

# THE CASTLE TRISKELION

## MEGA-DUNGEON



# INTRODUCTION

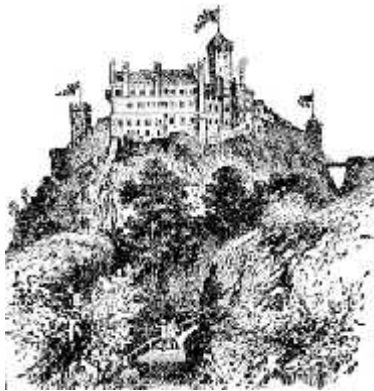
by Tim Stypinski

*Robin*  
2014

# Introduction to Triskelion

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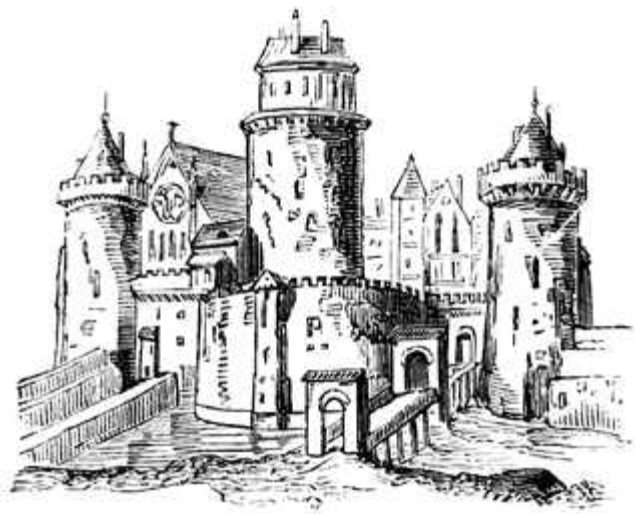
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# Note To Dungeon Masters

The Castle Triskelion is a "mega dungeon", a sprawling multi-level complex which an entire campaign can be based around. This Introduction explains the basics of what this is and what the area looks like.

The castle may be placed in any adventure setting and modified as each dungeon master sees fit.

Publication of the Castle Triskelion is an on-going, multi-document process that is likely to go on for years of real time. Each level, above and below ground, will be fleshed out, and each level will be a separate publication. As time goes on some sections may be "re-stocked", that is to say, a new set of encounters and items for that level may be published, which will address the idea that adventurers

may clear the monsters from a section, leave, and when they come back something else has moved into that space. This provides versatility and flexibility to the DM.

Over time, new monsters and items will appear, and additional "new material" documents will be published, containing that new material.

The introduction of each new section of the megadungeon will include a list of the publications required to run that section. Note that all Triskelion documents are free publications, and will continue to be free.

Enjoy!

## Introduction

Castle Triskelion is a centuries old structure and the ancestral home of a wealthy and eccentric noble family, the Triskelions. Strangely enough, as well as being a residence, the Triskelions used the property as a prison for those many unfortunates who through ill-luck or crime aroused the anger of the inhabitants.

The Triskelions ruled the neighboring territory as virtual despots, being by far the most powerful force in the region. The members of the Triskelion family were noted wizards and the local peasantry viewed them with superstitious dread. Following the collapse of the Jalluxian Empire several centuries ago, there arose many small and weak kingdoms: Fribourg, Sarcoy, Seals, and Wolhusen, among others. These monarchs were not capable of enforcing their will on the Triskelions, and indeed wished to avoid angering them altogether. Thus the Triskelions were free to engage in their mysterious pursuits unhindered.

In addition to their levies on the peasants, the Triskelions imported food and other raw resources into the castle in

exchange for rare crafted items and expertly made tools. About three years ago, villagers from the nearby hamlet of Fostergaunt noticed that the merchants who had gone to trade with The Castle failed to return. An expedition was commissioned by the town elders and went to explore the cause. When the members of the expedition arrived at The Castle they found it dark and neglected. After seeing what was pinned to the wall at the main gate, they decided not to continue investigating.

Some cataclysm. Some horrid spell or experiment gone wrong must have caused this quick and utter fall. Without witnesses to speak of the event, the curious will have to explore The Castle themselves to find out the truth.

