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Castle by the Sea

Basic Fantasy Contest Series Adventure Collection #1



Basic Fantasy

Role-Playing Game

www.basicfantasy.org

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Castle by the Sea

A Basic Fantasy Role-Playing Game Adventure Series
For Player Characters of Various Levels

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Credits

Contributors: Joseph Hankel, Noah Beeck, Stephen Terry, John Gorkowski, Noah Patterson, Jonathan Nichol, and Louisa Nichol

Proofreaders: James Lemon, JD Neal, and Alan Vetter

Cover Art: John Fredericks

Art: John Fredericks, Noah Patterson, KJ O'Brien, Borgar Olsen, Cory "Shonuff" Gelnett, Grimfall, Francisco Chaves, Steveman, Luigi Castellani, and Zaozabob

Playtesters: Jim Brooks, Alex Hoskins, Elizabeth Tangman, Ray Jones, Kerry Latham, Scott Maruna, Joshua Ferrer, Tara Ibrahim, and R. Kevin Smoot

Introduction

Castle by the Sea is a unique adventure collection for the **Basic Fantasy Role-Playing Game**. I needed an adventure for a session at the November 2015 **Gaming for Goodness' Sake** convention in Jacksonville, Illinois. I wanted a compact adventure, one that could be completed in a three- to four-hour session with maps that could be drawn entirely on my two battlemats. I created the adventure listed below as **Call of Doom** for this very purpose.

It worked far better than any other adventure I've ever run at a convention. Naturally, I wanted to be able to use it again... but there is every likelihood that some, perhaps even many, players might appear at my next outing who were there in Jacksonville. What to do?

Just then, forum user Dustinian donated money to be used for contests on the Basic Fantasy RPG forum, and this gave me an idea. I started a new contest, asking for submissions of dungeon keys for the two castle levels I had created, to be playable with a group of 4 to 8 player characters.

I hoped to have two or three submissions... but we received *five* adventures, every one of them worthy of publication. The winner, **Caer Mortling** by Joseph Hankel, was chosen by an open vote of the forum members. You will find them all below, in descending order based on the number of votes received; my original adventure can be found at the end.

Six new adventures lie before you. What are you waiting for?

Chris Gonnerman
January 2016

The Adventures

Caer Mortling

Page 2

by Joseph Hankel

Once home to a mad king, the forsaken castle on the rocky coast was mysteriously abandoned long ago. Now, a hundred years after its fall, travelers are going missing, homes are being ransacked, and strange sounds are coming from the castle. What dangerous secrets lie in Caer Mortling?

An adventure for 4 to 8 characters of levels 4 to 6.

Castle of the Unknown

Page 9

by Stephen Terry

A castle with an evil reputation lies on the hill overlooking a small town. A party went adventuring there a few years ago but never returned. What happened to them? And did two of the party members seem familiar?

An adventure for 4 to 8 characters of levels 4 to 6.

Conclave at the Conch Throne

Page 17

by John Gorkowski

Lord Scapa has invited the party to his castle for a meeting. His reputation as a sorcerer-in-secret makes this an attractive invitation, as he might share legends and trade spells. But he's a mysterious recluse that no one seems to ever have seen. Perhaps it's time to meet him?

An adventure for 4 to 8 characters of levels 3 to 5.

Fortress of the Barbarian Queen

Page 26

by Noah Patterson

Lord Theodore is looking to hold his annual winter festival in the old Blacksworn Castle by the sea. Unfortunately, the castle has been occupied by a clan of barbarian women. Will the adventurers be able to cleanse the castle of their presence?

An adventure for 4 to 8 characters of levels 3 to 5.

Castle Under The Sea

Page 33

by Jonathan Nichol and Louisa Nichol

As the party arrives at the castle for the Baron's son's birthday party, the land below the castle gives way, dropping the castle into the sea below! Can the party, with help from the Baron's wizardly brother, save the Baron and his family?

An adventure for 4 to 8 characters of levels 2 to 4.

Call of Doom

Page 40

by Chris Gonnerman

A pair of kidnapped children, many desecrated graves, and skeletons stealing vegetables... what does it all mean?

An adventure for 4 to 8 characters of levels 1 to 4.

*If you might be a player in this adventure, **stop reading now!** Beyond this point lies information meant only for the Game Master's eyes!*

Caer Mortling

————— **Winner of the Castle by the Sea Contest!** —————

by Joseph Hankel

An adventure for 4 to 8 characters of levels 4 to 6.

Introduction

Caer Mortling has existed longer than any can remember, its history lost to time. Long ago the castle fell to an evil enemy force; attempts to retake the castle failed, and it was subsequently sealed. Now a thulid Magic-User has taken up residence in the upper floors, and has begun recruiting a variety of thralls and servants for some unknown, but no doubt nefarious, purpose. Among them is a dangerous vermin queen who has lured many merchant's caravans to their deaths. A tribe of ogres has also joined forces with the thulid, and is now terrorizing the countryside unchecked.

There is no wandering monsters table in this module simply because it doesn't make much sense given the size of the dungeon. Throughout the castle there are many rooms that are there merely as stand-alone set pieces, but combined they may imply a larger story. Ultimately it is up to the GM to decide how everything is connected, and how to best run the encounters.



Introducing the Players

For simplicity's sake this module assumes that the PCs are already outside of the castle at night. A list of rumors is provided if the GM wishes to have a more organic beginning. Each rumor is marked (T) for True, (F) for False.

1. There is a beautiful woman being held prisoner (F) inside the castle (this is a trick by the vermin queen).
2. The castle has long been haunted by the (F) undead (the shadows in the throne room are not, of course, undead).
3. A tribe of ogres is using the castle as a base from (T) which to raid the surrounding countryside.
4. The castle is being used by a wizard to conduct (T) strange experiments.
5. A cabal of necromancers are summoning the (F) spirits of the dead.

Notes for the Game Master

Several of the monsters found in this adventure are found in the **Basic Fantasy Field Guide Volume 1**. If you do not have a copy, you may download the free PDF from the Basic Fantasy website, www.basicfantasy.org.

There are also a few monsters which are unique to this adventure; please see the **New Monsters** section following the dungeon key for details.

Castle Level 1 Key

1. BRIDGE:

Ahead of you lies a large crumbling stone bridge rising fifty feet above the water. Out across the bridge you see the castle, perched on its island, looming over the sea.

As the PCs cross the bridge 20 stirges fly from their nests in the castle battlements and attack.

The door to the castle, which is made of heavy oak, is not locked; however, the salty sea air has rusted its hinges, requiring the usual roll to open a stuck door. Anyone wishing to close the door must make the same type of roll; oiling the hinges adds one point to the die range (so a character needing 1-2 to open or close the door would need 1-3 if the hinges are oiled).

20 Stirges: AC 13, HD 1, #At 1, Dam 1d4 + 1d4/round blood drain, Mv 10' Fly 60', Sv F1, MI 9, XP 37 ea.

HP	2	□□	3	□□□
	1	□	8	□□□□□ □□□
	3	□□□	1	□
	4	□□□□	2	□□
	7	□□□□□ □□	1	□
	8	□□□□□ □□□	4	□□□□
	1	□	6	□□□□□ □
	4	□□□□	5	□□□□□
	1	□	5	□□□□□
	8	□□□□□ □□□	5	□□□□□

2. FOYER:

This square room is lit by two blue flames in braziers pushed up against the east wall. Its vaulted ceiling rises about twenty feet above you. There are wooden doors in the north and south walls. To the east is a pair of large ebony double doors. Something is engraved into the flagstones in the center of the room.

The words "Beware Ye Who Embrace The Dark" are engraved into the flagstones.

The blue flames are obviously magical; they emit light as a torch, create no heat, and cannot be extinguished by mundane means (although they can be covered). The flames move with their respective braziers.

If the PCs observe the ebony doors closely, read the following:

Along the entire surface of the ebony doors are strange curling carvings, which seem to shift like flames out of the corner of your eyes.

The ebony door is magical; it will only open if there is no light shining on it. If this condition is met the door will simply disappear. If light is again shone on the doorway, the door will reappear. Anything in the way of the door's return will be teleported directly to room 3.

3. THRONE ROOM:

Within this room are nine shadows that will attack the PCs as soon as they enter the room. Note it should be dark if the party entered from room 2.

When the room can be seen, read the following:

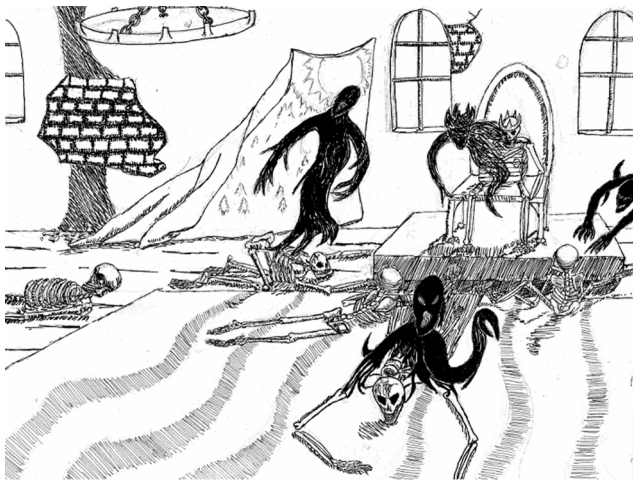
Large ancient tapestries line the walls of this room. The majority of this room is empty save the skeletons scattered about, and the throne on the dais at the far eastern side.

In total there are 12 skeletons. Four of the skeletons lie near the entrance from room 2 in rusted chain mail. These are a fallen group of Clerics to a God of Light. Among them lie their weapons: 3 **Maces +1, +2 vs. Undead** and a **Staff of Striking**.

At the other end of the hall seven skeletons are sprawled at the foot of the dais. Most of their clothing has completely decayed, with the exception of a **Cloak of Displacement** on one of them. Each skeleton has 200 gp in jewelry.

In the throne sits the last skeleton. A heavy golden crown in the form of a bear's claws rests on its head, and an oaken chest lies on the skeleton's lap. Upon one finger is a golden ring engraved with a symbol of strength, recognizable to any Magic-User or Cleric who views it closely. The ring appears to be a **Ring of Human Control**, but is actually a **Ring of Delusion**.

Inside the chest is a large, flawless fire opal worth 5,000 gp.



There is a secret door in the southeastern corner of the room. The switch to open the door can be found on the throne, and thus the door cannot be opened even if detected unless a successful search of the throne is performed.

9 Shadows: AC 13 $\frac{1}{2}$, HD 2*, #At 1, Dam 1d4 + 1 point strength loss, Mv 30', Sv F2, MI 12, XP 100 ea.

HP 9 □□□□ □□□□
 11 □□□□ □□□□ □
 8 □□□□ □□□
 9 □□□□ □□□□
 13 □□□□ □□□□ □□□
 9 □□□□ □□□□
 7 □□□□ □□
 15 □□□□ □□□□ □□□□
 5 □□□□

4. NORTHWESTERN TOWER:

This room appears empty but hiding in the shadows on the ceiling are 3 steel spiders ready to leap out and attack.

3 Steel Spiders: AC 18 $\frac{1}{2}$, HD 5**, #At 2 forelegs, Dam 1d6/1d6, Mv 40', Sv F5, MI 12, XP 450 ea.

HP 25 □□□□ □□□□ □□□□ □□□□
 □□□□
 23 □□□□ □□□□ □□□□ □□□□
 □□□
 20 □□□□ □□□□ □□□□ □□□□

5. ARMORY:

Stacked against the walls of this room are barrels of arrows, ballista bolts, and stones.

Hiding among the barrels are four red slimes (1 HD at start) that attack if anyone passes within range.

4 Red Slimes: AC 11 to 16, HD 1* to 6*, #At 1 slam, Dam 1d4, 1d6, 1d8, 1d10, 1d12, or 2d8 per round by Hit Dice, Mv 10', Sv F1 to F6, MI 12, XP 37, 100, 175, 280, 405, 555 by HD ea.

HP 7 □□□□□ □□ 5 □□□□□
 3 □□□ 8 □□□□□ □□□

6. LOCKED STOREROOM:

This room holds the castle's supply of oil (for boiling and pouring on attackers) and tar-shot for the ballistae. Tar-shot is a sealed clay jar filled with oil, covered in tar and wrapped in dried plant fiber (to prevent sticking). Each shot weighs 10 pounds and is a foot in diameter. There are also 3 barrels of oil sealed in a corner of the room (1 barrel holds 42 gallons), with a large rusty cauldron nearby.

A skeleton in chain mail rests against the west wall of this room; its purple tabard bears a crest of two butterflies. It wears a silver **Ring of Sustenance** (see **New Magic Items** on page 8 for details).

7. BREACHED TOWER:

Debris covers the floor of this space. There is a large hole in the east wall of this tower.

Through the hole is a steep cliff, dropping sharply 50' to the rocks below. If the PCs descend they will find several pitons have been pounded into the rock all the way up the cliff. At the bottom is a skeleton with a crushed skull. A rotten length of hemp rope and a shattered chest with various coins (100 gp, 200 sp) lies nearby.

8. ROOM OF VOICES:

You hear strange, barely audible whispers as you enter this room. As you listen further, you hear a faint, distant wail of distress.

This room is merely a curiosity. If the player characters listen long enough, there is a chance equal to 1 on 1d6 that each character will realize the sounds repeat. This chance is modified by the character's Intelligence bonus, so that a character

with a 14 Intelligence has a 1-2 on 1d6 chance to hear the sounds repeat.

Nothing else about this room is remarkable.

9. FETID LARDER:

This foul-smelling room is filled with crates and barrels of what was formerly foodstuffs and drinking water.

If any crate or barrel is disturbed, a swarm of biting flies will fill the room, attacking anyone inside.

Insect Swarm: AC 13, HD 4*, #At 1 swarm, Dam 1d3 (double against no armor), Sv N/A, MI 11, XP 280

HP 19 □□□□ □□□□ □□□□ □□□□

10. OVERGROWN SHRINE:

It's obvious this room was once a shrine to the Sun God, but it has now become overgrown with weeds and vines.

While most of the plants are benign, there are 3 mithridatium bushes and 2 assassin vines scattered around the room.

2 Assassin Vines: AC 15, HD 6, #At 1 + special, Dam 1d8 + special, Mv 5', Sv F6, MI 12, XP 500 ea.

HP 24 □□□□ □□□□ □□□□ □□□□
 □□□□
 39 □□□□ □□□□ □□□□ □□□□
 □□□□ □□□□ □□□□ □□□□

3 Mithridatium Bushes: AC 11, HD 3*, #At special, Dam special, Mv 0', Sv F3, MI 12, XP 175 ea.

HP 15 □□□□ □□□□ □□□□
 15 □□□□ □□□□ □□□□
 9 □□□□ □□□□

11. SOUTHWEST TOWER:

In the center of the room are shattered pieces of stained glass arranged into a perfect circle. At the center of the circle, floating about four feet in the air, is a small white sphere.

Disturbing the glass does nothing, but touching the sphere causes it to fall to the ground and cease exhibiting any supernatural properties. If examined, the sphere is made of polished white marble.

12. STAIRCASE:

Faintly scratched into the third step from the bottom is a rune (locate as secret door), which when crossed by anyone who does not say the password "gorgon" will create a **wall of fire** (as if cast by an 8th-level Magic-User) across the doorway, facing into the stairway (possibly separating the party), and/or cutting off a retreat. Simply scratching through the rune destroys it. This ward was created by the thulid, and only he and his minions know the password.

Castle Level 2 Key

13. CORRIDOR:

This corridor serves as the main passage for the thulid, ogres, and vermin queen when they are moving about. Whenever player characters enter the corridor, roll 1d6. On a 1-2, one of the above-listed creatures enters the corridor from the appropriate room. If the player characters remain in the corridor for an extended period, make such a roll on each additional turn.

Scattered about the floor are about a hundred small grey pebbles. If **detect magic** is cast, these pebbles will appear to be enchanted, but they have no special powers.

14. LABORATORY:

Shelves packed with various vials and substances and desks cluttered with papers line the walls of this room. In the center sits a cauldron over a low flame. Inside is a red slimy substance, bubbling gently.

In the southeastern corner of the room, you see what appears to be a large, elaborate suit of plate armor, propped up so that it looks somewhat like a hunched-over man; its open, empty helmet reveals the truth of the matter.

The red slimy substance is a red slime, which has been killed somehow. The suit of armor in the southeast corner is a deactivated shield guardian, controlled by the amulet around the thulid's neck.

There is a 50% chance of the thulid working in this area. If the thulid is ever in distress he will operate the amulet and the shield guardian will activate, defending its master.

One of the desks is covered in finely-etched steel, matching the parts for steel spiders. Locked in

another desk is the thulid's spell book, containing **detect magic**, **sleep**, and **wall of fire**, in addition to the ones that are listed as prepared. The exact contents of the shelves are left to GM's discretion.

Shield Guardian: AC 20 $\frac{1}{2}$, HD 15+20** (+5), #At 1 fist, Dam 1d6, Mv 30', Sv F9, MI 12, XP 3,100

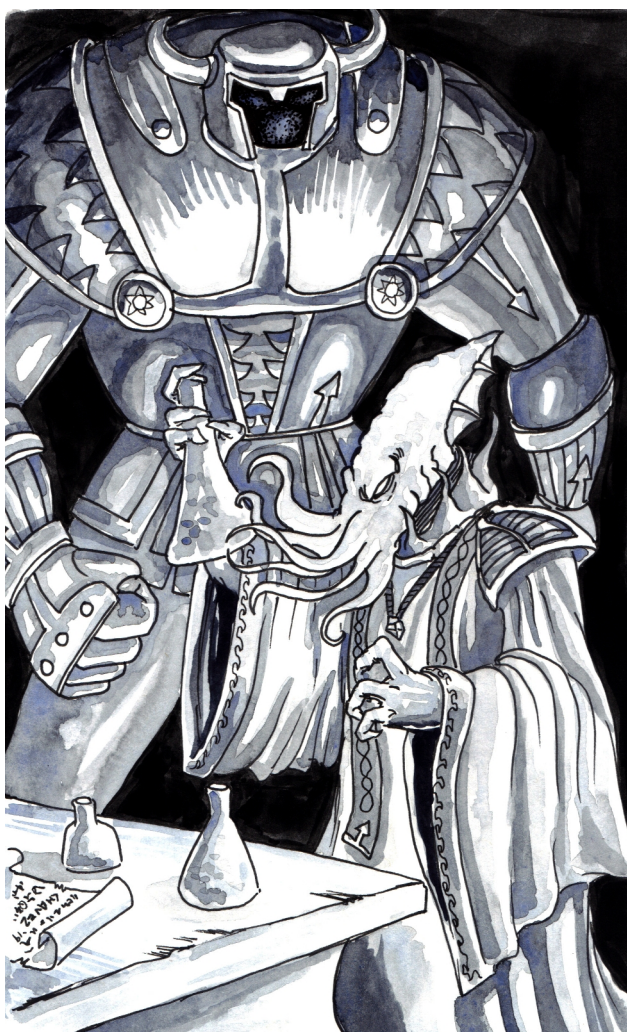
HP 59

Thulid: AC 15, HD 7**, #At 1 dagger or special, Dam 1d4/special, Mv 40', Sv MU7, MI 7, XP 800

HP 19

Equipment: dagger, robes, **Shield Guardian Amulet**, **Ring of Animal Control**

Spells: **charm person** x3, **invisibility**, **mirror image**, **fly**, **haste**



15. OGRE CHAMBER:

Three ogres lie asleep on rotting piles of hay. Unfortunately for the party their "dogs" are awake.

