

THE CASTLE TRISKELION

MEGA-DUNGEON



OUTER WARD LOWER LEVEL

by Tim Stypinski

Triskelion – Outer Ward Lower Level

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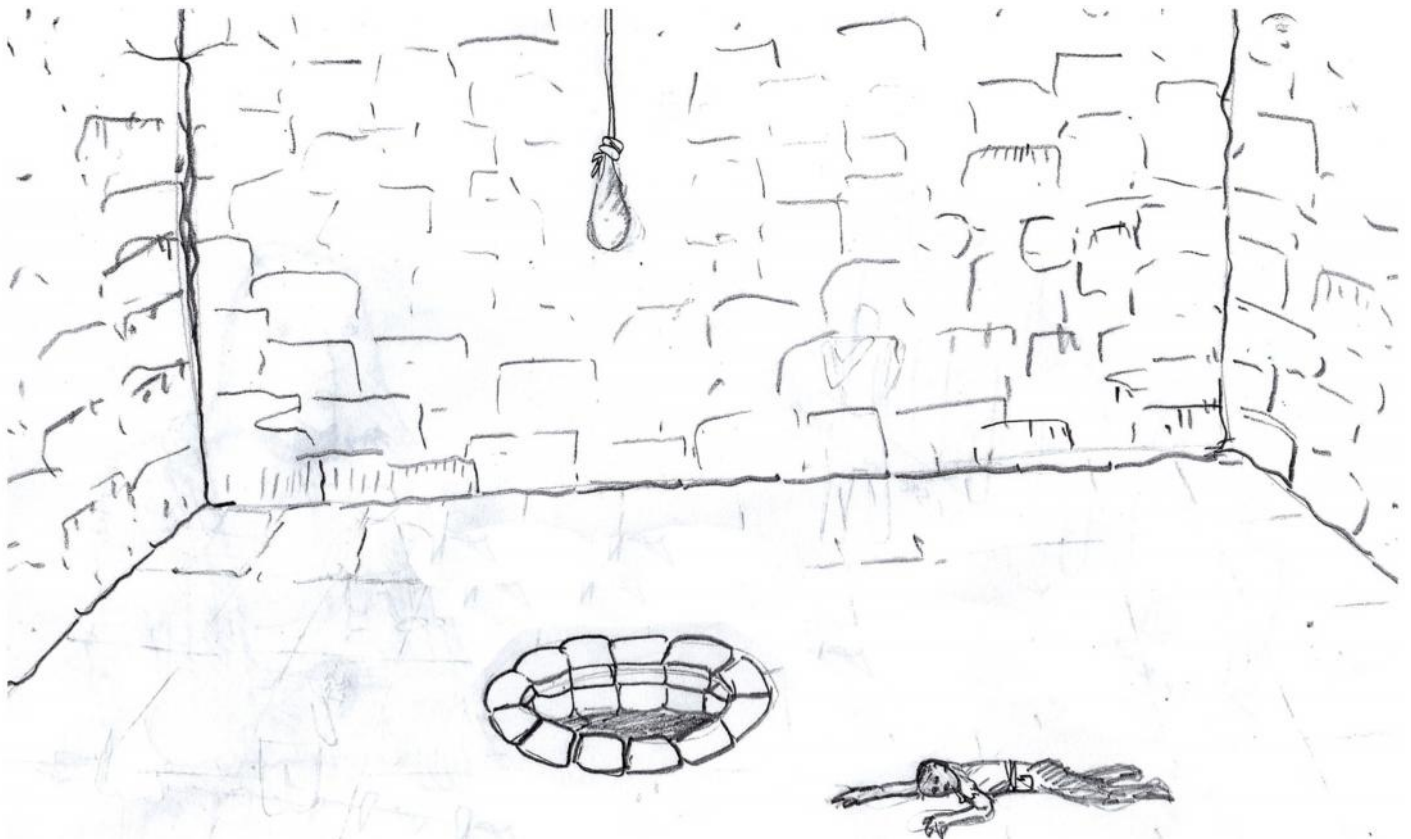
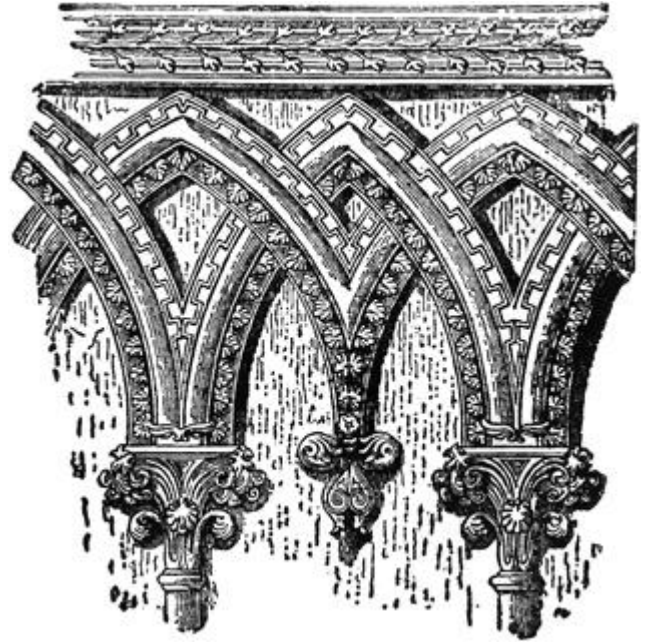
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Introduction

