

THE CASTLE TRISKELION

MEGA-DUNGEON



INNER WARD GROUND LEVEL

by Tim Stypinski

Triskelion – Inner Ward Ground Level

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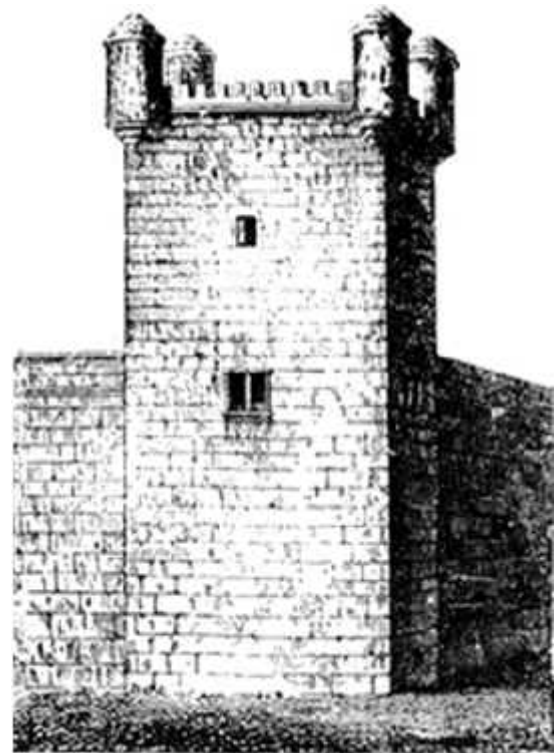
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Introduction

Documents Required

Using this level of the Castle Triskelion requires the following documents, also free for download from the & Publishing Group site.

- Introduction to the Outer Ward
- Outer Ward Ground Level
- Outer Ward Lower Level
- Outer Ward First Floor
- Outer Ward Second Floor
- Outer Ward Third Floor
- New Materials Volume I
- New Materials Volume II

The Outer Ward documents describe areas of the dungeon previously published. The *Introduction to the Outer Ward* and the two *New Materials Volumes* provides descriptions of new monsters and magic items. In particular, *New Materials Volume II* describes the following found on this dungeon level:

- Cross Worm
- Glutinous Gunge
- Jousting Wasp
- The Codex of Truth
- Moraxo's Magnificent Brown Ink
- Military Fork, Tempest

Some unique monsters are found in the text, such as the green goon monster from Room 63 and the chain hounds from Room 58. These creatures are fully detailed in the room description and do not have a separate entry in *New Materials Volume II*.

Basic Description

With regard to the layout of the place, this level features the dining halls and kitchens along with the throne room, library, and areas devoted to craftsmen. The majority of the rooms are of dressed stone, with wooden beams supporting the ceilings. Ceiling height is generally

twenty feet. Most rooms have sconces or cressets for candles or torches. Candelabra were also used extensively for lighting interior rooms.

The Ground Level of the Inner Ward directly connects to the First Floor, the Second Floor, and the Cellars of the Inner Ward. It also connects to the gardens to the west known as The Grounds from Room 45 In addition, it connects to Levels 1 and 2 of the Upper Dungeons and the Ground Level of the Outer Ward. A hole in Room 67 leads to a series of tunnels used by the rats.

Monsters in this Level

The *Ground Level* of the *Inner Ward* is a battleground between two factions. On the one side is a force of former Triskelion retainers, hobgoblins, who are loyal to Vicenne Triskelion and on the other there is a motley group of humanoids and brigands known as the Red Legs.

It is possible to ally with either of these factions. A good way to evaluate the possibility is to depend on reaction rolls. The most important reaction rolls are made when the player characters meet a member of the faction for the first time and when the player characters meet the leader of a faction. This is assuming, of course, that the characters and the castle dwellers don't slaughter each other on sight at first meeting

Vicenne Triskelion

Vicenne Triskelion (this floor, Room 47) is the twin brother of Emiliano. He is cunning, mad, and power hungry. He is frustrated by the rapid and utter decline of the Triskelion family and desires to return them to glory. Vicenne hates his brother Emiliano with a passion. He has captured him and locked him in a tower in the Outer Ward (Room 28, Third Floor of Outer Ward). Vicenne is looking for his brother's fiancée, Luisa (see The Upper Dungeons, Level 2), so he can kill her in front of his brother's eyes. He is ably served by several hobgoblins who have always been in the employ of the Triskelion family.

Should the adventurers find themselves in an alliance with Vicenne, he will always seek to maintain a position of leadership. It would be characteristic of him to accept an alliance with himself as senior partner, where his superiority is generally acknowledged. Vicenne is a

supplier of food and slaves to powerful individuals deeper in the dungeons through a network of goblins, hobgoblins, and evil men. Should he be forced to accept a position as a weaker partner of a group of powerful player characters, he will eventually call on reinforcements from his terrible allies (see *The Dungeons Lower Levels* in upcoming supplements) in an attempt to rid himself of the player characters in a violent ambush. The only thing that prevents him from calling upon these allies at the moment is that they demand a very heavy price for their direct services.

Vicenne finds himself inconvenienced by the Red Legs. In an alliance with player characters, he might ask them to infiltrate the Red Legs in order to gain intelligence about their numbers and strength. Another possibility is that he will try to use player characters as muscle to allow him to wipe out the Red Legs once and for all with a commando style raid involving the majority of his forces.

As a Triskelion, Vicenne has a good knowledge about the layout of the Castle (including areas being held by the Red Legs) and can provide mostly accurate details about it (and perhaps even crude and incomplete maps). Naturally, Vicenne is a scheming megalomaniac, so it is unlikely that he would reveal details about secret rooms or sites of treasure.

Nicostrato and the Red Legs

The Red Legs are a group of brigands consisting of humans, orcs, gnolls, and half-breeds. They are led by a ruthless woman named Sandrina Nicostrato (Room 11 of The Cellars). The goals of the Red Legs are simple. They exist to raid caravans and nearby villages and farmers. They use the castle as a base because the people who live nearby are afraid of its reputation (with good reason). The Red Legs get their name from the strips of red cloth they all wear around the calves and ankles. This is a method of allowing their victims, usually merchants or other hapless travelers, to realize that giving up is a better idea than fighting, for the Red Legs are known to kill to the last man those who fight back, while they usually spare the lives of those who give up immediately (so they can fleece them again in the future).

Sandrina is principally concerned with her own welfare and uses the Red Legs as a money-making venture. If she saw potential in allying with player characters, she might do so, as long as she did not have to give up any of her personal power.

She is not particularly interested in a full scale war to eliminate Vicenne, though she finds him a nuisance. The Red Legs prefer to maximize profit and minimize

casualties. She might coordinate attacks with player characters to strike at key areas where Vicenne keeps supplies or troops. She also might try to convince player characters to act on her behalf to draw up a truce between her and Vicenne.

Sandrina and her Red Legs are not as familiar with the castle as Vicenne is, and will not be able to give good directions or details. In the event of clashes that decimate her forces, Sandrina usually prefers to rest, recuperate, and gather new members (which she usually does from outlaws and humanoids who dwell outside the castle). If faced with extinction, she would rather relinquish her territory and find a safer place to conduct her illicit business. Above all, she will seek to keep herself safe and is willing to sacrifice the members of her bandit gang (or any player character allies) if the need arises. Remember that from her point of view her needs come first, then the Red Legs, then the wishes of the player characters.

Encounters and Dressings

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. Note that Red Legs or Triskelion hobgoblins will rarely abandon their posts to become wandering monsters.

Random Encounters

1d12	Description
1	1d2+1 butcher worms
2	1d2+1 carver bugs
3	1d2 cross worms (<i>New Materials Volume II</i>)
4	1d6+1 dementings
5	2d4 giant rats
6	1d2 large spiders
7	1d2 trigintipedes
8-9	Place creature from nearby room
10	Place creature from distant room
11	Place creature from adjacent level
12	Dungeon Dressing

Butcher Worm (AC 6; MV 9" HD 2+3; #AT 1 bite; D 1d6+2; XP 35 + 3/hp)

Carver Bug (AC 5; MV 12"; HD 2; #AT 2 claws; D 1d8+1/1d8+1; SA +1 to hit, attacks as sword of sharpness; XP 28 + 2/hp)

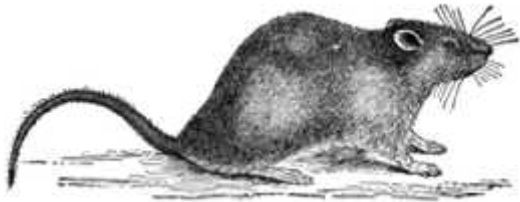
Cross Worm (AC 8; MV 10" HD 2+1; #AT 1 bite; D 1d4+1; SA Webs; XP 50 + 3/hp)

Dementing (AC 8; MV 12"; HD 1d4 hit points; #AT 1; D 1d3; SD Immune to sight-based attacks; XP 7 +1/hp)

Giant Rat (AC 7; MV 12"/6"; HD 1d4 hit points; #AT 1 bite; D 1d3; SA Disease; XP 7 + 1/hp)

Large Spider (AC 8; MV 6"*15"; HD 1+1; #AT 1 bite; D 1; SA Poison; XP 65 +2/hp)

Trigintipede (AC 7; MV 15"; HD 2; #AT 1 bite; D 1d4+1; SA Weakness; XP 65 + 2/hp)



Dungeon Dressing

1d10	Description
1	Water dripping from ceiling
2	Tinder box, with flint, in good working order
3	Necklace made from wolf fangs
4	Stray piece of paper marked by illegible runes
5	Four iron nails
6	Pottery shards
7	Barrel of raisins, edible
8	Wheezing sound coming from random cardinal direction
9	Mummified finger in a spice box
10	Chipped clay mug

Encounter Areas

1 Long Hall

The doors leading to this hall from the Outer Ward are metal and are unusually heavy. They are constructed to allow them to be barred from the inside, but the bars are not present. This wide and long hall is decorated by large shields with the Triskelion motif. There are several arcades giving access to Rooms 2 and 56.

2 Feast Hall

This monstrously huge room was used for large scale dining. There is a central depression which is fifteen feet below the floor level and the ceiling height of this area is greater than the outer rim. The ceiling height of the outer rim is twenty feet, while that of the central area is thirty-eight feet above the door level, or fifty three above the depressed floor.

