

# THE CASTLE TRISKELION

## MEGA-DUNGEON



OUTER WARD THIRD FLOOR

by Tim Stypinski

# Triskelion – Outer Ward Third Level

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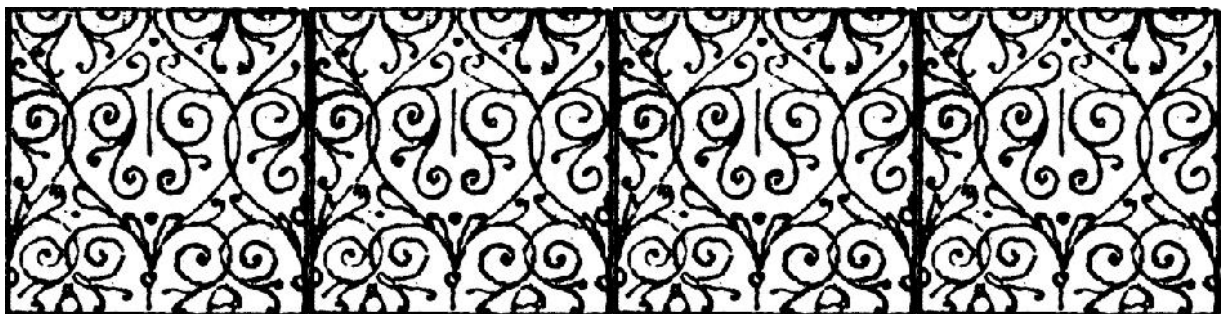
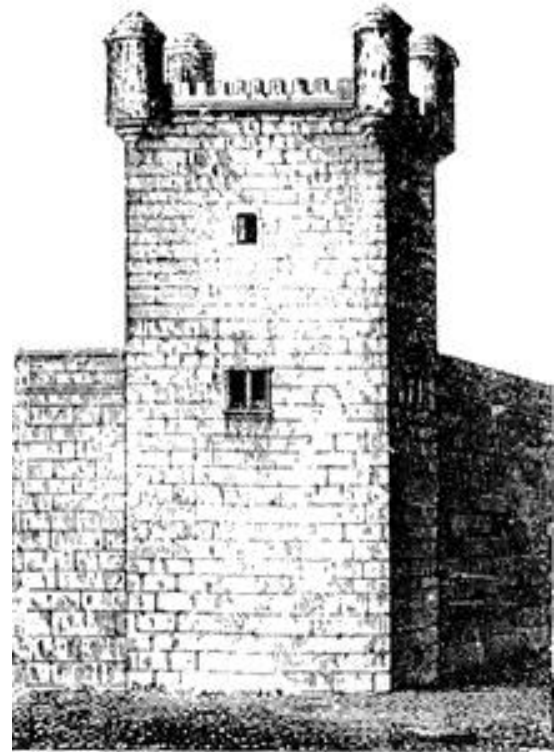
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# Contents

<b>Introduction .....</b>	<b>4</b>	<b>Rooms 24 To 29, Prison Tower .....</b>	<b>10</b>
Documents Required.....	4	24 Guardroom .....	10
Basic Description .....	4	25 Prison Cell.....	10
Monsters in this Level .....	4	26 Exercise Room .....	11
Encounters and Dressings .....	5	27 Prison Cell.....	11
<b>Encounter Areas .....</b>	<b>5</b>	28 Prison Cell.....	11
Rooms 1 to 10 Bell Tower .....	5	29 Prison Cell.....	11
1 Red Nails.....	5		
2 Statue Storage.....	5		
3 Tapestry Storage.....	5		
4 Rug Storage.....	5		
5 Torch Storage.....	6		
6 Fabric Storage.....	6		
7 Odds And Ends.....	6		
8 Belfry.....	6		
9 Bellman's Bedroom .....	7		
10 Secret Room .....	7		
Rooms 11 to 16, Northwest Tower .....	7		
11 Purple Room.....	7		
12 Terrace .....	7		
13 Chief Falconer.....	7		
14 Lesser Falconers' Chamber .....	8		
15 Viewing Chamber .....	8		
16 Mews.....	8		
Rooms 17 To 23 Captain's Tower .....	8		
17 Captain's Suite.....	8		
18 Captain's Bedroom.....	9		
19 Captains Bath.....	9		
20 Music Room.....	9		
21 Wash Room.....	10		
22 Nursery.....	10		
23 Governess.....	10		



# 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
- Outer Ward Lower Level
- Outer Ward First Floor
- Outer Ward Second Floor
- New Materials Volume I

The **Introduction**, **Outer Ward Ground Level**, **Lower Level**, **First Floor**, and **Second Floor** provide background and show the previous portions of the dungeon, while **New Materials Volume I** provides descriptions of new monsters found in this level, including:

- Cinnamon Spider
- Itch Maggot

One other monster, the talon goblin, is described in the **Outer Ward Ground Level**.