The ogres have been charmed by the thulid, and the wolves also obey its **Ring of Animal Control** (as listed above).

Among the ogre's hay piles is a total of 1,100 sp and 800 gp.

3 Ogres: AC 15 (12), HD 4+1, #At 1 weapon, Dam 2d6, Mv 30' (40'), Sv F4, MI 10, XP 240 ea.

HP 18
 16
 23

2 Dire Wolves: AC 14, HD 4, #At 1 bite, Dam 2d4, Mv 50', Sv F4, MI 9, XP 240 ea.

HP 21

 17

16. THULID SLEEPING CHAMBERS:

There is a 50% chance the thulid is sleeping in this room. The room is divided into two parts: the thulid's luxurious sleeping arrangements, and the piles of straw for his charmed "servants", of which there are 3 men and 2 women. If the thulid is present he will activate the amulet while ordering the servants to grab the party. At this point the shield guardian will begin trying to break through the walls to get to the thulid (the quicker to get to its master); treat this as a check to open doors. If the thulid is not present the servants will raise the alarm; there is a 1 in 6 chance something in the nearby rooms will respond.



Aside from the fine fabrics and furniture, this room contains no treasure.

5 Human Servants: AC 11, HD ½, #At 1 punch or 1 kick, Dam 1d3/1d4 subdual, Mv 40', Sv F1, MI 5, XP 10 ea.

HP	1	□	3	□□□
	2	□□	1	□
	2	□□		

17. CORRIDOR:

Against the southern wall by the western door is a stone living statue; it is rooted to the floor and unable to walk. Any unsuspecting creature entering the room will be surprised on 1-3 on 1d6 chance. This living statue will attack any creature other than the thulid.

Stone Living Statue: AC 16, HD 5*, #At 2 lava sprays, Dam 2d6/2d6, Mv 0', Sv F5, MI 12, XP 405

HP	24	□□□□□	□□□□□	□□□□□	□□□□□
		□□□□			

18. TREASURE ROOM:

Unbolted from the floor and tossed against the wall are the remains of a ballista and its pivot mount. In

its place are several large chests containing thousands of coins separated by denomination and 69 gems worth from 50 to 500 gp individually. The GM is encouraged to determine the values of the gems randomly when the player characters get them appraised. Rather than the normal arrow slits, the second level tower areas have large metal slats that can be moved out of the way when the ballista is in use, and replaced when reloading it.

19. SCORCHED ROOM:

The entire room is covered in soot, and at its center are the scorched remains of a ballista, three skeletons, and several shards of baked clay.

There is nothing else of interest in this room.

20. VERMIN QUEEN LAIR:

Dispersed around this room are several skeletons. The bones appear to be freshly cleaned of flesh.

Hiding in the shadows of the room is a vermin queen, in the guise of a lovely woman (the one from the rumor). She will try to trick the party into

believing she is a mute captive, hoping to catch them with their guard down. If she succeeds at this, the GM should allow her to surprise the player characters on 1-4 on 1d6.

Vermin Queen: AC 13, HD 6**, #At 2 claws, Dam 1d6/1d6, Mv 40', Fly 20', Sv MU6, MI 9, XP 610

HP 29

21. STIRGE NEST:

The source of all of the stirges! The floor and ballista are coated in feces from the pests. Up to 1d20 of the remaining stirges from the bridge area (room 1) will be encountered when the party enters.

The ballista is no longer in working order. Scattered around the room under the feces are 1,300 cp, 1,900 sp, and 2,300 gp. Trying to fight standing on

the feces and coins will be difficult; any character moving must save vs. Death Ray (with DEX bonus applied) or slip and fall, losing his or her remaining actions for the round.

22. NORTHWEST TOWER:

This tower contains an intact ballista. Mounted on a pivot and bolted to the floor, the ballista can be rotated 240 degrees. Aside from the cobwebs, and the pivot which squeaks horribly, the ballista is fully usable. Hanging on the front of the ballista is a rabbit's foot strung on a golden chain.

Although separated from the rest of the rabbit, the foot magically lives on: it will respond to touch, bleed if injured, and so forth. This enchanted item might be worth up to 250 gp to a collector... or it might be cursed, at the GM's option.

New Monsters

Mithridatium Bush

Armor Class:	11†
Hit Dice:	3*
No. of Attacks:	special
Damage:	special
Movement:	0'
No. Appearing:	1d4+1
Save As:	Fighter: 3
Morale:	12
Treasure Type:	None
XP:	175

This plant is found in the form of a shrub or hedge with numerous tightly-closed pods. When any living creature approaches within 5 feet, the pods open, revealing exotic deep crimson flowers edged with black. These blossoms exude soporific pollen which can affect all living creatures within a 5' radius. Those within the radius must make a saving throw vs. Poison or fall into a dreamless sleep, with grogginess lasting a full hour after waking (-2 on all attack rolls and saving throws, and -10% on thief abilities). The bush is not harmed by blunt or piercing weapons, or by most missile weapons, but suffers full damage from slashing or chopping weapons.

Folklore hints at danger if the leaves or branches of this bush are burned, but any actual effects are left for the GM to decide.

New Magic Items

Ring of Sustenance: This ring continually provides its wearer with life-sustaining nourishment. The ring also refreshes the body and mind, so that its wearer needs only 2 hours of sleep per day to gain the benefit of his or her normal sleep requirements. The ring must be worn for a full week before it begins to work. If it is removed for more than a turn (or put on by another character), the owner must wear it for another week to re-attune it.



Castle of the Unknown

by Stephen Terry

An adventure for 4 to 8 characters of levels 4 to 6.

This adventure is quite silly. I wrote it in the middle of a months-long Terry Pratchett binge. Remember, no matter how awful these jokes are, I could have had Rincewind show up. So count your blessings.

Introduction

The castle on the hill has been abandoned for quite some time. It has an evil reputation, and it was only enhanced when a party of adventurers made a foray into it a few years ago, never to return. No one has been to it since.

Around the town, several people remember the day the party went to their fate. If asked, various people will describe the party. Estimates of its size range from 4 to 10. However, everyone will agree that it was led by a wizard and a fighter. Both seemed somewhat put out by the fact that no one in the town had heard of them before. No one remembers their names.

In fact, the party almost managed to clear the castle of a nasty tribe of bugbears. Unfortunately for them, they came upon a statue of the God of Chaos. The wizard and the fighter disagreed about which incarnation the statue represented. The wizard maintained that the statue depicted the God's fifth incarnation, where he appeared in a crowded city market and magically compelled the denizens to engage in a dance he dubbed the "Funky Otyugh". There were no survivors.

The fighter disagreed and pointed out the similarities between the statue and the God's ninth incarnation, in which he appeared at a royal wedding and performed the "Forbidden Dance" (of which all written description was hunted down and burned) with the bride. This resulted in the impregnation of all females in a one mile radius

and lead to the creation of a new race of men, the Lambadans, who tormented the region for decades afterward.

Neither party was willing to concede the point and, as often occurs with art criticism, things descended into violence. The party split in half; each side supported one or the other. For the last three years the two have engaged in a pitched battle. The wizard gained control of the castle and forcibly expelled the fighter and his partisans; thus began the long siege. The rest of the party has long since been killed, but the fighter and wizard live on. The fighter struck a bargain with the remnants of the bugbear tribe. They now fight for him and the promise of gold to come once victory is achieved. The wizard has raised an army of undead, including his former party mates. An uneasy truce, punctuated by spurts of violence, now exists.

In fact, the bugbears killed the fighter long ago. "Rog" promised the bugbears that he had vast amount of wealth hidden in a stronghold that he shared with the wizard somewhere on the frontier. The bugbears thought they would skip to the reward part of the bargain, but were unable to find a map to this stronghold in his effects. They are hoping to either capture the wizard and force him to reveal the stronghold's location or to find a map leading them there.

The stalemate persists as any bugbears that are killed are raised as zombies by the wizard. Therefore any frontal assault only ends up strengthening the castle's defenders. Finding a way out of this thorny tactical situation has been the focus of the bugbear chieftain, Gruguklukluk, for the past three years. Being a bugbear of little brain (even by bugbear standards), this could take a while.

Level 1 Key

1. BRIDGE:

The long road winds up the hill toward the castle. You are able to see its parapets above the tree line, but as you round the final turn the base of the castle comes into view. At a distance of several hundred yards you see that the castle is under siege. Surrounding the base are several catapults and ballistae, all aimed towards the structure. Around 15 soldiers can be seen operating the devices.

As you draw closer, you see that the road ends in a bridge which crosses a moat surrounding the castle. You see several defensive fortifications on the bridge, consisting of sharpened tree trunks set into the ground. However, instead of pointing outward to deter invaders, they are pointed towards the castle. The siege engines, on closer examination, seem quite makeshift and you doubt that they would actually function as intended, unless their intended function is to inflict injuries on their operators. You also see that the soldiers seem more hairy than one would expect, even by the lax standards of the local militia.

The soldiers are in fact not human, but the bugbear "allies" of the fighter. There are 14 of them, commanded by their chieftain. They are wearing chain mail of poor quality and wield crude spears (two-handed). The catapults and ballistae had been operated by the fighter, but are now all completely non-functional (and beyond the bugbear's mechanical aptitude even if in good repair). The stakes in the ground have been placed to stop the occasional zombie sorties sent out to break the siege.

When they see the party, the bugbears will move into a defensive stance but will not attack first. The chieftain, Gruguklukluk, speaks Common and will ask the party what they want. If the party chooses to deal amicably with him, he will tell them that an artifact of great power is kept in the castle by an evil wizard and that they have been hired by an adventurer to clear it of his undead minions. If asked, he will give the adventurer's name as something unpronounceable in the bugbear tongue; it will sound a bit like "Rog." If the party asks to speak with this adventurer, Gruguklukluk will blithely claim that he is away on business.

He will offer a reward (on behalf of "Rog") to the party if they will go in and capture or kill the wizard. He will inform them that an elite bugbear infiltration squad was sent into the castle a few days ago, but they have lost contact with them. If the party could find these bugbears, the squad could help them with the castle's occupants. He will warn the party of the zombies controlled by the wizard as well as some sort of "flying pumpkins" he has created.

If the party returns with the map to the wizard's lair, the bugbears will pay them 500 gp for it.

14 Bugbears: AC 15, HD 3+1, #At 1, Dam 1d8+1, Mv 30', Sv F3, MI 9 (+1 if chieftain present), XP 145 ea.

- HP 20 □□□□ □□□□ □□□□ □□□□
- 13 □□□□ □□□□ □□
- 9 □□□□ □□□□
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- 13 □□□□ □□□□ □□
- 18 □□□□ □□□□ □□□□ □□
- 14 □□□□ □□□□ □□□□

Gruguklukluk: AC 15, HD6+6, #At 1, Dam 1d8+3 (long sword), Mv 30', Sv F3, MI 12, XP 500

- HP 35 □□□□ □□□□ □□□□ □□□□
- □□□□ □□□□

Each bugbear carries 8 ep and 5 sp.

In a tent nearby there is a locked chest with 2,300 gp, 2,000 sp, 4 fancy malachites worth 100 gp each, and 9 semiprecious garnets worth 50 gp each.

2. FOYER:

Opening the doors at the end of the bridge reveals what was once possibly a beautiful entryway. Now it has borne the brunt of the formerly-functional siege engines, and the walls are broken through in several places. Pieces of stone and plaster dust obscure a painted mural on the floor. Perhaps it is best you cannot see the whole thing as what you can make out nibbles at the edges your sanity.

There are double doors directly ahead and single doors to the left and right. Suddenly the doors open and zombies pour out!

Four zombies are stationed in this room (some human and some bugbear). If the party enters by the front door, the zombies will attack and will be joined one round later by the zombies in areas 4 and 11 attacking from each side.

4 Zombies: AC 12, ½ damage from blunt, 1 point only from missiles, HD 2, #At 1, Dam 1d8, Mv 20', Sv F2, MI 12, XP 75 ea.

- HP 8 □□□□ □□
- 13 □□□□ □□□□ □□
- 12 □□□□ □□□□ □□
- 16 □□□□ □□□□ □□□□ □

3. THRONE ROOM:

You step into a large room that was once obviously a throne room. A large carved stone throne sits atop a dais at the back of the room. While it is clear that the room was once opulent, it is presently overgrown with pumpkins of all things. Several piles of bones (human, bugbear, and other) lie scattered around the floor.

A vast mural is painted on one wall, depicting some sort of horrible creatures participating in what seems to be a drunken revelry. They look like what would result from a cat mating with a peacock and the offspring being run through industrial machinery. The mural shows the creatures lined up in two lines. They are apparently cheering on a pair who are dancing between them.

As you stand transfixed by the mural, four creatures rise out of the piles of bones and attack.



This room is guarded by 4 bone horrors created by the wizard.

The pumpkins serve as the sole source of food for the living occupants of the castle. The wizard also uses them to create jack o'lanterns to help defend the castle.

Scattered around the room are 74 gp, 20 sp, and a topaz worth 500 gp.

4 Bone Horrors: AC 14 (only hit by magic weapons), HD 4, #At 2 claws or 1 sting, Dam 1d6+3 claw or 1d4+poison, Mv 20' Fly 30', Sv C4, MI 12, XP 280 ea.

- HP 12 □□□□ □□□□ □□
- 19 □□□□ □□□□ □□□□ □□□□
- 16 □□□□ □□□□ □□□□ □
- 20 □□□□ □□□□ □□□□ □□□□

4 Jack O'Lanterns: AC 17, HD 3, #At 1 breath, Dam 2d6, Mv 20' Fly, Sv MU3, MI 9, XP 175 ea.

- HP 16 □□□□ □□□□ □□□□ □
- 22 □□□□ □□□□ □□□□ □□□□
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- 10 □□□□ □□□□
- 13 □□□□ □□□□ □□

4. NORTHWEST TOWER:

This area is empty except for a large amount of debris scattered on the floor.

Four zombies are stationed here. If the party enters by the front door, they will move to area 2 after one round to attack the party in the flank. There is nothing of value in this room.

4 Zombies: AC 12 (half damage from blunt weapons, 1 point only from arrows, bolts, or sling stones), HD 2, #At 1, Dam 1d8, Mv 20', Sv F2, MI 12, XP 75 ea.

HP 16 □□□□□ □□□□□ □□□□□ □
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5. PUMPKIN PATCH:

This room is covered in pumpkins and pumpkin vines.

If the party enters the room, four jack o'lanterns will rise into the air and attack.

Scattered around the room are 74 gp, 20 sp, and a topaz worth 500 gp.

4 Jack O'Lanterns: AC 17, HD 3, #At 1 breath, Dam 2d6, Mv 20' Fly, Sv MU3, MI 9, XP 175 ea.

HP 16 □□□□□ □□□□□ □□□□□ □
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6. CLOSET:

When the party opens the door, a giant shrieking tarantula spider will attack. In the first round it will shriek, and on all subsequent rounds it will attack with its bite.

In a secret compartment is 300 sp and a **Ring of Spell Turning** with a capacity of 8 spells.

Giant Shrieking Tarantula Spider: AC 18, HD 7, #At 1 bite, Dam 1d12+poison, Mv 50', Sv F7, MI 9, XP 735

HP 30 □□□□□ □□□□□ □□□□□ □□□□□
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7. NORTHEAST TOWER:

This room in the northeast tower is the home of 4 haunted bones, the remains of an adventuring party that was previously hired by the bugbears to infiltrate the castle.

4 Haunted Bones: AC 15, HD 3, #At 1, Dam 1d6, Mv 50', Sv F3, MI 11, XP 145 ea.

HP 10 □□□□□ □□□□□
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 18 □□□□□ □□□□□ □□□□□ □□□
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8. SOUTHEAST TOWER:

As you enter the door to this room, you see three pumpkins with faces carved into them floating in the air around the room. After you recover from your initial shock, you realize that the pumpkins are not actually flying, but are instead three large humanoid creatures dressed in black with carved pumpkins on their heads.

This is the elite bugbear infiltration squad that was sent into the castle. The idea was that they would attempt to pass as jack o'lanterns by dressing in disguise. Unfortunately for them, the carved pumpkins obstruct their vision to such a degree that they have been unable to find their way around the castle. Instead they have huddled in this tower to wait for a chance to make a break for the outside. It would seem to be a good idea to remove the pumpkins for this, but the bugbears are either too stupid or frightened to abandon their disguises.

As the party enters, one bugbear will fall into a defensive stance and hiss to warn the others. The other two will whip their heads around from side to side to try to get a view of the party. They will not attack unless the party attacks them first. If the party can manage to communicate to them that they are allies (the bugbears only understand their native tongue), the bugbears will offer to come along with the party to help them. They will still refuse to remove the pumpkins, and if the party forcibly removes them, the bugbears will flee for the front door of the castle in terror.

The pumpkins are a major hindrance to the bugbears' vision. If they accompany the party, the bugbears will suffer a -1 AC penalty, a -2 penalty to hit, and a -10' movement penalty. If they attempt an attack, roll 1d6. On a roll of 1 or 2

they will make the attack with the penalties given above. On a 3-5, they will not be able to see their opponent well enough to make an attack. On a 6, they will mistakenly attack one of the party members (or another bugbear) with the penalties given above.

3 Elite Bugbears: AC 15, HD 4+4, #At 1, Dam 1d8+2, Mv 30', Sv F4, MI 10, XP 240 ea.

HP 22 □□□□ □□□□ □□□□ □□□□
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9. PUMPKIN PATCH:

This room contains another pumpkin patch. It is guarded by four jack o'lanterns. A search of the room will find only 5 cp scattered among the pumpkins.

4 Jack O'Lanterns: AC 17, HD 3, #At 1 breath, Dam 2d6, Mv 20' Fly, Sv MU3, MI 9, XP 175 ea.

HP 14 □□□□ □□□□ □□□□
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10. STORAGE ROOM:

This room contains several barrels and a pile of small boxes. Some of the boxes have been broken open and the contents strewn across the floor.

