

# THE CASTLE TRISKELION

## MEGA-DUNGEON



OUTER WARD FIRST FLOOR

by Tim Stypinski

Robin  
2014

# Triskelion – Outer Ward First Floor

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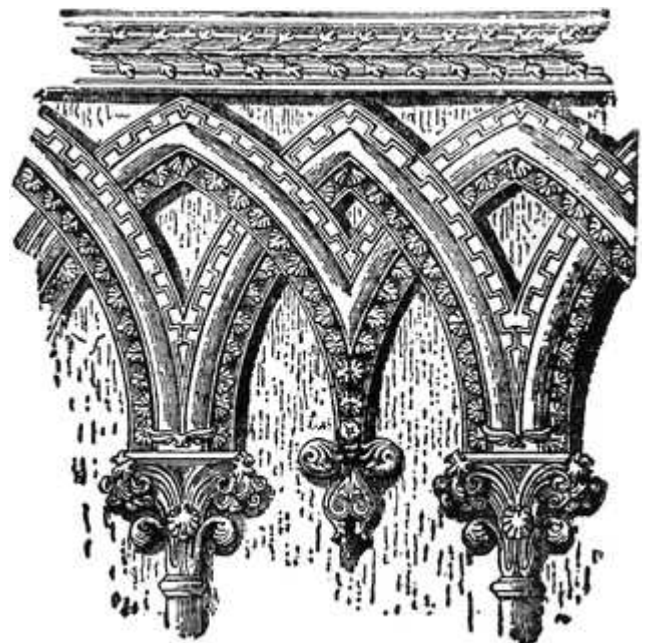
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# Introduction

## Documents Required

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

- Introduction
- Outer Ward Ground Level
- New Materials Volume I

**Introduction** and **Outer Ward Ground Level** provide background, while **New Materials Volume I** provides descriptions of new monsters including:

- Bumbo
- Buttery Sprite
- Topiary Animal

Some unique monsters are found in the text, such as the blue beetles from Room 4, or the animated tree from 56c. These creatures are fully detailed in the room description, and being relatively uncomplicated, do not merit a separate entry in **New Materials Volume I**. Other monsters, such as the talon goblins and restless dead, are described in the **Outer Ward Ground Level**.

## Basic Description

The First Floor of the Outer Ward holds a garden in a central enclosed area. Also of note is a lair of a witch and the main portion of the Inn of the Grinning Bear with its population of talon goblins.

Like the ground level, the majority of the rooms are of dressed stone, with wooden beams supporting the ceilings. Ceiling height is generally sixteen feet. Many rooms have cressets for torches. Individual water closets are scattered over this level and several others. They look like this:



The First Floor directly connects to the Second Floor and the Ground Level.

## Monsters in this Level

The talon goblins on the level, at least the living ones, belong to the faction led by Ulixes the Mage (Second Floor Room 49). Most are only loyal as long as it is convenient and they largely run their own affairs. In a crisis, Ulixes or his lieutenant and bully boy Scevelo can whip them into a fighting unit.

If faced with repeated invasions by hostile adventuring parties, Ulixes will erect a plausible defense, organizing goblins into larger groups to better handle the enemy. If left alone or attacked sporadically only, the goblins will not maintain a vigilant defense, however. The goblins can be negotiated with, but will have their own demands as part of any treaty. Full details of their position are described with Ulixes in the Second Floor document.

Three other powers that can be considered "mini-factions" are the witch Malphaim Hedzel (Rooms 17 to 20), the evil clerics temporarily occupying Room 28, and the sprites and their allies in the Enchanted Garden (Room 56).

## Encounters and Dressings

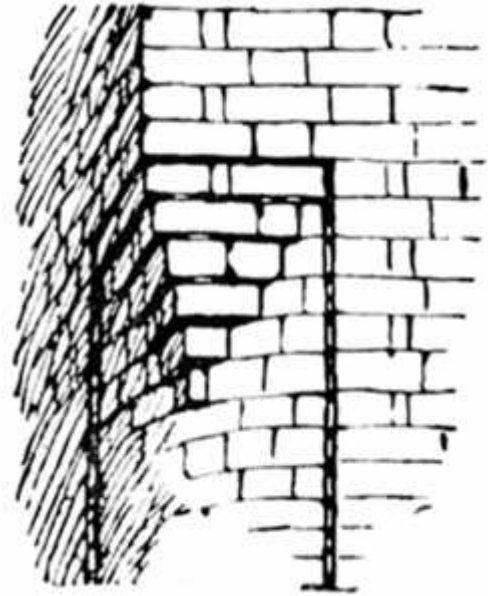
Roll for random encounters using 1d6 once every six turns. On a 1, there is an encounter. Double the odds if the group is making a lot of noise or in similar situations.

### Random Encounters

1d10	Description
1	1d4+1 giant rats
2	1d2 talon goblin zombies, see below
3	1d4+1 dementings
4	1 huge spider
5	1d2 large spiders
6-7	Place creature from nearby room
8	Place creature from distant room
9	Place creature from adjacent level
10	Dungeon Dressing

## Dungeon Dressing

1d10	Description
1	Infestation of thousands of normal-sized cockroaches
2	A single right leather boot, fitting to a gnome male foot
3	Dank, moldy smell
4	Smell of rank manure
5	Whispering sound
6	Small silver bell (worth 2 gold crescents)
7	Broken crossbow bolt
8	Leaves and twigs on floor, placed in strange geometric patterns
9	Blue smoke obscures area
10	Normal bee lazily flying by



## Encounter Areas

Up to seven talon goblin zombies can be encountered wandering through areas 1 through 16 and 21 through 35.

7 Talon Goblin Zombies (AC 7; MV 6"; HD 2; hp 4, 10, 11, 12, 4, 7, 12#AT 1; D 1-8; SA Always lose initiative; SD Limited spell immunity; XP 28, 40, 42, 44, 28, 34, 44)

### Rooms 1 To 16, Northeast

Normal rolls for wandering monsters are used (as per above).

#### 1 Red Wood Paneled Room

The walls and floors are decorated in attractive red paneling. The wood gives the room a pleasant smell. The stairs lead down to Room 3 of the Ground Level and up to Room 1 of the Second Floor. There are six intact windows of plain glass, four in the north wall and two to the east.

#### 2 Tapestries

In the daytime seven giant bats cling to the ceiling beams.

7 Giant Bats (AC 8; MV 3"/18"; HD 1; hp 4, 5, 5, 3, 2, 1, 1; #AT 1 bite; D 1d4; SA Disease; XP 14, 15, 15, 13, 12, 11, 11)

This large room is of simple stone. Fourteen tapestries depicting battle scenes run along the west wall. There are ten glass windows, four of which suffer from broken panes. Two are on the south wall and eight are to the east. The floor is dusty and dirty with bat droppings.

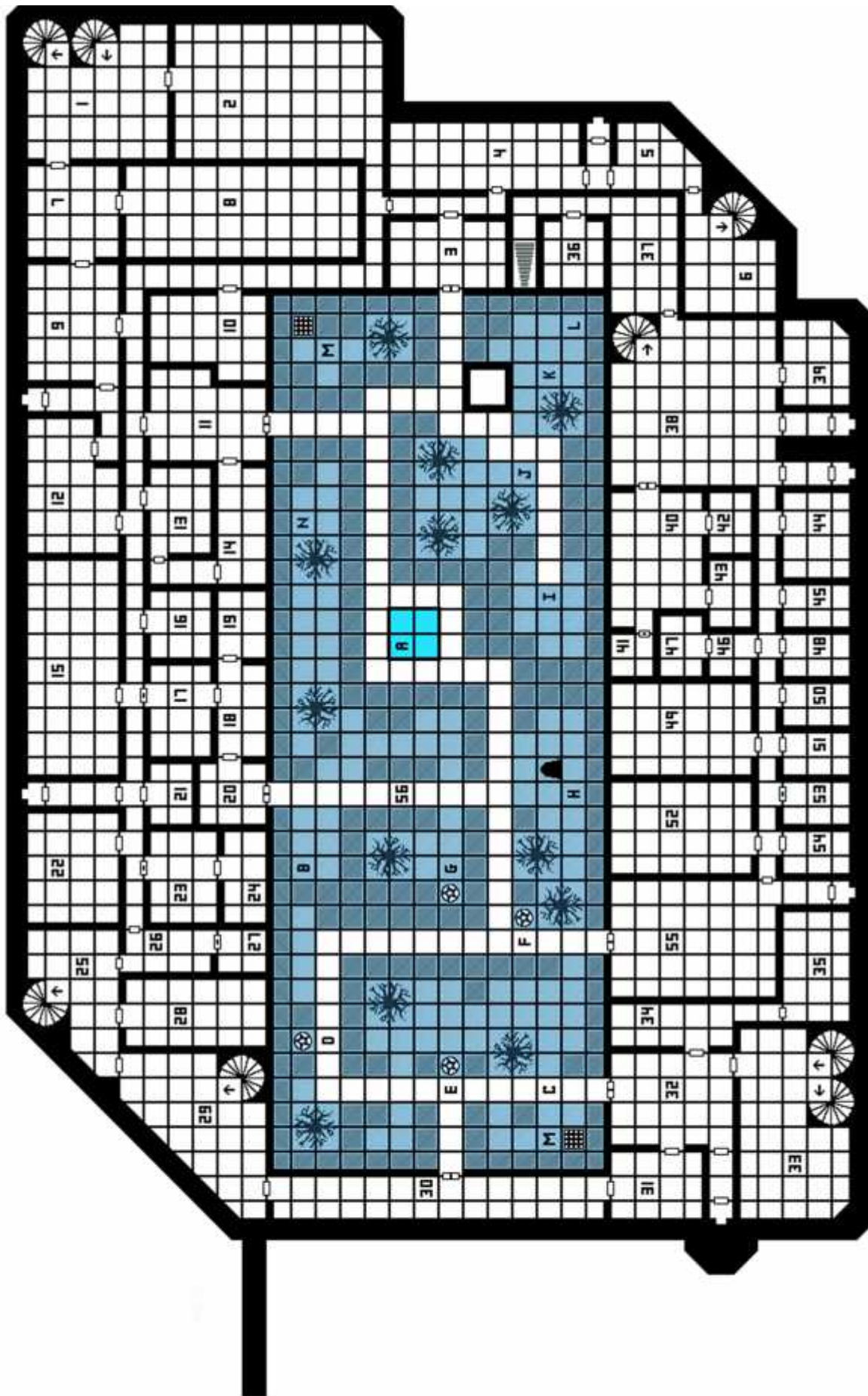
Due to the weathering, each of the tapestries is worth only between 1d10 gold crescents. Each of the tapestries weighs between 801 and 900 gp weight (d100+800).

Each of the windows has right sided hinges to allow them to be opened and six of them are partially or fully open, allowing the bats to exit at will.