## Basic Description

The Third Floor of the Outer Ward is divided into four towers. The northeast tower is also known as the Bell Tower. It is the home of the Triskelion family member known only as the Bellman. The northwest tower is the domain of a doppelganger who has assumed the persona of the chief falconer. The southwest tower is the former quarters of Ruggero Triskelion and his family and it is also known as the Captain's Tower. It is now inhabited by wererats. The southeast tower is a prison that has been taken over by hobgoblins.

Like the lower floors, the majority of the rooms are of dressed stone, with wooden beams supporting the ceilings. Floors are made of wood planks, except as noted elsewhere. Ceiling height is twelve feet, unless otherwise noted. Many rooms have cressets for torches.

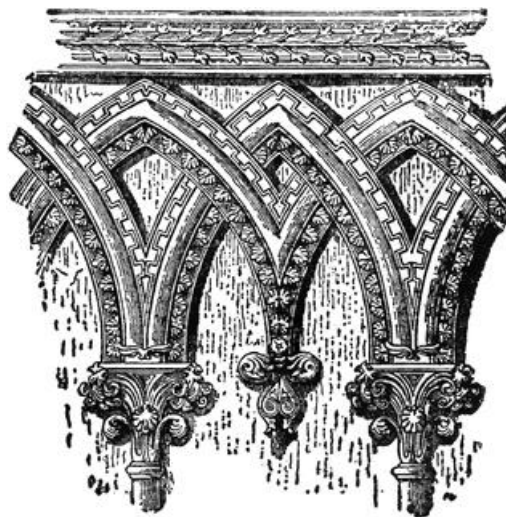
The Third Floor directly connects to the Second Floor only.

## Monsters in this Level

This level is extremely fragmented, so the monsters will have more interaction with the denizens of the Second Floor than with each other.. The Bellman is a lone agent, and will behave as described in Room 8. If he is not killed outright in his first encounter with the party, he may take up stalking them if they have done him great harm. If his home is repeatedly violated by adventurers performing hit-and-run attacks, he may flee if he feels he is not a match for them.

The wererats in the Captain's Tower are a close-knit family group. If given the chance to respond to repeated attacks they will likely stay together in the same room to increase their numbers and therefore their odds of winning in combat. Clever, they will adjust their tactics to include the setting of traps. The parents are not above using the ogress as a diversion to facilitate their escape, if it comes to that.

The hobgoblins in the Prison Tower are reasonably confident in their roles as jailers. If they feel they can no longer perform their duties due to adventurer attacks, they will take the prisoners and relocate to the Inner Ward Ground Level, Vicenne Triskelion's headquarters. They will carry stories of a tough and dedicated band of adventurers with them, putting Vicenne on his guard. If this happens, make sure to add their numbers to the hobgoblins stationed there. The prisoners will probably be moved to the Inner Ward Cellars Room 19.



## Encounters and Dressings

This level is much smaller and fragmented and random encounters will occur much less frequently. Roll for random encounters using 1d6 once every fifteen turns. On a 1, there is an encounter. Double the odds if the group is making a lot of noise or in similar situations.

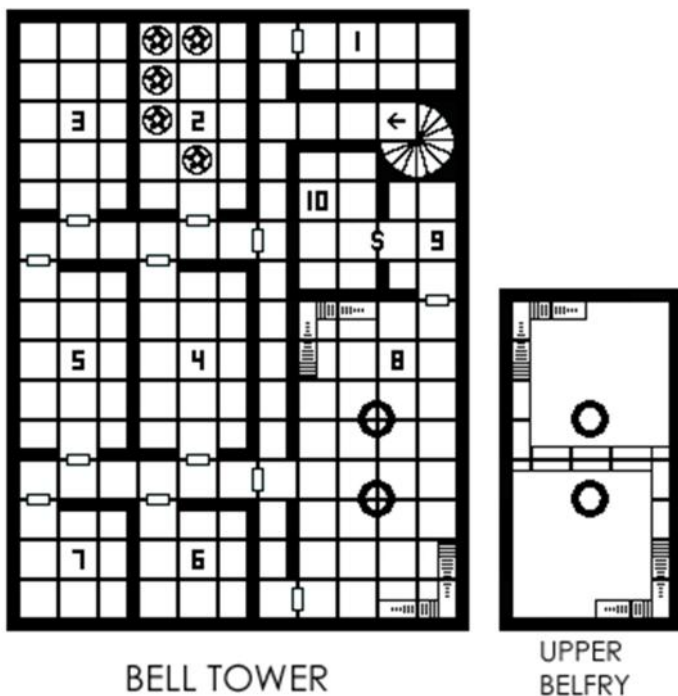
### Random Encounters

1d4	Description
1-2	Place creature from nearby room
3	Place creature from a nearby room in the Second Floor of the Outer Ward
4	Dungeon Dressing