Documents Required

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

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

Introduction, **Outer Ward Ground Level**, and **Outer Ward First Level** provide background, while **New Materials Volume I** provides a description of the new magic item, the Cat's Eye Ring.

Basic Descriptions

The Lower Level of the Outer Ward is occupied by several undead monsters. Its original purpose was to house the stable hands and the smith who took care of the horses in the stable, an outer building which has since been destroyed. In most areas, the floor is ten feet below the ground level and the ceiling height is very cramped for the castle at eight feet. The place is cold and drafty. Most rooms have indentations for torches. Note that Rooms 14 and 15 are not connected to the rest of the level, and are somewhat deeper than the rest of the level.

This level directly connects to the Ground Level of the Outer Ward and to Level 1 of the Upper Dungeons.

Monsters in this Level

The monsters in the main portion of the level consist of undead: mindless skeletons, filthy ghouls, and a ghastly member of the Triskelion family. Other monsters avoid the level, but that could change if the current inhabitants are wiped out.

Some unusual skeletons used in the level are based upon the rules included in the **Dungeon Master's Guide**, page 41, under **Third Level Cleric Spells: Animate Dead**. When clerics are attempting to *turn* or *compel* the special skeletons in Rooms 5 and 9, I recommend using the following method. These special skeletons should be

treated as multiple skeletons based upon their hit dice. In other words, the bugbear skeleton in Room 5 can not be *turned* unless the cleric rolls a 3 or higher on the 1d12 roll needed to find the number of undead affected.

The separate mini-dungeon in Rooms 14 and 15 is the home of an ogre who was once employed by the Triskelions. He will not be found roaming the remainder of the Lower Level, although ne may be encountered as a wandering monster on the Ground Floor.

Encounters and Dressings

It is not recommended to have random encounters on this level, as the current denizens are not likely to wander, and residents of other levels avoid the place. Naturally, if the adventurers clear the level, it will become subject to wandering monsters again. The random encounter table for the Ground Level of the Outer Ward may be used in such a circumstance.

If the dungeon master wishes, they may include dungeon dressing for this level. You may place dungeon dressing at your whim or roll using a 1d6 once every three to four turns, using dressing from the table below on a roll of 1.

Dungeon Dressing

1d10	Description
1	A blast of icy air
2	Creaking of the timbers above, as if something is walking above you, then a sudden 'thump'
3	Dozens of white moths, they are attracted to your mouths and try to fly in
4	The sound of sobbing in the distance
5	The sound of dripping water, it appears to be coming from inside the wall, a rush and then it stops
6	Wood shavings
7	Empty potion bottle, a green film is still in the bottom but not enough to have any effect
8	Ash on the floor with skeletal footprints
9	A dead giant rat sans head, bitten off
10	Someone has scrawled something on the wall with a dagger. It reads "leave now" or "It's too late for me".

Encounter Areas

1 Red Wood Paneled Room

The walls and floors are decorated in attractive red paneling. It is heavily cobwebbed but has a pleasant smell due to the wood. The stairs lead up to Room 3 of the Ground Level. There are eight dirt-streaked windows of thick glass, four in the north wall and four to the east. The secret door to the west is opened by sliding a panel of stone. The stone in question is marked by a dash of blue paint.