#### 3 Grand Garden Entrance

The west wall is made entirely of glass and hugely overgrown boxwood hedge can be clearly seen through the wall. Sunlight will be visible coming from the garden. This floor is tiled in black and white in a checkerboard pattern. Large broadleaf potted plants (algaonema), still in bloom, are in each corner. The denizens of the Enchanted Garden (Room 56) make sure they stay alive.

The double door in the west is also made of glass, showing a cobblestone path heading into the garden. If this door is opened, the adventurers will hear the tinkling of tiny bells, although they will see nothing.



## 4 Blue Room

A large table holding a chest is against the north wall. A large wardrobe is against the east wall. This room has plaster walls and ceiling. The walls are painted light blue, the ceiling is dark blue, and the room has a yellow hardwood floor. Eight plain glass hinged windows are here.

The table is very large and sturdy. It is made of wood and painted blue. The chest is locked; it contains four glass jars. The first two contain honey. The third contains Holy Water. The last contains twelve blue beetles (each about two inches long), which appear to be dead. If the last jar is opened, the beetles will fly out and attack.

12 Blue Beetles (AC 10, HD 1 hit point; hp 1 each; #AT 1 bite; D 1; XP 6 each)

Anyone who takes damage from one of the beetles will have a rash over the site of the wound for the next week. Over the next 1d6 rounds they will experience a bitter taste in their mouth that will last for the next hour. After that it will resolve. These effects are disturbing, but not otherwise harmful.

The wardrobe has been painted blue. It holds four sets of blue padded armor with special spherical mesh helmets. These suits were once used by apiarists working in the Enchanted Garden (Room 56).

## 5 Guardroom

The first time the characters enter this room it will appear to have been recently occupied. This room contains a card table and two simple wooden stools. A white basin holding steaming hot water is in the northeast corner, and two plain white towels are folded on an end table. Four windows of plain glass look out over the ruined stables below.

A deck of normal cards are on the table, placed as if in the middle of a game. A hot glass of cider is on the table in front of one of the stools, while in front of the other is a still smoking meerschaum pipe (decorated with the head of a hare and valued at 2 gold crescents).

## 6 The Malignant Mural

The west wall is completely occupied by a huge mural of a scene out of the Abyss. Two windows are to the south and the stairs lead up to Room 34 of the Second Floor.

Within the mural, four manes demons are burning in flames. As the characters watch, the demons come to life and step out of the mural to attack.

4 Manes Demons (AC 7; MV 3"; HD 1; hp 7, 5, 5, 4; #AT 2 claws, 1 bite; D 1d2/1d2/1d4; SD Magic, cold-forged iron, or black iron weapon needed to hit, limited spell immunity; XP 25, 23, 23, 22)

Each time the party re-enters the room they will see manes in the mural. However, each mane defeated is one that will not reappear in the mural if the party returns later. For every party member that the manes kill, there will be an additional manes demon in the mural if the party returns at a later date.

## 7 Green Room

This room is overwhelmingly green. It is an assault on the senses. It is obscenely green with countless shades of olive, emerald, jade, lime, cyan, moss, verdigris, and every other green imaginable. Even the doors, ceiling, and floor are marked by greens. There are four windows and the glass of each has been painted green, causing green light to bathe the room during daytime. A green slime clings to the door to Room 8.

Green Slime (AC 8; MV 0"; HD 2; hp 8; #AT 1 (drip); D Turn to slime in 1d4 rounds; SA Corrosive properties; XP 626)

It is virtually indistinguishable from the other greens of the room, except that it has a somewhat wet appearance which will not be noticed unless someone says they are looking for it. Anyone attempting to use the door to Room 8 will contact it, as will those who listen at the door. Remember that anyone listening at a door must remove their helmet or other head protection.

## 8 Archery Range

This long room was originally lit by eight wall-mounted rods with *Continual Light* cast on them. Only three are left and they are all near the north portion of the room, leaving the southern portion in darkness. A peg on the wall holds a quiver of arrows. The floor is littered with hundreds of spent arrows.

In the darkness to the south are seven straw 'bulls eye' targets used for archery practice. They are all placed about two feet from the south wall.

On the floor are 234 broken arrows and 101 salvageable arrows.

The quiver is red and yellow. Inside the quiver are seven **Arrows +1**. Each arrow is fletched with blue and red striped feathers and the tips are serrated.

## 9 Tannery

The tannery was placed in this out-of-the-way location so that the smell would not annoy anyone living in the Inner Ward, and even now the room smells strongly of urine.

This place is cluttered with stiff dry hides that have not yet been processed. There are several sturdy wooden tables and workbenches. Baskets are hung from the walls, along with objects resembling leather wineskins. Numerous large and small metal vats are scattered throughout the room. Racks hold finished stretched leather and several fur products (coats, rugs, etc.). There are five large glass windows that have hinges located on their tops. These are wide open. They were usually left open, even in cold weather, to alleviate the stench.

The tables hold pestles and hammers for pounding the skin.

The baskets hold dried animal dung and the thirteen "wineskins" actually hold a crude brown hide glue which can be squeezed out like a tube of toothpaste. This is best if applied hot and takes about an hour to set and is usually used for wooden furniture. The glue is vulnerable to wet and excess heat, however, and may fail if exposed for too long to such conditions.

The vats once held animal urine, salt solution, and lime mixtures. Although the liquid contents have evaporated over time, they have deposited foul smelling remnants.

The finished leather and fur are only stored here temporarily. Normally they would be moved to the currier's workshop (Room 59 on the *Ground Level of the Inner Ward*).

## 10 Sign of the Bow and Arrow

The door to this room is decorated with a painted green bow and black and yellow arrow. This room is where the fletchers and bowyers in service to the Triskelion family worked.

Many worktables and tools are present along with large stools. Four rather large glass windows are placed high on the south wall, looking into the garden (Area 56). Unfortunately the overgrown hedge obstructs the view. Chips of wood and feathers litter the floor.

On the worktables are twelve finished short bows, seven finished longbows and eighty seven arrows, along with enough wood, string, feathers, etc. to make many more. Four pots of hide glue are on one table, but the glue has turned solid and is useless.

## 11 Garden Store Room

The first thing that adventurers will notice as they enter this room from the north is that there are two large open windows in the south wall that let in the fragrant air of the garden.

This room was used to hold gardening supplies. There are sacks of potting soil, shovels, rakes, hoes, watering cans, leather gloves and aprons. Spouts for running water are present, but are not working. A huge double door made of oak leads to the garden (Room 56). It is decorated on both sides (in bas-relief) by bearded gardeners wearing Phrygian style caps.

## 12 Laundry Room

As the adventurers enter this room, they will notice the large number of clotheslines with dusty white sheets hanging from them. They effectively obscure the room, so that they will not be able to see more than a few feet in front of them. If it is daytime, the party will be able to tell that there is daylight coming from the north, as there are six large glass windows, capable of being opened in the same way as those in Room 9.



A restless spirit wanders the area, it is the Pale Mistress. She appears as an adult female figure wrapped in white sheets, obscuring her face so that only shadowy features are revealed.

The Pale Mistress, Restless Dead (AC 4; MV 12"; HD 2+2; hp 14; #AT 2; D 1d4/1d4; SA Kiss; SD Limited spell immunity, resistance to normal weapons; XP 147)

Because of her resemblance to the features of the room, she will surprise on a 1d4 in 6 and as an undead she is

completely silent. She will target male characters only, although if attacked by a female, she will fight back. If she strikes with both of her claw-like hands she may automatically "kiss" her victim, causing them to take an additional 1d6 points of cold damage and make a saving throw vs poison or fall unconscious for 1d10 hours.

The Pale Mistress is immune to mind-affecting spells, such as *Sleep* and *Charm*. She is not affected by cold. She may not be turned while in this room. She may be turned as a Special undead if somehow enticed or forced to leave the room. She is subject to *Exorcism* and takes only 1 point of damage from normal weapons, although silver or magic weapons can strike her normally.

This room has white plaster walls and a stone tile floor. There are large baskets lined with white cloth, washing boards and buckets here, along with various soaps. These are scattered through the room, and the adventurers will tend to knock them over as they navigate the room. There are two faucets (red for hot and blue for cold water) against the west wall that are not working.

### 13 Equipment Room

Four talon goblin zombies are skulking here:

4 Talon Goblin Zombies (AC 7; MV 6"; HD 2; hp 9, 4, 6, 10; #AT 1; D Spear; SA Always lose initiative; SD Limited spell immunity; XP 38, 28, 32, 40)

The first talon goblin zombie has 6 silver spanners in a small leather bag tied around its neck, while the third has 1 silver spanner sewn into a fake eye-patch.

This room is paneled in wood. It is dusty, cobwebbed, and cramped due to the shelves lining the walls and four aisles of shelves running north to south in the room. Tools like hammers, nails, saws, etc. are here, as well as odds and ends like extra window frames, table legs, and wooden boxes.

### 14 Wash Room

This room has a board running along the south wall with twelve holes used as toilets. A long porcelain trough runs along the north wall, used as a urinal. A sink is in the east wall, along with a huge faucet, but it is not working. Five small glass windows are in the south wall near the ceiling. Standing on the board and looking through the window allows one to see over the hedge and into Area 56n, where one will see a huge beehive.

### 15 Barracks

The door to this large room is not locked, but it is stuck and must be forced open. Inside the floor is caked with

dust. A single set of footprints leads to the center of the room, where they mysteriously disappear. The white ceiling has large red magic runes written on it. Twenty four men once lived in this area, including the gardeners. There are twenty four dusty beds, each with locked footlocker. Each footlocker contains simple uniforms, plain clothes, worthless personal items, 1 to 8 copper pieces and 0 to 3 (1d4-1) silver spanners. There are nine large plain glass windows giving a view of the mountain wall to the north.

It requires the *Read Magic* spell to understand the words on the ceiling: "An annoying insect buzzed in my ear, speak me and see it reappear!" If the words on the ceiling are spoken aloud, a man will appear in the center of the room, over the site of the footprints. He is Bargo the Wizeden, a powerful magic user.

Bargo the Wizeden, Chaotic Evil male human Magic-User (AC 10; MV 12"; MU18; hp 31; #AT 1; D **Dagger +2**; SA Spell use; S 5, I 17, W 6, D 11, C 8, Ch 4; XP 7430)

Magic user Spells: *Protection From Evil*, *Read Magic*, *Gust of Wind*, *Fumble*, *Remove Curse*.

Bargo appears as a hunched-over man in his seventies, with a long white beard and wild eyes. He has used up all of his spells except those above. He carries a **Dagger +2** and wears a crimson robe and black wizard hat, having sacrificed most of his other personal possessions to an efreet (see below). He carries the following spell components: solidified milk fat sealed in a tiny jar for the *Fumble* spell, a pouch of powdered iron for the *Protection From Evil* spell, a pouch of powdered silver for the *Protection from Evil* spell (valued at two silver spanners), a hunk of quartz for the *Read Magic* spell, and a bean for the *Gust of Wind* spell.