The depressed area can be reached by several staircases scattered about the room. A wooden rail wraps around the area to prevent falls. The outer rim is floored in stone blocks and the lower area is strong wooden beams. There are many wooden benches and tables scattered throughout the area, but other portions are bare, as these pieces have been taken by the Red Legs to use as firewood and for their own furniture. Forty three antler horn chandeliers hang from the ceiling. Five are missing, crashed in the depressed area. Small open arched

windows allow persons on the First Floor in Rooms 1, 3, and 61 to look into this space.

The stairs in the northwest corner ascend to Room 1 on the First Floor. The door leading to the cooks and scullery maids quarters (Rooms 5 to 8 on this floor) is barred from the inside by a plank of wood. The doors to Room 3 are locked from the Kitchen's side. These are all precautions taken by the Red Legs to keep out monsters.

The site designated 'X' refers to a leak of cold water raining down from Room 8 on the First Floor. The leak is a steady drip causing a large puddle. It has not yet flooded into the depressed area. There are six huge stained glass windows in the north wall and thirteen more in the east wall depicted battles between men, giants, dragons, and similar fantastic creatures.

3 Kitchen

The doors to Room 2 are locked from this side. Two brigands are on guard here. They are playing dice and not paying attention, so they will be surprised on a 1d3, unless the characters make a lot of noise breaking down the doors.

Brigand 1 (AC 8; MV 12"; HD 1d6 hit points; hp 5; #AT 1; D Short sword; XP 10) leather armor, 7 silver spanners, 6 copper pieces

Brigand 2 (AC 8; MV 12"; HD 1d6 hit points; hp 2; #AT 1; D Scimitar; XP 7) leather armor, 4 silver spanners, 2 copper pieces

These men wear strips of red cloth tied about their lower legs, identifying them as members of the infamous Red Legs.

There are three large brick ovens, about a dozen metal and wood work tables, two freestanding butcher blocks, and many wooden cabinets. There are large numbers of cooking utensils, pots, and pans hanging from hooks. The large room has stone floors and dressed stone walls. Candle sconces with mirrored backs provided lighting at night. A pump faucet and animal skin hose in the west wall dispenses cold water. Three piles of firewood are here. The stairs go down to Room 1 of The Cellars.

The wooden cabinets contain ingredients such as flour, spices, sugar, etc. Most of these are still good while others are stale, rotten, or otherwise unusable.

4 Larder

This large room is paneled in oak and lined by shelves, with no windows. There are forty three crates (each about three feet by three feet by one foot). Roll for random contents:

1d20	Description
1	Glass jars of honey
2	Glass jars of pickled eggs and pigs feet
3	Rotted mushrooms
4-5	Rotted vegetables or fruits, type not able to be determined
6	Bags of flour (barley, wheat, or rye)
7	Glass jars of cooking oil
8	Bags of sugar
9	Bags of sea salt
10	Small glass jars of spices (cinnamon, nutmeg, etc)
11	Glass jars of jams and jellies (strawberry, grape, etc)
12	Bags of dried beans
13	Salted pork
14	Salted fish
15	Lard
16	Beef jerky
17-20	Empty

5 Bed Chamber

The door to this room is capable of being locked, but is not. This room was originally the living quarters of the

head cook, but it is now being used by a half orc member of the Red Legs.

Hamek, Chaotic Evil female half orc Fighter (AC 4; MV 9"; F2; hp 9; #AT 1; D Broadsword or silver dagger +1 to damage due to strength; S 16, I 10, W 10, D 13, C 16, Ch 9; XP 62)

She wears chainmail and uses a shield. She has a pouch with 17 gold crescents, 3 silver spanners, 14 copper pieces, the key to the footlocker, the key to this door, and a turquoise gem worth 10 gold crescents. Like the brigands in Room 3, she wears red strips of cloth around her lower legs.

This room is paneled in oak and papered over in white. The floor is wood with a muddy oval red rug. There are a messy bed, a lit candelabra, and a footlocker. The footlocker is locked and contains a bag with 43 silver spanners and a normal dagger.

6 Bed Chamber

The door to this room is capable of being locked, but is not. This room was a scullery maid's dormitory, but it is now being used by two female members of the Red Legs.

Brigand 1 (AC 8; MV 12"; HD 1d6 hit points; hp 4; #AT 1; D Long sword; XP 9) leather armor, 12 silver spanners, 4 copper pieces

Brigand 2 (AC 8; MV 12"; HD 1d6 hit points; hp 3; #AT 1; D Long sword; XP 8) leather armor, 8 silver spanners

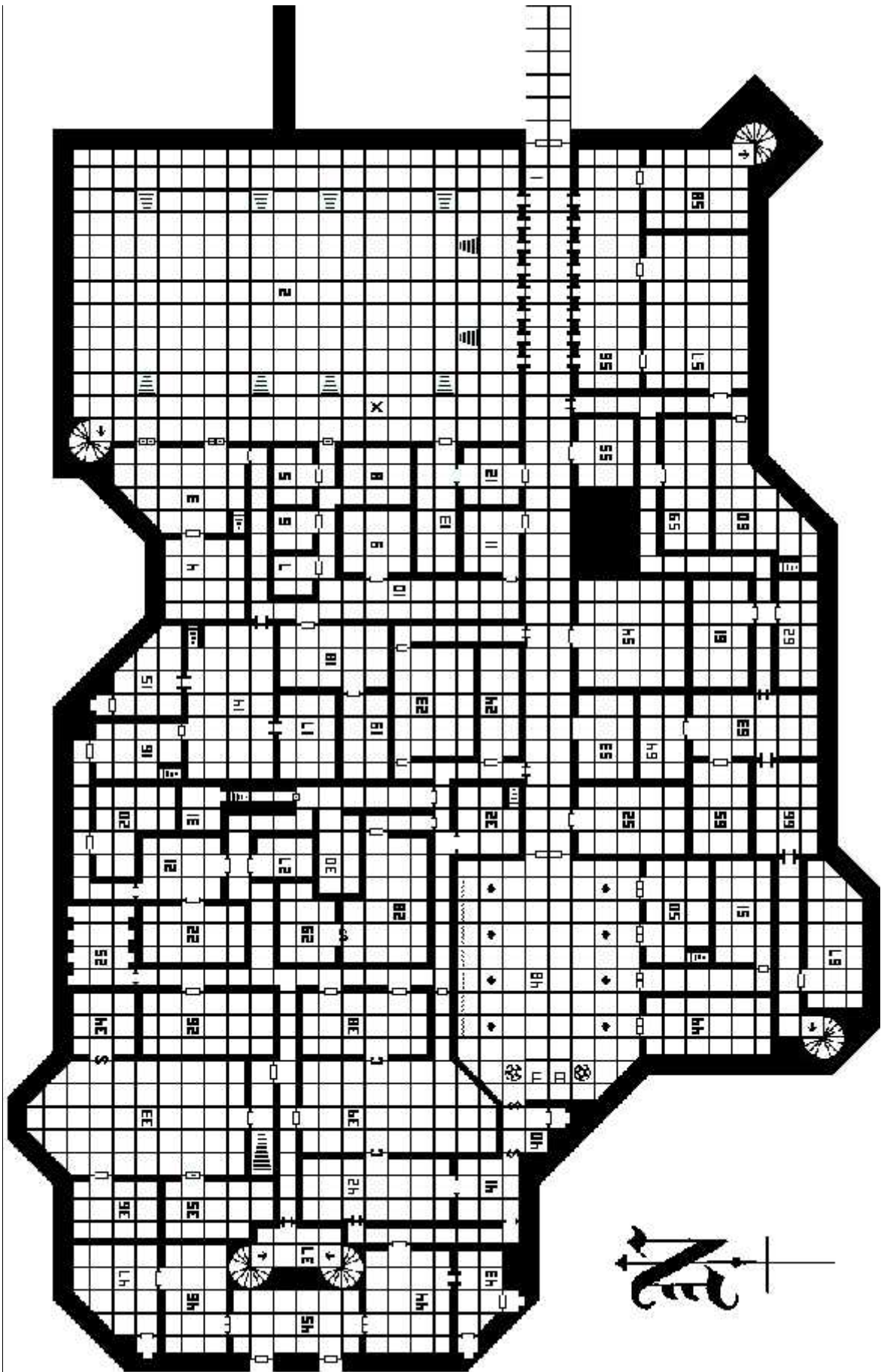
Like the others, these women wear red cloth on their legs. There is a lit candelabra and there are two modest beds with white sheets and blankets. A wardrobe holds maid's uniforms.

7 Bed Chamber

The door to this room is capable of being locked, but is not. The room smells heavily of lavender because someone has thrown a bottle of perfume, and there are still a few shards of glass on the floor, but there is no furniture except for some scraps of carpeting. Sometimes a few members of the Red Legs sleep here.

8 Barracks

The door to this room is missing, having been broken in. This room is occupied by five humanoid Red Legs, wearing the now familiar red cloths on their legs, taking a meal. Note that these monsters will certainly hear anyone busting through the door to the east to Room 2 and they will go investigate.



Orc 1 (AC 6; MV 9"; HD 1; hp 4; #AT 1; D Morning star; XP 14) 1 gold crescent, 6 silver spanners, 12 copper pieces

Orc 2 (AC 6; MV 9"; HD 1; hp 5; #AT 1; D Battle axe; XP 15) 5 silver spanners, 14 copper pieces

Orc 3 (AC 6; MV 9"; HD 1; hp 7; #AT 1; D Scimitar; XP 17) 7 silver spanners

Gnoll 1 (AC 5; MV 9"; HD 2; hp 10; #AT 1; D Footman's flail + 1 to damage due to strength; XP 40) 2 gold crescents, 6 silver spanners, 8 copper pieces

Gnoll 2 (AC 5; MV 9"; HD 2; hp 7; #AT 1; D Bastard sword + 1 to damage due to strength; XP 34) 3 gold crescents, 4 silver spanners, 3 copper pieces

This room was originally a bedchamber for the serving men who attended the banquet guests. There are four burning torches, each of which has been set in a crude wall bracket. There are seven beds, each of which is soiled and stained from use by the unclean humanoids. In the center of the room two wardrobes have been upended and pushed together; along with the missing door they form a crude table. A mixture of fresh and not-so-fresh beef and chicken are on the flat surface along with a flagon of ale and five cups.

9 Barracks

The door to this room is capable of being locked, but is not. Several humanoid Red Legs are sitting down, ripping chunks off a pair of spit-roasted boars, and drinking from wineskins.

