6546 tokens that superficially resemble coins in the dim light. Among them are 2 gold crescents, 87 silver spanners, and 127 copper pieces. Separating all the real coins from the tokens is a feat that would take several turns.

## 46 Dueling Room

This room was a dueling area, both for practice and for actual combat. Racks for swords line the walls (now empty) and there is a central red carpeted area forty feet by ten feet. Two skeletons (hp 7 each) are here, dueling with long swords. They will stop fighting each other to attack any intruders. The lighting is supplied by four wall-mounted rods giving continual light.



## 47 Wash Room

This area has become foul now that the water drainage system no longer works properly. Five aggressive giant rats (hp 4, 3, 3, 2, 1) are here, chewing on a small decayed human corpse.

Giant Rats (AC 7; MV 12"//6"; HD 1-4 hit points; hp 4, 3, 2, 1; #AT 1 bite; D 1-3; SA Disease; XP 11, 10, 10, 9, 8)

If the body is searched, the adventurers will find a small silver ring with a Triskelion insignia valued at 25 gold crescents.

Eight small glass paned windows are present. Each is placed near the ceiling. Six toilets are also here, against the east and south walls.

## 48 Room Of The Skulls

Thirty six beds are here, each equipped with a footlocker and dresser. A large ornate fireplace is in the west wall. Against the east wall are racks for holding weapons and armor.

The Triskelions would occasionally loan out a group of experienced fighters in exchange for a favor or payment. This group of men, known as the Skulls, was quartered here and was also expected to keep the peace when disputes broke out between residents or visitors.

At one time the personal belongings of the Skull guards were worth a considerable fortune, but this area has been looted and most items of real value have been removed. 14 suits of studded black leather armor made to fit muscular human males remain. Each is decorated with a human skull face on the chest. Several leather belts and boots are also here. Hidden in one of the boots is an agate (60 gold crescent value).

## 49 Guest Room

The walls are obscured by green curtains. Against the north wall, the curtains are marred by an unsightly bulge, and a pair of brown feet poke out at the floor, giving the impression of a man hiding behind the curtain. This room also contains a simple bed and a modest dresser with an attached mirror. The bedclothes and sheets are forest green. There is a small wooden chest at the foot of the bed.

The figure hiding behind the curtain is actually just a featureless wooden manikin, of the type used to hang clothes on.

Sewn into the pillow is a magic user scroll of Affect Normal Fires, Identify, and Sleep.

The dresser contains moldy clothing.

The chest at the foot of the bed is locked and trapped. When the chest is opened, four small darts will shoot inwards from the sides of the chest. They strike as if fired by a fourth level thief and each inflicts 1-3 points of

damage on a successful strike. The chest contains a silver dagger, a bag of 12 gold crescents, a smart set of purple clothing, and a fine plum-colored hat.

## 50 Guest Room

Two talon goblins are lounging here on padded chairs.

Talon Goblin 1 (AC 6; MV 6"; HD 1; hp 5; #AT 1; D Military Fork; XP 15) 14 silver spanners, 1 copper piece

Talon Goblin 2 (AC 6; MV 6"; HD 1; hp 7; #AT 1; D Hammer; XP 17) 4 silver spanners, 1 gold crescent

They are lazy and will give a silver chalice (worth 14 gold crescents) to the party to leave them alone. If they buy off the party, they will report to their leader in Room 61 and the talon goblins in Rooms 53, 55, 56, 58, 60, and 61 will be on alert for the next few hours (chances to be surprised are 1 in 6 less likely).

This room's furnishings are similar to those in Room 49, except that the curtains and bedclothes are red and white striped. The dresser is empty and the wooden chest at the foot of the bed contains a pewter cup, extra bedsheets, and another silver chalice worth 14 gold crescents.

## 51 Master Guest Antechamber

If the characters are approaching this room from the corridor, instead of Room 52, they will notice a sizable part of the lower door has been chewed away. This attractive room is currently occupied by the butcher worm which has caused the damage, see **NEW MONSTERS**.

Butcher Worm (AC 6; MV 9" HD 2+3; hp 12; #AT 1 bite; D 3-8; XP 71)

The room features two luxurious couches with a black and white striped pattern and a short coffee table along with a small dining table and four chairs. A desk, chair, and three plain glass windows complete the furnishings. These windows have been hinged to open. The worm has left a trail of slime over the furniture in its quest for food, and the room has a dank and unpleasant odor.

