

# The Mad Demigod's Castle

By Richard Graves



The level presented here can be used as a standalone dungeon level in any campaign world but was specifically designed to be compatible with the fan made Castle of the Mad Archmage material produced by Joseph Bloch. I created it for those without access to Upper Works boxed set produced by Troll Lord Games and for anyone else desiring an alternative version of level 1. Enjoy, and may your adventures inside the dungeons of the castle be memorable ones.

Special thanks goes to Joseph Bardales for his outstanding digital cartographic work.

## Level One: The Storage Rooms

This level was given over to storage for provisions for the castle above. It has direct access to the surface as well as levels 2 and 3.

### Random Encounters

Roll 1d6 every 6 turns, or more often if warranted (by PC's making excessive noise, etc.). On a roll of 1, a random encounter will take place.

Roll	Encounter
1	3-8 (1d6+2) kobolds
2	2-7 (1d6+1) giant rats
3	2-5 (1d4+2) stirges
4	1-4 (1d4) giant centipedes
5	2-5 (1d4+1) zombies
6	1d6 (1d6) skeletons
7	2-8 (2d4) goblins
8	1-4 (1d4) giant spiders

### Encounter Areas

1. **FOUNTAIN.** Two statues in the center of a fountain here are of a man chasing a half naked woman. Both statues have broad, playful, grins on their faces. Anyone drinking from the fountain must make a save vs. spell or begin laughing loudly and uncontrollably for 1d6 rounds. If the waters are searched, a heavily tarnished silver spoon will be found.
2. **ENTRANCE.** A spiral staircase here provides access to the surface.
3. A wooden table and a stool exist here. On top of the table is a small box containing 89 nails. A leather backpack that contains a dead mouse and an empty potion bottle can be found under some wooden debris along the west wall.
4. A faded red rug covers much of the floor in this room. The remains of a once beautiful but now worthless silver tea set lies scattered about the ground.
5. A small stone statue of a gremlin sits on top of a table covered with dust here. Three wooden chairs surround the table.
6. **DARK CHAMBER.** A permanent darkness spell keeps this entire room pitch black. Inside the room is a large oval table surrounded by two chairs. A clay jug full of vinegar sits on top of the table as does a dead beetle. Under the table is a pair of leather boots in good condition.
7. A loud buzzing sound can be heard coming from behind the door to this room. The floor is painted in orange and white stripes.
8. **FIRE BEETLES.** The door to this room is ajar. A large broken picture frame can be found in

the seat of a rocking chair here. If the room is searched, three worthless glass beads will be found. Three fire beetles also exist here (9, 8, 7 h.p.).

9. Seven wooden coffins have been stacked on top of each other in this room. Two wooden stakes lie on the floor next to a horseshoe and an iron spike. If the coffins are searched, 16 iron pieces will be found.
10. **MIRROR ROOM.** The walls, ceiling and floor of this room are covered in mirrors. Breaking any of the mirrors causes a paralyzing gas to fill the room (save vs. paralyzation or become immobile for 3d4 rounds). Behind the mirror on the south wall is a small alcove in which the skeleton of a halfling can be found. Next to the skeleton is a sack containing a small gold statue of a dragon worth 200 g.p. Behind the mirror in the north wall is a human skeleton (6 h.p.) that will animate and attack with a dagger in each hand if the mirror that conceals it is broken.
11. Dozens of worn-out shoes, boots and sandals can be found on the floor of this room.
12. A small desk here contains six brass buttons and four pieces of chalk. Bits of broken glass, a burned out torch stub and a broken quarter staff lie on the floor.
13. **KOBOLDS.** Eight kobolds armed with small spears can be found here (3 h.p. each).
14. A large shield depicting a red dragon on its surface can be found here. Under the shield is a leather glove.
15. **SECRET ROOM.** A large chest here contains 788 s.p., 242 e.p., 169 g.p., an ivory horn worth 20 g.p. and a *+1 dagger*.
16. Several sets of manacles can be found along the east wall here. A twenty foot long rope covered with black marks lies on the floor.
17. **DEAD BODY.** The body of a dead female half-elven fighter lies here. The body is stripped of all possessions and appears recently dead. If examined, the cause of death will appear to be two sword or dagger thrusts to the back.
18. **TRAP.** A dead rat has been nailed to the surface of the door to this room. Anyone opening the door will be fired on by three darts. The darts have a THAC0 of 15 and do 1d4hp of damage each. Three locked chests can be found here. Chest #1 contains 199 e.p., chest #2 contains 335 s.p., chest #3 contains 20lbs of gravel. The chest with the gravel is fire trapped (anyone opening it takes 2d6+2 of damage from a fiery explosion, save for half damage).
19. A large amount of mostly broken and useless furniture has been stacked precariously near the center of this room. Desks, tables, chairs, shelves, etc... form a column that rises almost eight feet high. Poking or prodding the

furniture is likely to cause the entire column to crash loudly down to the ground (DMs should make a wandering monster check if this happens). Anyone entering or exiting the room through the west door has a 1 in 6 chance of stepping on a tripwire that will also cause the column to collapse.

Three secret compartments exist here (one in the south wall, one in the west wall and one in the east wall). The compartment in the west wall is empty, the compartment in the east wall contains a scroll with the spell *sleep* written on it and the compartment in the south wall is also empty.