Orc 1 (AC 6; MV 9"; HD 1; hp 5; #AT 1; D Footman's mace; XP 15) 3 gold crescents, 5 silver spanners

Orc 2 (AC 6; MV 9"; HD 1; hp 2; #AT 1; D Short sword; XP 12) 2 silver spanners, 4 copper pieces

Orc 3 (AC 6; MV 9"; HD 1; hp 5; #AT 1; D Scimitar; XP 15) 7 silver spanners, 4 copper pieces

Orc 4 (AC 6; MV 9"; HD 1; hp 4; #AT 1; D Broadsword; XP 14) 6 silver spanners, 6 copper pieces

Gnoll (AC 5; MV 9"; HD 2; hp 9; #AT 1; D Morning star + 1 to damage due to strength; XP 38) 5 gold crescents, 4 silver spanners, 17 copper pieces

Half orc half gnoll, looks like a tall furry orc (AC 5; MV 9"; HD 2; hp 7; #AT 1; D Battle axe +1 to damage due to strength; XP 34) gold nose ring worth 2 gold crescents, 1 gold crescent, 3 silver spanners, 3 copper pieces

The room is lit by torches. Six piles of canvas and fur are on the ground, serving as beds.

10 Wide Hall

Three members of the Red Legs will always be on guard here, usually seated. Like the humanoids in Room 8, they will respond to someone breaking in the door near Room 5.

Brigand 1 (AC 7; MV 12"; HD 1d6 hit points; hp 5; #AT 1; D Short sword or short bow; XP 12) leather armor and shield, 17 arrows, 42 silver spanners, 17 copper pieces

Brigand 2 (AC 8; MV 12"; HD 1d6 hit points; hp 2; #AT 1; D Hand axe or short bow; XP 9) leather armor, 15 arrows, 17 silver spanners, 23 copper pieces

Orc (AC 6; MV 9"; HD 1; hp 4; #AT 1; D Scimitar; XP 14) 13 silver spanners, 13 copper pieces

The room is lit by torches.

11 Guard Room

The door to the south is capable of being barred, although it is not barred now. It is, however, equipped with several bells which will alert the five Red Legs who are here. This will negate surprise from that direction under normal circumstances.

Sabrucci, Neutral Evil male half orc Cleric/Assassin (AC 7; MV 12"; C2/A2; hp 10; #AT 1; D **Battle Axe +1**; S 15, I 11, W 13, D 12, C 14, Ch 8; XP 80)

First Level Cleric Spells: *Cure Light Wounds*, *Protection From Good*

He wears leather armor and a black cloak and uses a shield. He has a **Battle Axe +1**, a holy symbol to Um Uot, a gold ring worth 35 gold crescents and a pouch with 23 gold crescents, 18 silver spanners, 54 copper pieces, three glass vials of human blood (for the *Protection From Good* spell) and the key to the chest in room 17.

Leonid, Chaotic Evil male human Fighter (AC 4; MV 9"; F1; hp 8; #AT 1; D Broadsword or dagger +1 to hit & damage due to strength; S 17, I 8, W 7, D 15, C 16, CH 6; XP 36)

Leonid is bald and his face is horribly burned after surviving a fierce fire. He uses chainmail and a shield but eschews a helmet. He wears a backpack and it holds a labeled **Potion of Climbing** (green liquid, tastes like broccoli) in a metal flask, four torches, flint and steel, a pair of leather gloves, a bag of 12 gold crescents, and a silver mirror.

Brigand (AC 7; MV 9"; HD 1d6 hit points; hp 6; #AT 1; D Military fork; XP 11) studded leather armor, 16 silver spanners, 14 copper pieces

Orc 1 (AC 6; MV 9"; HD 1; hp 5; #AT 1; D Scimitar; XP 15) 10 silver spanners, 16 copper pieces

Orc 2 (AC 6; MV 9"; HD 1; hp 4; #AT 1; D Scimitar; XP 14) 15 silver spanners

The room is lit by three candelabra. There are six chairs and a large circular table with cooked venison in still recognizable chunks. A cask of wine and a barrel of beer (tapped) are in the northeast corner.

12 Coat Room

This south door to this room has two one-foot diameter holes chewed through the wood. The room is occupied by several jousting wasps (see *New Materials Volume II*).

9 Jousting Wasps (AC 5; MV 3"/15"; HD 1d4 hit points; hp 4, 2, 3, 3, 3, 3, 1, 3; #AT 1 sting; D 1-2; SA Attack as 4 HD monster on first attack; XP 9, 7, 8, 8, 8, 8, 6, 8)



The room is paneled in dark stained wood, with matching floors. It has a heady smell of pine and racks of Triskelion uniforms and cold weather garments are here. The wasps have made their nest on the ceiling, out of a paper-like substance. Inside are several grubs (1 hit point each) with no effective attack.

If a diligent search is made through the pockets of the coats, the searcher will discover a small beaded purse holding 13 silver spanners, 17 copper pieces, and a decorated silver scroll case worth 50 gold crescents. The case holds a scroll with the illusionist spell *confusion*.

13 Furniture Storage

There are perhaps a dozen unlit torches along the walls. Twelve long wooden benches and seventeen wooden chairs are here. These are extras to be used if the furniture in feast hall ever needed to be replaced.

14 Bakery

One bored Red Leg is on guard here.

Brigand (AC 8; MV 12"; HD 1d6 hit points; hp 3; #AT 1; D Scimitar; XP 8) leather armor, 12 silver spanners, 6 copper pieces, small silver earring worth 7 silver spanners

This room is even larger than the kitchen. Sconces for candles and torches are here, and most are lit. There are three great brick ovens and seven wooden work tables. Wooden utensils, rolling pins, etc. are present. Eighteen tall wooden cabinets contain flour, sugar, and other cooking necessities. Most is stale or infested with vermin. Stairs go up to Room 13 of the First Floor.

15 Wash Room

This room was used for washing dishes and as a source of water for cooking needs. The walls are dressed stone dripping with moisture. The floors are paved stone and grates are present to catch spilled water. Hot and cold pump faucets are present over a metal basin along the west wall. A water closet is located to the north. It is remarkable only for its stench as it has seen lots of duty recently.

16 Brewery

It is obvious that this room is still in use, as the wonderful scent of fresh beer is strong. In fact, four Red Legs are currently making beer here.

Brewmaster Poleson, Lawful Evil male human Fighter (AC 9; MV 12"; F3; hp 19; #AT 1; D Mash paddle +1 to-hit, +3 to damage due to strength; S 18/12, I 14, W 13, D 14, C 14, Ch 13; XP 136)

The Brewmaster is a very large man with sandy hair and a giant moustache. He fights with a mash paddle, treat as a club. He has a pouch containing 42 gold crescents, 12 silver spanners, and 6 copper pieces.

Brigand 1 (AC 9; MV 12"; HD 1d6 hit points; hp 4; #AT 1; D Short sword; XP 9) leather apron, 5 silver spanners, 8 copper pieces

Brigand 2 (AC 9; MV 12"; HD 1d6 hit points; hp 2; #AT 1; D Short sword or dart; XP 7) leather apron, 6 darts, 6 silver spanners, 9 copper pieces

Brigand 3 (AC 9; MV 12"; HD 1d6 hit points; hp 5; #AT 1; D Scimitar; XP 10) leather apron, 8 silver spanners, 21 copper pieces

The Red Legs leather aprons give them a base AC of 9. The room is well lit by torches on the walls and there are four monstrous vats. Barrels hold ingredients for making beer, such as hops and yeast. A pump faucet is in the east wall, sharing its water supply with Room 15. Stairs go down to the wine cellar, Room 11 of The Cellars.

17 Confectionary

There is a brick oven against the east wall. Dozens of brightly colored wooden boxes are on the floor. A large table holds several weapons and a huge barrel is in the northeast corner. The west wall holds a jury rigged weapon's rack holding numerous weapons. A pile of supplies and three chests are near the south wall. The walls hold cressets and torches, but none are lit.

The colorful wooden boxes on the floor are labeled as supplies of spices, syrup, honey, sugar, and other sweets, but no actual candy is here because the Red Legs are using the room as a weapons locker.

There are six short bows, four long bows, and eleven empty quivers on the table. Supplies of wood and gut are here along with feathers and wooden shafts for making more bows and arrows.

The barrel holds four hundred and twelve arrows.

On the weapon rack there are sixteen glaives, four scimitars, three short swords, twelve daggers, and a footman's flail.

The supplies against the south wall are six sets of man-sized leather armor, fifteen shields, six shovels, and three hooded lanterns.

The first chest holds five hundred feet of rope, fifty two iron spikes, a box of colored chalks, and seventeen white candles.

The second chest is locked and holds sixteen flasks of oil in straw, a bag of 55 gold crescents, a tinderbox, and a set of thieves' tools in a leather case.

The final chest holds twenty caltrops, ten feet of cord, thirteen bottles of red wine and sixty seven torches.

18 Abattoir

Three Red Legs are brutalizing a captured hobgoblin sergeant who is tied to a chair. They are using their fists and will need to draw their weapons if interrupted, wasting a round unless the party is surprised.

Brigand (AC 8; MV 12"; HD 1d6 hit points; hp 3; #AT 1; D Scimitar; XP 8) leather armor, 1 silver spanner, 13 copper pieces

Orc 1 (AC 6; MV 9"; HD 1; hp 4; #AT 1; D Club; XP 14) 5 silver spanners, 7 copper pieces

Orc 2 (AC 6; MV 9"; HD 1; hp 4; #AT 1; D Hand axe; XP 14) 13 silver spanners, 14 copper pieces

Hobgoblin (AC 5; MV 9"; HD 1+1; hp 2 (normally 9); #AT 1; D By weapon type; XP 24 (normally 38))

The hobgoblin, Skall, will transfer his loyalty to the party if rescued. Strangely enough, he is entirely dependable.

This place smells like death and grisly pieces of flesh and brown blood stains create a foul coat on the floor. A single lit torch projects from a sconce along the west wall.

19 Meat Locker

The doors to this room are made of metal and are encrusted with frost. Touching the door with an unprotected hand or ear will cause pain. This room has white plaster walls and a white tile floor with a drain in it. It is extremely cold (staying in this room will cause 1 hp/round damage starting on the third round, unless protected by warm clothing or magic). The cold is pervasive and no source can be found for it. There is enough food here to feed the Red Legs for a month. Venison, beef, pork, and game birds make up the bulk of the foodstuffs.

