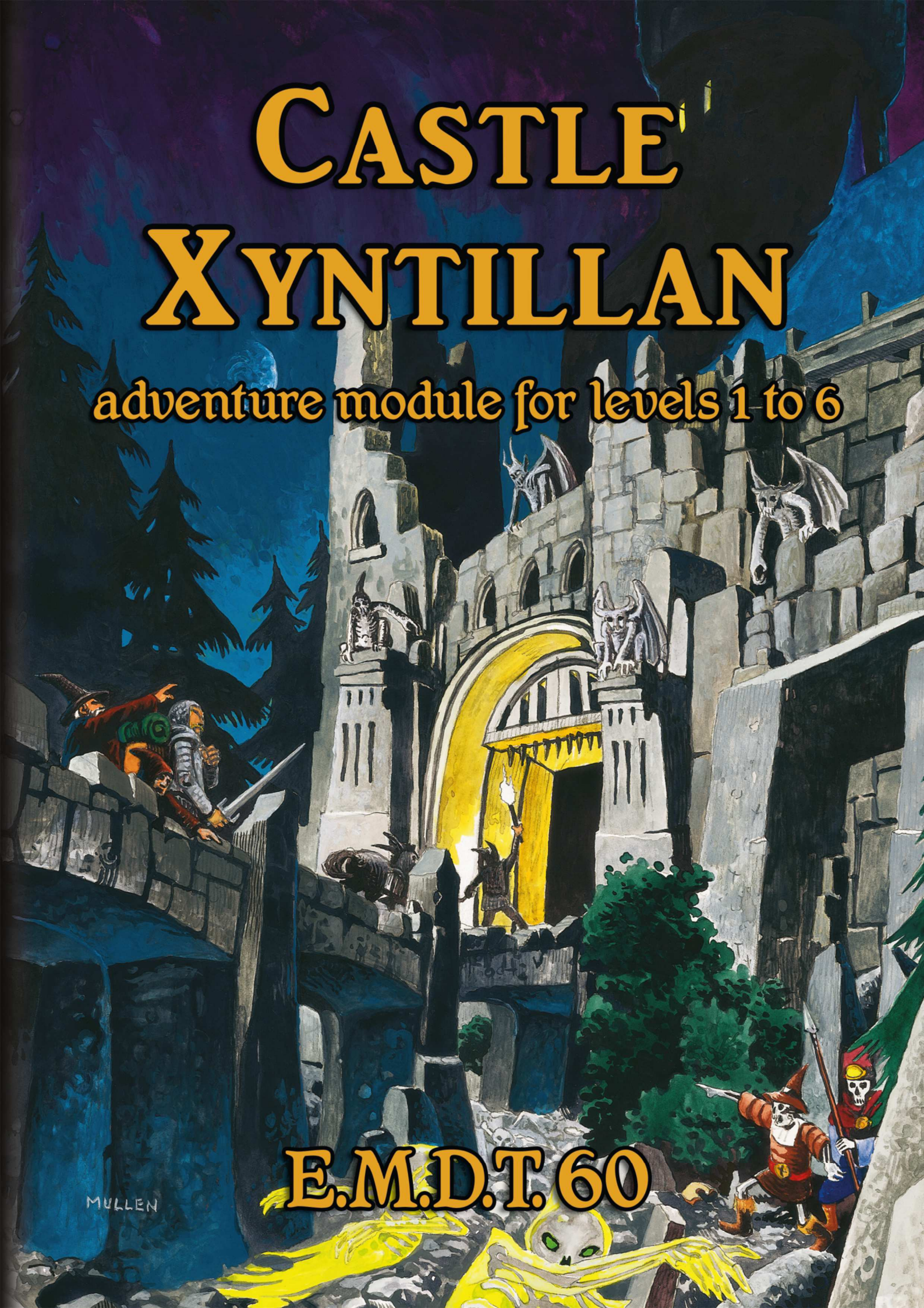


CASTLE XYNTILLAN

adventure module for levels 1 to 6

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CASTLE XYNTILLAN

ADVENTURE MODULE FOR LEVELS 1-6

by Gabor Lux

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Corvus Oculum
Corvi Non Erunt



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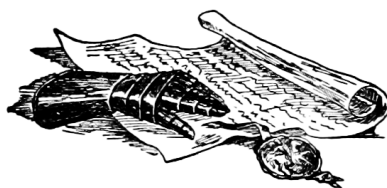
Foreword

CastleXyntillan is a haunted castle in the classical vein, a vast and deadly labyrinth built by eccentric noblemen, and populated with things which are at once deadly and wondrous. It makes no claim to either realism or narrative consistency: it is a storehouse of the macabre and the whimsical, founded on dream logic and loose association, and striving to be confounding and entertaining above all else. And yet, it is not formless. You may note places where its elements form apparent patterns, or at least seem to rhyme – but it will be up to you to make the connections, and interpret them according to your ideas, as well as the needs of your campaign.

Like many scenarios based on the principles of old-school gaming (specifically, 1970s-style megadungeons), there is no single way to play this module. *Castle Xyntillan* is a loose framework meant to accommodate many approaches and strategies. Whether you would prefer to use it for one-off expeditions, convention play, or as a complex dungeon-crawling campaign taking characters from first to about 6th or 7th level, it is my hope that you will find it suitable for your needs. It can be played as a mostly hack-and-slash affair, but there is also enough background complexity to let the players devise complex schemes in the context of a fantastic, not entirely serious dungeon. Finally, it has been devised with the original rules in mind (as replicated in *Swords & Wizardry*), but adaptation should be a snap to other old-school systems of your preference. The choice is yours!

Xyntillan is a project that took shape over the span of several years. Many of the basic ideas come from a never-released manuscript for a revised edition of Judges Guild’s classic *Tegel Manor* that had kept me utterly obsessed for the better part of six months in 2006, but never saw the light of day despite everyone’s best intentions. It lay dormant for a long while except for one-offs and convention games, and some of it got cannibalised for other modules as well. The current version was rebuilt in an entirely new shape around 2016, and expanded again into a full-blown adventure. It is now a completely new thing, but some trace of the old structures remains if you look hard enough – a ghostly outline, or perhaps a family resemblance.

Accordingly, Xyntillan is dedicated to the memory of Bob Bledsaw, who, along with Bill Owen, created and published Tegel in 1977, and whose creation rightfully continues to fascinate gamers in our time. I also owe thanks to all those who have contributed to the present version: Rob Conley, who has translated my hand-drawn maps into something crisp and elegant; my illustrators, who have done a lot of work on the look and feel of this book; Sandor Gebei and Kalman Farago for “profferading”; and my printer, Akos Barta, who made it real (and who infamously ran away from the original module!) Last but not least, my playtesters, from campaign loyalists to everyone who dropped by to roll the dice. Thank you! To quote the now classic catchphrase: “*Your lifeless body falls on the floor of the deathtrap dungeon!*”



Gabor Lux
Pécs, 31 October 2019

Hall of heroes

Main playtesters: David Barsony (DB), Istvan Boldog-Bernad (IBB), Kalman Farago (KF), Laszlo Feher (LF), Janos Juhasz (JJ).

Further playtesting: Balint Barna (BB), Istvan Belanszky (IB), Gabor Csomos (GCs), Tibor Dominek (TD), Gergo Gajzago (GG), Lajos Harmath (LH), Matyas Hartyandi (MH), Mate Horak (MHo), Tamas Illes (TI), Gergely Keresztes-Nagy Antal (GKNA), Gal Kormendy (GK), Zsolt Varga (ZsV).

Characters are listed in order of joining the campaign, or time of death. PCs are listed in **bold**, companions in regular type.

Still kicking

Koloman, Fighter 2 (MH)

Catfish, Dwarf 5 (DB, once killed by a reaper, but revived by a swig of potent brandy, owns *plate +1*, *amulet of wolfkind*; survived the campaign)

Salmon, crossbowman (DB, survived the campaign)

Reinhart of Metz, Cleric 6 (KF, once a crusading hermit, then the master of several eager disciples interested in his fiery sermons and views on the counter-reformation, owned *staff of striking* and *cloak +3*, once drained by Count Giscard only to work back up to LVL 6, and once petrified in the Indoornesse; got turned into a slug in final battle, retiring to live out his days in his new form)

Pontius of the Leeches, Thief 6 (LF, proud owner of The Leechery of Pontius, a thermal bath of his own design; owns *ring of invisibility* and *medallion of ESP*; died to poison twice, once by the dreaded death sheep and once by an envenomed blade, but got revived with various antidotes – got turned into a slug in final battle, but was restored by the Leechery's healing waters)

Juan, heavy footman (IBB, retired)

Sigurd, Fighter 1 (GG)

Tancred, Cleric 1 (TI, converted to Satanism after donning a *helm of opposite alignment*)

Vito, Halfling 1 (TD)

Me'tharyll, Elf 1 (GK)

Whale-Eye the Tartar, Fighter 1 (LF, promoted from companion, left due to companion casualties)

Danton, heavy footman (IBB, left the party to retire)

Wolfgang, heavy footman (IBB, member of the secret police, feigned death)

Amadeus, heavy footman (IBB, member of the secret police, feigned death)

Godard, bowman (KF, rabble-rouser, left party to form own company after harrowing stuffed animal battle)

Pieter de Bruge, halberdier (KF, former miner, left party with Godard after harrowing stuffed animal battle)

Blavatsky, light footman (LF, left party with Godard after harrowing stuffed animal battle)

Dario the Sorrow of Goats, Fighter 5 (LF, promoted to player character, owned *holy hand grenade*)

Alexander the Appraiser, halberdier (KF, acquired a set of regal clothes)

Roland, heavy footman (JJ, survived the campaign)

Johannes, heavy footman (LF, royal spy, left party after assignment)

Gabriel the Student, Magic-User 3 (IBB, cursed to only wear rags, later also contracted the Red Death, killed by Runcius Malévol's bowmen, but revived)

Barracuda, crossbowman (DB, survived the campaign)

Abbe Henry of Chatillon, Cleric 4 (IBB, survived the campaign to inherit the now substantial Chatillon estate)

Lord Warg, Fighter 1 (GKNA)

Danuccio the Hunchback, Fighter 1 (GKNA)

Jens Berg, Dwarf 1 (IB)

Hans Berg, Dwarf 1 (IB)

Zacharias, spearman (ZsV)

Snorri, Dwarf 1 (BB)

Commodus, Cleric 1 (BB)

Barg the Peasant Boy, bowman (GKNA)

Gaspar Kolomper, Halfling 1 (GCs, the late Lady Botnik's no-good cousin)

Lunatic Luc, bowman, secret LVL 3 prince (GCs)

William, light footman (IBB)

Jean, bowman (IBB, escaped nun, picks teeth with dagger)

Justin, bowman (IBB)

Brother Valentine, Cleric 1 (KF, pet crow)

Giuseppe, heavy footman (IBB)

Carlo, bowman (IBB)

Gérard Gallant, Paladin 6 (IBB, arrogant and somewhat psychopathic do-gooder freed from magic mirror)

Zuard, bowman (LF)

Solomon, bowman (LF)

* * * * *

The crypt level

Luther, heavy footman (KF, cross-dresser, killed by Gilbert Malévol's bandits)

Francois, cuirassier (MH, killed by bandits)

Wilhelm, bowman (IBB, killed by bandits)

Karl, light footman (IBB, killed by skeletons)

Jean-Patrick, cuirassier (MH, shot full of arrows by animated tapestry)

Belmondo, heavy footman (IBB, shot full of arrows by animated tapestry)

Laplace, heavy footman (KF, killed by skeletons)

Antoine, bowman (MH, killed by skeletons)

"Sausages" Rompo, Halfling 2 (Kalman Farago, decapitated by man-eating hat)

Louie, Thief 1 (LH, turned to stone by a goatrice)

Ma'theryll, Elf 1 (MH, turned to stone by a goatrice)

Paul, heavy footman (IBB, decapitated by guillotine trap)

Arhang, heavy footman (IBB, a peasant lad, decapitated by guillotine trap)

Burkus, dog (KF, killed by a ghoul)

Vitae, heavy footman (IBB, a real ladies' man, killed by the pigeons from Hell)

Wulf, heavy footman (IBB, a competent rabble-rouser, broke his neck on a slide trap)

Jean, heavy footman (IBB, fanatically brave, rebelled and left, but didn't make it out alive)

Hans, heavy footman (KF, rebelled and left, but didn't make it out alive)

Anastase, Thief 5 (IBB, the thief, Anastase, did not find the poison trap, and he was declared dead; owned *ring +1, Blade of Rel*)

Saint-Just, light footman (IBB, choked to death by a rigormortis)

Juan of Languedoc, light footman (IBB, also choked to death by a rigormortis)

Pierre de Montremartre, bowman (LF, fried by a lightning bolt spell shot by Countess Maltricia Malévol)

Fritz, light foot (IBB, fried by a lightning bolt spell shot by Countess Maltricia Malévol)

Renée, heavy footman (IBB, killed by Renée Malheur, the Countess' charmed paramour)

Picquet, light footman (IBB, drained by a wraith)

Fosch, light footman (IBB, drained by a wraith)

Villon the Wine Poet, Magic-User 2 (IBB, killed by the Princess in the Tower)

Roboise, light footman (KF, hurled to death by the Princess in the Tower)

Rob Roy, bowman (IBB, killed by the super-glittercloud)

Alistair, light footman (LF, killed by a killer bambi)

Wyatt, bowman (KF, killed by a giant stuffed owl)

Argento, bowman (LF, killed by a stuffed boar)

Damned Frenchie (IBB, killed by a stuffed boar)

Petrov, halberdier (KF, tried to flee, but was eaten by monsters)

Sepp Dietrich, heavy footman (KF, flattened by skeletal cyclops)

Bream, crossbowman (DB, smashed a mirror and shattered into a thousand glass shards)

Viktor, heavy footman (LF, stalked by a secret nemesis, eventually ambushed and murdered by Malvin Malévol the Strangler)

Henri d'Aramitz, Cleric 1 (KF, a disciple of Reinhart, choked by Sybille Malévol the Widowmaker)

Hafiz the Persian, M-U 1 (IBB, fried to a crisp by a razzle-dazzle)

Raynald of Chatillon, Fighter 5 (IBB, promoted from a henchman, owned a *flaming sword +1, ring +1 & sceptre of the Merovings*, turned into a bunch of flowers)

Arnold, Thief 2 (JJ, burned to cinders by a stove, owned *dagger +1, castle invitation*)

Brother Tadeus, Cleric 1 (KF, burned to cinders by a stove)

Luciano, heavy footman (IBB, burned to cinders by a stove)

Jacques One-Eye, heavy footman (IBB, burned to cinders by a stove)

Mullet, crossbowman (DB, burned to cinders by a stove)

Trout, crossbowman (DB, burned to cinders by a stove)

Carp, crossbowman (DB, burned to cinders by a stove)

Brother Benedict, Cleric 1 (KF, killed by Charles Malévol the Calamitous)

Brother Bonifacio, Cleric 1 (KF, killed by an animated Brother Benedict)

Jorge, crossbowman (IBB, killed by an animated Brother Bonifacio)

José Maria, heavy footman (IBB, devoured)

William, light footman (IBB, devoured)

Karl Max, light footman (IBB, left as an invalid)

Sumetar, Elf 1 (ZsV, killed after donning a cloaker)

Malark, Magic-User 1 (ZsV, decapitated by man-eating hat)

Cataclan the Unknown, Magic-User 1 (GCs, brained by animated walking stick)

Geoffrey the Simple, Fighter 1 (GCs, killed by the means of production)

Lady Botnik, Halfling 1 (ZsV, flattened by a rolling boulder)

Ignatz, Fighter 1 (ZsV, beheaded by animated sword)

Petur the Papist, heavy footman (IBB, libertine and cross-dresser, assassinated by a masked murderer)

Rummy, heavy footman (IBB, escaped friar, heart plucked out by a stygous)

Villeneuve, halberdier (KF, boiled like a lobster)

Francois the Stump, heavy footman (IBB, broke neck)

Bodri, dog (LF, killed by Brother Clement)

Buksi, dog (LF, fried to a crisp by a razzle-dazzle)

Wilhelm of Chatillon the Goatrice Killer, crossbowman, later Fighter 4 (IBB, promoted from NPC, swallowed by mirror and shattered into a thousand pieces; owned *dagger +1, axe "The Turkey Crippler"*)

Fifi, dog (LF, torn apart by giant beetle)

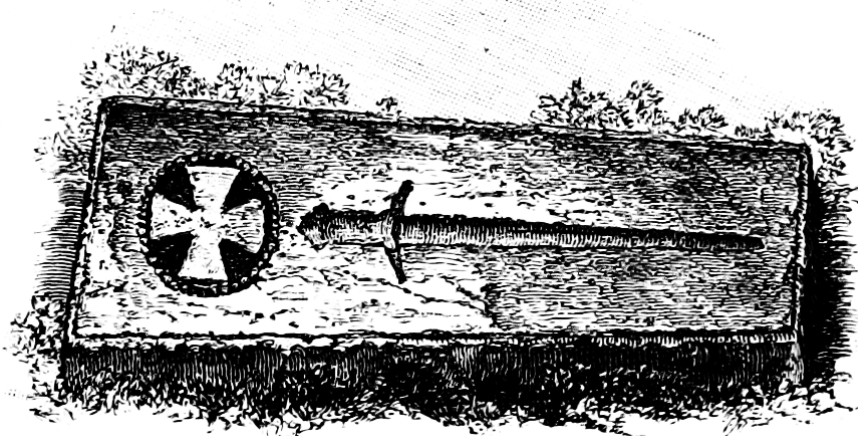
Tiziano, bowman (IBB, killed by giant spider venom)

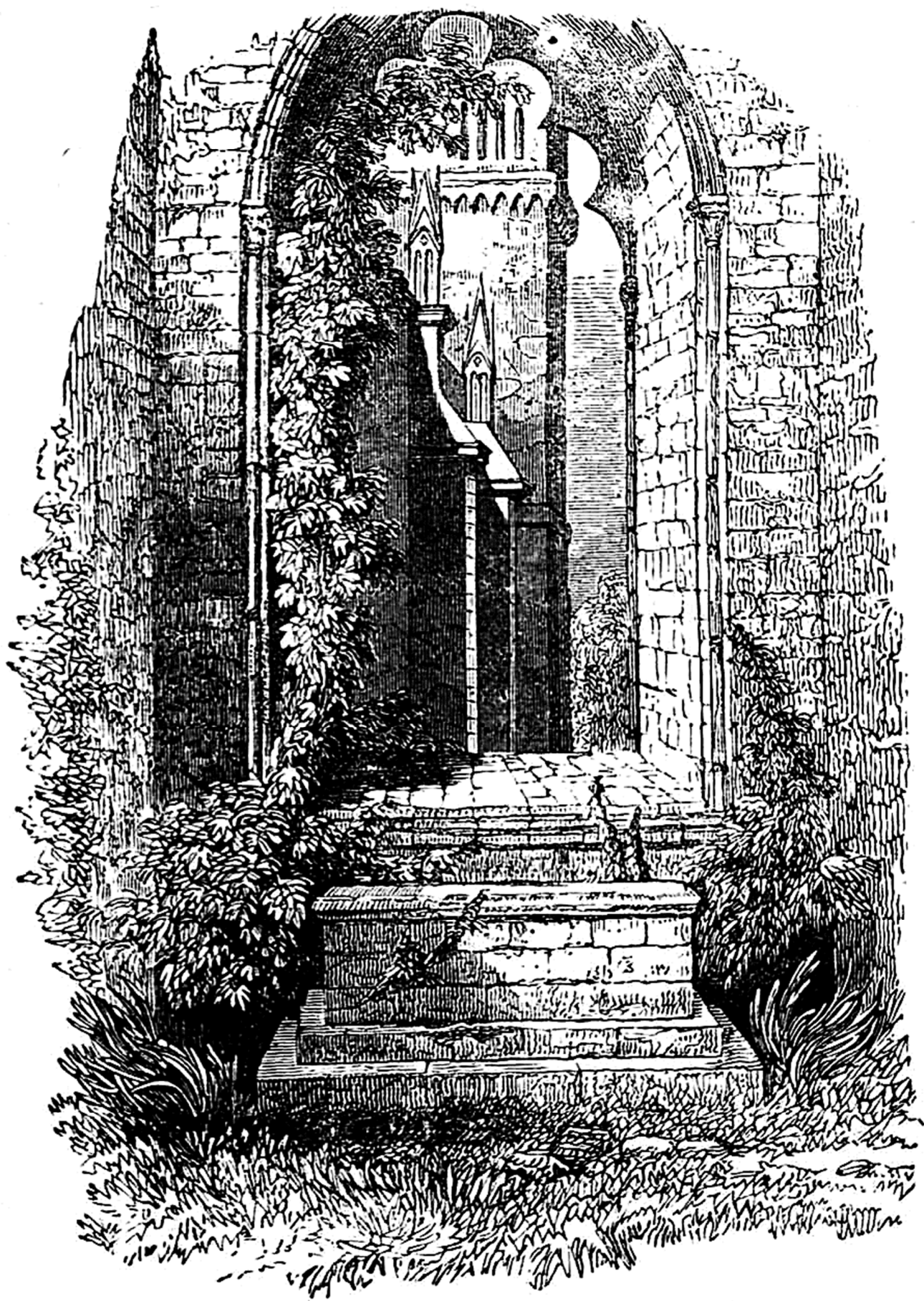
Caesar, dog (LF, killed by bowmen)

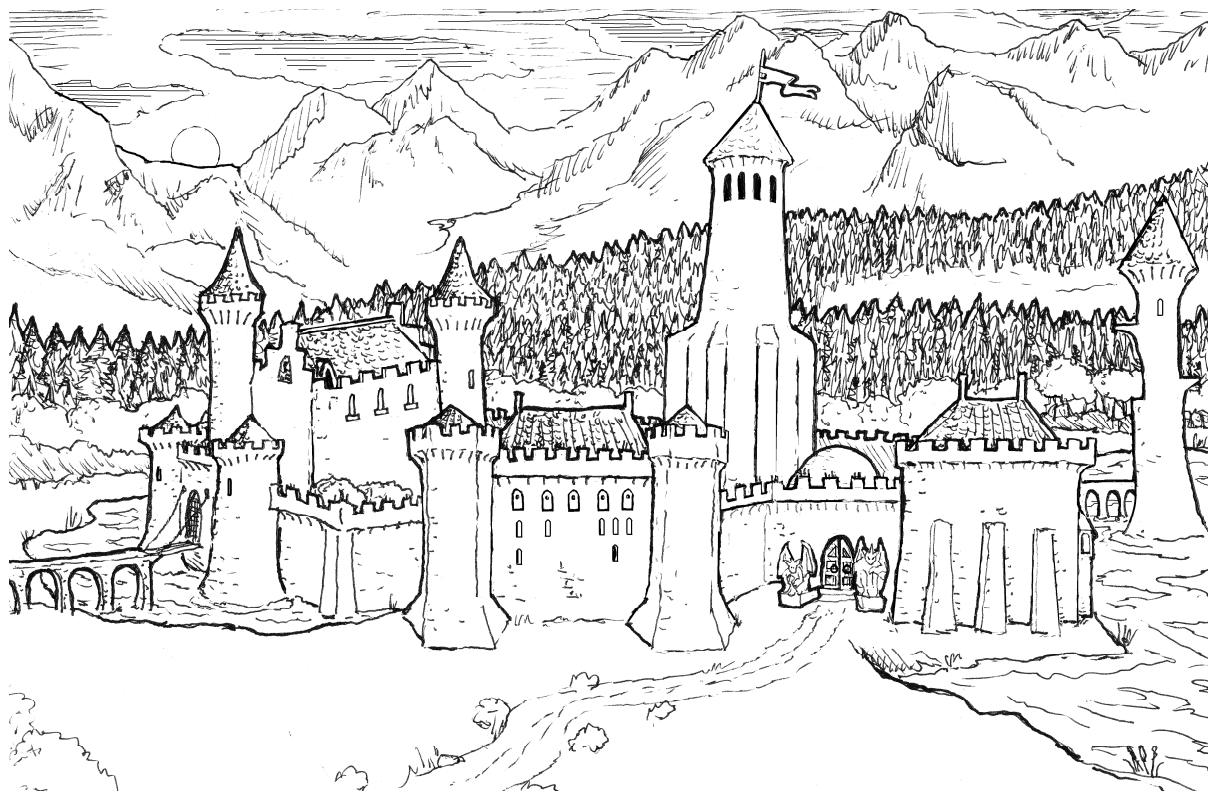
Brother Clement, Cleric 2 (KF, killed by a reaper)

Jacques, bowman (IBB, long-lived companion killed by a reaper)

Theophile, bowman (LF, turned into a slug in the final battle, remained as such)







Introduction

Background

Beyond the small town of Tours-en-Savoy, the road passing through the mountains branches. Most travellers cross themselves and press onwards, hoping to reach the small priory on the pass before sundown, and continue towards Rûti Canton and its merchant towns. Yet some, mostly the foolhardy and the less than scrupulous, take the less travelled road climbing through the shadowy pine forests and into the silent mountains. There, after two days of travel, lies the Valley of the Three Rainbows, and on the shores of a crystal-clear lake, the crumbling parapets and fantastic towers of Castle Xyntillan.

How long the immense, ragtag building complex has stood is not known, only that it was erected on the remains of a much older structure. The masters of Xyntillan, the Malévol family, have ruled the province since Charlemagne and perhaps earlier, each generation adding to Xyntillan in its own way. Their corruption, and curious habits which have never put them on good footing with the Bishop of Chamrousse, has long haunted their reputation, leading to their spiritual and material decline. At last, the current head of the family, Jean-Giscard Malévol, decided to move to his smaller but less costly and considerably more

fashionable summer palace in Chamrousse, and abandon his family nest to time and the elements.

However, that was not the end of the story, for Xyntillan's fabulous treasures and Machiavelian deathtraps have fascinated the fortune-seekers of a dozen lands – and never mind the ghost stories.

Tours-en-Savoy

There would be little reason to visit this idyllic mountain town, but for the trade route and Xyntillan itself. Both of these seem to draw an unusual number of thieves and miscreants, to the consternation of the locals but the gain of the town's businesses. Trade is brisk and money plentiful: thus, ***all prices are doubled in town*** (with the noted exceptions). The following establishments deserve notice:

A. The Black Comedian: Named after a long-dead actor rumoured to haunt the taproom, this is the place in town where everyone turns up at night. **Fernand Bonnel** (Fighter 2), handsome proprietor from the southern provinces, serves up random rumours for those who order the "special" (5 gp). **Étienne** (Fighter 5), retired mercenary captain, watches for trouble while telling unlikely tales.

- Men are for hire! (see **Morale & Men**, town column). Prices are double regular.
- 4:6 of being watched by the secret police.
- 1:6 of merchant selling object from the **Random Mail Call** table.
- ...by day, 1:6 of **Claude Malévol, Family Black Sheep** (family member #6), trying to drink his woes away.
- ...at night, 1:6 of **The Black Comedian** looking for ancient enemy **Patrice Desjardin-Malévol (#25)** who had betrayed him. Gifts *ring +1* to those who shall be the instruments of his retribution.

Fernand Bonnel: Fighter 2; AC 7 [12] (leather); Atk sword 1d6; Spec distribute attacks among 2 HD of opponents; Str 10, Int 15, Wis 12, Dex 13, Con 10, Cha 13; ML 7; AL L.
Hp 8

Étienne: Fighter 5; AC 2 [17] (plate); Atk sword +1 1d6+1; Spec distribute attacks among 5 HD of opponents; Str 16, Int 9, Wis 12, Dex 8, Con 8, Cha 14; ML 8; AL L; sword +1 "*Muriel*" (Lawful, detect slopes, detect meal and what kind, EGO 11).
Hp 14



B. The Tap: A less reputable establishment outside town walls and slightly "down the road", this is a good place to find the shadier types. Loud music at night, proprietor **Pascal Levesque** (Fighter 3) says what the guests want to hear with a grin (2:3 for rumour but 1:3 wild tale). Has 1d3 doses of poison for sale... if right questions are asked.

- Men are for hire! (see **Morale & Men**, village column) at normal prices, but they will have 1:6 of secretly being brigands allied with **Gilbert Malévol the Fox (#01/A1)**.
- 2:6 of merchant who will take "hot" items of up to 5000 gp value, and have one object on sale from the **Random Mail Call** table.
- 2:6 of shady type looking for specific item from Castle Xyntillan. Further 1:6 of being secret police plant.

Pascal Levesque: Fighter 3; AC 6 [13] (leather); Atk dagger 1d4 + poison (15 Hp); Spec distribute attacks among 3 HD of opponents; Str 6, Int 11, Wis 11, Dex 14, Con 7, Cha 7; ML 6; AL N.
Hp 14

C. Prefect: Fancy mansion sitting atop the town jail. 150 men, but 50 are always off duty and 50 are away on highway patrol. The effete and generally ineffective **Richard Justin Saint-Égrève** (Fighter 1) has been appointed by Jean-Giscard Malévol to keep the peace in the mountains, a task for which he has neither talent nor interest.

- Richard Justin has recently been contacted by **the Royal Secret Police**, who have established a presence in his mansion as members of the guard, and mostly taken over running the town. Their interest lies in weakening the unruly Malévols and learning about Xyntillan. They will tolerate companies operating in the Castle as long as they do not cross royal interests, but will try to infiltrate a group through companions once they become sufficiently interesting.
 - All secret police members wear a hidden patch depicting a heart surmounted with a cross, and the inscription "*Dieu, Le Roi*". Furthermore, all secret police members can feign death, and will do so when it is to their advantage.

D. The Cathouse of Mme. Polidori: A very fine establishment dedicated to the arts. **Mme. Polidori** (Thief 3), retired opera singer, is looking out for objects of art to buy, and uses her medallion to drive a hard bargain. Also has an interest in playbooks, librettos, and sheet music, for which she will pay full price, no questions asked.