### Dungeon Dressing

1d6	Description
1	Wailing sound heard, coming from outside the building!
2	Muddy footprints run for ten feet, then disappear
3	Dead vulture, just skin and bones
4	Plain wooden hair comb, decorated with Triskelion "radiating legs" design
5	Pool of water on floor, evaporates mysteriously as you watch
6	Left hand of a stone statue, broken at the wrist

## Encounter Areas



BELL TOWER

UPPER BELFRY

### Rooms 1 to 10 Bell Tower

#### 1 Red Nails

There are six small glass windows in this room, four to the north and two to the east. There are sixteen small wooden kegs holding five different kinds of slightly rusty iron nails. They are still quite serviceable.

#### 2 Statue Storage

This room is dominated by five statues. Three are single-bodied Triskelion statues (laughing, crying, scowling). One of the statues is a coy nymph and the last is a satyr playing pipes. The laughing Triskelion statue (southernmost) is lying on its side rather than standing upright. There are three large glass windows.

If anyone moves the fallen statue, it will disturb the egg sac of a giant cinnamon spider (see **New Materials Volume 01, New Monsters**). The sac will burst with a 'pop' and a fine dust smelling like the spice will fill the room. Everyone in the room must save vs poison or suffer 1d4 points of damage from the toxic but fragrant contents as they choke and gag.

#### 3 Tapestry Storage

This room contains rolled tapestries. Fourteen tapestries are ruined by wet and mold, seven tapestries are low quality (1 to 20 gold crescent value) and thirteen tapestries are of good quality (101 to 200 gold crescent value). Each is heavy at 400 to 700 (1d4+3 X100) gp weight. There are eight large glass windows.

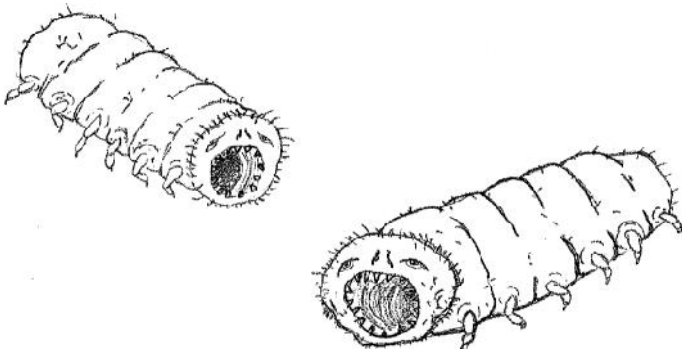
#### 4 Rug Storage

Chewing on dozens of rolled rugs are six itch maggots (see **New Materials Volume 01, New Monsters**).

6 Itch Maggots (AC 8; MV 3"; HD 1+4; hp 7, 8, 6, 12, 7, 10; #AT 1 bite; D 1d4+1; SA Itching bristles; XP 42, 44, 40, 52, 42, 48)

The rugs are in awful condition. They are stained and large portions have already been consumed. This room was once also plagued by rats (before the maggots ate them) and there are large amounts of rodent droppings and regurgitated bones.

Wrapped in one of the rugs is the mouldering body of a man in a blue wig (Absolon Triskelion). He carries a small pouch holding 3 gold crescents and 5 silver spanners. At his hip is a flask labeled "A. T." It still contains a **Potion of Extra-Healing** (red, tastes like fine wine).



## 5 Torch Storage

Sitting in the middle of the floor is a very small talon goblin, eating a dead bat and singing to herself.

Jabues, Female Talon Goblin (AC 7; MV 6"; HD 1-1; hp 2; #AT 1; D Dagger; XP 12) large amounts of costume jewelry of no appreciable worth

Jabues got lost following a bat she wanted to eat for lunch. She is a little scared and will expect the characters to help her get back to the other talon goblins (either the Grinning Bear or Ground Level group will do). The other talon goblins have not noticed she is gone and in any case will not greet her return with any enthusiasm.

This room contains bound torches and wooden shelving. There are five hundred and six torches here and all are usable. There are five large glass windows.

## 6 Fabric Storage

This room contains bolts of cloth in every color except for purple. There are three windows. The stuff is in good condition, and can be re-sold. There are approximately 80 bolts of cloth and they are valued at between 2 and 7 silver spanners per bolt. Each weighs about 120 gp weight, but they are somewhat bulky.