## 52 Master Guest Bedroom

A neatly made four poster bed is present with its head toward the south. The sheets, blankets and pillowcases are red. There is a fireplace in the south wall. A large wardrobe is present on the west wall. A huge padlocked iron chest is near the north wall. The three windows are of red and green stained glass. The whole room is dusty, as if it has not been used in a long time.

The wardrobe contains a black cloak and a red robe. It has a false back that is actually a secret door to Room 62. It is opened by twisting one of the hooks inside the wardrobe.

The iron chest actually contains a ghoul.

Ghoul (AC 6; MV 9"; HD 2; hp 7; #AT 2 claws, 1 bite; D 1-3/1-3/1-6; SA Paralysis; SD Limited spell immunity; XP 79)

It is cunning and will stay quiet if it hears the party enter in hopes they will open the chest and it can surprise them. If it hears the party leaving, it will knock to get their attention. The chest also holds 13 silver spanners in loose change.

## 53 Visiting Servants' Room

Four talon goblins are here. The floor is covered with pieces of smashed glass.

Talon Goblin 1 (AC 6; MV 6"; HD 1; hp 5; #AT 1; D Footman's Mace; XP 15) 5 silver spanners, 6 copper pieces

Talon Goblin 2 (AC 6; MV 6"; HD 1-1; hp 2; #AT 1 D Spear; XP 12) 13 silver spanners

Talon Goblin 3 (AC 6; MV 6"; HD 1-1; hp 3; #AT 1; D Morning Star; XP 13) 9 silver spanners, 2 copper pieces

Talon Goblin 4 (AC 6; MV 6"; HD 1-1; hp 4; #AT 1; D Short Sword; XP 14) no wealth

This room was used to house the servants of important guests. As such the furnishings were not terribly expensive, but were well-made. There are eight beds with blue and white bedclothes in a diamond pattern. There are four large wooden dressers and each has an accompanying mirror, which the goblins have smashed. There are eight footlockers, one at the foot of each bed.

The dressers contain sleeping garments and underclothes.

One of the footlockers is locked and trapped with a paralysis poison needle (paralysis for 2d6+2 turns, successful save halves that) and contains wood shavings and a key made of jade and silver worth 200 gold crescents.

## 54 Manservants' Chamber

When this room is entered, the party will see a glowing transparent man. This is one of the restless dead (see **New Monsters** in the *Castle Triskelion Introduction*). In life he was Santiago Triskelion, a large, fit man with short hair and a huge mustache.

Santiago Triskelion, Restless Dead (AC 0; MV 12"; HD 4; hp 18; #AT 1 touch; D 1-4; SD Immune to sleep and charm, cold; XP 182)

He appears to be dressed in fine clothes and wears boots and a large coat. In reality, the clothes and the dead man are both nebulous in nature. Santiago cannot be turned while in this room, but he can be exorcised. If he is forced to he can attack with a chilling touch, doing 1-4 points of damage, but he will not initiate combat.



A labeled portrait of Santiago sits over a mantle of the fireplace in the east wall. This room also contains three dark green couches and several small coffee tables and end-tables. It was the leisure area for the various valets and butlers who lived in the outer ward. The walls are covered with blue and green vertically striped wallpaper. This large dark room was once lit by three large candelabra, but the ghostly glow given off by Santiago is now enough to light it.

Santiago is upset because his picture has been moved to this room. He is not aggressive, but instead he will ask that the adventurers move his portrait to Room 32, where it originally hung. He is unable to perform the task himself because he is only semi-material. If the adventurer's agree to help him he will pull a silver whistle out of his pocket. This is a real material whistle and when it is blown it will summon Santiago's ghostly hound. It is transparent and glowing, like Santiago, but can attack and be attacked normally.

Santiago's Hound (AC 6; MV 12"; HD 2+2; hp 18; #AT 1 bite; D 2-8; XP 89)

If the adventurers are willing, the hound will accompany them to Room 32, acting as a guide if necessary. It will fight for the adventurers if the circumstances arise, and it will accompany the party on their way back to this room. The hound's preferred route is through Rooms 43, 35, 34, and then to 32. If they take this route, they will meet the hobgoblins and half-elf in Room 43, unless the adventurers have already dealt with this encounter.