2 Room of the Pit

The corridor leading to this room slopes down sharply so that the floor of this room is fifteen feet below the floor of Room 1. A dark pit or well is in the center of the room. A bag is suspended by a rope from the ceiling, and the somewhat fresh corpse of a man lies on the ground. The air smells of rotting eggs.

The pit is seven feet in diameter and has a depth of sixty feet, the last twenty of which is full of foul water. Water is not all that is in the pit, a toxic gas emanates from the well and the man, a thief, has succumbed to it. The first round the adventurers spend in the room, they will feel lightheaded. Every round after that they must roll a save vs dragon breath or suffer a point of damage. If they fail a save three times in a row, they have fallen unconscious for 1d6 turns and will continue to take damage automatically.

The bag above the well is fifteen feet above the floor. The rope holding it to the ceiling rafters is quite ordinary. If the adventurers want to retrieve it they will most likely have to avoid having it fall in the pit, which it will do if they simply cut the rope somehow. There are many ways the party could solve this problem (flying, tying together 10' poles, shooting it down with an arrow, etc.) but they all take time. Remember to keep track of the time the party spends in the room and have them make their saving throws. The gas will not start to affect them until they enter the room proper, but the effects will continue until they exit through the secret door returning to Room 1.

The bag holds the following:

Cat's Eye Ring, see *New Materials Volume 01*, under *New Magic Items*.

Wand of Metal and Mineral Detection, 27 charges, cherry wood with a steel tip, 16 inches long, command is "hiccius doccius", inscribed on side of wand.

Potion of Polymorph Self (green, tasteless, and odorless). The potion is in a glass vial and may shatter if not handled properly, such as crashing to the floor (requires a saving throw on *Saving Throw Matrix For Magical And Non-Magical Items*, AD&D *Dungeon Master's Guide* page 80).

The thief's corpse has a dagger, fifty feet of rope, thieves' tools, and a pouch holding 17 silver spanners, 15 copper pieces, and a very small opal valued at 30 gold crescents.

3 Mason's Work Room

The door to this room is open. A single animated skeleton has somehow found its way here.

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

Like his fellows in Room 4, he is wearing tattered Triskelion livery and holds a rusty short sword.

The walls are of dressed stone. Rough stone blocks of various sizes are kept here along with hammers and chisels. There are five open windows in the east wall. Each is fitted with dirty glass panes. The bottom of the wooden entrance bridge is visible from this room.

4 Bleak Room

Six skeletons are here, equipped in the same way as the skeleton in Room 3.

6 Skeletons (AC 7; MV 12"; HD 1; hp 2, 2, 4, 5, 5, 7; #AT 1; D Short Sword; SD Sharp weapons score half damage only, limited spell immunity; XP 16, 16, 18, 19, 19, 21)

These were guards leftover from the garrison. The toughest skeleton still has a pouch containing 4 silver spanners and an eye agate (10 gold crescents) attached to his belt.

This room is bare of all furnishings. The walls are paneled in oak. It is always cold here, even in high summer. There are five small boarded up windows.

5 Guard Room

The animated skeleton of a bugbear is here, wearing rotting Triskelion livery, as if it was one time employed here.

Bugbear Skeleton (AC 7; MV 9"; HD 3; hp 14; #AT 1; D Battle Axe; SD Sharp weapons score half damage only, limited spell immunity; XP 92)

There is a sturdy wooden table and four chairs. The headless skeletonized remains of a second bugbear is here, dressed like the first and not animated. A search of its clothing will reveal a pouch containing 22 gold crescents, 2 silver spanners, and 12 copper pieces.

6 Stable Hand's Dormitory

This irregularly shaped room has walls of rough dressed stone and seven straw cots. A mouldering human corpse is stuffed under one of the cots, which the ghouls from Room 10 have stashed for later snacking.

7 Tack Room

There are three skeletons dressed in rotting cloth garments (former stable hands).

3 Skeletons (AC 7; MV 12"; HD 1; hp 4, 4, 6; #AT 1; D Pitchfork, treat as military fork; SD Sharp weapons score half damage only, limited spell immunity; XP 18, 18, 20)

The walls are paneled in oak. Counters are arranged against the wall and hold leather saddles and bridles, brushes, and other items useful for taking care of horses.