20. ZOMBIES. Six zombies can be found here (11, 11, 10, 9, 9, 8 h.p.).
21. CRAZY BILL. A strange man named Bill Harker can be found here hiding behind some old broken furniture. Bill mistakenly believes he is a spellcaster and is likely to ask the PCs if he can join them. Bill appears to have not bathed in quite some time and will be dressed in tattered clothes. He has greasy gray hair, is balding and appears to be in his early 60's. If questioned, he will tell the PCs that he is merely exploring the dungeon trying to seek his fortune. Bill has a pet crow which he calls Ivan that spends most of its time perched on his head.  
Bill Harker, HD 1, Hp 6, THAC0 20, #AT 1, D By weapon type, AC 10, MV 12, XPV 15
22. SPIDERS. Four large spiders lair here (6, 6, 5, 4 h.p.).
23. STONE TABLET. A large stone tablet approximately four feet high by two and a half feet wide by 12 inches thick can be found in this room leaning against the east wall. One side of the tablet is broken and consequently has a rough edge. It appears incredibly ancient and very heavy (it weighs 1,700lbs). Ancient writing covers the surface of the tablet in three distinct sections (an upper portion, a middle portion and a lower portion). The top two portions are written in now unknown languages while the bottom portion is written in Elvish. The writings describe an apocalyptic event referred to as "The Great Unraveling" which foretells an end to all life on the planet. The writings talk of several signs that are supposed to precede the apocalypse... these include plague, drought, famine and war as well as a slow undoing of time itself. A human skeleton lies facedown on the floor of this room clutching the base of the tablet with its hands.
24. GHOUL. The floor of this room is covered with filth and chewed animal bones of various sizes. A single ghoul lairs here (12 h.p.).
25. TRAP. A human jawbone can be found lying on the floor of this room. Set into the center of the west wall is a large metal ring. Written

above the metal ring in Orcish are the words, "Pull Me".

Pulling the ring will activate a scything blade trap (the blade cuts across the floor and does 1d10hp of damage to the person who pulled the metal ring; the blade has a THAC0 of 12 and will sever a leg on a natural attack roll of 20).

26. ILLUSIONARY DOOR. The door to this room appears real and solid in every respect until someone attempts to actually touch it. Any physical object that comes into contact with the door will pass harmlessly through it. Inside the room is a human skeleton lying on its side on the floor. The skeleton wears a beautiful dark green dress with rows of tiny emeralds across the front. The dress is in good condition and, if carefully removed from the skeleton without tearing it, can be sold for up to 3 g.p.
27. The door to this room is ajar. Anyone approaching it will be assaulted by a strong, foul-smelling, musky odor. A large table with six sealed large clay jars on top of it can be found inside the room. Under the table is a large blanket in which the body of a recently dead skunk is concealed. Three of the clay jars contain orange paint, one contains blue paint, one contains 40 c.p. and one contains 82 s.p.
28. A small bottle containing a red colored liquid sits on top of a wooden table here. The top of the table is partially covered with patches of melted candle wax (the wax conceals the name "Jeremiah Abeltore", which has been crudely carved onto the table's surface). The liquid is ordinary perfume and can be sold for 10 s.p.
29. Water slowly drips from the ceiling into a puddle of water that has accumulated on the floor in this room. Three small humanoid skeletons are cocooned in thick webbing in the northeast part of the room. If the bodies are searched, a dagger, an empty wooden scroll case and a purse containing 12 s.p. and 24 c.p. will be found.
30. ROOM OF NAMES. The walls of this secret room are made of smooth polished granite. Several hundred names have been carefully engraved on the walls in small silver letters. These are the names of former adventurers who perished while exploring the dungeons under the Mad Demigod's Castle. Any PCs that die while exploring the dungeons will magically have their names added to the walls of this room.
31. GOBLINS. Eight goblins armed with clubs can be found here (6, 5, 5, 5, 4, 4, 4, 4 h.p.).
32. A dozen pieces of firewood can be seen scattered about the floor in this area.

33. Two empty weapon racks can be found here. A loose cobblestone on the floor conceals three gold pieces.
34. A partial ceiling collapse here has left the floor of this room strewn with rubble. If the room is searched, the remains of a soiled brown rug will be found along with a wooden pitcher.