20 Dry Goods Storage

The walls are paneled in an unfamiliar yellow wood and the floor is stone. The room holds seventeen unlabeled wooden crates of various sizes which hold the following:

Crate	Contents
1-5	Broken into, contents removed
6	Four huge wheels of hard cheese wrapped in wax
7	Desiccated naked human male corpse with the sewed-on head of a pig
8	Broken into, contents removed
9	Jars of walnuts
10	Broken into, contents removed
12	Jars of pickles
13	Smaller wooden boxes holding tea leaves
14-15	Jugs of vinegar
16	Broken into, contents removed
17	Twenty flasks of oil in a bed of straw

21 Servants' Dining Room

This room is being held as a defensible position by the six Red Legs that are here. They are especially wary of the south door and there is only a 1 in 6 chance of surprising them if the party enters from the south. If the party does enter from the south and seems too strong to fight off, they will break off combat and run north, seeking to warn the other Red Legs of the invaders.

Handsome Carl, Neutral Evil male human Thief (AC 6; MV 12"; T2; hp 7; #AT 1; D Short sword and dagger; S 9, I 11, W 13, D 16, C 10, CH 18; XP 56)

Thief skills: PP 35%, OL 34% F/RT 25% MS 21% HS 15% HN 10% CW 86% RL -

He wears leather armor and fights with a weapon in each hand (-1 / -3 to hit for sword and dagger, respectively). He is very cowardly and will be the first to flee if the Red Legs are losing a fight. He wears a backpack containing thieves' tools and flint and steel. It also holds two metal canisters. They contain a **Potion of Sweet Water** (a colorless liquid with pleasant taste) and **Oil of Slipperiness** (black viscous fluid, tastes like olive oil).

Nagatha, Chaotic Evil female human Fighter (AC 7; MV 9"; F1; hp 6; #AT 1; D Short sword or short bow; S 13; I 12; W 8; D 13; C 12; CH 8; XP 32)

She wears studded leather armor and has 21 arrows, 3 silver arrows, 6 silver spanners, and 13 copper pieces

Skiddge, Lawful Evil male half orc Fighter (AC 6; MV 9"; F1; hp 7; #AT 1; D Footman's mace, dagger, or sling; S 15, I 7, W 7, D 12, C 16, CH 4; XP 34)

He wears ring mail and uses a normal sized shield. He has a sling with 25 bullets. His pouch holds 43 copper pieces and a tiger eye gem worth 15 gold crescents.

Orc 1 (AC 6; MV 9"; HD 1; hp 6; #AT 1; D Spear; XP 16) 17 silver spanners, 14 copper pieces

Orc 2 (AC 6; MV 9"; HD 1; hp 4; #AT 1; D Short sword or dagger; XP 14) 4 silver spanners, 4 copper pieces

Orc 3 (AC 6; MV 9"; HD 1; hp 3; #AT 1; D Battle axe; XP 13) 6 silver spanners, 8 copper pieces

Before being converted into an outpost by the Red Legs this room was a dining room for the various servants who lived in the nearby dormitories. There are four round wooden tables and seventeen wooden chairs. Cupboards worked into the walls hold plates, bowls, cutlery, and napkins.

22 Servants' Quarters

This room is used as sleeping quarters by the Red Legs, as it was originally a dormitory for various serving men in Triskelion employ. Out of the original twenty beds in this room seventeen remain. They are in various states of tidiness, depending upon their owners. No items of any value are kept here.

23 Smoke House

This large dark room was used to smoke meat and it has an appropriate smell. Two ghouls have been drawn here by the aroma and will attack immediately with wild shrieks.

2 Ghouls (AC 6; MV 9"; HD 2; hp 9, 10; #AT 2 claws, 1 bite; D 1d3/1d3/1d6; SA Paralysis; SD Limited spell immunity; XP 83, 85)

The walls, ceiling, and floor are made of wood planks. Four large raised wood-burning brick kilns are here, with racks placed above them to hold the food that was to be smoked.

24 Storage Room

There are many shelves and cabinets along the walls. They contain plates, dishes, eating and cooking utensils of every sort. A diligent search (2 turns or more) will be rewarded by a complete set of elegant silverware for six worth a total of 15 gold crescents.

25 Wash Room

The walls and floor are stone. The toilets in this room are crude planks of wood with holes. There is a hand pump on the east wall which dispenses icy cold water.

26 Servants' Quarters

Twelve plain beds with white bedsheets are here. On each bed is a corpse which is completely wrapped in white sheets, so tightly that they are adhered to the skin. These bodies will begin to rise as restless dead when disturbed, four each round until all twelve are attacking.

12 Restless Dead (AC 9; MV 9"; HD 1+2; hp 7 each; #AT 1; D 1d6; SD Immune to sleep, charm, hold, and cold-based attacks; XP 34 each) They can be turned as 'Special'.

A dresser is against the north wall and four wardrobes are against the west wall. The dresser contains white clothing, a small box holding 58 copper pieces, and a small silver statue of a fox worth 4 gold crescents. The wardrobes hold white clothing and coats.

27 Servants' Quarters

The walls are hideously papered in green and yellow stripes, and there are four beds with sheets and blankets of similar green and yellow stripes. The floors are yellowed wood and a 10' square green and yellow striped throw rug is present in the center of the room. A large chest is against the south wall and a painting of a Triskelion statue is on the west wall.

If anyone touches or steps on the throw rug, or if anyone tampers with the chest, they will both animate and attack as if they were affected by the clerical *animate object* spell.

Animated Rug (AC 8; MV 2"; HD 3; hp 19; #AT 1; D Strangle; XP 117)

If it strikes, it will do no damage the first round, but 1d6 points of strangulation/smothering damage each round thereafter, not requiring additional "to hit" rolls. It takes double damage from fire and sharp-edged weapons but is immune to blunt weapons.

Animated Chest (AC 4; MV 6"; HD 4; hp 21; #AT 1; D 2d4; XP 144)

It can attack once per round with its lid, smashing for 2d4 points of damage. It takes double damage from fire and cutting weapons such as axes.

A small trapdoor is under the rug. Opening it reveals small wooden cubby holding a bag of 27 gold crescents and a bloodstone of base value of 50 gold crescents.

28 Bank

Purple carpets run the length of the room. In the center of the floor is a large cast iron safe lying on its side with its door ripped off. There are two wooden desks with chairs and a massive bookcase is against the east wall.

Anyone examining the ruined safe will realize that it took incredible strength to rip the door off. It is actually only a 'dummy safe'. The real valuables are kept in Room 29.

Each of the desks has drawers containing paper, inkwells, and quills. The bookcase holds bank ledgers.

The door to Room 29 is a locked secret door disguised as a partition of the wall. If it is found, it will open easily if the paymaster's key is used (see Outer Ward Second Floor Room 13). Otherwise, normal chances to force this locked door are cut in half, as it is specially reinforced. It will, of course, open to a *knock* spell or similar magic.

29 Vault

This room has walls of stone and paved stone floors. The bankers and paymasters kept a significant amount of

wealth here, most of it belonging to other people. The following items can be found (assume currency is Sarcocoy unless otherwise described):

#1 Locked wooden chest labeled with Triskelion seal (the paymaster's chest)

- Small sack with 75 gold crescents
- Small sack with 198 silver spanners
- 3 large sacks with total of 2,325 copper pieces

#2 Silver Coffin valued at 75 gold crescents

- 210 Poict copper real pennies
- 14 Poict silver pannisters
- 6 Poict gold stars
- Gem (banded agate, 10 gold crescents)
- Gem (zircon, 50 gold crescents)
- Silver bracelet with face-of-vampire design (110 gold crescents)

#3 Cherry wood musical instrument case

- Lyre of Building
- Small silk purse with 13 Sealean copper zithers and 2 Sealean gold harps

#4 Fancy iron box valued at 15 gold crescents

- 242 copper pieces
- 179 silver spanners
- 81 gold crescents

#5 Locked wooden chest with poison needle (giant spider venom, save or die)

- Two **Potions of Healing** (blue with taste of apple-cinnamon)
- Three empty leather scroll cases
- Three gems (star rose quartz, 50 gold crescents each)
- **Periap of Wound Closure** (looks like star rose quartz, with an apparent value of 50 gold crescents)

#6 Locked metal strongbox marked by insignia of a crown

- 12 Jalluxian copper galleons
- 217 Jalluxian silver stars
- 7 Jalluxian gold dragons
- 4 Jalluxian platinum imperials
- Jade and gold necklace (700 gold crescent value)

#7 Small thin wooden box

- **Wand of Magic Detection** (metal and wood, 15" long and slender, 64 charges, trigger word is "Detekto Majeeko" written on side)

#8 Locked heavy wooden box

- Three fine vellum scrolls (5 gold crescents each)
- Carved ivory scroll tube (worth 30 gold crescents)
- 1 bottle of **Moraxo's Magnificent Brown Ink** (see *New Materials Volume II*).
- Green felt bag holding 10 Sarcocystis gold crescents and 17 Fribourg gold griffons

#9 Large wooden chest

- 215 gold crescents
- 4 wooden sculptures of boars (valued at 20 gold crescents each)

#10 Locked small iron box

- 435 silver spanners

#11 A suit of antique bronze plate mail armor (valued at 300 gold crescents)

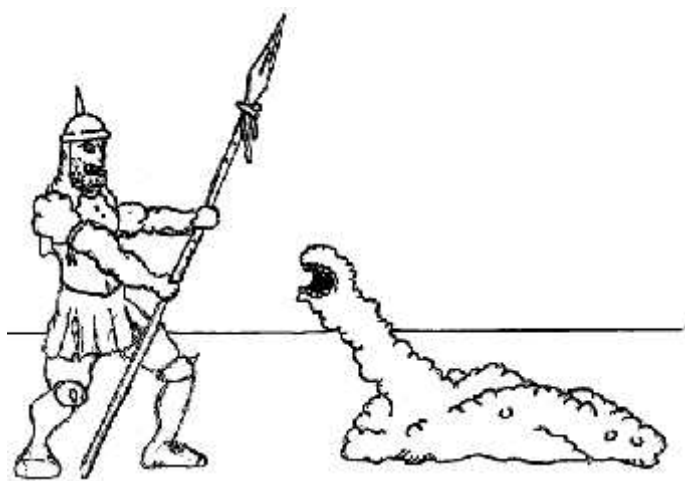
#12 Small wood box marked by the letter 'L'

- Three pounds of exotic spice wrapped in crumbling leaves (33 gold crescents)

30 Jeweler's Workshop

This room was the workplace of Grimo Jobenheim, the gnome jeweler who was employed by the Triskelions. The door to this room is smashed in and the once strong lock is broken. This room has become inhabited by a glutinous gunge (see *New Materials Volume II*).