Since that time, bandits and other less savory things have stalked the vicinity of The Castle. Many brave bands of adventurers have sought their fortunes. Some returned with vast wealth, but most failed to return at all.

## About The Castle

The Castle sits in the approach to the mountain range known as the Crim Zif, and it is about a two day journey from the nearest village, Fostergaunt. The nearest City is

Sarcoy, about five days journey to the south of the village. The Castle is nestled among the lower peaks of

the range, but immediately to the south there is forest, pasture-land, and some marshy areas.

The above-ground structure of The Castle consists of two large portions, the Outer Ward to the east and the western Inner Ward. They are separated by a bridge over a swiftly flowing river which originates inside the mountain and which waterfalls into a small lake, there to continue and become a part of the River Aisling. Beyond the Inner Ward there are the pleasure gardens known as The Grounds.

The Outer Ward is said to have four above-ground stories, as well as a lower level connected to the wooden stables. The Outer Ward was known for processing prisoners that would later be incarcerated in the dungeons below the Inner Ward. It contained a working tavern for visiting merchants and travelers and was also the site of a fantastic garden.

The Inner Ward served as the main residence of most Triskelion family members. It is a six story structure and is rumored to hold a gigantic banquet hall and an extraordinary library. Beneath the Inner Ward are the terrible dungeons where the unlucky and ill-favored were interned, tortured, or worse.

It is thought there are at least ten level of dungeons beneath the Inner Ward. Here the Triskelions practiced their abominable sorceries and plotted against each other and their rivals in the world at large.

The Castle is currently inhabited by reckless bandits, foul humanoids, and perhaps surviving member of the Triskelion family. It is most certainly a place when many adventurers perish, but the fabled magical and worldly treasures of the Triskelions continue to tempt the brave and foolhardy.

## Approach To The Castle

Castle Triskelion can be reached from the south by travel through a heavily forested region, though the road is well-made and has seen much travel.