35. ORCS. Six orcs armed with clubs and spears can be found here (7, 6, 6, 7, 4, 4, h.p.). Each has 1d8 e.p. One of them possesses a *+7 shield*.
36. This room contains 10 barrels of ale worth a total of 4 g.p. and five casks of wine worth 10 g.p. each. Four large mugs can be seen sitting on top of a large round table. The center of the table contains several neatly stacked rows of silver pieces totaling 39 s.p. On the floor is a large sack that contains 200 bronze pieces, 78 c.p., 1d6 gems and a *potion of cure poison*.
37. STATUE. A statue of a unicorn exists here.
38. A long wooden table here contains beakers and many types of oddly shaped glass containers full of the residue of colored fluids. Acid has eaten away at the surface of one end of the table. A large trunk here contains an empty clay jug and a flask full of a non-magical fluid, which will cause nausea and vomiting if consumed.
39. A brass statue of an old man reading a book stands in NW corner of this room. The dead body of an orc can be found here.
40. SKELETONS. The door to this room is trapped with a glyph of warding. Triggering the glyph causes a bright flash of light (save vs. magic or go blind for 1d4 rounds). Immediately after the trap is triggered, four skeletons armed with shortswords will attack (6, 6, 6, 5 h.p.). Inside the room is a stone sarcophagus with a heavy lid containing a human skeleton wearing the tattered remains of fine clothing as well as a diamond tiara worth 500 g.p. A secret compartment in the bottom of the sarcophagus contains a *wand of magic missiles* (12 charges).
41. A 10 foot wide, 20 foot deep pit full of murky brown water that smells bad exists here. Under the water, at the bottom of the pit is a watertight box that contains ten clay bricks (weighing 6 lbs each), 138 s.p., 2d6 gems and a scroll with the spell *detect magic* written on it.
42. ORCS. Four orcs armed with longswords can be found here (6, 6, 5, 5 h.p.). Each has 1d8 e.p.
43. A small marble table can be found pushed up against the south wall of this room. A cracked mirror hangs over the table and pieces of a broken porcelain vase lie on the floor.
44. The door to this room is locked. Inside are two chests each containing 10 yards of silk worth 100 g.p. each.
45. A bench made of metal and wood exists here. The room is otherwise empty.
46. ORCS. Five orcs armed with shortswords can be found here (6, 6, 5, 4, 4 h.p.).
47. A large iron cross approximately 3 feet high hangs on the east wall here. A broken sling lies on the floor.
48. A black robe lies on top of a round stone table here.
49. A human skeleton missing its left arm lies crushed under a large rock in this cave.
50. A small pile of rocks here conceals a leather backpack that contains iron rations, 19 silver coins and a pair of diamond earrings wrapped in a blue velvet cloth worth 100 g.p.
51. STIRGES. Five stirges can be found here (7, 7, 6, 6, 5 h.p.).
52. An arrow is embedded in the wooden surface of the door to this room. Three wooden desks can be found here. Desk #1 contains 22 buttons and a sewing needle, desk #2 contains a small cloth bag with a gold nugget in it worth 1 g.p. and desk #3 contains a scroll with the spell *burning hands* written on it.
53. GIANT RATS. Ten giant rats can be found here (2 h.p. each). If the room is searched, a grimy, old, blue robe will be found on the floor under numerous small animal bones (sewn into the lining of the robe is a small emerald worth 15 g.p.).
54. TRAP. A large "X" has been scratched onto the surface of the door to this room. The doors handle has been coated with a substance similar to sovereign glue. Anyone attempting to open the door will find themselves stuck to the doors handle. A huge copper coin worth 4,000 c.p. lies on the floor in this area. Lifting the coin triggers a trap that causes sleep gas to fill the room.
55. GOBLINS. Seven goblins armed with clubs can be found here (5, 5, 5, 5, 5, 5, 4 h.p.).
56. STATUE. The statue of an exceptionally good looking naked woman can be found here. She has a seductive smile on her face that seems to promise much. The statue is currently painted green (if examined closely, there is a 2 in 6 chance that tiny bits of yellow and red paint will be seen on the statue in several areas).  
Upon entering the room, a magic mouth on the statue will speak and say, "Paint me orange so that I may live, once transformed I'll freely give". If and when the statue is painted orange, it will rhyme again asking to be painted another color. It will continue to do this indefinitely... if detected for, the statue will radiate magic.