Bargo was here when the castle fell. He was chased into this room by a shadowy horror that he cannot and will not describe. He begged a favor of an efreet noble to rescue him from the menace, but the efreet betrayed him (as they are wont to do). Instead of saving him, it placed him in the Elemental Plane of Fire, not to be freed again until the words on the ceiling are read aloud. While only a few years have passed in the castle, time has traveled much differently for Bargo. He has experienced over two hundred and seventy years of searing pain from the burning of the elemental plane, although the efreet has made sure he was not killed (yet, anyway).

Bargo will certainly attempt to bully the party. He will demand that they escort him to his tower in the west (it was plundered years ago). He knows he is weakened, however, and will avoid a physical confrontation. He

may even offer a reward if he needs to, although he has no intention of keeping his word.

As long as Bargo remains in this room, his artificially extended lifespan will continue normally. However, as soon as he steps out of the room he will combust as two hundred and seventy years of being burned alive catch up to him. All of his possessions must save vs magical fire or be destroyed and anyone standing within five feet of him must save vs dragon breath or suffer 1d6 points of damage. Bargo has no idea that this will happen to him, so he will not act differently as he approaches the doorway.

## 16 Mess Hall

Five giant red mites (treat as giant worker ants) are scavenging the area. This room is painted in red and white and there are large mirrors on every wall. Four wooden tables and seventeen chairs are here. Each table has a red and white tablecloth and is decorated with empty iron candlesticks.

5 giant red mites (AC 3; MV 18"; HD 2; hp 10, 8, 7, 5, 4; #AT 1 bite; D 1d6; XP 40, 36, 34, 30, 28)

## Rooms 17 To 20, Lair of the Witch

No wandering monsters will be encountered in this area.

## 17 Stick Figure Guards

The northern door to this room is *Wizard Locked* by a 4th level magic-user. This room is littered with broken broomsticks. Seven brandles will instantly form from the stick piles and warn off any intruders who cross the threshold, unless they have been instructed to allow them in by Malphaim Hedzel (see Room 18). For brandles, see *New Materials Volume 1*, under *New Magic Items*, **Broom of Brandles**.

7 Brandles (AC 9; MV 12"; HD 1; hp 8, 5, 4, 4, 3, 2, 2; #AT 1; D 1d6; SD Take half damage from most edged weapons, immune to *sleep* and *charm*; XP 22, 19, 18, 18, 17, 16, 16)

The brandles will attempt to make shooing motions to indicate that the characters must leave and they will not initiate hostilities. They will, however, bar the door to Room 18 and will reply in kind if attacked.

The room itself is ill-kept. There is coal dust, rocks, piles of coal, pieces of wooden and paper trash and discarded clothing in addition to the broken broomsticks on the

floor. The dirty walls are of white plaster and there is a gray tiled floor. A fireplace is in the south wall.

## 18 Cozy Reading Room

This room is inviting. Four large glass windows give an excellent view of the garden. A lit fireplace is in the north wall, the floor is wood and covered with attractive rugs, and the room is meticulously clean. The bookcases built into the walls are filled with books on numerous subjects but mostly cooking and gardening. Malphaim Hedzel, a fourth level magic-user, is usually here, reading on a comfortable padded chair with her feet on an mismatched ottoman. Malphaim herself is an amiable old eccentric.

Malphaim Hedzel, Neutral female human Magic-User (AC 10; MV 12"; MU4; hp 10; #AT 1; D Magic Broom, as Quarterstaff +1; SA Spell use; S 6, I 17, W 17, D 13, C 9, Ch 13; XP 215)

Spells: *Magic Missile*, *Mending*, *Write*, *Detect Evil*, *Wizard Lock*



She always wears a yellow shawl and a pointy black hat. She is the mistress of the brandles in Room 17 and can make more with her **Broom of Brandles**. She is usually accompanied by her blue hedgehog familiar (hp 1, no effective special abilities or attacks). In addition to her magic broom, Malphaim carries a small purse with 32 copper pieces and 12 silver spanners. She carries a small red velvet pouch holding two small magnets used for the *Mending* spell and a small metal makeup case holding chalk dust, soot, and vermilion used for the *Friends* spell.

She is likely to be friendly to the party and offer them some tea, assuming that she is not immediately attacked. If the party has destroyed her brandles in Room 17, she will demand that they find her some more brooms to make brandles out of. If she is attacked, Malphaim will flee into the garden through Room 20, looking for help from the sprites in Area 56i, with whom she is on good terms, having helped them in the past.

## 19 Bedroom

Two brandles are always on duty here.

2 Brandles (AC 9; MV 12"; HD 1; hp 7 each; #AT 1; D 1d6; SD Take half damage from most edged weapons, immune to *sleep* and *charm*; XP 21 each)

Malphaim's bedroom is comfortable and clean. All of the furniture is well made and attractive. She has a large four poster bed with pink sheets and frilly pillows. There is also a wardrobe, a dresser, a large mirror on the north wall, three mirrors on the south wall, and a large desk with a heavy wooden chair.

The wardrobe holds coats, dresses, and gowns, most of which are pink, red or black. She also has extra hats, red, pink, and black, for different moods.

The dresser holds underclothes.

On the desk is a spell book, four cookbooks, a book on magic brooms, twenty three sheets of vellum (valued at 3 gold crescents each), and three bottles of dark brown ink, one of which is the rare magic ink needed for the *Write* spell.

The spell book has the following spells: *Find Familiar*, *Friends*, *Magic Missile*, *Mending*, *Read Magic*, *Write*, *Continual Light*, *Detect Evil*, *Knock*, *Wizard Lock*

The book on magic brooms is titled "Brooms by Bilchner" and is written by a famous witch. On the page for the **Broom of Brandles**, there are written the words: "Braxus", "Craxus", and "Draxus". To cause the broom to fly, one must say "Braxus". Saying "Craxus" causes the broom to come to you, as long as it is within 30". The command to make Brandles is "Draxus". If the party gets their hands on the broom and this book, they must experiment to figure out which command works for which feature.

## 20 Greenhouse and Work Room

The south wall is made completely out of glass and the ceiling is also glass. A fire pit is near the north wall, along with simple kitchen utensils and pots and pans. Against the west wall, there is a massive worktable holding large

amounts of glassware. A large number of potted plants are in the room, so many that traversing the room is slightly difficult.

The worktable holds seventeen empty glass flasks, two **Potions of Healing** (blue and watery, tastes like charcoal in water), one **Potion of Diminution** (sickly yellow-green and fizzy, tastes like pepper), one **Potion of Plant Control** (glowing, violet and syrupy, tastes like wine), a **Beaker of Plentiful Potions** (*Healing*, *Diminution*, and *Delusion*), and one container of balm that will reverse the effect of shock from a bee sting. The potions are properly labeled and there are several extra labels, corks, and glass stoppers. If the characters have behaved themselves, Malphaim may be willing to trade potions for magic items or fine jewelry (2000 gold crescent value minimum).

The plants include most of the ones from the *AD&D Dungeon Master's Guide* Appendix J, and whatever else the DM chooses to add.

## Rooms 21 To 35, West

Within this area use the normal wandering monster table given for this level.

### 21 Meat Locker

The door to this room is encrusted with frost and anyone walking past the doorway will feel the palpable cold. This room has frost rimed 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 supernatural and no source can be identified. The food has been taken long ago.

### 22 Yellow Room

A giant tick is attached to the south wall above to the door and it will jump on the first adventurer to enter.

Giant Tick (AC 3; MV 3"; HD 3; hp 12; #AT 1; D 1d4; SA Blood drain for 1d6 points each round, Disease; XP 101)

This room has plaster walls painted in lemon yellow and the floor is a yellowish wood. The five glass windows are large and give a nice view of the mountains during the daytime. This was once used a practice room for weapons training and there are several weapons racks against the walls. There are three long swords, four broadswords, two two-handed swords, three bastard swords, six daggers, and short swords.

## 23 Under-Captain's Antechamber

The door to this room is locked. This large room was the living quarters of the under-captain of the outer ward. The furniture is in a purple and blue pattern and matches the wallpaper. There is a couch, four comfortable chairs, a coffee table and a side table. Mounted fish are on the west wall. A trim of light wood near the ceiling has an oak leaf pattern. This room is dusty and cobwebbed.

## 24 Under-Captain's Bedroom

Three gralkin are here.

Kestrel, Chaotic Evil male gralkin Fighter (AC 6; MV 12"; F2; hp 11; #AT 1; D Short Sword; S 14, I 8, W 7, D 12, C 15, Ch 10; XP 68)

Cuckoo, Chaotic Evil male gralkin Fighter (AC 10; MV 12"; F1; hp 5; #AT 1; Footman's Mace; S 15, I 5, W 4, D 10, C 14, Ch 6; XP 30)

Loon, Chaotic Evil female gralkin Fighter (AC 9; MV 12"; F1; hp 6; #AT 1; D Spear; S 13, I 5, W 5, D 15, C 11, Ch 7; XP 32)

The kestrel was the under-captain and the others are his subordinates. He has kept a small part of his memory and is still able to command the other two. He wears **Studded Leather +1** and carries a pouch with 4 silver spanners, a key to Room 23, and the key to the strongbox under the bed (see below).

There is a bed, a wardrobe, a dresser, and two dirty mattresses on the floor. The wallpaper has the same purple and blue pattern as Room 23 above a band of dark wood paneling (four feet high). There are small, high windows in the south wall, letting in sunlight from the garden. These are equipped with shutters, and will be closed at when it is night outside the castle.

The bed is unmade and filthy, and a locked strongbox is under it. It holds the following: 72 gold crescents and 88 silver spanners in loose change, a small pouch holding 13 copper pieces, and a flask holding blue liquid (**Potion of Healing**, tastes like rusty water).

The wardrobe and dresser hold normal human clothing and hats fit for an affluent man.

## 25 Corner Room

This room is bare of all furnishings. Two large glass windows are to the north and one is the east, and stairs ascend to Room 17 of the Second Floor.

## 26 Festive Hall

This room is decorated in red with streamers and tinsel pinned to the walls and wooden beams, apparently ready for some festivity that never occurred. Seven giant rats lurk under a long table in the center of the room.