Glutinous Gunge (AC 5; MV 3"; HD 3+2; hp 14; #AT 1; D 2d4; SD Sticky; XP 141)



The dressed stone walls are obscured by curtains of green and gold and the floor is wood. Badly damaged technical equipment is unceremoniously scattered about. There is a

small table near the north wall holding several glass boxes. A large work table and chair are near the west wall.

The six glass boxes on the north table are empty jewelry display cases. The glass has been broken in an obvious theft.

The large chair by the work table is specially made for a gnome, complete with a raised seat and small steps. There is a hidden panel behind the chair (check as for a secret door) with a space containing Grimo's secret stash of gems which have not been stolen: an opal (750 gold crescents), a topaz (500 gold crescents), three 100 gold crescent gems (garnets), three 50 gold crescent gems (star rose quartz), and four 10 gold crescent gems (tiger eye agate).

31 Gnome Sized Room

The green wooden door to the corridor leading to this room is only four feet high and is locked. The corridor leading to this room has a set of stairs which ascend fifteen feet, but the ceiling does not change, meaning the northern portion of the corridor and the room has a ceiling height of only five feet.

There is a small table against the east wall and wooden chest is against the north wall. A small but tidy bed is in the northwest corner. Beside it is another simple wooden table. A small bookcase is near the south wall. The room is paneled in oak and features seven painted portraits of male and female gnomes.

The east table holds a black leather bag with a Triskelion crest. It holds 4 gold crescents.

The wooden chest near the north wall is locked. It holds a glass vial labeled "gem oil" and dwarfish coinage: 2 gold mabans, 6 electrum lugdushes, 17 silver khurams and 44 copper ganes. The vial holds a special clear viscid oil, which, if applied to any gem (except pearls) causes it to temporarily glow with a peculiar but beautiful luster. Following the application, roll 1d4 on the following table to determine how the gem increases in value:

Die	Result
1	Gem increases to next higher base value. Gems above 5,000 gold crescent value increase as follows: 10,000, 25,000, 50,000, 100,000, 250,000, 500,000, and 1,000,000 – the maximum.
2	Stone is double base value.
3-4	Stone is 10% to 60% above base value. Roll d6 to find new value.

There are four applications remaining.

The table next to the bed holds the following carved wooden items: a bowl, a spoon, a knife, a fork, a plate, and a cup. Each is decorated with fanciful figures of woodland wildlife. Also on the table is a hooded lantern and six vials of lamp oil.

The bookcase holds four books detailing the jewelry trade. It will take one month of game time to learn the lessons that the books can teach, along with access to appropriate equipment. At the end of this time the person must roll on Intelligence Table II of the *Players Handbook*, page 10, as if they were a magic user attempting to use a spell. Those who succeed will gain the abilities of a jeweler-gem cutter at random % rolls for each skill (see *DMG* page 30). Racial modifiers will apply, so a dwarf will get a 20% bonus to both rolls while a gnome will get a 30% bonus to the gem cutting roll only. Anyone who already has these skills will gain a bonus on 1d6% in each skill area, if they succeed in their roll. The books, as a set, have a possible retail value of up to 5000 gold crescents, depending on where the characters try to sell them (more money in a large wealthy city).

32 Guard Room

Three hobgoblins wearing Triskelion livery are here.

Hobgoblin 1 (AC 5; MV 9"; HD 1+1; hp 6; #AT 1; D Black iron morning star; XP 32) 6 gold crescents, 7 silver spanners, 4 copper pieces

Hobgoblin 2 (AC 5; MV 9"; HD 1+1; hp 5; #AT 1; D Black iron morning star; XP 30) 4 gold crescents, 8 silver spanners, 16 copper pieces

Hobgoblin 3 (AC 5; MV 9"; HD 1+1; hp 5; #AT 1; D Black iron morning star; XP 30) 2 gold crescents, 12 silver spanners, 4 copper pieces

The hobgoblins are working for Vicenne. A circular table and three wooden chairs are at the center of the room and a wooden rack on the south wall holds ten spears. The walls and floor are stone. The stairs go down to Room 15 of The Cellars.

33 Library

The first thing that one notices about the library is the excessively high ceiling, about fifty feet. The east, west, and south walls are entirely lined by books, all the way up to the ceiling. The northern portion contains three gigantic stained glass windows, each featuring a Triskelion visage. These are each about ten feet wide and extend from about thirty feet off the floor to the ceiling, curving over to meet the roof on the third floor.

Numerous tables and high backed chairs are here, for the convenience of students and researchers.

Beneath the central stained glass window is the master librarian's ornate and massive desk and carved wooden chair. The chair's back is to the window and the librarian will usually be sitting here, making notes and moving books from one large pile to another. She will tend to ignore adventurers who are behaving themselves.

The Librarian, Restless Dead (AC 0; MV 12"; HD 10; hp 55; #AT 10; D 1d8 each; SD Limited spell immunity; XP 3020)

The librarian appears as a frail elderly woman, somewhat transparent. She is clad in a white robe and if observed to be moving about she will seem to float above the floor. She is immune to sleep, charm, hold, and cold-based spells and attacks. She cannot be turned in the library or nearby rooms (Rooms 34 to 36), although she can be turned as a 'Special' undead if somehow lured out of the library.

The librarian is lawful neutral and cares only for the library, so she will never be immediately hostile. Roll on the following encounter table to find the mood of the librarian when an attempt is made to converse with her (such as if the adventurers are looking for information), adjust the result for the charisma Reaction Adjustment from page 13 of the *AD&D Players Handbook*:

Adjusted Die Score	Reaction
up to 40	Grumpy
41d80	Neutral
81-95	Friendly
96 and higher	Affectionate

When she is grumpy, she will ignore the adventurers or tell them to be quiet. When her reaction is neutral, she will behave coldly professional, making conversation and perhaps gesturing to where the adventurers can find the book they seek. If friendly, she will offer to guide the characters to the book, or answer their questions and she will seem less harsh. If the librarian is affectionate, she will be generally doting and helpful, even though this is somewhat creepy. She will never willingly allow a book to leave the library and she will not point out any secret doors.

If angered, for example if attacked or she witnesses the theft of a book, the librarian will change into a more frightening aspect. She will begin shrieking, her features will become coarse and hideous, and ten ectoplasmic tentacles will emerge from her abdomen, each causing 1d8 points of damage with a successful attack. If the

characters return the book, she will forgive for the first offense, but if attacked she will reply in kind.

The books are divided into sections (for example, botany, astrology, novels, etc.) Long ladders on wheeled tracks are used to access them, and the tracks can be moved about. The doors in the west wall are tucked into recesses and somewhat difficult to see, while the secret door to the east is hidden behind a movable bookshelf (it can be found by removing a book titled "Dark Secrets of Lost Suzeraal"). A second secret door on the west wall can only be reached by climbing a ladder. It is thirty six feet up and leads to Room 47 on the Second Floor. It can be found by pulling the nose of a small wooden decorative gargoyle-like face next to the opening.

Despite everything, if the characters do manage to take books out of the library, they may prove to be valuable. These books are heavy, and any book that is taken will weigh between 11 and 30 gp weight (1d20+10) and will be worth the following:

d%	Quality
01-10	Useless, no practical value
11-25	Very limited worth, 1d6 copper pieces
26-75	Moderately valuable, 2d4 silver spanners
76-95	Valuable, 1d8 gold crescents
96-99	A rare find, 1d20+10 gold crescents
00	A true treasure, 1d100+40 gold crescents

Of course, the characters will still have to find a sage, wizard, noble, etc. who is willing to buy the book in question. Most large cities will have book stores which will have interest in such an item, although many may not be able to afford to purchase an expensive book.

34 Restricted Section

Note that if an adventurer enters this room via the teleporter in Room 23 of the First Floor, the secret door exit into the main library is not disguised from this side.

If the characters enter from Room 33 they face three tapestries hanging from the east wall. The north tapestry depicts the laughing Triskelion image. The crying Triskelion is in the center and the scowling Triskelion is to the south. Each Triskelion has a book (with a red leather cover and a black and white Triskelion coat-of-arms) in front of him. The same three books are mounted on huge wooden stands midway between the east and west walls, facing the secret door. All three of these books appear identical, judging only by the cover. The center

book cannot be removed from the restricted section by any means short of a *Wish*.

The north stand holds a **Libram of Ineffable Damnation**.

The center stand holds the **Codex of Truth** (see *New Materials Volume II*)

The south stand holds a spell book with the following:

First Level Illusionist Spells: *Change Self, Phantasmal Force*

Third Level Illusionist Spells: *Fear*

Fifth Level Illusionist Spells: *Chaos, Maze*

Sixth Level Illusionist Spells: *Veil*

First Level Magic user Spells: *Hold Portal, Read Magic, Shocking Grasp, Spider Climb*

The final page is a scroll of **Protection from Petrification**.

35 Lesser Librarian's Dormitory

The door to this room is locked. This room was originally used to house the various lesser librarians, assistants, and aides to the master librarian, but they are all gone now and the room has not been disturbed in a long time. The floor is covered with dust and the air is stale. The room is furnished as a dormitory with cots, wardrobes, and footlockers to accommodate eight persons. The librarians used candelabras to light the room, when necessary, and there are several here. The wardrobes hold white robes (used by the lesser librarian's in life) and the footlockers hold personal items of negligible value. A pair of leather shoes is in the southwest corner. In the toe of the right shoe is hidden a 250 gold crescent white pearl wrapped in a soiled handkerchief.

36 Dead Languages Room

This spacious room appears inviting. It is well-lit with torches which are kept always burning magically. There is a heavy wooden table holding a large stack of white paper. Most of the walls are lined with round holes or slots, except for the center of the west wall, which holds a huge scroll on a special holder.

When the party enters, the stack of paper will swirl up as if in a min-whirlwind and form an aggressive monster made of paper, looking much like a great hump-backed dog.