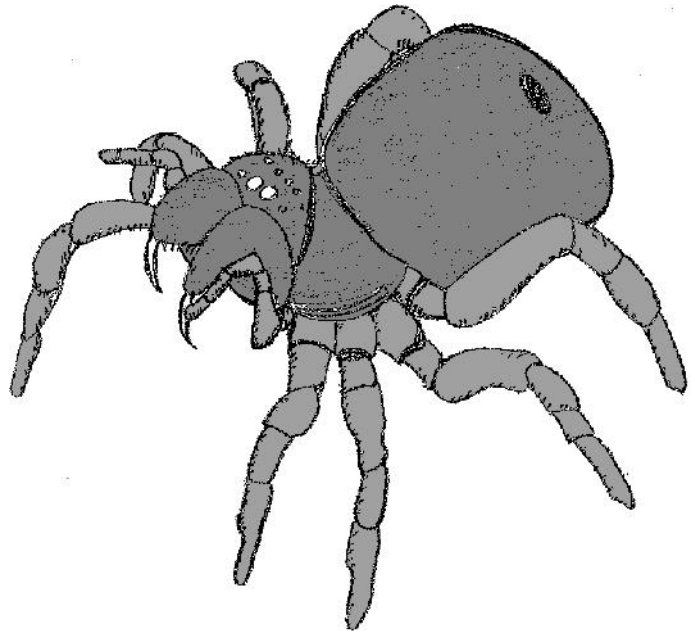
## 7 Odds And Ends

A cinnamon spider (see **New Materials Volume 01**, *New Monsters*) has made this room its sanctuary, a fitting place to bring prey.

Cinnamon Spider (AC 4; MV 15"; HD 4+2; hp 20; #AT 1 bite; D 1d6+1; SA Euphoria; SD Dust; XP 305)

This room contains various items such as rusty tools, old furniture, a stuffed bear, a wagon wheel, a table with a broken leg, a basket of silk flowers and seven jugs of vinegar. Two of the six glass windows in this room are broken and this room is above the effect of the Enchanted Garden and its magic sunlight.

Partially hidden under some old blankets is a dead male elf drained of blood. He wears a **Ring of Free Action** and has a dagger and a bag containing 17 Elvish silver tamos.



## 8 Belfry

The door to this room is decorated with a stylized bell design. This room houses a danger in the form an insane member of the Triskelion family and his pets.

What the characters see when they enter the room are two huge bells hanging from a wooden framework. The bells may be operated from the floor by pull ropes beneath them, or by ascending one of the wooden staircases to an upper level of wooden construction fifteen feet above the floor. In addition there are dozens of smaller ropes hanging at irregular intervals. Each of these sturdy ropes has had knots placed for use as handholds. Eight open arched windows are present, six to the east and two to the south.

The bellman will attempt to ambush the adventurers from the catwalks above as soon as any members of the party reach the center of the room. Because of his familiarity with the area and his nearly supernatural sense of hearing, he will surprise on a 1-4 in 6 under normal circumstances. He has five pets, giant red-furred bats, that hang from the rafters and obey his every command.

The Bellman, Neutral Evil male human Fighter (AC 6; MV 12"; F4; hp 21, #AT 1; D Club +3 to damage due to strength; S 18(01), I 14, W 5, D 16, C 15, Ch 3; XP 195)

5 Giant Bats (AC 8; MV 3"/18"; HD 1; hp 6, 5, 5, 4, 3; #AT 1 bite; D 1d4; SA Disease; XP 16, 15, 15, 14, 13)

The bellman is a Triskelion, but because he is a horribly disfigured hunchback he was given this employment to keep him out of sight. He was born with a bulging left eye and a withered right eye. His skull is asymmetrical and while he has coarse wire-like black body hair he is otherwise bald. He wears a leather harness which, along with his dexterity bonus, gives him a fair armor class. He uses a metal club and has no personal wealth.

The bellman is an expert at swinging on the ropes in this room. He uses the ropes as part of his arsenal, swinging from them while attacking and using them to avoid attacks by dodging. For this reason he attacks and makes saving throws at +2, and is -2 to be hit when in this room only. This is in addition to his +1 to hit due to his strength score. Should the bellman see that a fight is going against him, he will attempt to flee out one of the windows, clambering down with the agility of a monkey.

The walls of this room reach thirty feet high, above which there is a vaulted ceiling whose highest point is another ten feet above that. Eight large open arched windows are present in the upper portion at the level of the wooden catwalks. There is one each to the north and south and three each to the east and west.