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

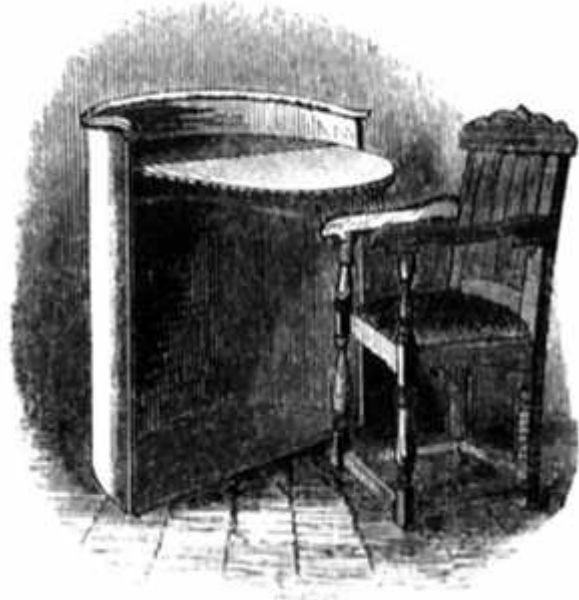
Because of the length of the tablecloth, the rats' location will not be obvious and they surprise on a 1d3 in 6.

## 27 Undersecretary's Room

The door to this room is barred from the inside. This modest bedroom has its walls painted in dull red and blue vertical stripes. There is a desk against the east wall. Sitting at the desk is a dried out corpse wearing a black uniform. A dresser and a bed are near the west wall. Several small, high windows are in the south wall. They are shuttered so no light from the garden can be seen.

The corpse is the undersecretary. He wears a silver necklace valued at 25 gold crescents, but the body is inhabited by three cadaver spiders that will attack if the body is disturbed.

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



On the desk is a dried out bottle (it used to contain poison). There is normal ink, quill pens, and several ledgers containing inventory lists of supplies ordered for the castle.

The dresser holds clothing and uniforms. There is a false back to the top drawer and in the hidden space are 42 silver spanners. Several large hats are on top of the dresser.

## 28 Weapon's Locker

An insane evil cleric and his acolyte are here, along with 3 zombie servants.

Hasbool Venrichy, Neutral Evil male human Cleric of Samech (AC 4; MV 9"; C5; hp 17; #AT 1; D Footman's Mace; SA Spell use; S 15, I 10, W 14, D 11, C 10, CH 6; XP 377)

Spells: *Bless, Command, Create Water, Chant, Hold Person, Snake Charm, Animate Dead*

Hasbool wears black chain mail and a black shield decorated with a demonic face. As an aesthete, he carries no wealth, but does keep spell components. He has a vial of unholy water for the *Bless* spell, a vial of human blood for the *Animate Dead* spell, and a small iron bar for the *Hold Person* spell. Because of the castle's sinister reputation, Hasbool is certain that there are many evil relics and writings to be discovered. So far he has been disappointed. He will order his zombies to attack and prefer to stay out of combat, casting spells instead, until it is no longer possible. Hasbool has run afoul of the talon goblins, but has managed to kill several and has released them into the hallways after animating them.

Endermend Unveals, Neutral Evil male human Cleric of Samech (AC 4; MV 9"; C1; hp 5; #AT 1; D Hammer; SA Minor spell use; S 14, I 14, W 13, D 10, C 15, CH 10; XP 38)

Spells: *Cure Light Wounds*

Endermend wears the same black chain mail and shield as Hasbool. He is not as fastidious as Hasbool and keeps 78 silver spanners and 212 copper pieces in his backpack, along with four weeks iron rations, flint and steel, six torches, and 45 feet of strong rope. Endermend regrets following Hasbool and is terrified of the castle and the undead. If Hasbool is killed, Endermend will summarily surrender and beg to be helped out of the castle.

There is one female human zombie and two talon goblin zombies. The human was also an evil acolyte, but died in the fighting and has since been raised to serve Hasbool in death as she did in life. She wears black chain mail.

2 Talon Goblin Zombies (AC 7; MV 6"; HD 2; hp 13, 11; #AT 1; D 1-8; SA Always lose initiative; SD Limited spell immunity; XP 46, 42)

Female Human Zombie (AC 5; MV 6"; HD 2; hp 10; #AT 1; D Hammer; SA Always lose initiative; SD Limited spell immunity; XP 40)

Hasbool has stacked seven more talon goblin corpses in the south west corner, awaiting animation.

This room has white plaster walls and floor is wood. Weapons racks along the east and west walls hold hundreds of normal spears and javelins. Three simple glass windows are here but the view of the garden is poor due to the overgrown hedges. Nevertheless the eternal sunlight does provide plenty of illumination.

## 29 Sentry Room

This large room has recently become inhabited by a large, angry two-headed gnoll, served by two chaotic evil gnomes.

Two-headed Gnoll (AC 5; MV 9"; HD 4; hp 19; #AT 2; D spear and long sword +2 to damage due to strength; XP 136).

He attacks with a weapon in each hand. He wears two gold necklaces valued at 25 gold crescents each and has a pouch holding 5 gold crescents, 6 silver spanners, and 14 copper pieces.

Gnome 1 (AC 6; MV 6"; HD 1; hp 7; #AT 1; D short sword; XP 17) 7 gold crescents and 3 silver spanners in a belt pouch

Gnome 2 (AC 6; MV 6"; HD 1; hp 5; #AT 1; D Club; XP 15) backpack with 7 torches, flint and tinder, 12 silver spanners and 35 copper pieces

They have gathered two hogsheads of ale, several wedges of cheese, and a roast goose which are on a table along the south wall. The room gives an excellent view of the mountains to the northeast through five large plain glass windows but no windows are in the south wall. The stairs go down to the Ground Level, Room 33.

## 30 Long Hall

Fourteen glass windows are to the west, giving a view of the inner ward. Thirteen open smaller windows look into the garden, although the view is obstructed by the heavy growth of the hedge. In between each window on the east wall is a black Triskelion banner. The large double door into the garden is made of dark brown wood and is decorated in relief with large trees with intertwined branches.

## 31 Reading Room

A bizarre creature has made this room its den. This creature has the body of a crimson haired cat and has three green snakes heads growing from its neck where a normal cat head should be. The creature is an amalgamation and the heads and body attack and can be attacked separately, using different "to hit" scores.

Body of the Beast (AC 5; MV 15"; HD 3; hp 13 ; #AT 2 claws; D 1d6/1d6; XP 69)

3 Heads of the Beast (AC 5; MV 3"; HD 1; hp 6 each; #AT 1 bite; D 1d4; XP 16 each)

This creature is size M and the heads are long enough that they can each attack separate individuals. If the body is killed but some or all of the heads are still alive, they will detach as size S individual snakes (hence the 3" movement rate) and continue to fight. Adventurers attacking the beast will hit the body on a 1d3 on d6. On a 4, 5, or 6, one of the three heads is struck instead.

This room is attractively furnished with three comfortable upholstered chairs and several small wooden tables. The walls are lined with bookshelves containing sensationalist and scandalous stories bound in leather. Hidden among them is a **Manual of Quickness of Action**. Three large stained glass windows depict scenes of satyrs frolicking with nymphs.

## 32 Scriptorium

This room is dominated by twelve large wooden desks and tall stools. Quill pens, ink bottles, and unfinished salacious prose works are arranged on the desks. Also present are several scrolls of a more mundane nature (taxes, household purchases, prisoner names, etc.). The whole room is paneled in wood with a light yellow wood floor. It is rather plain but is illuminated by two beautiful chandeliers. Three windows look out upon the garden, but like in other areas, the view is obscured by hedges.

## 33 Bookbinders' Workshop

This large room is paneled and floored much like Room 32. Strips of leather and metal tools are littered on the many work tables. Simple wooden stools are also scattered about. Three large plain glass windows face south and three face west. They give an excellent view of the waterfall. Stairs go down to Room 67 on the Ground Level and up to Room 27 on the Second Floor.

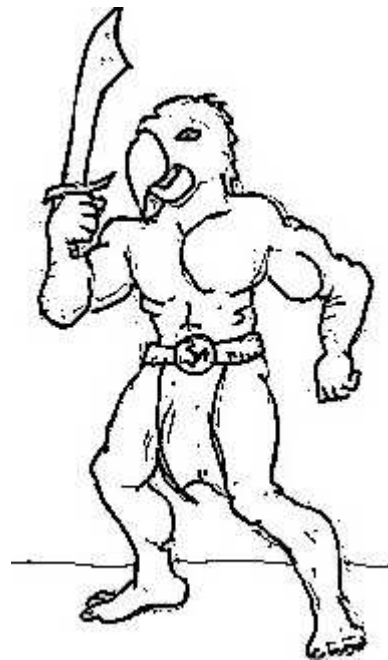
## 34 Scriveners' Room

Two gralkin are using this as a base of operations.

Macaw, Chaotic Evil male gralkin Fighter (AC 10; MV 12"; F2; hp 83; #AT 1; D Scimitar + 1 to damage due to strength; S 16, I 5, W 7, D 14, C 14, CH 4; XP 52) **Ring of Feather Falling** (looks like a gold ring with a value of 85 gold crescents)

Pelican, Chaotic Evil male gralkin Assassin (AC 10; MV 12"; A2; hp 10; #AT 1; D Short Sword; S 12, I 11, W 6, D 14, C 15, CH 3; XP 65) non-magical gold ring worth 85 gold crescents

This room is paneled and floored in the same fashion as Rooms 32 and 33. Twelve bunks are here along with eleven footlockers and plain bedclothes. The footlockers are all open and contain only normal clothing. Two windows of plain glass look out upon the garden, but are obstructed by hedges.



## 35 Scroll Storage

This large dusty and rarely used room contains dozens of old wooden cabinets. Five large dust-smearred glass windows look south.

The cabinets contain thousands of scrolls. The scrolls are mostly concerned with mundane household matters, although several maps are present which describe the region surrounding the castle. Careful reading might allow characters to learn the different names of the Triskelion family members and other important people who lived in the castle.

The gralkin have hidden one of the footlockers from Room 34 in one of the cabinets and then forgot about it. It is not locked and contains 31 gold crescents, 76 silver spanners, 127 copper pieces, a wooden whistle, an

alexandrite gem worth 150 gold crescents, a normal red felt hat, and a **Medallion of Thought Projection** (looks like a bronze pendant disc on a bronze chain). The medallion has a 30' range.



## Rooms 36 To 55, Inn of the Grinning Bear

Any wandering monsters encountered in this area will be one of the occupants of these rooms or from Rooms 34 to 41 of the Second Floor.

### 36 Ladies' Room of Repose

Three female talon goblins are lounging here.