Paper Guardian (AC 10; MV 15"; HD 5+3; hp 27; #AT 1 bite; D 3d4; SD Immune to charm, sleep, and hold spells; XP 387)

The paper monster is vulnerable to fire attacks, automatically failing its saving throw and taking an additional 1d4 points of damage on top of normal damage dealt by fire.

The slots in the walls hold scrolls written in ancient languages. Use of a *Comprehend Languages* spell will allow one to read the scrolls, but they deal only with mundane matters such as inventories, bills of sale, works of fiction, mythologies, scientific treatises, histories of war, banking records, and list of financial transactions.

The large scroll in the special holder is a special magic cipher scroll. If a scroll in an unknown language is placed on the left side and an empty scroll is placed on the right, the cipher scroll will translate message onto the empty scroll in the common language. This valuable item might be worth 5,000 gold crescents or more to the right buyer, if it could somehow be smuggled away from the librarian.

37 Entrance to the Dungeons

The archway above the entrance to the room is decorated with the following saying on its keystone "Abandon all hesitation you who enter. In this place cowardice must be ended".

The room is always deathly quiet and any sounds made by the characters will appear muted and unnatural, as if intruding on a sacred silence.

The keystone above the arch to the north stairwell is marked with the number "1". The stairs lead down forty feet to Area 1 of Level 1 of the Upper Dungeons.

The keystone above the south stairwell is marked "2". It leads down sixty feet to Room 1 of Level 2 of the Upper Dungeons. A scything blade trap is present about twenty five feet down. It has a 30% chance of activating each time the stairway is traversed. It will attack the first person in the marching order as if it was a 10th level fighter, the blade doing 3d4 points of damage on a successful strike. It resets itself after an hour. The trap is triggered by a pressure plate in one of the stairs and can be bypassed by avoiding stepping on that stair.

38 Auxiliary Kitchen

This room served as an additional food preparation area for private banquets in Room 39. It is outfitted as a working kitchen and is obviously still seeing use with fresh ashes and scraps of food still present. Working pumps for hot and cold water are in the south wall. There are three long work tables and two circular open topped brick ovens with spits. Against the west wall are a

number of wooden cabinets containing dishes, bowls, cutlery and common spices. There is a large black soup cauldron next to the east door.

If any loud noises are made in this room, the two hobgoblins from Room 39 will investigate. The concealed door leading into Room 39 should be treated as a normal door from this side. It is only concealed from the other side.

39 Dining Room

Two hobgoblins dressed in Triskelion livery are dining on a meal of chicken and ale here.

Hobgoblin 1 (AC 5; MV 9"; HD 1+1; hp 3; #AT 1; D Black iron broadsword; XP 26) 5 gold crescents, 21 copper pieces

Hobgoblin 2 (AC 5; MV 9"; HD 1+1; hp 6; #AT 1; D Black iron morning star; XP 32) 3 gold crescents, 12 silver spanners, 18 copper pieces

In the center of the room are three fifteen foot long dining tables with seating for about fifty. The southeast wall is made of brick and contains a large fireplace, while the other four walls are murals depicting hunting scenes. Three glass chandeliers hang from the ceiling. A fourteen foot pole with a candle at its end (used for lighting the chandeliers) is leaning against the wall in the northwest corner.

The doors to Rooms 38 and 42 are cunningly built into the murals, so that servants could move unobtrusively to and fro. They should be treated as concealed doors from this side and the hobgoblins are fully aware of them.

40 Secret Wash Room

This room designed to provide escape in the case of an attack on the throne room, as well as to serve as a water closet. Pump-like faucets arise from the south wall to the west of the door to the privy.

The east secret door is obvious from this side, and can be opened by a simple turn of a handle, but the west secret door is disguised from this side. It can be opened twisting one of the faucets so it is upside-down.

The privy to the south has a stylish gold knob (10 gold crescent value) at the end of a pull chain used for flushing the toilet.

41 Card Room

Four hobgoblins are playing cards here.

Hobgoblin 1 (AC 5; MV 9"; HD 1+1; hp 7; #AT 1; D Black iron broadsword, black iron dagger; XP 34)

Hobgoblin 2 (AC 5; MV 9"; HD 1+1; hp 5; #AT 1; D Black iron morning star; XP 30)

Hobgoblin 3 (AC 5; MV 9"; HD 1+1; hp 4; #AT 1; D Black iron broadsword; XP 28)

Hobgoblin 4 (AC 5; MV 9"; HD 1+1; hp 8; #AT 1; D Black iron morning star; XP 36)

There are seven green felt-topped card tables and thirty comfortable chairs. The hobgoblins are sitting at one of the tables and on the table are their stakes: 11 gold crescents, 42 silver spanners, and 83 copper pieces.

This room has white and green striped wallpaper from a point four feet and above. Below this point is a row of square decorative wooden panels, each marked by a bullseye design (one of which, when pushed, opens the secret door to Room 40). Below these the wall is paneled in a deep brown wood. There are four glass chandeliers. A single large glass window is to the south, though the green drapes normally obscure it.

42 Elegant Room

The floor of this room is tiled in striking aquamarine and deep sea blue in a checkerboard pattern, with a gold-painted border around each tile. The walls are coral in color with paintings of sea-scenes. Hanging from the ceiling are four cords, one near each corner, three of which hold spheres which give off light. There are five small but ornate tables.

From three of the cords are suspended crystal spheres with *Continuous Light* spells cast upon them (each is 35 gp weight). The cord in the southwest corner has its crystal ripped free and it is nowhere to be found.

Each table has long legs and stands chest high. The legs are of a metallic green material and each table has a round top which is decorated by tiles and shells. This room was for entertainment and the tables were used to rest cocktails upon.

The door to Room 39 should be treated as concealed from this side, its seams cleverly fitting into the seascape design.

43 Wash Room

This room is attractive and the walls and floor are decorated in a similar fashion to Room 42. A single large glass window is to the southwest. Pump-like faucets in the south wall dispense hot and cold water. The door to

the privy to the west has a symbol for 'men', while the one to the south is similarly labeled for 'women'.

44 Game Room

Six hobgoblins are throwing black iron daggers at targets on the south wall and betting on the outcomes. Five daggers are sticking out of the walls. The sixth hobgoblin has a dagger in his hand ready to throw.

Hobgoblin 1 (AC 5; MV 9"; HD 1+1; hp 7; #AT 1; D Black iron morning star; XP 34) 3 gold crescents, 7 silver spanners, 6 copper pieces

Hobgoblin 2 (AC 5; MV 9"; HD 1+1; hp 3; #AT 1; D Black iron broadsword; XP 26) 4 gold crescents, 12 silver spanners, 12 copper pieces

Hobgoblin 3 (AC 5; MV 9"; HD 1+1; hp 5; #AT 1; D Black iron morning star; XP 30) 3 gold crescents, 1 silver spanner, 16 copper pieces

Hobgoblin 4 (AC 5; MV 9"; HD 1+1; hp 5; #AT 1; D Black iron morning star; XP 30) 2 gold crescents, 9 silver spanners, 11 copper pieces

Hobgoblin 5 (AC 5; MV 9"; HD 1+1; hp 4; #AT 1; D Black iron morning star; XP 28) gold crescents, 7 silver spanners, 8 copper pieces

Hobgoblin 6 (AC 5; MV 9"; HD 1+1; hp 6; #AT 1; D Black iron morning star; XP 32) black iron dagger, 4 gold crescents, 11 silver spanners, 6 copper pieces

This room is decorated in the same style as Room 41, with white and green striped wallpaper and decorative wooden panels. Four large stained glass windows in the west wall depict green vines and trees. Beneath the windows is a bar for dispensing beverages. Six large tables are arranged around the periphery of the room. A circular depression with a sandy floor is in the center of the room.

Searching the bar will reveal a quantity of seventeen bottles of wine and forty bottles of hard alcohol.

Each table is topped by green felt and holds a different kind of wooden gambling apparatus or decoration (roulette wheel, craps table, etc.).

The sand pit has a diameter of fifteen feet and a depth of four feet. It is used for fights between animals and recently, too, for there is blood in the sand.

45 The Back Doors

Although now dusty and dirty, this room was once beautiful. The floors and walls are pure white marble, though now streaked with dirt and grime and cracked in

many places. There are four large glass windows to the west, each of which is obscured by dark blue curtains. Once imposing, they are now shabby. Seven faded blue cushioned chairs are scattered about the room.

The doors to the west lead outside the castle to The Grounds.

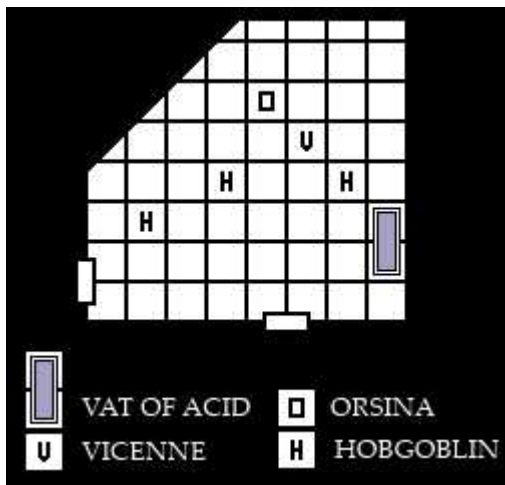
46 Music Room

A large wooden table has been placed in the center of the room. Two hobgoblins are butchering a dead goat on its surface, using cleavers (treat as hand axes).

Hobgoblin 1 (AC 5; MV 9"; HD 1+1; hp 3; #AT 1; D Cleaver (hand axe); XP 26) 6 gold crescents, 17 silver spanners, 6 copper pieces

Hobgoblin 2 (AC 5; MV 9"; HD 1+1; hp 5; #AT 1; D Cleaver (hand axe); XP 30) 2 gold crescents, 8 silver spanners, 14 copper pieces

The walls are striped red-and-yellow and the floor is carpeted in red. There are three stained glass windows in the west wall decorated with musical notes. A large number of broken and neglected musical instruments (lutes, harps, trumpets, etc.) have been piled near the west wall. The hobgoblins black iron morning stars are lying near the southeast corner.



47 Back Room

Vicenne Triskelion and his lackeys are here.

Vicenne Triskelion, Lawful Evil male human Fighter (AC 2; MV 12"; F4; hp 22; #AT 1; D black iron bastard sword +1 to hit & damage due to strength; S 17, I 15, W 10, D 11, C 14, Ch 18; XP 200)

Vicenne wears black man-sized **Chainmail +1** and uses a normal-sized **Shield +1**. He carries a pouch with 32 gold crescents, 17 silver spanners, and the key to the lock on

the chest in Room 22 of The Sewers. He also wears a platinum earring worth 45 gold crescents.