If they comply and return, he will reward them with the silver whistle before he disappears. The whistle can be sold and will be worth 300 gold pieces. However, if the adventurers keep the whistle, it can be used to summon the hound, who will then fight for the adventurers one time. If it reduced to 0 hit points, or in any case when the combat is over, the hound and whistle will vanish forever. Helping Santiago also gives the adventurers each a one-time 300 point bonus to experience points.

All the monsters on this level avoid this room because they are afraid of the occupants and there will be no wandering monster checks here.

## 55 Manservants' Dormitory

Three talon goblins are sharing a large flask of rather good brandy, but none of them has had enough alcohol to affect them adversely in combat.

Talon Goblin 1 (AC 6; MV 6"; HD 1-1; hp 1; #AT 1; D Spear; XP 11) 6 silver spanners

Talon Goblin 2 (AC 6; MV 6"; HD 1; hp 7; #AT 1; D Spear; XP 17) 15 silver spanners

Talon Goblin 3 (AC 6; MV 6"; HD 1-1; hp 4; #AT 1; D Scimitar; XP 14) 13 silver spanners

This was the sleeping chamber of the male house staff. The furnishings are adequate, but not particularly attractive or well made. Simple beds, enough to hold twenty seven men, are here. There are wooden dressers and wardrobes holding black uniforms and everyday clothing of the sort a peasant would wear.

## 56 Maids' Chamber

Two pyromaniac female talon goblins are throwing smaller pieces of furniture on a modest fire. They are each wearing maid uniforms which they have taken from Room 57 before they torched it.

Female Talon Goblin 1 (AC 7; MV 6"; HD 1-1; hp 3; #AT 1; D Dagger; XP 13) 2 copper earrings worth a total of 3 gold crescents

Female Talon Goblin 1 (AC 7; MV 6"; HD 1; hp 5; #AT 1; D Horseman's Flail; XP 15) copper and brass bracelet worth 4 gold crescents

This room contains more attractive furniture than that found in Room 54, decorated in pink and light blue stripes. The walls are wood and the floor is carpeted in light blue. A fireplace is in the west wall. Above the fireplace hangs a portrait of Alfonsina Triskelion the numerologist, a thin middle aged blond woman holding a globe on which are written thousands of tiny numbers.

## 57 Maids' Dormitory

This room has been burned out. The walls, once papered over, now show the exposed blackened stone. The overhead wooden beams are singed. The wooden door is also badly burned but still opens and closes. Nothing of value remains.

## 58 Master Suite Antechamber

One talon goblin stands guard here.

Talon Goblin (AC 6; MV 6"; HD 1; hp 7; #AT 1; D Morning Star; XP 17) he carries 3 copper pieces and 7 wooden tokens from Room 45 which he believes to be valuable

If the party engages in noisy combat, the three goblins in Room 60 will investigate.

The room has a light gray carpet marred by bloodstains. The battered but rich furniture has been pushed to the walls, which are papered in a blue and white diamond pattern. A fireplace is in the west wall. Near the ceiling is a wooden moulding with sailing ships carved on it. This room is where the talon goblins chop up captives and food and practice torture on victims. When the goblins want to eat they arrange the tables in the center of the room.

## 59 Master Suite Annex

The door to this room is locked and there is no light source. There is a hardwood floor and the walls are papered with the same pattern as that in Room 58. Inside are three prisoners: Antonio, a merchant, Rami, his daughter, and Barca Cetruzzo, an adventurer. They are clothed in rags and Barca has been beaten and has had his armor and weapons taken.

Antonio, Neutral Good normal sedentary male human (AC 10; MV 12", HD 1-4 hit points; hp 2; #AT 1; D By Weapon Type; SA Attacks at -2 "to hit"; XP 7)

Rami, Chaotic Good normal active female human (ACX 10; MV 12"; HD 1-4 hit points; hp 4; #AT 1; D By Weapon Type; SA Attacks at -1 "to hit"; XP 9)

Barca Cetruzzo, Chaotic Good male human Fighter (AC 10; MV 12"; F2; hp 3 (normally 9); #AT 1; D By Weapon Type +1 to damage due to strength; S 16, I 8, W 8, D 13, C 15, Ch 12; XP 26 (normally 38))

Antonio and Rami were part of a merchant caravan that was waylaid by the talon goblins. They will ask to be escorted out of the castle as soon as possible and Antonio will be able to offer a reward of 100 gold crescents for their rescue. Barca has been separated from his adventuring party and will ask the characters to help him find them.