57. **TRAP.** A pressure plate trap on the ground in front of the door to this room will activate if more than 60lbs of pressure is placed upon it. If the trap is activated, a hail of needles will strike the person opening the door for 1d6+1 damage.  
Inside the room is a large trunk containing 317 copper pieces. A secret compartment in the bottom of the trunk contains two small electrum balls worth 20 g.p. each.
58. **TREASURY.** This secret room contains a stone pedestal upon which rests a large silver lantern. The shutters are tightly closed around the glass. Casting detect magic reveals that the lantern is magical. The lantern will shed light as per a normal lantern but will never require fuel to operate. Also in the room are three chests; chest #1 contains 2,155 s.p.; chest #2 contains 1,806 e.p. and chest #3 contains 834 g.p. as well as one piece of jewelry and four gems.
59. **STAIRS.** Stairs here lead down to area 77 on dungeon level 2.
60. **STAIRS.** Stairs here lead down to area 78 on dungeon level 3.
61. **STAIRS.** Stairs here lead down to a one way secret door west of area 87 on dungeon level 2.
62. Algae grows in a large pool of dark green water in this cave.
63. Seven large baskets made of straw can be found along the north and west walls of this room. Basket #1 contains six ordinary arrows; basket #2 is empty; basket #3 contains an arrow coated with contact poison; basket #4 contains dirt and a human skull; basket #5 contains a red robe; basket #6 contains a vial of holy water and basket #7 contains a hat.
64. **WARRIOR.** A warrior here named Douglas Wilson is now insane due to physical contact with the Sphere of Prophecy in room 65. He will be found kneeling on the floor howling and shrieking. Douglas will attack anyone entering the room. His treasure consists of a fox pelt worth 2 g.p., a solid gold comb worth 40 g.p. and ruby worth 100 g.p.  
Douglas Wilson, 4th Level Warrior, Hp 34, THAC0 17, #AT 1, D 1d6+1+3, w/ *+1 shortsword*, SD Insane (immune to all mind-affecting spells), SQ 18/67 Strength (+2 to hit, +3 damage), AC 5 w/ Scale Mail & Shield, MV 6, XPV 270
65. **SPHERE OF PROPHECY.** A large translucent sphere that seems to hum with energy can be found floating approximately two feet off the ground in the center of this room. The sphere bathes the room in a dim bluish light. Anyone who approaches the sphere and gazes at it will see extremely violent images of themselves experiencing horrific physical trauma of some kind (perhaps being eaten by a monster). The images will continue for 1d3 rounds before they cease.  
Anyone touching or stepping into the sphere will be affected for 2d4 rounds as per the 4th level Wizard spell Confusion.
66. A pile of bricks can be found in the NE corner of this room. A secret compartment in the south wall contains four *+1 arrows*.
67. **GIANT CENTIPEDES.** Three giant centipedes can be found here (2 h.p. each). A large barrel here contains 117 gems worth 1 g.p. each.
68. A large piece of smashed, twisted metal apparently blackened by fire or some other form of intense heat now lies on the floor near the south wall of this room. It is several feet high by several feet wide and has a large, strange looking piece of shattered glass affixed to part of its surface. An examination of this oddity will reveal that it was most likely a functional piece of machinery at one time, although its purpose can now only be guessed at. On the floor is a small rectangular, slightly rusted piece of metal with the insignia, "454 PMZ".
69. **AUTOMATON.** This room contains a table surrounded by four chairs.  
A large heavily banged-up oak dresser pushed up against the west wall contains some old clothes and a large brown sack. The sack contains an evil clown doll with a disturbing smile painted on its face.  
Automaton, HD 3+1, Hp 18, THAC0 17, #AT 2, D 1d3 w/ knife, AC 6, MV 3, XPV 120
70. **APPARITION.** The ghostly image of small boy sweeping the floor of this room can be found here. The apparition is harmless and the boy is likely to ask anyone he encounters if he can take a break from his duties for a short while because he is very tired.
71. A human corpse wearing rusted plate mail armor lies face down on the ground in this room. An arrow can be seen sticking out of the corpses back.
72. **GIANT TICKS.** A huge crack exists in the east wall of this room. An old wooden bed frame can be found here along with a small sack containing 30 s.p. Two giant ticks are also here (8 h.p. each).
73. **NAMES.** The following names have been scratched onto the surface of the east wall with a dagger... "Markus Delany", "Jeffrey Bergstrom", "Brandon Morrison", "Charles Roach", "Darlene Butler" and "Howard Davis".
74. Inside this room is a table on which a large bowl of fresh fruit can be found (apples, bananas, pineapples, pears, grapes and oranges). Anyone eating the fruit will be