- The **girls** (Thief 1) have 1:6 to know a rumour each visit.

Mme. Polidori: Thief 3; AC 8 [11]; Atk dagger 1d4 + poison (20 Hp); Spec backstab, thievery; Str 10, Int 17, Wis 12, Dex 17, Con 12, Cha 17; ML 7; AL N; *medallion of ESP, potion of levitation, oil of slipperiness, potion of delusion*.
Hp 10

E. The Church of Saint Boniface of the Three Testaments: This small, simple gothic church has recently gained a new priest with the young **Father Brenard** (Cleric 2), appointed by the Bishop of Chamrousse after the disappearance of his predecessor, Father Chlodowig (c.f. R13). The "father" is helpful but inexperienced and very self-conscious about it. Furthermore, he is convinced he has seen the gargoyles on the rooftop move, and that he is watched from the forests "*where pagan creatures and strange men are still supposed to lurk*".

- The father can supply holy water and vampire hunting equipment; at normal price if he learns of the company's exploits.
- In the locked underground chapel, Saint Boniface's crypt hides a suit of *chain +2*, *5*potions of healing* and a *scroll of protection from undead*. These treasures are unknown in Tours-en-Savoy, but a non-Lawful character taking them will receive a *curse* that halves healing.

Father Brenard: Cleric 2; AC 9; Atk mace 1d6; Spec turn undead; Str 12, Int 11, Wis 6, Dex 12, Con 11, Cha 10; ML 6; AL L.
Spell: cure light wounds.
Hp 11

F. The Chimera Apothecary: Tidy townhouse marked with the wooden statue of a chimera made by someone who has obviously never seen one. Uptight and prudish apothecary **Jacques Valt** (Magic-User 6) sells potions and medicine from stockroom – may be interested in exotic components, and use them for specific magic potions.

- Can identify magical potions, dusts, and other alchemical substances for 50 gp each.
- **1:3** of *potion of healing* (250 gp), and **1:6** of other potion, restocked weekly.
- He will accept an apprentice in exchange for a fantastic monster captured alive.

Jacques Valt: Magic-User 6; AC 8 [11]; Atk -; Str 12, Int 15, Wis 13, Dex 13, Con 9, Cha 9; ML 5; AL N; *ring of fire resistance*.
Spells: 4/2/2; 1: hold portal, read languages, read magic, sleep*2; 2: detect invisible, levitate; 3: clairvoyance, protection/evil 10'.
Hp 11

G. Curios & Antiques: Ramshackle building stocked with all manner of old junk. Proprietor **Ben Mordechai** (Magic-User 6), employing two

strapping lads, **Simon & Jacob** (Fighter 1) to discourage chicanery. Burly clay man in dusty corner is not an actual golem, but it sure looks like one.

- Ben Mordechai has an encyclopedic knowledge of strange curiosities, and will identify them for 100 gp.
- There are always **1d3 items** of interest in stock (see **Random Curios** table), and Ben will purchase valuables in kind.
- He will accept an apprentice in exchange for a book of mystical importance.

Ben Mordechai: Magic-User 6; AC 9 [10]; Atk staff 1d6; Str 11, Int 14, Wis 14, Dex 9, Con 7, Cha 10; ML 8; AL L; *wand of fear*.
Spells: 4/2/2; 1: detect magic, hold portal, read magic, sleep; 2: levitate, ph. forces; 3: haste, lightning bolt.
Hp 12

Simon & Jacob: Fighter 1; AC 6 (leather, shield); Atk mace 1d6; ML 8; AL L.
Hp 7 5

H. Hospital: Small refuge administered by **Madame Geraldina** (Magic-User 2) and six sisters of Saint Boniface of the Three Testaments.

- Admittance is free (although donations are welcome). It takes **1d6 weeks** to be healed from minor ailments like poison or disease, and **2d6 weeks** for major ones like curses or ability loss. Add 1d6 more for every score of six.

Madame Geraldina: Magic-User 2; AC 9 [10]; Atk dagger 1d4; Str 7, Int 14, Wis 14, Dex 11, Con 12, Cha 11; ML 7; AL L; *potion of longevity*.
Spells: 2; 1: detect magic, protection/evil.
Hp 3



The Rumour Mill

1d6, 1d12. T = True, F = False, P = Partially true

1-2

1. A wise old hermit lives among the ruins of Xyntillan. He is very reclusive, and hard to find. (F)
2. Blérot the Woodsman swore to avenge his murdered love, but disappeared in the Castle without a trace. (P)
3. Avoid the northwestern section! (T)
4. Gronegard, famed monster, dwells in the watery depths of the lake. (T)
5. Jean-Giscard Malévol is deathly afraid of his castle's denizens, who consider him a traitor to the family. (P)
6. A Princess slumbers in one of the towers, waiting for a hero to awaken her. (P)
7. A wise old gargoyle has a legend to tell... to those who will listen. (T)
8. Wearing red will keep away the Scarlet Spectre... for a while. (F)
9. Vampires roost in the Donjon. Beware the toll of the bell! (F)
10. The greatest treasures are found on the lower dungeon level... but it is very hard to find it. (F)
11. Don't trust the talking portraits. They act as spies for the Malévols. (P)
12. Don't believe everything you hear about the Castle. There is nothing dangerous about the gazebos. (T)

3-4

1. Tours-en-Savoy is filled with the Castle's spies... if you look to your left, that woman is one of *them*. (P)
2. Aristide Malévol the Patrician, who had conquered death by unholy means, is the true power in Xyntillan. Do not cross him! (P)
3. Those who do not leave the ruins 'till midnight shall suffer the Crooking Curse! (F)
4. Where you see the signs of the cross, you can rest safely. (P)
5. It is said the hero Roland himself was buried under the Castle, and a great relic with him. (T)
6. The goats are not what they seem. (T)
7. Gilbert Malévol the Fox and his merry men lurk near the Castle. Watch your belongings! (T)

8. Claude Malévol is being sought by the law outside Tours-en-Savoy. He doesn't dare to step outside town. (F)
9. The ancient forest cult is still working somewhere in the mountains... beware their stone circles! (T)
10. An old chimneysweep has told lurid tales of concealed shafts and secret doors in the fireplaces. A little soot won't hurt you. (T)
11. You can get in through a cave mouth from the lake if you don't care for a frontal approach. (T)
12. There are multiple libraries and laboratories in the Castle. A magic-user's delight... or doom. (T)

5-6

1. I would love to get into the cellars. Sometimes the real treasure is a nice barrel! (T)
2. My uncle once tried to rob the place with his pal, the miller. He was killed by a cupboard. (T)
3. The ancient incantation "FOE GYG" will keep the lesser undead at bay... well, usually. For a while, anyway. (F)
4. Xyntillan? I would rather go to Wolkmarstal. A much better place. (T)
5. Madame Polidori is an agent of the Royal Secret Police. But what is she doing in Tours-en-Savoy? (F)
6. I'd bring a few horses or a cart for the bulky valuables. You'll thank me later. (T)
7. There is a great secret right below the Donjon. Father Brenard himself has told me. (F)
8. The enchanted portraits know more than they let on. (T)
9. Much treasure has been won in Xyntillan, but the priceless Malévol heirlooms have never been recovered. It is said they lead to an even greater prize... (T)
10. The Royal Tax Collectors would pay handsomely for proof of the Malévols' tax avoidance or other foul play. Just contact them in Chamrousse. (T)
11. Xyntillan is now for sale to the first to pay the 25,000 gp asking price to the family lawyer. (F)
12. Count Giscard and Count Jean-Giscard are two different family members. Take care which one you meet! (T)

Morale & Men

by Istvan Boldog-Bernad and Sandor Gebei

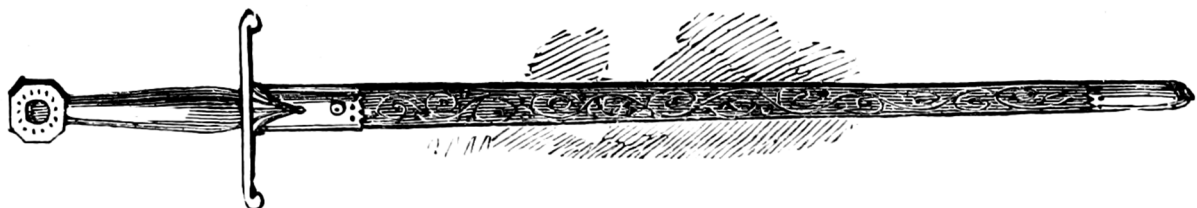
The easiest way to **find retainers** is a round trip through the local barracks, pubs, inns and bordellos.

- **Troop availability** will depend on settlement size: a small village wouldn't support many men for hire, while there are always never-do-wells on the lookout for a little extra in a metropolis.
- High mortality or mistreatment can **deplete the local recruit pool**, or force the company to deal with unscrupulous elements (1:6 of infiltration by thieves, brigands, cultists, etc.).
- Placing advertisements or paying minstrels to sing about the company's exploits can attract extra manpower (1d6x50 gp for new check).
- Recruit pools recover on a monthly basis in villages and towns, and weekly in cities and metropolises.
- **Wages** shall be paid in advance, on a per expedition basis. Small gifts and extras are also expected.
- In **baseline games**, retainers are 1 HD. If "Bledsawian" level demographics are in effect, roll 1d6 to determine level: 1-3 1st (militias), 4-5 2nd (regulars), 6 3rd (veterans) and reroll; on another 6, the result is 4th (elites). Multiply hiring costs by experience level. Veterans and elites demand special treatment and regular cuts from the loot. 1 HD retainers can be promoted into a character class for 250 gp.

Morale (ML) for retainers depends on two factors. The baseline value follows the employer's **Charisma**, which shall be modified by a random 2d6 roll for +/- 2. Monster morale is set by the GM.

- **Morale checks** must be rolled on the following conditions: first casualty, casualties over ½ starting forces, overwhelming odds, massive destructive effect, or any time the retainer is ordered to do something very risky on behalf of the characters.
- **Roll morale on a 2d6**. If the result is below the ML rating, the subject holds ground. If the result is above ML, the subject retreats, flees in panic, or goes on the defensive. In either case, **subtract one point** from the subject's ML rating. NPCs with failed morale will suggest to terminate the expedition and retreat to safety, and will not take any further risks.
- **Mistreatment or deliberate endangerment** may force a morale check at the GM's discretion, with the results noted secretly. These NPCs always leave the company after the expedition, but they may also mutiny, turn on their masters, steal treasures or form their own company and strike out on their own.
- **Morale always goes down**, and very rarely up (only a major victory or a great boon – treasure, title or land grant – can help). When ML reaches 3, the retainer leaves the company forever.
- **Monsters and characters with 12 ML** are fearless, and do not need to make morale checks, nor do they lose morale.

Type	Wage (gp)	Village (1d4)	Town (1d6)	City (1d8)	Metro (1d10)	ML Base		Variable	
						Cha	Value	2d6	+ / -
Non-combatant (-)	1	80%	90%	100%	100%				
Light foot (wpn, shld, lthr)	3	60%	80%	90%	100%	3-4	5	2	-2
Heavy foot (wpn, shd, ch)	5	30%	60%	80%	90%	5-8	6	3-5	-1
Bowman (mace, bow, lthr)	7	20%	30%	60%	80%	9-13	7	6-8	-
Crossbowman (dgr, cb, ch)	6	10%	20%	30%	60%	14-16	8	9-11	+1
Rider (swd, ch, mounted)	12	10%	20%	30%	60%	17-18	9	12	+2

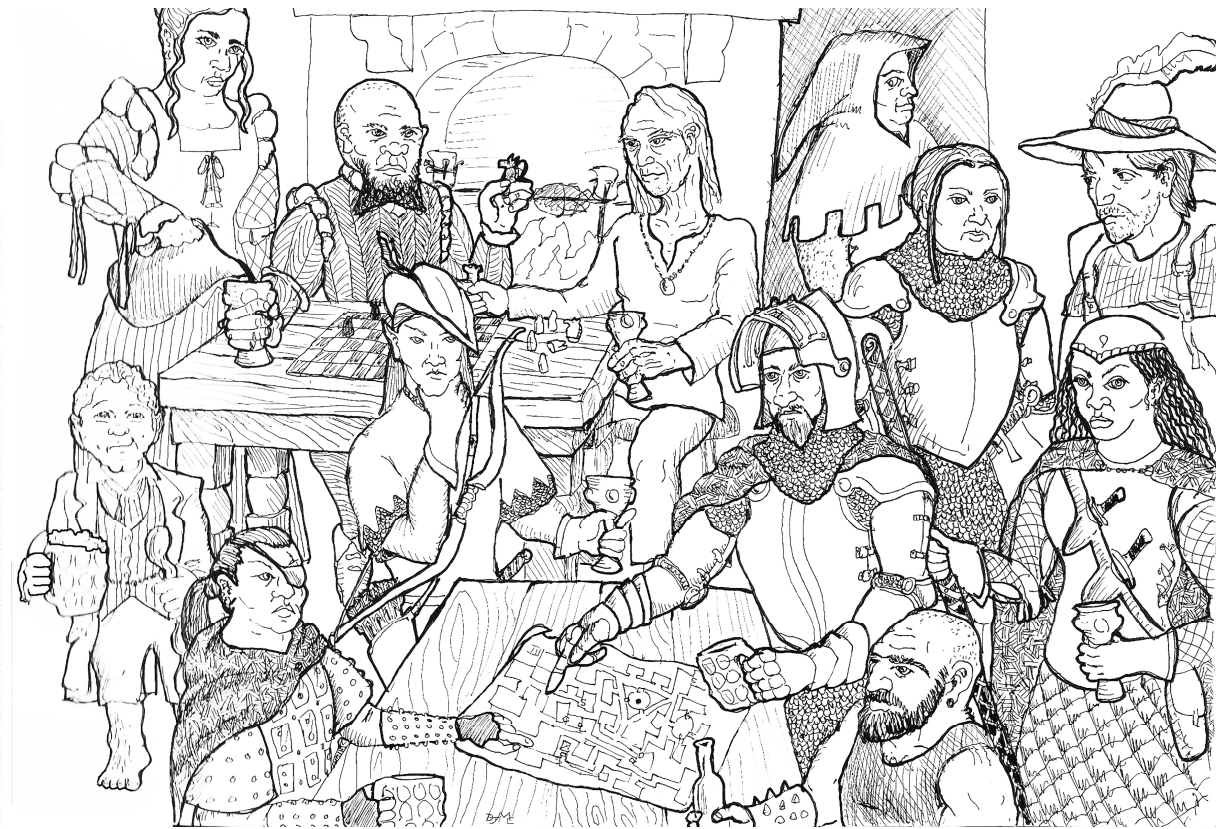


Random Companion Quirks

1d6 for each: 1-2 - no quirk, 3-5 - one quirk, 6 - two quirks.

1. Has peg leg.
2. Owes 1d6*100 gp, tries to get sum by any means.
3. Drunkard.
4. Foul-mouthed.
5. Hunting dog: HD 1; AC 9 [10]; Atk bite 1d4; ML 9; AL N.
6. Pretends to know important secret.
7. Spy for Royal Tax Collectors.
8. Loyal to the last, ML +3.
9. Owns 1d3 potions.
10. Owns random magic item.
11. Shunned in civilisation.
12. Sharpshooter, +1 to ranged atk / damage.
13. Dishevelled appearance.
14. Picks teeth with dagger.
15. Uncanny talent for sniffing out alcohol.
16. Never surprised.
17. Can pick locks, has ring of false keys.
18. Shambling gait.
19. Unhealthy complexion.
20. Others have seen him die 1d3 times.
21. Cross-dresser.
22. Wears heirloom plate mail.
23. Very religious.
24. Never takes lead.
25. Has to be told everything twice.
26. Coward, ML -2.
27. Takes "sick leave" every other expedition.
28. Contrarian.
29. Delves into battle with cheerful "Huzzah!", +1 to hit in first round.
30. Landed gentry, owns estate and small chateau, invites company after he gets through "these difficult times".
31. Lackwit.
32. Always tries to press forward and pocket small valuables.
33. Steals from party if he can get away with it.
34. Spy for Royal Secret Police.
35. Good fashion-sense, spends all money on frivolities.
36. Gold teeth.
37. Golden heart.
38. Nervous, 1:6 of skipping first round.
39. Strong, +1 damage.
40. Gambler.
41. Escaped convict.
42. Escaped friar/nun.
43. Lovestruck.
44. Obsessed with the secrets of the Underworld.
45. Heavy sleeper, never agrees to go on watch.
46. Bluffs about special abilities.
47. Bluffs about experience.
48. Modest about experience (+1 LVL).
49. Artful dodger, -1 AC.
50. Skilled pickpocket.
51. Pet crow.
52. Hacking cough.
53. Ex-miner, good sense of direction, senses closest exit.
54. Meticulous, finds things others miss.
55. Equipped with dungeoneering gear – lantern, oil, coil of rope, hammer, spikes, iron rations, pole, and waterskin.
56. Stays behind and tends to get separated from company.
57. Panics in stressful situations 1:6.
58. Constantly begs company for a little extra.
59. Leaves to join rival company after first 1d3 expeditions, spills all.
60. Wants to form own company, encourages companions to join.
61. Keeps on going, +1 HD (to Hp only).
62. Paranoid.
63. Libertine and free-thinker.
64. Staunch teetotaler.
65. Has heard rumours about location.
66. Adventures to care for sick relative.

-



Random Curios

1. Bag of jumping beans
2. Bath salts
3. Bear paw
4. Bodice
5. Bone flute
6. Box of bonbons
7. Box of bouillon cubes
8. Box of colourful chalks
9. Box of lead soldiers (1d12, HD 1; AC 5; dmg 1-4; Hp 1 each; ML 10)
10. Box of marbles
11. Box of rat poison
12. Box of snuff
13. Box of tea leaves
14. Box of Turkish delight
15. Bubble bath formula
16. Bundle of *arrows* +1, 12
17. Can of syrup
18. Cat-o-nine-tails
19. Chamois boots
20. Champagne wine (*po-tion of heroism*)
21. Clockwork duck
22. Coil of silk rope
23. Crystal ball (mundane)
24. Duelling *dagger* +1
25. Escargot fork set (doubles as lockpicks)
26. Excommunication notice, blank
27. Extravagant hat
28. Fancy boots, mismatched
29. Fancy hat
30. Fancy parasol (hidden poisoned dagger included)
31. Fancy tinderbox
32. Fancy underwear
33. Fine drill
34. Fine wine
35. Flask of acid (1d3+1)
36. Frilly blouse
37. Gaudy slippers
38. Ghost detection kit (5:6 of detecting if ghost is, in fact, a ghost)
39. Grand Inquis. starter kit
40. Guidebook to Historical Curiosities, vol. 1 (1:6 of interesting info)
41. Gunpowder horn
42. Hacksaw
43. Hearing trumpet
44. Holy water, 1d3+1
45. Hourglass
46. Indecent literature
47. Insect repellent
48. Investigation warrant
49. Jar of moustache wax
50. Jar of slick ?grease?
51. Jar of super mustard
52. Jug of olive oil
53. Lavender oil
54. Liquor (heals 1d6+1)
55. *Mace* +1
56. Magnetic fish
57. Magnifying glass
58. Masque, iron
59. Masque, plague doctor
60. Masques (1d3)
61. Medal
62. Mink scarf
63. Novelty walking stick (unfolds into 10' pole, includes compass, corkscrew, and hidden cane sword)
64. Package addressed to random Malévol family member
65. Padlock and keys (don't match)
66. Painting set
67. Pair of glasses
68. Pantaloon
69. Perfume bottle
70. Pinchers
71. Plant growth formula
72. *Portable hole* (1:6 unstable)
73. *Potion of speed*
74. Pouch of tobacco
75. Powdered wig
76. Prized fire poker
77. Rat bait (giant rat encounter in 1d3 turns)
78. Rope ladder, silk
79. Rouge
80. Royal pardon, blank
81. Set of clothes brushes
82. Set of false keys
83. Set of silk gloves
84. Set of wooden animal figures
85. Shaving razor (*dagger* +1)
86. Signet ring with random crest
87. Silk handkerchiefs
88. Silk nightgown
89. Silk stockings, 6 pairs, mismatched
90. Silver dagger & wolfsbane
91. Smelling salts
92. Soap collection
93. Stack of fine envelopes
94. Steel wool
95. Stuffed parakeet with dark secret
96. Stuffed raven (can *polymorph* into writing desk)
97. Superglue, 1d3+1
98. Table guillotine (finger-sized)
99. Trick egg grenade
100. Wooden puppet, murderous (Thief 3)

Castle Xyntillan

General Guidelines

- ➔ **Rooms:** The text indicates the general dimensions of each room. Empty rooms may contain small details according to the GM's preference, and may also contain minor valuables not accounted for in the text.
- ➔ **Doors:** Doors are **1:6** to be stuck and require being forced. This increases to **1:3** in the dungeons.
- ➔ **Continuous Effects:** Malévol family members cannot be destroyed or commanded by clerics, although they can be turned or kept at bay.
- ➔ **Family Members:** In the text, family members are referred to by numbers (e.g. #12, #40). They are fully described in **The Rogues' Gallery**.
- ➔ **Family Portraits:** Magical oil paintings with a wooden frame and a metal plate bearing the name of the personality depicted, they activate their enchantment if approached or examined. They are also capable of limited conversation. If the characters start destroying portraits on a large scale, they will invite swift and merciless retribution by the Malévols.



Random Encounters

Roll a six-sided die to check for random encounters in Castle Xyntillan. A result of "1" indicates an encounter: roll 1d100, and cross-reference **The Rogues' Gallery** for results, treating characters already dispatched as "no encounter". Check for random encounters:

- ➔ every 10 minute turn while exploring;
- ➔ three times per day or night spent resting if the characters find a suitably secluded and/or barricaded spot (otherwise, roll regular checks);
- ➔ if the characters make a lot of noise or a lengthy melee develops.

Family members (and only family members) can try to call for help: roll for immediate follow-up encounter with 1d100+60, treating results over 100 as "no encounter". Surprise negates this opportunity.



Campaign Dynamics

While the Malévols were never a bunch overly concerned about their kin, or interlopers in their chateau, there are obvious limits where the more powerful family members will plan countermeasures. Add an infraction point to the company's name on the following conditions:

- ➔ every 5 family members killed;
- ➔ the company causes significant property destruction, or disturbs the peace;
- ➔ the company absconds with a particularly important family heirloom;
- ➔ the company sets up a base of operations in Xyntillan, and/or clears out a particular section;
- ➔ the company is discovered to have designs to claim Xyntillan or Tours-en-Savoy as their own (an extra point each if realised);
- ➔ the company behaves in a particularly uncouth or boorish manner (includes all "too clever, too boring" exploration strategies).

Remove an infraction point if:

- ➔ the company is thoroughly trashed or decimated;
- ➔ pact is struck with influential family member;
- ➔ company is believed to act in family interests (may be worth 2 or 3 points).

Interpret infractions accordingly:

- ➔ 6 infractions: combination of 1d3+1 encounters dispatched to drive off or kill party;
- ➔ 12 infractions: influential family members take interest in company, organise regular hits, set up ambushes or traps;
- ➔ 18 infractions: family council gathers to devise plans to drive out, destroy, or otherwise neutralise company. Members do their best to organise others, setting up ambushes and deathtraps.

All in all, follow the principles of "action begets reaction": running Castle Xyntillan as a dynamic environment can be a challenge, but the rewards are worth it!



GM's guidelines

"YOU CAN NOT HAVE A MEANINGFUL CAMPAIGN IF STRICT TIME RECORDS ARE NOT KEPT." So did Gary Gygax declare in his writings, and **Castle Xyntillan** is one module where these time records will add much to the expedition. Tracking time spent in the dungeon in 10-minute turns will make for a natural and challenging rate of random encounters, make the consumption of light sources meaningful, and encourage the players to move carefully but act swiftly. An Expedition Sheet is provided as a free download from **Beyond Fomalhaut**, along with blank (printable) player maps.

Other procedural elements of the game are also of note. A simple 2d6 reaction roll (low is favourable and high is unfavourable) at the beginning of random encounters will add welcome complexity to the company's explorations. Not all NPCs they meet, alive or undead, will be immediately hostile (although they may still be deceitful or treacherous), and they may provide valuable information, or enter temporary pacts and alliances. Likewise, Morale ratings (ML) are essential to running encounters – sometimes outside combat as well. A set of morale guidelines is provided in this chapter. Encumbrance is another concern – sure, the valuables are in there, but can you get them out? Companions will prove useful for the task, not to mention confrontations (companions made for most of the casualties during playtesting).

Finally, don't let the written word constrain you. Just as the folly of the Malévols was always under construction but never finished, so will you, the Gamemaster, find in here an incomplete work. As your mind wanders through Xyntillan, you may discover repeating patterns, things that fit together, and connections which may lead deeper into the labyrinth. Your players may surprise you with ideas and strategies which were never written down, but are nevertheless destined to work. What you make of them and how far you go is left to your judgement. Thus will you be the true master of Xyntillan!

* * * * *

Does energy drain suck?

These rules may help if you think it does.

- Wights, wraiths, and other lesser undead drain 1d6 Constitution.

- Spectres, vampires, and other greater undead drain 2d4 Constitution.
- Shadows drain 1d6 Strength.
- A character drained to 0 in a score is lost, and becomes an undead of the given type.

With these changes in effect, undead represent a greater immediate threat, but do not damage long-term character viability. Playtesting was conducted with the by-the-book system.



The Table of Terror

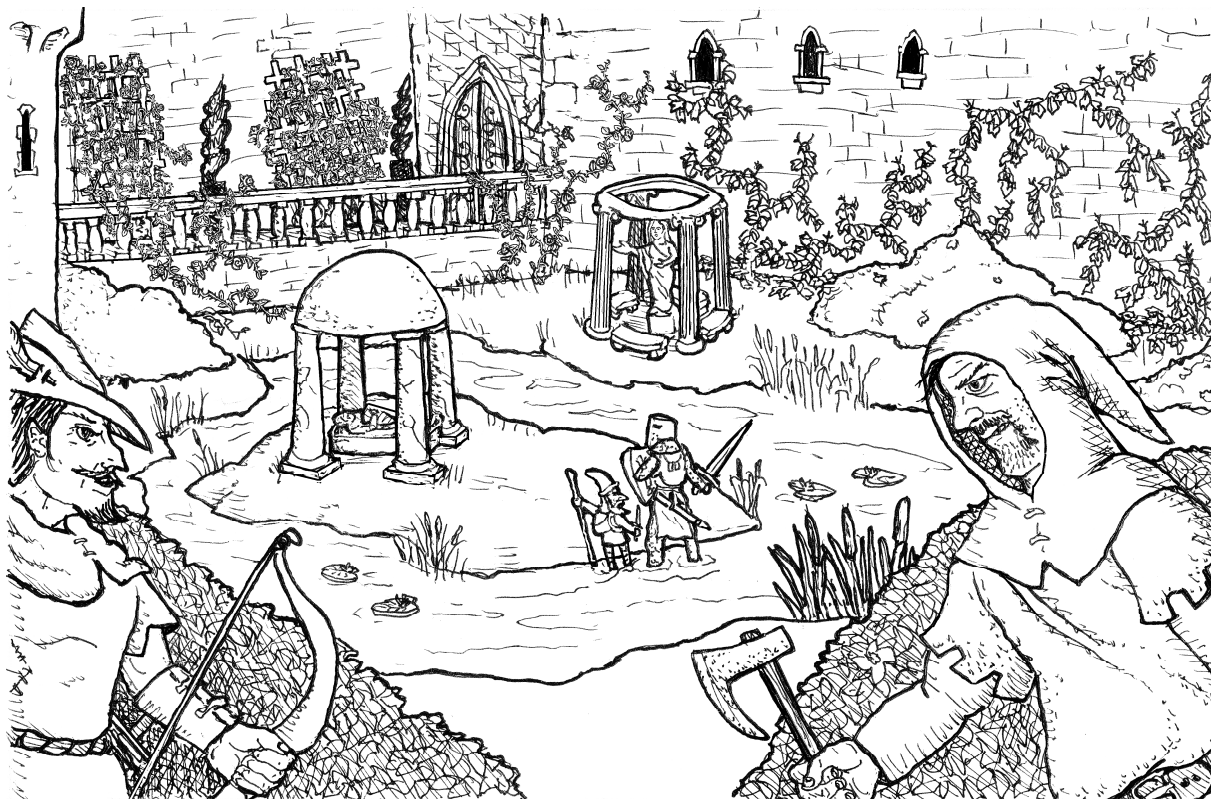
Roll on this 1d12 table if a character or companion panics and makes a run for the nearest exit. The roll should *always* be granted even under the most dire circumstances. Rolls are made on a character-by-character basis.

- 1–2 Thou art consumed by the restless dead!
- 3–4 Thou art lost and seen nevermore!
- 5 Thou art imprisoned, and must be rescued!
- 6 Thou art found wounded and robbed of your equipment!
- 7 Thou dost stumble back to town, but lose 1d6 random items!
- 8 Thou dost return safely, but changed!
- 9 Thou art lost for 1d3 weeks until thou art found!
- 10–11 Thou dost return safely!
- 12 Thou dost return with the memory of a great discovery!

Modifiers: +1/3 level, +1 for otherworldly guidance, -1 for tower and dungeon levels.

- Imprisonment takes place in (1d6): 1–4 **G2**, 5–6 **R1**, 6 **I13**. Characters who are not rescued within one expedition are put on trial in **I9**.
- A "changed" character... (1d6) 1–2 changes to random alignment, 3 – is cursed, 4 – becomes obsessed with some aspect of the Castle, 5 – must now live with a terrible secret, 6 – has developed lycanthropy or vampirism (equal probability).





A: Grounds

A1. Gatehouse. Much of the structure lies in picturesque ruin. Mossy, vine-covered gargoyles perch on the massive stone heaps.