Female Talon Goblin 1 (AC 7; MV 6"; HD 1; hp 6; #AT 1; D Short Sword; XP 16) silver choker worth 7 gold crescents and a mother-of-pearl comb worth 3 silver spanners

Female Talon Goblin 2 (AC 7; MV 6"; HD 1-1; hp 2; #AT 1; D Dagger; XP 12) copper armband worth 1 gold crescent and two blue metal earrings with no appreciable value

Female Talon Goblin 3 (AC 7; MV 6"; HD 1-1; hp 3; #AT 1; D Hand Axe; XP 13) small pouch with 17 silver spanners

Each is wearing a fancy hat and high quality female human garments, which hang rather loosely on them. Handsome human men will definitely cause an adjustment in their reaction roles, and they are unlikely to initiate hostilities. If attacked, they will fight ferociously with cries of "degenerate" and "lecher".

This room was originally used as a leisure room for women who were staying at the inn. Three windows give a somewhat obstructed view of the garden (again due to the overgrown hedges). There are several sofas and comfortable chairs with a light blue flower patterns and three tapestries of women knitting, spinning, etc. are on the walls. There is a fireplace in the south wall.

### 37 Outer Chamber

This room's walls are paneled in rough dark wood. The hardwood plank floors are yellow. A bar with twelve wooden stools runs parallel to the west wall north of the door. The shelves behind the bar hold fragments of broken bottles. A single red stained glass window high in the north wall gives a small amount of light. This room was used for games of darts, cards, and dice and several felt topped tables and simple wooden chairs are here. Dart boards on the walls hold normal darts (no combat value). Dice cups and bone dice are scattered around. An unlit fireplace is in the north wall.

### 38 Common Dining Room

Seven talon goblins are here drinking ale from a barrel and eating plates of meat.

Talon Goblin 1 (AC 6; MV 6"; HD 1-1; hp 1; #AT 1; D Short Sword; XP 11) 7 silver spanners

Talon Goblin 2 (AC 6; MV 6"; HD 1-1; hp 4; #AT 1; D Scimitar; XP 14) 6 silver spanners, 11 copper pieces

Talon Goblin 3 (AC 6; MV 6"; HD 1-1; hp 1; #AT 1; D Spear; XP 11) 8 silver spanners, 4 copper pieces

Talon Goblin 4 (AC 6; MV 6"; HD 1; hp 6; #AT 1; D Spear; XP 16) 21 copper pieces

Talon Goblin 5 (AC 6; MV 6"; HD 1-1; hp 4; #AT 1; D Footman's Mace; XP 14) 1 silver spanner, 24 copper pieces

Talon Goblin 6 (AC 6; MV 6"; HD 1; hp 5; #AT 1; D Short Sword; XP 15) 16 silver spanners

Talon Goblin 7 (AC 6; MV 6"; HD 1-1; hp 3; #AT 1; D Footman's Flail; XP 13) 12 silver spanners, 3 copper pieces

This large room is paneled and floored much like Room 37. The patrons of the inn took their meals here at almost any time of day. Several large rough wooden tables, benches and chairs are here along with a fireplace in the north wall and five small glass windows (located rather high up and giving a very poor view of the garden). The floors are littered with rotting food and debris. The east water closet was for men and the west was for women. They are labeled as such by pictures and words. Stairs go up to the Second Floor, Room 36.

### 39 Private Dining Room

Two long tables and twelve chairs once served patrons, while two of the chairs are now occupied by a pair of large talon goblins who are sharing a bottle of whiskey.

Talon Goblin 1 (AC 6; MV 6"; HD 1; hp 8 (9 while intoxicated); #AT 1; D Scimitar; XP 18(19 while intoxicated)) 3 gold crescents, 7 copper pieces

Talon Goblin 2 (AC 6; MV 6"; HD 1; hp 7 (8 while intoxicated); #AT 1; D Long Sword; XP 17(18 while intoxicated) 15 silver spanners, 18 copper pieces

These goblins are moderately intoxicated and thus will gain 1 extra hit point and attack at -1, as well as altering their bravery/ morale checks.

This was a more private area where select patrons could be served without being subject to the noise of the common room. The walls are paneled in attractive dark wood and the floors are light yellow wood. Two glass windows are in the east wall and two more are in the south wall while a fireplace is in the southeast corner.

## 40 Kitchen

This room served as both a kitchen and a scullery. Six small glass windows and two large brick ovens are on the north wall, while a fire pit made of bricks is near the south wall. Three large wooden tables are in the center of the room, used for food preparation. Cabinets hold unremarkable wooden and metal eating and cooking utensils. Noticeably absent are any knives or cleavers. Brooms, mops, and buckets are in the northeast corner. Should the characters have destroyed brandles and wish to make amends to Malphaim Hedzel, the brooms here will suffice. The floor is scuffed and does not show any signs of recent cleaning.

## 41 Scullery Maids' Room

The door to this room is locked. The talon goblins avoid this room because it is the residence of Grumman, a buttery sprite. [See *New Materials Volume 1*, under *New Monsters*]

Grumman, Buttery Sprite (AC 6 (2 while invisible); MV 9"; HD 1; hp 8; #AT 1; D 0 or 1; SA Attacks with elfshot as a 4 HD monster; SD Invisibility, immune to ingested poison; XP 88)

Note that Grumman spends most of his time invisible. He somewhat resembles other sprites physically but he has a long pointy nose and he always wears bright yellow clothes. He was responsible for making sure the innkeeper did not cheat his guests by giving them low quality food and drink. Grumman preferred to spend time with (and spy on) the scullery maids who used to live here (Alladora, Bianca, and Cloribella) instead of spending all of his time in the buttery.

The walls are painted pink and the floor is wood. There are two modest-sized windows, both of which are capable of being opened (Grumman is known to visit the sprites in the garden). There are three comfortable beds, two dressers, and three wardrobes. Although the scullery maids are long gone, Grumman maintains everything in a pristine state due to his affection and fond remembrance of them.

Each of the maids had a modest amount of jewelry, and three small locked jewelry boxes are present, one in each wardrobe:

- #1 3 pairs of silver earrings (worth 2 gold crescents for all 6); Silver and jade necklace (6 gold crescents); 13 silver spanners and 16 copper pieces
- #2 1 pair of gold earrings (3 gold crescents); 1 pair of silver earrings (6 silver spanners); Silver bracelet (2 gold crescents); Silver ring (1 gold crescent); 4 silver spanners and 12 copper pieces
- #3 1 pair of gold earrings (2 gold crescents); Silver bracelet (2 gold crescents); 1 gold crescent, 3 silver spanners, and 18 copper pieces



The wardrobes and dressers also contain rather mundane female clothes, along with a few nicer dresses for holidays.

If any party members handle any of these items, Grumman will warn them away in a very rude manner (while invisible) with his elfshot. Grumman tends to be much more tolerant of elves and gnomes than other races, and if there are any in the party, modify the reaction check accordingly.

Woe to any thieves, as Grumman will harass the defilers until bought off (he will require at least 200 gold crescents or a similar amount of jewelry or perhaps a magic item as well as a sincere apology) as well as the return of the items. As he has a weakness for alcohol, this too will earn his forgiveness. He will avoid confrontation that might end up with him being hurt. He prefers to use his invisibility, silent movement, and jumping ability to stay out of reach. He relies on his elfshot to warn and punish, if necessary.

## 42 Buttery

One talon goblin is here, eating and picking up food (pork and beer) to bring back to the others.

Talon Goblin (AC 6; MV 6"; HD 1; hp 5; #AT 1; D Morning Star; XP 15) 7 silver spanners

There is still an ample supply of food here, although it is not particularly fresh. There are twelve casks of pickled pork, seven crates of carrots, six tins of cured ham, seventeen tins of salted herring, four bottles of (cheap) wine, six cases of bottled beer, a barrel of apples, and a dozen skinned rabbits. On the floor is a small cup of fresh milk, which the talon goblins have left for Grumman so that he will not bother them.

## 43 Chef's Room

The door is capable of being locked, but is not. The walls are painted dark blue. The bed, dresser, and wardrobe are still present but everything of value has been looted.

## 44 Spacious Guest Room

The door to this room is capable of being locked, but is not. This room was used by small parties of guests or for overflow when the inn had a lot of business. The outside of the door is painted forest green. The inside of the door and the walls are painted with a scene of revelers having a drunken picnic in a forest. The floor is carpeted in green, but it has become wet in numerous areas and sprouts fungus. A fireplace and three plain glass windows are in the south wall. Ten beds, a wardrobe, a simple wooden chair, and a desk are also present.

## 45 Guest Room

The door to this room is magenta and is capable of being locked, but is not. The walls are also painted magenta. There is a bed and a footlocker. There are two windows. One talon goblin is passed out drunk on the bed.

Talon Goblin (AC 6; MV 6"; HD 1; hp 6; #AT 1; D By Weapon Type; XP 16)

He has no wealth or weapons because the other talon goblins have robbed him blind. He will not wake up unless attacked, a loud noise is made, water poured on him, etc.

## 46 Office

The door was once locked, but has been forced open causing damage to the wood. It is now wedged shut with a small piece of wood between the floor and the bottom of the door, but the wedge is easily dislodged. A crude white sign with red letters reads "Stay Out".

This room was used by the innkeeper to keep track of his business matters. A desk and matching chair dominate the room. There are numerous crowded shelves. The room's walls are painted light blue and the floor is high quality wood. The door to Room 47 is slightly ajar and the stench of death comes from it.

If the characters search the room, the two zombies from Room 47 will come out and attack.

There are two drawers in the desk. One drawer contains a master key to the guest rooms in the inn and the individual keys to Rooms 44 (green), 45 (magenta), 51 (yellow), and 53 (dark blue) and to Rooms 40 and 43 of the Second Floor (these are decorated with a lion and a wolf head, respectively). The next drawer holds a bag of cheap tobacco, a vial of black ink, and a dirty handkerchief. There is a false back to this drawer which contains the innkeeper's private stash, which he kept from his wife:

- Platinum and garnet necklace (worth 350 gold crescents), Bloodstone (50 gold crescents), A jade statue of a horse(100 gold crescents), 47 gold crescents, 22 silver spanners, A small decanter of fine gin (25 gold crescents).
- A love letter from his mistress, a maid named Polanda who lived in the Inner Ward

The shelves contain ledgers, a dozen candles, six bottles of ink, and feather quills. A quick perusal of the ledgers will reveal the names of the innkeeper (Staltos Corvelli), his wife (Anmari Corvelli), and his staff (scullery maids: Alladora, Bianca, and Cloribella; chef: Tomas; waiters: Goldolfo, Cimi, and Stomander).

## 47 Innkeeper's Bedroom

A lean, almost skeletal zombie (the innkeeper) and a grotesquely obese zombie (his wife) are here. As noted, they will attack the adventurers if they tarry in Room 46.

Zombie Innkeeper and Wife (AC 8; MV 6"; HD 2; hp 11, 15; #AT 1; D 1d8; SA Always lose initiative; SD Limited spell immunity; XP 42, 50)

This room is painted light green and a glass chandelier hangs from the ceiling. It contains a large bed, wardrobe and a dresser.