8 Entrance to Outdoor Stable

The walls are paneled in oak and the floor is littered with straw. The east wall holds a set of metal doors which once led to an outdoor wooden stable. This building has since mostly burned down, so the doors have bulged inwards into the room due to the huge amount of blackened timbers pressing against them from the other side.

Any attempt to open the doors (*Knock* spell or *bend bars/lift gates* strength roll, for instance) will cause a crushing load of burnt timbers and beams to fall upon anyone in five feet or so of the doors, unless they make a saving throw versus petrification to dodge out of the way in the nick of time. Damage is 4d6 hp to anyone caught by such a calamity.

It would be possible to clear the debris, given the dedicated attention of a large group working for perhaps

a week straight. The stairs lead up to Room 44 of the Ground Level.

9 Smithy

The animated skeleton of a light warhorse has found its way here. It will attack immediately.

Horse Skeleton (AC 7; MV 24"; HD 2; hp 10; #AT 2 hooves; D 1d4/1d4; SD Sharp weapons score half damage only, limited spell immunity; XP 48)

This room was once for making and fixing horseshoes and other simple tools. A forge is in the southeast corner and there are anvil, hammers, tongs, and other implements hanging from the walls and scattered about on sturdy wooden tables. The walls are rough stone. There is one small boarded-up window in the east wall.

10 Dining Room

A large wooden table and twelve chairs dominate the center of the room. A human corpse, partially eaten, is lying prone on the table, giving off a carrion reek. Two ghouls will break off their horrid feasting to deal with the party.

2 Ghouls (AC 6; MV 9"; HD 2; hp 8, 11; #AT 2 claws, 1 bite; D 1d3/1d3/1d6; SA Paralysis; SD Limited spell immunity; XP 81, 87)

The ghoul in Room 11 will come running to take part in the fighting if it hears sounds of battle. It will arrive on the second round of combat.

This room was used by the stable hands and the smith to take their meals. Broken plates and cups and bent eating utensils litter the floor.

11 Smith's Room

There was once a door here but it has rotted away down to the hinges. The ghoul that is here will run to Room 10 if it hears sounds of combat.

Ghoul (AC 6; MV 9"; HD 2; hp 12; #AT 2 claws, 1 bite; D 1d3/1d3/1d6; SA Paralysis; SD Limited spell immunity; XP 89)

This room was once used by the smith who worked in Room 9. It has been converted into a ghouls' den. The smith's cot has been smashed to pieces and soiled with blood and excrement. Rough sheets and old clothing have been made into an obscene nest that reeks of stale sweat and is crusty with dried blood. Hooks on the wall hold three human arms and a leg. An overturned footlocker sits in one corner. Its side has been badly

dented, but it still holds three leather aprons and a **Hammer +1**.

12 Ambrogino Triskelion's Room

The first thing that one will notice is the stench of dead flesh. A ghast is idly chewing on a zombie, who stands passively accepting its fate. They will both break off from the meal and attack.

Ambrogino Triskelion, ghast (AC 4; MV 15"; HD 4; hp 18; #AT 2 claws, 1 bite; D 1d4/1d4/1d8; SA Nausea, Paralysis; SD Limited spell immunity; XP 262)

Zombie (AC 8; MV 6"; HD 2; hp 8; #AT 1; D 1d8; SA Always lose initiative; SD Limited spell immunity; XP 36)

Ambrogino is a worshiper of the dark God of the Ghouls and he moved his quarters here in order to be closer to the evil temple in Room 13.

There is a large bed and a wardrobe. The walls are paneled in fragrant red wood, which can be identified only if closely sniffed as the undead stench overpowers everything. The west wall is marked by five huge wooden bas-relief carvings.

Under the bed is a locked chest with a **Potion of Levitation** (cloudy cherry red, tastes and smells of mint), 308 silver spanners, 52 gold crescents and two gems (smoky quartz, 50 gold crescents each). The wardrobe holds red and black ceremonial robes.

From north to south the west wall carvings are: a wizard, a jester, a king, a knight, and a maiden. The knight's upraised sword is the only portion of any of the carvings that stick out of the wall. It can be swung downwards like a lever, causing the wizard carving to slide aside and open the secret door. The secret passage leads to Room 15 of Level 1 of the Upper Dungeons. This passage gradually slopes down, to reach the depth of the dungeon level (thirty feet below this level).