## 9 Bellman's Bedroom

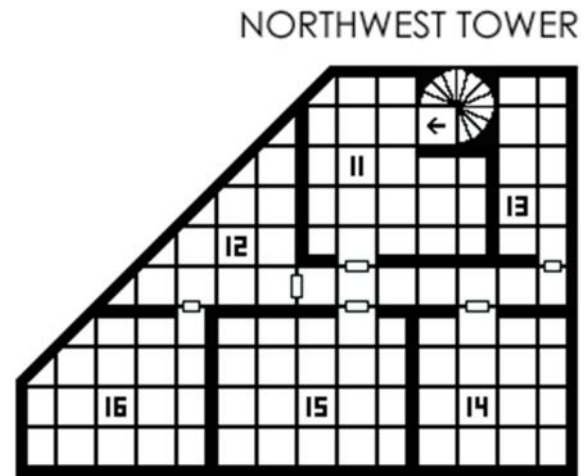
There are three large stained glass windows, each having the representation of a bell. One of the Triskelion faces (laughing, scowling, crying) is superimposed over each bell shape. There is a simple cot with dirty white blankets and pillows. A large jug of hard cider is next to the bed.

The secret door to Room 10 opens by means of pushing one of the bricks to the right of the door.

## 10 Secret Room

This is where the bellman keeps his treasures: twelve large silver bells are here, each worth 400 gold crescents

and weighing 200 gold piece weight. There are also eight cow skulls hanging on the wall and thirty one barrels (fifteen have fair quality salt pork, twelve have water, four are empty).



## Rooms 11 to 16, Northwest Tower

### 11 Purple Room

The walls of this large room are made from purple stone and the floor and ceiling are made of dark and light purple tiles in a checker pattern. There are three large glass windows. Stairs go down to Room 17 on the Second Floor.

The door in the south wall is trapped with a powerful spring. It can be easily pushed open, but will rebound with great force. Anyone opening the door must make a save vs petrification or suffer 1d4+1 points of damage.

### 12 Terrace

This is an open terrace. Four foot high crenelated walls prevent one from falling off the edge. There are five wooden perches, suitable in size and weight to hold large birds of prey. Each of these constructs is shaped a bit like a tree and each is supported by a broad base.

### 13 Chief Falconer

The door to this room is capable of being locked but is not. This is the home of an insane doppelganger who murdered the chief falconer, a man by the name of Salietti, and took his place.

"Salietti" the Doppelganger (AC 5; MV 9"; HD 4; hp 24; #AT 1; D 1d12 or by weapon type; SA Surprise on 1-4,

mutable form; ESP; SD Immune to *sleep* and *charm*, save as F10; XP 426)

It is psychotic and now believes that it is the chief falconer, and will act accordingly. This creature does not need to wear clothes to impersonate, but it wears one of the uniforms anyway, which appears ragged from long use. It also carries a dagger and a short sword, though it can do more damage without using a weapon.

The doppelganger may offer to join the party and will act in good faith if accepted. It really believes it is a person. If accepted, there is a non-cumulative 10% chance per day of it having a lucid interval and turning on the party. If this happens it will choose its time carefully, attacking when the party is weak or distracted.

This room contains a bed, a footlocker, and a wardrobe. A tapestry depicting falcons in flight is against the east wall, valued at 300 gold crescents (600 gp weight). The footlocker is locked and contains dirty laundry and a small bag of 17 silver spanners and 13 copper pieces. The doppelganger will resist anyone taking "his" money.

The wardrobe holds Triskelion uniforms with a falcon crest on the breast. There are five large glass windows and a fireplace in the east wall.

#### 14 Lesser Falconers' Chamber

This was the home of the eight apprentice falconers. There are eight modest beds and a huge wardrobe containing uniforms similar to those in Room 13, but having a smaller falcon design. There are seven large glass windows in the south and east walls and a fireplace in the south wall.

#### 15 Viewing Chamber

This room was used to provide shelter when watching the birds in flight. There are five large open windows and twelve red padded chairs, now ruined from exposure. A huge serving table is against the west wall.

On top of the table are seven decanters of whiskey, rum, gin, cinnamon schnapps, white wine, red wine, and brandy, as well as dozens of low profile drinking glasses. The decanters have been taken out of the inside portion of the cabinet to make room for a body. This is the rotting corpse of the real Salietti. His face has been ripped off by the doppelganger but he wears a uniform of a chief falconer.

In the southeast corner there is a large amount of broken glass where someone has been throwing drinking glasses.

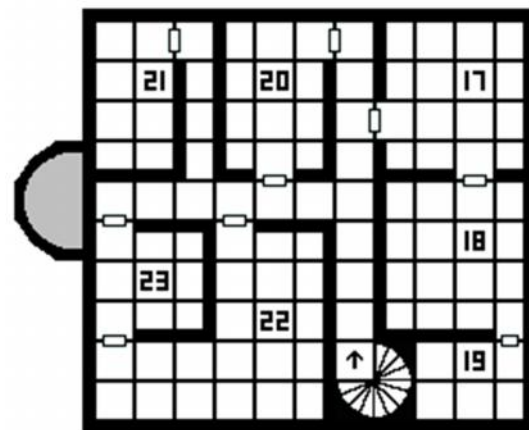
#### 16 Mews

This room holds dozens of cages, each soiled with bird droppings. The doppelganger has no more falcons so he keeps three vultures here.