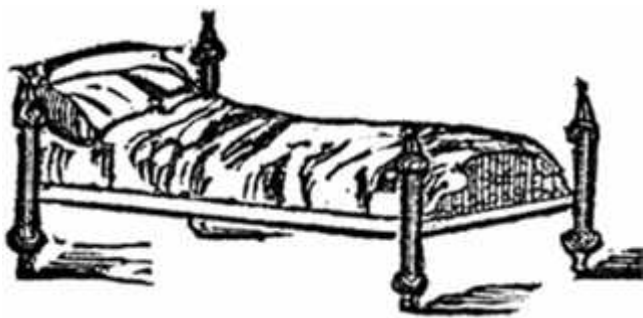
The wardrobe and dresser contain both common and well-tailored clothing for a man and a woman. Several of the innkeeper's wives best dresses are still present (sized for a woman of large proportions) and the collection is quite nice (57 gold crescents in total). A small iron box is under the bed. It contains 322 copper pieces and 6 silver spanners.

## 48 Servants' Room

The door is capable of being locked, but is not. It is the room where the men who worked for the innkeeper lived, acting as waiters and bouncers. The corpse of a man hangs by one foot where it has been tied to one of the wooden rafters. His hands has been crudely hacked from his body. If the room is entered a loud shrieking will be heard. This is coming from a shrieker, which is growing from the damp floorboards behind one of the three beds, about ten feet from the door.

Shrieker (AC 7; MV 1"; HD 3; hp 14; #AT 0; D Nil; SD Noise; XP 19)

The shrieker's scream will certainly be heard by nearby talon goblins who will investigate. If there are none left, the Dungeon Master should make a random encounters roll.



There are also three footlockers, which contain normal clothing. One also holds a small gray sack, which is actually a **Bag of Holding** (weight 15 pounds, weight limit 500 pounds, volume limit 70 cubic feet). The magical bag holds 3 gold crescents, 14 silver spanners and 17 copper pieces. There are two plain glass windows. The talon goblins believe the shrieker is the ghost of the mutilated man, and will not go in this room.

## 49 Large Guest Room

Three talon goblins are currently here.

Talon Goblin 1 (AC 6; MV 6"; HD 1-1; hp 2; #AT 1; D Spear; XP 12) 4 silver spanners, 7 copper pieces

Talon Goblin 2 (AC 6; MV 6"; HD 1; hp 5; #AT 1; D Scimitar; XP 15) gold earring worth 2 gold crescents, 23 silver spanners, 14 copper pieces

Talon Goblin 3 (AC 6; MV 6"; HD 1; hp 6; #AT 1; D Horseman's Flail; XP 16) 6 silver spanners

This room was used for guests who could not afford a more private room. There is no lock. The walls are white painted plaster. There are twenty beds and four windows, which look out upon the garden. Simple wooden shutters are present, allowing the sunlight from the garden to be blocked, if desired. The view of the garden is obstructed by the overgrown hedges.

## 50 Guest Room

The door to this room is blood red and is capable of being locked, but is not. A white sign with red letters is pinned to the door. It reads "beware the Troll".

This is actually a talon goblin prank. There is a figure seated inside the room and its huge shape is gaunt and oddly proportioned like that of a troll. It is actually a crude mannequin, but there is a 80% chance each party member will suspect it is a real troll if the party has a dim light source. For the purposes of infravision, note that the dummy has no heat source. Recall that torches, lanterns, etc. will ruin infravision for this purpose.

The dummy has a carrot for a nose and two pieces of coal for eyes. Its flesh is made of blankets wrapped around a wooden frame. Copious amounts of green paint have been applied, giving it a warty texture.

The walls are painted red. There is a bed which is decorated with red sheets. A can of green paint and a brush are hidden under it. A footlocker holds twenty seven feet of strong red cord and a jar of raisins. There are two windows, but their shutters are closed.

## 51 Guest Room

Note that loud wailing, as of screaming infants, can be heard from outside this room. The door to this room is yellow and is capable of being locked, but is not. Four female talon goblins have captured five ugly goblin runts and are playing "dress-up" with them.

Female Talon Goblin 1 (AC 7; MV 6"; HD 1-1; hp 2; #AT 1; D Club; XP 12) silver earring worth 7 silver spanners

Female Talon Goblin 2 (AC 7; MV 6"; HD 1; hp 7; #AT 1; D Dagger; XP 17) silver armband worth 2 gold crescents and silver ankle chain worth 4 silver spanners

Female Talon Goblin 3 (AC 7; MV 6"; HD 1; hp 6; #AT 1; D Hand Axe; XP 16) copper hairband worth 3 silver spanners

Female Talon Goblin 4 (AC 7; MV 6"; HD 1-1; hp 3; #AT 1; D Dagger; XP 13) gold bracelet worth 10 gold crescents

5 Talon Goblins Runts (AC 8; MV 6"; HD 1-1; hp 1 each; #AT 1; D 1d2; XP 11 each) each carries a knife, piece of pipe, or broken glass that will do 1d2 damage

Each of the two-foot tall runts is dressed in frilly pink pajamas. They are in a flimsy and ill-made crib fashioned out of mismatched boards. The female goblins don't really hold any maternal feelings for the runts, and will not act to protect them if combat occurs. Of course, it is highly possible that the adventurers will not expect the runts to put up a fight at all.

The walls are painted lemon yellow. There is a bed with yellow sheets and a footlocker holding various articles of children's clothing. There are two windows, which will be shuttered during the day.

## 52 Mad Billiam's Egg Emporium

Painted on the door to this room in crude white letters are the words "1 copper - 1 egg, breakfast special - 1 silver". Below this is a slot which can be opened from the inside and this is how the egg commerce of this unusual store is usually carried out.

The proprietor is a Neutral human male, Mad Billiam (AC 10; MV 12"; HD 2; hp 15; #AT 1; D Quarterstaff; XP 50)

He is assisted by a baboon named Chauncy (AC 7; MV 12"; HD 1+1; hp 8; #AT 1 bite; D 1d4+1; SD Climbing; XP 36)

Billiam is unarmored and carries no weapons, although if attacked he will pick up a sturdy wooden stick and strike as if with a staff. He is an older man with a bald head and a long scar across his nose. He has small close-set eyes and talks with a very low voice. A veteran of the wars, he is now interested only in selling eggs, although if he takes a liking to an adventurer he may invite them in to swap stories. He usually sits on an old wooden bucket, underneath is a crude tin holding 58 copper pieces and 17 silver spanners.

Chauncy usually minds the store if Billiam is out exploring the castle or in the garden (Room 56). While Chauncy cannot speak, he can understand human speech

and he is good enough at math to collect the correct sum. He uses his fingers to indicate numbers if necessary.

This room was used originally as a large guest room like Room 49. However, it has been converted into a henhouse by Billiam. The beds have been broken up and the raw materials have been used in part to make 15 chicken coops. The various nests have chutes in an elaborate system to automatically collect eggs as they are laid. In all there are 43 hens, 16 chicks, and 1 rooster. Billiam keeps a large supply of eggs, perhaps more than 200 at a one time, which he regularly sells to the talon goblins or anyone else who is interested. They are stored in wooden trays.

The walls are white painted plaster and there is a working stove with a pile of fire wood and several frying pans. There is a bunk bed, a table holding a keg of ale, a pitcher of fresh water, and a bowl of oranges. There are twenty sacks of birdfeed and a large metal barrel containing fresh, clean water. There are several barrels which hold pickles, salted pork, salted fish, rum, and apples. There is enough food (besides the eggs) to feed Billiam and Chauncy for about a month. Four windows are here, which look out upon the garden. The view is, however, obstructed by the overgrown hedges.

## 53 Guest Room

The door to this room is painted dark blue and is locked. The floor and furniture is covered with a thick layer of dust. In the center of the room is a wooden chest with a skeletal figure perched above it. A bed with blue sheets is here, along with two shuttered windows in the south wall. The walls are painted medium blue.

The skeleton wears rotting black padded armor and 3 copper pieces are hidden in its left boot. The cause of death appears to be a dart to the face. A set of worn thieves' tools lies spread open next to the deceased.

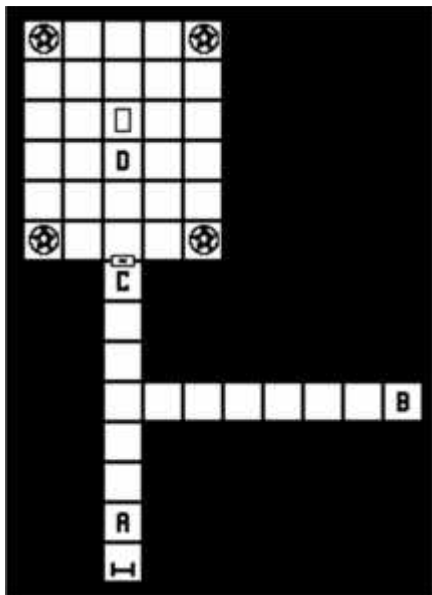
The chest is large, about 3' by 2½' wide and 2' tall. It has been partly pried open by a pry-bar, apparently setting off the dart trap. What is not obvious is a second dart tap that will go off if the lid is completely lifted. It will attack the opener as if launched by a 5th level thief and do 1d4+1 points of damage on a successful strike. It is poisoned and if the victim fails a save versus poison, he or she will suffer an additional 2d4 points of damage.

When the chest is opened, a secret ladder can be seen inside descending into darkness. The chest can be moved or even picked up, and the bottom will be quite evident. Nevertheless, there is a ladder still. It is clearly a magical effect and the chest will detect as magic. A dispel magic spell cast upon the chest may ruin the chest, but it should

be treated as spell effect of 20th level. The chest may also be destroyed physically, but doing so releases the magical energies of the object and it will explode, causing 2d12 points of damage to anyone within ten feet.

If the characters descend the ladder, they will note that it goes down about seventy feet. The walls are of a slimy green stone and the air smells like mold and mud. At the bottom (Area A on the map) is a corridor lit by glowing green torches. The passage branches after about forty feet.

If the characters make a right turn and head towards Area B, they will detect light if it is daytime outside. They will also detect the smell of garbage and offal. Area B is at the bottom of an old well in one of the slums in the city of Sarcocoy, or the campaign city of the DM. The locals have been throwing their garbage down here for generations. It is about a one hundred and twenty foot climb to the well and the stone should be treated as 'smooth but cracked – somewhat rough' for thieves, etc. attempting to climb up and out.



At Area C, there is a door made of green metal. No doorknob or locking mechanism can be found. In a niche in the right wall, there is a miniature green metal gong and striker. The door should be treated as "magically held" for purposes of strength attempts. It can be open by *Knock* spell or by striking the gong with the striker, which releases a horrific noise and will deafen all within 20 feet for 1d4 turns unless they make a saving throw versus petrification.