13 Temple of Mordag

The door is made of stout wooden beams with metal reinforcement and it is barred from within. The walls of the passage beyond the door and the room are black veined golden marble, while the floor is a checkerboard of black and gold. The place is guarded by two ghouls who are under compulsion by Ambrogino to stay here and guard the place.

2 Ghouls (AC 9; MV 9"; HD 2; hp 6, 9; #AT 2 claws, 1 bite; D 1d3/1d3/1d6; SA Paralysis; SD Limited spell immunity; XP 77, 83)

Note that if the adventurers attempt to bash the door down, the ghouls will not be surprised. They have not been fed in a long time and are nearly out of their feeble minds with hunger for man-flesh. They will maniacally attack at +2 to hit, but they are heedless of their own safety, thus their armor class is at 9 instead of the normal rating of 6.

The north wall is decorated with a fresco of a grossly fat and monstrously huge ghoul, its eyes pitch black. The background of the fresco is a graveyard and hideous smaller ghoul shapes are present, feasting on dubious meat and howling at a golden moon marred by a skull-like face.

The altar near the north wall is made of the same type of black and gold marble as the walls. Its surface is stained by dried blood and the altar holds a huge sacrificial knife and a golden chalice (300 gold crescent value). Any good creature touching the altar or the items on the altar must save versus spells or suffer a shock for 1d4+1 hit points and act as though *Cursed* for a day, as the reverse of the first level cleric spell *Bless*. Any neutral creature will suffer the same effects, but the *Curse* will last for but six hours.

The fresco depicts Mordag, the God of Ghouls. A close inspection will reveal the eyes are black opals (1000 gold crescent value each).

14 Torture Chamber

The stairs from Room 21 of the Ground Level descend steeply for thirty feet, which places Rooms 14 and 15 twenty feet below most of the rest of the Lower Level. The ceiling in this room is twenty feet tall, while the height of the hallway is fifteen feet.

The ogre who lives here will usually be in this room (60%) or Room 15 (30%). There is a 10% chance that he is away stalking the Ground Level.

Sizemore the Ogre (AC 5; MV 9"; HD 4+1 ; hp 17; #AT 1; D 4-11; XP 175)

He wears a black executioner-style hood and a dirty black smock. He fights with an iron spiked wooden club (treat as a morning star that does 1d8+1 damage +2 more for his strength). He usually carries a satchel containing the keys to the cells (A to C, below), 42 gold crescents, 173 silver spanners, 193 copper pieces, and several large, smooth river stones. He is the sometime ally of Vicenne Triskelion (see Inner Ward).

The hind end of a horse is roasting over a fire pit. The room is well supplied with torture devices, including

branding irons, a rack, wooden stocks, metal pliers and whips. Hooks and chains hang from the ceiling. There is an ogre-sized wooden chair and table.



The three cells hold the following:

Cell A

This cell is not locked and it is empty.

Cell B

This cell is locked. Inside is a unarmed dwarf.

Alara Knacktha, Lawful Good female hill dwarf Fighter (AC 10; MV 6"; F2; hp 6 (normally 11); #AT 1; D By Weapon Type +1 Due To Strength; S 16, I 10, W 9, D 12, C 15, CH 14; XP 53 (normally 68))

Alara belongs to the same adventuring party as Barca (Outer Ward Ground Level Room 59) and others. She has a fiery temper and will gladly assist the party, though she is wounded. At the soonest opportunity she would like to look for her friends.

Cell C

This cell is locked. Inside are two unarmed talon goblin prisoners.

Talon Goblins (AC 6; MV 6"; HD 1-1; hp 4, 5; #AT 1; D By Weapon Type; XP 14, 15)

If released they will give assurances that they can help the party. Unfortunately they will attempt to escape or turn on the party at the first opportune moment.