There is nothing of interest in this room.

11. SOUTHWEST TOWER:

Like area 4, four zombies are stationed here. If the party enters by the front door, they will move to area 2 in one round to attack the party on their flank. There is nothing of value in this room.

4 Zombies: AC 12 (half damage from blunt weapons, 1 point only from arrows, bolts, or sling stones), HD 2, #At 1, Dam 1d8, Mv 20', Sv F2, MI 12, XP 75 ea.

HP 11 □□□□ □□□□ □
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12. STAIRS:

As you move through the secret door, you see a stairway rising from your left. At the top of the stairway you catch a glimpse of a robed and hooded figure. Before you can react, it shrieks and ducks through a doorway.

The robed figure is the wizard Thelligar, trying to ascertain what is causing all the commotion downstairs. He will flee from the top of the staircase to his "throne room" (area 16 below).

Level 2 Key

13. CORRIDOR:

The stairs lead to a narrow corridor. Dust covers the floor, though several tracks that look freshly made can be seen. Several doors lead off of it.

All of the doors in this corridor are locked except for the one to area 15.

14. THELLIGAR'S LABORATORY:

This room appears to once have been opulent, but has fallen into disrepair. Amidst all of the dilapidated furnishings a makeshift laboratory has been set up. A dining table is pushed against the far wall. On it, several wooden racks hold numerous potion vials. Most are empty; a few hold a few drops of colored liquid. Several chairs are in a corner of the room, scorched almost beyond recognition. Several human and bugbear corpses lie on the floor with varying amounts of integrity.

Thelligar has built a marginally-functional wizard's lab out of the materials available to him in the castle. None of the vials contain sufficient quantities of liquid to cause any sort of effects. The lab equipment is makeshift and worthless.

15. LIBRARY:

Books are strewn across the floor of this room. Light filters in through the windows on the far wall, revealing an empty pedestal placed on the west side.

This room was once a library. The books are damaged beyond the point of readability.

There is a secret door in the pedestal; it is unlocked. If the party opens it, a black pudding will emerge and attack. It has been placed here by Thelligar as a trap for the unwary. It is a small one, having undergone several divisions prior to its capture.

The books are worthless and there is nothing of value in this room.

Black Pudding: AC 14 (normal or magic weapons cause it to split), HD 4, #At 1, Damage 2d6, Mv 20', Sv F5, MI 12, XP 1,390

HP 20 □□□□ □□□□ □□□□ □□□□

16. THELLIGAR'S LAIR:

The walls of this room are covered with faded, but still evocative, murals depicting two exceedingly large and overwhelmingly hairy creatures that are vaguely humanoid. They are clad in something that glitters in a somewhat impossible way and fight enough to leave little to your imagination, which still insists on filling the space with even more horrible detail. The creatures seem to be gyrating in a manner which could charitably be called dancing.

As you enter the room, you see a robed figure surrounded by four skeletal beasts. The figure draws back and the hood pulls away to reveal a human male with a strange, orange skin tone. He hisses and demands, "What ith the meaning of thith?"

The wizard can be found in this room that he has converted into a bedroom/throne room. He has managed to survive during this siege on the only food source readily available: pumpkins. This has given him a healthy orange skin tone and caused most of his teeth to fall out. The effect of this is to give him a pronounced lisp while talking. If asked, he will give his name as "Thelligar". He has reanimated the bodies of his former party to serve as his personal guard.

If the party enters the room, he will not attack immediately but will demand to know their intent (unless the bugbear infiltration squad is with the party, in which case he will attack on sight). If the party is willing to talk, he will give the entire history of the falling out with "Rog" and the warfare that has been ongoing since. He will also give them information about what he has discovered while

besieged in the castle. It turns out that the statue in area 20 is not a previous manifestation of the God of Chaos. Instead it is a new manifestation that has been trapped here for an unknown length of time. By examining the murals on the walls of the castle, he has determined that anyone who could defeat such a manifestation would receive an item of great magical power. Thelligar has discovered the words of power that will free it, but is uncertain that he could defeat it on his own.

He will offer to reveal the words to the party so that they can defeat the manifestation and give the magic item to him. In return, he will give them a monetary reward. If they accept, Thelligar will warn them not to enter any room aside from area 20. If the party refuses to accept his quest or attempts to leave the castle without performing it, he will attack them.

In actuality, he is hoping that either the party or the manifestation will be so weakened by the fight that he will be able to defeat the victor and claim the item as his own. He will use his guardians to keep the party at a distance as he casts his spells. He will not cast his **fireball** in the confined area of his throne room. If the battle is lost he will cast **invisibility** and/or use his **Scroll of Fly** to escape.

4 Bone Horrors: AC 14 (only hit by magic weapons), HD 4, #At 2 claws or 1 sting, Dam 1d6+3 claw or 1d4+poison, Mv 20' Fly 30', Sv C4, MI 12, XP 280 ea.

HP 16 □□□□ □□□□ □□□□ □
 22 □□□□ □□□□ □□□□ □□□□ □□
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Thelligar, Human Magic-User 6: AC 13 (**Ring of Protection +2**), AB +4, #At 1 dagger +1 or spell, Dam 1d4+1, Mv 40', MI 11, XP 500

HP 18 □□□□ □□□□ □□□□ □□□

Spells: **charm person, magic missile, shield, invisibility, mirror image, web, hold person, fireball**

Equipment: **Wand of Fear** with 8 charges, **Scroll of Fly, Dagger +1**

A chest is hidden in Thelligar's bedding. It is locked and trapped with a needle with poison harvested from the giant shrieking tarantula spider (effects are the same as in the monster description).

The chest contains 500 gp, Thelligar's spell book (contains the above spells plus **detect magic**, **fly**, and **wizard lock**), and a map to an unknown location named Kwas Ketaun. It also contains a book detailing Thelligar's research. The book gives instructions for activating the statute in area 20 by touching the forehead above the statue's left eye and saying "Nisi ut aliquip." This is a phrase in a long-forgotten language. If the party manages somehow to translate it, it means "so long" in Common.

17. STATUARY:

This room is dimly-lit by a pair of windows in the east wall. Two iron statues depicting humans stand facing the door. Miscellaneous makeshift metalworking tools lie around the floor and on two tables pressed into service as workbenches. There are doors on the north and south walls as well as the door on the west wall.

The two statues are iron living statues that will animate and attack the party unless Thelligar is accompanying them.

Scattered around the room are various gem fragments that Thelligar has used in crafting the statues. There are nearly 100 fragments; most are worthless. Three turns of searching will find 3 phenalopes, 2 amethysts, 2 fluorospars, and 2 garnets worth 10 gp each. Another three turns of searching will uncover a gem-quality diamond worth 1,000 gp.

The door to the tower room in area 18 is spiked shut from this side and has a **wizard lock** at level 6 cast on it.

2 Iron Living Statues: AC 18 (non-magic metal weapons may stick), HD 4, #At 2 fists, Dam 1d8/1d8, Mv 10', Sv F4, MI 12, XP 280 ea.

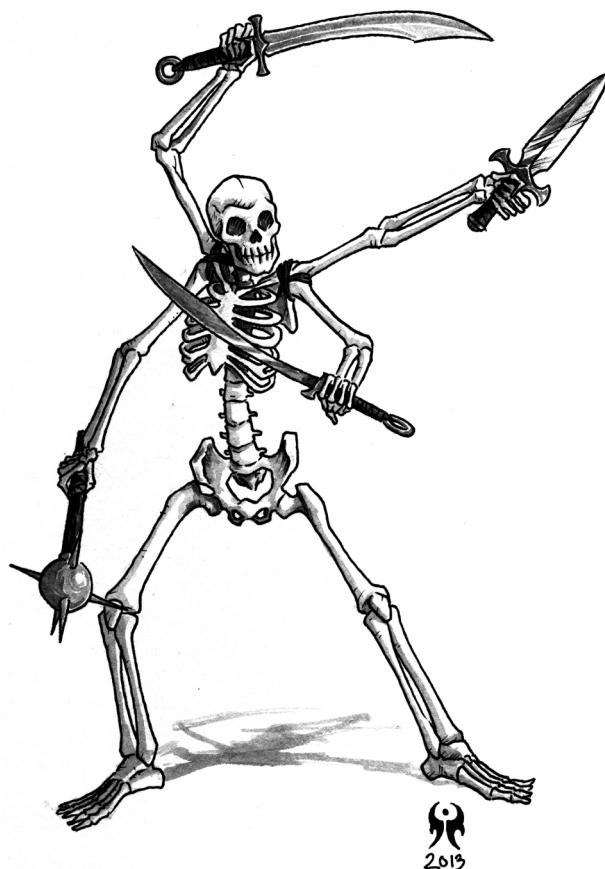
HP 23

 21

18. NORTHEAST TOWER:

This room is the site of one of Thelligar's failed experiments. He managed to create a bone golem, but was unable to control it. Barely managing to escape with his life, he spiked the door to this room shut from the other side (room 17) and cast **wizard lock** on it. If the party enters the

room, it will attack. It is armed with four short swords. If the party attempts to close the door to keep it in, it will bash the door open in one round unless magical means of keeping it shut are applied.



Bone Golem: AC 19 (only hit by magic weapons), HD 8, #At 4, Dam 1d6, Mv 40' (10'), Sv F4, MI 12, XP 945

HP 33

19. SOUTHEAST TOWER:

This room is empty except for various metal scraps left over from Thelligar's experiments.

20. HALL OF CHAOS:

The doors open onto a 40' by 20' room. Two windows in the west wall let light through, but it seems to come to you from a great distance, like looking up at the sky from the bottom of a well. You feel a great sense of unease as if the very fabric of reality was shifting around you.

As grotesque as the murals have been throughout the castle, they are far surpassed by the hideousness that has been depicted in this chamber. Three figures take up the space between the two west windows. Two are so horrible your eyes cannot focus on them, and you are forced to look away to preserve your sanity.

You can clearly see the third figure. It is a human male, young, possibly a teenager. He wears some sort of jacket and trousers, with a colorful piece of cloth tied around his neck. He is holding a metal cylinder that has a metal mesh ball attached to one end. He looks normal enough, if you discount the eyes that seem to hold eons. He is facing the other two figures and beneath them is writing in some long-forgotten script.

There is a statue standing in the center of this room. You notice that it appears to be the same male teen-aged figure depicted in the mural.

The writing on the wall is of no known language, but if the party can somehow translate it, it reads "It had a good beat, you could dance to it" in Common.

The statue is the latest manifestation of the God of Chaos, trapped in this statue form. It can be released by following the instructions given in the document in Thelligar's chest in area 16 (raising one hand to touch the forehead above one eye and saying "Nisi ut aliquip"). If the ritual is performed, the manifestation will animate and attack anything in the room. The shutters to the

windows will close and cannot be opened even by magical means. This manifestation is Clickdark, a vampire. He is armed with a **Long Sword +1**.

Clickdark*: AC 20 (only hit by magic weapons), HD 9+8, #At 1, Dam 1d8+1, Mv 40' Fly 60', Sv F9, MI 11, XP 1,225

HP 54

Equipment: **Rod of Chaos**, 12 charges. A metal tube with a wire mesh sphere on the end. If used by Clickdark, he can command it to duplicate the effect of any wand, staff, or rod. If used by someone else, roll on the Wands, Staves, and Rods table (**Basic Fantasy RPG Core Rules**, p. 134) for each use to determine its effect. (If the result has multiple effects, then the effect is chosen at the GM's discretion). Clickdark will only use the rod in extreme circumstances.

If the fight goes against him, Clickdark will not parley with the party, but will attempt to flee. If he escapes, he will wreak mischief upon the countryside.

Thelligar will be standing in the corridor (area 13) during the fight. If the party defeats Clickdark and recovers the **Rod of Chaos**, he will enter the room, accompanied by his 4 bone horrors from area 16. He will attack the party at once, fleeing if he manages to gain possession of the rod. If the party flees from Clickdark, Thelligar will attempt to rally them and come to their aid. If their combined efforts defeat Clickdark, he will then immediately turn on the party and attack them.

21. SOUTHWEST TOWER:

This area is empty.

22. NORTHWEST TOWER:

There is a great deal of debris and clutter in this room. If the room is searched, the party will discover a piece of malachite worth 10 gp.

Conclave at the Conch Throne

by John Gorkowski

An adventure for 4 to 8 characters of levels 3 to 5.

Players' Introduction

A courier finds the players at the village inn and delivers a vellum scroll from **Lord Scapa**, addressed to the player with the highest Charisma score. The courier stands by as the players read the message.

I hereby cordially invite you, renowned adventurers, to a conclave at which the assemblage will discuss taming the great northern lands. In addition to you, I have invited other thinking creatures and made arrangements for non-thinking specimens that we might study together. Arrive at my castle by the sea by noon tomorrow in order to participate. Come as you are, and trust in my hospitality. I look forward to your presence. We have much to learn together.

Lord Scapa

What's Going On Here?

Lord Scapa is an 11th-level Magic-User in need of peculiar ingredients to advance his arcane research. He requires things that have been imbued with the energy of urgent usage. For example, he needs "a warrior's blood spilled in battle," rather than just plain blood, or "flesh turned to stone by the gaze of a basilisk," etc. It's nearly impossible to stumble across or buy such items. The surest way to get them is to create the necessary preconditions oneself.

So Scapa now employs his castle by the sea as an arena; it was once just his conventional laboratory and stronghold. From time to time (and now is one of those times) he assembles a menagerie of creatures, including adventurers, and pits them against each other in this arena to generate the conditions necessary to imbue the desired ingredients with the energy of urgent usage. Note that Scapa is not out to kill the players. But, he does need to push them to their limits and that could kill them; he's doesn't really care whether they live or die, so long as he gets the materials he came for.

As usual, Scapa used his trusted homunculus to deliver the scroll to the village courier. The courier

knows nothing of Scapa's schemes and is willing to answer the players' questions according to what he does know.

If asked, the courier will share the following:

Lord Scapa inherited his centuries-old castle from relatives about ten years ago. He never appears in public, but always dispatches Phineas, a knee-high mute man with flaccid skin, to run errands and deliver messages for him. That's how I got your scroll. I'm not aware of any other conclaves, or trouble with the castle. Per written instructions and payment delivered by Phineas, who cannot speak, several village merchants have delivered wagon-loads of trade goods to the castle over the years. They say that Phineas pays the bill, but vicious looking fishermen actually off-load the goods and take them back into the fortress. Based on all of this, we suspect that the unseen Lord Scapa is some kind of sorcerer.

If questioned, village merchants confirm the courier's story.

Players can march to the castle by the sea in about four hours, since it's about 10 miles away from the village along country roads.

Notes on the Castle

The ground floor and all walls (inside and outside) are worked stone, easily climbed by a Thief. Ceilings are heavy, treated timber about nine feet above the floors. Unless stated otherwise, all doors are unlocked and easy to open, although most are capable of being locked. Corridors, not rooms, contain empty torch sconces once every 20 feet. Arrow slits are too narrow for even a Halfling to pass through. On level 2 (only) the circular towers (one in each corner) are open-topped and roofless. There are no wandering monsters.

On the map, each square represents 10 feet; that's enough for two characters to walk abreast without penalty. When marching, four characters will "fit" in each square in a two-by-two formation.

Level 1 Key

1. CAUSEWAY:

You smell salty air and see a two-story stone castle standing in the surf. It links to land via a 40 foot-long causeway. Eight freakish, green fish-men bearing tridents stand at attention along that causeway, four on either side. As you approach within a hundred yards or so, a ninth fish-man walks between the ranks, looks at you, and shouts out, "Welcome, guests of Lord Scapa!"

Nine sahuagin stand ready to greet the players upon arrival. They will fight only if attacked first.

Once the players are on the causeway, the speaker will order "Open!" and two of his fish-men will peel away from each rank to open the double doors between areas 1 and 2. Once the doors are open, the speaker invites the players to proceed.

If players decline, the speaker says, "There's nothing to fear, I'll go first," and walks into area 2. His eight comrades follow with four lining up along the north wall and four along the south wall, making two ranks for the players to walk between while politely signaling that the north and south doors are off limits – for now.

If players attack, the sahuagin fight as usual. Those who fail morale checks jump into the sea and swim away. After the combat, players can simply push open the double door to area 2 since it is unlocked.

If players converse with the speaker, he explains that they serve Lord Scapa in return for his protection against other sea creatures. But he omits that they do not live in the castle because they know what happens there!

9 Sahuagin: AC 16, HD 2+2, #At 1 trident/1 bite, Dam 1d8/1d4, Mv 30', Sv F2, MI 7, XP 100 ea.

- HP 12 □□□□ □□□□ □□
12 □□□□ □□□□ □□
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9 □□□□ □□□□
8 □□□□ □□□□

2. GATE HOUSE:

This twenty-foot-square chamber has a door on each wall. The closed double door in front of you sports two giant seahorse hides, each facing inward toward the other. A ship's wheel hangs from the single door along the north wall and its opposite on the south wall. The double door you just traversed through remains open with a view of the causeway.

This room is not illuminated, except by such light as comes in through the open front door.

The speaker orders "Open!" and four fish-men pull open the double doors between areas 2 and 3. The sahuagin will never close or lock these double doors.

The speaker invites the players to enter area 3, but the sahuagin do not enter. If questioned, the speaker explains that they are just guards and as such are not privy to the private audience awaiting the party, and they must return to their post on the causeway to greet other expected guests (technically speaking, that's true as at some point in the future they will greet someone). So they walk back to area 1 (the causeway), and close the double doors between areas 1 and 2, using the speaker's key to engage the lock.

As their final step in locking down the fortress, or if players adamantly refuse to allow the double doors at the causeway to be closed, the speaker yells "Drop it!", which releases a portcullis from area 20 overhead to seal the doorway between areas 1 and 2. The portcullis can be raised via the winch in area 20, or it could be bent/lifted on a d20 roll of less than or equal to 1+STR bonus; each character gets only one try for either lifting or bending, and only one character can try at a time.

The sahuagin then spend the next six turns (one hour) bathing in the sea beside the causeway. If anyone tries to exit from area 2 back to area 1, or swim back to the mainland from the castle, the sahuagin attack them, through the closed portcullis if necessary. After one hour, the sahuagin depart.

Once closed, the double doors between areas 1 and 2 can be picked as usual or cut open with an axe (hardness 8, 75 HP). The single doors in the north and south wall and the double doors in the west wall are never locked and thus easy to open.