## 60 Master Suite Visiting Room

Three talon goblins guard this area, although as noted they will rush into Room 58 if they hear fighting.

Karpaccio, an Oversized Talon Goblin (AC 5; MV 6"; HD 2; hp 11; #AT 1; D Military Fork, Dagger; XP 42) 6 gold crescents, 29 silver spanners, gilded helmet taken from room 42 worth 18 gold crescents

Talon Goblin 1 (AC 6; MV 6"; HD 1; hp 7; #AT 1; D Short Sword, Dagger; XP 17) 19 silver spanners, 1 gold crescent

Talon Goblin 2 (AC 6; MV 6"; HD 1; hp 8; #AT 1; D Scimitar; XP 18) 1 gold crescent, 4 silver spanners, 13 copper pieces

The rooms elegant furniture is largely intact, but some pieces have been marred by knife slashes. There is a desk and two chairs, a wardrobe, and a large table with some cheese on it. Five casks of salted pork are in the

northwest corner. There is a fireplace in the south wall and the walls are papered in a blue and white striped pattern. Five beautiful stained glass windows featuring green nymphs are present. The small room in the west wall is a walk-in closet containing green female horse-riding clothes and male formal wear.

## 61 Master Suite Bedroom

The master goblin and his three wives are here. Each of the wives wears human female clothing.

Straglietti, the master goblin (AC 4; MV 6"; HD 3; hp 14; #AT 1; D Bastard Sword or Dagger +1 to damage due to strength; XP 77) 14 gold crescents, 24 silver spanners, golden nose ring worth 8 gold crescents, key to Room 59, key to locked iron box under bed

3 Female Talon Goblins (AC 7; MV 6"; HD 1-1; hp 2, 4, 3; #AT 1; D Dagger; XP 12, 14, 13)

The first wife has a copper ankle bracelet worth 2 gold crescents and a pearl hairpin worth 1 gold crescent. The second wife has a silver necklace worth 5 gold crescents. The third wife wears a single silver earring worth 2 gold crescents.

If the characters are willing, they will find Straglietti to be more interested in peaceful negotiations than in being killed. However, should the characters somehow form an alliance with Straglietti, they will find him a graceless friend. Straglietti is not particularly bright, but he is also not stupid. He will attempt to feel out the party and assess strengths and weaknesses. If an alliance is made between him and the party, he will demand that they accept one of his wives as a peace offering (Janice, the 4 hit point wife), as she is a shrew and he is aching to be rid of her. He has the following goals:

1. He will first attempt to convince them to kill the Dragenbok (Room 41, this level) as he and the other talon goblins have a deep fear of this monster.
2. He will next try to get them to kill the talon goblin mage Ulixes (Second Floor Room 34).
3. If possible and he is working from a position of strength, he will attempt to extort money from the adventurers.

In return he can offer little. He would be willing to release the prisoners in Room 59 and allow the party safe passage through this floor whenever they like. Under no condition will he give up treasure or allow conscription of goblin troops. If placed under extreme duress, or if the DM finds it convenient, he may be willing to offer a talon goblin as a guide.

If the party has aided him, Straglietti will feel no loyalty. If he senses weakness (such as the party has visible wounds or fewer members) he will not hesitate to betray them, preferably when they are off-guard.

A beautiful four poster bed, now with stained and ripped bedding, is here. There is a lit fireplace in the south wall. An armoire and wardrobe are present. Once beautiful paintings graced the walls, but these have been slashed and discarded and crude drawings made from charcoal now decorate the walls. Two lovely stained glass windows featuring mountains with snowy tops are present.