- blessed with infravision or stricken with blindness for 2d4 turns (50% chance of either effect happening).
75. **ENTRANCE.** A spiral staircase here provides access to the surface. A dead bird lies next to an overturned wooden chair on the floor.
  76. **SINGING STATUE.** A statue of a middle aged woman holding an infant lovingly in her arms exists in the center of this room. If the statue is touched, it will begin singing loudly for one round which is likely to attract wandering monsters. Two wooden crates here contain straw and broken pottery.
  77. **STICKY TRAP.** Dozens of small holes about an inch in diameter cover the walls and ceiling in this room. A large, heavy wooden bucket full of rocks sits on the floor in the SE part of the room. Under the bucket is a tattered green and white gown covered in many places by dirt and grime. Lifting the bucket off the floor triggers a pressure plate trap under it, which will cause a terrible smelling, glowing, sticky, yellow liquid to simultaneously spray out of all the holes in the walls and ceiling for several seconds. Anyone in the room at the time the trap is triggered will become completely covered with the mysterious yellow substance (no save). The sticky yellow goo, which smells similar to skunk odor, is luminescent (PCs covered in it will literally glow in the dark and be visible up to 60 feet away which will reduce and/or eliminate their chances to surprise opponents) and can only be removed by applying liberal amounts of soap and water. Because of its gooey nature, the substance will also reduce movement rates by 25% until removed. The trap will reset itself 24 hours after it is triggered (all traces of the sticky yellow goo will have completely disappeared).
  78. A battered wooden desk can be found here. One drawer contains a dried-up 1oz vial of black ink and another contains two fishhooks. A small secret compartment in the desk contains a slim wooden stick approximately an inch wide by 12 inches long. Numbers have been neatly written along one edge of the wooden stick in black ink. One end of the stick has been crudely carved into the likeness of a human figure. Next to the wooden stick is a small stone (the upper portion of the stone has been painted white and the lower part painted red). Both the stone and the wooden stick will radiate magic if detected for. A strong feeling of inner peace and security will be immediately experienced by anyone who holds the stick in one hand and the stone in the other.
  79. **ZOMBIES.** Five zombies can be found here (12, 11, 11, 9, 8 h.p.).
  80. A pile of 20 lead bars can be found on the ground in the south part of this room. One of the bars is actually a gold bar painted to look like a lead bar and is worth 250 g.p.
  81. **EMPTY ROOM.**
  82. An old wooden cradle exists in the NE part of this room. If the cradle is examined, the letters NG will be found carved in small letters on one side of the cradle.
  83. A round wooden table covered with dust and surrounded by three chairs can be found in this room. On top of the table is a candelabra and a medium sized wooden bowl full of ashes. A rusty dagger can be found laying on the floor next to a worthless wine goblet with several dents and scratches on its surface.
  84. **STAIRS.** Stairs here lead down to area 61 on dungeon level 3.
  85. A quiver in good condition with a single arrow in it can be found on the floor of this room. An empty wineskin can also be found here.
  86. **SNAKES.** A large sticky cluster of two dozen eggs exists here. The eggs are guarded by two large snakes (HD 2, Hp 9 each, #AT 1, SA Poison). If the eggs are not destroyed, they will hatch in 1d4 days. The remains of a dead human thief (killed by snake poison) wearing leather armor lies next to a large chest that contains nine rare sticks of incense worth 10 g.p. each as well as 128 e.p.  
Giant Snakes, HD 2+1, Hp 12 each, THACO 19, #AT 1, D 1d4 w/ bite, SA Poison, AC 5, MV 9, XPV 120
  87. **GOBLINS.** Seven goblins armed with clubs can be found here (6, 5, 5, 5, 4, 4, 4 h.p.).
  88. **GOBLINS.** Four goblins armed with spears can be found here (5, 4, 4, 4 h.p.). Four large clay pots lie on the floor. Pot #1 contains 65 s.p.; pot #2 contains 71 s.p.; pot #3 contains a piece of jewelry concealed within dark brown dirt and pot #4 contains 31 e.p. and 19 g.p.
  89. A skeleton covered with dust leans against the west wall of this room while sitting on a wooden stool. Glued to the bottom of the stool is a metal key that can be used to unlock the door to room 90 on this dungeon level.
  90. **SILVER SKELETON.** The door to this room is locked. The west part of this room is filled with sand approximately 1 - 3 feet high. If the room is entered, a skeleton covered with silver paint will spring up out of the sand and attack with a +1 *hammer*. The skeleton wears a gold necklace worth 125 g.p.  
Skeleton, HD 3, Hp 16, THACO 16, #AT 1, D 1d6+1 w/ +1 *hammer*, SD Turned as a Vampire, AC 7, MV 12, XPV 120
  91. **STIRGES.** Five stirges can be found here (7, 7, 6, 6, 5 h.p.).

92. Two locked trunks can be found here. One contains a jar with 24 human teeth, a fancy wig and a scarf. The other contains a *cursed helmet*.

When worn the helmet immediately reduces the wearer's strength to 3. It can only be removed by the use of a wish, limited wish, alter reality or remove curse spell. If detected for, the helmet will radiate magic.