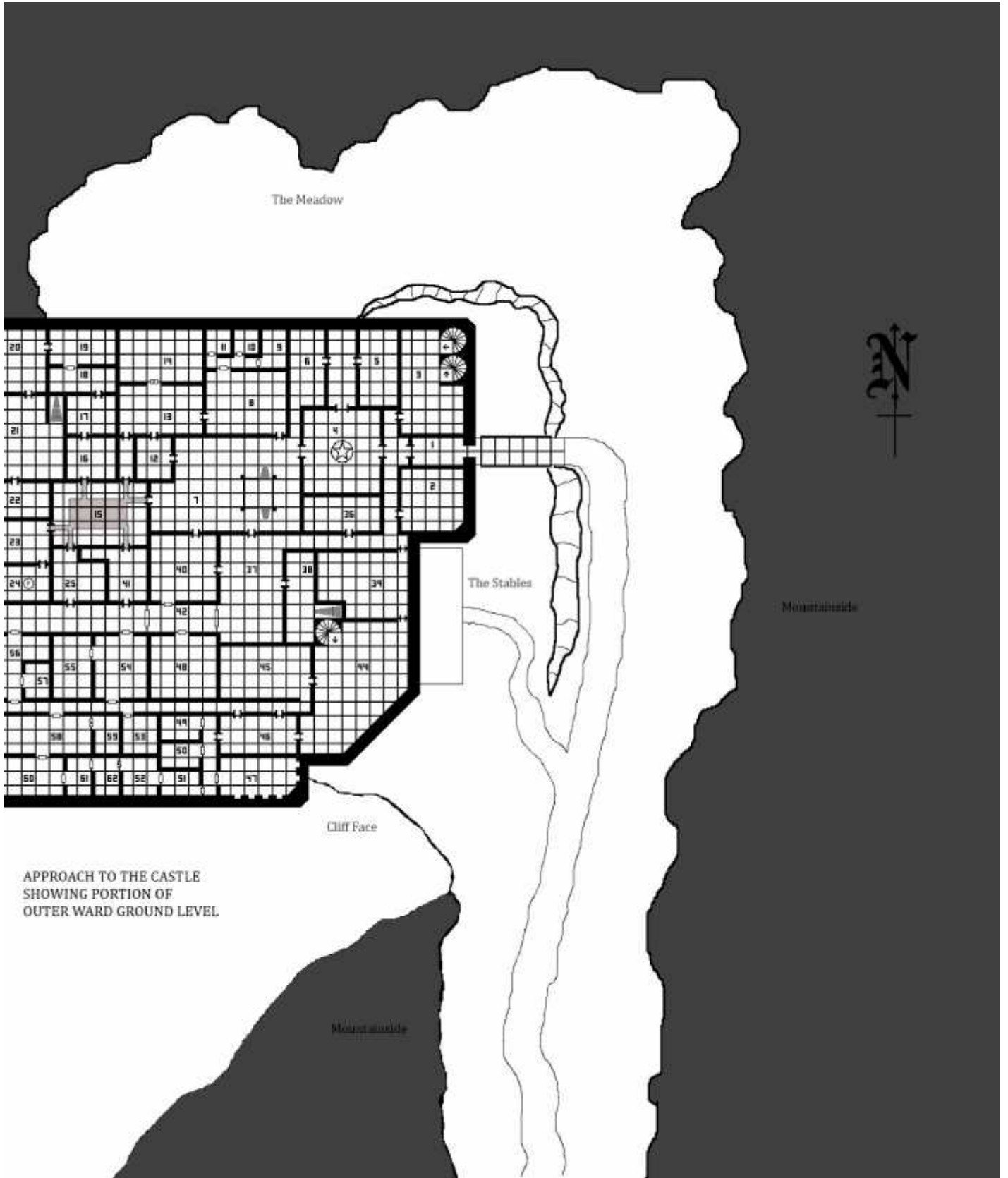


About four miles from The Castle the way becomes a steeply ascending dirt road that travels through a fairly broad mountain pass. About a mile from The Castle, the pass narrows greatly and a ten foot high wall has been

erected between the rising cliffs on either side. Two small towers are on either side of a fifteen-foot broad gate. The gate is made of wrought iron and is easily opened. From here the road changes from dirt to paved stone and the ascent is slightly less challenging.

As one approaches The Castle, the path forks and one part leads to the burned remains of the stables. The entrance to Room 8 of the Lower Level of the Outer Ward is obscured due to the huge amounts of broken and blackened timbers. The outside of The Castle is unpainted and the walls are made of dressed light to dark gray stone. The windows of the first floor and the second floor are clearly visible and the easternmost two towers of the third floor are also clearly seen. The Ground Level is reached by means of a very gradual ramp, at the top of which is a broad and strong wooden bridge leading to the entrance way, Area 1 of the Ground Level. This is the most likely entry point for the adventurers.

To the north of the ramp, there is a patch of grassy meadow that curves around the castle, extending as far west as Room 19 of the Ground Level, before the mountainside rises.



Approach to the Castle

# New Monsters

## Butcher Worm

Frequency:	Rare
No. Appearing:	1d4
Armor Class:	6
Move:	9"
Hit Dice:	2+3
% In Lair:	Nil
Treasure Type:	Nil
No. of Attacks:	1
Damage/ Attack:	1d6+2
Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	Standard
Save:	As non-intelligent monster
Intelligence:	Non-
Alignment:	Neutral
Size:	M (7' long and thick)
Psionic Ability:	Nil
Level/XP Value:	III/ 35 + 3/hp

Butcher worms are omnivores that enjoy a diet of fungus, detritus, and carrion. Against man-sized or smaller opponents they are aggressive, attacking with a vicious bite.