3. GREAT HALL:

Torches in sconces along the north and south walls illuminate this 45-foot long, 20-foot wide chamber. Bulky fishnets tangled with dried starfish, sea dollars, and sea horses line the north and south walls. A suit of man-sized chainmail armor crossed by a battle axe, long sword, and mace hangs at the center of the east wall. Just in front of that display, on a dais, you see a giant conch throne occupied by a knee-high runt of a man with flaccid skin, quite possibly Phineas. He wears a tiny blue robe speckled with stars and motions for you to come forward, but does not speak.

Phineas the homunculus presides over this introduction.

Once the players cross the room's midpoint, a **magic mouth** appears along the north wall, at the number 3 on the map, and speaks as follows:

By accepting my invitation you have volunteered to serve as gladiators in this arena. Fight well, fight hard, and you may yet be free!

With that distraction, Phineas achieves automatic surprise. He uses it to activate his ring, turn invisible, and then slide out of the conch throne and into a prone position just forward of where the throne platform (depicted by two vertical lines on the map) rises from the floor. In that way, he blends in with the stairs and is virtually impossible to detect unless someone states that he or she is kicking the stairs or succeeds in an attempt to find a secret door there, finding him instead.

At the same time, Lord Scapa, who is upstairs in area 17 at this time, casts **phantasmal force** to create the illusion of a ripple in the fish net along the south wall that moves from the throne area toward the double door between areas 2 and 3.

Seconds after Phineas vanishes, you see the fish net along the south wall undulate as if someone were passing by, going toward the double door behind you.

Make a save vs. Spells for each player character. Those who pass the save should be told that although the net seems to ripple, the dried starfish, sea dollars, and sea horses suspended in it don't rattle against the stone wall as one might expect.

The point of the illusion is to make players believe that Phineas is escaping via the double doors while he is in fact still in the room.

For onward movement, remember that the double doors between areas 2 and 3 are unlocked and open, as are the single doors along the north and south walls in area 2.

The invisible and almost undetectable Phineas will follow the players quietly at a distance of about 30 feet, keeping an eye on them, and collect unusual specimens like sweat shed in battle. Players will only become aware of him if they take precautions such as closing doors behind them, dusting the floor to detect footprints, or if a Thief succeeds at a listen check (declared for any reason).

If captured, Phineas remains loyal to his master. He cannot speak anyway, and refuses to write.

The suit of man-sized chainmail armor, battle axe, long sword, and mace which hang on the east wall are all non-magical, but in good condition and completely usable. Lord Scapa wanted to make sure that his guests have a fighting chance!

Phineas, Homonculus: AC 14, HD 2, #At 1 bite, Dam 1d4-1+poison, Mv 20', Sv F2, MI 12, XP 75

Equipment: **Ring of Invisibility** (activated by turning the stone inward toward the palm)

HP 9 □□□□□ □□□□

4. NORTHWEST TOWER, LOWER:

Beyond the doorway, the northwestern half of the circular room seems sort of foggy.

The first person who enters must save vs. Paralysis (apply Dexterity bonus) or get stuck in the web of a giant black widow spider. Once stuck, a character's sole action each round is an attempt to break free, which succeeds as per forcing open stuck doors (Strength bonus +1 or less on 1d6). A single giant black widow spider with a 3' leg span will scurry down her web to attack the stuck victim or anyone else she can reach if no one is stuck. She will pursue into the corridor between areas 4 and 7, or 4 and 2, but no further.

Once bitten, a victim must save vs. Poison with a -2 penalty or die.

After the fight, players who burn or tear down the webbing will find the desiccated carcasses of

squirrels, bats, rats, etc., and the crumbled skeleton of an elf wearing a cloak in remarkably good condition. It's an **Elven Cloak** that will have survived the web burning since the strands go up in smoke at such low temperatures.

Giant Black Widow Spider: AC 14, HD 3, #At 1 bite, Dam 2d6+poison (save at -2 or die), Mv 20' Web 40', Sv F3, MI 8, XP 175
 HP 14 □□□□□ □□□□□ □□□□□

5. STORES CHAMBER:

You see a stack of barrels along the wall opposite the door in this otherwise dark and dry 20-by-20 foot chamber.

As soon as someone crosses the threshold into this room, four crystal statues, two against the wall on either side of the door, spring to life and attack with their stony fists. The statues will pursue into the hall between areas 4 and 7, but no further.

The southeast corner of the room contains ten barrels with the following contents:

- | | |
|---------------|---------------|
| 1. water | 6. dried fish |
| 2. cheap wine | 7. pickles |
| 3. grain | 8. coffee |
| 4. nuts | 9. tea |
| 5. salt pork | 10. sand |

Pegs along the east wall hold three 50-foot coils of rope, three empty large sacks, three ordinary cloaks, and a bucket containing 12 torches.

4 Living Crystal Statues: AC 16, HD 3, #At 2 fists, Dam 1d6/1d6, Mv 30', Sv F3, MI 12, XP 145 ea.

HP 14 □□□□□ □□□□□ □□□□□
 18 □□□□□ □□□□□ □□□□□ □□□
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 16 □□□□□ □□□□□ □□□□□ □

6. LOCKER:

The door to this room is trapped. Anyone within 10' of the door when it is opened must save vs. Paralysis (applying Dexterity bonus) or be engulfed in a poison gas cloud. Any person so engulfed must then save vs. Poison or die. In effect, success at either saving throw averts death. The trap can be detected and disarmed by a Thief as usual.

Inside the room, players find dozens of ceramic items: pots, jugs, urns, vases, etc., of all shapes and

sizes piled along the west wall. Anyone who searches through the containers for a turn will find that only three of them seem to contain anything. These three jugs have the following contents:

- Jug 1: a **Potion of Water Breathing** (as the spell)
- Jug 2: a **Potion of Healing**
- Jug 3: 13 acorn-sized white pearls worth 200 gp each

7. NORTHEAST TOWER, LOWER:

Three mermaids frolic in a 10-foot diameter pool at the center of this 20-foot diameter circular chamber. Hence there is a 5-foot wide, dry poolside area around the room. Crushed sea shells decorate the walls. Through the arrow slits, you can hear the surf outside.

The mermaids immediately start singing in unison. Each male character must pass a save vs. Spells at a -4 penalty or be **charmed**. The mermaids instruct charmed males to strip naked, throw all their gear into the water, and then jump in after it. Affected characters will discard weapons and jewelry in one round; another 2d6 rounds will be spent removing backpacks, armor, boots, etc. before they finally jump in.

If their magical song fails, the mermaids fight with short swords fashioned from swordfish beaks. Since the pool is surrounded by a 5' wide dry ledge, all parties in or out of the water can melee each other while remaining in their usual environment.

The mermaid-induced charm ends when they flee or are killed.

Each mermaid wears a necklace of sea shells, smooth stones, and shark teeth worth 10 gp.

If the entire party is charmed, or the mermaids fail morale checks, they swim down to the bottom of the pool, scavenge valuable gear that sank to the bottom, and then swim out via a cave to the open ocean.

The pool goes down about 100 feet, and then across through a cave about 20 feet, before connecting to the ocean 100 feet below the surface. So, one would have to swim down 100 feet, across 20, and back up 100 to escape.

Assume that players can hold their breath while swimming for a number of rounds equal to one half their Constitution score (round fractions up). They



can swim at a speed equal to half their move value, double that (their full move value) when swimming up.

Hence an unencumbered PC would need five rounds to swim to the bottom of the pool, another round to swim across through the cave, and then three rounds to swim to the surface on the other side, for a total of nine rounds. Holding their breath that long while swimming requires a Constitution score of at least 17.

Anyone who runs out of breath before reaching the surface dies unless he or she is within one round of reaching the surface, in which case a save vs. Death Ray (with Constitution bonus) will avoid death and float to the surface where he or she will immediately reawaken.

From Lord Scapa's point of view, the mermaids provide interesting research materials, such as the ear of man charmed by a mermaid or the larynx of a mermaid who failed to charm a man, etc.

3 Mermaids: AC 12, HD 1, #At 1 short sword, Dam 1d6, Mv Swim 40', Sv F1, MI 8, XP 37 ea.

HP 6 □□□□□ □
 7 □□□□□ □□
 6 □□□□□ □

8. SOUTHEAST TOWER, LOWER:

A starfish decorates this door, which is locked and reeks of fish.

The door lock can be picked, or the door forced open with a 1 in 10 chance of success (adding the character's Strength bonus to the chance as with normal rolls to force doors).

Inside, six locathah guards armed with spears made of whale bone attack any intruder.

On a failed morale check, a locathah dives into the 10-foot diameter pool at the room's center and swims down to the bottom. There he awakens his sleeping comrades before fleeing to the open ocean.

The pool goes down about 80 feet, and then across through a cave about 20 feet, before connecting to the ocean 80 feet below the surface. So, one would have to swim down 80 feet, across 20, and back up another 80 to escape. See area 7 for details on swimming.

Three more locathah sleep at the bottom of the pool. If one of their comrades from above swims down they awaken. They need three rounds to prepare for battle, after which they wait in place with crossbows to attack any characters that enter the water.

The locathah also keep their treasure at the bottom of this pool, 80 feet down. It's a loose pile of 2,100 sp, 1,500 gp, and a magical **Scarab of Protection**.

At the ocean end of the 20'-long tunnel connecting the tower pool to the sea, two more locathah stand guard. They will swim in to fight anyone who enters their underwater treasure chamber, but will not leave their post for any other reason.

This colony includes another dozen or so locathah who are not detailed here since they are away fishing, hunting, exploring, etc.

11 Locathah: AC 14, HD 2, #At 1 spear or light crossbow, Dam 1d6, Mv 10' Swim 60', Sv F2, MI 7, XP 75 ea.

HP 8 □□□□□ □□□
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 7 □□□□□ □□
 10 □□□□□ □□□□□

9. RIGHT ROOK CHAMBER:

Empty bunk beds, about twelve in all, line one wall of this L-shaped chamber.

Two empty foot lockers sit under each bunk.

10. LEFT ROOK CHAMBER:

Text carved into the door reads as follows:

*Ech day me comëth tydinges thre,
 For wel swithë sore ben he:
 The on is that Ich shal hennë,
 That other that Ich not whennë,
 The thriddë is my mestë carë,
 That Ich not whider Ich shal farë.*

In this medieval poem, the anonymous poet notes that each day he has three reoccurring thoughts. The first (*on*) is that he shall die (*hennë*). The second is that he does not know when (*whennë*). The third, most worrisome (*mestë care*), is that he does not know where he will go after death.

Players who enter will find that the room is magically lit and a table sits in the alcove to the west. Atop the table sits a deck of large wooden cards, face down.

If a character touches a card, a **magic mouth** appears on the west wall and says, "You may draw one card, if you dare!" It's true, each player may draw but one. Subsequent attempts by the same player will fail; the cards will not separate.

When a player draws a card, go through the following procedure to determine what it means. First determine the suit with 1d4: 1) Wands, 2) Cups, 3) Swords, 4) Pentacles. Second determine value with 1d6: 1) King, 2) Queen, 3) Knight, 4) Page, 5) a random number from 1-10, 6) re-roll until you get a result 1-5.

For example, if the d4 shows 2 and the d6 shows 3 then the player drew a Knight of Cups. If the d4 were 3 and the d6 a 5 (with a subsequent roll of 8 on 1d10) then the player drew the Eight of Swords.

Tell the player which card he or she drew; then, the **magic mouth** on the wall will share one of the following pearls of wisdom:

Pearls of Wisdom:

- Even the best food goes bad over time.
- Under open sky, bow and arrow reign supreme.
- A man with no flesh fears little the blade.
- Servants follow commands from friend or foe.
- Iron attracts other metals.
- A fish keeps his treasure in the water.

Read each pearl only once. Just start from the top and read one per card. Note – this list does not correspond to traditional Tarot as that would require too much text to account for every possible card combination.

11. SOUTHWEST TOWER, LOWER:

As you open the door you get a whiff of droppings and see some egg-sized filth stacked up along the opposite wall. Yet, there is no creature to be seen.

A single giant horned chameleon lizard nearly eight feet long waits in ambush. It blends in perfectly with the surrounding stone work and will therefore surprise with a 1-4 on 1d6.

Tired of using its tongue to catch prey on the other side of the arrow slits, the lizard eagerly falls on the players. It will pursue or retreat into either of the two adjacent passageways.

Giant Horned Chameleon Lizard: AC 18, HD 5, #At 1 bite, Dam 2d6, Mv 40', Sv F4, MI 7, XP 360

HP 23

12. STAIRS:

It's just a stone staircase, but the walls are lined with shields displaying various nautical coats of arms. You see one depicting a sea lion, one a sea serpent, another a long ship, and so on.

Detect magic will reveal that one of the shields is actually a **Shield +2**. The other shields are serviceable, but not magical. There is nothing else of any particular value in this room.

13. UPPER LANDING:

When the first character steps off the stairs onto the upper landing, a **magic mouth** appears on the door opposite the stairs and asks:

What does each person have that always goes up and never comes down?

The lead character has one round to answer; the GM should start counting aloud backward from 10, 9, 8, etc. If the character attempts to flee, or does not provide the correct answer within that round, then a pattern of iron balls, each about 2 inches in diameter, falls from the ceiling to inflict 2d6 damage on the lead character; save vs. Paralysis (apply Dexterity bonus) for half damage. This trap can only be sprung one time. The correct answer is "Age." Providing that answer within one round averts this calamity and disarms the trap for 24 hours, after which it resets.

14. PANTRY:

Along the walls you see racks crowded with tiny jars of spice. Below that stand sacks full of flour and grain. Piles of plates crowd a table in the center of the room, with boxes of silverware underneath.

Anyone who touches any of the sacks triggers a yellow mold to attack, affecting all within 10 feet of the contact.

Yellow Mold Colony: AC 0, HD 2, #At 1 spores, Dam save vs. Death Ray or suffer 1d6 damage for each of 6 rounds, Mv 0', Sv NM, MI N/A, XP 100

HP 9 □□□□□ □□□□

15. KITCHEN:

A dormant fireplace along the north wall contains a rack and cooking pot. In the foreground stands a table and chopping block. Along the south wall knives, ladles, rolling pins, and the like hang from pins. Beneath that you see pickle jars, buckets, three open barrels, and several crates. The place smells foul.

Three giant flies immediately attack anyone who enters the room.

The eastern alcove depicted along the north wall on the map is a fireplace. It has a chimney that bends like an "L" and is sealed with iron bars. It's too narrow for even a Halfling to fit through. The

western alcove ends in a window with iron bars which can be bent on a roll of 1+STR bonus or less on 1d20.

The barrels contain water; the crates are full of rotting vegetables and a few maggot-infested rat carcasses.

3 Giant Flies: AC 14, HD 2, #At 1 bite, Dam 1d8, Mv 30' Fly 60', Sv F2, MI 8, XP 75 ea.

HP 7 □□□□□ □□
 10 □□□□□ □□□□□
 15 □□□□□ □□□□□ □□□□□

16. MESS HALL:

Three 12-foot long tables, each surrounded by a squad of skeletons in tattered leather armor with their faces down in their soup bowls, dominate this 40 by 30 foot room. You hear the surf through the barred windows along the south wall.

If anyone enters the room the skeletons animate and attack. All are armed with rusty short swords. They will not leave the room.

The window bars may be bent on a roll of 1 on 1d20, with the character's Strength bonus added to the chance as with other "open doors" checks.

18 Skeletons: AC 13, HD 1, #At 1 short sword, Dam 1d6, Mv 40', Sv F1, MI 12, XP 24 ea.

HP 5	□□□□□	5	□□□□□	5	□□□□□
3	□□□	4	□□□□	4	□□□□
4	□□□□	3	□□□	6	□□□□□ □
3	□□□	3	□□□	3	□□□
6	□□□□□ □	5	□□□□□	3	□□□
3	□□□	3	□□□	6	□□□□□ □



17. LORD SCAPA'S LAB:

Two barred windows along the east wall allow natural light to illuminate this colorful chamber. Three rectangular tables crowded with beakers, decanters, serpentine glass pipes, and all manner of colorful liquids line the east wall. Above the tables all sorts of bones, feathers, and even membrane wings hang from pegs. In the foreground stands a six-foot tall iron statue, raising a shining battle axe as if to fight you.

The statue stands at the position of the number 17 on the map. If anyone enters the room, the living iron statue attacks with its magical **Battle Axe +2**.

Anyone striking the statue with a non-magical metal weapon must save vs. Spells or the weapon will become stuck and thus rendered useless until the statue is "killed."

Any Magic-User who rummages through the lab equipment on the tables will discover enough high-quality glass items to fill a small sack; this collection will be worth 250 gp, if it can be removed from the castle intact.

Living Iron Statue: AC 18, HD 4, #At 2 Fists or 1 weapon, Dam 1d8/1d8 or 1d8+2, Mv 10', Sv F4, MI 12, XP 280

HP 18

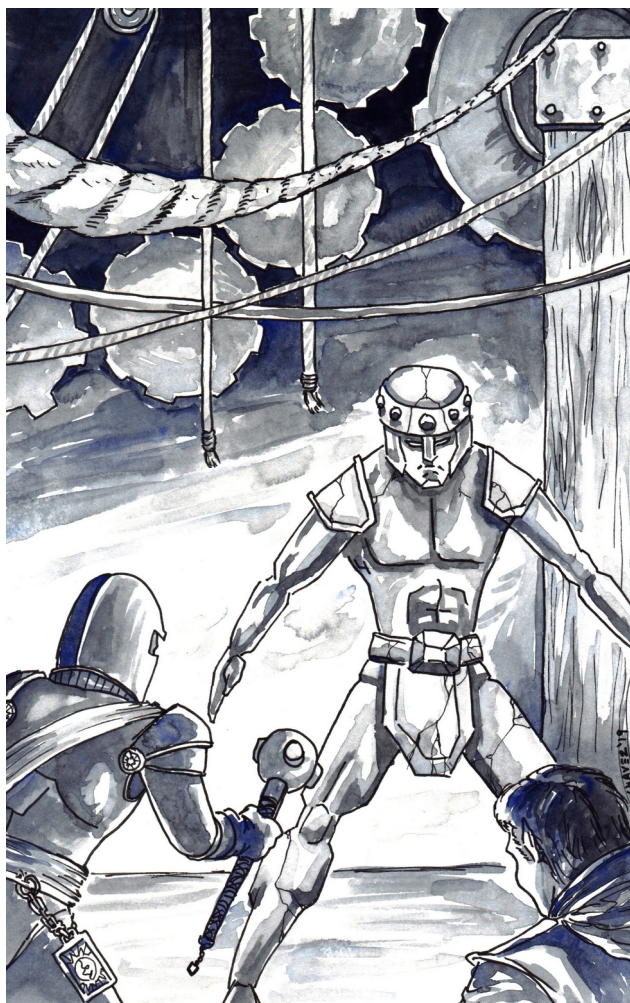
18. NORTHEAST TOWER, UPPER:

A gigantic nest of drift wood and ship pieces fills this open top tower.