Orsina, Lawful Evil female human Magic-user (AC 10; MV 12"; MU 2; hp 8; #AT 1; D black iron dagger; S 11, I 13, W 10, D 12, C 17, Ch 7; XP 114)

Magic-User Spells: *Charm Person, Magic Missile*

Orsina is a hideous crone, bent and evil to the core. She carries five black iron daggers and has a pouch containing five carnelians: four are 10 gold crescents each and one is 50 gold crescents. She wears a silver choker worth 7 gold crescents and carries a small glass prism which can be used for the *read magic* spell.

Hobgoblin Sergeant (AC 5; MV 9"; HD 1+1; hp 9; #AT 1; D Black iron footman's flail, black iron dagger; XP 38) 10 gold crescents, 7 silver spanners, 2 copper pieces

Hobgoblin 1 (AC 5; MV 9"; HD 1+1; hp 5; #AT 1; D Black iron morning star; XP 30) 4 gold crescents, 5 silver spanners, 7 copper pieces

Hobgoblin 2 (AC 5; MV 9"; HD 1+1; hp 6; #AT 1; D Black iron broadsword; XP 32) 5 gold crescents, 16 copper pieces

If the party is evil or neutral and coming from a position of strength, it is possible to bargain with or ally with Vicenne. Otherwise, it is likely that combat will occur. If Emiliano Triskelion is with the party, there will certainly be a battle. Vicenne is a calculating and utterly ruthless enemy. If Emiliano is present Vicenne will mock and belittle his brother and try to get into melee combat with him, otherwise he will try to go into hand to hand combat with the weakest looking member of the party. The hobgoblins will charge into melee combat. They are fanatically loyal to Vicenne and will fight for him as if in the presence of a tribal standard (+1 on attack rolls and +5% on morale rolls). Orsina will first use her *charm person* spell against a party member. She will then use her *Magic Missile* spell against enemy spell casters or other targets as the opportunity presents. Finally, she will throw her daggers, making sure to keep one in reserve for melee, should it come down to that.

This room was used as a special meeting place by Triskelion family elders. There is a large *Glassteel* vat of potent bubbling green acid against the east wall which Vicenne has used to melt his brother's magic holy sword into fragments. There are two large plain glass windows to the northwest. A large octagonal table is present, with seating for up to sixteen. To the west is a water closet.

If the characters think to use the acid in combat, it could prove deadly. For example, it could be tipped over to distract or damage or it could be gathered to be used

later if the party finds appropriate containers, such as glass. Rules for using acid are found on page 64 of the DMG. Large amounts of acid would cause effects similar to those of ankhegs, giant slugs, or black dragons.

48 Throne Room

This room was used by Triskelion family members to receive important guests, pass judgement, make decisions, and hear petitioners. A *permanent illusion* gives the impression of an eighty foot high ceiling instead of the real height of about thirty eight feet. The thrones near the west wall are raised by a series of steps to four feet above the rest of the room and they are flanked by a pair of tripartite Triskelion statues. There are fireplaces to the northwest and southwest. There are windows high up in the north and south walls. The north wall is also decorated by crimson drapes with the Triskelion black shield and three white legs design. The doors to the south have the same motif. The pillars are of the same gray stone as the walls and are carved with the heads of beasts, men, and demons.

The great thrones are painted gold and purple. Sitting in the left throne will allow one to see from the perspective of the throne in Room 74 of the Upper Dungeons Level 1. The viewer will see a smaller throne room with sets of stone pillars decorated with the shapes of animals. Sitting in the right throne will allow the viewer to see from the perspective of the throne in Room 48 of Dungeon Level 13, the Red Halls. They will see a room almost identical to this one, but lit by an eerie red light. There is a 35% chance that they will see 1 to 3 giant gruesome black furred toads, the denizens of that area.

The windows in the north and south walls allow people in Rooms 35, 37, and 44 of the First Floor to view this room.

The secret door can be opened by lowering the sword arm of the northern Triskelion statue. Vicenne Triskelion and his hobgoblins know about the secret door, although the Red Legs do not.

49 Conference Room

The room is dominated by a long rectangular table with seating for thirty five. There are three large paintings against the east wall and six large windows in the west wall.

The first painting depicts a hunt in a forest and is labeled "Cythera". The next is a naval battle scene and is labeled "The Battle of Rovia". The third is labeled "Pikesglove" and shows a fortress being constructed. Pikesglove and

Cythera are holdings which used to belong to the Triskelion family and the Battle of Rovia was won by the prominent Admiral Carlesimo Triskelion.

The lower portion of each window is plain glass while the upper portion is arched and made of stained glass with the following symbols from north to south: key, lion, tower, crown, flower, and sickle.

50 Sentry Chamber

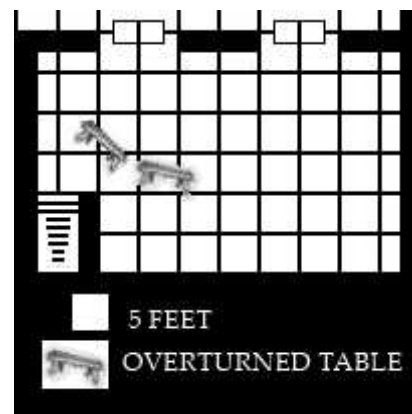
Three Hobgoblins are on guard here, concerned about raids from the Red Legs. They have taken a defensive position behind a pair of over-turned tables providing them with 50% cover, giving them an effective armor class of 1 instead of their usual 5.

Hobgoblin (AC 1 or 5; MV 9"; HD 1+1; hp 7; #AT 1; D Short bow or black iron lochaber axe; XP 34) 14 arrows, 4 gold crescents, 4 silver spanners, 7 copper pieces

Hobgoblin (AC 1 or 5; MV 9"; HD 1+1; hp ; #AT 1; D Short bow or black iron morning star; XP 30) 21 arrows, 3 gold crescents, 11 silver spanners, 5 copper pieces

Hobgoblin (AC 1 or 5; MV 9"; HD 1+1; hp 4; #AT 1; D Short bow or black iron morning star; XP 28) 16 arrows, 5 gold crescents, 6 silver spanners, 9 copper pieces

The hobgoblins are seated on chairs, but will rise to shoot arrows if combat occurs and they are able. A set of stairs descends to Room 17 of The Cellars.



51 Retiring Room

This room functioned as a place for members of the Triskelion family to rest and relax between visits to the throne room. The hallway adjacent to this room is decorated with paintings of forest animals (deer, wolves, bears, boars, birds, etc.)

The room is decorated with comfortable couches and chairs and numerous tables. A fireplace is against the east wall. The room is carpeted in a deep burgundy and the

walls contain many shelves holding knickknacks. Chandeliers hang from the ceiling.

Searching the shelves will reveal numerous exotic and mundane items such as funeral urns, a set of dry test tubes on a wooden rack, statues of gods and demons, pipes, mounted and stuffed fish and game animals, and scale models of ships and buildings. There is one stopped container containing bubbling blue liquid, labeled "potion of mind reading". It is a **Potion of ESP**.

52 Waiting Room

This room has walls and floors of stone, but is decorated with bright red carpets and red banners with the Triskelion coat-of-arms (black with three white legs). Fifty comfortable chairs with red padding are scattered about. This room was used to hold petitioners who were deemed to have some social status and thus were granted a degree of comfort and respect.

53 Waiting Room

The door to this room has been partially destroyed and fragments of wood hang from the hinges. Two butcher worms have dragged the corpse of a man into this room and are consuming it.

2 Butcher Worms (AC 6; MV 9"; HD 2+3; hp 14, 11; #AT 1 bite; D 1d6+2; XP 77, 68)

Within the corpse's backpack is a green chrysoberyl (100 gold crescents), a pale blue moonstone (50 gold crescents), and a sardonyx (50 gold crescents).

This room was used to hold petitioners who had little or no rank. Therefore it is quite bare and uninviting when compared to Room 52.

54 Mason

Twelve skeletons wander this room.

12 Skeletons (AC 7; MV 12"; HD 1; hp 8, 7, 7, 6, 5, 5, 5, 4, 3, 3, 2, 1; #AT 1; D 1d6; SD Sharp weapons score half damage only, limited spell immunity; XP 22, 21, 21, 20, 19, 19, 19, 18, 17, 17, 16, 15)

Each has a hammer, chisel, shovel or similar weapon which will do 1d6 damage.

This large room has walls and floors of stone. It contains bricks, slate tiles, and blocks of stone (granite, marble, limestone, and river stone). Worktables are few, but there are abundant tools (hammers, chisels, utility knives, wrecking bars), protective clothing (aprons, gloves), measuring tools, buckets, and rope (more than 1200 feet

worth in segments of varying lengths). About thirty unlit candelabras are also here.

55 Cooper

There are seven long wooden workbenches and the walls are lined by shelves. The floor is cluttered with the products of the industry: casks, buckets, tubs, butter churns, and similar items. Conspicuous in the center of the room is a huge barrel with the words "DO NOT OPEN" painted in red.

The large barrel is closed with twenty golden nails (10 gold crescent value each). If even one of the nails is removed, golden furred monkeys will begin to emerge from the barrel, five per round, until twenty have appeared.

20 Monkeys (AC 8; MV 12"; HD 1d4 hit points; hp 2 each; #AT 1 bite; D 1d2; XP 7 each)

The workbenches hold tools such as augers, adzes, braces, and saws along with a fair supply of candles.

The shelves hold flagging and chintzing irons, shaves, planes, cranks and other tools of the cooper's trade.

56 Drinking Hall

This long hall was used during celebrations. The arcades allow one to see into Rooms 1 and 2.

Several tapped but empty casks are along the west wall. Two large stained glass windows are on the east wall, each is decorated by a warrior in armor. There are about twenty round wooden tables and scores of simple wooden chairs. Against the south wall are shelves holding drinking mugs.

57 Armory

This large room holds racks with hundreds of weapons. Nine large glass windows are to the south.

Most of the weapons are rusted and broken but a diligent search will reveal the following equipment in good repair: 12 battle axes, 4 bardiches, 11 short swords, 17 glaives, 27 spears, 42 large sized shields bearing the Triskelion coat-of-arms

There are several military forks, all of which have corroded tines and warped wooden shafts, except one. This one exception is in remarkably good condition. It is a magical **Military Fork, Tempest** (see *New Materials Volume II*).