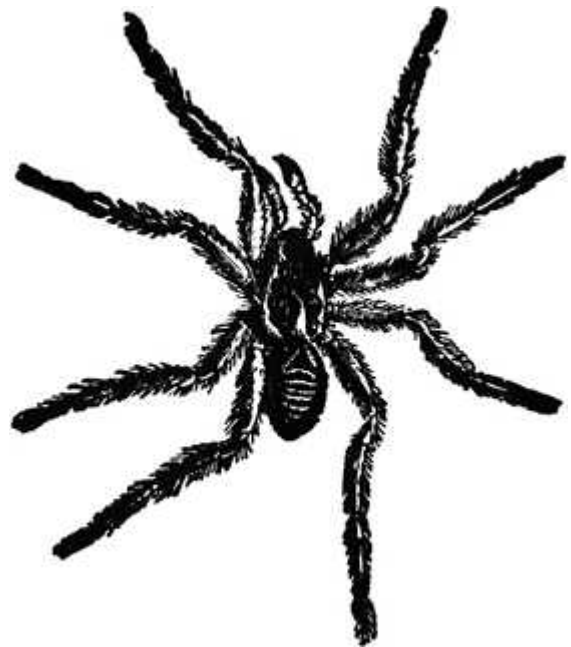
Description: The body of these bizarre worms is green with bright purple or blue-green spots. The freakish head possesses multiple black eyeballs and they sport two up-swinging cleaver-like mandibles.

## Cadaver Spider

Frequency:	Uncommon
No. Appearing:	1d6+1
Armor Class:	7
Move:	9"
Hit Dice:	1 to 4 hit points
% In Lair:	95%
Treasure Type:	Nil
No. of Attacks:	1
Damage/ Attack:	1d4
Special Attacks:	Pain
Special Defenses:	Nil
Magic Resistance:	Standard
Save:	As non-intelligent monster
Intelligence:	Non-
Alignment:	Neutral
Size:	S
Psionic Ability:	Nil

Level/XP Value: I/ 7 + 1/hp

These foul spiders are about the size of a giant rat. They feed on corpses, burrowing into the body and consuming organs from the inside. The cadaver spider attacks with a weakly poisonous bite, causing 1d4 hit points of damage and inducing a painful response in the victim. The character must save versus poison or experience such searing pain that they will attack at -4 "to hit" for the next 2-5 hours. These creatures are immune to the paralysis of ghouls but will nonetheless flee from these carrion-eaters.



## Carver Bug

Frequency:	Rare
No. Appearing:	1-2
Armor Class:	5
Move:	12"
Hit Dice:	2
% In Lair:	Nil
Treasure Type:	Nil
No. of Attacks:	2
Damage/ Attack:	1d8+1/1d8+1
Special Attacks:	See Below
Special Defenses:	Nil
Magic Resistance:	Standard
Save:	As non-intelligent monster
Intelligence:	Non-
Alignment:	Neutral
Size:	M
Psionic Ability:	Nil

Level/XP Value: II/ 28 + 2/hp

The carver bug is a huge round-bodied insect predator, although it also consumes carrion. It scuttles forward on four of its legs, while the first two are large and maneuverable, with scythe-like blades. These limbs attack with +1 "to hit", and they have the effects of swords of sharpness.

Description: Carver bugs have dark brown shells, decorated with black circles and other markings. Their scythe fore-arms are bone white. Eyes are blue-green and iridescent.

## Dementing

Frequency: Rare  
No. Appearing: 5-20  
Armor Class: 8  
Move: 12"  
Hit Dice: 1 to 4 hit points  
% In Lair: 65%  
Treasure Type: O in lair  
No. of Attacks: 1  
Damage/ Attack: 1d3 or by weapon  
Special Attacks: Nil  
Special Defenses: Immune to sight-based attacks  
Magic Resistance: Standard  
Save: Fighter 0  
Intelligence: Semi- To Low  
Morale: 50%  
Alignment: Neutral Evil  
Size: S (3' Tall)  
Psionic Ability: Nil  
Level/XP Value: I/ 7 + 1/Hp

These small bat-like humanoid creatures are annoying dungeon pests. They favor cold, gloomy areas like caves or subterranean complexes, although they will infest above ground human ruins as well.

Dementings can scratch, claw, and bite for 1d3 points of damage per round. They prefer to use weapons, such as daggers, clubs, and short swords, when they are available. They generally do not wear armor or clothing, although they will occasionally ape humans by wearing castoff rags or carrying items such as pouches, wineskins, and shreds of paper.