Moira Morcha, Lord Scapa's pet manticore, lairs here.

It will attack anyone on the open rooftop of any tower: 18, 19, 21, or 22! If players walk into area 18 then it engages them in melee with its claw/claw/bite routine. If they step out onto areas 19, 21, or 22, it flies high and then dives to throw tail spikes in groups of six from medium range, about 120 yards. It starts the encounter with 4d6 spikes available.

Each spike targets a different player, with no player targeted twice until all are targeted at least once. Players will have 50% cover from tower top merlons; apply a -2 to-hit penalty against Moira's spike attacks. After it runs out of spikes, it lands for melee combat. In melee, it focuses all attacks on one target at a time.



Moira must land (and will melee) after losing half its hit points (14). The check boxes below are divided in half for convenience in determining this.

Anyone searching Moira's nest will find: 2,100 gp, four topaz gem stones each worth 100 gp, a manticore egg which may be sold for 250 gp, and a **Magic-User Scroll** containing the spells **fly**, **haste**, and **lightning bolt**.

Moira Morcha (Manticore): AC 18, HD 6+1, #At 2 claws/1 bite or 6 spikes, Dam 1d4/1d4/2d4 or 1d6 per spike, Mv 40' Fly 60', Sv F6, MI 9, XP 555

HP 28

19. SOUTHEAST TOWER, UPPER:

A ten-foot-diameter copper cistern stands at the center of this open tower's floor, collecting rain water. Twelve barrels line the tower's perimeter.

Anyone on this tower will be attacked by Moira Morcha, the manticore, from area 18. Half the barrels are empty, and the other half hold rain water.

20. MACHINE ROOM:

Gears and winches with thick ropes in between crowd the western wall. Four man-sized crystal statues stand at attention beside them. Beyond, you see two tightly-barred windows overlooking the causeway.

If someone tries to meddle with the machines, or strike the statues, then the four crystal statues attack. Otherwise they stand still, awaiting commands.

If a player says "Raise it!" (the opposite of the sahaugin's "Drop it!") then the crystal men will operate the machinery to raise the portcullis.

The window bars may be bent on a roll of 1 on 1d20, with the character's Strength bonus added to the chance as with other "open doors" checks.

4 Living Crystal Statues: AC 16, HD 3, #At 2 fists, Dam 1d6/1d6, Mv 30', Sv F3, MI 12, XP 145 ea.

- HP 13 □□□□ □□□□ □□□
- 15 □□□□ □□□□ □□□□□
- 12 □□□□ □□□□ □□
- 11 □□□□ □□□□ □

21. SOUTHWEST TOWER, UPPER:

This tower is empty but for a toilet along the outer wall that drops its contents outside the castle perimeter.

Anyone on this tower will be attacked by Moira Morcha, the manticore, from area 18.

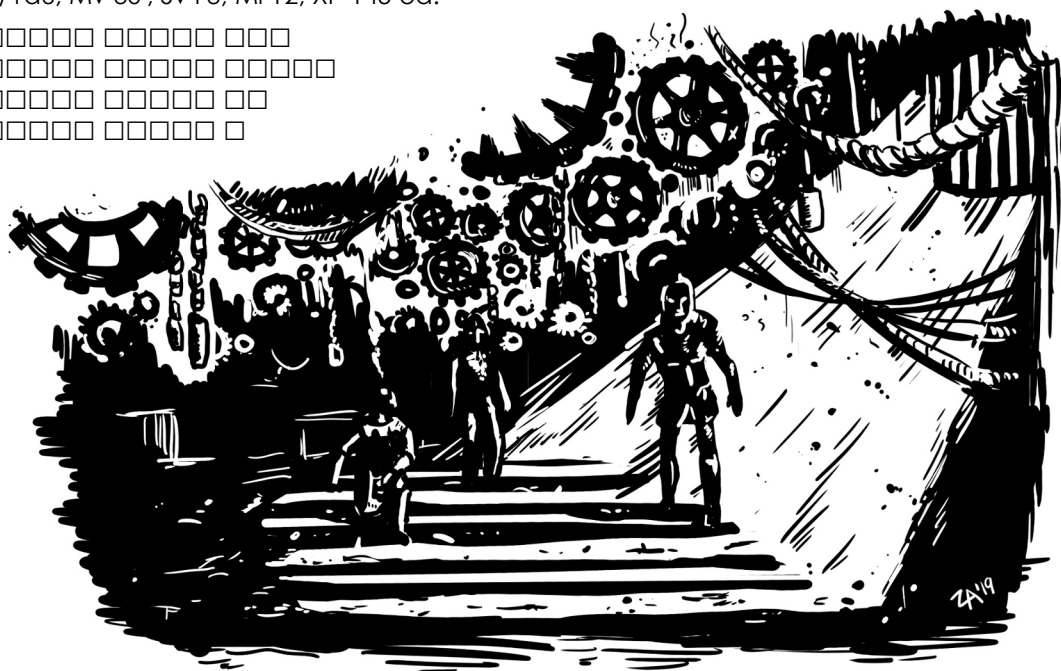
22. NORTHWEST TOWER, UPPER:

This tower is empty but for a toilet along the outer wall that drops its contents outside the castle perimeter.

Anyone on this tower will be attacked by Moira Morcha, the manticore, from area 18.

Postscript

Once the players ascend to the second level, Lord Scapa will cast **dimension door** to escape to a safe location. After players die or exit the castle for good, Scapa and Phineas will gather what materials they can, then retreat to their mainland hideout. From there, Scapa will dispatch Phineas with a message for the village council which claims that his "conclave" was assaulted by beasts from the north and so he fled in fear of his life. In closing, he will warn all to stay clear of the now-overrun castle.



Fortress of the Barbarian Queen

by Noah Patterson

An adventure for 4 to 8 characters of levels 3 to 5.

This adventure borrows largely from themes and ideas present in the widely popular B-genre sword and sorcery films of the 1980s (Red Sonja, Barbarian Queen, Deathstalker, etc). This means that this particular adventure is low on magic and mysticism and high on blood and brutality.

This particular adventure takes place during the harsh winter months in the small province of Penwell. Hints of the holiday season and time of festival are present here and there. However, this story can be played at any time of the year.

Player's Introduction

It is the time of the Winter's Festival and the adventurers are taking a much-needed break from their usual work of slaying monsters, collecting gold, and rescuing lost persons. However, while the group is lounging next to the fire in the Brim Fire Inn they get a strange and unexpected request.

As you sit around the hearth at the local Brim Fire Inn the oak door at the front of the room swings open. Gusts of freezing wind and snow blow into the room and a large man, bundled from head to foot so only his eyes show through a woolen scarf, stands in the door. "Close the door, Theodore!" the barkeeper yells.

The looming figure shuts the door and steps towards where you sit. He undoes the scarves around his head to reveal a rugged yet surprisingly handsome face beneath. You notice that he seems rather well-kept for someone in this region, and his clothes are made of a fine material.

He speaks as he warms his hands next to the flames.

"I hear you're a group of adventurers. My name is Lord Bartholomew Theodore. I have a favor to ask of you. As you probably know the annual Winter's Festival is coming. And, as I am governor of this territory, I am in charge of organizing the festivities this year for the other nobles of the province."

"Unfortunately, I fear our local accommodations may be somewhat lacking. The town hall is no place for a party and this inn... well, let's just say it doesn't suit my tastes."

"Instead, it is my intent that we use the old Blacksworn Castle, just down a ways out of town near the sea. The castle has been vacant for many years. Therefore, there may be all manner of rodents, pests, or other unwanted inhabitants currently residing there which would make the Festival impossible."

"That's where you come in. I'd like you to clear out the castle of any monsters or vagrants who may have taken up there. I'll let you keep any items of value you find and, because this is a special circumstance, I'll extend an invitation for you to come and join us at the Festivities."

Players may ask Lord Theodore questions about the castle, but Lord Theodore is reluctant to give answers, pretending not to know more than he has already said. He may ultimately give more information if skillfully persuaded.

What's Going On Here?

While Theodore truly wants the Blacksworn Castle for his Festival, he is reluctant to tell the players that the castle is actually occupied by a clan of barbarian women. Theodore fears that if he tells the adventurers the truth they won't fulfill his request.

The barbarian leader on the other hand – a former noblewoman who goes by the name of Wordsworth – is holding her own gathering, called the Festival of Future, to celebrate the eradication of all men from her clan. The festival also marks the beginning of their crusade to kill all men in the surrounding area.

Some of the characters found in this adventure are described as Barbarians. The GM may choose to use the Barbarian subclass found on the Downloads page of the www.basicfantasy.org website, or alternately treat them as being ordinary Fighters. Statistics given for these characters include adjustments from that supplement.

The Barbarian Queen

Dawnivia Wordsworth, Human Barbarian 6: AC 15 (14 w/o shield), AB+4, #At 1 barbtooth longsword (AB +6) or 2 hand axes (AB +5/+2), Dam 1d8+3 or 1d6+2/1d6+2, Mv 35', MI 9, XP 500

STR 16 (+2), INT 8 (-1), DEX 14 (+1), CHA 14 (+1)

Equipment: leather armor, shield, barbtooth longsword (edge carved with sharp teeth, granting +1 to damage), 2 hand axes

HP 32

Dawnivia wears leather armor and uses a small shield with her clan's insignia carved into it. However, if she ever loses, breaks, or drops the longsword, she immediately drops her shield as well and switches to her 2 hand axes.

Rage: Once per day Dawnivia can fly into a Rage, which will last ten rounds. While raging, Dawnivia will charge directly into combat with the nearest recognizable enemy.

While raging, Dawnivia temporarily gains a +2 bonus on attack rolls, damage rolls, and saving throws versus mind-altering spells, but suffers a penalty of -2 to Armor Class.



Dawnivia's Clan

Dawnivia is followed by thirteen dwarven women who share her beliefs and goals. For convenience, their names and statistics are collected here, since their Queen may call them to her aid from wherever in the castle they may happen to be.

13 Dwarf Barbarians, Level 3: AC 16, #At 1 hand axe or 1 shortbow, Dam 1d6 or 1d6, Mv 35', MI 9, XP 75 ea.

Cozda

HP 15

Henden

HP 17

Karala

HP 17

Kelagrun

HP 10

Mertindra

HP 13

Nanda

HP 17

Naraka

HP 11

Renda

HP 15

Rinden

HP 9

Sirta

HP 16

Taryn

HP 24

Tetha

HP 12

Tirith

HP 17

Notes on the Castle

Because of the harsh winter conditions, the first floor of the castle is very cold inside. For every hour which a character spends on the first floor of the castle, he or she will need to make a save vs. Paralysis or suffer 1d4 points of damage from the elements. Of course, characters who are wearing heavy cloaks or other winter-appropriate clothing, and who are active (walking, fighting, etc.) should be immune to this damage.

The barbarians keep the ways in and out of the second floor clear (i.e. the left-hand passageways and towers), so there are no wandering monsters as such, but of course player characters may encounter members of Dawnivia's clan. The GM should roll 1d6 every turn; on a 1, the player characters run into 1d4 of the Dwarf barbarians, selected from the following list.

When encountered, the Dwarf barbarians will try to raise the alarm, shouting or otherwise making noise in the hope that Dawnivia will hear.

Level 1 Key

1. BRIDGE:

This high-arched bridge extends over the cliff and towards the main castle door. The wooden deck looks old, but still appears to be sturdy and serviceable.

The barbarians have rigged a spitting arrow trap for anyone crossing the bridge. If triggered, a rain of arrows will shoot from the castle roof and hit anyone standing on the bridge.

The trap is triggered by a small wire that is painted to match the wood and laid across the center of the bridge.

When triggered, roll an attack roll with an AB of +3 against the AC of all players currently standing on the bridge. Anyone hit takes 1d6+1 points of damage.

2. ENTRYWAY:

This entryway seems empty and uninteresting. Dull wooden floorboards and blank stone walls are all that adorn the area. There are single doors to your left and right, and a set of double doors directly across the room from you.

1d10	Name
1	Cozda
2	Henden
3	Karala
4	Kelagrun
5	Mertindra
6	Naraka
7	Rinden*
8	Sirta
9	Tetha
10	Tirth

* Rinden is particularly contrary, and is thus not stationed anywhere; rather, she roams the hallways as she wishes.

Any of these characters who are slain will, obviously, not be found in the rooms where they are listed as appearing.

Henden and **Sirta** (the only two barbarian guards stationed on the lower level) hide behind the right and left doors respectively, waiting to ambush anyone who enters the castle.

3. THRONE ROOM:

The double doors to this room are made of iron and are locked tight.

The throne room is locked solidly-shut with a locking mechanism that is turned off by a lever in room 6.

If the players open the door and go into the room read the following:

This room is bitterly cold. Ice coats the walls and floor. Icicles hang from the tall arched ceiling. A bluish glow illuminates the room, coming from a strange orb-like device sitting at the far end of the room on a raised pedestal. Most shocking of all, however, are the two rows of sharp pikes with heads on them, faces frozen in screams of terror.

If a player takes the time to examine the heads more closely, he or she will see that all the heads belonged to men. The player will also notice that

the heads seem fresh, as if the people were killed within the last few days.

The orb is fairly large, measuring about 2 feet wide. It seems to be made of nothing more than normal glass. However, there is a strange blue light emanating from inside.

If a female character touches the orb, then she must make a save vs. Death Ray or immediately take 1d6 frost damage.

If a male character touches the orb, it turns red and animates the heads on the pikes. The heads will float up in the air and attack everyone in the room except for the character who touched the orb.



If a male player character examines the orb again and touches it he will realize that he can shrink the orb down to the size of a grapefruit. A successful Intelligence roll will reveal the orb to be some sort of magical item with necromantic powers. A second successful Intelligence roll will reveal that the orb can be used once per adventure to animate all dead creatures within a 30' radius; they will fight on the player's side for the duration of a single encounter, or until the danger has passed.

If the orb animated the heads on pikes then it has already been used for the day and thus cannot be used again.

If any other male character tries to touch the orb, it has the same effect as outlined above.

12 Floating Heads: AC 17, HD 1, #At 1 bite or 1 bash, Dam 1d4, Mv 50', Sv F1, MI 12, XP 50 ea.

HP	3	□□□	7	□□□□□□□
	1	□	1	□
	5	□□□□□	5	□□□□□
	7	□□□□□□□	6	□□□□□□□
	7	□□□□□□□	3	□□□
	8	□□□□□□□□	7	□□□□□□□

4. NORTHWEST TOWER:

In this room a few old planks of wood lean against the wall, and a pile of hay is shoved into the arrow slit across the room.

If the player characters search through the pile of hay, they will find a sack, holding 25 gp, that one of the barbarians has hidden here.

5. WAITING CHAMBER:

This room seems colder than the rest. Bits of frost and ice coat old wooden furniture and a mirror.

This chamber was once used as a waiting room for important people who were to see the Lord.

An ice devil has taken up residence in this room.

Ice Devil: AC 18, HD 3**, #At 1 claw + special, Dam 1d3 + 1d4, Mv 30' Fly 50', Sv F3, MI 9, XP 205
 HP 20 □□□□□□ □□□□□□ □□□□□□ □□□□□□

6. CLOSET:

The closet is bare save for a large wooden lever set in a slot in the center of the far wall.

If the player characters pull the lever they will hear a loud mechanical thunk somewhere in the castle. The lever unlocks the door to area 3. A Thief who makes a successful Listen check may be able to discover the source of the noise.

7. NORTHEAST TOWER:

This room appears empty at first glance. However, the barbarians have set a trap for anyone getting close to the stairs.

A large metal framework adorned with sharp barbs hangs above the room. A small wooden panel laid on the floor and covered with snow and ice sets off the trap. Upon being triggered, the barbed framework falls on whoever is standing in the room. Players must make a save vs. Death Ray or take

1d8 points of damage and become entangled. Each following round after the trap has been sprung, any players caught in the trap must make an additional save vs. Death Ray to escape; failure results in 1 point of damage, and the character remains entangled for another round.

8. SOUTHEAST TOWER:

A large part of this room has collapsed; the far wall and part of the ceiling are almost completely gone. The cold wind and snow blows in.

On further inspection, players may be able to see an opening to the second floor. If the players have a rope they can attempt to climb up to the second floor.

The floor is uneven in this room, noticeable to normal characters on 1-2 on 1d6, to Elves on 1-3, or to Dwarves on 1-5. Specifically, the floor near the collapsed section appears to slope downward. If any character steps there, the floor gives way on 1-3 on 1d6 (+1 for each additional character standing there, i.e. 1-4 for two, 1-5 for three, and four or more characters guarantee the floor will give way). Affected characters are allowed a save vs. Paralysis; if this roll fails, the character falls into the freezing ocean 30' below, suffering 1d6 points of damage plus 1d6 points of cold damage each round thereafter until the character gets out of the water (and of course, the character is subject to drowning if he or she cannot swim or is loaded such as to make swimming impossible).

9. MAKESHIFT CRYPT 1:

This room's stone floor has been mostly removed, leaving a two foot drop onto a dirt floor. The dirt seems uneven, piled up in spots.

The mounds of dirt are actually makeshift graves. If the player's step down into the room and disturb the dirt, four crypt dwellers emerge and attack.

4 Crypt Dwellers: AC 13, HD 2*, #At 2 claws, Dam 1d4/1d4, Mv 60', Sv F2, M12, XP 100 ea.

- HP 12 □□□□ □□□□ □□
- 7 □□□□ □□
- 8 □□□□ □□□
- 10 □□□□ □□□□

10. MAKESHIFT CRYPT 2:

The room is ripe with the stench of blood and death. A pile of headless bodies have been stacked in the far corner of the room.

These are the bodies of which belong to the heads in area 3.

11. SOUTHWEST TOWER:

A group of snow orcs have taken up camp inside this room.

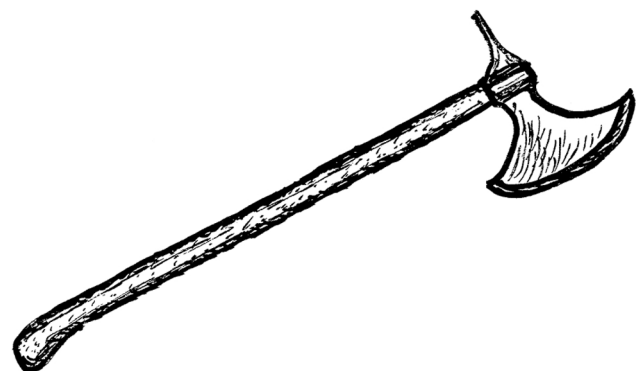
4 Snow Orcs: AC 14, HD 1, #At 1, Dam 1d8, Mv 40', Sv F1, Ml 8, XP 37 ea.