- **1:6** ambush by **Gilbert Malévol "The Fox" (#01)** and his merry men, **3d8 Bandits**, demanding company to "*Stand and deliver!*" from fortified positions on top of the rubble.
- **Ravens** gather to watch intruders, and **1:3** follow in great flocks if they leave carrying bodies. They attack a weak group to drive them away until they can feast on the dead.

Flock of Ravens (1d3+1): HD 3; AC 7 [12]; Atk beaks 2d4; ML 6; AL N.

Hp	10	8	14	11
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A2. Garden Lake. Marble benches surround the statue of a comely maiden, gazing wistfully upon the island pavilion.

- The **pavilion** is the grave of doomed prince **Tristano Malévol The Love-Lost (#02)**, who slumbers under a graven stone bearing his name, and the mark of four hands.

A3. Rose Garden. Overgrown tangle of blooming roses, heady scent with a hint of decay.

- The **smell** is soporific; roll a saving throw if spending more than one turn here.

- The **roses** grow from a rich soil fed by decomposing corpses buried underneath; thorny stalks encircle and tear the flesh of **rotting arms and legs**, which attempt to trip the unwary (HD 2, 1d6/round from the thorns). Blood spilled on the flowers makes them even more beautiful. Taking them will anger **The Beast (#60)** if he learns of the theft.

- The **western tower** has been converted into a gardener's shed; shears, seeds, tubs, and a *bag of jumping beans* that dance a wild jig (3d4 damage if swallowed).

A4. Smithy. (30'x30') Although the place is abandoned and in disarray, the forge is still hot. Sparks fly and iron ingots float above the fire pit.

- A large **iron hammer** works on the anvil in an endless monotone. It hurls at intruders entering the workshop (HD 3, 1d6 Hp). The hammer falls down after the first successful hit, but reanimates shortly after the party thinks they are safe!
- Crude iron objects lie strewn about. They include nails, iron sheets, horseshoes, a fire poker, and two metal flasks.

A5. Stables. (40'x20') One of the stalls is full of fallen debris crawling with large, grotesque bugs (harmless).

- A **saddlebag** in the hayloft contains a flask of fiery wine (*potion of extra-healing* but character becomes reckless, must save or charge into mêlée until effects are slept off).

A6. Barracks. (40'x40') **Seven skeletons** in tattered uniforms using the plate-clad skeletal corpse of an adventurer hanging from the rafters for target practice.

- The barracks is filled with odds and ends collected over many campaigns: a moth-eaten red banner depicting a Turk's head on a pike, a wispy white beard, and a poster promising a 3000 gp reward for the capture of Claude Malévol (#6), "*Dead or Alive – preferably dead!*". Several spare posters are found rolled up in a large trunk.

Skeletal Sentries (7): HD 1; AC 6 [13]; Atk spear 1d6; ML 8; AL N.

Hp	5	7	7	7	1
	2	5			

A7. Guard Post. Two brightly painted wooden shacks close to falling apart. The **skeletons of the guards** slumber in peace, but spring to attention if commanded, or a particularly fancy procession passes through.

Skeletal Sentries (2): HD 1; AC 6 [13]; Atk halberd 1d8; ML 8; N.

Hp	1	1
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A8. Entrance Passage. (60'x20') Murder holes line the sides of the dank passage. Bone scraps and remains of armour litter the floor.

- **1:6** a booming voice announces: "*Welcome to your doom, interlopers! Mwa-ha-ha-ha-ha!*" The voice will follow the party through the expedition, predicting their demise in sordid detail, and calling for extra random encounters.

A9. Outer Court. (110'x80') The silhouette of the massive Donjon looms over a rubble-strewn courtyard, filled with a collection of broken statuary. On massive pillars 20' above ground, **the statues of a king, a sightless ape, and a hunchback** survey the ruin. A large stone plug to the southeast conceals the **Cistern (Q1)**.

- The **statue of the king** holds a heavy *orb* in his hand, and hurls it at anyone who would hold out their hand for it. Save at -2 to catch; success indicates the character gains a level as long as he holds on to the orb (its power is a heavy burden, taking up all but two spaces in the inventory); failure indicates the character becomes the statue's vassal, and must perform a quest at his behest.
- The **statue of the sightless ape**, which also has the scales, tail, and grin of a crocodile, is **the Blind Beast of Xyntillan**.

The cunning brute knows a great secret, but it will only tell it to someone who brings it the *gem of seeing* (**D13** or **Q3**): "*Beyond frolick and dance, Lies the seeing gem's rest, Break its curse asunder, And in baptism let it be blest.*" If this is accomplished, it recites the Chanson of the Grayl (see **P**). It is also fond of enigmas, and it will tell one in exchange for another, or if it fails a morale check (1d6).

- 1: "A holy man holds the key, to bastions two where evil holds sway."
- 2: "Where time should not be told, the deepest night reveals a mystery of old."
- 3: "Old Gronegard, monster of the lake, sleeps deep beneath stilled waves."
- 4: "Down beneath leaf and rubble; Something's brewing, smell the trouble."
- 5: "The hunter hunts without leaving his castle, on endless forest paths where he is the master."
- 6: "The prison beyond the prison is beneath the prison!"

- The **hunchback** will not tolerate the mockery of its misfortune, shouting "*So shall you be! So shall you be!*" – without effect.

- **1:2** that characters attempting to scale the Donjon will get attacked by the **pigeons from hell** nesting on the top (**G7**).

The Blind Beast of Xyntillan: HD 5; AC 5 [14]; Atk 2*claws 1d6 and bite 1d6, breath 10/5 Hp ¼ r; Spec climbs walls, backstab, thievery, +1 or better to hit; ML 9; AL C.

Hp	19
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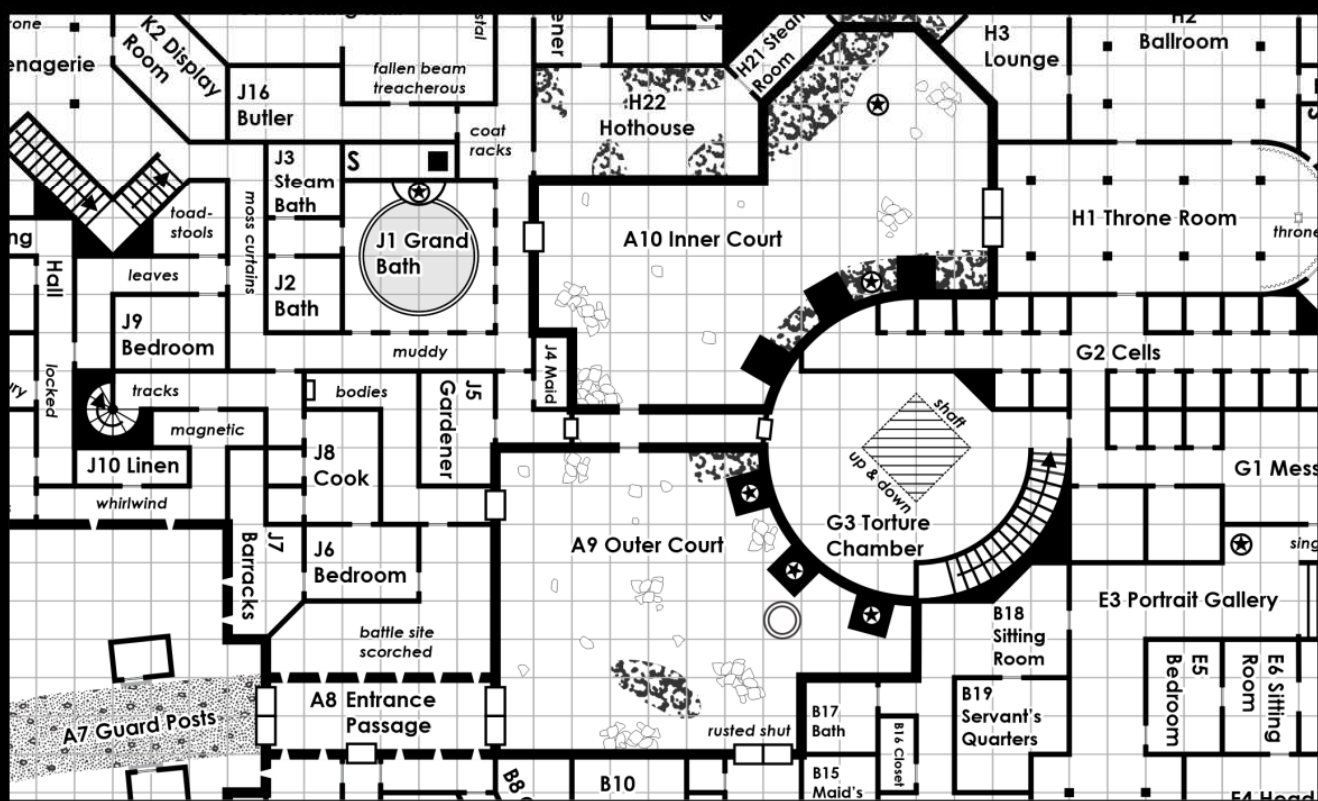
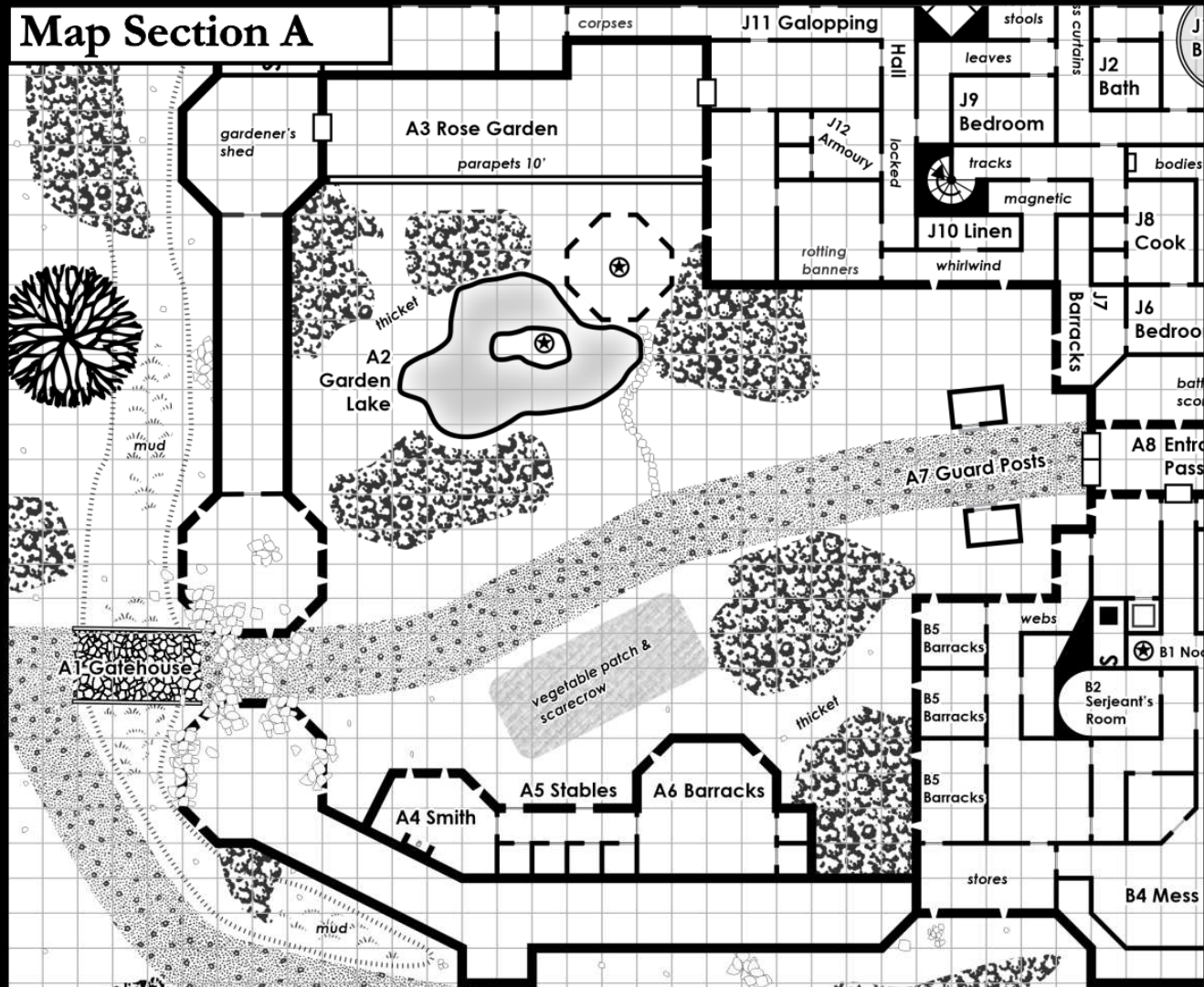
A10. Inner Court. (120'x100') This once beautiful inner garden has been overgrown by hardy weeds. Statues depicting noble gentlemen and fine ladies stand by the walls, defaced by weather and some sort of corrosive so that they look like mere stone pillars. Only two, the forms of a **knight** and a **princess**, remain in discernible shape.

- The **knight's** right hand has been broken off at the wrist. Finding and restoring the missing member (or using a hacked-off limb) gains a blessing upon the character: an incorporeal hand will avert a killing blow, once.
- If kissed, the **princess** transforms into a troll, and attempts to devour its gallant. If slain, it reverts into its original shape, with a **1:3** probability of trapping the killing weapon.

Troll: HD 6+3; AC 4 [15]; Atk 2*claws 1d6 and bite 1d8; Spec regeneration 3 Hp/r; ML 10; AL C.

Hp	31.
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Map Section A





B: Servants' wing

B1. Statue Nook. (10'x10') The statue of a zombie and an incense burner stand on a rectangular **pedestal**.

- The **pedestal** hides a secret compartment in the back, containing a brain in a jar. The brain is wise and old, and knows the secret of any room within Xyntillan with a **1:6** probability. It will try to communicate telepathically with the character carrying it (fills a whole backpack). After three questions, it must rest for the expedition. Consuming the brain grants +1 Wisdom.

B2. Serjeant's Room. (30'x20') Martial themes decorate the oak and chestnut of the walls. The furniture is spartan, consisting of a hard bed, simple but sturdy chair, writing desk with a plumed helmet on it, and a trunk containing miscellaneous effects, including the greaves and gauntlets of a full plate armour, a bottle of oil, polishing rags, and an acid flask.

- The **secret door** opens into a dank passage. Rotting bags contain 2500 sp and a pair of cut gemstones (2*500 gp).

B3. Laundry. (20'x20') Unpleasant, steamy humidity mingles with smell of wet rot. Garments float in a large **wooden tub** full of boiling hot water

precariously balanced on a rickety table. Four corpses covered with wet linen sheets.

- The table collapses if disturbed, upsetting the **wooden tub** (save within 10' or take 2d6 Hp damage from scalding). The thoroughly cooked cadaver of a foppish gentleman stumbles out. The strange bouillon must have been prepared by someone with an appetite for ghoulish treats, as large cuts are missing and the corpse is accompanied by various spices and vegetables!

B4. Mess Hall. (50'x40') Drunken singing is heard from the mess hall, and bizarre shadows flicker on the walls. Long benches and rough goat-legged tables with cluttered tableware crowd the place. **24 old veterans** – skeletons all – sing ancient drinking songs, giving outrageous toasts in remembrance of long-gone victories and slain comrades, thoroughly wasted.

Skeletal Sentries (24): HD 1; AC 6 [13]; Atk sword 1d6; ML 8; AL N.

Hp	6	7	2	7	6
	6	7	2	6	2
	3	7	6	3	1
	6	2	7	3	1
	6	7	7	1	



B5. Barracks. (20'x20' and 20'x30') Each of these rooms has a few bunks, stools, tables and footlockers with miscellaneous items.

- The **northern room** is infested with spiders, whose nest contains 8*80 gp pearls.
- In the **southern room**, an empty chest has been marked: "*Contains Type VI Treasure*".

Spider Swarm: HD 4; AC 6 [13]; Atk swarm 2d4 and poison; ML 5; AL N.
Hp 15

B6. Maids' Room. Simple beds by the walls, **four zombies** sitting around a wooden table. Muffled sounds of movement escape from the **wardrobe** in the SW corner.

- The **wardrobe** is securely padlocked and bound by a length of thick chain. Inside, a tied up but obviously alive liveried youth struggles for freedom. If the ropes are removed, he takes a single, insecure step, exclaims "*The curse; it is no more! Let me...*" and immediately crumbles into grey ash. Golden hand mirror, 900 gp.

Zombies (4): HD 2; AC 8 [11]; Atk strike 1d8; ML 12; AL N.
Hp 7 5 6 10

B7. Kitchen. (40'x30') The sweet smell of charnel decay permeates this kitchen. **Five ghouls** wielding kitchen knives and wearing the outfits of cooks hack at a disfigured corpse on the table. Pots and plates have fallen from collapsed shelves, cauldron of thick **stew** rots on the stove.

- The **stew** is better left alone unless the PCs have a taste for unskinned but thoroughly cooked cats.
- The **side chambers** are protected by a makeshift **guillotine trap** weighted with hanging baskets full of severed heads (save or take 3d6 damage, slain PC is decapitated). The chambers contain mouldy sacks of spice, stale iron rations, worm-eaten wheels of cheese, and jars of rock-hard jam. Silverware worth 1750 gp.

Ghouls (5): HD 2; AC 6 [13]; Atk 2*claws 1d4 and bite 1d4; Spec paralysis; ML 6; AL C.
Hp 5 9 13 7 14

B8. Cook. (20'x30') Improbably sharp and respectably large **knives** hang on the wall. The **portrait** of a jovial, blubbery fellow holds a sack of spices.

- The **knives** attack if disturbed, distributing nine HD 1 attacks among the company. One of them is a *dagger +1*.

- The **portrait** gives up the sack if threatened with violence, but denies any knowledge of Xyntillan's secrets. The powder in the sack makes for a nice soup base, adding +2 Hp to recovered health when resting (6 doses).

B9. Bakery. (30'x30') Simple wooden tables, rolling pins and ceramic bowls; miscellaneous utensils of little value on the walls. **1:3 ghost of greying matron** attacks in fury with rolling pin, scattering dishes in her wake and inviting extra encounter check every other round.

- The **oven** spews forth charred human bones, followed by a brick or two. An investigating character is likely to be bitten in half (**1:2**, save or take 4d6 damage).

Ghost: HD 6; AC 2 [17]; Atk rolling pin 1d6; Spec save on hit or lose consciousness; ML 10; AL C.
Hp 24

B10. Flower Room. (30'x30') Simple homemade tapestries hang on the walls, depicting flowers of all types. Clay pots and hanging baskets contain dusty old plants.

- **1:3** a screaming, mortally wounded woman in white runs across room, stumbling before reaching NW corner.
- The flagstones in the NW corner have been disturbed: digging soon hits a casket containing the bloated body of the woman, her white gown yellowed and tattered. The corpse's hands are stubbornly clutching a leather bag. Unless the lid is immediately replaced, the **ghast** sits up, revealing rotting teeth and a mouth crawling with maggots. The bag contains 75 uncut gemstones worth 100 gp each.

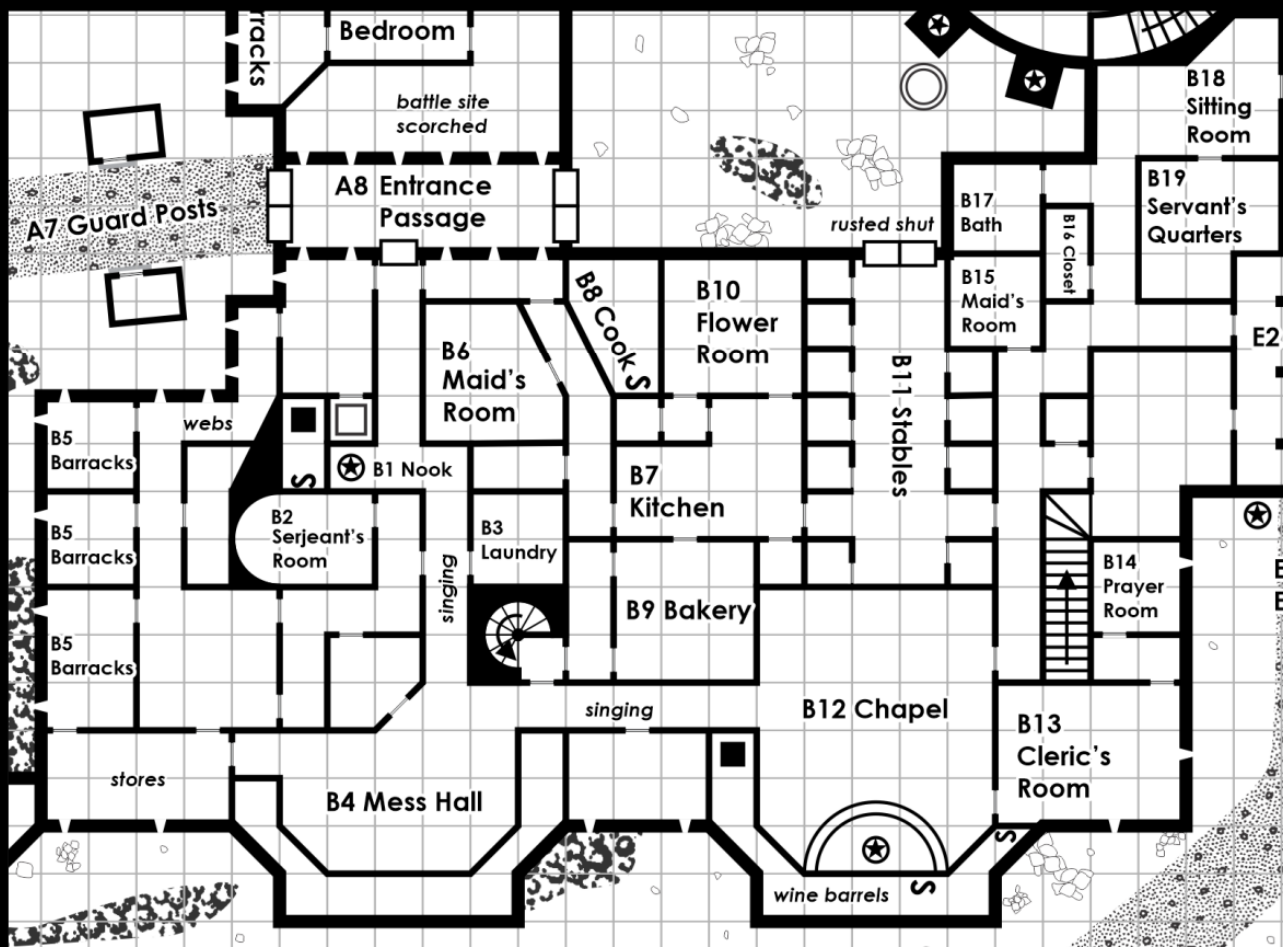
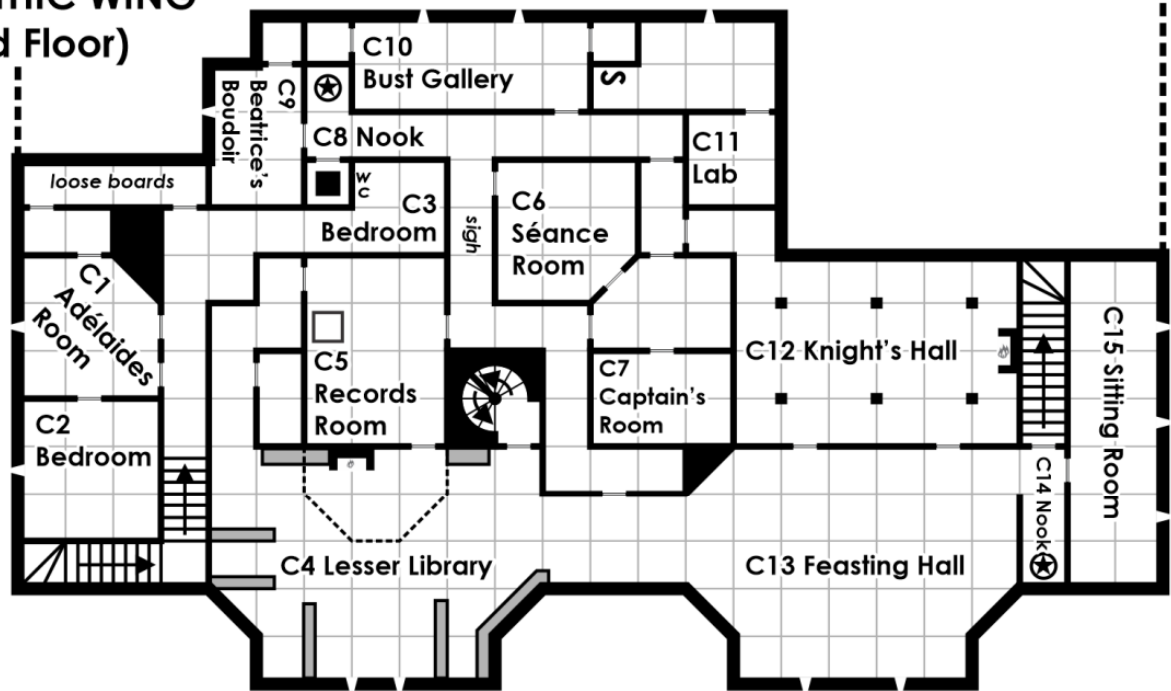
Ghast: HD 4; AC 6 [13]; Atk 2*claws 1d6 and bite 1d6; Spec paralysis, stench; ML 10; AL C.
Hp 15

B11. Stables. (40'x70') The iron doors leading outside are rusted shut.

- **By day**, all stalls are empty except one, where a **horseshoe** remains hidden under a pile of straw. The finder of the horseshoe automatically succeeds at his next saving throw, or suffers no level loss when an energy-draining monster next hits him.
- **By night**, **phantom horses** neigh and whinny in their stalls. Four are particularly ferocious, although if they are defeated, the other eight can be tamed and ridden – they can fly, and cover incredible distances, but dissipate by daybreak

Map Section BC

GOTHIC WING (2nd Floor)



Phantom Horses (4): HD 3; AC 3 [16]; Atk kick 1d6 and bite 1d6; Spec fiery breath 1/3 rounds, 3d4 Hp, save for ½; ML 10; AL C.
Hp 11 10 16 18

B12. Chapel. (50'x60') Cobwebs cover the simple wooden pews and the crumbling **altar**; frescoes of monks harvesting grapes on the mountain slopes. Shortly after the PCs, **eight undead monks** in hooded robes file into the chapel through the SE door, singing dark hymns.

- ➔ **Cleaning up the chapel** grants a boon: random character gains the one-time use of a *prayer* spell.
- ➔ A fossilised ammonite embedded into the **altar** grants insight into primordial eras if touched; gain 20% XP for next level, but save or go insane.
- ➔ The **secret door** behind the altar opens through the painting of a large wine cask; passage contains old barrels with an ancient but excellent vintage.

Dark Monks (8): HD 2; AC 7 [12]; Atk claws 2d4; Spec sharp claws add extra 1d4 for every 4 rolled; ML 9; AL C.

Hp 11 12 9 8 9
10 4 14

B13. Cleric. (40'x30') Far from the modest chapel, the retreat of its former cleric is a den of sybaritic decadence. Soft pillows, posh tapestries (mostly depicting comely young nymphs and dryads), an intricately carved chestnut table, and an inviting canopied bed round out the scene. The **portrait** of the holy father, a corpulent, smiling fellow with sausage-like fingers, surveys his domain with a look of approval.

- ➔ The **portrait** conceals a liquor cabinet, holding five bottles of the best (150 gp each, heals 1d6+1 Hp).
- ➔ A **secret door** is found behind a tapestry in the southern wall.
- ➔ Under the **bed**, there is a stash of most immodest literature ("*Heaving Bosoms*", "*The Knight and the Knave*", "*The Tribulations of Rose*", etc.).
- ➔ The grotesque, bloated **body** of the cleric decomposes in the northern passage, his back against the interior door. If approached, he raises his head, looking at the party as a large, ugly toad emerges from his putrescent mouth. He collapses back on the floor as soon as the toad had escaped.

B14. Prayer Room. (20'x20') An upside-down **silver cross** on the wall is cursed, turning soot-black upon touch. Holding it for more than a round inflicts a horrible disease on the character (save or -3 to all rolls, death within

1d3+1 weeks). After passing on the plague, the cross turns into charcoal, worthless.

B15. Maid's Room. (20'x20') Sparsely furnished with a wardrobe, a trunk, a large **bed** and a dusty **mirror**, this room is dark but reasonably intact. The wardrobe is open, containing maids' uniforms, spare bed sheets, and a long, dark green felt cloak.

- ➔ If cleaned, the **mirror** shows a world where living beings are mere shadows and ghosts are flesh and blood. Anyone smashing it must roll a saving throw or age 1d100 years, gaining 3% the XP needed for the next level for every year.
- ➔ The pillows on the **bed** hide a silver dagger, blackened by age but still sharp and deadly. Rust-brown stains have fouled the clean white sheets.

B16. Closet. (10'x20') Simple worm-eaten furniture stands by the walls. It is obvious from all the dust and cobwebs that no one has set foot in here for years. An empty glass bottle labelled "*Spirits*" stands on a nightstand and smells faintly of alcohol.

B17. Bath. (20'x20') Wooden tubs filled with lukewarm water. Something large lurks within... a grotesque **giant toad** displaying a toothy grin. The docile beast doesn't fight unless in self-defence, but looks pleadingly upon the party and emits croaking sounds, expecting to be fed.