Dementings see by echolocation similar to bats, and by sensing electromagnetic fields. They are immune to sight affecting spells but can be deafened by very loud noises, audible illusions, and spells such as silence 15' radius.

Female and males mix freely and have the same statistics. Dementings are notorious cowards and will flee readily if battle is going against them.

Dementings frequently serve more powerful monsters as laborers, fighters, and food sources. They prefer a diet of cave worms and insects, but will eat flesh, fruit, or most other organic material, including carrion.

There are rumors that well-fed dementings can reach enormous size.

Description: Dementings are three foot tall humanoids with hair and skin mottled between light blue and darker blue or purple. They have a head that resembles that of a bat, with overlarge ears, and grotesque empty blank skin covering their eyes. These creatures are hairless, gray, and wrinkled.

## Goblin, Talon

Frequency: Rare  
No. Appearing: 6d10  
Armor Class: 6  
Move: 6"  
Hit Dice: See Below  
% In Lair: 40%  
Treasure Type: Individuals K;O,X in lair  
No. of Attacks: 1  
Damage/ Attack: By Weapon  
Special Attacks: Nil  
Special Defenses: Nil  
Magic Resistance: Standard  
Save: Fighter 0 To 1  
Intelligence: Low  
Alignment: Chaotic Evil  
Morale: 50%  
Size: M (5' Tall)  
Psionic Ability: Nil  
Level/XP Value: I/ 10 + 1/ hp  
With missile weapon: I/ 14 +1/hp  
Leader: II/ 20+ 2/hp  
Leader with missile weapon: II/ 28 + 2/hp  
Master goblin: III/ 35 + 3/hp  
Master goblin with missile weapon: III/ 50 + 3/hp

Talon goblins live in loosely-knit groups and although they are often divided by infighting and factions they will usually have a nominal leader. Like the typical goblin, talon goblins prefer dismal and desolate areas in which to inhabit, often thriving in places one would think would fail to support life. They favor caves and ruins and dislike daylight attacking at -1 "to hit" in sunlight. They can see in complete darkness to 60'. Talon goblins have

an average strength of 11, and so cause no additional damage in combat, although their leaders might.

A talon goblin of 1 to 4 hit points attacks and makes saving throws as a 1-1 hit die creature. Talon goblins of 5 to 8 hit points attacks and makes saving throws as a 1 hit die creature. If more than 10 talon goblins are encountered there will be a large leader type with a 9 to 11 hit points who will attack as a 2 hit die monster and have an armor class of 5. If encountered in their lair there will always be multiple leader types and a master goblin (3 hit dice, 12 to 17 hit points, and an armor class of 4) who will attack at +1 to damage due to strength score of 16.



Talon goblin females number 20% of the total encountered and fight as males. Talon goblins usually (70%) keep canine pets and guards: 3-12 war dogs (70%), 2-8 wolves (20%), or 2-5 worgs (10%).

Talon goblins both hate and envy humans, and when conversations occur between talon goblins and men, they will attempt to make a strong and clever impression. Unfortunately, due to the limited intellectual capacity of the typical talon goblin, they usually fail pitifully.

Talon goblins are equipped with whatever weapons they can find. They are poor miners and craftsmen and cannot make weapons or create homes of their own, leading to their reliance on natural caverns or human or demi-human ruins as homes.

Description: Talon goblins have lemon yellow skin and eyes with red conjunctiva and yellow irises. Males dress in leather garments typical of other goblins, while females prefer to copy human modes of dress. They

stand somewhat taller than most goblins and are muscular with pronounced canine teeth. They do not wear shoes and it is thought that they get their name from their claw-like feet. They live for up to 40 years.

Tribal spell casters: Talon goblins are neither devout nor patient and are incapable of becoming shamans or witchdoctors. Occasionally, a talon goblin with a talent for magic is born. These talon goblins will be short and stout, having about the same dimensions as an obese dwarf. Such a goblin mage practices magic just as a human magic-user does, with regards to hit points, saving throws, spells, and so on. Goblin mages of greater than 5th level have not been encountered.