3 Vultures (AC 7; MV 3"/27"; HD 1+1, hp 7, 7, 5; #AT 1 bite; D 1-2; XP 34, 34, 30)

Piles of sawdust, wooden tins of birdseed (now crawling with vermin), and several cords of firewood are here. The doppelganger keeps sixteen dead rabbits and three dear deer hanging on hooks from the rafters for the vultures to dine on. The nine windows in this room have been bricked up.

#### CAPTAIN'S TOWER



#### Rooms 17 to 23 Captain's Tower

##### 17 Captain's Suite

The door to this room is capable of being locked, but it is not. This room was once the antechamber of Ruggero Triskelion and his wife Helena and it gives the impression of spoiled grandeur. It is now used by a pair of wererats (see Room 18). In the center of the room is a large dining table. There are numerous side tables against the north and east walls, and several wooden cabinets against the south and west walls. The walls are paneled with wood and papered with a fading yellow covering. The floor is dusty in most places and cobwebs and mice droppings are in evidence. There is a fireplace in the east wall, along with six large paned glass windows, streaked with grime. There are four large freestanding candelabra, which are normally lit.

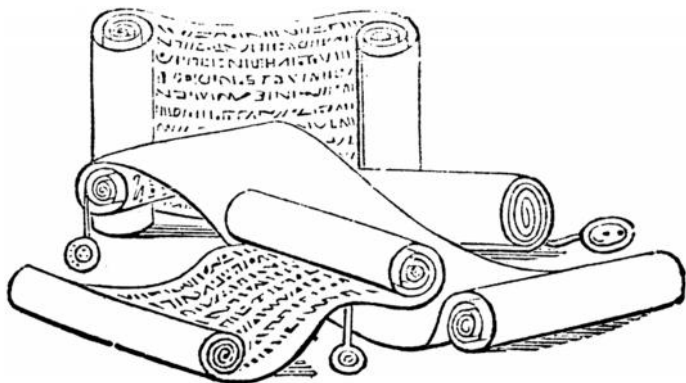
The table in the center of the room seems out-of-place because it is impeccably clean and an elegant meal is laid out, consisting of red wine, pasta, salad, bread, and a covered dish hiding a roast duck. There are five place

settings and five chairs, and several lit candelabra glow merrily. Oddly, or perhaps not so, the cutlery is all wood, for the wererats avoid using silver utensils.

The side tables hold iron refreshment trays and replacement long white candles, at least a hundred of them.

The wooden cabinets hold silverware and porcelain. These items are worth a total of 312 gold crescents (90 gp total weight) if sold in a town or city, but great care must be taken to make sure the dishes survive the journey. The silver items alone are worth 102 gold crescents.

If a large amount of noise is made here, or a large amount of time is spent here, the residents of Room 18 will surely make an appearance.



## 18 Captain's Bedroom

This room is occupied by two wererats in human form, if they sense that the party is suspicious of them, they will attack. Otherwise they will attempt to trick the party into trusting them. They would prefer to rob and kill the party in the fashion that endangers themselves the least. A preferred tactic would be to bring the characters to Room 22 so their offspring could assist in attacking the adventurers.

Domino, male wererat (AC 6; MV 12"; HD 3+1; hp 17; #AT 1; D Long sword; SA Surprise on 1-4; SD Silver or magic weapon to hit; XP 218)

Mortisha, female wererat (AC 6; MV 12"; HD 3+1; hp 18; D Dagger; SA Surprise on 1-4; SD Silver or magic weapon to hit; XP 222) two gold bracelets worth 40 gold crescents each, platinum and sapphire earrings worth 120 gold crescents each, key to the jewelry box on the nightstand

The room and inhabitants should give a mixed impression, as if they are two nobles living in the midst of filthy, though once rich, surroundings. The wererats in their human form are dressed quite well and are a handsome couple.

A huge wardrobe is against the south wall. A large and luxurious bed is against the west wall. The walls are decorated in the same style as Room 17: wood paneling and fading yellow paper. A fireplace is in the east wall. There are four large paned glass windows and the room is lit by two large free standing candelabra. Sets of rusty plate armor and chain armor are assembled on wooden frames.

The wardrobe holds men's and women's clothing. Helena Triskelion's gowns are quite beautiful, if faded, and the whole ensemble is worth 120 gold crescents.

The massive bed is made with red and black sheets. The headboard is marked with Ruggero's three dagger crest. A closer examination of the bed will reveal the sheets have not been washed in a long time, and there are large amounts of hair present, as if an animal has been sleeping here (the hair belongs to the wererats in their ratmen forms). There are two nightstands. Domino's holds a selection of cheap colognes. Mortisha's nightstand holds a jewelry box that used to belong to Helena Triskelion.