15 Ogre's Bedchamber

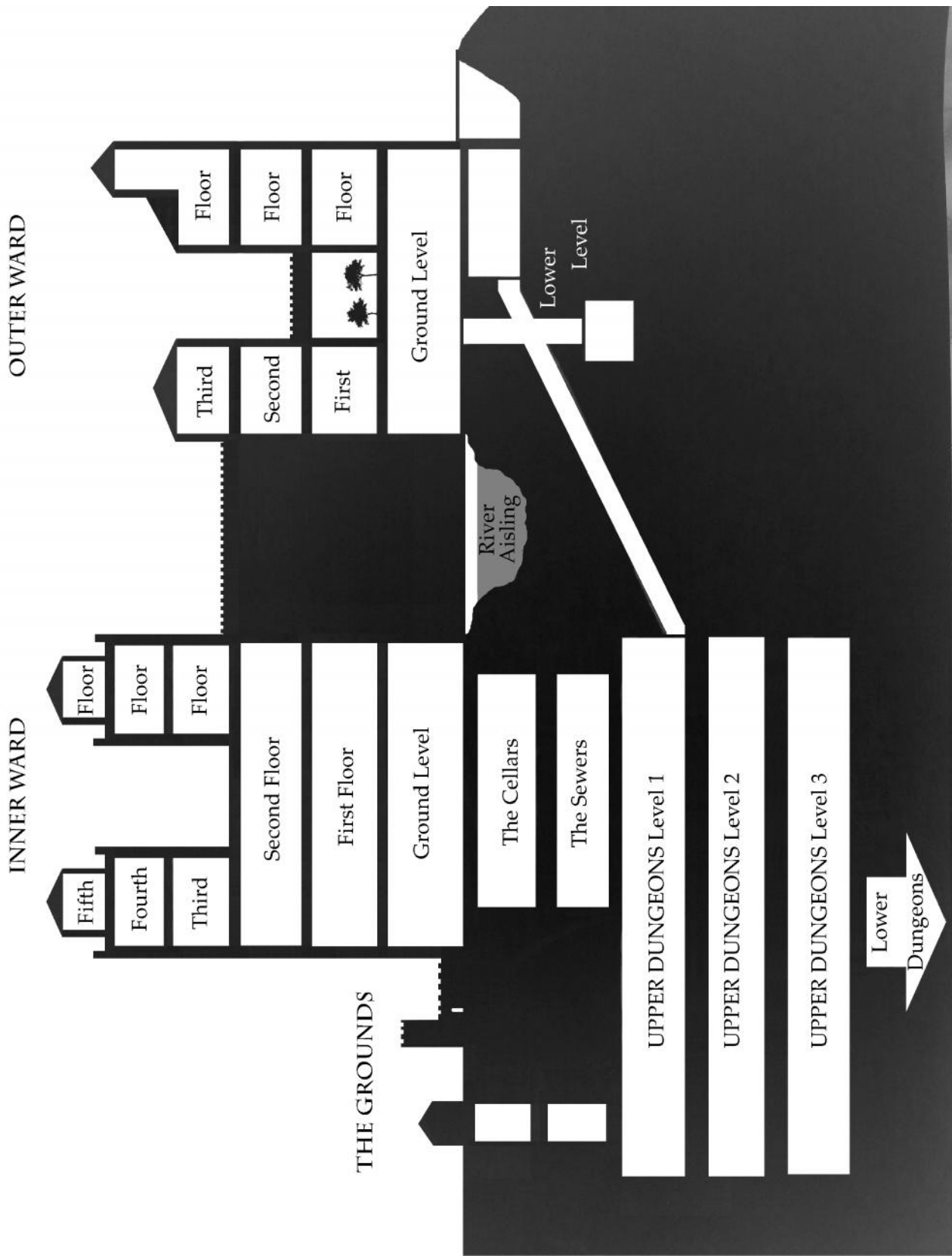
This room has a ceiling height of fifteen feet.

There is a rough bed, a huge wooden chest, and a collection of supplies in the northwest corner of the room. Four fat geese hang by their necks from a rope.

The chest contains only 14 gold crescents and a red garnet (100 gold crescents value). This is where Sizemore usually puts his satchel away when he rests.

The other contents of the room in the northwest corner are: four bottles of oil, the front legs of a goat (uncooked), four spears, a scimitar, a skeletal human head in a dented great helm, three large smooth river stones, and a silver and ivory drinking horn (worth 120 gold crescents).

Alara Knacktha's equipment has been placed here as well: a hammer, a suit of dwarven sized chainmail, a backpack with six iron rations, a purse with 14 silver khurams, an extra set of leather boots, forty feet of rope, eating and bathing utensils, a labeled **Potion of Healing** (blue, tastes like butterscotch), and twenty rolled bandages.



This graphic shows the relative layout of the segments published to date, plus some upcoming segments.