93. The corpse of a small dog can be found here next to a silver candlesnuffer worth 1 s.p.

94. This small room contains two barrels of red paint, a pair of gloves and seven wooden crates that contain a combined total of 314 crossbow bolts.

95. SPIDERS. A disgusting pile of filth composed of bones, skin and grime lies in the center of this room. A skull in the refuse pile contains a gold ring worth 100 g.p. Two large spiders hide in the upper part of the webs in the center of the room (7, 6 h.p.).

96. KOBOLDS. Nine kobolds armed with small spears can be found here (3 h.p. each).

97. GIANT RATS. Seven giant rats can be found here (3, 3, 3, 2, 2, 2, 2 h.p.).

98. TRAPPED DOOR. The door to this room is trapped. Anyone trying to open it may be struck by a large stone block that will fall from the ceiling for 1d10+1hp of damage. The PC attempting to open the door is entitled to a dexterity check to avoid the falling stone block... a successful save results in no damage.

Inside the room are two crates (one contains a suite of plate mail armor packed in straw, the other contains 100 arrows, a crossbow, a shortbow and a large black pearl worth 30 g.p.).

99. Seven cannonballs can be found scattered about the floor of this room. The cannonballs are approximately 6 inches in diameter and weigh 20 pounds each.

100. This room was once a storage area for a variety of foodstuffs (grain, fruit, dried meat, flour, beans, etc...). Moldy sacks that have been chewed through by mice now lie all over the floor. Shelves that once held spices and herbs are now full of dust and cobwebs. A large amount of mice can be found here still trying to find a meal.

If the room is searched, a skeleton with a metal chain tied around its neck will be found (the bones of the skeleton have been heavily gnawed on by rodents) along with a pitchfork.

101. WELL. A circular stone well exists here. A wooden bucket attached to a rusty metal chain can be lowered into a cistern (see area 10 on dungeon level 2) to obtain water.

102. TRAPPED PAINTING. A large oil painting of a handsome young man with red hair sitting on

a large mushroom can be found on the south wall of this room. The man holds a harp in his hands and stares contemplatively up at the sky. Any PC examining the painting that possesses an intelligence of 14 or greater will notice a hidden message in the brushstrokes of the painting that reads, "Appreciate me as a group and I will reciprocate". If all the PCs spend one round staring at the painting at the same time, the man in the painting will suddenly turn his head to face the PCs, which will then possess decidedly demonic features. He will begin shouting in orcish, saying "Fools, now you will suffer the wrath of Grummish!".

When this happens, everyone in the room must make a save vs. spell or have their strength reduced by 1d6 points for 24 hours as well as be stricken with extreme feelings of anxiety and panic (-1 to all attack rolls) for 2d4 rounds.

103. KOBOLDS. Seven kobolds armed with daggers and small spears can be found here (3 h.p. each).

104. Wooden shelves can be found here containing several pieces of quartz crystals as well as pieces of other minerals such as granite, marble, slate, hematite, etc... A small round table on which a candleholder sits can also be found here surrounded by two chairs. An old barrel containing dirt, straw and two potions also exists here.

One potion has a yellow and orange color and is marked, "reduction" on its side - once drank, the imbiber will immediately lose 1d20 lbs of body weight. All attempts to identify this potion will fail. There are no ill effects to the dramatic weight loss and the weight can be regained normally over time. The other potion has a dark purple color and is a *potion of healing*.

105. TRAP. The illusion of a small gold cube can be seen sitting on top of a white marble table in this room (the table is real but the cube is not). The cube appears to be approximately 4 inches in diameter, inlaid with diamonds and very valuable. Anyone coming near the pedestal will cause an iron gate to crash down in the corridor leading to this area. The bars of the gate are weak and rusted - anyone trying to bend them gains a 20% bonus to their normal base chance.

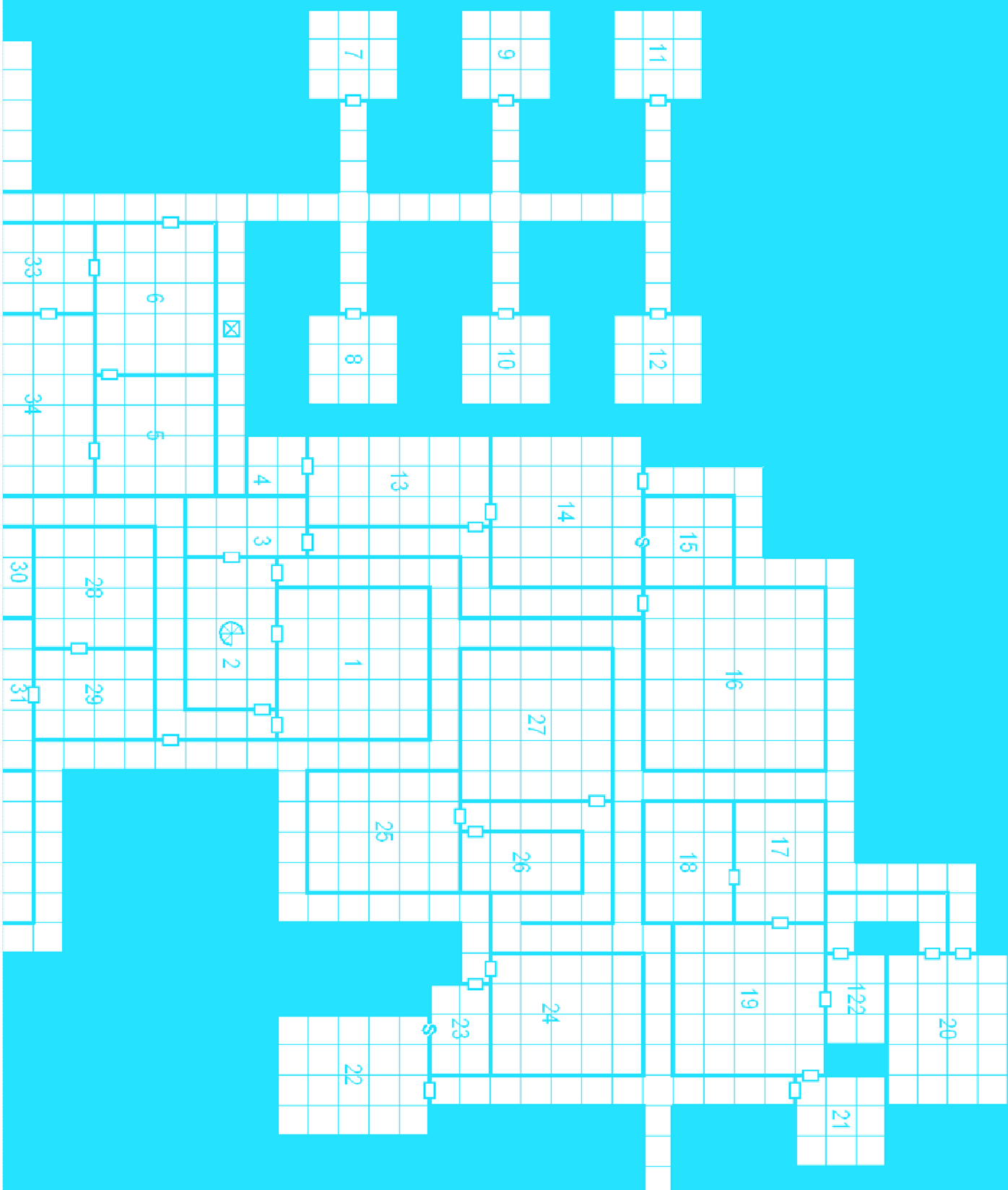
106. STATUE. A statue of a bearded middle-aged man holding a large empty tray out in front of him can be found near the east wall of this room.