- HP 7 □□□□ □□
- 6 □□□□ □
- 8 □□□□ □□□
- 7 □□□□ □□

12. STAIRCASE:

As you stand at the bottom of the stairs you can hear the faint sound of voices in the distance. You feel a warm draft coming down the stairs.

The barbarians have set a **rolling barrel trap** on these stairs. A string across the third stair from the bottom sets off the trap; if not detected, the trap will activate with a 1-2 on 1d6 for each character who passes by. If the trap is tripped, a barrel full of gravel is released and will roll down the stairs; anyone in the way of the oncoming barrel must save vs. Death Ray or take 1d12 points of damage. Of course, if not released the barrel will be plainly visible to anyone who goes up the staircase.



Level 2 Key**13. CORRIDOR:**

The upper corridor is empty. However, you can hear voices coming from the nearby rooms.

Further investigation reveals the glow of a fire coming under the doors of rooms 15 and 16.

14. ARMORY:

The door to this room is locked. If the players manage to open the door, read the following:

This room is filled with racks of weapons, shields, and armor.

This room has two dire wolves locked inside to guard the arms.

2 Dire Wolves: AC 14, HD 4, #At 1 bite, Dam 2d4, Mv 50', Sv F4, MI 9, XP 240 ea.

HP 15 □□□□□ □□□□□ □□□□□
17 □□□□□ □□□□□ □□□□□ □□

The room has a plethora of weapons and armor: 3 sets of leather armor, 2 sets of chain mail, 2 shields, 3 hand axes, 2 great axes, 2 shortwords, 1 two-handed sword, and 1 light crossbow.

15. CHAMBERS:

This room is lined with cots and bed rolls. A small metal basin holds a glowing fire.

Five of the barbarians (**Renda**, **Naraka**, **Cozda**, **Karala**, and **Tetha**) are sitting on cots around the fire, playing a game with carved stones similar to dominoes.

There is 65 gp piled among the bits of their game (the money which they are betting on their game). 3 **Potions of Healing** and a key that opens room 14 are hidden inside one of the pillow cases.

16. THRONE ROOM 2:

A large fire burns in a brazier in the center of this room, providing both light and heat. At the far side of the room is a large throne centered between the two windows; it is occupied by a tall woman with long black hair with a red ribbon running through it – a sign of her station, you suspect. Beside her throne sits a regal-looking white wolf. Two Dwarven guards stand in the corners of the room. You also notice a chest against the wall on the right side of the room.

Dawnivia Wordsworth sits on the throne in this room, attended by **Nanda** and **Taryn** as well as her tame winter wolf (given below). If there are any women in the group of adventurers, she will try to persuade them to join her quest to kill all men, starting with any men in their party.

If the characters ask her why she is on this quest to kill all men she tells them the following:

The men of our clan were fools, just like all men. They brought a magical stone of sorts into our midst, an abomination. It had the power to resurrect the dead. Only a man can operate it. It is truly an evil thing if I ever saw one. That is why we were required to behead them all. And that is why we must kill all men who may use the device's power. The evil magic must never be used again.

If the characters decline to join the quest (or if the group is all men) Dawnivia will command her winter wolf to attack, and then come in behind the wolf for a full-on attack herself.

Dawnivia will fight until she has five or fewer hit points remaining; at that point she will attempt to flee. If unable to flee, or if the party catches her, she will surrender.

The chest on the west side of the room contains a chalice worth 600 gp, a crown worth 900 gp, and an assortment of jewels worth 1,000 gp.

Winter Wolf: AC 15, HD 6, #At 1 bite or breath, Dam 1d6 or 4d6, Mv 50', Sv F6, MI 7, XP 555

HP 15 □□□□□ □□□□□ □□□□□

17. KENNEL:

This room is where the barbarians keep their pack of trained dire wolves. As they have exceptional hearing and sense of smell, the dire wolves know there are interlopers in the fortress, and will leap to attack as soon as the door is opened.

When the player characters are able to inspect the room, read the following:

This room smells strongly of dogs. Bits of hay are scattered about the floor. A number of metal bowls sit about the room, filled with dirty water and bits of raw meat.

3 Dire Wolves: AC 14, HD 4, #At 1 bite, Dam 2d4, Mv 50', Sv F4, MI 9, XP 240 ea.

HP 9
 7
 17

18. NORTHEAST TOWER:

This room has a large trapdoor in the center of the floor. It appears to be new, unlike the rest of the fortress.

Upon further inspection players will discover that the trap door is designed for resetting the trap in room 7 below.

19. SOUTHEAST TOWER:

This room is cold. A breach in the far wall and floor opens the room up to the wintry storm outside.

This room is more stable than room 8 below. Players may climb down to the floor below if they have rope.

20. DINING ROOM:

A long table with chairs takes up the bulk of this room. Chairs are lined up all around the table. Plates and bits of food remain from an earlier meal.

There is nothing of interest in this room.

21. SOUTHWEST TOWER:

This room feels cold. Large barrels, wooden boxes, and kegs sit about the room. Large slabs of raw meat hang from the rafters.

The barbarians are using this room for food storage. The rats have made this room their home.

20 Rats: AC 11, HD 1 HP, #At 1 bite per pack, Dam 1d6 + Disease, Mv 20', Sv NM, MI 5, XP 360 total

HP 1 1 1 1
 1 1 1 1
 1 1 1 1
 1 1 1 1
 1 1 1 1

22. NORTHWEST TOWER:

This tower room is fairly warm. A large makeshift stove crafted out of scrap metal sits against the wall, containing a roaring fire. A few barrels and boxes sit nearby. Pots, pans, and other cooking utensils have been stacked on a table.

The barbarians have converted this room into a makeshift kitchen. Three of the barbarians, **Tirith**, **Kelagrun**, and **Mertindra** (the designated cooking staff), stand near the table scrubbing pots.

Castle Under The Sea

by Jonathan Nichol and Louisa Nichol

An adventure for 4 to 8 characters of levels 2 to 4.

Player's Introduction

You have received an invitation to Baron William's castle by the sea. It is the Baron's son Richard's sixteenth birthday party, at which you expect he will be named the dauphin, heir to the Baron. You spent the night in the nearby village, and you walked to the castle in the company of the elders and merchants of the village. Though everyone assured you it was safe, you are adventurers, so of course you came armed and armored, ready for anything.

As you approach you see the castle before you, on a cliff overlooking the sea. Suddenly you hear a mighty *crack* and see the castle fall away! A giant wave splashes up from the sea forty or so feet below, soaking those nearest the cliff, but mere moments later the water is calm and clear. Looking carefully over the edge you can see the tops of the towers, ten or so feet below the surface. A narrow cleft or ravine in front of the castle had served as a dry moat, with a bridge spanning it; the ground seems to have separated there, and the bridge is now broken in two.

Just then, a middle-aged wizard riding on a white horse gallops toward you from the north. "No!" he exclaims. "Who would do this? My brother Baron William and his family are inside!" He turns to the crowd. "I have a spell of water-breathing I can cast on a few brave adventurers. Quickly now! Which of you loyal subjects of the Baron will volunteer to save him?"

Simon will cast **water breathing** on the entire party and, if the adventurers ask, he also has a **Potion of Water Breathing** he will give them.

What's Going On Here?

Old Baron Rodolf had two sons, Simon and William. Simon was the eldest, but when he decided to take up magic his father disowned him, making William his heir instead. Simon, banished, never forgave his father, and in his envy he also blamed his brother.

Upon the old Baron's death, the new Baron invited his brother to return. Seeing an opportunity for revenge, Simon came back to the castle by the sea and made a show of reconciliation. He visited the castle frequently, forming a friendship with Richard, William's only son and heir. Slowly, over time he turned the boy against his father, and together they plotted his death.

Simon had become a powerful and rather amoral wizard over the years and had allied himself with Severin, a dark and powerful priest in the service of the Outer God Ulghrumgoth. Severin in turn had formed a close relationship with a tribe of locathah, and had several devoted followers who came from among their number. Simon's followers included several disgraced knights who had served his brother; also, some of the knights who guarded the Baron's castle were secretly loyal to Simon instead.

For the last several weeks Simon has been working to undermine the castle, summoning earth elementals to remove the stone beneath it. He started in a small natural cave, its entrance hidden by bushes a few hundred yards north of the castle along the shore. He ordered the elementals to remove a massive amount of stone, leaving a few pillars to support the castle; now, today, he has ordered them to remove those pillars, and the castle has fallen into the sea.

Severin, his locathah followers, and several of the disloyal knights snuck in before the party-goers showed up. They moved stealthily through the castle, eliminating resistance, for Simon knew the castle was well-built and would hold air in various places even after it sank; Richard would be rescued anyways since Simon had grown quite fond of the boy.

There was more resistance than they expected. Naturally, neither Severin nor Simon's knights could breathe underwater, but Simon has cast **water breathing** on some and provided others with special **Amulets of Water Breathing** to permit them to carry out this mission.

When Simon approached the castle after the fall and saw the adventurers among the crowd, he saw an opportunity to present himself not as a usurper but as a concerned brother and uncle. He knew the adventurers were not as powerful as Severin, nor as numerous as their combined forces, and so he decided to offer to "help" them. In this way the crowd of onlookers could be led to believe him blameless in this strange tragedy, at little risk to himself or his plan.

Knights within the castle who are loyal to Simon will try to present themselves as the Baron's men, and as they were regularly assigned to the castle they should be able to do so convincingly. They still wear his livery, making visual identification impossible.

When the castle fell into the sea the rushing, crashing waves broke open the front doors and flooded most of the castle. Some rooms have heavy doors and shutters which did not break, and though water is running into those rooms, there may still be air inside. Also, air pockets may be trapped near the ceiling of some of the rooms. These situations will be pointed out on a room-by-room basis in the key following.

The usurper knights have all been provided with water-breathing amulets. Some of these knights have been slain in combat, and their amulets taken by loyalists (and by the Baron himself). Of course, Richard has one, and as he did not want his sisters to die, he had two more to give to them; however, he has not been able to pass one along to sister Martha in room 18, as the Baron and two of his men stand in the way in room 17.

Wandering Monsters

There are two groups of locathah wandering the castle. In each group, there are two wielding spears and one with a crossbow. They suffer no penalties using these weapons, either in air or water.

Roll 1d6 each time that the adventurers enter an unnumbered hallway: if you roll 1-2, they will encounter one of the two groups of locathah. All locathah (including those not wandering) carry 2d8 cp in a small pouch if the adventurers care to search them.

3 Locathah: AC 14, HD 2, #At 1 spear or crossbow, Dam 1d6, Mv 10' Swim 60', Sv F2, MI 7, XP 75 ea.

HP 10 □□□□□ □□□□□
 9 □□□□□ □□□□
 8 □□□□□ □□□

3 Locathah: AC 14, HD 2, #At 1 spear or crossbow, Dam 1d6, Mv 10' Swim 60', Sv F2, MI 7, XP 75 ea.

HP 10 □□□□□ □□□□□
 9 □□□□□ □□□□
 8 □□□□□ □□□

The Castle

The castle is roofed so not all upper-level rooms are accessible to those swimming down. The southwest corner of the castle was damaged in the fall (as it scraped against the cliff side), and possible entrances are areas 1, 11, 20, and 21. Only area 1 will work for characters who cannot swim.

All locathah and others labeled "usurpers" are under the command of the evil Cleric Severin. He is described in room 17 where he and his minions have cornered the Baron.

Once the adventurers return, Simon will be waiting at the edge of the sea along with ten soldiers and the crowd of party-goers. Baron William will not confront his brother among all the villagers but would like to confer with the adventurers (and perhaps setup another adventure!).

Rules for Underwater Combat

Surface dwellers have -2 to attack underwater. Longbows do not work underwater at all. Swinging weapons like long swords and battle axes do half damage, rounded up. Spears, crossbows, and other weapons that are thrust rather than swung work just as well as they would above ground.

In order to swim, one cannot be more than lightly-loaded. Otherwise, the character will sink and have to walk on the ocean floor.

Movement rate while swimming is half the normal rate. Remember that since this is underwater, it will be dark and attacks can come from any direction (including above or below).

Level 1 Key

1. BRIDGE:

The remaining half of the bridge makes a laughable sight underwater. A curious giant crab crawls over the bridge, then turns to face you.

It has appointed itself guard of the Castle Under the Sea!

Giant Crab: AC 18, HD 3, #At 2 claws, Dam 2d6/2d6, Mv 20', Sv F3, MI 7, XP 145

HP 14 □□□□ □□□□ □□□□



2. FOYER:

All the doors are open. A dead body lies slumped in each corner, the water around them tainted with blood. One of the bodies moves toward you, and the rest follow!

4 Zombies: AC 12 (half damage from blunt weapons, 1 point only from arrows, bolts, or sling stones), HD 2, #At 1 weapon, Dam 1d8 or by weapon, Mv 20', Sv F2, MI 12, XP 75 ea.

HP 11 □□□□ □□□□ □
 10 □□□□ □□□□ □
 8 □□□□ □□ □
 7 □□□□ □□

3. THRONE ROOM:

The doors are open, but the back of the room is mostly dark.

Axes hang on the walls, the blades over the floor. When the adventurers are directly below an ax, it will fall on them for 1d4 damage. A large sword is displayed on the wall over the throne. There is also a giant catfish here that swam through the main gate (unless it was vanquished by the adventurers in room 13).

Giant Catfish: AC 16, HD 8, #At 1 bite/2 fins, Dam 2d8/1d4+poison/1d4+poison, Mv 30', Sv F8, MI 8, XP 875

HP 30 □□□□ □□□□ □□□□
 □□□□ □□□□ □□□□

4. NORTHWEST TOWER:

The light is dim as only one stone is missing. Unfortunately several small eels have found their way inside. There are also three knights' bodies lying on the floor, with blood in the water. The eels were likely drawn in by the smell of blood, as they are swarming around the bodies, biting at them. Of course eels prefer fresh meat to what's been lying around.

6 Common Eels: AC 11, HD 1, #At 1 bite, Dam 1d6, Mv 60', Sv F1, MI 8, XP 25 ea.

HP 3 □□□ 4 □□□□
 4 □□□□ 5 □□□□□
 5 □□□□□ 6 □□□□□ □

5. AQUARIUM:

The baby sea cat MurMur used to be in a tank, which broke during the castle's fall. MurMur was trying to get into an adjoining room, but not once she sees the adventurers!

If Baron William is here, he shouts, "MurMur! Good kitty! Whoa, MurMur!" but to no effect. He then goes for the cat toy in room 6.

If any of the usurpers are here, they will try to get the cat toy from room 6. MurMur looks at it, then goes berserk, attacking Baron William and his family first if they are there. MurMur will not attack anyone who uses the cat toy on her, or the friends of the one holding the cat toy.

MurMur: AC 16, HD 5, #At 2, Dam 1d6/1d6, Mv 40', Sv F5, MI 9, XP 360

HP 23 □□□□ □□□□ □□□□
□□□□ □□

6. FOOD STORAGE:

MurMur's food is stored here. A stick with a floaty ball on a chain is leaning against the wall. The floaty ball is pointed up, but is not strong enough to drag the chain up toward the surface with it. This magical sea animal-charming staff charms MurMur when she looks at the ball. To use this effect, the user must press the end of the stick in with his or her thumb. Everyone in the castle knows how to use the staff.

There are shelves along the walls, but when the corner of the left-most shelf is touched, a trapdoor opens in the floor. It doesn't do anything of course, because the adventurers are floating in the water.

7. NORTHEAST TOWER:

The room is dark. Seven nice spears are displayed on the walls. There are also two crossbows on a shelf above the spears. Some dinged-up swords lie on the floor.

The two spears on either side of the middle one are magical. The one on the left has attack +1, and the one on the right heals 1d3 damage when the spearhead is pressed against a wound. There is no indication in appearance that these spears are magical except that they are a slightly darker color.

If the Baron or people loyal to him are here, they will mention that some of the spears (including the two magical spears) are new and the swords are usually hanging up. The usurpers will claim everything is normal, but they won't contradict the Baron if he has already given his assessment. An invisible force-field blocks the weapons. Any character who tries to grab a spear or crossbow must save vs. Spells or receive 1d6 damage.

8. SOUTHEAST TOWER:

Until the door is opened there is an air pocket inside. Baron William's 16-year-old son Richard waits there. He has a magical **Amulet of Water Breathing** to protect him if the door is opened, but he is actually working with the usurpers to bring about the demise of his father Baron William! Richard thinks that the usurpers intend to make him the Baron, but he is not the leader. Richard has a dagger with him and is good at using it. The usurpers (except Severin) will obey Richard unless he is contradicted by Severin. Richard will obey Severin's orders.

Richard, Human Thief 3: AC 14, HD 3, #At 1, Dam 1d4 (x2 Backstab), Mv 30', MI 9, XP 145

HP 10 □□□□ □□□□

9. SERVANT'S QUARTERS:

There is an air pocket until the door is opened. The door will have to be broken down, not only because of the air pressure but because the door is also locked. The room contains no light source. Two women are inside.

"Who are you?" one asks. "What happened? We felt the tremor- and where'd all this water come from? We were hiding here from those crazy knights. They were attacking everyone, even us unarmed servants! Have they forgotten the code of chivalry?"

The women are loyal to Baron William. They realize that the plan was to hide in the towers in case of attack, but this room was closer. The crazy knights they saw were strangers and are among the dead knights in room 4.

10. SERVANT'S QUARTERS:

There is an air pocket until the door is opened. There is a man inside named Jerod, and although he used to be one of the Baron's loyal guards, he is a traitor and usurper. He has a magical **Amulet of Water Breathing** that glows, illuminating the otherwise dark room with its dim light. He will at first befriend the adventurers, but if they find Baron William, Jerod will turn on them and try to complete his mission. He is armed with a spear. If the adventurers have one of the magical spears from room 7, Jerod will offer to trade his elegantly-carved spear (worth 30 gp) for it.

16. BEDROOM:

There is an air pocket in the bedroom because it has reinforced windows that didn't crack during the plunge into the sea. Baron William's wife Caroline is inside with an **Amulet of Water Breathing**. She is unarmed.

"Who are you?" she demands. "Assassins sent to finish the job?"

If Richard is present he may try to sneak around and stab his mother from behind.

Once the adventurers gain Caroline's trust, she informs them that she doesn't know what caused the castle to fall. Caroline informs them that the attack began shortly before, when some of the knights turned sides and started going throughout the castle, attacking everyone they found. After giving her one of the amulets taken from a dead traitor, William left his wife in the room behind the locked door, since that door is reinforced and the Baron considered it the safest room in the house.

Caroline doesn't know what happened to her children, but she says they know that they are supposed to get to the towers and secure the doors in case of an attack. Caroline doesn't know where William is, but he told her that he and his guards were going to confront the attackers.