Under the bed, the master goblin keeps his treasure:

Iron box with a lock on it

Gem (chrysoberyl, 100 gold crescents)

Triskelion signet ring (worth 1 gold crescent)

Elaborate jade snuff box (worth 38 gold crescents)

Elaborate cherrywood snuff box (worth 25 gold crescents)

181 copper pieces

16 silver spanners

8 gold crescents

4 gold mabans (dwarvish currency)

Long but shallow wooden box, not locked

Wand of Illumination (84 charges)

Potion of Super-Heroism (orange color, tastes buttery)

Scimitar wrapped in leather

Ivory carving of an elephant (worth 600 gold crescents)

Knife sheath (worth 3 copper pieces)

2,806 copper pieces

891 silver spanners

104 gold crescents

There is also a barrel of pickled fish and Barca's equipment: chainmail, shield (crest is a green griffon), and long sword.

## 62 Master Suite Bath

This room is lavishly decorated. The walls and floor are adorned with white tile. Two stained glass windows depicting bathing blue nymphs are present. There is a white porcelain toilet and a large ornamental brass bathtub. A white cabinet is against the east wall.

This room suffers from the same water shortage seen elsewhere in the outer ward but some water still drips from the bathtub faucets. The goblins have placed a teapot to catch the water. Only the master goblin and his wives use it as a restroom and as a rule they do not bathe.

The cabinet contains scented soaps, fragrant candles, and white towels. The front of the cabinet is decorated by a mermaid carrying a jug. A secret door connects the back of the cabinet to Room 52. It is operated by twisting the mermaid's jug, causing the false back of the cabinet (behind the shelves) to swing open.

## 63 Suite Antechamber

The two talon goblins stationed here are smoking a strange blue-green leaf from meerschaum pipes. They are somewhat apprehensive about the monster in Room 64 and are thus slightly easier to surprise by people entering from the hallway (extra 1 in 6 chance). If they have been warned by the goblins in Room 50 they will have normal chances of being surprised.

Talon Goblin 1 (AC 6; MV 6"; HD 1; hp 6; #AT 1; D Short Sword; XP 16) 6 silver spanners, 1 copper piece

Talon Goblin 2 (AC 6; MV 6"; HD 1; hp 5; #AT 1; D Hand Axe; XP 15) no wealth

The door to Room 64 is roughly barricaded by two of the couches and three wooden chairs (apparently brought from another room). The red and gray furniture is largely intact and the walls are papered in red. There is a dining table, a coffee table, a desk, two padded chairs, a bookcase, and several couches. A fireplace is in the east wall.

A coffee table holds two more meerschaum pipes and a small pouch of the same blue-green leaf. Each pipe is worth between 3 to 8 (1d6+2) gold crescents to a tobacco shop. The pipes the goblins are smoking are decorated with a bear and a unicorn. The pipes on the table are decorated with an old man's face and a devil face. The leaf is highly addictive. If sold it could fetch as much as 10 gold crescents to the right buyer.

Over the fireplace hangs a portrait of Vittorino Triskelion the alchemist, a bald elderly man with a kindly smile. It is labeled with his name and signed by the artist Patrizio Triskelion.

The small room in the south wall is a walk-in closet holding an old gray cloak decorated with fish and birds in blue and green (**Cloak of Protection +2**).

## 64 Suite Bedroom

A carrion crawler occupies this room. The talon goblins occasionally put prisoners in here for the sake of amusement.

Carrion Crawler (AC 3/7; MV 12"; HD 3+1; hp 14; #AT 8 tentacles; D Paralysis; XP 636)

There is a fireplace in the south wall. The walls have the same red wallpaper as that in Room 63. The bed is large and comfortable. There are four plain glass windows which open on hinges. There is an alcove in the southeast.

Beneath the bed is an overlooked foot locker containing a bottle of vinegar labeled "potion of healing", a pair of boots of elvenkind, a small red felt bag containing 17 silver spanners, and a marble statue of a cockatrice worth 35 gold crescents.

The alcove in the southeast contains a shrine to an ancient evil god of unknown provenance. This portion of the room is unnaturally cold and will detect as Neutral evil if a detection spell or device is used. The shrine itself is a marble platform with dozens of black candles and a small idol of an malformed humanoid figure. The idol is made of some strange green metal and appears slightly melted with runny features. It is cursed. Anyone who touches the idol must save versus spells or suffer -1 on "to hit" and saving throws for the next 1-4 days.