If the statue is approached, a magic mouth cast on it will speak and say, "Charity keeps the world in balance. Give freely and a great reward will soon follow". If the head of the

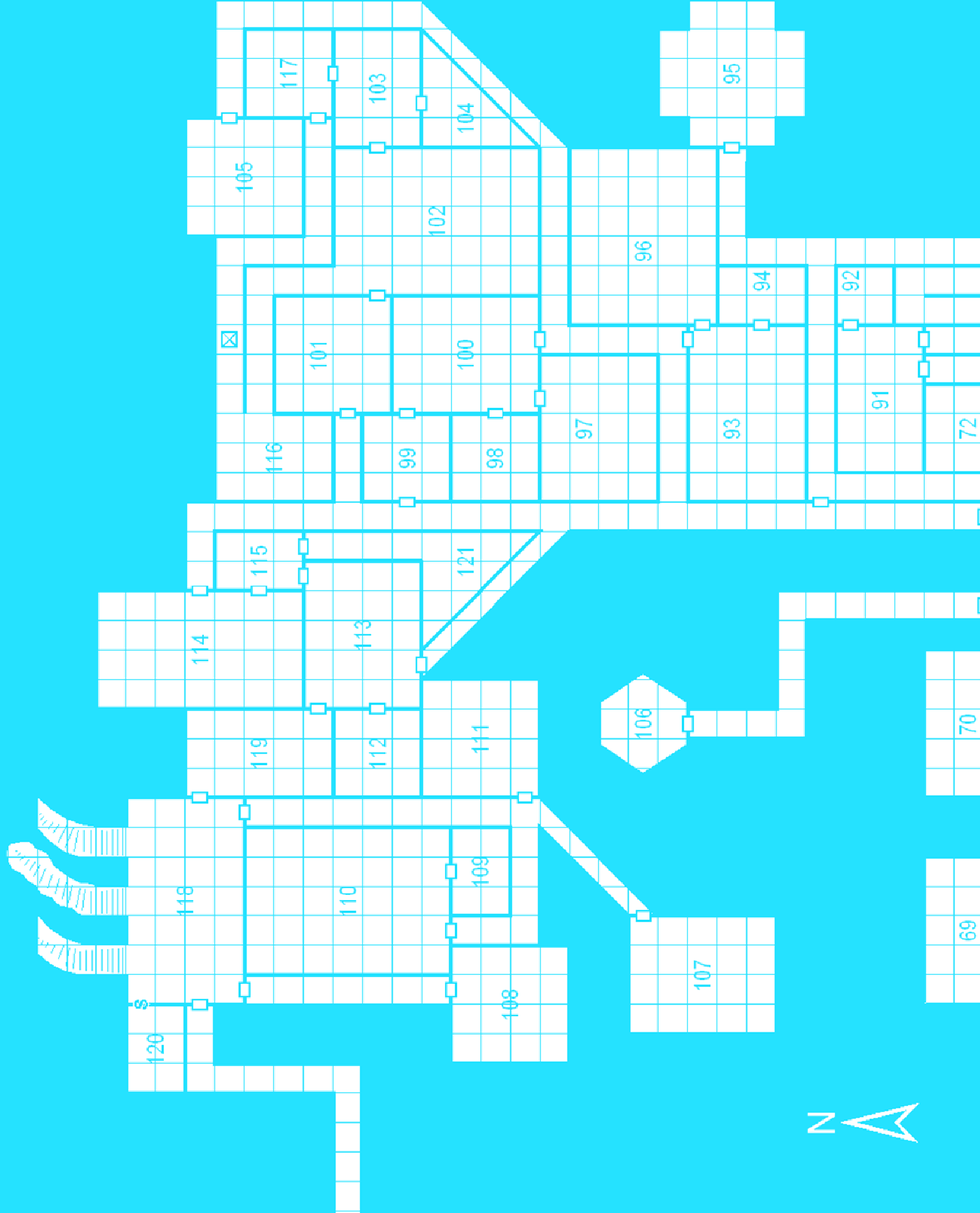
- statue is removed, an orange gem worth 10 g.p. will be found.
107. OGRE. An ogre named Bitizar lairs here (27 h.p.). He is armed with a bastard sword. His treasure consists of a gold septre worth 250 g.p. as well as a large sack that contains 134 c.p., 58 s.p., 11 g.p. and a *potion of cure disease*.
  108. STIRGES. A large shallow pool of greenish water exists here. A statue of a human warrior stands in the center of the pool on a slightly raised, circular platform. A group of four stirges here will attack any intruders who enter the room (7, 6, 6, 5 h.p.).
  109. Seven small clay pots can be found on the floor along the south wall. The pots are empty.
  110. Large bright red tapestries hang from the walls of this room. A couch and a large well-made chair can also be found here.  
If the room is searched, there is a 33% chance that a small copper tube approximately 4 inches long by 1 inch wide will be found lodged in a crevice in the west wall. A blade or other such instrument will be needed to free the tube from the crevice. If the top of the tube is unscrewed, it will be found to contain a ring made of a hard, polished red mineral. The ring is magical and will grant +1 saving throws to anyone who wears it. As soon as the ring is worn, the wearer will begin to gain weight at the rate of 1d6+1 pounds per day. The ring can be easily removed and any weight gained can be lost normally through time with exercise and a good diet.
  111. TRAP. The door to this room is trapped with a poison needle trap (save vs. poison at +1 or die). Inside the room is a large sack containing 165 s.p., 36 g.p. and five gems.
  112. SKELETONS. Five skeletons armed with rusty short swords can be found here (6, 6, 5, 4, 4 h.p.).
  113. A wooden wagon wheel covered with dust and cobwebs can be found here.
  114. An iron brazier that doesn't appear to have been used in many years can be found covered in black soot in a corner of this room. A cracked wooden staff with a well carved snakes head at its top can be found lying on the floor.
  115. KOBOLDS. Six kobolds armed with small spears can be found here (3 h.p. each).
  116. A humanoid body appears to lie on a wooden table here under an old dirty blanket. If the blanket is removed, an ordinary scarecrow will be revealed. An empty brass pot full of grime as well as an ordinary copper ring can be found on the ground.
  117. KOBOLDS. Five kobolds armed with small spears can be found here (3 h.p. each). A wooden trunk in the NE corner of the room contains 97 c.p., 46 s.p., 10 e.p., a gold bracelet worth 20 g.p. and 1d4 gems.
  118. STAIRS. Three sets of stairs exist along the north wall. The NW stairs lead down to area 137 on dungeon level 2, the central stairs lead down to area 1 on dungeon level 3 and the NE stairs lead down to area 1 on dungeon level 2.
  119. Three tables can be found here along the east wall. On top of each table are two large bowls full of water. One bowl contains three goldfish.
  120. SECRET ROOM. This secret room has been plundered long ago. Three copper coins can be found on the floor near four large empty chests.
  121. YELLOW MOLD. A skeleton lies between two large chests that can be found on the floor of this room. The skeleton and chests are covered with a strange yellow mold. Opening either chest or moving the skeleton will disturb the mold. One chest contains a ball of string, a small piece of copper wire and a scroll of *cure light wounds* while the other contains 982 s.p., 166 g.p., a piece of jewelry, a *potion of gaseous form* and an iron cobra (7 h.p.).  
Yellow Mold, HD N/A, Hp N/A, THACO N/A, #AT 1, D N/A, SA Poison Spores (50% chance to emit a cloud of spores if roughly touched, save vs. poison or die), SD 20% Magic Resistance, SQ Destroyed by Fire, Rendered Dormant for 2d6 turns by a Continual Light Spell), AC 9, MV 0, XPV 65
  122. An old wooden desk containing a small leather bag full of pumpkin seeds can be found here.