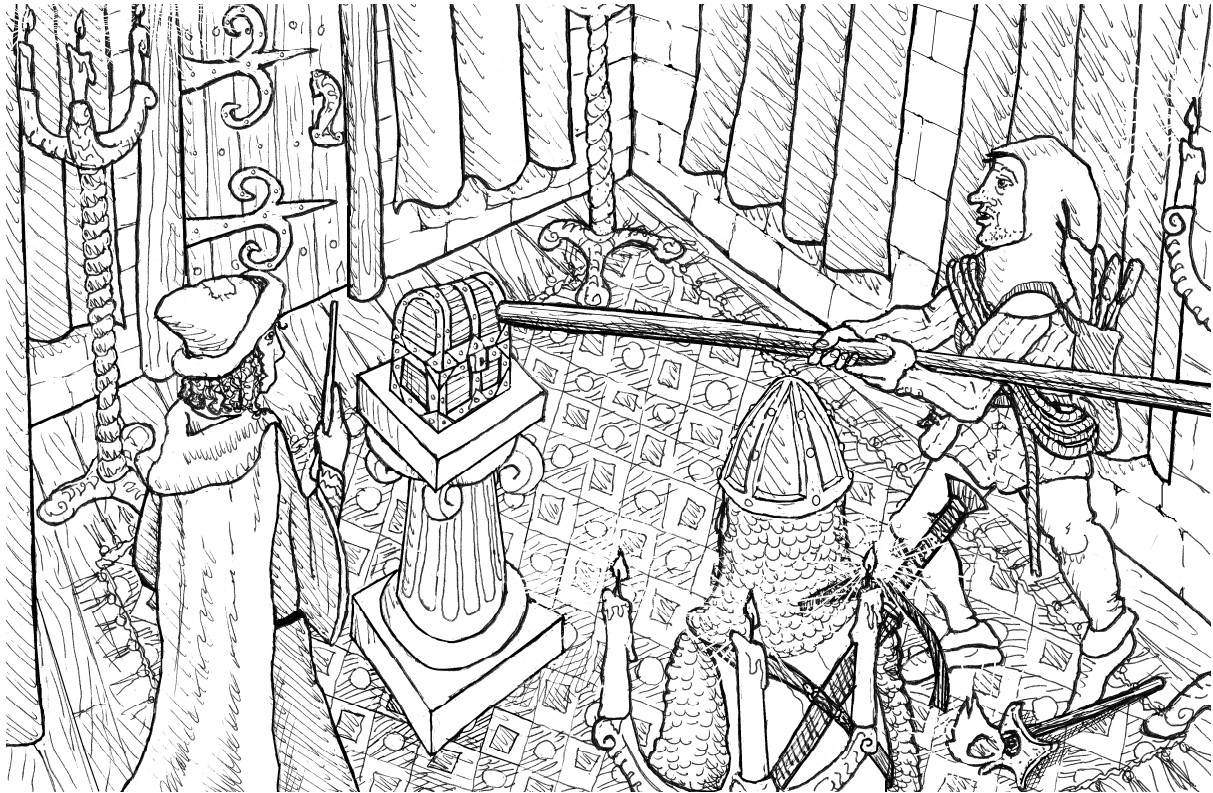
- ➔ Be warned, a **kiss** does it no good, but transfers its deadly poison to the brave PC!
- ➔ A greasy **jar** of unguents is infused with the toad's poison (3 doses).

Giant Toad: HD 4; AC 7 [12]; Atk bite 1d8; Spec swallow, poisonous skin; ML 5; AL L.
Hp 17

B18. Sitting Room. (40'x30') This room is comfortably stocked with plush chairs and divans. A **dead lady** wearing a circlet with three opals (1000 gp) sits in a chair before a mirror, looking vainly upon her own reflection. If the diadem is taken, the head falls off and hits the floor with a hollow thud. Not much in there, that's for sure...

B19. Servants' Quarters. (30'x30') Simple but sturdy furnishings have been knocked over and looted. Concealed in the **wreckage** are the sixteen pearls of a torn necklace. Pearls are 200 gp each, but the pieces are progressively harder to find: 4 in one turn, 4 in two more, 4 in three more, and the final 4 in four more (keep rolling encounter checks).





C: Gothic wing

C1. Adélaïde's Room. (30'x30') This boudoir is heavy with the scent of stale incense and faded flowers, stacked with dried bouquets on dressers and settees. Worthless bric-a-brac depicting a bewildering number of **cats** litters the place.

- **1:3** of finding **Adélaïde Malévol the Splendid (#03)** in a company of several black cats; further **1:2** they are feasting on a skinned, decomposing cadaver.
- Among the cat-themed artefacts is a **jade cat figurine** (400 gp), and a **reed basket** containing nine cat mummies preserved in tar (18 inset pearl eyes worth 100 gp each). These cats will haunt the dreams of the "eye-stealer", and he will have no rest for 1d3+1 nights unless the curse is broken. On the last night, a **cat swarm** will attack in his dream, and if the character is killed, he will be found dead with his eyes clawed out.

Cat Swarm: HD 4; AC 6 [13]; Atk swarm 3d4; ML 6; AL C.
Hp 13

C2. Bedroom. (30'x30') **1d12** pale **phantoms** dance in the incense smoke. A splendid **coat** made of cat fur is slung on the four-poster bed.

- The **smoke** is slightly intoxicating; -1 to saves for an hour after leaving room. If inhaled, it grants lurid visions of lavish fêtes; the save penalty lasts for a day, but

character is befriended by one of the Malévols seen in the vision.

- The luxurious black **fur coat** laid on the bed is worth 2200 gp if the smoky smell is gotten rid of, and may be worn as a *cloak* +2. However, it is cursed, bringing bad luck in the form of various manifestations of misfortune at GM's discretion. Destroying the fur breaks the curse with a loud meow!

Phantoms (1d12): HD 2; AC 7 [12]; Atk touch 1d6 + ice-fear; Spec ice-fear gives -1 to all rolls, cumulative per hit; at -3, save or die from sheer terror; ML 8; AL C.

Hp	12	14	2	9	10
	4	10	13	6	6
	9	10			

C3. Bedroom. (20'x20') A pleasant little retreat after nights of rowdy revelry. Satin-covered divans with soft pillows surround a small table set with cordials and glasses. Soothing music chimes gently.

- One of the draughts is a *potion of healing*.
- The room is safe to rest in, but the music causes a deep slumber: guards must save or fall asleep. Sleep 1d6 weeks; on 6, 1d6 years; on another 6, until the end of days!

C4. Lesser Library. (70'x50', two-level) A mere shadow of its companion (**L2**), this comfortable, two-level room is mostly dedicated to lighter reading. Romance, adventurous yarns, pamphlets with lurid tales, travelogues and poetry are found.

- Sequestered behind a row of musical works is an **unlabelled booklet** containing the insane symphonies of Ludwig von Schreck, and a spellbook with the spell *irresistible rondeau*. Someone has scribbled „*Should the hunter hunted be, decipher this mystery: his heart is stone, but a heart he keeps – if you catch him when he's at peace*” on an empty page.
- A **secret passage** opens from the upper floor, found by listening to the faint scratching from within. **Girolamo Malévol the Dupe (#09)**, frustrated bureaucrat and crazed axe murderer is trapped within, driven to the end of his wits among stacks of mouldy old forms and his stamp collection. **1:3** of violent mood swing.
- The **statue** on the upper floor depicts the grim reaper holding a book full of names. Anyone who tries to read the book will find their name therein, and will come face to face with the **reaper's** manifestation. This is a one-on-one fight, and those who try to help will get their own reapers. If the character is victorious, his or her name will be struck from the book, avoiding death the next 1d3 times.

Reaper: HD 4; AC 5 [14]; Atk scythe 1d6 + paralysis; Spec paralysis, immune to cold; ML 11; AL N.
Hp 19

C5. Records Room. (30'x40') **Eight hunchbacked scribes** (noncombatants, 2 Hp each) are chained to writing desks in this dimly lit chamber stuffed with paper stacks and filing cabinets. The scribes labour tirelessly on collecting opinions and quotes they find offensive to sate their perverted cravings.

- **1:6** of stack of papers being dumped down the trapdoor hidden in the rafters. This leads to the secret passage upstairs.
- Visitors may find that all of their inconsequential, half-forgotten slipups have been meticulously recorded and catalogued. In case of NPCs, **1:6** of finding something in 1d3 turns, but it will be of trivial significance.
- There is nothing of value in the room.

C6. Séance Room. (30'x20') Vivid red banners hang on the walls; a black carpet with red diamond patterns covers the floor. Burning candelabra in the four corners shed light on the pedestal in the middle of the room with a **wooden chest** on top.

- **2:3** the first character stepping into the room is surrounded by a silvery *circle of protection vs. good*, while a disembodied voice asks: “*What purpose is the source of thy affront?*” Whatever the answer, the answer is a deep “*Mwahahahahaha!*” There is no other effect.
- The **chest** opens with a loud bang... containing nothing but stale air. Immediately thereafter, the door slams and light sources in the room extinguish one by one. A secret bottom of the chest contains 3000 gp, a hammer, and seven stakes.



C7. Captain's Room. (30'x20') The work of time and rats have reduced this room into ruins. One of the canopied **bed's** legs have given away, and the whole thing is falling apart. Pillows are pierced by numerous small holes. A **weapon cabinet** with broken display windows stands by the west wall, next to an empty armour rack.

- An **invisible shape** sleeps in the **bed**. If woken, it shouts "*Attention!*" making all weapons in the cabinet stand and clatter; characters have to hold onto theirs not to lose them. On the command of "*At ease!*" the weapons drop again; otherwise, they strike the nearest character on the next round (-3 if held onto). One of each weapon type also emerges from the cabinet. A weapon that's successfully struck or restrained stops attacking. The shape is dispelled by a single hit or turning attempt.
- The **cabinet's** badly defaced doors still hold, although the glass panes showing off the collection inside are smashed and broken. There are 36 daggers, four maces, seven sabres, two battleaxes, and four bastard swords in the cabinet. Someone has also hidden a bottle of fine wine in the bottom, along with a box of 6 military medals (300 gp each).

C8. Nook. (10'x10') The **statue of a caveman** stands opposite the entrance to the **privy**. A half-broken plaque on the pedestal reads: "*To sit on the throne yonder, Tarry not one bit; It is no great wonder, To have a pleasant ____*"

- A plaque on the finely carved, imposing gothic **privy** reads: "*The Excellent Throne of Sitting in Contentment*". No random encounter disturbs this place. A shaft descends to the much simpler privy north of **B1**, and rungs climb up to the even fancier one at **C19**, but halfway up, there is a **blade trap** in the wall (save or take 2d6 damage and fall down for 1d6 more, **1:3** probability of breaking through privy for 2d6 more damage).

C9. Beatrice's Boudoir. (20'x30') Purple drapes hang from the ceiling, forming a canopy above the room and concealing the door in the N wall. A torn silk gown rests on a **dressing screen**, from behind which sobbing sounds emanate.

- Behind the **dressing screen** stands a chained and padlocked casket. The blackened and shrivelled form of **Beatrice Langlois-Malévol the Jilted (#10)**, still wearing her bridal clothes, leaps out if her prison is opened.

- The northern closet contains a dressing table with powders, perfumes, and a silver mirror (130 gp). A puzzle box (1000 gp) holds a collection of shiny beetles.

C10. Bust Room. (50'x20') Once vivid purple curtains and drapes have faded to pale pinks, while the luxurious wood panelling has been scratched by rat claws and tunnelled into. A **row of busts** depict various family members:

- Maximillian Malévol the Malign (#12): evil smile. Halves maximum hit points for rest of expedition if bothered.
- Aristide Malévol the Patrician (#11): half of stern, noble face has been peeled off to reveal skeletal grin.
- Eustace Malévol the Lacerated (#21): has been stabbed several times, **sword +1 "Scrupulous"** (Law, EGO 15, notes shifting walls) is still struck through the head.
- Claudette Malévol the Innocent (#27): 2*550 gp gemstone eyes, sockets bleed if removed.
- Priscilla Malévol the Undulating (#35): has no shadows, will steal character's if statue is bothered (save or -2 Con).

C11. Laboratory. (20'x20') Someone has stuffed several shredded bedclothes into a large **basket**. Five large **glass jars** on a shelf above a **writing desk** contain an opalescent liquid.

- The **basket** is full of severed heads; one wears *the amulet of wolfskind* (wearer can befriend and command wolves and other canines as turn undead).
- Suspended in one of the **jars** is a **homunculus** (1 Hp), peering outside and knocking on the glass surface to draw attention. It tries to communicate through gestures, and accurately senses danger, but dies if the jar is opened (if a character tries, the tiny figure panics and gesticulates to 'get away', **1:6** of knocking over his prison in excitement).
- A small glass dome on the **desk** holds 12 flying and buzzing sparks – inflicting 12 damage if released (save halves).

C12. Knights' Hall. (60'x40', two-level) Inlaid floor, rich panelling, collection of weapons and trophies. Faint sounds of merriment drift from the upstairs gallery (**D12**). Reserved for the higher-born folk to drink a few cups in peace, or sit by the huge **fireplace** and complain about the weather. **Five headless manservants** stand by to serve mulled wine, or throw out anyone who looks like rabble.

- 1:6 of 1d2 family members.
- A **suit of armour** stands in the SW corner, looking too old and battle-scarred to be usable, with an arrow lodged in its right leg. If someone remarks aloud on this condition, the suit of armor places a curse on the character (save or reduced movement due to limping), exclaiming „*There, who is laughing now?*” If attacked, it fights back.
- An enormous sword is suspended above the **fireplace**, 1:3 of falling on unsuspecting character (save or take 3d6 Hp). Rungs in the chimney lead up to **D13**.
- The **musicians' balcony** on the upper floor is now a repository of dusty, rat-eaten instruments, and a large wardrobe holding the chewed up corpse of the conductor, and a **swarm of rats**. 1:3 of collapsing under weight of three or more characters (2d6 Hp).

Headless Manservants (5): HD 2; AC 7 [12]; Atk hit 1d8 + strangle; Spec strangle 1d8/round; ML 10; AL N.
Hp 6 9 8 10 10

Animated Armour: Fighter 4+4; AC 2 [17]; Atk sword +1 1d8+1; Spec distribute attacks among 4 HD of opponents, immune to fire; ML 11; L; sword +1 „*Fearless*” (Law, EGO 11).
Hp 21

Rat Swarm: HD 4; AC 6 [13]; Atk swarm 3d4; ML 6; N.
Hp 13

C13. Feasting Hall. (70'x50') A larger nexus whose simple but tasteful decorations hint at a past of chivalry. Banners hang from the blackened beams. A **long table** surrounded by wooden chairs and laden with gnawed bones stands in the middle.

- The ghoulish repast on the **table** is an even mixture of goat, human, and sheep. Brined eyeballs in a jar follow the company's movements.
- A rusted suit of armour stands in the SE corner. A long tapestry depicts a knight slicing through the long neck of a foul swamp creature. An assortment of shields, mostly with the family arms, adorns the walls.

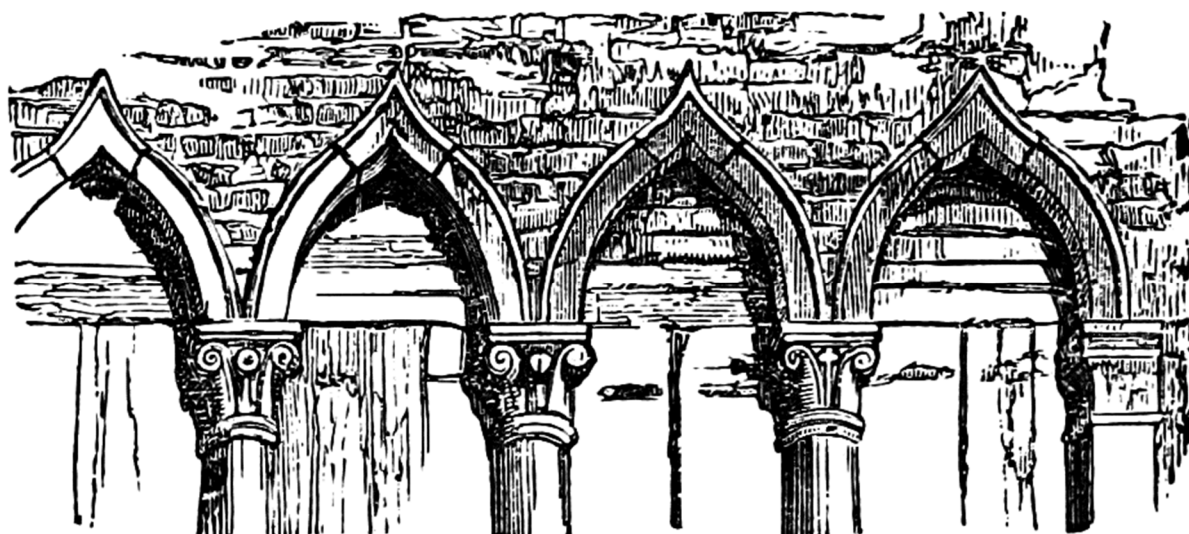
C14. Nook. (10'x20') The **bust of Médard Malévol the Mighty (#13)** peers at the company. A Lawful character who looks him in the eye must make a saving throw or immediately depart to seek out foes with a mighty „*Deus Vult!*” The battle-lust lasts until three named opponents are slain or the character falls in battle.

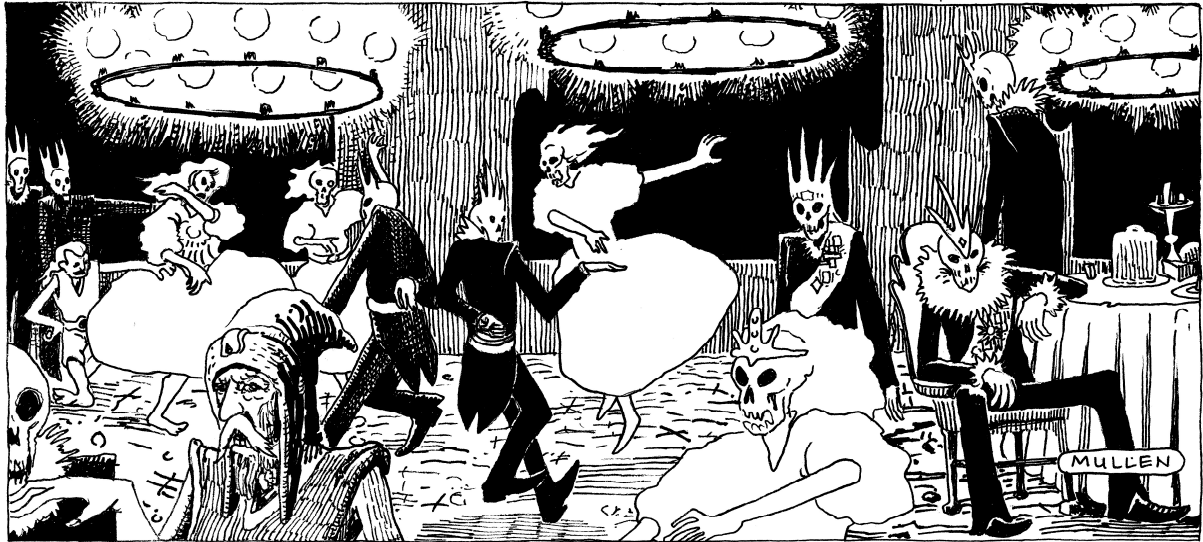
- Returning after a successful quest, the character will find a *crusader's shield* +2 by the pedestal. This shield can either work as a *shield* +2 for the character, or confer a +1 bonus to all Lawful characters in the company.

C15. Sitting Room. (20'x70') The windows of the room are shuttered, casting long shadows on dusty couches and a splendid cracked **mirror**.

- Examining the **mirror** more closely, it is apparent that blood seeps from underneath the jagged shards.
- The shadows shift and move as the company searches the room; after one turn, three of the company's **shadows** attack. If slain, they disappear screaming into the mirror, increasing the seeping blood to a steady trickle.

Shadows (3): HD 2+2; AC 7 [12]; Atk touch 1d6 Str; Spec strength drain; ML 6; AL CE.
Hp 16 3 3





D: Gothic wing II.

D1. Green Room. (30'x20') Faint greenish light illuminates the moss-covered tapestries and walls. Misshapen, unmoving monstrosities watch over thick pelts of moss on the floor – hunting trophies, now mossy and decayed.

- ➔ The **trophy collection** includes assorted smaller varmints, a large, menacing **boar** (still pierced by the spear that slew it!), and the gaunt and rather disturbing figure of the stuffed **hunter**, whose loose, tanned skin is supported by a much smaller skeleton. They attack intruders while the smaller critters scamper and whine.
- ➔ Spending more than one turn in the room, **moss** starts to grow on clothes and skin, covering characters in 3 turns and smothering them in 4 unless scraped off.

Boar: HD 3+3; AC 7 [12]; Atk gore 3d4; Spec continues to attack for 2 rounds after killed; ML 9; AL N.
Hp 20

Hunter: HD 2; AC 7 [12]; Atk 2*bow 1d6; Spec horn summons random encounter; ML 7; AL N; haversack with tanning kit.
Hp 5

D2. Laboratory. (20'x20') Acid-scarred tables covered in recently disturbed dust hold cobwebbed alembics, retorts, glass pipes, and test tubes in chaotic disarray. Shelves laden with opalescent glass jars containing alchemical components. Although most of the apparatus remains unused, a small corner has been dusted off by **Mandrake Malévol the Mixer (#14, 1:6 present)**, who prepares poisons for his nefarious activities.

- ➔ Six doses of anti-venom (allows reroll of poison save, also functions as healing balm at 1d6 hp per application) lie in one pan of a small merchant's balance, and a single dose of black widow poison (save at -3 or die) in the other.
- ➔ This is a well-stocked laboratory, fit for alchemical experiments (2000 gp value).

D3. Mason's Room. (20'x20') The doorway to this room is crudely bricked and mortared. Removing the bricks reveals a rotting skeleton wearing a leather apron and still holding a mason's trowel in his hand.

- ➔ A plastered and bricked niche hides decaying cadavers, as well as sacks with 3000 gp.

D4. Smoking Room. (30'x40') Thick **smoke** envelopes the oak-panelled room; velvet-covered chairs surround a table set with smoking pipes. There is a **cabinet** by the southern wall, and two bowing, smoke-mummified **Turks** by the **fireplace**.

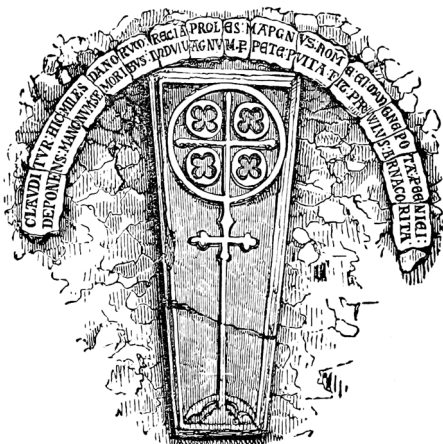
- ➔ The **pipe smoke** here is so strong that eyes start to water immediately, and blindness results as they burn away completely in 2 turns (Oh, ye Gods! It burns! How it burns!).
- ➔ The **cabinet** displays a pipe collection worth 3500 gp to the right connoisseur.
- ➔ One of the **Turks** has a golden earring worth 300 gp; this is also a **ring +1**.
- ➔ There is a secret door in the **fireplace**, leading to a hidden section of Xyntillan.

D5. Funeral Parlour. (30'x40'+20'x30') Smell of stale rot permeates the dark room. Oily brown floorboards creak underfoot, and heavy purple drapes on the walls sway by an undetectable air current. The furnishings are made of old oak: a round table, velvet-covered chairs, and carved panels depicting the *danse macabre*, the procession of the dead under the leadership of Death personified.

- The **privy** to the south is a high gothic extravaganza of noble woods and plush armrests. The inlaid gold letters (350 gp if removed) read: "*The Exalted Throne of Superior Comfort*". Someone has scrawled an untidy "*Aristide was here*" on a side panel. No random encounter disturbs this place, and a perusal restores 1d6 Hp. A shaft descends to **C8**, and eventually to the simple priy north of **B1**, but halfway down, there is a **blade trap** in the wall (save or take 2d6 damage and fall down for 1d6 more, 1:3 probability of breaking through middle priy for 2d6 more damage).
- The **door to the inner room** is decorated with beaten brass patterns depicting a skull being choked by thorny vines. There is a knocker in the mouth of the skull-relief; likewise thorn-covered. At least 1 Hp of blood must be shed to make it open, but the skull tries to bite for 1d6 Hp (save to avoid if careless).
- There is a simple **bier** in the **inner room**, bearing a corpse covered with a funereal shroud. It is surrounded by four candelabra and numerous bouquets of dry flowers. Lifting the heavy veil reveals that there is nothing underneath, and the **drape** animates to suffocate the curious fool!

Purple Drape: HD 4; AC 7 [12]; Atk choke 1d4; Spec surprise 5:6, save or become entangled as choking damage rises to 2d4/round, attacks on the drape inflict half damage on the enveloped character; ML 12; AL N.

Hp 10



D6. Tea Room. (20'x20') A **portrait** rambles on to **three dusty old ladies** sitting in their chairs, all quite dead. Pastel wallpaper with mauve-coloured flowers, accompanying a table set with dusty tea service (1550 gp).

Undead Ladies (3): HD 1; AC 7 [12]; Atk claws 1d6; ML 9; AL C; fans, powder, one has silver hairpin (60 gp), another a golden thimble (5 gp).

Hp 5 1 5

- The **portrait** of **Olivier Malévol the Oleaginous (#15)**, bored out of his mind, rambles on. He pleads to be taken somewhere else – anywhere but here. Behind the portrait is a bricked up niche, containing bits of bone, a golden pocket watch (900 gp), and a signet ring (200 gp).
- The **almond biscuits** on the table are laced with cyanide (save at -2 or die).

D7. Ice Room. (20'x20') Ice covers everything in this room, and crystals form on every surface soon after entering. 1 Hp damage per round. A thick **ice formation** containing faint black shapes stands in the middle.

- If excavated, the **ice** contains the rock-hard corpses of three adventurers, one of whom still holds the hilt of *Rimeblade* +2, a *sword* +2 (Neutral, EGO 16, can project ray of frost 1/turn for 3d6 Hp [save avoids], but if it comes up 18, all around are frozen solid – save to take only 2d4 Hp).

D8. Hunting Lodge. (50'x30', tall rafters) Long table is surrounded by rustic chairs and heaped with empty **tankards**. Trophies and hunting motifs interspersed with green tapestries emblazoned with oak leaves and acorns in golden thread. A large, mouldy **tapestry** covers the northern wall, depicting seven huntsmen led by a gallant figure.

- The **tankards** bang on the table when someone enters the room, followed by a loud "*Huzzah!*" (check for encounters).
- Unless greeted with a hearty "*Huzzah!*", the huntsmen on the **tapestry** rain a shower of arrows on the company (7 attacks every other round at 1 HD, distributed evenly among everyone in room) until the tapestry is slashed, AC 9 [10], Hp 8.
- The musty-smelling **passage** behind the tapestry reveals a small collection of odds and ends, mostly from hunting trips: a dozen dried brigands' heads, the skull of a bear, antlers, and broken spears. An old, heart-shaped **lead box** buried in the junk contains a heart, still beating.



- This is *The Heart of Roland*, cut from the bosom of a dead hero. Every expedition, blood from the heart can be collected to create a *potion of healing* (1-3), a *potion of giant strength* (4-5), or a *potion of heroism* (6). It can also be planted into a dead character, reviving him or her – although the results will be most horrid if it is performed on a body that is no longer fresh.
- At the end of the passage, a **painted door** might be opened to gain access to the Indoornesse (**R**). A *knockspell* works, and some Malévols – as well as their portraits – also know the secret word...

D9. Hubert's Room. (30'x30', tall rafters) Rotting animal skins hang tattered from the walls in this bedroom. A carved wooden throne stands in the NW corner. The clinking of metal from above and a faint rattling from the north are barely audible.

- ➔ If he has already been encountered in **K1** or randomly, **Hubert Malévol the Huntsman (#16)** may be found here, resting in the throne.
- ➔ The **clinking noise** comes from above. Hanging in the rafters are the dried bodies of seven huntsmen, still in their mail shirts and green capes, swords at their side.
- ➔ The **rattles** come from behind the secret door – upon opening the portal, a shower of broken bones is hurled outwards as growling sounds disappear through the room. Therein is a prisoner's straw mat, flask of water, and a broken chain affixed to the wall.

D10. Bedroom. (30'x40', tall rafters) This room is a mess. Mouldy linen, bed sheets and pillows have been torn to bits and scattered around an empty wooden chest. A single bed lies upturned, the stuffing in the mattress spilling out. A wooden ladder is propped against the beams, leading to the **rafters**. A large sack or package seems to lie up there.

- ➔ In the **rafters**, the mouldering body of an old matron is tied to an upright beam. **Twelve vampire bats** pick at the bits. The corpse wears a splendid sapphire ring (4000 gp); if taken, it twitches, tries to mumble something, but soon returns to inanimate status.

Vampire Bats (12): HD 1+1; AC 7 [12]; Atk bite 1d4 + blood drain; Spec blood drain 1d4 Hp/round until removed; ML 5; AL N.

Hp	4	9	6	8	6
	2	3	2	7	9
	5	3			

D11. Lounge. (30'x60') Severed heads are set on the couches, snarling at intruders (harmless). A **card table** in the centre is lit by a glowing globe suspended overhead. A monumental **tapestry** forms a greatly embellished chronicle of the Malévols, omitting the less savoury details. Little here is factual – or even tangentially related to the truth. A line of **kings** holding musical instruments is seen on an old wooden carving.

- ➔ A gloved hand deals cards on the **table**, but cheats deviously. If beaten at its game, a hidden compartment slides open, containing 3d6*50 gp. If the character loses, save or he is decapitated by invisible sword.
- ➔ The **kings** play old ballads if approached, including one about the hero Roland, who had lost his fiery heart.

D12. Dancing Room. (70'x50', tall rafters) Flickering ghost-candles on swaying chandeliers shed light on **2d12 undead lords** and **2d12 undead ladies**, dancing to the dissonant chords of a spectral orchestra. Tables by the gallery overlooking the **Knights' Hall (C12)** allow the revellers to retreat for discreet chitchat.

