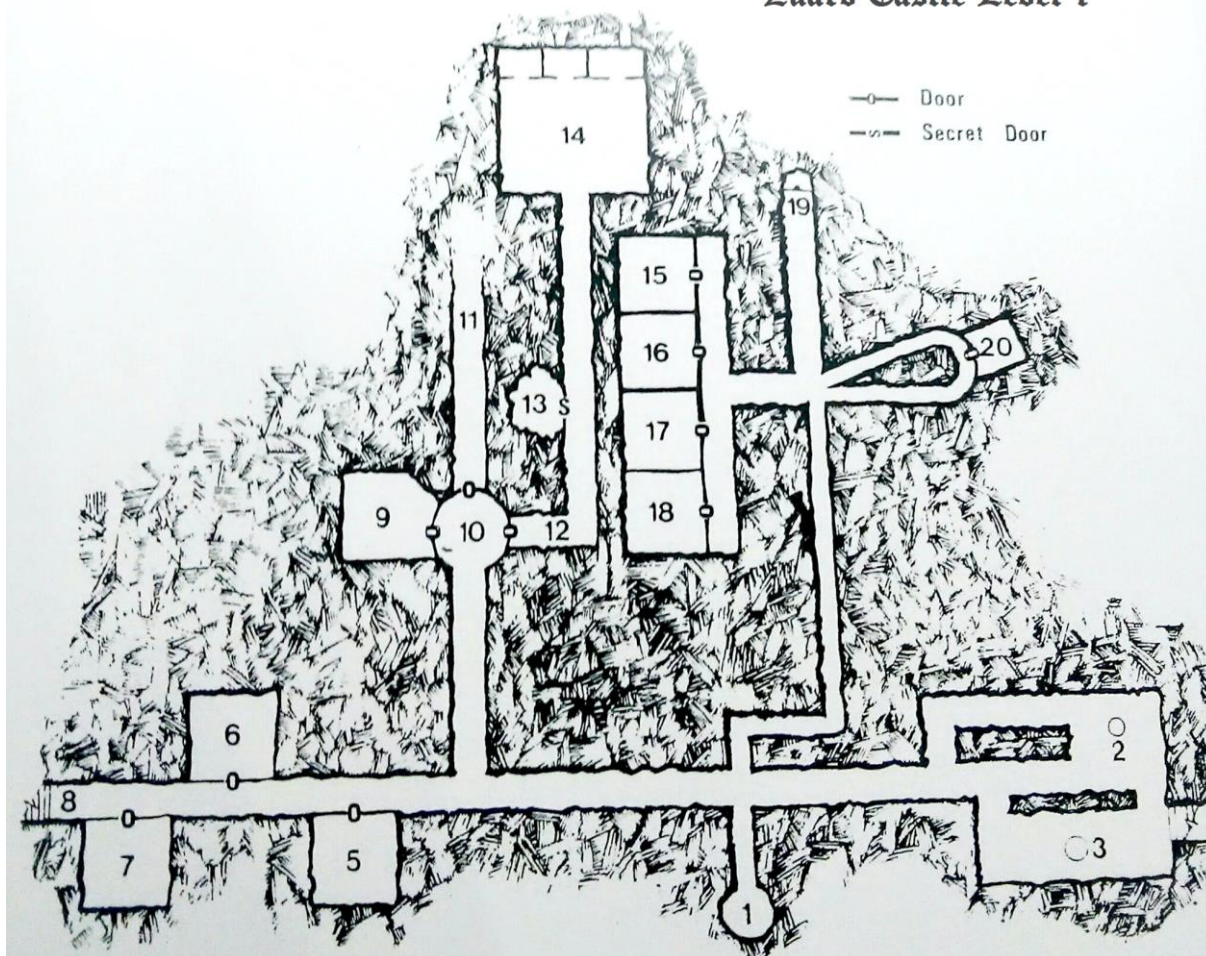


*** ZUARD CASTLE: DOMAINS OF THE FAERIE PRINCES ***

by Gabor Lux

Zuard Castle Level 1



1. Entrance from courtyard through old well. Skeleton holds pickaxe. Sign reads "WELCOME TO ZUARD CASTLE".
 2. "The Merry Men of Castle Zuard", 60 bandits & Hero, demand toll from rich.
 3. Tapestries of the Faerie Princes, M Mouth: BEWARE THE NIGHT OF THE WOLF
 4. Wolf's head, stairs down to Level 2. Every Friday, they lead *up* to Lycanthrope Level (SPECIAL).
 5. 2 Giant Hogs cornering lost cook.
 6. Empty upturned bucket, 1 cp on top.
 7. Looted guard room, 12 orcs arguing over 600 sp & Mining Permit.
 8. Stairs down to Level 2, Servants Q.
 9. Calendar Stone, use of Code Book reveals broken world cycle, alt. timelines reached via Dolmen Gates.
 10. Stone Knight issues challenge, 5 r single combat to pass. Hero, sword -2

redeemed to +1 if his curse is lifted.
 11. 90° gravity trap to Sideways Level.
 12. Sign: "DON'T KICK THE BUCKET"
 13. Space room, consc. drifts (can enter LVL 5 but not back), disco ball. 3.000 gp but save vs blind, petrify.
 14. 12 ghouls, 1200 gp, shield +1, Treasure Map on reverse of mouldy tapestry depicting Lake Monster.
 15. Cell: Morton Melf, Elf Veteran.
 16. Cell: Lydia Luckless, thief knows secret of Unlit Lake, Level 6. 300 gp.
 17. Cell: 10 Skeletons, 300 sp, pot spd.
 18. Cell: crazed hermit is kidnapped Vicar Father Felius, in mortal terror of Faerie Princes & hunting pack.
 19. Spiral stairs down to LVL 3, 4, 5, but 1:3 turns to slide with no way up.
 20. Old Man studying hourglass is jailer w keys, curse ages 1000 years.