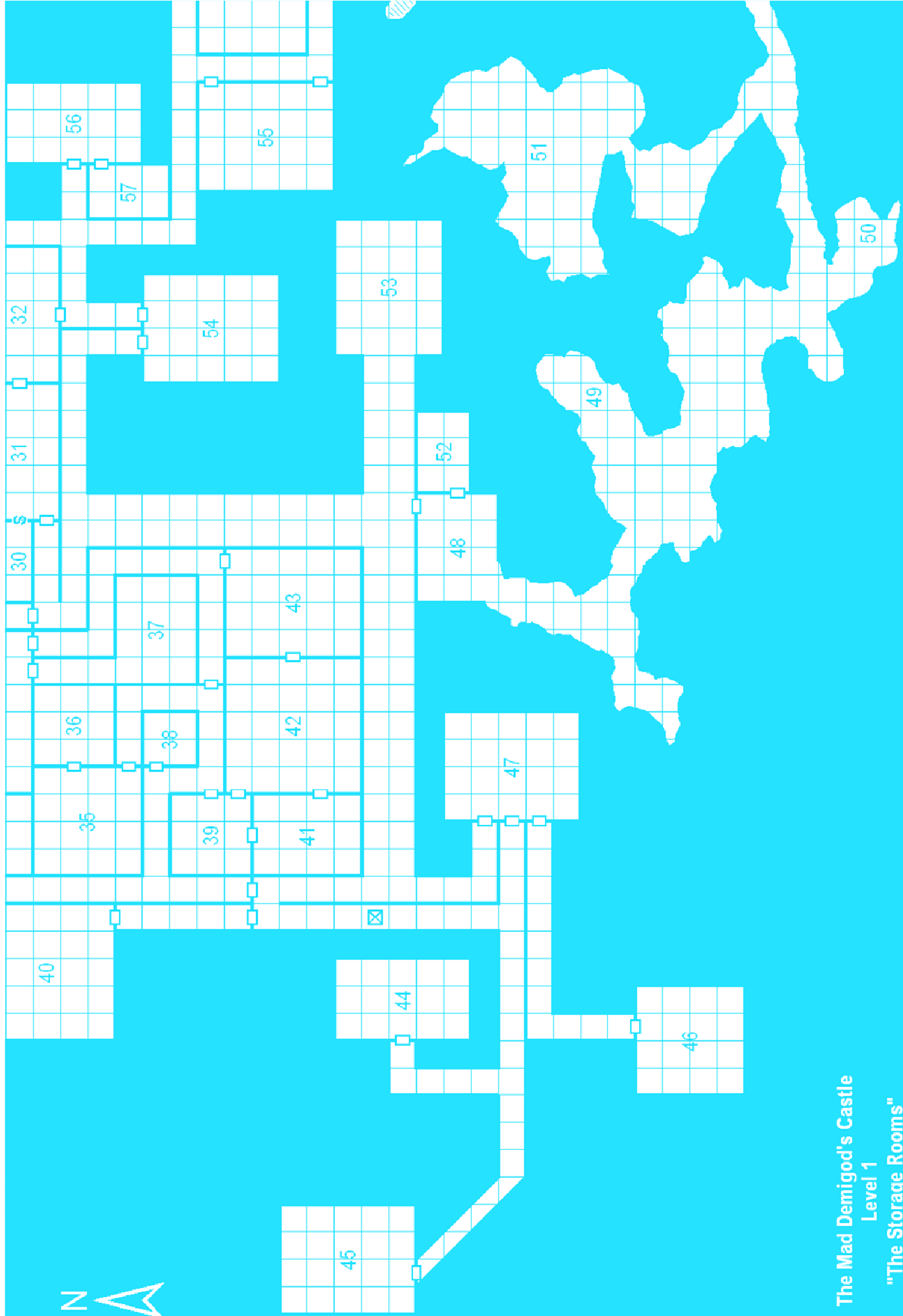


The Mad Demigod's Castle  
Level 1  
"The Storage Rooms"  
Northwest Map

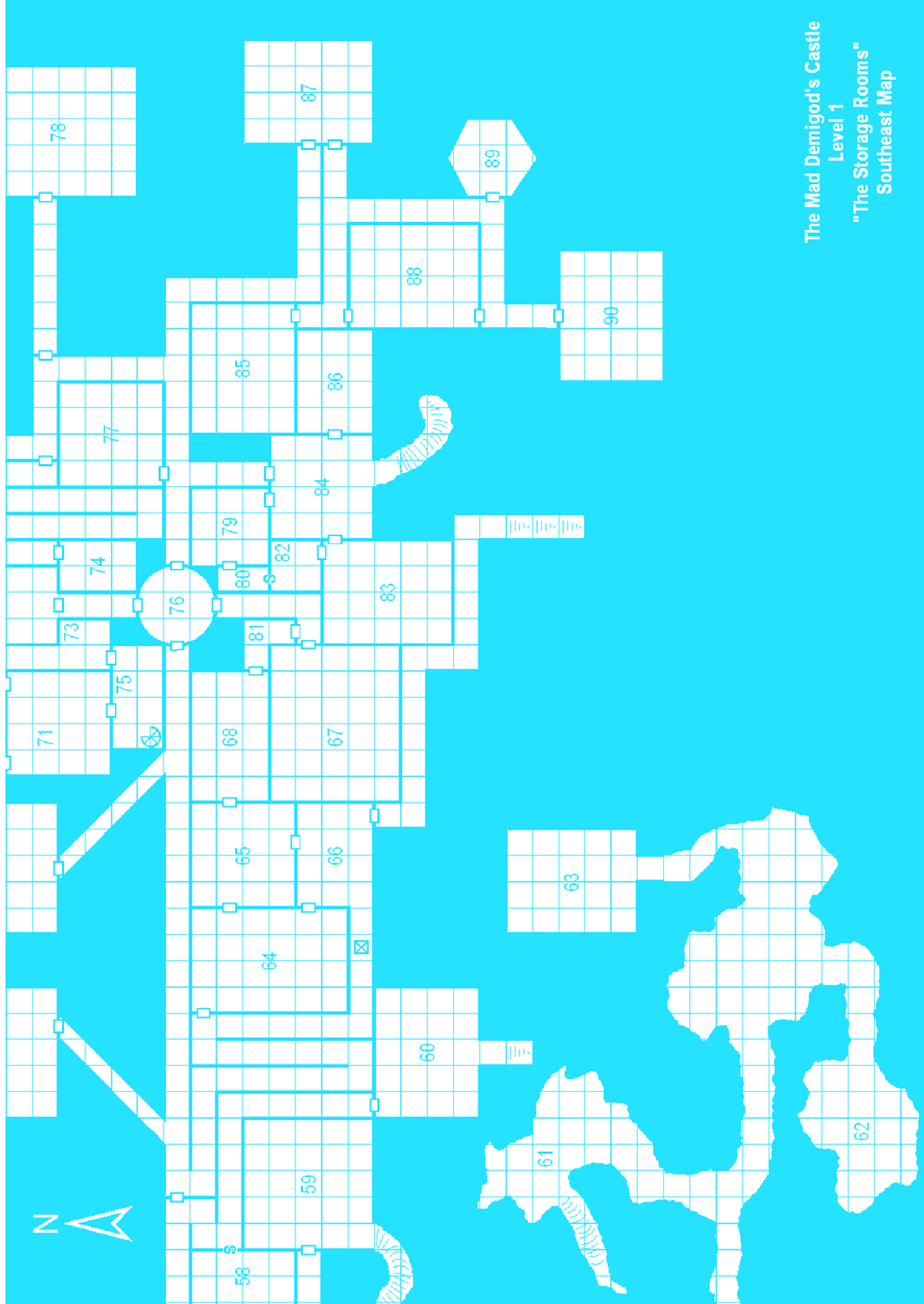


The Mad Demigod's Castle  
Level 1  
"The Storage Rooms"  
Northeast Map





**The Mad Demigod's Castle**  
**Level 1**  
**"The Storage Rooms"**  
**Southwest Map**



The Mad Demigod's Castle  
Level 1  
"The Storage Rooms"  
Southeast Map