- ➔ The **dancers** are not hostile. If attacked and the fight goes badly, the lords and ladies are joined by **1d12 headless manservants**.

- 1:2 of 1d2 family members mixing with the crowd.
- 1:6 of **angry matron** accusing random character of lechery and impropriety.
- Dancers resting by the **gallery** are always ready for a little intrigue, although not very informative beyond long-gone *affaires*.
- If the **orchestra** is turned, all undead here must save or collapse (even more dead).
- The **repertoire** is gentle ballet, a sequence of passionate harvest dances, followed by increasingly sombre tunes as the dancers fade and age, turning dusty and grey. The grand finale is the *Danse Macabre* – anyone still present must make a saving throw or join the solemn rondo and be one with the dead when the music ends.

Undead Lords (2d12): HD 1; AC 7 [12]; Atk sword 1d6; ML 8; AL C; elegant but rotting clothing, 1d6*5 gp each.

Hp	1	1	8	2	7
	3	2	2	1	7
	6	2	4	1	5
	5	5	8	2	3
	4	5	7	1	

Undead Ladies (2d12): HD 1; AC 7 [12]; Atk claws 1d6; ML 6; AL C; fans, lacy things, wigs, 1d6 gp*5 each.

Hp	4	5	4	6	2
	4	3	5	3	3
	7	4	3	7	4
	6	2	2	3	3
	6	2	8	1	

Headless Manservants (1d12): HD 2; AC 7 [12]; Atk hit 1d8 + strangle; Spec strangle 1d8/round; ML 10; AL N.

Hp	6	10	12	2	7
	12	12	8	13	10
	4	13			

D13. Master Bedroom. (30'x60', tall rafters) Although the stained glass windows let in sparse illumination, this is swallowed up by the sombre blacks dominating the *entreeur*. Glass beads are affixed to a black velvet canopy in an imitation of stars. **Bed** in NW corner. A heavy smell of ambergris hangs over the **mummified cadavers** of two black-clad fellows peering upon the surface of an ebon table, and a **smoke quartz prism** swirling with enchanted lights.

- The **bed** conceals a severed unicorn head. The eyes still peer from the sockets and the mouth still opens and closes, but it's quite dead, with a valuable *unicorn horn*.
- The **bodies** are alike in facial features, but separated by age: one a mere lad and the other an elderly man. **Two shadows** have faded into the background, and they are joined by **three masked murderers** from the S closets as they try an ambush.
- The light within the **quartz prism** is hypnotic, save or stand transfixed. Another save may be made to break off the effect if a monster attacks, or if a week passes. If the prism is shattered, it tries to reform itself by sucking the soul of the offending character (save at -3). If the curse upon the prism is removed, and it is bathed in holy water, it becomes a *gem of seeing*.
- An iron grille in the **fireplace** can be pushed aside to reveal rungs descending to **C12**.

Shadows (2): HD 2+2; AC 7 [12]; Atk touch 1d6 Str; Spec strength drain; ML 6; AL C.

Hp	17	8
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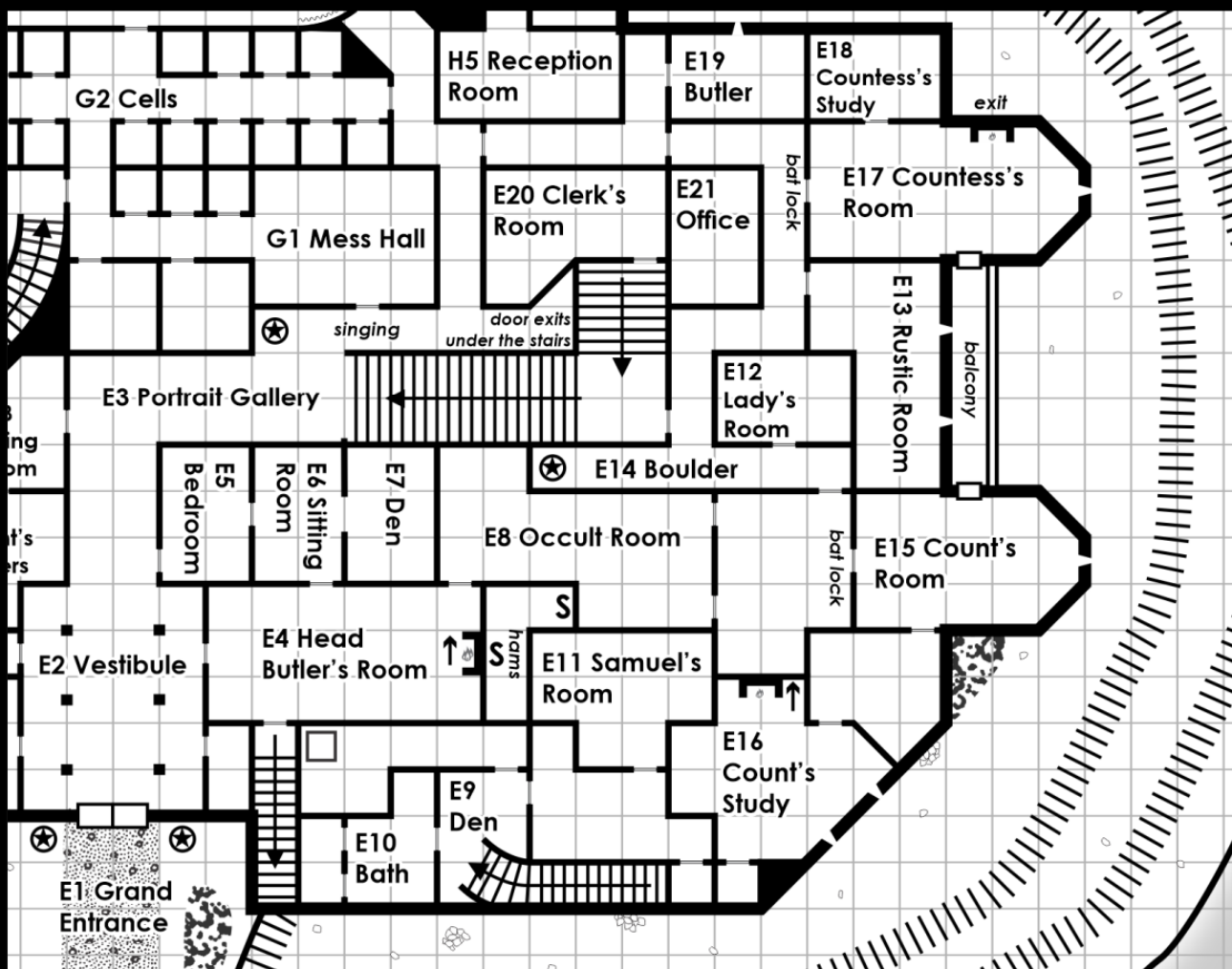
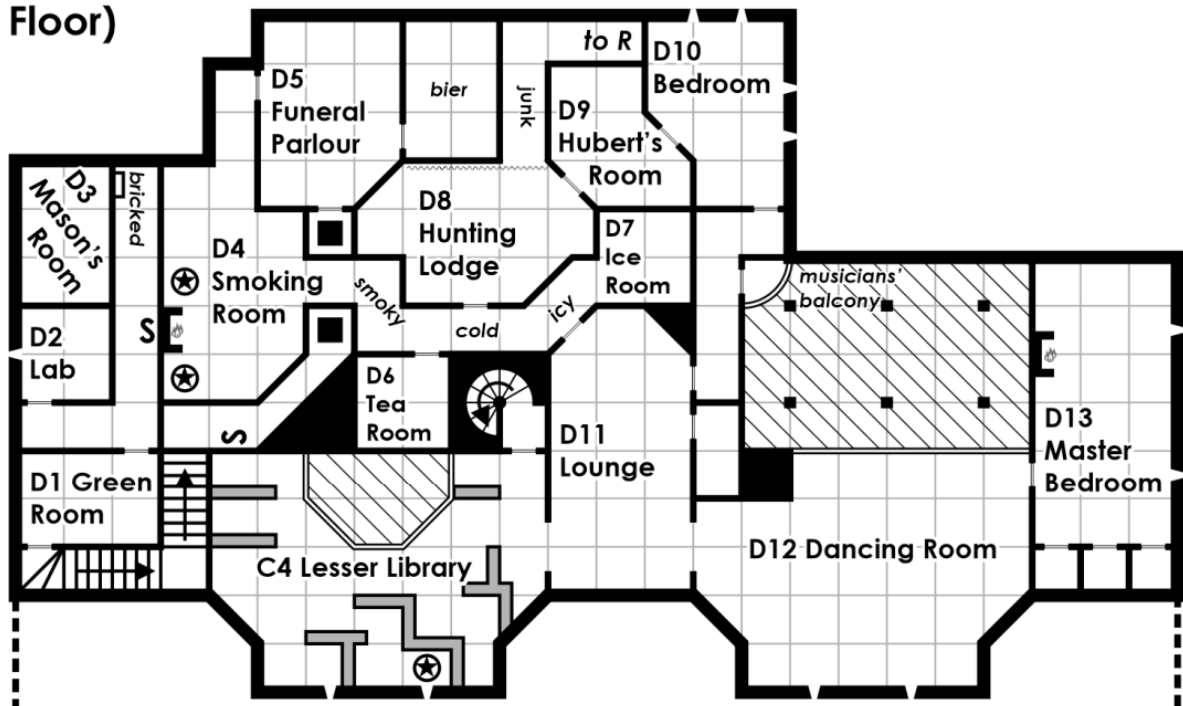
Masked Murderers (3): HD 2; AC 7 [12]; Atk sword 1d6; Spec surprise 2:6, backstab; ML 9; AL C.

Hp	9	11
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Map Section DE

GOTHIC WING II (3rd Floor)





E: Entrance halls

E1. Grand Entrance. Two massive statues of fantastic beasts guard the great double doors. 1:6 of 1d6 corpses by the entrance.

- If the **doors** are thrown open from either direction, the statue to the West erupts in maniacal laughter (roll an encounter check), while the one to the East flicks its fingers, casting *animate dead* on all corpses (including any being carried by party).

Zombies (1d6): HD 2; AC 8 [11]; Atk strike 1d8; ML 12; AL N.

Hp	4	5	14	2	8
	9				

E2. Vestibule. (40'x50') A high, vaulted ceiling is supported by six thick, sturdy stone columns. Small holes in the roof above let in beams of light, falling on dust, hardened guano, and the bare stones of the tiled floor. This place used to be a vestibule, but nobody gives a damn anymore. The ghost of **James, the family butler (#18)**, shocked by such disrespect, weeps silently.

- Comfortable **seating arrangements** lie by the walls, ready to accommodate anyone, and falling apart immediately in a shower of sawdust and mouldy fabric.

- A cloak carelessly slung upon a coat rack is a **cloakier**; topped by a **man-eating hat**, lying next to an **animated cane** and a pair of **stomping shoes**.

Cloaker: HD 6; AC 4 [15]; Atk tail 1d8, bite 1d6 and enfurl; Spec +4 to hit enfurled opponents, save to escape from enfurlment, moaning causes fear (save or flee/stay immobile 1d6 rounds), *darkness* 15'r at will, *mirror images* (1d4) 1/day; ML 10; AL C.

Hp 32

Man-eating Hat: HD 3; AC 9 [10]; Atk bite 3d4; Spec save or decapitates wearer; ML 6; AL C.

Hp 15

Animated Cane: HD 2; AC 6 [13]; Atk strike 1d6; ML 8; AL C.

Hp 7

Stomping Shoes: HD 2; AC 7 [12]; Atk kick 1d6 and trip; Spec save to avoid tripping (-3 if worn), movement reduced due to stubbed toe; ML 6; AL C.
Hp 14

E3. Portrait Gallery. Floating candles lead the way through cobwebbed **portraits** towards the creaky staircase. Shadows move on their own volition, all wrong.

- The **portraits** have the following effects:
 - Philomène Malévol the Quick (#36): smiles at viewer, inviting them to her upstairs suite.
 - Girolamo Malévol the Dupe (#9): demands signed affidavit from viewer.
 - Aristide Malévol the Patrician (#11): Glares silently. **1:6** of gaining unnatural interest in viewer.
 - A Silent Wail (#5): Painted over and name plate has been removed. Bleeds if scratched. Voice follows incessantly.
 - Hubert Malévol the Huntsman (#16): *Arrow +1* flies at viewer, 6 HD, 1d6+1 Hp (up to 1d6 times).
 - Mortagu Malévol the Axe (#37): Flexes his beefy arms, grins.
 - Marcel Malévol the Malnourished (#32): Begs for a scrap of bread, suggests company to try the Donjon for roast pigeons if they are *real* hungry.
- The **statue of a griffon** stands in a corner, a plaque reading "*Courage Vindicated*". Reaching into its open beak allows for the retrieval of a *potion of heroism*.
- The space **under the stairs** is full of webs, concealing the entrance to **E20**. Decomposing body of a fortune-seeker is crawling with moths.

E4. Head Butler's Room. (60'x30') Unnaturally thick pools of shadow choke off illumination. The hands of a ticking **grandfather clock** turn backwards. Tidy stacks of handwritten **notes** lie on the surface of a large writing desk.

- The **clock** strikes every six turns, an owl emerging to declare a mournful "*Dooooom! Dooooom! Dooooom!*" If opened, it appears to be filled with bones instead of gears and springs, which tumble out in an avalanche. Responsible character must save or be cursed with manacles and chains, slowing movement and inflicting a -2 on rolls.
- The **fireplace** reveals the strangled body of a young, foppish gentleman. The cadaver looks mostly intact (if a bit smoked) on first sight, but it is only kept in

shape by the chimney, and soon after its removal, it collapses in a cloud of dark ashes and blackened bones. Climbing up the **chimney**, characters emerge in the **Storage (F14)**. A secret door in the back of the fireplace opens to a **crawlspace** stacked with hanging pieces of ham.

- The **notes** on the table provide a glimpse into the mind of a madman: rambling rants, speeches to no one, appeals to authorities demanding total submission and obedience, blackmail notes that have never been sent, and finally a well-worn parchment with a long list of names, about two thirds crossed off. The list includes several dignitaries in Tours-en-Savoy, the bishop of Chamrousse, and "Louis" (at the end of the list – in large, carefully penned letters).
- Stairs descend into the Understores (**M1**).
- The **closet** holds a set of moth-eaten clothes (a 600 gp signet ring is hidden in one of the pockets). The **chest** holds neatly folded linen bedsheets, plus a small dagger and a vial of poison in a secret compartment.

E5. Bedroom. (20'x30') Weird feeling of tension, two rickety old beds. An oil lantern swings back and forth under a strong magnetic influence that also affects inventory items.

E6. Sitting Room. (20'x30') An oak table surrounded by armchairs bears the mark of several deep cuts. A decapitated corpse lies slumped in one chair; the others are empty, although some have been upturned or have had their legs broken. A wardrobe in the corner is full of skulls, one with gold-rimmed spectacles (170 gp). Curtained **archway** to the east.

- A hidden stepping stone under the carpet just in the middle of the **archway** activates heavy counterweights which creak, groan and grind to a halt with no further effect.

E7. Den. (20'x30') Secluded little den complete with card table, couches, and a liquor cabinet. Plum and red colours dominate, and a collection of weaponry is prominently displayed, chief among them a two-handed blade mounted above a plaque reading "*The Blade of Rel*".

- Anyone touching **The Blade of Rel** is in for a rude shock: all bladed weapons (including those brought by the company!) inside the rooms go for the PCs' necks (2 HD attack). The trap only functions once per day, and then only until all weapons have struck once. *The Blade of Rel* is a +1 sword (Chaotic, detects traps, EGO 17); the other weapons – two maces and

twenty swords – are of the regular kind, and probably rather bloody after the trap has been sprung.

- The **liquor cabinet** contains a superior brandy that has the most restorative effect (2**potion of healing*), a cobwebbed bottle of Malévol Brut champagne (*potion of heroism*), and a vial of aquavit (*raise dead* on recently slain character – needs to have head to benefit).

E8. Occult Room. (60'x40') The fragrance of herbs still lingers in the dark. Arcane glyphs and pentacles decorate the walls and an extensive assortment of mystical paraphernalia clutters the **shelves**. Large **diagrams** give insight into the arcane mysteries of Geometry. A large **stuffed raven** sits on a writing desk.

- The **shelves** hold mummified hands, bundled herbs, braziers with leering faces, boxes of chalk, mortars&pestles. A handful of dried toads croak if picked up, preserved snakes slither in oil-filled jars, and a bowl of pickled eyeballs follow company's steps.
- The **diagrams** are so esoteric that anyone under 18 Int must save if they examine them. Failure results in acute paranoia for the duration of the expedition ("The tangents... The tangents, man! The tangents!"); success has 1:6 of granting +1 Int.

- Anyone who remarks on the similarity of ravens and writing desks gets a compliment from the **stuffed raven**, as well as free advice about a subject of choice (and why it will result in the company's heinous doom).

E9. Den. (20'x30') A pleasant little retreat lies under the gossamer veils of silvery cobwebs. Narrow glass windows cast beams of amber light on an ebony table surrounded by leather couches. **Portraits** hang from the walls. Only the boarded up western door and the faint smell of rot wafting through break the pleasant atmosphere.

- The **portraits** depict the following family members:
 - Roberto Malévol the Arbiter (#45): stern, bearded judge serves summons, character is *geased* to seek out the **Courtroom (19)**.
 - Serpentina Malévol the Sweet (#46): kiss drains level.
 - Merlerik Malévol the Founder (#48): croaks words of *slow* spell while face crumbles into ashes (will reform in 1 day)
 - Sybille Malévol the Widowmaker (#49): *curses* random character with Curse of 1000 Toads, squishy army follows incessantly, 1:3 to devour sleeping PC.



E10. Bath. (20'x30') Billowing clouds of steam fill the chamber; the stale smell and heat create an oppressive atmosphere of decay. The damp wet has gotten into the towels and turned them into filthy rags. A dead, thoroughly cooked mermaid floats in the shallow **pool**. Wooden benches are covered with mossy sheets that fall apart upon a touch. Slumped skeletons in the **back room** are barely visible through the dim haze.

- ➔ **1:3** the **pool** turns into a vortex if stepped into, all characters in room are sent to the **Grand Bath (J1)**.
- ➔ The **back room** is half-filled by a 10'x10' **gelatinous cube**, containing 1600 gp in miscellaneous coinage and a *crystal ball* that looks like a suspended bubble. This item belongs to **Aristide Malévol the Patrician (#11)**, the liche of Xyntillan. **1:6** character looking into ball sees Aristide looking back.

Gelatinous Cube: HD 4; AC 8 [11]; Atk cube 2d6 + paralysis; Spec immune to lightning and cold; ML 12; AL N.
Hp 23

E11. Samuel's Room. (40'x30') A bed bearing a **coffin**, surrounded by a multitude of thick candles. Silver crosses on the walls (9*120 gp).

- ➔ **1:6** of **Samuel (#29)** sitting here, contemplating a dead rat he is chewing on.
- ➔ The **coffin** only contains grave dust, but if it is opened, a heavy sigh escapes and all silver items within the room turn black as they shrivel and disintegrate. Heavy breathing and the sound of dragging chains seem to leave through the entrance.

E12. Lady's Room. (30'x20') The room of a young lady, with numerous dried cosmetics before an oval **mirror**.

- ➔ A **trunk** by the bed holds pretty albeit decayed clothes, and a bundle of golden buttons (300 gp).
- ➔ As the company leaves the room, there is a piercing shriek and the **mirror** shatters into a hundred pieces! An alcove behind the wooden frame holds a golden box of sweets (1400 gp) containing eight fingers, six severed toes, and two thumbs, all nails lacquered, candied, and tastefully presented.

E13. Rustic Room. (30'x50') Once richly decorated wooden panelling has been eaten away by the acidic secretions of **14 thick slugs** crawling across the ceiling. The slugs, an arm's length each, try to fall on unsuspecting victims or squirt them with acid. Their yellowish trail covers

chairs, tables, and beds alike, turning the previous hunting scenes into a barely recognisable mess.

- ➔ While the slugs do their work, a game of chance progresses on a **corner table** as if nothing had happened: a pair of dice rattle in a tin cup and gold pieces float from one pile to another (2d12 gp each). Coins placed on the table double on a roll of 10 to 12 but disappear otherwise.

Slugs (14): HD 1; AC 8 [11]; Atk bite 1d4 or squirt acid 1d6; ML 5; AL N.

Hp	7	1	5	6	4
	8	6	2	5	2
	4	6	7	8	

E14. Boulder. (30'x10') A featureless **stone boulder** rests on a pedestal. If bothered, it rolls off its rest, trying to mash intruders into a fine paste. It possesses rudimentary intelligence, and a malign will. It can batter down doors **1:2**, but only with a 20' rolling start. However, it obeys a stern, simple order like "*Halt!*", "*Crush him!*", or "*Turn!*"

Boulder: HD 4; AC 3 [16]; Atk roll 1d6 per 10' rolled; Spec immune to fire; ML 12; AL N.
Hp 24



E15. Count's Room. (50'x30') Western door is secured by a **bat lock** made of black iron. Interior is a luxurious and well-maintained suite complete with red and black drapes, three **family portraits**, a couch with Count Giscard's coffin on it, a table with a decanter of red liquid (wine? Perish the thought!), duelling swords hanging on the walls (one is a +2 *dagger*), four gold-covered copper candelabra (20 gp each), a trunk with neatly folded clothes, a writing desk, and the Count's **liquor cabinet**.

→ **1:3 Count Giscard (#30)** is here, **1:3** sleeping, **1:3** lounging, **1:3** planning.

→ The **bat lock** is operated by pulling wings downwards to open mouth, then pulling tongue to disengage mechanism, but stand aside to avoid poisoned bite – save or die. If wings are pulled upwards, a shrill alarm sounds; check for 1d3 encounters. The lock breaks picks on an unsuccessful attempt.

→ The **portraits** depict the following family members:

- Lydia Malévol the Luckless (#39): encircled by moths.
- Claudette Malévol the Innocent (#27): lifts her own head off of neck stump (save or flee in panic).
- Countess Maltricia Malévol (#31): casts *charm person* on viewer, save or character is obsessed with finding this heavenly apparition... and throws self into her arms willingly if they ever meet!

→ The **liquor cabinet** is locked with a fine golden key (15 gp) left casually on the top... inside are a set of goblets (6*40 gp), four crystal flasks with well-aged brandy (800 gp each, or *potions of extra healing*). A potent poison has been added to one bottle's contents. The poison is also connoisseur stuff, and makes for a pleasant final experience.

E16. Count's Study. (40'x40') **Five chairs** and a **table** pirouette slowly in the air. The enormous, disembodied head of an old man dissolves into glowy ectoplasm, collecting in a **crystal alembic**. The mouldering remains of a thief are seated on a spiked throne flanked by **goat statues**. Leathery, dried toads fidget on a line of **copper wiring** connecting two glass flasks above a laboratory table.

→ The **chairs** and **table** rush intruders if approached.

→ The ectoplasm in the **alembic** belongs to **Girolamo Bartholdi**, master alchemist. He will reform to answer three questions about the occult as sage if inconvenienced. The ectoplasm can be combined with symbolically appropriate ingredients to create potions (e.g. a bull's blood for *potion of strength*, herbs for *healing*, etc.), 6 doses.

→ The **goat statues** bleed from their empty eye sockets, and have curved, raspy tongues. They will talk if given some salt: "These eyes have seen! Up you goes and books you turn, down once more and the lost crystal ball in foggy glooms be yours!"

→ The **copper wiring** gives a jolt of 3d6 Hp if touched.

→ A ladder in the **fireplace** leads up to **F10**.

Animated Chairs (5): HD 1; AC 7 [12]; Atk smash 1d6; ML 12; AL N.

Hp 6 8 8 7 5

Animated Table: HD 3; AC 6 [13]; Atk 4*kick 1d4 or slam 2d6; ML 12; AL N.

Hp 18

E17. Countess's Room. (60'x30') Western door is secured by a **bat lock** made of black iron. Satins and silks dominate the suite. A dusty velvet carpet heaves and unrolls to disgorge a decaying and chewed up cadaver revealing a row of crystalline teeth (1800 gp). A menacing old **wardrobe** decorated with gargoyles and grotesques stands by the southern wall, next to a **dressings cabinet**. To the east, a black, silver inlaid **coffin** rests under the window.

→ **1:3 Countess Maltricia Malévol (#31.)** is present; **1:3** sleeping, **1:3** doing experiments in **E18**, **1:3** staring out the window.

→ The **bat lock** is operated by pulling wings downwards to open mouth, then pulling tongue to disengage mechanism, but stand aside to avoid poisoned bite – save or die. If wings are pulled upwards, a shrill alarm sounds; check for 1d3 encounters. The lock breaks picks on an unsuccessful attempt.

→ The **wardrobe** is full of expensive and decaying gowns, dresses, bodices, capes, etc. The fabrics barely hold together, disintegrating into putrescent dust, but the various small pearls, precious stones, and golden buttons sewn into the fabric are worth a good 6000 gp.

→ A leather whip rests on the **cabinet**. The drawers contain rouge, perfume, soap powder, talcum, and other cosmetics. A secret compartment hides a *necklace of deflection* (wearer can deflect missiles by sheer will; make opposed attack roll to divert, beat roll by +5 to send back at attacker).

→ The **coffin** is filled with clumps of earth, but no vampire is ever found within. Pushing aside the decoy and lifting a stone slab reveals a cavity with the real coffin; this one is sprinkled with *dust of sneezing and choking* on the inside, and hides a 2400 gp ruby ring (*ring* +3).

→ Turning a heavy bust resting on the **fireplace** opens a secret door leading to a treacherous precipice above the lake.

E18. Countess's Study. (30'x20') Sagging shelves are collapsing under the weight of rotting books, decayed and illegible. A volume among the disintegrating detritus, covered in worm-eaten brown leather, contains the secret of a rejuvenating bath which permanently adds 3 HD worth of Hp, although at the price of one's immortal soul.

E19. Butler's Room. (30'x20') In sharp contrast to the orderly articles of a butler (including his meticulous black livery), other items in the room hint at a much more sinister occupation – or hobby. Whips, cat-o-nine tails, short bodkins, and coils of rope hang from the walls, and the grim leather uniform of the executioner, complete with face-covering hood, lies folded on the bed (*leather +1*).

E20. Clerk's Room. (40'x30') Rotten **parchments** litter the floor in unruly heaps. A heavy oak writing desk is surrounded by collapsed filing cabinets. Doorway to **E21** is walled up.

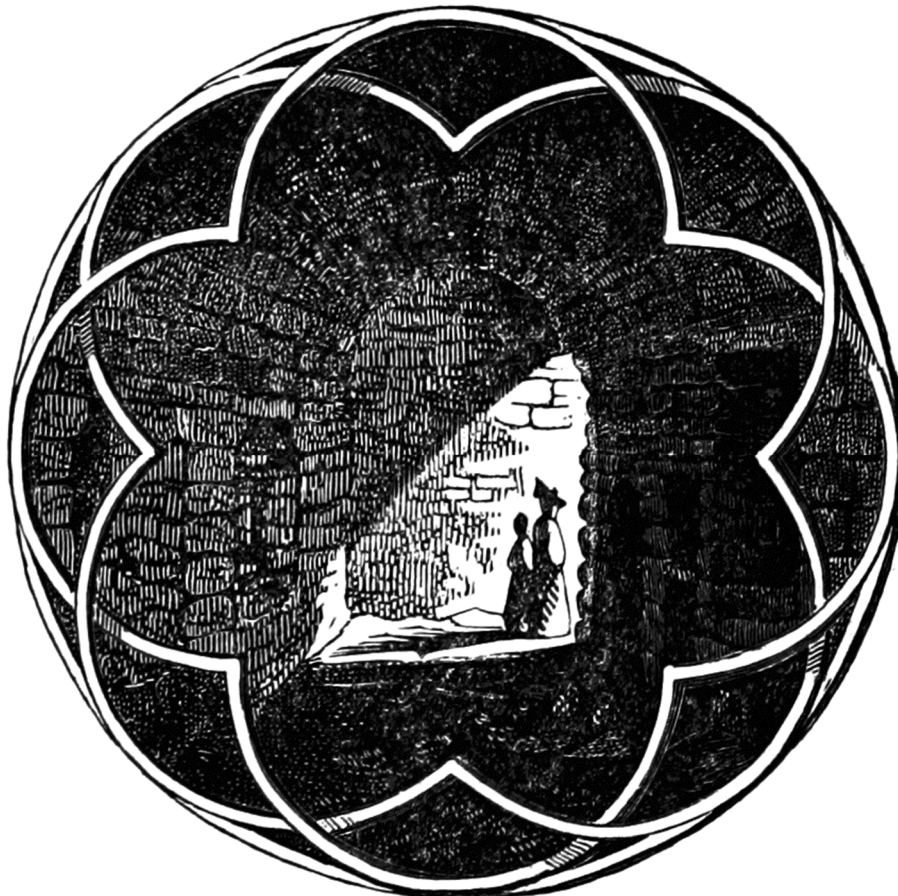
- The **parchments** are mostly illegible, and the few remaining ones are concerned with domain administration, accounting, and construction. Hidden under an enormous

pile of yellowed documents is the body of the clerk, his mouth stuffed full of papers.

- The **desk** and **cabinets** are bulging with missives, threats from creditors, and royal proclamations.

E21. Office. (20'x30') A more elegant office in tip-top shape. The outlines of a **clerk** sink into the plush chair and dissolve into nothingness. Approaching characters are pelted with several inkwells (save avoids), harmless except for ink spots.