The jewelry box is locked and contains the following: three pearl necklaces (50 gold crescents each); a ruby and gold necklace (800 gold crescents); four pairs of earrings (silver – 12 gold crescents, gold – 10 gold crescents, sapphire – 50 gold crescents, platinum and diamond – 200 gold crescents) two bracelets (gold – 15 gold crescents, silver – 7 gold crescents); four rings (gold – 45 gold crescents, gold – 78 gold crescents, platinum and diamond – 180 gold crescents, silver and sapphire – 400 gold crescents).

## 19 Captains Bath

This room is enormously grand for a bath, or would be if it were kept in good repair. It is equipped with a massive freestanding porcelain bathtub, complete with clawed feet. The wall boasts water faucets that originally provided hot and cold water, although, like the other plumbing in the Outer Ward, they are not working. A hamper holds towels with the Triskelion crest. There is a simple toilet as well. The walls are dressed stone and the floor is decorated with cream colored tiles. There are four small glass windows. Like the other rooms inhabited by the wererats, this room gives off a first impression of elegance, but a second look reveals grime and small piles of trash, especially in the corners.

## 20 Music Room

There are two flutes, a lute, a rebec, and a harp. This room also holds seven large and comfortable padded chairs in a cream and light blue pattern. The walls are

paneled in wood and papered in light blue and there are three large glass windows. Two large freestanding candelabra are here, though unlit. A small chest in the northeast corner contains seventy two blue candles.

## 21 Wash Room

This room has a cream tiled floor. There is a slightly smaller bathtub done in the same style as the one in Room 19. The toilet and towel hamper are similar as well. There are six small glass windows.

## 22 Nursery

The candle light illuminating this room gives view to a disturbing picture: three rat-faced children look up at the characters from a game of tormenting roaches. One male wears trousers and a smock while two little ratgirls wear summer dresses. These youngsters will attack immediately.

3 Wereratlings (AC 6; MV 12"; HD 3+1; hp 9, 7, 12; #AT 1; D Dagger; SA Surprise on 1-4; SD Silver or magic weapon to hit; XP 186, 178, 198)

The children are in the southeast corner, in front of a fireplace, so they will likely be visible from anyone entering the room from either direction.

This once bright and cheerful room has gone to ruin. The oak-paneled walls are draped with tapestries of faerie-landscapes that have dulled with age. Cobwebs hang from a cradle and two small beds. Hundreds of small wooden and metal toys litter the room and children's books, torn and smeared with excrement, lie everywhere. The eight large glass windows are hidden by vast green draperies. If Big Nursey (Room 23) hears the young wererats fighting she will come to their aid.

## 23 Governess

This is the bedroom of an ogress.

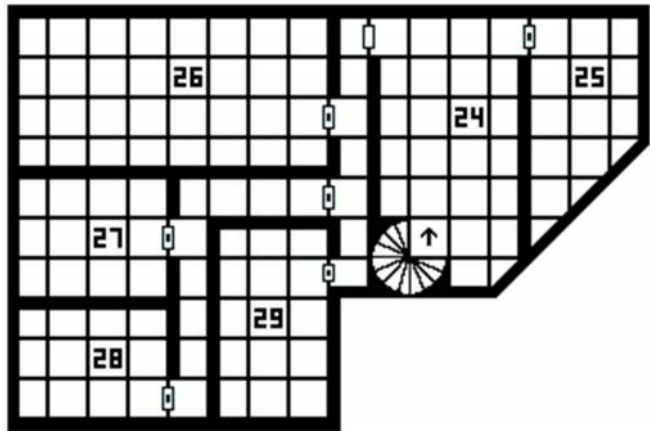
Big Nursey (AC 5; MV 9"; HD 5-25 (4d6+1) hit points ; hp 16; #AT 1; D 1d8+1; XP 170)

She carries a huge metal shod wooden stick (treat as a club that does 1d8 damage +1 for her strength). She wears a single large gold earring (16 gold crescents) in her right ear and a huge black dress.

This room is dirty and smells of rotten cheese. It is paneled in oak and decorated with fading light blue wall paper in the same pattern as the music room. There is a massive bed and a smashed wardrobe full of torn female clothing. A large nest of sorts has been made of old clothing and this is where the ogress usually sleeps.

Digging amongst the soiled garments reveals 57 gold crescents, 42 silver spanners, and 66 copper pieces in loose coin.

## PRISON TOWER



## Rooms 24 to 29, Prison Tower

### 24 Guardroom

There are two wooden tables and six chairs. Four hobgoblins are drinking from an open bottle of wine at one of the tables. Two unopened bottles of the same vintage are against the east wall. Each hobgoblin wears Triskelion livery.