## Gralkin

Frequency:	Very Rare
No. Appearing:	1-20
Armor Class:	See Below
Move:	12"
Hit Dice:	1 to 6 hit points
% In Lair:	50%
Treasure Type:	See Below
No. of Attacks:	1
Damage/ Attack:	By Weapon
Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	Standard
Save:	Fighter 0
Intelligence:	Low
Morale:	50%
Alignment:	Chaotic (Neutral Or Evil)
Size:	M
Psionic Ability:	Nil
Level/XP Value:	I/ 5 + 1/hp

Gralkin are simply normal humans who have been cursed with the head of a bird. These creatures range in small groups or individually. It is quite possible for a gralkin with character levels as a fighter, etc. to exist, and such are occasionally found leading a band of these things. The magic curse has also been successfully applied to such creatures as dogs and ogres, with expected resultant changes to the above statistics.

Beings changed in this way gradually adopt a chaotic alignment and generally lose their ability to cast spells due to a diminished intellect. Creatures of any good or neutral alignment usually (65%) become chaotic neutral in the span of two weeks if this curse is not cured by means of a remove curse spell. Occasionally (35%) they will turn to chaotic evil in the same span of time. Evil

characters always turn chaotic evil, if they were not already.

The type of bird head received varies with the character. In some cases fanciful, prehistoric, or rare bird heads are gained. Gralkin gradually (over the course of a year or so) lose interest in such things as clothing and money. Unless armored, they will normally have an armor class of 10. They do value weapons, although such will be poorly looked after.



## Restless Dead

The restless dead are the remnants of humans who have unfinished business in the physical world. Some are relatively benign, while others are evil beyond redemption.

Each of the restless dead is unique and therefore only a few generalities can be mentioned. The restless dead are immune to cold and mind-influencing spells such as charm or sleep, like other undead. They cannot normally

be turned, destroyed, or controlled by clerics. The restless dead are almost always found within a fixed area, whether it be a place important to them or the site of their demise. They will sometimes be guarding a treasure that was important to them in life. If they have cause to leave the site of their haunting in the course of their un-life (such as if their treasure is stolen), they may be turned as a 'Special' type of undead. The dead might be corporeal, semi-material, or completely non-corporeal.

The restless dead that have corporeal or semi-material form will normally be able to attack. Most commonly, they will attack by a means related to the way they died, though this is not an absolute. Attack may be physical, by means of a cold touch, withering, energy drain, strength drain, disease, or some other method. These restless dead will have hit dice, armor class, movement, and attacks as befits their form. Some will be hideous, but all will be otherworldly and strange. Some may be struck by normal weapons, while others can only be hit by silver or magical weaponry.

Restless dead may be exorcised. Sometimes, one can be rid of them by helping them finish whatever task or cause keeps them imprisoned in this world. At other times, the dead may be so confused or malevolent that this is impractical.

Not all restless dead are evil. When given help, some may even offer a boon in the form of a valued possession or curing touch. The restless dead will usually have the same intelligence and wisdom they possessed in life.

## New Items

### Black Iron

Black iron is a black lusterless malleable metal. It is used by hobgoblins to forge weapons and these creatures are the only ones who know its source, which they will not reveal to anyone. The typical black iron weapon looks to

be carved from a single piece of metal. It can be used in any application requiring the use of 'cold iron', including in striking night hags and demons. Black iron weapons, armor, shields, etc. are appropriate for enchantment, and if enchanted they can be used to produce items with a value of up to +2.

## City-State of Sarcocoy

Sarcocoy is the nearest city-state to the Castle and it produces three kinds of minted coins:

- Gold crescents
- Silver spanners
- Copper pieces

The gold coin is known as the gold crescent because on the tail aspect there is a crescent moon. The head aspect shows the profile of the monarch in whose reign the coin was minted.

The silver coin is known as a silver spanner, just like the silver coins of several other nearby kingdoms. It portrays the profile of the monarch on the head aspect and a songbird on the tail aspect.

The copper coins are simply called copper pieces, or coppers for short. They depict a fish on both sides.

As the currencies for demi-humans and other nations are described in the subsequent chapters of the dungeon, information about them will be added. The above is for flavor only and to explain the naming used in the dungeon. Feel free to use this system or not based on your own campaign.