- One of the **desk drawers** has a secret double bottom, concealing a *potion of invulnerability* that looks and smells rather inky, a book with indecent literature, and a bottle of schnapps.
- A writ slipped within a **ledger** reveals 3000 gp due from a merchant in Chamrousse, with the following proviso: "*If you repay me not on such a day, in such a place, such sum or sums as are express'd in the condition, let the forfeit be nominated for an equal pound of your fair flesh, to be cut off and taken in what part of your body pleaseth me.*"





F: Upper quarters

F1. Grand Dining Hall. (120'x90') Enormous place illuminated by light shafts from dome above. The stairs climb up to the **statue of a rearing dragon**. A long U-shaped wooden **table** set with expensive silverware, white tablecloth, and burning candles bears piles of delicious-looking food, steaming bowls of soup, platters of roast meats, and crystal goblets with red wine. **Family portraits** overlook the feast.

- ➔ The **statue** is a plaster fake, and has a cavity with a coffin within. Slumbering within the coffin is **Marcel Malévol the Malnourished** (#32).
- ➔ If the company samples the fare on the **table**, the food quickly turns into ash and dark dirt; silver corrodes and crumbles, and the crystal goblets shatter: there is naught left but a feast for worms.
- ➔ The family portraits are as follows:
 - Adélaide Malévol the Splendid (#3): petting black cat – jumps before viewer, save or -2 until end of expedition due to bad luck.
 - Vincent Godefroy-Malévol (#26): jovially says “*You are going to need a good lawyer... and soon.*”
 - Rodento Ratsputin, Lord of All Rodentkind (#38): eyes dart to and fro.

- Giselle Malévol the Woeful (#22): feral hunger, 1:2 ghost inhabits painting.
- Kent (#52): uses *telekinesis* to liberate and imbibe random potion from party.

F2. Steward's Room. (50'x30') The **portrait of an old swordsman** looks pleadingly on a room fouled by the thick drops of blood dripping from the ceiling. Once shiny shields and a weapon collection are now rusty and useless, and streams of vile red have turned even the venerable veteran's suit of armour into a brittle shell.

- ➔ Investigating the **ceiling** reveals a hidden trapdoor leading into a small attic area. The badly butchered body of a young man in mail, his features similar to the man on the painting, lies in a pool of blood. He still grasps a sword in his right and a blood-soaked rose in his left. A *blessing* or *remove curse* stops the flow of blood. Characters accomplishing this deed find a *potion of extra healing* on their return to the room proper, and the expression of the old warrior will have turned into one of relief and gratitude.

F3. Office. (20'x20') A severed hand raps on a table, skittering to safety if approached. A **stygyous** concealing itself with a piece of sackcloth squats on an office cabinet, eager to jump its prey. In the corner lies a padded **coffer**.

- The **coffer** holds a blackish bottle labelled “*Red Raven Wine*”. This vintage is so extraordinary that it functions as a *potion of strength* and *heroism* combined. The imbibor must also save or go into a berserker fury for 1d3+1 turns.

Stygous: HD 4; AC 6 [13]; Atk beak 1d10; Spec surprise 3:6, plucks out heart on max damage; ML 9; AL C.

Hp 15

F4. Gillz’s Room. (40’x30’) Inky drapes cast perpetual gloom on the dusty, cluttered quarters. Shelves are stacked with glass jars containing **brains** suspended in brine. A **feather duster** lies discarded on a leather chair. Feeling of pressure upon the temples soon turns into acute migraine.

- **1:3 Gillz Malévol the Gothic (#33)** is present, and **1:3** she is accompanied by **1d3 masked murderers** lurking in the background.
- **1:3** the **brains** prepare to unleash a psychic strike in 2 turns, save or take 3d6 damage; heads of dead characters explode in a chunky red shower. Anyone attacking the jars faces the combined onslaught of all brains, save or take 6d6 damage.
- If the **feather duster** is disturbed, it springs back to work, upsetting the dust and inducing coughing (save vs. nothing special)... dim human shapes coalesce in the dust, but soon fade away once more...

F5. Crusaders’ Room. (30’x30’) Frescoes of war in the Holy Land have faded into faint outlines in this room, although the more time the company spends here, the more accurate and vivid they become, until it looks like they are surrounded by living, breathing people.

- Check for each, random character affected: **1:6** to be struck by stray arrow (HD 1; 1d6 Hp), **1:6** by glancing sword blow (HD 1; 1d6 Hp), **1:6** by flaming oil (HD 1; 2d4 Hp), and **1:6** by flying Saracen head.
- The **room to the north** is a small chapel. The **ghost of a decapitated monk** looks for his lost head... if presented with a skull, statue head, or other such replacement, **1:3** confers *blessing* in gratitude (lasts entire expedition), **1:3** whispers terrible secret about a family member disowned for bastardry, **1:3** attacks in fury for the ill fit.

Headless Monk: HD 3; AC 2 [17]; Atk touch 1d12; Spec wail brings in extra encounter; ML 9; AL N.

Hp 10

F6. Game Parlour. (30’x50’) The plush chairs and teak tables in the room are in fine shape, displaying various games of skill and chance. The card table in the middle of the room is full of scattered playing cards and spare change (14 gp). The other tables mainly hold board games.

- At the **card table**, ghostly hand deals three cards to each character present. A single assembled deck sits at the head of the table, next to a tidy heap of undisturbed ash, a belt buckle, and a sword.
- The **other games** include snakes and ladders, checkers, dice (one pair under an upturned wooden cup rattles constantly and rolls on it own: the results are always seven). A small booklet, *Zocchi’s Delightful Diversions*, describing games of chance and foolproof methods for avoiding cheaters („*Always use Zocchi dice. Zocchi dice are the only true dice. All other dice are just pale imitations of the real thing.*” etc.). A mysterious game of three dimensional chess is in progress (moves every 1d3*10 minutes).
- A **roulette wheel** is decorated with a grinning skull, and the brightly painted letters, “*The Wheel of Life & Death*”. Simulate spin with 1d3, 1d12 for 36 possible results. Betting on colour (black or red) and range (low or high) doubles bets on win; narrower odds increase winnings. Losers forfeit bet and must save or die as they burn into a pile of ashes. Bets placed on the table disappear, gone forever.

F7. Bucolic Room. (20’x30’) Murals on the walls depict remarkably well-preserved scenes of harvest and merrymaking. The anonymous artist has graced the paintings with several eerily lifelike renditions of large, fat ravens, while the human figures stare back at the viewers with empty black eye sockets which bleed slowly.

F8. Bedroom. (30’x40’) Silk curtains part to reveal a den of opulent splendour. Marble tiles shot with veins of glowing red stone, brocades, a basket of fresh fruits sitting on a large pillow, accompanied by an ewer of golden **wine**. Laying on a canopied bed is a comely naked **woman**.

- This sleeping beauty is no princess, however, but a **succubus**, feigning sleep to draw the foolish into her charms. She prefers to use her natural attraction first, spells second, and only tries to summon help if she is in grave danger.
- The **wine** is intoxicating (save at -3), and brings delirious dreams of strange beauty and horror. The waking character earns 3d6*200 XP, but must save or go insane.

- A **secret door** is hidden behind one of the tapestries. The crawlspace is filled with mouldering corpses.

Succubus: HD 6; AC 2 [17]; Atk 2*sword 1d6; Spec MR 70%, *charm person*, *ESP*, *clairaudience*, and *suggestion* at will, draining kiss, summon up to 3 non-family member encounters (60+1d40); ML 7; AL C.
Hp 20

F9. Sitting Room. (30'x30') A slimy trail in the inch-thick layer of dust leads to one of the couches by the wall. The skeleton sitting there looks disturbingly like aspic: the glistening, glassy pile covering its bones is a **grey ooze**, busy consuming the remaining flesh. Visible through the jelly is a *sun medallion* worth 450 gp (it radiates warmth, and can shoot a ray of concentrated sunlight once for 3d8 Hp; save to avoid – this burns the medallion into slag).

- The **southern door** is the darkest ebony reinforced with hammered brass. The symbol of a skull with two scythes in place of crossbones is mounted on the surface.

Grey Ooze: HD 3; AC 8 [11]; Atk strike 2d6; Spec dissolves metal on failed save, immune to fire, cold, and blunt weapons; ML 12; AL N.
Hp 17

F10. Scarlet Study. (50'x40') Sombre blacks and scarlets dominate this room, lit by the eldritch black flames of the **fireplace**. Heavy breathing from indeterminate direction, occasionally turning into incoherent mumbling. Weighty tomes rest on the **bookshelf**, some fallen on the teakwood floor. The ominous portrait of **Hugo Malévol the Reaper (#34)** surveys intruders with a cold, calculated expression.

- 1:3 of **Hugo Malévol the Reaper**, 1:6 passing through one of the secret doors.
- Hugo's **portrait** can cause characters inside the room to bleed at a rate of 1d6/round, save avoids. Behind the portrait is a niche with a mummified hand bound in bloody bandages, pearl ring (400 gp).
- The chimney in the **fireplace** descends to **E16**. Nearby, secret door leads to a passage filled with old, moth-eaten pelts.
- The **bookshelf** is filled with occult works; in particular, *The Dancing Plague: Its Causes and Consequences*, a tome which contains multiple blasphemous spells, but its owner will contract the Red Death (save avoids). One of the books functions as a lever, opening a secret stairway down to **E9**.

- In the SE niche, the skeletons of a dame and a youth lie slumped on a small table. Scattered cards read the divined sign – Death!

F11. Maid's Room. (30'x40') In stark contrast to the whitewashed walls and orderly furnishings, two items look out of place here: an **oil painting** of a noble lady in her early forties, with small candles burning on a dresser before her; and a large 10' tall oval **mirror** within a silver frame. Faint chanting.

- 1 turn after entering the room, the **mirror** erupts with radiant rainbow-lights, casting an eldritch glow. A mass of green, writhing **tentacles** (8 at once, replacements up to 16) pours forth, trying to drag victims back to the Stygian depths they came from. The portal can be closed by shattering the **mirror** or destroying the **portrait**.
- The painting depicts **Priscilla Malévol the Undulating (#35)** in her prime, her eyes seeming to follow every movement. It is immune to spells but may be damaged by edged weapons, 16 Hp. Every wound appears as a gruesome cut on the face of the lady... and the attacker, who suffers the same damage. A niche behind the portrait hides a *wand of cold*.
- The surface of the **mirror** is dark and doesn't reflect anything, but seems to absorb light. The frame is intricate, adorned with complicated geometric patterns. Destroying the mirror (7 Hp) results in a shower of glass shards within room, 3d4 Hp (save ½).

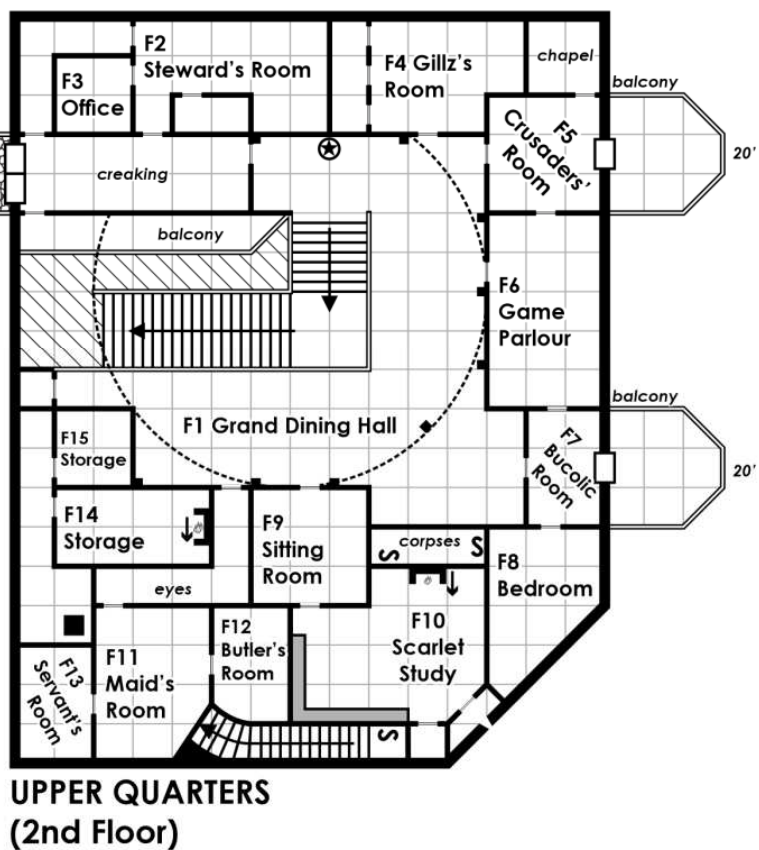
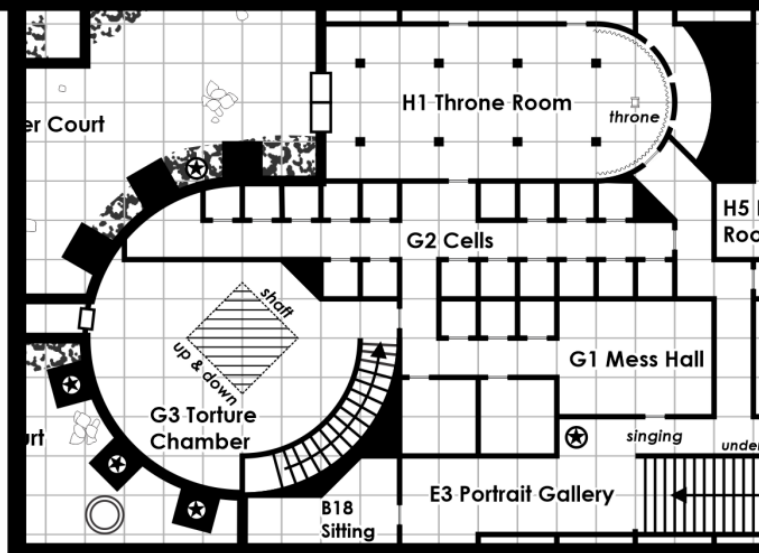
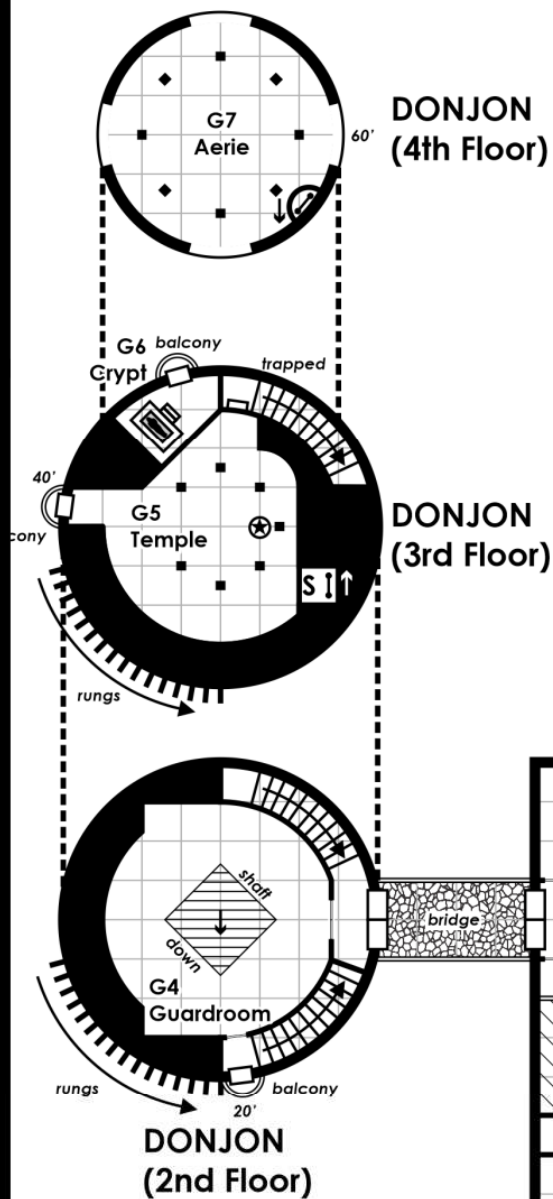
Tentacles (16): HD 2; AC 7 [12]; Atk tentacle 1d6 + coil; Spec coil (save or get caught), victims who don't break free by breaking hold or cutting off tentacle are dragged through mirror on subsequent hit & lost; ML 10; AL C.

Hp	3	8	15	10	12
	8	8	11	11	9
	4	10	2	8	13
	14				

F12. Butler's Room. (20'x30') A brass brazier and a coal bin with tongs stand by the large bed. Bedstands and small cabinets have been rifled through, satin gloves, a razor, a hand mirror, and other personal belongings hurled around the room. Musty smell from a large **wardrobe**.

- If the **wardrobe** is opened, the shrivelled body of the butler stumbles out backwards, a black garrotte wound tightly around his neck. The cadaver's pockets contain an iron key and a box of snuff mixed with tarantula poison (save or dance the dance of death).

Map Section FG



F13. Servants' Room. Apparition of a lady surrounded by a halo of golden light casts a *geas* at the first PC through the door, and dissolves into nothingness amidst the chimes of tinkling bells.

- The character under the *geas* must lay to rest all vampires in Xyntillan (NPCs **#30**, **#31**, **#36**, and **#58**). The character can sense how many vampires remain and *very* vague directions. If the quest is accomplished, the PC gains a level, permanent immunity to draining, and the ability to turn undead at one half his level (or at +1 level if a Cleric).
- The room contains a +1 *Lucern hammer*, a box of seven holy water flasks, a black cape (+2 *cloak*), a holy symbol, wooden mallet, and five stakes, an ominous reminder of the things to come... provided the PC has failed his saving throw. Otherwise, none of the items are found.

F14. Storage. (40'x20') The darkness of the walls is made even more striking by the ghostly blue light swirling within a **crystal ball**. Clutter of **mystical paraphernalia** on dusty shelves.

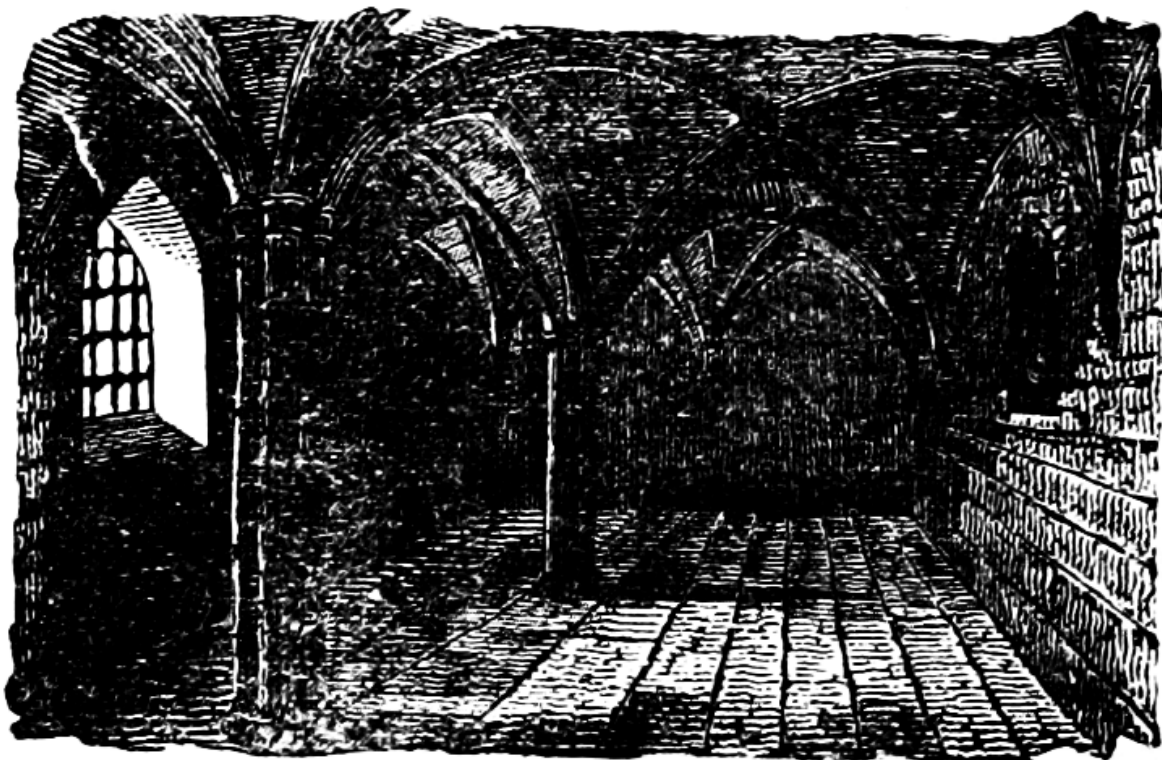
- A deep voice within the **crystal ball** intones: "*Step forward and look at thy reflection.*" First character who does so will see a **stygous** creep up behind him and lunge for the heart with its elongated beak... appearing in the room out of thin air.

- The **mystical items** include a prestidigitator's cape next to an iron brazier, boxes of dowsing rods, candles, chalk, a leaky cauldron, and similar materials. Only the five vials of holy water in a large glass decanter are of any value.

Stygous: HD 4; AC 6 [13]; Atk beak 1d10; Spec surprise 3:6, plucks out heart on max damage; ML 9; AL C.
Hp 19

F15. Storage. (20'x20') All kinds of crates and boxes are piled up, blocking most of the space. One of the longer boarded up crates is a coffin.

- **Philomène Malévol the Quick, headless vampire (#36)** slumbers within – the mouldy clothes adding to her putrid aspect, which is made even more nauseating by the perfumes she has sprinkled herself with. The coffin contains eight perfume vials (50 gp each) and a velvet cushion.





G: Donjon

G1. Mess Hall. (40'x30') **Thirty skeletal sentries** sing military songs by a long cross-legged table. Weapon racks bear rusty junk, captured battle banner, and the corpse of a young gentleman suspended by the ankles (silver snuff box 650 gp, cross, dagger in boot).

- In a corner, **bronze automaton** of a turbaned, cross-legged dervish plays chess against challengers and tells fortunes of heinous doom; retaliates if attacked.

Skeletal Sentries (30): HD 1; AC 6 [13]; Atk halberd 1d8+1; ML 8; AL N.

Hp	8	6	3	3	5
	8	8	2	1	2
	2	2	2	4	1
	7	1	5	3	1
	5	4	8	8	8
	8	7	6	5	5

Bronze Automaton: HD 4; AC 4 [15]; Atk 2*punch 1d6 and kick 1d6; Spec gains extra attack on max damage, must save or die if hit by lightning; ML 12; AL L.
Hp 9

G2. Cells. (14'x10', 10'x30' and 30'x10' corridor) Rotting bones and cobwebs heavy with mildew in damp cells; two large cells full of skeletons.

- If the **locks** are tampered with unsuccessfully, heavy portcullises slam down from above N and NE entrances, and guards from **G1** and **G4** are despatched to hunt interlopers.
- The water of the **wall fountain** at the corridor's western terminus refreshes the body and relaxes the mind, healing 1d6 Hp

(1/day only), but wipes all spells from memory.

G3. Torture Chamber. (80'x60') Heavy **chains** hang from the ceiling over **instruments of torture**. Cages with decaying captives hang from iron hooks, some above beds of sharp stakes, others above piles of charcoal and ashes (a few charred bones are still inside – rattling). Marble **statue of a young woman** stands on a pedestal.

- **1:3 of Mortagu Malévol the Axe (#37)**, **1:3** tormenting hapless traveller; **1:3** sweeping bloody remains into pit; **1:3** admiring his collection of torture instruments.
- **Chains** trail up to **G4** and down to **Q7** in central shaft.
- Among the **torture devices** are...
 - ...the dreaded Snake-Box, from which no one has escaped (until now: the snakes are all dead);
 - ...The Dancing Furnace (when the sooty iron door is opened, a pale spectre is still lifting legs to a merry jig before fading away, although the metal plates under his soles are heated no more);
 - ... and the Rat Cage; torn strips of cloth littering its floor.
- The **statue** of the dispassionate young woman lifts a sword with one hand and holds a balance in the other. Letters carved into the pedestal read, "*Fear not, you righteous, for justice had been done.*" The statue wears a 9000 gp golden crown on her head – just a cheap tin imitation, in fact.

G4. Guardroom. (70'x60') Chains suspended from massive winches trail down into the darkness. Twenty cobwebbed **skeletons** wearing frilly uniforms are slumped against the walls. Wind blowing through southern window.

- The **skeletons** spring to attention if the room is disturbed, attacking indiscriminately unless commanded by superior (save to detect imposter).
- If someone strays close to the pit, an **invisible headless manservant** tries to push them in with a strong shove, save to grab onto chains or fall 40' to **Q7**.
- From the **southern balcony**, rungs driven into the wall allow ascent to **G5**. One of the rungs halfway up is loose, save or fall 30'. **1:3** of attack by **pigeons from hell** nesting on top floor (**G7**); at night, **1:6** of attack from below by **ape statue (A9)** Characters struck in mêlée must save to keep their balance.
- On the **bridge**, the probability of attack by the **pigeons from hell** is **1:6**, and only if the company lingers.

Skeletal Sentries (20): HD 1; AC 7 [12]; Atk maces 1d6; ML 7; AL N.

Hp	1	4	4	4	6
	6	8	2	1	8
	2	1	3	6	7
	5	1	1	5	7

Invisible Headless Manservant: HD 2; AC 7 [12]; Atk hit 1d8 + strangle; Spec strangle 1d8/round; ML 10; AL N.

Hp 9

G5. Temple. (50'x60') White marble columns bear the weight of the ceiling; during the day, sunlight streams in, casting sharp shadows. Tripods bearing ash-filled braziers flank a raised dais concealed by heavy blue **drapes** hanging in a semicircle. Two golden **urns** (2*2000 gp) lie on the steps, full of burnt ashes and **two wraiths**.

- The **northern door** is made of iron, and has a skull-shaped lock. Failure to pick results in stairs transforming into slide, 1d6 Hp and check for broken items.
- Beyond the **drapes**, a large, crude brass idol depicting an owl squats on olive-green stone slab. A white limestone altar at its feet is stained with brown stains. The owl answers questions with cryptic answers if a suitable sacrifice of blood, incense, or giant mice is made. A plate in the back allows access to a clockwork mechanism; ruby gear 1500 gp, turns answers into erratic gibberish if removed, and owl falls apart in 1d6 rounds.
- A **secret door** hides a ladder up to **G7**.

Wraiths (2): HD 4; AC 3 [16]; Atk touch 1d6 + drain; Spec drain, incorporeal; ML 10; AL C.

Hp 16 27

G6. Crypt. (20'x20') No discernible route leads to the balcony opening into this room. Within, a glass coffin rests on a bier, bearing the perfectly preserved body of a beautiful maiden clad in a dress full of glittering jewellery. The prisoner of the coffin is **The Princess**, a mummy rotted from the inside out.

The Princess: HD 5+1; AC 3 [16]; Atk hit 1d12 + rot; Spec terror, mummy rot, +1 or better to hit, see ring; ML 12; AL N; royal dress 12,000 gp, shiny but poisoned apple, *ring of fire resistance* (immune to natural fires, +2 vs. magical, -1 / dice).
Hp 24

G7. Aerie. (60'x60') The sharp smell of guano is everywhere in this brightly illuminated chamber under a domed roof. Here lair the **pigeons from hell** under an enormous **bell**, together with their squawking, bickering young (noncombatants). Decaying **corpses** litter the floor, and one is suspended from the bell's tongue.

- One **corpse** wears intact *plate* +1 and bears a silver drinking horn (350 gp); another has a heart-shaped locket (1250 gp) with the image of a lady in the city of Chamrousse, and a message instructing the finder to tell her of his demise.
- The **pigeons** have also amassed 6000 gp, and the long-lost (but legendary) 5000 gp gemstone called "Ambrose's Mirth", purloined at behest of the Malévols from the Royal Treasury.
- The **corpse in the bell** is badly battered, and wears *boots of levitation*.

Pigeons From Hell (9): HD 3; AC 7 [12]; Atk peck 1d8; Spec snatch and carry; ML 7 (11 when defending nest); AL C.

Hp	20	9	19	14	12
	17	17	17	18	





H: Summer wing

H1. Throne Room. (90'x40') Massive marble pillars support the intricate stonework of the arched ceiling. Light shines through cunningly placed glass „eyes“ above, casting long beams on the marble throne and two rusty suits of armour. Sheets of dusty cobwebs obscure the grandeur of the scene.

→ 1:6 of 1d8 **headless manservants** readying sedan chair or transporting crates of stuff, or 1:6 of 1d6 **razzle-dazzles** roaming the empty hall.

→ The **throne** is inscribed with the symbol of an upheld hand. Anyone who occupies the seat or investigates the area is attacked by a lurking **hand swarm**. The stone seat can be disassembled to reveal a cavity with *The Sceptre of the Merovings*. This relic, an important family heirloom, dates back before Charlemagne, and is worth 5000 gp to the right buyer. A hidden button on the underside of the arm rest makes the throne sink to the **Dressing Room (O14)** or rise back up.

→ A careful observer can notice carefully concealed **arrow slits** in the marble wall; however, nobody lurks behind them... at least not normally. The secret shooting gallery (see **H4**) allows free fire through well-concealed arrow slits.

→ Each of the **suits of armour** bears a halberd in its gauntlets; one's empty helmet is filled with a multitude of tiny and harmless spider-spawn which skitter and run in terror if their nest is disturbed.

Headless Manservants (1d8): HD 2; AC 7 [12]; Atk hit 1d8 + strangle; Spec strangle 1d8/round; ML 10; AL N.

Hp	9	4	9	12	6
	12	5	8		

Razzle-Dazzles (1d6): HD 3; AC 4 [15]; Atk arc 1d6; Spec dazzle 1/3 round, save or mêlée attack is diverted to random target; ML 7; AL N.

Hp	10	7	17	10	4
	13				

Hand Swarm: HD 4; AC 6 [13]; Atk swarm 2d4; Spec choke 3d4/round; ML 6; AL C.

Hp 19

H2. Ballroom. (60'x70') 1:2 of ball with several phantasmal figures, dancing to the increasingly disjointed tunes of an unseen orchestra.