58 Corner Room

In the center of the room is a raised ten foot tall pedestal holding a large emerald. At the base of the pedestal are the rotting bodies of two men. Three chains dangle from the ceiling. At the end of each chain is a stylized metal dog's head. The eyes and mouth glow with orange light.

Examining the bodies will reveal torn flesh and burn marks on the skin of the victims. The first man wore studded leather armor and had a broadsword. The next was a thief in leather armor with two daggers. Searching the bodies reveals 14 gold crescents, 42 silver spanners, 56 copper pieces, thieves' tools, 6 torches, four weeks iron rations, and fifty feet of rope.

At the ground near the base of the pedestal is a winch that can be turned to lower the pedestal to ground level. As the adventurers might suspect, this room is trapped. Should the pedestal, winch, or emerald be touched, the chains will lengthen, animate, and attack.

3 Chain Hounds (AC 4; MV N/A; HD 3; hp 13 each; #AT 1 bite; D 1d6 + 1d4 damage from heat; XP 89 each)

The chains are long enough for the heads to reach any part of the room. The emerald, if recovered, is worth 4000 gold crescents. The stairs lead up to Room 58 on the First Floor.

59 Currier And Furrier

Five talon goblins have come exploring from the Outer Ward and are resting here.

Talon Goblin 1 (AC 6; MV 6"; HD 1-1; hp 4; #AT 1; D Footman's mace; XP 14) 4 silver spanners, 12 copper pieces

Talon Goblin 2 (AC 6; MV 6"; HD 1-1; hp 4; #AT 1; D Short sword; XP 14) 9 silver spanners

Talon Goblin 3 (AC 6; MV 6"; HD 1; hp 6; #AT 1; D Footman's military pick; XP 16) 13 silver spanners, 17 copper pieces

Talon Goblin 4 (AC 6; MV 6"; HD 1; hp 6; #AT 1; D Spear; XP 16) 8 copper pieces

Talon Goblin 5 (AC 6; MV 6"; HD 1; hp 7; #AT 1; D Footman's mace; XP 17) 1 gold crescent, 3 copper pieces

This room is where leather was shipped from the tannery (Room 9 on Outer Ward First Floor). There are nine workbenches and seventeen tall stools. Many finished leather products are here including boots, belts, aprons, leather straps, shoes, and seven complete suits of normal human-sized leather armor. This area also functioned as

a furrier's and there are eight warm fur coats and six bearskin rugs.

60 Laundry Room

Five cadaver spiders are consuming the body of a dead male dwarf.

Cadaver Spiders (AC 7; MV 9"; HD 1d4 hit points; hp 4, 3, 3, 1, 1; #AT 1 bite; D 1d4; SA Pain; XP 11, 10, 10, 8, 8)

Another six dead cadaver spiders are nearby. The dwarf is Obel Knacktha, the brother of Alara (Room 14B Lower Level Outer Ward) and a member of the adventuring party that included Barca (Room 59 Ground Level Outer Ward), Faldo (Room 29 Third Floor Outer Ward), and Rosalba (Room 62 This Level). He wears dwarven sized chainmail. A shield with the Knacktha crest (a red hammer on blue field), a battle axe, and a pouch of 16 gold mabans and 12 silver khurams are nearby. His backpack contains forty feet of rope, a hand shovel, two weeks of iron rations, and a **Potion of Healing** (blue liquid, tastes like cinnamon).

There are four large glass windows. Large hampers, washing boards, and buckets are here, along with various soaps. There are two pump faucets (hot and cold water) in the south wall. Hooks for clotheslines are here and there are hundreds of feet of rope. Stairs ascend to Room 54 of the First Floor.

61 Glass Blower And Potter

This room served both the glass blowers and potters who were employed by the Triskelions. The west portion of the room was used by the glass blowers. There are three wooden work tables. A large furnace and cooling oven are in the northwest corner.

Examining the glass blower's work tables reveals enamels for the making of stained glass and tools such as blocks, paddles, and blowpipes. Pots of white sand, lime, and soda ash are present. Finished glass products include mirrors, drinking glasses, stained and plain glass panels, and wine bottles.

On the eastern side there are four large work tables used by the potters. A kiln (fifteen feet by ten feet by ten feet tall) is in the northeast corner. The east wall is lined by shelves.

Two of the potters' tables are equipped with wheels, while the other two were used for building clay by hand. The tools in this area include needles, wires, brushes, calipers, knives, scrapers, and various modeling tools. There is an abundant supply of towels and firm leather rags. Basins were used for holding water and pump

faucets are in the north wall. Pots of glazes occupy the shelves. About ninety pots, urns, and pitchers are here, along with seven large boxes of clay.

62 Candle Maker And Soap Maker

The door to this room is obstructed by a large barrel of metal molds and a successful 'open doors' roll is required to force it open.

Near the west wall are eight wooden crates of varying sizes. There are four large work tables. An oven and four glass windows are to the south. Two huge vats are filled with (now solid) red and white wax. The walls hold abundant shelf space. Scattered about the room are strings used for dipping wicks, metal pouring pots, barrels of lye and ashes, and glass jugs of olive oil. Knives and metal rods are hanging from racks against the west wall.

Hiding behind one of the crates is an elf magic user.

Rosalba, Chaotic Good female elf Magic-user (AC 7; MV 12"; MU 2; hp 2 (normally 6); #AT 1; D Magic dagger or dart; S 8, I 16, W 15, D 16, C, 9 CH 17; XP 41 (normally 108))

Rosalba has a **Dagger +1, +2 vs. Creatures Smaller Than Man-Sized** and seven darts. She has a pouch containing 18 silver tamos and 16 silver spanners. She wears a **Ring of Protection +2**, but has used up all of her spells. She wears a backpack containing her spell book (*Burning Hands, Dancing Lights, Magic Missile, Read Magic*), a half-full water skin, and six days' worth of iron rations. Her pouch holds a clear piece of crystal used for the *Read Magic* spell and seven twigs of wychwood for the *Dancing Lights* spell.

Rosalba belongs to the same adventuring party as Obel Knacktha and the others. If she recognizes any of her party members (Alara, Barca, or Faldo) she will emerge to greet them. Otherwise she will attempt to observe the party before deciding whether to trust them and make herself known.



The crates contain the following contents:

Crate	Contents
1	124 bars of purple colored rose petal soap
2	49 bars of lavender soap
3	231 bars of greasy white soap
4	73 bars of mixed types of fragrant soaps
5	412 white candles
6	154 white candles
7	415 red candles
8	212 time-keeping candles marked by the hour, each will last for one day

The work tables hold bronze molds for making candles and soap.

The shelves hold fragrances (flowers, spices, and honey) and different colored powders.

63 Trade Room

The center of the room is occupied by a bizarre green tentacled monstrosity.

Green Goon Monster (AC 6, MV 3"; HD 4+3; hp 22; #AT 5 Tentacles; SA Grab; D 1d4+1 each; Size L; XP 290)

This creature is capable of attacking up to five different opponents in one round and its extendable tentacles can reach to all corners of the room. If it hits one man-sized or smaller opponent with two or more tentacles, then it has grabbed the victim and it will bring it towards its central maw in the next round, where it will be automatically bitten for 1d8+1 points of damage per round.

The hit points given above are for the body only. The tentacles can be attacked individually. Each has AC 5 and takes 8 points of damage to sever.

Three stained glass windows with scenes of craftsmen at work are in the south wall. This room was used for transactions when the castle's craftsmen bought supplies from traveling merchants and fragments of smashed furniture litter the floor.

64 Dyer

Two barrels stand in the southwest corner. More than two dozen large glass jars are near the west wall. There are twelve large vats, a few dozen buckets and several stirring sticks. A pump faucet is against the south wall and the stone floor is equipped with drains in case of spills. Clotheslines stretch across the room.

The barrels contain tannic acid and alum for use as a mordant. The glass jars hold colored extracts made from saffras, oak bark, walnut, madder, weld, indigo, beets, logwood and various berries and leaves.

The skeletal corpse of a well-dressed man is curled up in the southwest corner behind one of the vats. A hand axe is buried in his back. He wears an ivory brooch valued at 100 gold crescents and he has a pouch containing 8 gold crescents and 21 silver spanners.

65 Weaver And Tailor

There are four looms and the torso of a dummy for tailoring clothing. A desk and a chest hold the tailor's supplies (needles, thread, etc.) Bolts of fabric of every color are here. A large chest holds normal clothing of the type used by servants.

66 Dining Hall

Near the northwest corner the body of a small humanoid or demi-human is suspended from the ceiling in webbing. The tables and chairs that occupy this room have been knocked about, as if by an angry giant. Four large glass windows are to the south and cabinets line the walls.

The body is that of a talon goblin. It has been drained of blood. The body has a pouch with 2 silver spanners and 6 copper pieces. A footman's flail stained with green ichor is on the floor nearby.

The cabinets hold plain wooden bowls, plates, utensils, and pitchers.

A rat-hole in the west wall leads directly to Room 67. This hole is sized for a giant rat, but an unarmored gnome or halfling could easily fit through. Anyone peeking through the hole is likely to be attacked in the face by one of the giant rats in that room.

67 Apprentices' Quarters

Ten giant rats are here.

10 Giant Rats (AC 7; MV 12"/6"; HD 1d4 hit points; hp 4, 4, 3, 3, 3, 2, 2, 2, 2, 1; #AT 1 bite; D 1d3; SA Disease; XP 11, 11, 10, 10, 10, 9, 9, 9, 9, 8)

Unlike most rooms in the castle, the floor is dirt. Near the hole in the wall leading to Room 66, there is an area that the rats have excavated. A giant rat-sized passage leads down to Area A of the Rat Warrens. If the giant rats are being beaten badly, they will likely flee down this hole or into Room 66.

Small demi-humans, such as gnomes or halflings can easily fit. Larger demi-humans and humans can follow if they are not wearing bulky armor, but must stoop and crawl through the narrow and cramped passages. Size large creatures will not fit.

Once this room was the barracks for thirty junior craftsman and it holds beds and simple furniture. Now, most of the beds have been overturned and the straw mattresses made into nests by its new inhabitants. Searching through the mess will reveal 12 silver spanners and 316 copper pieces. There are seven large glass windows in the south and southeast walls.