Caroline, 0-level Human: AC 11, HD 1, #At 1, Dam 1d2, Mv 20', MI 7, XP 25

HP 5 □□□□□

17. EAST HALL:

The room is flooded because the door is open. The windows are reinforced as this room is the Baron's display room and study. Severin is wearing a glowing **Amulet of Water Breathing**. The amulet's glow can hardly be seen though, because of the bright light (Severin cast **continual light** on the Baron).

The Baron is inside but he's not alone. Two loyal knights are defending him from seven attackers. The three of them have shared a **Potion of Water Breathing**. They fight six locathah with spears, led by a human: Severin, a 9th-level evil Cleric who has reanimated those who have died into zombies!

The Baron and his knights have taken up defensive positions in front of the door to room 18. Two locathah attack the baron's knights at a time. The baron is behind the knights and can't attack until they get out of the way. Four locathah and all of

the zombies are surrounding Severin, waiting their turn to attack the Baron, as well as on the lookout for anyone entering the room.

Baron William, Human Fighter 9: AC 15, HD 9, #At 1, Dam 1d6+1, Mv 30', MI 10, XP 1,075

HP 40 □□□□□ □□□□□ □□□□□
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2 Loyal Knights in plate mail, Human Fighter 3: AC 17, HD 3, #At 1, Dam 1d8+1, Mv 20', MI 9, XP 145 ea.

HP 12 □□□□□ □□□□□ □□
 11 □□□□□ □□□□□ □

Severin, Human Cleric 9: AC 13, HD 9, # At 1 spear or 1 spell, Dam 1d8 or spell, Mv 20', MI 9, XP 1,075

Spells: **cause light wounds, cause fear, darkness, curse, hold person, silence 15' radius, speak with dead**

Equipment: an unholy symbol (which Severin thinks looks cool but doesn't actually do anything; it is worth 200 gp if the adventurers find anyone who will buy such a grotesque thing), and an elegantly-carved spear.

HP 30 □□□□□ □□□□□ □□□□□
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6 Locathah: AC 14, HD 2, #At 1 spear, Dam 1d6, Mv 60', Sv F2, MI 7, XP 75 ea.

HP 10 □□□□□ □□□□□
 10 □□□□□ □□□□□
 9 □□□□□ □□□□□
 9 □□□□□ □□□□□
 8 □□□□□ □□□□□
 8 □□□□□ □□□□□

4 Zombies: AC 12 (half damage from blunt weapons, 1 point only from arrows, bolts, or sling stones), HD 2, #At 1, Dam 1d8, Mv 20', Sv F2, MI 12, XP 75 ea.

HP 10 □□□□□ □□□□□
 10 □□□□□ □□□□□
 8 □□□□□ □□□□□
 8 □□□□□ □□□□□

Once the Baron is safe, he says "Thank you for helping me. My daughter Martha is inside this tower we were defending. I told her not to open it for anyone since I thought the evil Cleric might be able to control me. Hmm, I think I have seen this Cleric once before. He might be working for

my brother Simon. I never did trust Simon. Now, if you would help me rescue my daughter..."

18. NORTHEAST TOWER:

Baron William's 11-year-old daughter Martha is here, in an air pocket. She has no amulet to protect her, but her father or mother will give her theirs if one of them is here. If it has been more than two hours, the air pocket is gone and Martha has drowned.

19. SOUTHEAST TOWER:

The room is flooded and empty except for two knights in plate mail lying dead on the floor, their blood still tainting the water. There are chains attached to the walls.

Other than the items described, this room is empty.



20. WEST HALL:

Eight fancy shields of silver and bronze hang on the walls (4 of each kind), but the windows are broken and a sea serpent is poking its head through one of them.

Sea Serpent: AC 17, HD 6, #At 1, Dam 2d6, Mv 50', Sv F6, MI 8, XP 500

HP 28

21. SOUTHWEST TOWER:

The tower wall has been breached and two mermaids are scavenging the remains. Each mermaid has seized a large and small gem and is putting it into her backpack as you enter.

Further digging reveals 4 large gems worth 50 gp each and 4 small gems worth 25 gp each.

2 Mermaids: AC 12, HD 1, #At 1, Dam 1d6, Mv 40', Sv F1, MI 8, XP 37 ea.

HP 5
 7

22. NORTHWEST TOWER:

The door is broken. Baron William's 7-year-old daughter Elizabeth is here. Elizabeth's **Amulet of Water Breathing** has saved her from drowning, but it won't help against the three locathah who are holding her captive!

"Don't move or we hurt the young one!" the locathah threaten.

If any usurpers are here, they will help the locathah. Two of the locathah have spears; the other has a crossbow. The locathah and Elizabeth are far back in the tower, trying to hide from the sea serpent.

3 Locathah: AC 14, HD 2, #At 1, Dam 1d6, Mv 60', Sv F2, MI 7, XP 75 ea.

HP 10 9
 8

The Call of Doom

by Chris Gonnerman

An adventure for 4 to 8 characters of levels 1 to 4.

Player's Introduction

While having a few drinks at the Merry Imp, a tavern in the crossroads village of Penwell, the adventurers will be approached by Elder Bosworth, the leader of the town. He tells the adventurers:

I am so very happy to meet you all. I'm told you are experienced monster-hunters, is that right? Good, good. If you are available, friends, our village could really use your help. Indeed, our village, and several of our neighbors. Strange things are afoot, have you heard? No? Well, let me tell you about it.

It all started about two weeks ago. Freeman Nicolas, caretaker of the lands of our church, was awakened in the night by something clattering around his house. He was horrified to discover that he could not move, and neither could his wife. While they laid there helpless they heard one of their children cry out, and then fall silent. It was a long time before either of them could move, but of course as soon as they could they jumped up and looked around for their children Peter and Agnes, but they were gone. He searched the fields and the woods, Nicolas did, and several other farmers helped him, but they couldn't find the children.

The very next night another farmer and his wife awoke but couldn't move, and had to listen as someone or something clattered and banged around in the dark. They're older folks, with no little ones in the house, but when they could finally move they discovered that two buckets, a loaf of bread, a few pounds of salt pork, and a sack of dried fruit had been taken by the intruder.

Then the desecrations began. Four small, mostly forgotten burial grounds in the forest were found dug up by hunters passing by... and then, our own graveyard was desecrated just two nights ago. A mournful-sounding horn was heard blowing that night, which led us there, and some say that horn has been heard in the forest as well.

Before sunrise this morning, a farmer and his wife bringing a cart-load of produce to town were attacked by walking skeletons. The farmer told his wife to run while he held them at bay, but she only ran just into the trees. She saw them kill her husband and their workhorse. Then each of the skeletons – she said there were six of them – took up a sack of vegetables and walked off into the forest. They made no attempt to pursue the woman, and so, when she found her husband beyond help, she walked to the village.

The only good news, my friends, is that she told me which way they went... down the trail toward the old castle by the sea. It's been abandoned for years, but some folks say it's haunted, and a woodsman has reported seeing a light in an upper window recently. Someone is there, someone evil, a necromancer perhaps, and we are in need of heroes to root him out. We have little, but are prepared to give you five hundred pieces of gold if you will do this. Further, any spoils you find are naturally yours to keep. What do you say? Will you help us?

What's Going On Here?

The castle by the sea was abandoned long ago; changes in the local trade routes left it with nothing to defend. Recently, however, a skeletaire (a magic-using undead skeleton found in the **Basic Fantasy Field Guide Volume 1**) came in search of a **Horn of Doom**, the location of which the skeletaire discovered on a map in an ancient treasure hoard.

The skeletaire, like most of its kind, has gone insane. It no longer remembers the name it had in life, and has descended into mad rage against all living humans and humanoids. It sought out the **Horn of Doom** as a way to build an army of undead to lead against nearby villages.

The skeletaire cannot speak intelligibly, given that it has no lungs, lips, or teeth. By some perverse gift of the God of the Undead, it can cast the spells it knew in life, but it cannot actually blow the horn. This fact has only served to further stoke its rage.

It kidnapped the children in order to have someone it can control to blow the horn. Thus, all the skeletons and zombies in the castle (other than the skeletaire, of course) are actually under the control of the boy; he follows the commands of the skeletaire (generally by means of written notes and hand signs) because he believes the skeletaire can kill his sister at any moment, using the medallion the monster wears around its neck.

This is a lie. The medallion is not magical at all; the girl is (relatively) safe in the cage in room 18 (the upper floor of the northeast tower). However, the boy is terrified of the monster, and has no reason not to believe its threats.

Note that undead raised by the **Horn of Doom** cannot normally be controlled except by a Magic-User. How the boy is able to control the undead he has raised is a mystery he will not be able to explain; however, later in life (should he live long enough) he might just become a mighty wizard...

The Monsters

During daytime hours, there are no wandering monsters or any other sort of random encounter found in the castle; all the resident monsters are effectively nocturnal, and will only be encountered in their lairs. Both children can be found in tower room 18 in the cage there, while the skeletaire is in room 3 "resting" on the throne.

During nighttime hours the skeletaire and its minions become active. It will bring out the boy, select skeletons and zombies for the night's expedition, and set out around midnight to whatever graveyard it has chosen. After 1d4+1 hours it will return with the additional undead minions raised by the horn. After placing them in barracks in room 5, 9, 10, or 14 (roll 1d4 to select), it will allow the boy to collect food and water and take it to his sister. When the children are secured in the cage, the skeletaire will return to room 16 to study the books there in search of further graveyards to plunder. Before sunrise it will put out its candle and return to room 3 to rest.

If adventurers enter the throne room in the daytime, the skeletaire will flee through the secret door, depending on the zombies in the room to



delay the adventurers. It will bring out the boy, then begin collecting the undead who are under the boy's control. It will naturally start in room 14, and then attempt to reach either room 5 or rooms 9 and 10. It will only seek out the adventurers after it has collected minions from at least two of those rooms, but of course if encountered before it succeeds at this, it will order the attack.

Though Peter is terribly afraid of the skeletaire, under the right circumstances he may rebel and turn whatever undead the boy controls (i.e. those within his line of sight) against him. Specifically, any time Peter is with the skeletaire, and the skeletaire checks morale, so does Peter. If Peter passes his morale check, he will turn the monsters he controls against his captor.

The statistics for the skeletaire are given in room 3.

Level 1 Key

1. BRIDGE:

This high-arched bridge is very old, but still appears sturdy and serviceable.

A giant water snake lives under the bridge. It is not active at night, but if the bridge is crossed in the daylight, roll a morale check; on success, the monster will attack, surprising on 1-3 on 1d6 due to the ambush conditions.

The main entrance doors have been broken and do not close properly; they can be opened easily with just a push.

Giant Water Snake: AC 14, HD 2, #At 1 bite, Dam 1d8 + poison, Mv 20' Swim 50', Sv F2, MI 8, XP 100

HP 14 □□□□ □□□□ □□□□

2. FOYER:

This entryway is floored with large marble tiles, while the ceiling is decorated with a geometric mosaic made from chips of glass. The walls were once painted with fancy designs, but much of the paint is faded and cracked. The doors leading to the east are engraved with an unfamiliar coat-of-arms depicting twin pegasi rampant facing toward a shield marked with an inverted ankh.

Note that the doors to the left and right are not stuck, and though they squeal when opened or closed, appear to be in fairly good repair. The doors to the east, leading into the throne room (area 3, below), are also in good repair; they are not locked or stuck in any way.

3. THRONE ROOM:

The floor of this small throne room is littered with the rotting bodies of the dead, while a skeletal figure sits slumped to the side on the throne at the far end. Moth-eaten curtains line the walls. The silence of this room is almost oppressive, and the smell of the bodies is almost overpowering.

As you peer into the gloom, you see a glint of gold on the skeletal figure's right hand, and another, a pendant perhaps, in the middle of its bony chest.

The bodies are actually zombies, while the skeletal figure is the skeletaire himself. Review the strategy described in **The Monsters** on page 41 for details of the actions of these creatures.

The skeletaire's medallion is gold and depicts the head of a goat with ancient writing engraved around it; it is the sign of an ancient order of necromancers, and is worth 500 gp to an interested sage. Other, more superstitious types might react badly to seeing it. The skeletaire's other treasure is stored in room 16, below.

Skeletaire: AC 15 (half damage from edged weapons, 1 point only from arrows, bolts, or sling stones), HD 5, #At 1 dagger or 1 spell, Dam 1d4 or by spell, Mv 40', Sv MU5, MI 12, XP 360

Spells: **hold portal, magic missile, sleep, continual darkness, knock, haste, wizard lock**

Equipment: **Wand of Paralyzation** (11 charges), **Dagger +1, Ring of Protection +2**, goat-head medallion (worth 500 gp)

HP 24 □□□□ □□□□ □□□□ □□□□ □□□□

7 Zombies: AC 12 (half damage from blunt weapons, 1 point only from arrows, bolts, or sling stones), HD 2, #At 1 weapon, Dam 1d8, Mv 20', Sv F2, MI 12, XP 75 ea.

HP 16 □□□□ □□□□ □□□□ □
 10 □□□□ □□□□
 12 □□□□ □□□□ □□
 14 □□□□ □□□□ □□□□
 16 □□□□ □□□□ □□□□ □
 14 □□□□ □□□□ □□□□
 13 □□□□ □□□□ □□□□

4. NORTHWEST TOWER:

You notice a slight shimmer in the air as you look into this empty tower room.

The shimmer is the nearly-invisible webbing of a pair of giant black widow spiders. One has built its web diagonally across the room, so that anyone approaching the arrow slits will become entangled; the other has built a less imposing web blocking the other door. Even when the spiders lurking at ceiling level are detected, the webbing will remain hard to see. Treat anyone who makes

contact with the webbing as if they have made contact with a **web** spell.

2 Giant Black Widow Spiders: AC 14, HD 3, #At 1 bite, Dam 2d6 + poison, Mv 20' Web 40', Sv F3, MI 8, XP 175 ea.

HP 9 □□□□□ □□□□
12 □□□□□ □□□□□ □□

5. SKELETON BARRACKS:

You see perhaps a dozen skeletal figures standing at attention, some armed with spears, some with huge axes. Suddenly they lurch forward, approaching you with obvious malice.

This is one of the rooms where the skeletaire has stored his undead minions. They will attack immediately, unless otherwise commanded by Peter (who must have the horn on his person in order to do so).

7 Skeletons with Spears: AC 13 (half damage from edged weapons, 1 point only from arrows or bolts), HD 1, #At 1 spear, Dam 1d6, Mv 40', Sv F1, MI 12, XP 25 ea.

HP 5 □□□□□ 2 □□
2 □□ 3 □□□
3 □□□ 3 □□□
5 □□□□□

5 Skeletons with Great Axes: AC 13 (half damage from edged weapons, 1 point only from arrows or bolts), HD 1, #At 1 great axe, Dam 1d10, Mv 40', Sv F1, MI 12, XP 25 ea.

HP 6 □□□□□ □ 8 □□□□□ □□□
6 □□□□□ □ 6 □□□□□ □
8 □□□□□ □□□

6. CLOSET:

Three large mushrooms crowd this closet.

A secret compartment in the floor of this room, accessed by prying up a discolored flagstone (detected as a secret door), contains the following treasure: 122 ep, 205 gp, and a **Potion of Giant Strength**.

3 Shriekers: AC 13, HD 3, #At Special, Dam None, Mv 5', Sv F1, MI 12, XP 145 ea.

HP 13 □□□□□ □□□□□ □□□
8 □□□□□ □□□
13 □□□□□ □□□□□ □□□

7. NORTHEAST TOWER:

Note: Both doors to this room are spiked shut from the outside.

This round tower room contains three yellow-brown blobs, which ooze slowly toward you.

This is a group of three small ochre jellies, the result of the skeletaire attacking a large one before thinking better of it and securing them within the room. They could exit via the arrow slits, but lack the intelligence to figure that out.

3 Ochre Jellies, Small: AC 12 (only hit by fire or cold), HD 2, #At 1, Dam 1d6, Mv 10', Sv F2, MI 12, XP 75 ea.

HP 9 □□□□□ □□□□
12 □□□□□ □□□□□ □□
8 □□□□□ □□□

8. SOUTHEAST TOWER:

Note: If the adventurers listen at the door to this room, give them a bonus of +1 on the roll, with success indicating the bees have been heard buzzing.

The walls of this tower room are lined with what can only be honeycomb... but it is giant-sized, and flying around the room are the bees who made it!

If it is after dark, the bees will be sleepy, suffering a -2 on attack rolls for the first 3 rounds.

One cell out of the hundreds in the honeycomb contains honey that will act as 2d4 doses of **Potion of Healing**; it must be collected in clean containers (or consumed on site) to be effective. Elves have a 1-3 on 1d6 chance to identify the correct cell by scent, while Halflings have a 1-2 on 1d6 chance. Further, the magic honey can be discovered with a **detect magic** spell.

4 Giant Bees: AC 13, HD ½, #At 1 sting, Dam 1d4 + poison, Mv 10' Fly 50', Sv F1, MI 9, XP 13 ea.

HP 2 □□ 2 □□
4 □□□□ 1 □

9. SKELETON BARRACKS:

You open the door, only to be confronted by a squad of skeletons armed with shortswords and shortbows!

This is one of the rooms where the skeletaire has stored his undead minions. They will attack immediately, unless otherwise commanded by Peter (who must have the horn on his person in order to do so).

In the ten foot square section around the corner to the right is a pile of rubbish, mostly broken furniture and rotten tapestries. Buried in the pile is a small treasure chest. It is locked, and trapped with a poison gas vial that will explode if disturbed, filling a 5' radius around the chest. Anyone failing a save vs. Poison will suffer 1d6 points of damage and be knocked out for 1d4 turns (but can be awakened after a single turn).

When the chest is finally open, the following treasure is revealed: 673 sp, 192 pp, and a gold ring set with a small emerald (worth 300 gp).

9 Skeletons with Bows: AC 13 (half damage from edged weapons, 1 point only from arrows or bolts), HD 1, #At 1 shortbow or 1 shortsword, Dam 1d6, Mv 40', Sv F1, MI 12, XP 25 ea.

Note: Each of these skeletons has a shortbow and 20 arrows, and is armed with a shortsword that will only be used if necessary (i.e. out of arrows or engaged in melee).

HP	6	□□□□□ □	8	□□□□□ □□□
	7	□□□□□ □□	4	□□□□
	2	□□	5	□□□□□
	6	□□□□□ □	4	□□□□
	4	□□□□		

10. SKELETON BARRACKS:

You open the door, only to be confronted by a squad of skeletons armed with scimitars and shields!

This is one of the rooms where the skeletaire has stored his undead minions. They will attack immediately, unless otherwise commanded by Peter (who must have the horn on his person in order to do so).