→ Characters **crossing the lacquered wooden floor** must save to avoid being overtaken by the dancing sickness, and join the crowd in a manic tarantella – characters who save again emerge 1d6 turns later exhausted but unscathed, while the rest become phantasms themselves.

- If no one approaches, the cacophony gradually fades and the room falls silent once more.
- Either way, **after the music has ended**, the phantom of the invisible maestro appears on the podium to the north, bows before his audience, and is sucked into a crack in the wall with a hollow cry!
- A **guestbook** is laid on a pedestal, containing several names: multiple noted lawyers and doctors, a priest or two, the prefect of Tours-en-Savoy, and the bishop of Chamrousse! This leverage may be worth up to 4500 gp if handled discreetly.
- After the music is over, there is **1:6** of finding a lost glass slipper.

H3. Lounge. (30'x50') Whirling frescoes collide in fantastic and unsettling configurations, seeming to inch closer to intruders... yet never reaching them. Plush couches, a box of fine tobacco, and the assistance of a spectral valet appearing to see if he can be of service are at the guests' disposal. Multiple family **portraits**.

- **1:6** of random napping family member.
- Anyone found abusing this hospitality by theft, vandalism, or soiled attire invites an animated **walking cane** that strikes to chase out the insolent commoners!
- The **portraits** depict:
 - Bartholomew Goncourt-Malévol the Philanderer (#50): asks, "*But what if... I painted your portrait? Ha HA HA HA!*", throws bucket of paint.
 - Jean-Jacques Malévol the Belletrist (#51): attempts to pickpocket character admiring paintings (45%).
 - Ambrosius Baptiste Malévol (#53): blesses 1d4 doses of water in exchange for bottle of wine.
 - Morella Malévol the Mournful (#56): proposes marriage as wealthy widow. If accepted, she will appear in Tours-en-Savoy with retinue of 3d12 undead ladies, 3d12 undead lords, 3d8 headless manservants, 1d6*10 skeletal sentries, and 1d6 masked murderers, pretty much wrecking the place. Dowry is 1d12*1000 sp, 1d8*1000 gp, 1d10 base 250 gp gems, and 2 random magic items. Happy groom will be killed on honeymoon unless extreme precautions are taken.
 - Mortified Malévol the Middling (#57): glum expression, complains of rheumatism and incessant traffic.

Walking Cane: HD 1; AC 5 [14]; Atk strike 1d4; ML 12; AL L.
Hp 7

H4. Sitting Room. (20'x20') Velvet couches surround a central table with tray of overturned silver cups (12*20 gp), and a **hookah** with swirling blue mist inside. Canvases with brilliantly executed landscapes hang all around (12*300 gp).

- The **hookah** contains the *mists of memory*. All non-spellcasters merely become sleepy, drifting into peaceful sleep lasting 1d6 turns and healing 1d6 Hp. Spellcasters roll 1d10 and consult the following sequence. If the slot is empty, they lose a random spell which is "deposited" within the mists. If the slot is full, they gain the spell for one use, disregarding class and level limitations. Perusing the mists more than once an expedition results in a dangerous magical cascade... for an empty slot, save or lose all spells; for an occupied slot, save or blow brains into bloody bits due to magical overload. Spells within the mists:

- 1. _____
- 2. *web*
- 3. *speak with animals*
- 4. _____
- 5. _____
- 6. *detect magic*
- 7. _____
- 8. *rope trick*
- 9. _____
- 0. *insect plague*

- The **secret door** allows access to a **shooting gallery**. A nasty **bear trap** is hidden in a gap between floorboards, and activates when somebody steps on it (**1:2**, save or take 2d6 Hp). There are five cocked crossbows and a bundle of 20 quarrels to this end – **Count Giscard deVourey-Malévol (#30)** sometimes uses the place for his entertainment.

H5. Reception Room. (40'x20') Sumptuous oak panelling and plush carpets, carved chairs, spittoon, and **mahogany desk**.

- **1:2** of **Rodento Ratsputin, Lord of All Rodentkind (#38)**, **1:3** alone, **1:3** instructing **1d8 bandits**, **1:3** conferring with random family member.
- The **desk** is stuffed full with old documents. A secret compartment contains a land deed that's worded ambiguously enough to confer ownership of Castle Xyntillan to the bearer if sealed with a family seal and properly notarised.

H6. Lydia's Room. (20'x30') A young dame's quarters; the chair by a velvet-covered divan still bears a neatly folded **dress**.

- **1:6** of **Lydia Malévol the Luckless**, **1:2** digging through her sack of bones, **1:2** eviscerating rat with obvious enthusiasm. (Also check **H7**; if Odile is present, her and Lydia are quarrelling.)
- Disturbing the **dress** stirs up a huge cloud of choking dust (roll save, but no effect), which briefly coalesces into the shape of a young woman who raises her hand before her eyes, stumbles backwards and is gone once more, dissolving into the dust motes that had created her.

H7. Odile's Room. (20'x20') The oil painting of a stern matron hangs in this comfortable sitting room. The tea service is still on the table, and the knitting in the rocking chair may have been left here just a moment ago (indeed, on later visits, it is closer and closer to completion). **Gold thimble** (5 gp), needles and thread.

- **1:6** of **Odile Malévol the Odious**. **1:3** knitting, **1:3** brewing tea on small stove, **1:3** scolding absent family member.
- A **wardrobe** holds many old clothes, still smelling pleasantly of lavender. A valuable filigreed silver necklace (1350 gp) is

stuffed into the mouth of a mummified head, full of pins and needles.

H8. Statue. (10'x10') Statue of a hooded skeleton with scythe and hourglass; plaque reads: "*Dost thou desire the burden of thy death?*" If someone replies aloud with a no, the statue speaks: "*Point at one of thy companions, then.*" If the character does as instructed, that character will die in his stead (no save). If the answer is yes, save or die on the spot.

H9. Laboratory. (30'x50') Mahogany **shelves** of dusty books, tracts and folios line the walls. A dozen white **porcelain jars** and a large **glass jar** stand on a long, acid-scarred **table**. A heavy **tome** rests on a lectern.

- **1:6** of **Mandrake Malévol the Mixer (#14)**, **1:3** experimenting, **1:3** cursing misfortune, **1:3** laughing maniacally over successful scheme.
- Most books on the shelves fall apart and disintegrate immediately once removed; others are of little practical interest. A seemingly regular folio bound into the covers of an old Bible is Albertus Magnus's *Little Book of Alchemy* (Libellus de Alchimia), prized for its use in the dismissal of hostile summoned monsters – save or flee from sight as long as someone is reciting from the book.



→ The **tome** on the lectern is Nicholas Flamel's *Philosophical Summary* (Le sommaire philosophique), a tangle of alchemical symbols, equations, and arcane diagrams – a treasure trove of eldritch recipes. It contains numerous formulas; most interestingly:

- *Necrotic Dust*: requires incense worth 500 gp per dose mixed with mummy dust; sprinkled on corpses, it animates them as per *animate dead*.
- *Slow Silver*: a relatively simple albeit time-consuming process used to turn ordinary silver into slow silver, which is ten times as heavy as the usual stuff.
- *The Great Transformation*: converts up to 5000 cp to 5000 gp with a dose of basilisk powder. Note that the extraction of the powder itself requires a reasonably intact basilisk. A single specimen yields 1d6 doses. Cockatrice may be substituted, but 1d10*10% of these coins are defective.

→ The **porcelain jars** are labelled sequentially: #1 bat wing powder (3 doses), #2 cat lungs (empty), #3 smunge (crossed out and written in red ink: dried smunge – empty), #4 tung, #5 obdirium, #6 yellow mould (dried), #7 brown mould (dried), #8 basilisk powder (empty), #9 zinc (prodigious quantities!), #10 quicksilver, #11 slow silver (a few pea-sized nuggets, whatever it is), #12 refined plutonium (empty).

→ The **glass jar** contains pickled bats (hairy).

→ The drawer of the **table** contains a silk pouch holding two small round vials with *potions of healing*, quill and dried ink, a stack of eight parchment sheets, a small silver knife (25 gp), and black silk gloves which are full of tiny spiders (save or lose 2d6 Hp).

H10. Black Room. (20'x30') A canopy of unmoving, glowing yellow eyes hanging high above radiate an atmosphere of eldritch wizardry. Black drapes are decorated with golden embroidery. A **blindfolded skeleton** clad in a dark prestidigitators' cape sits in an armchair.

→ The **skeleton** wears a lump of lead on a chain around its neck. This is a cursed *lodestone* (occupies all inventory space except weapon and light armour). Head levitates into the air, menacingly declaring "*Only the blind shall see! Prepare thyself!*", before another **skeleton** in ragged plum livery arrives with an eye-spoon and a silver platter ready for plucked-out eyes

(with 6 specimens, including one glass eye).

→ The **secret door** behind the drapes can only be opened by those who do not see it. Feeling of vertigo while passing through as gravity turns 90 degrees, and passage becomes a pit leading into a sideways room.

Skeletons (2): HD 1; AC 6 [13]; Atk claws 1d6; ML 8; AL N.

Hp 7 7

H11. Occult Room. (20'x20') A strange **séance** is in progress in this totally dark, black-draped room. A flying table floats two feet above ground, spinning in a slow rotation. A ghostly hand is knocking randomly on the surface. Distances broaden as perspectives are subverted.

→ Upon entering, **1d3 razzle-dazzles** emerge from a spinning vortex, which collapses back into non-space if they are slain, disgorging the glassy detritus of an alternate universe (gemstones at 2250 gp total value). The razzle-dazzles only attack those who look at them.

→ The blind, the dreaming, those who cast *detect magic* on the table, and those who close their eyes can see the **séance** as it really is, the hand tapping on unseen letters. This spells out a simple message: "*Samuel suspects but does not know, The blind beast knows but does not see, The crusader knows but does not tell.*" This message refers to the Malévol heirlooms (see P).

Razzle-Dazzle (1d3): HD 3; AC 4 [15]; Atk arc 1d6; Spec dazzle 1/3 round, save or mêlée attack is diverted to random target; ML 7; AL N.
Hp 7 10 10

H12. Overlook Suite. (30'x60') Peeling paint and mossy wooden panelling, humid smell of earth. Scorch marks mar the beauty of a row of marble **vases full of rank vegetation**. The dissected cadaver of a **dead horse** lies under fallen beams and debris, its innards meticulously removed.

→ Half-buried in the earth of the **vases** are a bunch of chewed up bones, rotten meat still clinging to them.

→ The **dead horse** rises to stand upright on its hind legs, howling, "*Why hast thou forsaken meeee? Feed meeee!*" Unless sated with meat, bones, and blood, it attacks.

Dead Horse: HD 3; AC 7 [12]; Atk 2*kick 1d6 and bite 1d6; Spec double hit knocks down for trample attack +2d6; ML 10; AL C.

Hp 17

H13. Parlour. (50'x40') Colourful glass panes cast shifting lights on the interior. Comfortable **armchairs** and couches have been gutted.

- ➔ **1:2** the **wraith** of a bearded mountebank studies a glass globe suspended in mid-air, looking at the small humanoid figures dancing within. If he stops his concentration, the globe falls and its prisoners escape in all directions.
- ➔ The **armchairs** and footstools are an inviting place to relax; a short doze of 3 turns restores 1d6 Hp, and may cure ailments **1:6**. **1:6** of waking up next to slumbering family member.

Wraith: HD 4; AC 3 [16]; Atk touch 1d6 + drain; Spec energy drain, incorporeal, *magic missile* from eyes 1/3 rounds (2 missiles); ML 10; AL C. Hp 27

H14. Rattling Room. (40'x40') Stray **purple bubbles**, size varying from plum to watermelon, float gently in the air. Long row of **skulls** is placed on the fireplace and on ledges around it. Several **bones** are scattered on the parquette, or are caught on an intricate crystal chandelier (2000 gp if transported, but bulky and fragile).

- ➔ **1:3** of **Guillemette Malévol the Enchanted (#42)**, drifting among the bubbles in somnolent reverie. If present, also check **5:6** for **1d6 glitterclouds**.
- ➔ The **bones** animate and rattle, assembling into fantastic configurations. They will coalesce into what is expected of them – a terrible monstrosity if they are attacked, a sinister oracle if spoken to, a treacherous guide if asked for directions... sinking back on floor in disappointment if ignored.
- ➔ The **bubbles** reflect spells cast on them, **1:6** one is caught accidentally in trajectory if targeting others.

Bone Monstrosity: HD 6; AC 5 [14]; Atk 2*gore 1d8; Spec rush 3d6 Hp (save avoids); ML 11; AL C. Hp 21

H15. Round Gallery. (50'x20') Six **portraits** hang in the low arched passage, blackened by some kind of mouldy decay. A heavily corroded suit of full plate stands in the corner. **1:6** of the rolling boulder from **H25** coming down the hall.

- ➔ The **portraits** depict the following family members:
 - Maximillian Malévol the Malign (#12): trips character, roll for broken items.

- Hortensia Malévol the Lovely (#17): offers gift of flower bouquet to party (harmless, useless, clueless).
- Jérôme Malévol the Meticulous (#41): waves his bloody hacksaw, asks viewer to “hold out hand” in rasping voice, grins.
- Merton Malévol the Encyclopedian (#4): asks “*Have you seen my book? It must be here somewhere...*”
- Reynard Malévol the Relapse (#19): offers to cast *bless* on company... for a little service.
- Eustace Malévol the Lacerated (#21): portrait bleeding of a hundred wounds tells tale of sordid woe.

- ➔ The **armour** falls apart on a mere touch with a loud clang, releasing its mace and metal shield. More careful investigation reveals someone has stuffed heavy bags of gold inside the breastplate (3*500 gp).

H16. Bedroom. (20'x20') Originally intended as a side-chamber to sleep off excess inebriation and engage in amorous pursuits, this four-bed bedroom has been thoroughly ransacked. Faint smell of roses, suggestive **frescoes**.

- ➔ In the **frescoes**, pomegranate hanging from the hands of a comely dame turns out to be real on examination, but turns into a bloody, beating heart if plucked as the images are drenched in flow of blood.

H17. Tea Room. (30'x20') Pleasant, carpeted retreat with silks, brocades, and cushions. Trays of dried fruits and cups of tea appear out of thin air; ghostly laughing is heard, always out of reach.

- ➔ Dreams in the room are pleasant, the drinks and snacks are automatically replenished, and no undead bother the location. However, if the company sleeps here more than once, they awaken in the cells (**G2**) stripped of all belongings. Upon their return, they find everything in the room has disappeared save for a layer of fragrant rose petals.

H18. Captain's Room. (30'x30') The quarters of a mariner, with panelling constructed from a ship's boards. Stuffed **swordfish** hangs from the ceiling, and the **bust of a stuffed mermaid** looms over the bed, holding a rusty scimitar in her mouth and a captain's hat on her head. Rum bottles on floor.

- ➔ **1:6** of **Jean-Luc Malévol the Dastardly (#23)**, his shade pacing up and down, growling curses.
- ➔ Unless the intruders watch out, the **swordfish** animates to lunge at surprised character for 3d6 Hp, then attacks.

- The **mermaid** is very foul-mouthed if the scimitar is removed, gloating, “*Ye scurvy landlubbers will never find the Captain’s treyser, right under ye!*” There are indeed a pair of trousers under the bed, but...

Swordfish: HD 3; AC 7; Atk sword 1d6; ML 9; AL N.

Hp 15

H19. Music Room. (20'x20') Yellowed **sheet music** lies scattered on the floor next to a clavichord and a harp. Random musical notes out of thin air, faint outlines of practicing musicians flash in and out of existence.

- The **sheet music** is “*The Nightingale*”, the lost madrigal of Angelo B., “*as sung by Julietta C.*” (2500 gp to a connoisseur).
- Although both **instruments** are close to falling apart, the twelve golden strings of the harp are 200 gp for their metal value. Removing them annoys the invisible musicians greatly, but they can only stir up the dust and hurl paper stacks.

H20. Garden Dome. (50'x50') Lit by thick glass panes in the ceiling, this inner garden has turned to rot. Brown, decayed tendrils encircle the waist of a tasteful marble **nude** with its hand missing. What remains of four wooden benches is covered with moss and fungus.

- The **nude** conceals a secret door, leading to a **side room**. Its limb is found in **H22.** and

replaced, the statue comes to life to pronounce a *charm* on the character, who will forevermore adore the marble figure in rapturous bliss – heartbroken if dragged away. No effect on women.

- The **side room** is overgrown with roots. Human features in a great heap of vegetable matter are the remains of the **gardener**, now absorbed into a **shambling mound**. He rants and raves about composting the intruders. Buried underneath is a *potion of plant control* and a rough schematic depicting the Indoornesse (R).

Shambling Mound: HD 6; AC 3 [16]; Atk 2*tendrils 2d8 and gardeners’ shears 1d6; Spec enfold and suffocate victim 2d4 r, immune to fire, ½ damage from cold and weapons, electricity adds 1 HD; ML 11; AL N.

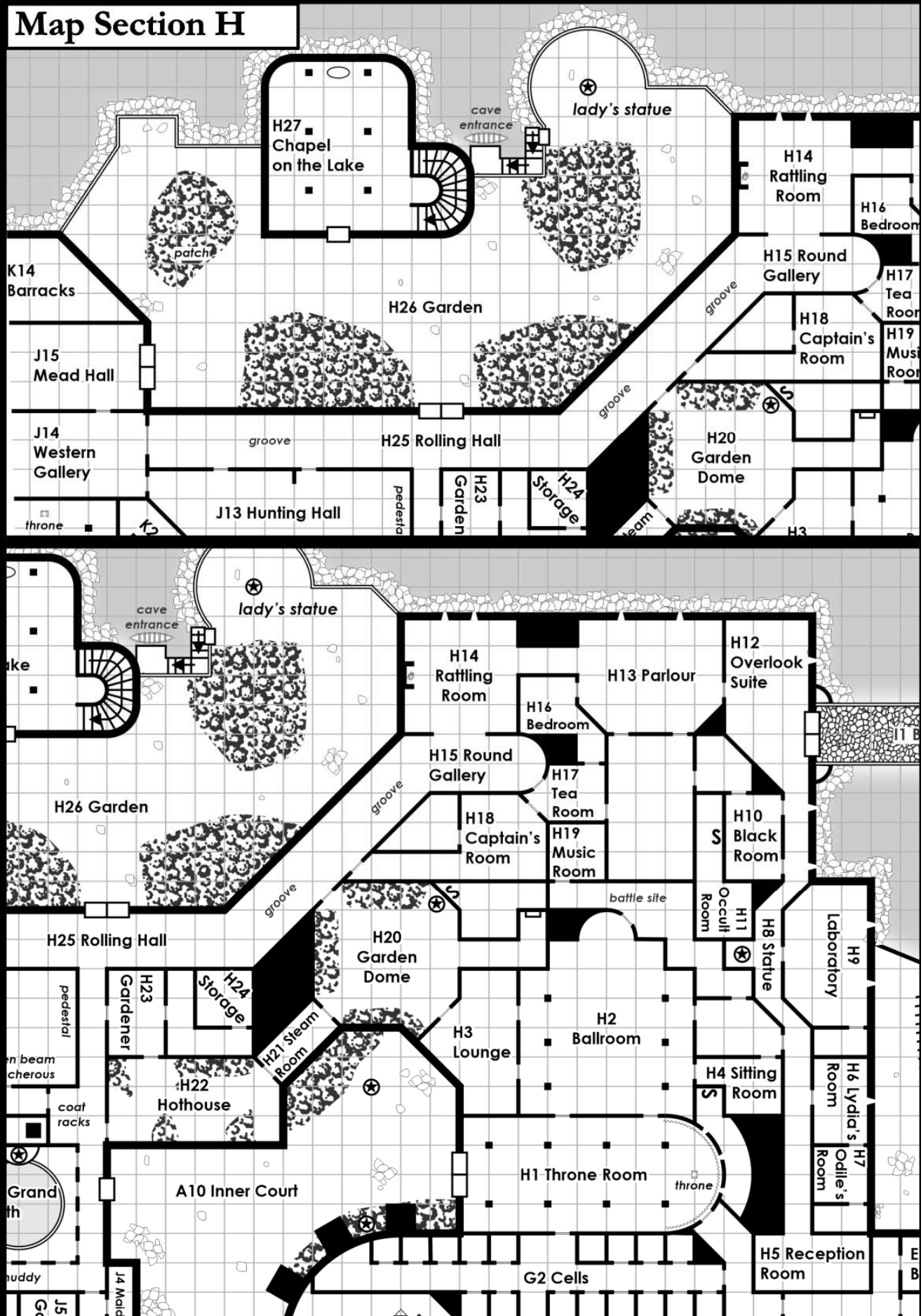
Hp 22

H21. Steam Room. (30'x20') The companion to **H22**, the air here is even more humid and oppressive due to poor ventilation. **Greenery** chokes everything with large, waxy leaves, bulbous roots, and thick vines.

- Under the **plants** rests a mouldering corpse clutching a blackened silver horn (270 gp). The horn is inhabited by a horde of miniature spiders (save or die if inhaled, save or 3d6 Hp if they get on the body).



Map Section H



H22. Hothouse. (60'x30') The smell of wet earth permeates everything; steam obscures vision and soaks clothing. Thick lead **pipes** snake overhead. Doors shut 1d6 rounds after entering this mini-jungle. Rows upon rows of tangled, weird looking **flowers** exhale their aroma from beds of dark earth.

- ➔ Among **flowers**, a bed of leafy horrors sprout bloodshot human eyes that follow every movement in the room. Another bed is deadly nightshade – enough for 2d6 doses if harvested and distilled. Human bones poke out here and there from the earth. A shapely marble hand, belonging to the statue at **H20**, lies buried under a foot deep layer of muck and sediment.
- ➔ The **pipes** transport the steam into **H21**. One of them is loose and falls if the area is prodded, exhaling a gout of concentrated steam – 3d6 points of damage, save halves. However, someone has hidden a thoroughly rotted leather sack in there, whose contents, 1410 sp and 315 gp, promptly scatter all about the place!

H23. Gardener. (30'x30') Moist black **walls** shed tears in the humid atmosphere. Beams above hang with beardlike growths of blackened **moss**, obstructing visibility. All furniture has turned into fetid piles of putrescence exuding an unpleasant, nauseating smell. The passage to the east is full of increasingly more and more of the moss veils (and thus the black fungus as well).

- ➔ **1:2** any vibration sends the **moss** down on investigating character. The blackness is a poisonous fungus; save or take 4d4 Hp and fall ill, -2 to all rolls until cured.
- ➔ At the end of the **passage**, a black skull rests on an octagonal pedestal. The skull is filled with a sentient colony of the spongy fungus. The skull can „communicate“ via limited telepathy, but it only broadcasts simple and mostly random thoughts such as „Grow... grow and consume... grow...”

H24. Storage. (20'x20') The dark, clammy chamber is full of gardening tools. A pair of **shears** animate and attack. Glazed pots occupy most of the shelving. Blood is dripping from a ruptured cauldron... upwards. Bags of compost have a butler's mouldy uniform stuffed into them.

Shears: HD 2; AC 5 [14]; Atk shears 2d4; Spec save vs. decapitation on max dmg; ML 12; AL N.
Hp 5

H25. Rolling Hall. (W to E: 90' to passage, 40' to bend, 80' to bend) Worn wooden floor with deep, wide groove in the middle. **1:2** rolling **boulder** runs down unwary characters (save to avoid).

Boulder: HD 4; AC 3 [16]; Atk roll 1d6 per 10' rolled; Spec immune to fire; ML 12; AL N.
Hp 17

H26. Garden. (230'x130') Disorderly rank **vegetation** clings to the bare earth, concealing **three goatrices** waiting for an ambush. In the windswept garden's centre stands the Chapel on the Lake (**H27**), radiating an aura of calm. The **statue of a lady** looking down on the dull waters stands on a round balcony above the lake, next to **stairs** descending to the water surface.

- ➔ Searching the **vegetation** uncovers a patch where barely anything grows, and everything is blackened and dead. Buried underfoot lies *Darkslayer*, a *two-handed sword* +2. Darkslayer is vampiric, transferring inflicted damage on a natural 20 to the owner – but also aging him 1d6 years if it goes above maximum Hp. The sword is strongly Chaotic (EGO 15), can speak in a coarse whisper, and its agenda is always destructive (especially to seek out and kill Clerics of Law). If the wielder dies, he becomes a wight controlled by the black sword.
- ➔ The **statue of the lady** has had all of its fingers broken off, and the surface is entirely smooth. The goatrices like to lick the stone for its salty taste, and following their example gains the ability to detect the taste of ingested poison (eligible for extra save and take better result). Underneath is a shaft leading down to the **Serpentine Well (O12)**.
- ➔ The **stairs** lead down to the lake surface and a small skiff. Careful observation also notes a very low **Cave Mouth (O1)**, obscured by clinging vegetation, but large enough for the skiff to slip through. Anyone spending too much time here or trying to swim has **1:6** of drawing the attention of one of the **Loch Ness monsters** living in the lake.

Goatrics (3): HD 3; AC 6 [13]; Atk headbutt 1d6 + petrification; Spec hop attack, petrification; ML 7; AL C.
Hp 16 9 19

Loch Ness Monsters (2): HD 16; AC 4 [15]; Atk bite 4d6 or tail sweep 3d10; Spec swallow whole; ML 10; AL N; first has *wand of paralysis* stuck in throat; second has swallowed the marble bust of a philosopher with inset golden eyeballs and teeth (2300 gp).
Hp 66 74

H27. Chapel on the Lake. (70'x60') Shields covered with vivid green and blue patterns hang from the walls. Frescoes depicting a procession of maidens. Anyone contemplating violence or treachery while entering the chapel (i.e. most

paranoid and murderous explorers) must save or turn back immediately. Only those of calm heart may enter.

- A **font** next to the entrance, fed by the head of a copper lamb, is always filled with holy water. The lamb's gemstone eyes are worth 3000 gp, but after their removal, the thief is marked on the forehead, and may enter no holy place.
- The **sacred cloth** on the simple altar is radiant white with a few old stains. It heals wounds (2d6 Hp) and draws out poisons if laid on the skin, and may return life to the recently slain (requires successful save), but slowly loses power (1:6 cumulative).

H28. Attic Study. (50'x30') Simple, bare interior. Most furniture has been removed, and only their discoloured trace remains. The faint yet nauseating smell of the grave is everywhere.

Writing desk holds dusty paper stacks, a small **bookshelf** is cluttered with dusty volumes, and a heavy black **tome** rests on a lectern.

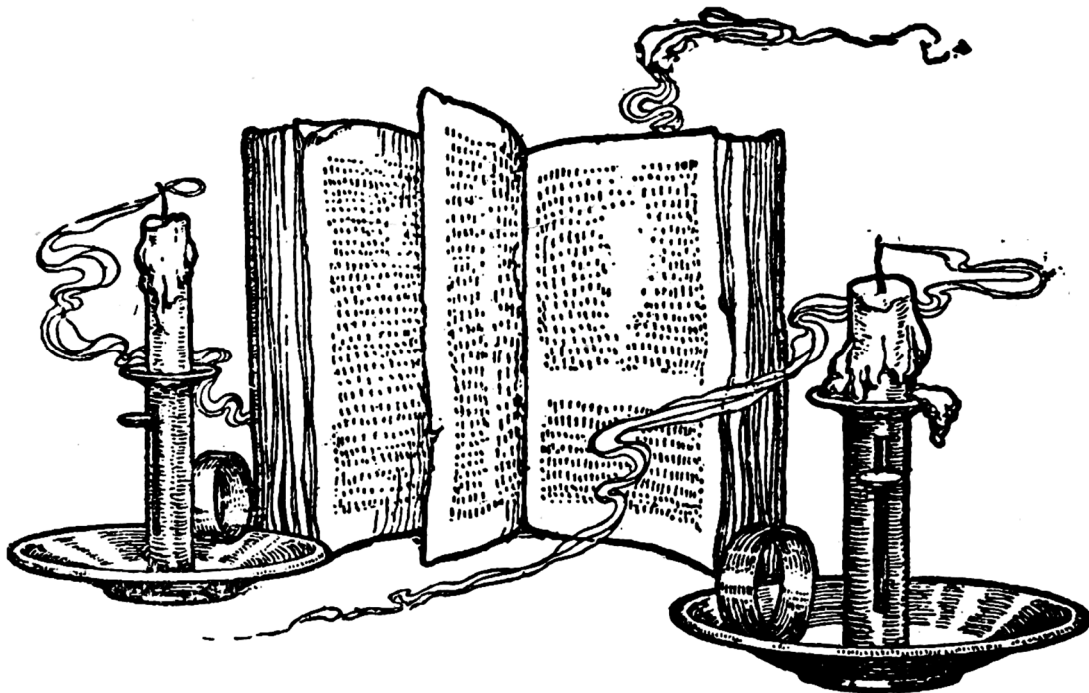
- 1:6 of **Aristide Malévol the Patrician**, 1:3 pondering the mysteries of the universe; 1:3 considering the weight of history; 1:3 brooding on the futility of existence.
- The liche's **writing desk** is littered with dusty stacks of paper next to a dry inkwell.