Area D is a large room, again lit by the strange green fire. In the center of the room is a green stone sarcophagus (8'X6'X4' tall) surrounded by 4 glowing green skeletons, each holding two green metal scimitars.

4 Glowing Green Skeletons (AC 5; MV 12"; HD 3; hp 12, 14, 18, 17; #AT 2; D Scimitar; SD Sharp weapons score half damage only, limited spell immunity; XP 86, 92, 104, 101)

The skeletons may be affected as a 'Special' undead creature for purposes of turning.

It requires a bend bars/lift gates roll to remove the sarcophagus lid. Within is another green skeleton similar to the above but with four arms and four scimitars.

Glowing Green Boss Skeleton (AC 4; MV 12"; HD 4; hp 21; #AT 4; D Scimitar; SD Sharp weapons score half damage only, limited spell immunity; XP 194)

It wears a jade and silver pendant worth 1500 gold crescents. Each of the scimitars is well-made and never needs to be sharpened. They are each worth five to ten times the going rate for such a weapon.

There are four statues in the room, each expertly carved from green stone.

Left Near: This statue depicts a laughing man with a staff in one hand and a glass of cloudy white liquid in the other. He is wearing the garment typical of such statues, a skirt-like garment, bare chest, and Phrygian style cap. Unlike the tripartite statue found in Room 5 of the Ground Level, it has two legs and two arms. There is enough liquid for one sip and drinking it requires the drinker to save versus spells at -6 or fall asleep for 1d4+1 days, unable to be awakened except for a *Remove Curse* or *Dispel Magic* spell.

Left Far: This statue depicts a crying man with a sword in one hand and a glass of red liquid in the other. It is similar to the one described above in terms of dress. As above, there is enough liquid for one sip. The liquid is fine red wine and drinking it heals the imbiber to maximum hit points. If the drinker is already at maximum hit points, he or she will instead be able to ignore the next 10 hit points of damage suffered.

Right Near: This is a beautiful maiden holding a glass pitcher with a single sip of clear liquid. The person drinking the liquid will immediately gain 1 point of charisma permanently.

Right Far: This is another statue depicting a man. In this case the face is scowling and the figure holds a nine-tailed whip in one hand and a glass of green liquid in the other. The dress is similar to the other male statues. As above, there is enough drink for only one sip. The stuff is poison. Anyone who consumes the stuff will suffer 2d6 points of damage if they make their saving throw. Double that if they fail.

## 54 Guest Room

The door to this room is capable of being locked, but it is not. It is painted a very garish orange color. Inside are a pair of three-headed crows.

2 Three Headed Crows (AC 6; MV 3"/15"; HD 2; hp 9, 13; #AT 3 bites; D 1d6/1d3/1d3; SD Surprised only on a 1; Size M; XP 38, 46)

Each creature has a huge middle head and two smaller side heads, mounted on long prehensile necks. The large head does 1d6 points of damage and each smaller head does 1d3. The long necks allow them to target up to three different opponents in one round. These birds are pets of the talon goblins and will most likely attack any non-goblin on sight.

The crows each have their own makeshift perch made of old brooms and rope. Three barrels hold birdseed and there is a water bowl filled with fairly fresh water. The walls are saffron-colored and the wooden floor is littered with pale bird droppings. A bed is present, but looks as though someone has taken an axe to it. There are two glass windows in the south wall.

## 55 Banquet Hall

The original purpose of this large room was to be rented out for private social occasions. There are several wooden tables and many chairs, each of a slightly better quality than those in Room 38. The walls are paneled in dark wood. Four large stained glass windows are present. The show scenes of sailing ships, storms at sea, and fanciful sea monsters. Glass double doors allow entry to the garden. These doors could be locked from either side, but are not.

## 56 The Enchanted Garden

The garden is a large special area with several separate portions as described below. It is an unroofed, open area, where the weather is always that of late spring and the sun is always shining as if at noon, no matter what the weather or time of day is like in the rest of the castle and the surrounding locale.

The pathway through the garden, colored white on the map, is actually made of flat white, pale blue, and dark purple stones. These are expertly fitted together so no seam or joint is identifiable.

The hedges are marked by the hatched areas on the map. They are massively overgrown with abundant yellow, white, and pink roses. Talking to the garden's inhabitants may reveal that the hedges were not always so abundant.

A small platoon of gardeners was once employed to keep them more manageable. Since the fall of the castle, they have gone wild. They are infested with colorful birds, squirrels, and rabbits.

The grass is marked by the pale blue areas of the map. It is healthy and small statues of animals such as ducks, squirrels, and rabbits are present here and there. The ground is completely flat except at area 56h, the burial cairn.

The trees are mostly elm and oak. Thoughtful players will notice that there must be extensive root networks to support such large plants, but the truth is that the trees have very shallow roots and thrive mostly because of the magical nature of the garden.

The entire garden will detect as magic if the spell is used. It is neither good nor evil. The magical weather extends up only about thirty feet, forming a bubble at this height. Anyone levitating, flying, or climbing above this height will suddenly be exposed to the true outside weather. It is quite possible to be rained on from the head up while the lower body enjoys the warmth of the garden.

Normal wandering monsters will not be found here. Instead encounters are as follows:

### Random Encounters

1d12	Encounter
1-2	Bees
3	Leprechaun
4	Mad Billiam (65%) or Chauncy (35%)
5	Malphaim Hedzel
6	Mysterious Picnic
7-8	Sprites
9	Stray Sods
10	Tiny Unicorn
11-12	Topiary Animals

**Bees:** This is a small swarm of normal bees from Area 56n out collecting nectar and pollinating flowers. They are not aggressive unless provoked.

**Leprechaun:** This is Jef the Leprechaun from Area 56l. He will be carrying his sack. If the DM does not desire that the characters run into Jef at this time, treat this encounter as **Bees** instead.

**Mad Billiam or Chauncy:** From Room 52, they will never both be in the garden at the same time because someone has to mind the store.



**Malphaim Hedzel:** From Room 18, she will bring 2 or 3 brandles with her from Room 17 as guards/helpers.

**Mysterious Picnic:** This is a blanket spread with enough food for the party to have a delightful meal. There will be tea, fruit, and pastries. Even the sprites have no idea where the picnics come from.

**Sprites:** This will be 2 to 3 sprites from Area 56i. They prefer to stay invisible and observe the adventurers. They deal with disruptive persons by judicious use of sleep arrows. Sleeping adventurers will be deposited in Room 30, their faces painted like cats.

**Stray Sods:** the adventurers will experience a sense of disorientation and time loss. They will find themselves in one of the following places in the garden:

1d4	Displacement
1	Just outside the double doors to Room 3
2	Just outside the double doors to Room 11
3	Just outside the double doors to Room 30
4	Just outside the double doors to Room 55

If the party has a member with **True Seeing** or similar magical countermeasure, they can disregard the effect.

**Tiny Unicorn:** This is Cyrano the miniature brown unicorn. (AC 2; MV 18"; HD 2+1; hp 12; #AT 1 horn; D 1d6; SA Attacks as a 4 HD monster, Surprise on a 1-5; SD Immune to poison, Saves as MU6; Size S; XP 101)

He stands three feet at the shoulder and is outgoing rather than shy, curious about everything, and hungry as a starving bear. He will not leave the garden, but is likely to follow the party around, asking questions and making obvious comments.

**Topiary Animals:** This encounter will be with 1d4 antelope-sized and shaped topiary animals. [See *New Materials Volume 1*, under *New Magic Items*] These inoffensive creatures are skittish and flee from people,

but if forced into melee they fight with sharp branches as if they were antlers.

(AC 8; MV 15"; HD 1; #AT 1; D 1d2; SD Limited spell immunity; Size S; XP 10 + 1/hp)

## 56a Pool and Fountain

The bubbling fountain in this shallow pool always provides fresh clean water, the rim is decorated with seashells.

## 56b Herb Garden

This is where Malphaim Hedzel grows vegetables, as well as plants that are of use in potion making and as spell components. Two brandles always guard this area.

2 Brandles (AC 9; MV 12"; HD 1; hp 3, 4 each; #AT 1; D 1d6; SD Take half damage from most edged weapons, immune to sleep and charm; XP 17, 18).



## 56c Withered Tree

This animated tree will throw rotten fruit at anyone who comes within twenty feet of its location. It has a sour and grumpy face.

Animated Tree (AC 4; MV 3"; HD 7; hp 30; #AT 1 throw or 1 fist; D Stinking fruit or 2d8; XP 465)

The effect of a hit with fruit is to double the chance of encountering wandering monsters and negate the chance of surprise. This effect will last until bathing. If the tree is itself attacked it can uproot itself and strike for 2d8 damage once per round.

## 56d North Triskelion Statue

This statue is of a scowling man with a sword. It is dressed as is typical of such statues: bare of chest, with a Phrygian style hat, and skirt-like base like those used in

antique armor. The first person to touch this statue must save vs spells or he or she will automatically **make** his or her next saving throw vs poison.

### 56e West Triskelion Statue

This statue is of a laughing man with a staff, similar to the north statue above. The first person to touch this statue must save vs spells or he will be affected as if by a **Girdle of Femininity/Masculinity** for one full day.

### 56f South Triskelion Statue

This statue is of a crying man with a nine tailed whip, dressed in a similar fashion to the other two. The first person to touch this statue must save vs spells or he will be weep uncontrollably for 1d4+1 hours. No other action is possible (fighting, casting spells, etc.) other than being led by the hand.

### 56g Bizarre Statue

This statue has the body of a woman, clothed in a toga. The head, however, resembles a cross between an octopus and a cow. For some reason the sculptor has placed a large penetrating hole in the abdomen. Within is an apple. The first person to take a bite will find it to be the most delicious fruit they have ever encountered and will gain 1 hit point permanently. Thereafter the fruit is no longer magical and will taste merely adequate.

### 56h Tomb of Jareel and Diamante Triskelion

This eight foot high barrow is covered with grass. A small (5' high by 3' wide) stone door is on the south aspect of the mound. Inside are two skeletons, a married couple.

Jareel and Diamante Triskelion, animated skeletons (AC 7; MV 12"; HD 1; hp 8 each; #AT 1; D Long Sword; SD Sharp weapons score half damage only, limited spell immunity; XP 22 each)

Each has a silver crown, worth 50 gold crescents, and a long sword infused with silver (effective against lycanthropes, otherwise just as hardy as a normal long sword, but worth 5 times as much). Their grave goods include rotted finery and two gold bars (actually just lead bars painted gold, weighing 200 gp weight each).

### 56i Meadow

Eleven sprites live here in small-sized houses made of leaves, twigs, and living flowers.