8 Skeletons with Shields: AC 14 (half damage from edged weapons, 1 point only from arrows or bolts), HD 1, #At 1 scimitar, Dam 1d8, Mv 40', Sv F1, MI 12, XP 25 ea.

Note: Each of these skeletons has a shield, thus granting the better AC given above.

HP	8	□□□□□ □□□	2	□□
	6	□□□□□ □	3	□□□
	2	□□	5	□□□□□
	5	□□□□□	5	□□□□□

11. SOUTHWEST TOWER:

This room is empty.

12. STAIRCASE:

As you look up the staircase, your blood runs cold, for standing at the top is a faintly glowing phantom, an ancient barbarian in chainmail with double-edged broadaxe upraised! His helm is topped by a feather crest, and from his neck hangs a heavy medallion. Surely it is some ancient warlord's shade, returned to defend his castle!

The phantom will stand still, wavering slightly as if seen through a haze of heat, though the air in the stairwell feels cold. As soon as any character steps onto the stairs the phantom will take a step down, and he will match the steps of the lead character one for one. With each odd step he will swing his axe horizontally from right to left (a forehand stroke), and with each even step he will swing it from left to right (a backhand stroke). If the lead character stops, so does the phantom.

Should the lead character begin to descend, the phantom will withdraw his weapon to his shoulder and begin ascending, again matching the lead character's steps one for one; if a character tries to ascend again, then again the phantom will begin descending, swinging his axe as above.

The phantom is an illusion, programmed to behave as described. Should any character come into contact with it (including performing a melee attack), that character must save vs. Wands or be affected as if by **cause fear**. If the save is made, the phantom will disappear for 1d4 turns. **Dispel magic** will cause the phantom to disappear for 3d6 hours. It is not possible to pass the phantom without touching it, as it will strike unerringly with its axe as soon as it is in reach of a potential target.

Level 2 Key

13. CORRIDOR:

The upstairs corridor is silent, and the air colder than you would expect. Cobwebs hang here and there. The dust on the floor has been disturbed, as if a large troop of men have been at work dragging things around... but for the moment, there is no sign of any inhabitants.

Note that making too much noise in this corridor might attract the attention of the skeletaire in room 16, if it is present there.

14. ZOMBIE BARRACKS:

This is one of the rooms where the skeletaire has stored his undead minions. They will attack immediately, unless otherwise commanded by Peter (who must have the horn on his person in order to do so).

6 Zombies: AC 12 (half damage from blunt weapons, 1 point only from arrows, bolts, or sling stones), HD 2, #At 1 weapon, Dam 1d8, Mv 20', Sv F2, MI 12, XP 75 ea.

HP 16 □□□□ □□□□ □□□□ □
 7 □□□□ □□
 11 □□□□ □□□□ □
 12 □□□□ □□□□ □□
 11 □□□□ □□□□ □
 9 □□□□ □□□□

15. NORTH ROOM:

If entered in daytime:

The windows along the north wall of this room stand open, their shutters long since fallen away. In the light streaming through the windows you can see several large creatures hanging from the ceiling, evidently asleep... but then one opens its eyes, and with a shriek unfolds its wings and drops to the floor.

If entered at night:

The floor of this large room is covered in strong-smelling dung. It otherwise appears unoccupied.

The occupants of the room are giant bats. They won't take kindly to being awakened in the middle of the day.

6 Giant Bats: AC 14, HD 2, #At 1 bite, Dam 1d4, Mv 10' Fly 60' (10'), Sv F2, MI 8, XP 75 ea.

HP 9 □□□□ □□□□
 8 □□□□ □□□□
 5 □□□□
 7 □□□□ □□
 15 □□□□ □□□□ □□□□
 13 □□□□ □□□□ □□□□

16. SKELETAIRE'S STUDY:

This room contains a long table loaded with old books and papers, at least some of which appear to be maps. The table is pushed up against the wall between the two shuttered windows, and a lantern hangs on a hook in front of the east window, positioned to illuminate that end of the table. A chair with a broken back stands at that end of the table. The room is otherwise empty.

As described in **The Monsters** on page 41, the skeletaire may be encountered here in the hours between its return from a graveyard visit and



dawn. If it is so encountered, the zombies from room 3 will be here, lying "dead" on the floor between the skeletaire and the entrance to the room. They will rise up and fight anyone who enters.

17. EAST HALL:

You see an empty, irregular room with doorways at either end to your left and right.

Any character who examines the floor will see signs of passage in the dust leading to and from room 18, below.

18. NORTHEAST TOWER:

Most of the time both of the children (Peter and Agnes) are here, but at night Peter may be with the skeletaire (as explained in **The Monsters** on page 41, above). Read the appropriate descriptive text below depending on the situation:

If Peter is present:

A large cage lies in the center of this room. Inside you see two children huddled together, one boy and one girl. Both are very dirty, and their clothes are tattered and torn.

If Peter is absent:

A large cage lies in the center of this room. Inside you see a little girl huddled in the corner farthest from you. She is very dirty, and her clothes are tattered and torn.

Regardless of the situation, continue as follows:

The cage also contains a chamber pot in one corner, two buckets in the other, and a pile of dirty rags that appear to be bedding. One bucket is half full of water, and the other has a few scraps of vegetables in it.

Outside the cage you see several sacks piled against the wall to the left, with a few half-rotten vegetables scattered around them, and hanging on the hook on the north wall you see a black horn, ornately decorated with gold tracery.

The horn on the wall is, of course, the **Horn of Doom**. It is a more powerful version of the normal item, able to animate any number of skeletons or zombies. However, if the horn is damaged in any

way, not only does it lose its magical power, but all undead raised up by it instantly fall dead. Ordinarily, the use of this horn by a non-Magic-User would result in the animated dead attacking the user, but somehow the skeletaire has overcome this issue with Peter.

The cage has only a simple latch such as might be found on a dog kennel, but the door is secured with a **wizard lock** cast by the skeletaire. The bars are rusty and somewhat decrepit; a character with at least 11 points of Strength has a chance equal to 1 in 1d10 to bend them sufficiently to allow the children to escape. As with forcing a door, add the character's Strength bonus (if any) to the odds of bending the bars. Thus, a character with 16 Strength adds his or her bonus of +2, making the roll 1-3 on 1d10.

Statistics for the children are given below, not because the adventurers are likely to attack them, but rather in case the monsters do so.

Peter, Human Normal Man: AC 11, HD ½, #At 1, Dam 1d4, Mv 40', MI 5 (7 if Agnes is in danger)
HP 2 □□

Agnes, Human Normal Man: AC 11, HD ½, #At None, Dam None, Mv 40', MI 4
HP 1 □

19. SOUTHEAST TOWER:

This room smells of animal dung, and in fact there are several heaps of manure at various places along the outer wall. The rest of the space is empty, and appears undisturbed for a long time. Looking up, you see several mud nests, each located above one of the piles of dung. You notice orange light glinting from the side of one of the nests... and then you see glittering eyes looking at you over the sides of several of them.

This room contains several nests of stirges. The orange light is reflected from a large rough-cut orange sapphire hanging from a cheap chain, which the stirges have incorporated into their nest. The orange sapphire, or jacinth, is worth 500 gp as is, but if cut by an expert (at a cost of about 200 gp) it would be worth three times that figure.

Getting it is another matter entirely. First the stirges must be dispatched, of course; then, someone must climb up to the nest, which is in the rafters

about 12' above floor level. There is a 1-2 on 1d6 chance that, in the course of extracting the chain from the nest, part of the decrepit ceiling may be dislodged. If this happens, the character trying to retrieve the jewel must save vs. Dragon's Breath or be knocked to the floor for 1d6 points of damage.

7 Stirges: AC 13, HD 1, #At 1 bite, Dam 1d4 + 1d4/round blood drain, Mv 10' Fly 60', Sv F1, MI 9, XP 37 ea.

HP	7	□□□□□□□□	3	□□□
	6	□□□□□□□	3	□□□
	8	□□□□□□□□	2	□□
	2	□□		

20. WEST GALLERY:

Furniture, battered and broken, is piled willy-nilly around this room, leaving almost no room to walk through it. The piles contain tables, chairs, beds, nightstands, and a variety of other items. Little of what you see looks at all serviceable, and none of it is ornate or valuable-looking.

There is nothing of interest in this room.

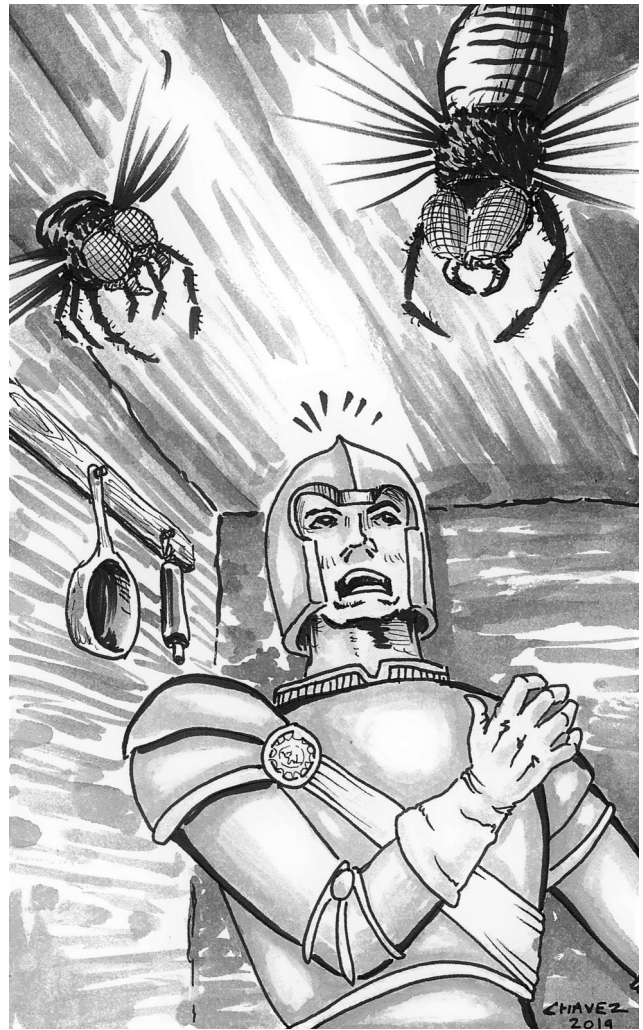
21. SOUTHWEST TOWER:

Note: If the adventurers listen at the door to this room, give them a bonus of +1 on the roll, with success indicating the flies have been heard buzzing.

This upper tower room seems vacant at first, but then you hear a deep buzzing sound. Suddenly something large and dark flies at you!

3 Giant Flies: AC 14, HD 2, #At 1 bite, Dam 1d8, Mv 30' Fly 60', Sv F1, MI 8, XP 75 ea.

HP	9	□□□□□□□□□□
	11	□□□□□□□□□□□□
	9	□□□□□□□□□□

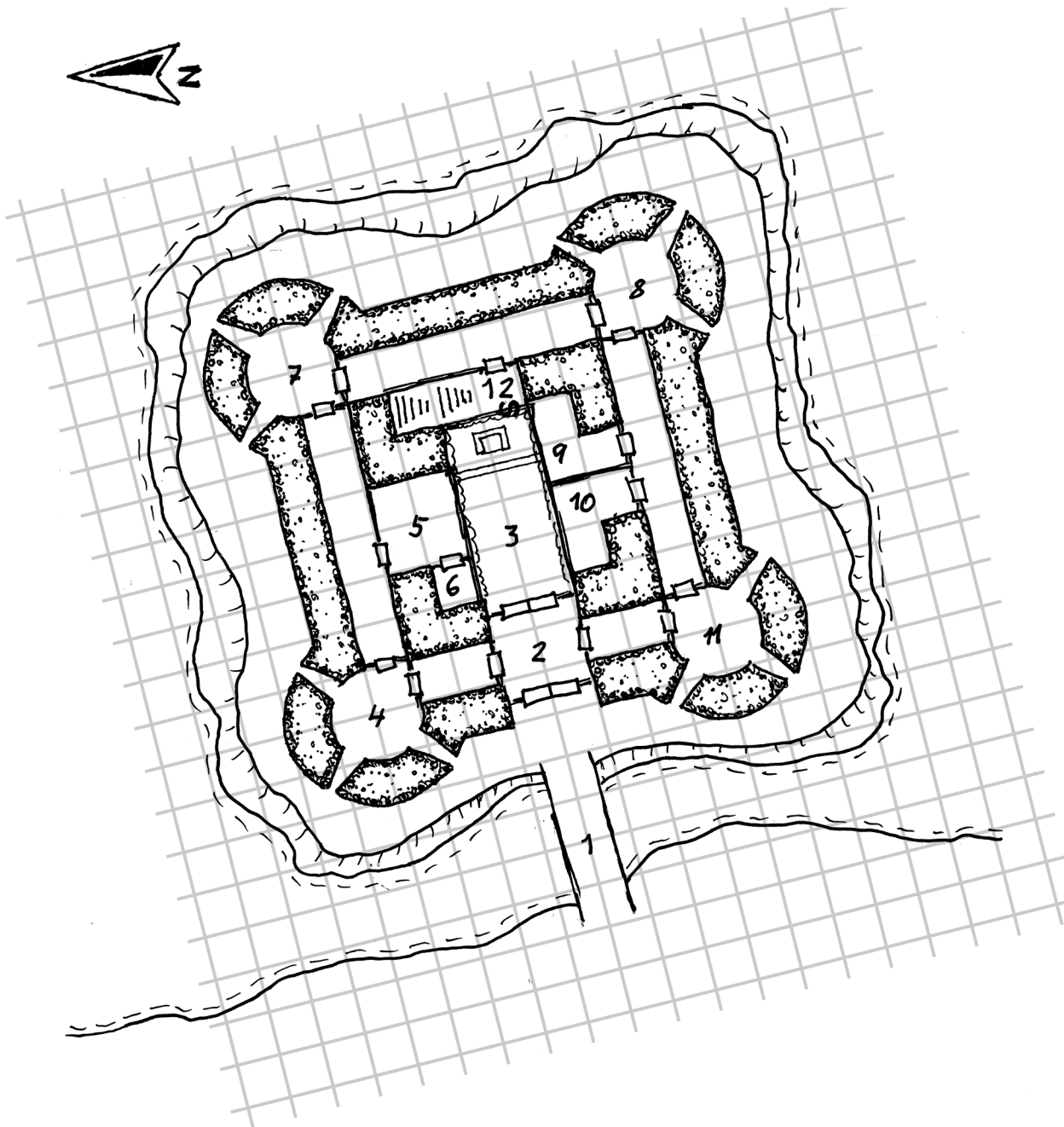


22. NORTHWEST TOWER:

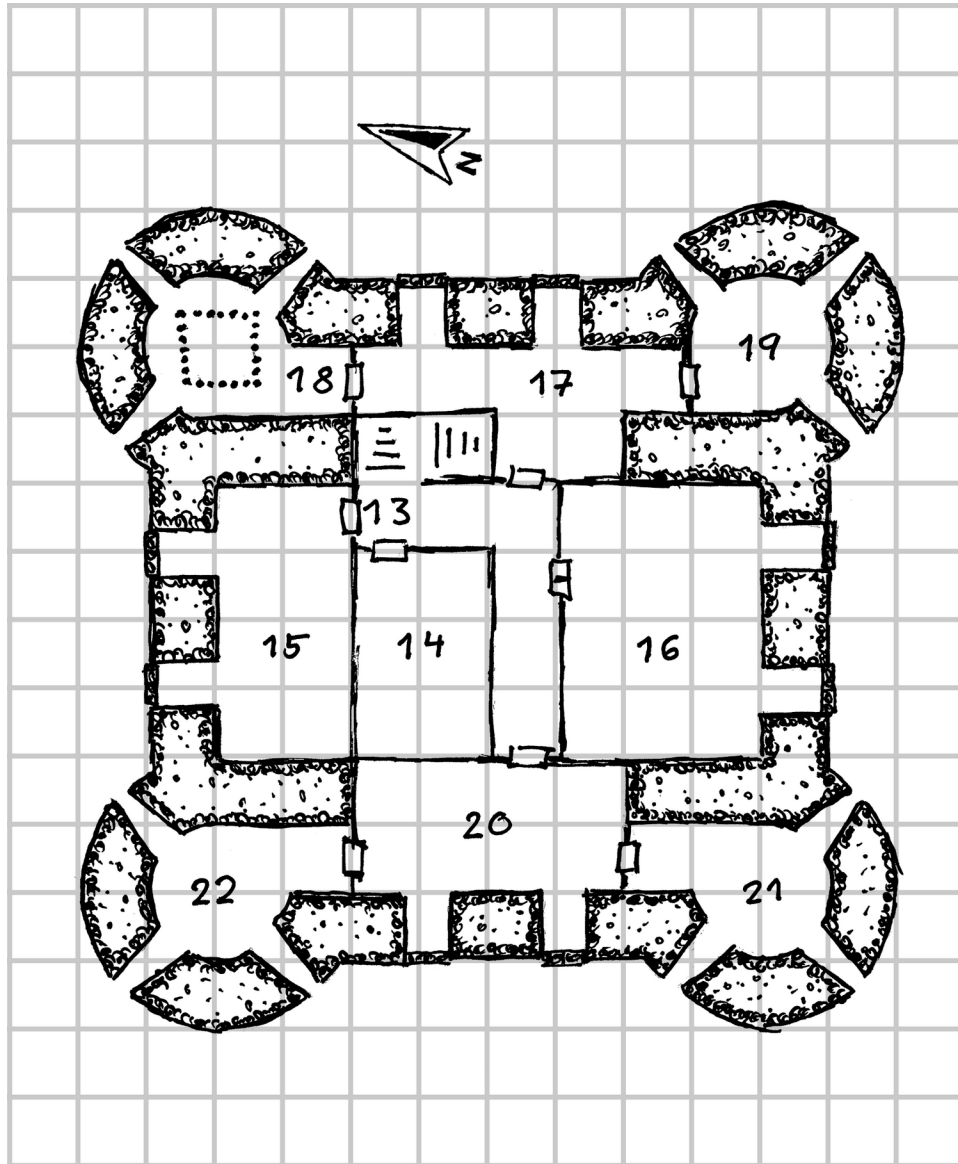
This tower room contains a few scattered piles of rubbish, including broken knives, rotten sacks and other fabric items, a very old and rotten leather boot with no mate, and a few other random items. One pile to the left, the largest pile, has both halves of a broken greatsword laid atop it.

The large pile contains a dry-rotted quiver with twenty serviceable shortbow arrows in it; six of them are actually **Shortbow Arrows +2**.

Level 1 Map



Level 2 Map



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