Hobgoblin Sergeant (AC 5; MV 9"; HD 1+1; hp 9; #AT 1; D Black iron lochaber axe or black iron dagger; XP 38) 8 gold crescents, 9 silver spanners, 7 copper pieces

3 Hobgoblins (AC 5; MV 9"; HD 1+1; hp 5, 4, 6; #AT 1; D Black iron morning star; XP 30, 28, 32). The first has 2 gold crescents, 3 silver spanners, and 7 copper pieces. The second has 5 gold crescents, 4 silver spanners, and 1 copper piece. The third has 3 gold crescents, 3 silver spanners, and 12 copper pieces.

They work for Vicenne Triskelion (see **Inner Ward Ground Level**). The Sergeant has the keys to all the locked doors and manacles in this tower. The stairs go down to Room 34 of the Second Floor. This room has rough stone walls with six windows that are barred and without glass.

### 25 Prison Cell

The door to this room is locked and holds a small barred window. A rotting human corpse lies face down on the center of the floor and a small pile of bones is in the southwest angle. If the corpse is disturbed it will attack as a zombie.

Zombie (AC 8; MV 6"; HD 2; hp 12; #AT 1; D 1d8; SA Always lose initiative; SD Limited spell immunity; XP 44)

There are many sets of manacles on the wall and nine small barred windows.

## 26 Exercise Room

The door is locked and holds a small barred window. The floor is cold uneven concrete and there are several small puddles of urine. Prisoners are usually brought here once a day in order to stretch and walk. Twelve small barred windows are in the walls.

## 27 Prison Cell

The door is locked and holds a small barred window. Three small barred windows are on the walls. There are twenty nine sets of manacles. Occupying two of them are a gnoll and an orc.

Gnoll (AC 5; MV 9"; HD 2; hp 7; #AT 1; D By weapon type +1 to damage due to strength; XP 34)

Orc (AC 6; MV 9"; HD 1; hp 5; #AT 1; D By weapon type; XP 15)

The humanoid are members of the Red Legs, a group of brigands and such described in the Inner Ward. These members are clad in rags, however, and have lost the strips of red fabric they wore about the lower leg, identifying them as members of that nefarious band.



## 28 Prison Cell

The door is locked and holds a small barred window. There are twenty six sets of manacles on the walls. Emiliano Triskelion occupies one set. Three normal human skeletons clad in rags are also chained here. One

has a gold tooth worth two silver spanners. The room holds three small barred windows upon its walls.

Emiliano Triskelion, Lawful Good male human Paladin (AC 10; MV 12"; P3; hp 7 (normally 20); #AT 1; D By weapon type +1 to damage due to strength; S 17, I 10, W 15, D 11, C 14, CH 18; XP 113 (normally 165))

Emiliano is unarmed and wounded. He is on a quest to find his true love, Luisa (see The Upper Dungeons, Level 2), who was a member of another adventuring band. His secondary goal is to stop or limit any damage the other members of his family inflict. He is especially angry at his twin brother Vicenne, who has imprisoned him here. Emiliano has a strong sense of justice, but is somewhat naïve and has a tendency to think the best of others. He has an imperfect knowledge of the Inner Ward, having spent most of his time training or acting in the service of his patron goddess, Adriel.

## 29 Prison Cell

The door is locked and holds a small barred window. There are also three small barred windows in the walls of the chamber. There are thirty four sets of manacles on the walls. Faldo Osenheim, a gnome adventurer, is chained to one set.

Faldo Osenheim, Neutral Good male gnome Illusionist/Thief (AC 7; MV 6"; I1/T2; hp 2 (normally 5); #AT 1; D By weapon type; SA Spell use; S 8, I 16, W 7, D 17, C 14, CH 12; XP 68 (normally 155))

Thief skills: PP 40%;, OL 44%; F/RT 35%; MS 31%; HS 25%; HN 20%; CW 71%; RL -

Faldo is unarmed and wounded. He is normally a bit dirty looking and unkempt, but he is now in a truly pitiful state, clad only in a loose stained loincloth and not expecting rescue. He is currently out of spells.

Faldo was part of an adventuring party. The full complement of adventurers were Faldo, Barca (Ground Floor Outer Ward, Room 59), Alara Knacktha (Lower Level Outer Ward, Room 14), her brother Obel Knacktha (Ground Floor Inner Ward, Room 60), and Rosalba (Ground Floor Inner Ward, Room 62).

He will ask the party if they have found his comrades, and if he is returned to civilization he will attempt to organize a rescue for them, with or without the player's help. Though he has been profoundly affected by his ordeal, he was previously cheerful, a bit of a hedonist, and prone to practical jokes.