If anyone actually takes the idol out of the room, it will become heavier and heavier until they are unable to carry it. If the character states he or she wishes to return the idol to its shrine, they will be able to move it again, though it will still feel abnormally heavy until it is returned. If the idol is returned to the shrine, no further evil will occur. If the idol is not returned, but merely left somewhere, the offender will suffer a further curse, causing a loss of 2-5 strength points (to a minimum of 3) over the next 1-4 days. This effect will be permanent, until the idol is returned to its place or a heal, restoration, remove curse, wish, or alter reality is used.

## 65 Suite Bath

As in Room 62, the walls and floor are tiled in white. Here, however, a massive quantity of purple fungus is growing in the cracks between the tiles. Three dirty stained glass windows are in the south wall. There is a blue porcelain toilet and a huge brass bathtub. A white cabinet is against the west wall.

The fungus has a strange effect do to the spores it produces. Anyone staying in this room for more than 2 rounds must save versus poison or experience occasional

auditory hallucinations for the next twenty four hours. Check every 30 minutes or so, roll 1d6, on a 1 or 2 the character experiences a believable auditory hallucination appearing to come from a random direction. Consult the following table:

1d12	Hallucination Description
1	baby crying
2	frog croaking
3	whistling
4	a very loud heartbeat
5	cackling laughter
6	chanting
7	sounds coming from the behind the wall
8	water dripping
9	a young girl crying for help
10	a harsh voice saying the character's name
11	a door slamming shut
12	footsteps

The bathtub is equipped with hot and cold water faucets, but will not function.

The cabinet contains three sealed glass canisters. The first contains grain alcohol. The second contains witch hazel. The third contains cotton puffs. Hidden inside the cotton is a moonstone worth 75 gold crescents.

## 66 Taxidermy

This is a very large room filled with excellent examples of the taxidermist's art. Two carver bugs are here, see NEW MONSTERS. They are attempting to make a meal of a stuffed bear.

Carver Bugs (AC 5; MV 12"; HD 2; hp 12, 9; #AT 2 claws; D 2-9/2-9; SA +1 to hit, attacks as sword of sharpness; XP 52, 46)

Among the larger mounted animals there are an elk, two bears, five wolves, a lion, a hippogriff, a giant skunk, and three eagles (on well-made wooden perches resembling tree limbs). In addition there are scores of waterfowl, weasels, smaller cats, foxes, rabbits and similar creatures. Many of these animals are missing limbs and scraps of fur lie in testament to the many other trophies that were here at one time. Massive numbers of antlers and deer heads also line the walls.

A grand fireplace graces the east wall. Above the mantle is a portrait of Sergi Triskelion, the famous big game hunter. He appears as an overweight but vigorous middle aged man with a heavy beard and long black hair.

There are three other paintings. Two are portraits hanging on the north wall. One is of Luciana Triskelion, a girl of about 10 years old. She has straight black hair and very dark eyes. The next portrait is of her sister, Salvatrice. She appears to be about 8 years old and has curly blond hair and light green eyes. Like Sergi's portrait, these are labeled and signed by Patrizio Triskelion.

The final painting hangs on the south wall. It is labeled "The Hunt" and shows Sergi in chainmail and mounted on a large brown horse. He is charging a seven headed hydra, but each hydra's head has been replaced with the head of a rooster.

The walls are paneled in dark wood. The floor is likewise wood. The place is massively cobwebbed and the whole area has a musty smell.

## 67 Training Room

If the characters have not been to Room 43, they will be able to see and hear the 3 hobgoblins with their prisoner, because there is an arcade in the north and any noises made in the long hall (Room 43) are easily heard in Rooms 35 and 67. Furthermore, much of Room 35 can be viewed from this room.

This room was used by the guards and other worthies of the outer ward to practice. Wooden weapons and shields, training dummies, and such items are present. The walls are stone and the floor is wood. A huge fireplace is in the southwest corner. The staircase leads up to Room 33 on the First Floor.

## 68 Bridge

This area is a cobbled stone bridge to the Ground Level of the Inner Ward. It is open to the sky and affords a view of the steep drop to the south. It traverses a rushing river which flows from north to south and has a depth of about ten feet. The river emerges from a series of arches in the wall to the north and before reaching this point it is underground beneath the mountainside. The river becomes a steep waterfall just a few feet south of the castle, plunging down about 40 feet and emptying into a small lake before continuing as a river to the south.