11 Sprites (AC 6 (2 while invisible); MV 9"/18"; HD 1; hp 6, 1, 4, 6, 7, 7, 1, 8, 8, 7, 7; #AT 1; D Tiny Sword (as dagger) and Tiny Bow; SA Sleep arrows; SD Invisibility; XP 86, 81, 84, 87, 87, 81, 88, 88, 87, 87)

The sprites endeavor to keep the garden in good condition. They will ignore adventurers, unless they are evil or disruptive. They are likely to be favorably disposed towards elves or gnomes of good or neutral alignment. Each sprite will be armed with a tiny sword (equivalent to a dagger) and bows with eleven to fourteen sleep arrows. They also have access to pixie war arrows (which do 1d4+1 hit points of damage). The sprites have a small treasure hoard under a tree stump in the middle of their village. This hollowed out space contains 37 Elvish gold vinimes, a spinel gem worth 100 gold crescents, and two tiger eye amethysts worth 10 gold crescents each.

### 56j Oak Tree

This is the home of Ellora the dryad.

Ellora (AC 9; MV 12"; HD 2; hp 12; #AT 1; D Dagger; SA Charm; SD *Dimension Door*; MR 50%; XP 141)

When Ellora wishes for it to be present, a small yellow and green banded door is on one side of the tree. Opening it reveals a staircase leads up to a comfortable furnished room including a couches, tables, and chairs. Anyone ascending the staircase will immediately notice that this room, 20' x 30', could not possibly fit inside of the tree. Here Ellora has a small dining area and a closet containing clothes. A second staircase leads to a 10' x 15' bedroom. Ellora will be cautiously friendly towards a non-violent party, but may become interested in a male human, elf, or half-elf and use her **charm** capability.

### 56k Oak Tree

This is the home of Sephora the dryad.

Sephora (AC 9; MV 12"; HD 2; hp 10; #AT 1; D Dagger; SA Charm; SD *Dimension Door*; MR 50%; XP 135)

When Sephora desires for it to be there, a small brown and green banded door is on the side of the tree and a staircase leads to a comfortable 20' x 25' room. It is furnished with a couches, and tables. Two smaller staircases are here. One leads up to a 10' x 10' bedroom and the other to a 5' x 5' viewing area complete with a window facing northwest. People looking for the window outside the tree will not be able to find it unless Sephora wishes it to be seen.

In her bedroom, she keeps a box with a silver and sapphire medallion (worth 150 gold crescents). This

belonged to her lover, recently deceased, and she keeps it for its sentimental value. Sephora is still overcome with her feelings for him and therefore will not try to **charm** a party member.

## 561 Leprechaun's Cottage

This is a tiny house made of round smooth rocks fitted together expertly. The roof is made of straw and sticks and the whole structure stands about four feet high. This is the home of Jef the Leprechaun.

Jef (AC 8; MV 15"; HD 1d4+1 hit points; hp 4; #AT 0; D Nil; SA Magic use; SD Never surprised; MR 80%; XP 84)

He appears as a caricature of what players will expect a leprechaun to look like. He is ancient with a long white beard and a single tooth. He wears a ridiculous green buckle hat and carries a homespun tan sack.

The first time the characters come this way, the DM may want to automatically allow them to encounter Jef. After that, there is a 10% chance (or DM discretion) that Jef will be home, instead of out "collecting". He will not try to steal from characters. He has another motive, instead. Jef wants to sell stuff to the characters.

Jef will be friendly, if irreverent, and will produce his sack. The first thing he will bring out of his sack is a table (obviously too big to fit in there). Then he will bring out his wares, each marked with a price tag. The cost is in gold crescents, but he will accept the equivalent sum in other gold coins. Jef knows what some of the items do, and will explain them, at DM discretion, although he will always make them seem more valuable than they really are. One item of each type is available, except as noted below. When the characters hand over their money, Jef will put it in his sack. Buyer beware. All sales final.

If the characters attack Jef or steal his sack, they will find that it appears to be empty. It is a magic sack that functions much like a bag of holding, although it only appears to work for Jef.

Jef's goods for sale:

**Barry's Mnemonic Entrancer:** A small yellow hard candy wrapped in a green piece of paper, tastes like butterscotch.

*Benefit:* If consumed by any spell caster following the casting of a spell, he or she will be able to coax the spell back into his or her brain and cast it again. If the spell requires material components, they must still be available. The instructions are on the wrapper.

*Side Effect/Drawback:* None

*Cost:* 103 gold crescents

**Eye-On Stones:** These are a pair of white spherical rocks. A blue iris and black pupil have been painted on them, giving them the appearance of eyeballs.

*Benefit:* When one holds one of the eye-on stones up to their eye, and closes their other eye, they may see through the other eye-on stone.

*Side Effect/Drawback:* None

*Cost:* 434 gold crescents

**Foldable Leprechaun Hats:** Sized to fit the head of an leprechaun, sprite, or infant human.

*Benefit:* None

*Side Effect/Drawback:* None

*Cost:* 1 gp for a pack of a dozen, 5 packs are available

**Fredrico's Familiar Finder:** This is a small pink ball of some strange, rubbery substance. When compressed, it lets out a squeak.

*Benefit:* When used as a spell component in the magic-user's *Find Familiar* spell, it will eliminate the possibility of "no familiar available". On a roll of 16-20, the magic-user may instead choose a familiar from the list or an alignment-specific special familiar.

*Side Effect/Drawback:* Can only be used by a magic-user. The magic-user will have hyper-realistic dreams that they are an animal running through the forest. Using the Familiar Finder in a spell destroys it.

*Cost:* 199 gold crescents

**Granny's Gutbusters:** These dumplings each weigh about 10 gp weight.

*Benefit:* Anyone who manages to swallow one of these greasy lumps does not have to eat for a week. The gutbuster provides all the nourishment necessary.

*Side Effect/Drawback:* The taste and the constipation.

*Cost:* 1 gold crescent each, 7 are available

**Hare Tonic:** This vial of clear fluid is clearly labeled "Magic Revitalizing Juice" and "Baldness Cure!" It tastes like beet juice.

*Benefit:* The drinker will instantly gain a lot of hair.

*Side Effect/Drawback:* This is because the drinker has now become an anthropomorphic hare. Class and race abilities will be unchanged, as will ability scores. It will take a **remove curse** to reverse it, assuming the character wants to.

Cost: 5 gold crescents

**Horn of Bumbos:** A trumpet fashioned from very thin aluminum.

*Benefit:* Usable by any class. Summons as a **Horn of Valhalla**, but instead of fighters it summons 1d4+3 bumbos, which look just like blue-skinned leprechauns with bright orange hair

Bumbos (AC 7, MV 15"; HD 1; hp 5 each; #AT 1; D Tiny Sword (as dagger, 50%) or Tiny Pole Arm (as hand axe, 50%); SA Berserk (+2 to hit or 2 attacks per round); Size S; XP 15 each).

They do not have the magical abilities of leprechauns. They will gladly fight for the horn's owner as if berserk, for up to 6 turns.

*Side Effect/Drawback:* May be used once every seven days, but each time you blow it deforms the fragile horn somewhat. After sounding it the third time, it is crumpled and is useless.

Cost: 137 gold crescents



**Mystery Meat Pie:** There are six different but identical-appearing meat pies.

*Benefit:* Eating each one will cause a different effect.

1d6	Effect
1	Can now permanently converse with goats, including giant goats, chimera, etc.
2	Very spicy, smoke pours out of the ears
3	Heals 12 hit points of damage, or up to the character's maximum, if they have been injured
4	+2 on to hit, damage, and all saving throws in next fight
5	Turns hair white. If bald, gives white hair. If hair already white, turns it purple.
6	Can now perform comedic dance at professional level, may earn room, board, and a few coppers at inns, taverns, etc.

Cost: 7 gold crescents each, as stated above, 6 are available

**Oaf Potion:** This is a green bubbly liquid in a Erlenmeyer flask with the taste of dirty water.

*Benefit:* It has the effect of a **Potion of Growth** and of **Hill Giant Strength**. The potion lasts for the normal amount of time (5-8 turns).

*Side Effect/Drawback:* When the potion wears off, the user's feet will stay hill giant-sized. This can be reversed with a *Remove Curse* or similar remedy that the DM allows.

Cost: 373 gold crescents

**Ode to No Were:** An oily sheet of parchment.

*Benefit:* This humorous poem is a potent cure for Lycanthropy. If read aloud in its entirety in front of were-creatures, it will reverse the condition of all within ear-shot. It takes a full turn to read the thing. After the last verse is finished, the writing disappears.

*Side Effect/Drawback:* None.

Cost: 121 gold crescents

**Picture Frame of Ikan Cee-yew:** This pale blue wooden rectangle (11 inches by 7 inches) has a strange power. Whatever is viewed through it appears strangely exotic and intriguing. Thus, a woman will appear as a beautiful princess, a broken down nag will appear as a noble steed, and undead will appear as they were in life. Only one person can look through the frame at a time.

*Benefit:* The viewer saves against gaze attacks at +10. If no save is normally allowed, they may make a saving throw.

*Side Effect/Drawback:* the drawback to this item is that the viewer is susceptible to monstrous powers and spells such as *Charm*, *Suggestion*, and similar magics such as the illusionist's *Hypnotic Pattern* and *Hypnotism*. They make saving throws at -10. For elves, it will reduce 90% charm resistance to 20%. This only applies when the owner is viewing the caster or monster through the picture frame. It also does not protect from viewing a nymph.

Cost: 543 gold crescents

**Vanishing Cream:** A tub of thick white lotion.

*Benefit:* When smothered on an item, animal, person, etc., the vanishing cream will cause it to vanish for one full day, when it will reappear in the same spot where it was left. Note that it requires the cooperation of an animal or person to use the cream, as it must be applied over the whole body. If a person uses the cream on themselves, they can choose to vanish for any shorter period of time

than the given one day, but the time must be verbalized as the cream is applied. There is enough cream for a man-sized creature to use it twice, or a gnome or halfling to use it five times.

*Side Effect/Drawback:* The user and possessions will be transparent for another 1d4+1 hours after the vanishing wears off, although this will not alter the character's ability scores, class skills, attacks, etc. in any way.

*Cost:* 241 gold crescents

## 56m Drainage Grates

The ground about each of these two grates slopes downwards. At one time it must have rained in the garden or the gardeners used copious amounts of water for the plants, as these grates were intended to drain excess water.

## 56n Apiary

This beehive is massive and is built off the ground. Thousands of bees swarm the area.

Being stung by a bee does no damage, although being stung by several may cause a temporary loss of one or more points of dexterity. There is a 1% chance that any character will have anaphylactic response to the sting, resulting in death from suffocation in 4 to 9 (1d6+3) turns unless treated by a *Cure Disease* spell or by another way that the DM allows as reasonable. In general, the bees will not sting unless harassed. Bees are susceptible to smoke.

If the adventurers dare the beehive they will find large amounts of delicious honey.