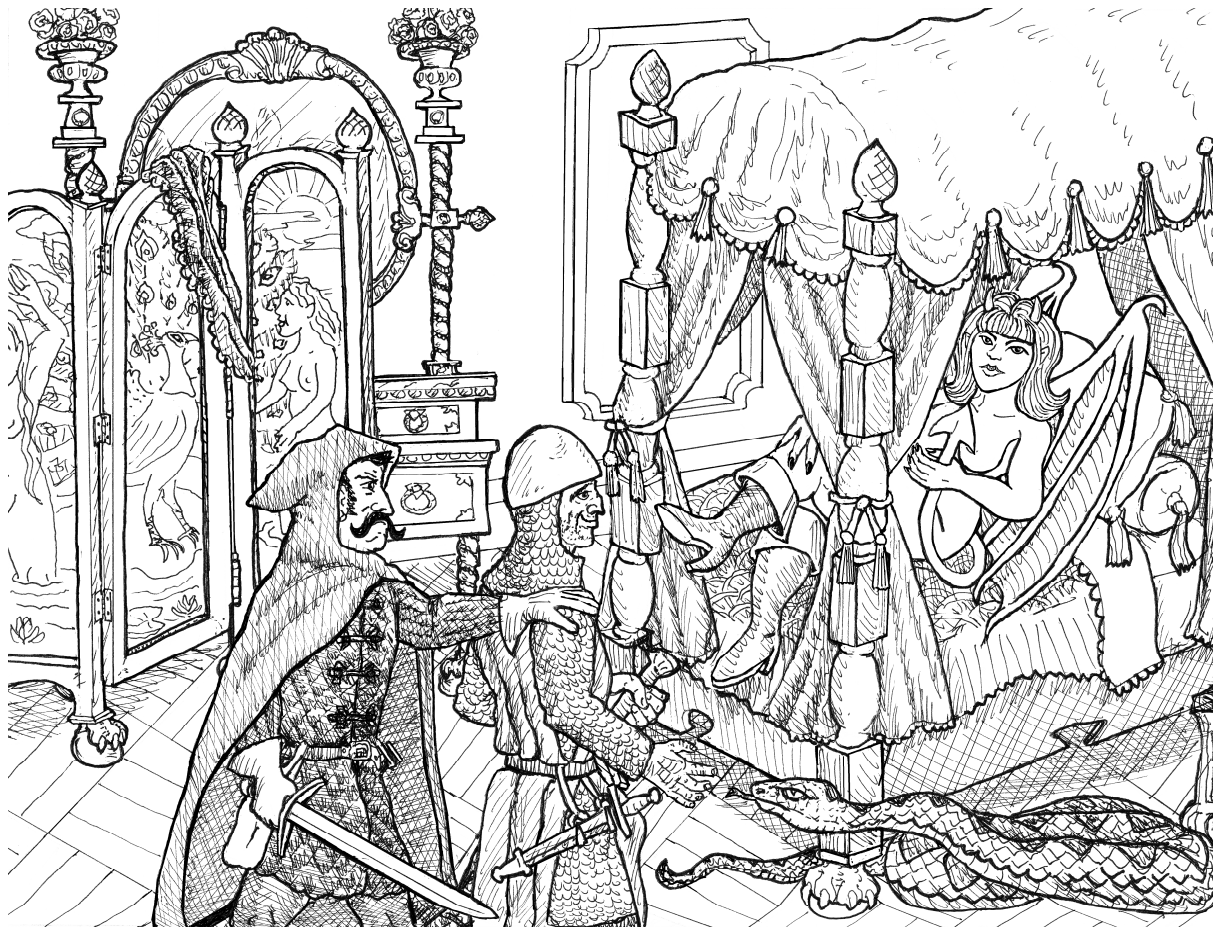
The writings are concerned with astronomical calculations and their effects on alchemical conjunctions, and were abandoned long ago.

- The manuals on the **bookshelf** are riddled with **1d10 rot grubs**. One of them contains a list of terrible names which may be invoked to do the caller's bidding, but tampering with these forces beyond mortal ken will bring sorrow and tragedy.
- The **tome** on the lectern is the *Libram of Heinous Damnation*, valued at 15,000 gp for the inset black gemstones alone. A M-U or Cleric studying the book gains knowledge of an easy to follow procedure enabling him to gain two experience levels for the small price of his soul. Upon the completion of the procedure, the character turns Chaotic; and upon the point of death (including petrification, discorporation, etc.), his soul is instantly carried down to the deepest Hells, no chance of resurrection.

Rot Grubs (1d10): HD 1 Hp; AC 9 [10]; Atk burrow; Spec can be burned in 1d3 turns, otherwise reaches heart; ML 12; AL N.

Hp	1	1	1	1	1
	1	1	1	1	1





I: Lake tower

11. Bridge. (80'x20') The great bridge arching over the waters of Lake Xyntillan is slippery and treacherous, and the battlements of the Lake Tower loom above it with snarling gargoyles.

- ➔ **1:6** one of the **Loch Ness monsters** living in the lake come to investigate (c.f. **H26**). Their elongated neck allows their head to reach those on the bridge, but not to use their tail sweep.
- ➔ At the eastern end, a rusty chain trails from a **winch** to down below the water surface. The strength of two men is required to pull up a padlocked iron cage with a waterlogged **coffin** inside it.
 - The **coffin** reveals the decomposing green body of **Uncle Montfort Malévol the Bygone (#43)**, displaying a rotting grin under a head dripping with kelps and algae.

12. Templars' Hall. (80'x40') Squat columns support the weight of arches hanging with blackened lichen, and dark **mould** obscures the

frescoes of knights. Candelabra depicting upright goats with lolling tongues. The goat-headed **idol of Baphomet**, flanked by two St. Andrew's crosses, sits cross-legged on a slab of black granite, its emerald goat-eyes peering mockingly.

- ➔ **1:6** of **Médard Malévol the Mighty (#13)**, weeping profusely on his knees.
- ➔ The **mould** is a dark grey colour, and disturbing it causes terrible coughing (save or take 3d6 Hp, characters killed this way cough out their lungs).
- ➔ The **frescoes** depict the knights questing and jousting on goatback, dancing and feasting with goats, and even less wholesome things (with goats). One part of the paintings shows a big block of salt being licked by the goats (c.f. **H26, N1**).
- ➔ The **idol of Baphomet** holds a brass crescent moon in one hand and raises the other in benediction. Its eyes are actually **green slime**, which has filled the hollow cavity within the head, and which the idol

“sneezes” at characters who bother it (save avoids, 1d3 charges). The moon is a sharpened weapon that can be hurled as a *discus* +1 for 2d4 damage, and returns to its user. However, on a near miss, it rolls for attack against its user. If someone requests the idol’s blessing, he will receive it as his heart burns and shrivels (2d6 damage), turning him Chaotic but ensuring his rise as undead once dead.

13. Cloakroom. (50’x20’) Row of dirty and tattered cloaks on hooks; one in good condition with ivory clasp and fine silk lining (a cloaker... but quite dead). Another, bearing a red cross on one side and the image of a sword on the other is *the crusader’s cloak* +1: the bonus applies to AC if worn with the sword outside, and to Hp recovery on each rest if the cross is worn outside. The cloak absorbs one energy drain attempt, but disintegrates into rags afterwards.

14. Stalking Passage. (10’x50’) Disembodied **footsteps** echo behind those who walk this dusty and cold passage, watched by the eyes of carved **stone saints**. Steep **stairs** wind upwards, and a draft blows through the empty arrowslits.

- ➔ Those who press ahead remain unharmed. Those who turn to confront the **footsteps** immediately face a **masked murderer** each, hands already locked around the victim’s throat (surprise attack)! Up to 10 may be encountered on successive encounters.
- ➔ One of the **stone saints** has dusty gemstone eyes, 2*500 gp.
- ➔ Trick step on the **stairs** triggers a heavy cupboard set to roll down and crush intruders (save or front ranks take 3d6 Hp), also check random encounters.

Masked Murderers: HD 2; AC 7 [12]; Atk strangle 1d6; Spec surprise 4:6, backstab; ML 9; AL C; black silk gloves.

Hp	12	5	5	8	12
	14	11	12	11	8

15. Dining Room. (30’x40’) The smell of spices and dust surrounds four black plush chairs and a small black table set with blackened silverware (2800 gp). A **bell** rests next to the head of a chef and a bloody knife. A **cupboard** is chained shut in the corner.

- ➔ Ringing the **bell**, opening the **cupboard** or trying to steal the silverware attracts a **mummy**, the source of the spicy smell.
- ➔ If the **cupboard** is opened, several plates and dishes made of fine china are hurled

against the wall and shatter. All in room must save or take 1d6 Hp.

Mummy: HD 5+1; AC 3 [16]; Atk touch 1d12 + rot; Spec terror, mummy rot, +1 or better to hit, vulnerable to fire; ML 12; AL N.

Hp 29

16. Kitchen. (70’x30’) Pot of bouillon bubbles on untended stove, stirred by a tireless wooden spoon, hurling at first PC through door (save or take 2d6 Hp). **Supplies** decay in the corner.

- ➔ The **supplies** include a keg of bitter ale and a barrel of sour wine, sacks of mouldy flour and two huge rolls of cheese infested with **1d10 rot grubs**.
- ➔ A rotting **skeleton** obscured by the flour sacks has a horned helmet and flail, 550 gp; has swallowed 2500 gp gem.

Rot Grubs (1d10): HD 1 Hp; AC 9 [10]; Atk burrow; Spec can be burned in 1d3 turns, otherwise reaches heart; ML 12; AL N.

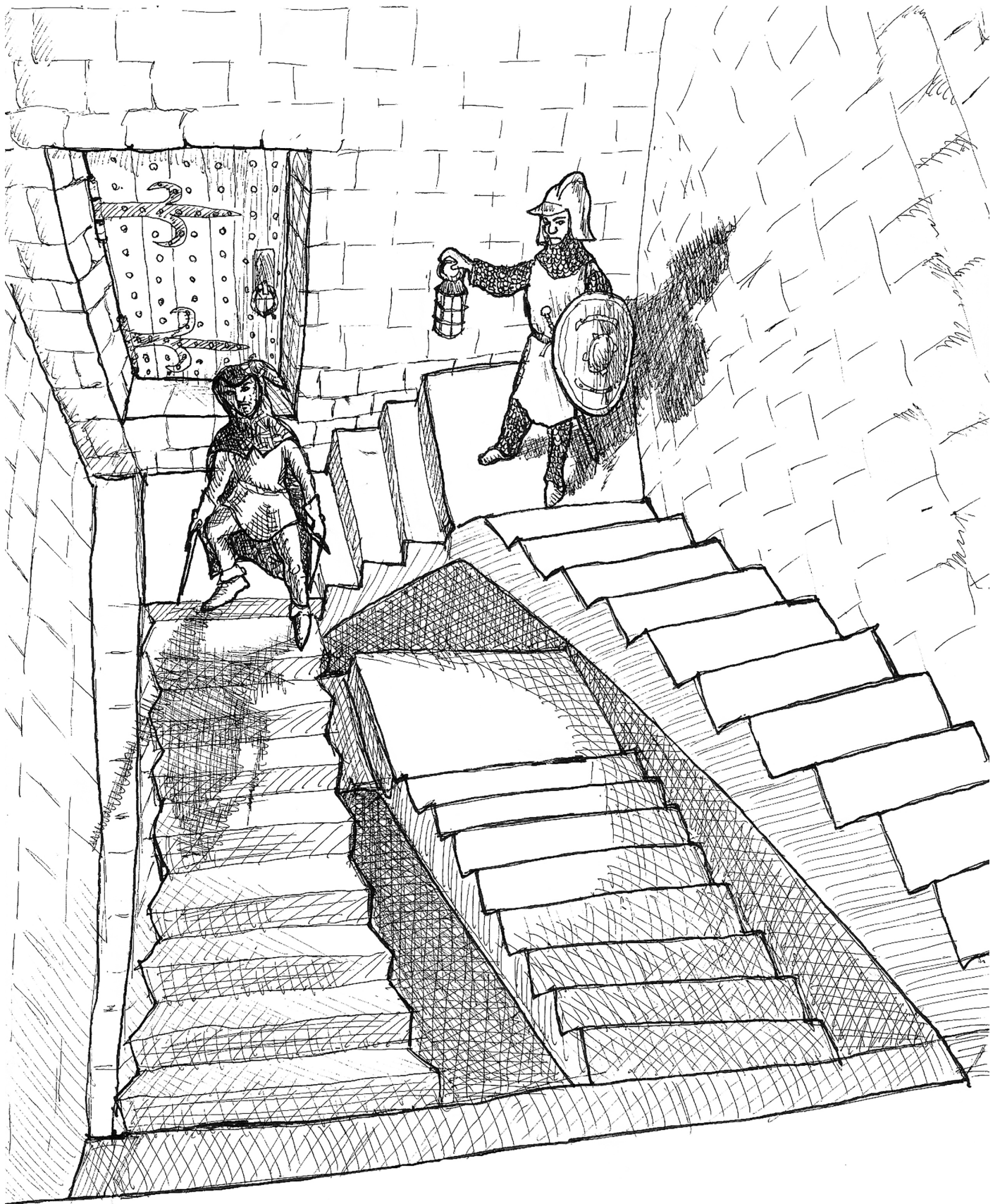
Hp	1	1	1	1	1
	1	1	1	1	1

17. Cook. (20’x40’) Mossy bones – the scattered bits of a human skeleton – lie on a decaying table next to a rusty meat cleaver. Other moss-covered lumps on the floor also prove to be of human origin. Sides of rancid bacon hang in a worm-eaten cupboard, green with decay. Other supplies – mouldy oil, wormy iron rations, sour wine, foul jam – are found here and there, in cupboards and on shelves.

18. Greenhouse. (40’x20’) Packed earth floor, the aroma of a hundred blooming **flowers** create a hazy atmosphere of languor and fever dreams.

- ➔ The **flowers** emit vapours which cause slumber in 2 turns (save avoids). In their dream, a random character will be visited by **Jaumon Malévol the Dreamwright (#44)**, who offers sack of 3000 gold if the dreamer helps him escape. Anyone accepting the offer will be stuck within the dream with the sack, while Jaumon awakens in the character’s place.

19. Courtroom. (40’x40’) Dusty banners embroidered with the image of a man riding a winged horse hang from darkened beams; **skeletons** in severe black robes sit in cobwebbed pews. **2:3 Judge Roberto Malévol the Arbiter (#45)** hands down judgements on the unworthy, flanked by **two suits of animated armour**.



- If **court** is in session, **1:2** of defendant being present: **1:6** other family member, **3:6** commoner, **1:6** random undead, **1:6** NPC from Tours-en-Savoy. Otherwise, first character through the door is put on trial at once by the rabble of **skeletons** and **two suits of armour**.
- Chaotic characters who appear before the court are sentenced **2:3**, Neutrals **1:3** and Lawfuls **1:6**, reroll if character has a lawyer (**Vincent Godefroy-Malévol**, #26, takes case for 1d6*500 gp; otherwise, they are provided a useless one for 1d3*500 gp). Those sentenced must save or get teleported to one of the cells at **G2 (1:2)** or into the dungeons at **R1 (1:2)**. Sentenced characters are stripped of everything but clothes and 1d3 miniature items; equipment is deposited in the **Evidence Room (I14)**.
- Those who speak up get a "*Silence in court!*", and if they persist, get ejected through balcony door, save to grab onto balustrade or get pitched into the lake.
- The **secret door** behind the podium leads to a dusty passage with a ladder up and a **locked chest**. Inscribed "*Prop. Judges Guild. Do not open.*", it is trapped with a poison gas trap (those in passage save at -1 or die), and contains 5000 gp along with a *pegasus brooch* (2000 gp value, and identifies character as a guildmember – will start receiving interesting items via mail in Tours-en-Savoy after each expedition, as per **Random Curios Table**).

Skeletons (23): HD 1; AC 8 [11]; Atk claws 1d6; ML 8; AL N.

Hp	7	8	2	4	6
	1	3	6	6	6
	5	5	8	7	4
	2	7	6	8	5
	6	7	5		

Animated Armour (2): Fighter 4+4; AC 3 [16]; Atk sword 1d8; Spec distribute attacks among 4 HD of opponents, immune to fire; ML 11; AL L.
Hp 25 29

I10. Maid's Room. (30'x40') Strange-smelling room bathed in peculiar colours thanks to the varicoloured stained glass windows. A nude **woman** slumbers on a plush couch, covered with creased sheets; an artist's easel shows a half-finished painting of her head and shoulders. Discarded clothing is scattered on the floor, and two **skulls** are set on the fireplace.

- The **woman** is a classical beauty from the shoulders up, and a decayed skeleton with bloody internal organs showing where the sheet covers her. She tries to act sleepy and confused, only to sink her teeth into

the careless. Below the sheets and behind the couch are also found the gnawed remains and beret of the hapless artist.

- The **skulls** are filled with crystalline brains. They protest vigorously against their removal through telepathy, then try joint mind attack for 3d6 Hp on one character (save to avoid; dead character's head explodes in red shower), submitting if unsuccessful.
- Each of the **crystalline brains** can store an extra M-U spell up to 5th level, enlarging the character's personal capacity. They are currently loaded with *haste* and *charm person*. However, accessing spells the character would be unable to cast is risky; **1:6** of falling under the skulls' bad influence. The skulls cannot be separated more than 10' due to an invisible bond.

Vampiric Corpse: HD 5; AC 6 [13]; Atk bite 1d6 + paralysis or 2*claws 1d6; Spec paralysis (save avoids), blood drain heals ½ damage inflicted, ½ damage from bludgeoning; ML 11; AL C.
Hp 27

I11. Serpentina's Room. (30'x40') Swirling hues of blue and crimson surround a red double bed stacked with comfortable **cushions**. A provocatively decorated dressing screen hides a small **boudoir**. A **wardrobe** creaks ominously in a corner.

- **1:6** of **Serpentina Malévol the Sweet (#46)**, reclining on the bed with a mischievous smile and not much else. If present, further **1:2** of **Meandering Malévol (#47)**, snake companion.
- One of the **cushions** hides an envenomed dagger with a ruby pommel (3500 gp).
- The **boudoir** is a mess of several small vials, cosmetics, combs, and brushes before a full-length mirror. **1:2** the image of **Serpentina** appears to cast a *charm person* on the most handsome character... followed by a *geas* to find her. The vials are a mixture of perfumes, lotions, and poisons (4 doses injected, 2 doses aerial, 2 doses ingestive), along with a *potion of animal control*, a *potion of clairaudience*, and a *potion of speed*.
- The **wardrobe** is full of moth-eaten noble outfits. One of them is an aggressive **bearskin coat of many teeth**, waiting to pounce. A secret panel in the back reveals a niche with Serpentina's poisonmaking equipment: small balance, burner, measures, vials, and silver spoons. Five doses of poison in a tiny heart-shaped bottle.

Bearskin Coat of Many Teeth: HD 4+2; AC 6 [13]; Atk bite 2d6 and envelop; Spec surprise 3:6, enveloped character takes automatic damage; ML 10; AL N.
Hp 18

I12. Marine Suite. (20'x30' / 30'x20') Green and blue tapestries depict undersea forests where fishes play, the colours marred by spreading mould. One of the tapestries has been torn away, revealing an empty niche in the wall. Dissonant tunes from **interior room**.

- ➔ The **interior room** is similarly decorated, but the mould is even more unpleasant. An abandoned **clavichord** is played by two severed, gloved hands. One hand wears a 380 gp gem ring under the glove.
- ➔ An open **hatch** in the ceiling leads into a 50'x60' attic area, littered with dusty crates full of mouldy trash. Four long boxes secured by sturdy padlocks contain beheaded corpses, green-grey from the mould. If disturbed, they rise as **headless manservants**. The floor in the NW corner is weak, and close to collapsing into **I13**.

Headless Manservants (4): HD 2; AC 7 [12]; Atk hit 1d8 + strangle; Spec strangle 1d8/round; ML 10; AL N.
Hp 13 14 7 11

I13. Cell. (20'x20') The cold, dark stone floor is wet with an unwholesome, rancid slime that covers all surfaces and exudes a miasmatic odour of decay. Piles of fallen debris litter the floor, and small crumbling **gargoyles** perch in the corners. The barred windows barely let any light in, although the bars are so corroded that they crack and fall outwards after a good shove. Heavy chains are affixed to an **iron ring** embedded in N wall. The sole furnishings are a bed, a tin chamber pot, and a wooden stool. Prisoners' scrawlings cover the stones.

- ➔ Secret door opens after twisting **iron ring**.
- ➔ The squat **gargoylets** are excitable, but they are small and would rather flee than fight if their way isn't blocked.

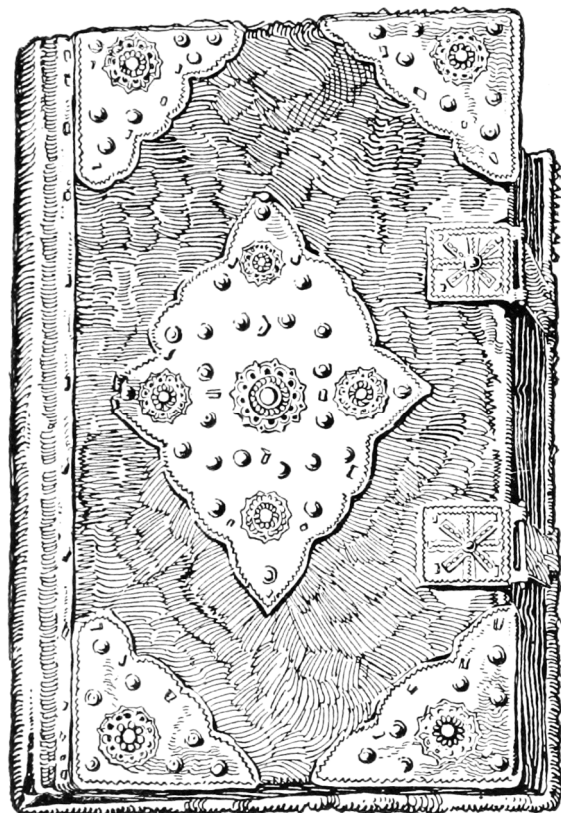
Gargoylets (4): HD 1; AC 5 [14]; Atk claws 1d4; ML 4; AL C.

Hp 8 1 8 8

I14. Evidence Room. (20'x20') This bare stone room is entirely lightless and humid. A disorderly **pile** of personal belongings covers

much of the floor, and a rotting **codex** rests chained to a reading stand.

- ➔ The **pile** contains all objects confiscated from characters sentenced in the Courtroom (**I9**), as well as several rotting cloaks, boots and gloves; corroded weapons; coils of rotted rope; lanterns, etc. The more interesting items include a silver drinking horn with a fleur-de-lis pattern (700 gp), a spellbook bound in ivory-inlaid leather (1550 gp, contains 4 spells), a *potion of levitation*, a *potion of extra-healing*, an *oil of ESP*, and a lengthy eviction notice notarised in Tours-en-Savoy, and addressed at **Aristide Malévol the Patrician (#11)**, the liche of Castle Xyntillan!
- ➔ Although barely legible, the **codex**, labelled "*The Master Inventory*", contains an accurate inventory of all objects that have ever been stored here, including those lost by the company, present here, but also ancient entries referring to The Grayl of Good and Bad Destiny (retrieved by Médard Malévol the Mighty), the Falcon of Malta, the Left Slipper of Charlemagne, the Minuscule Charta, a splinter of the True Cross (recorded several times), and the Leg of Lazarus ("retrieved by rightful owner").





J: Ruined quarters

J1. Grand Bath. (40'x40') **Green serpentine shapes** whirl in the air above a steaming **pool** of pure azure-blue water, hissing in unison. The ceramic **statue of a salamander** lies coiled around a marble vase, spitting water. The roof of the place is a single opalescent **glass dome** which mutes the light of the outside into a faint haze.

- The **serpents** ignore intruders, but become enraged if they are attacked or the pool is fouled. They descend upon the offending characters, striking before exploding in a shower of colours and light (1 HD, 12 missiles for 1d4 points of damage each).
- The **statue** is covered with varicoloured ceramic scales. Golden letters around the base read: *"The Beast of Güell; Keeps its secret well; The beast that is blind; More verbose you shall find"*.
- The **pool** is 5' deep and its waters are mixed with potent bathing salts. Anyone who wades in gains immunity to poison for a week, but **1:6** character must save or calcify into a greenish salt formation.
- The **glass dome** is very resilient, and transforms spells directed at it into sound and colour, e.g. a **fireball** would produce a low hum and orange patterns on the glass. The dome can absorb 10 spell levels before shattering and raining down in a shower of

jagged shards (4d6 Hp, save avoids). This also deactivates the magic of the pool.

J2. Bath. (20'x20') Cold, stagnant water with brown leaves and bits of wood floating on its surface occupies the pool. A waterlogged coffin bobs up and down, entirely filled by the decomposing body of a very fat gentleman which has conformed to the casket's dimensions.

J3. Steam Bath. (20'x20') A single **giant frog** smelling of perfume sits in melancholy on a putrescent purple pillow in the NE corner, gazing in disgust on a pile of bones encased in gelatine. The frog doesn't attack unless provoked.

- Four thin perfume vials (125 gp each) sit on a **small round table**.
- Behind the frog, a **secret door** opens into a steam tunnel with an open shaft at the end. Lead pipes feed the salamander statue in **J1**, and rungs descend into a well of hot mineral water. Anyone submerging themselves in the water takes 3d6 Hp, but survivors gain 1 point of Constitution. A side hatch above the water leads to the dungeons at the **Lake Grotto (O2)**.

Giant Frog: HD 2; AC 8 [11]; Atk bite 1d8 and swallow; Spec +2 hop attack; ML 6; AL N.
Hp 15

J4. Maid. (10'x20') Worm-eaten boards creak underfoot, breaking under heavier footsteps (1:2) to reveal a gap swarming with **rats**. Aside from a modest bed, there is only a simple unlocked **wooden chest** here.

- The chest contains aprons, dark skirts, and other clothing worn by maids. Hidden under the clothes lies a gem-studded silver goblet (1000 gp).

Rat Swarm: HD 4; AC 6 [13]; Atk swarm 3d4; ML 6; AL N.
Hp 21

J5. Gardener. (20'x30') Miscellaneous **gardening supplies** litter the crowded room, which simultaneously served as bedroom, storage, and workshop. **Six ghouls** quarrel over the morsels in the cauldron they have dragged here.

- The **supplies** include a decrepit wheelbarrow, sacks of seeds, a coil of rope, saws, hatchets and shears, clay pots and large bags of compost full of human bones. A *seed bag* labelled "*Miracle Formula*" is full of gold crumbs (750 gp, but if sown and watered, the plants yield 4d6*500 gp!).
- In the corner lies a mighty sack of *magic turnips*, which will each grow into an enormous specimen filling a wheelbarrow (1500 gp total).

Ghouls (6): HD 2; AC 6 [13]; Atk 2*claws 1d4 and bite 1d4; Spec paralysis; ML 6; AL C.
Hp 7 16 9 13 7
6

J6. Bedroom. (30'x20') Six beds lie overturned in this ransacked servants bedroom. The simple wardrobes have been looted, their contents strewn about in a chaotic mess. The corpses of two **adventurers** lie on the floor, swarming with ants. Shards of a broken mirror crunch underfoot. The smell of rotting meat is overwhelming.

- One of the **adventurers** wears a knapsack with a bottle of wine; the other has a horn slung across the shoulder. This horn is magical and currently contains 260 cp.
 - The **cornucopia of coin conjuration** is a lesser cousin of the real deal, worth 500 gp for its artistic value... and not much more for its magic. A character can wind it with little trouble, but all this results in is a pitiful croak and a stream of gleaming coins – 1d1000 cp. The Cornucopia has 26 charges and splits in half when all are expended. If three identical numbers are rolled, the result is 1d1000*1000 cp and the cornucopia instantly splits from overcharging. If the roll is 1000 (0-0-0),

the room is filled with 1d100*1000 gp, and the cornucopia splits as above.

J7. Barracks. (20'x30') Yellowed old bedsheets with large rust-brown stains cover one of the bunks. The still intact body of a handsome young man in his twenties lies below, head neatly severed by a guillotine blade, pulling rope in his hand.

- **Junk** in the NW nook consists of fallen shelves and broken halberds... but an intact suit of armour is still present.

J8. Cook. (20'x30') This room is meticulously clean, with no trace of dust or decay. Everything is in perfect order. Two beds with straw mats stand by the wall. Greasy playing cards lie face down on the wooden table next to a half-empty bottle of vinegar. The W wall is painted with grotesque red devils over a black background, and painted letters over the doors read: "*The Doors of Good and Bad Fortune.*"

- **Shortly after entering** room, reality seems to lurch sideways as the scene dissolves into a tangle of decay, rotting vegetation, and waist-high toadstools. A sweet, strange smell fills the air – after one turn, characters become dizzy; after two, they must save or fall asleep; after three, save again or rot away into compost.
- Opening the north door reveals a **reaper**, which lunges with its scythe just as it snaps: "*This is my good fortune – to meet you here!*"
- Opening the south door reveals a **reaper**, which tries to slay the first character at once before whispering: "*It must be your bad fortune – to meet me here!*"

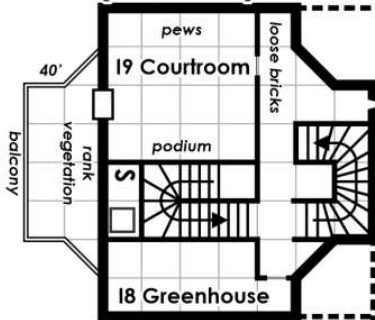
Reaper: HD 4; AC 5 [14]; Atk scythe 1d6 + paralysis; Spec paralysis, immune to cold; ML 11; AL N.
Hp 25 27

J9. Bedroom. (30'x20') Moss has overgrown the wooden panelling and furniture of this small bedroom, and fallen beams have knocked the **statue** of a robed old man off of its pedestal. A huge **pile of leaves** has accumulated under a **painting** of an autumn landscape.

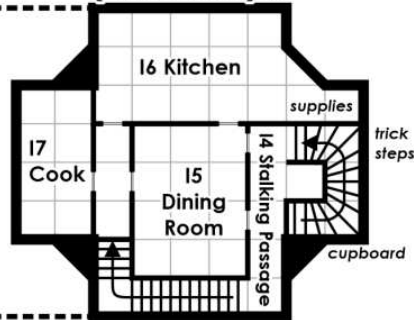
- The pile of leaves conceals a greenish mass of moss, leaves, and vines, a **shambling mound**.
- If lifted back to its place, the **statue** rewards party with a *wand of the marshlands*. This metal wand can raise a shambling mound out of a large quantity of vegetable matter, under control of the user (but **1:6** to break free if it enters a battle frenzy). The wand has 6 charges.

Map Section IJ

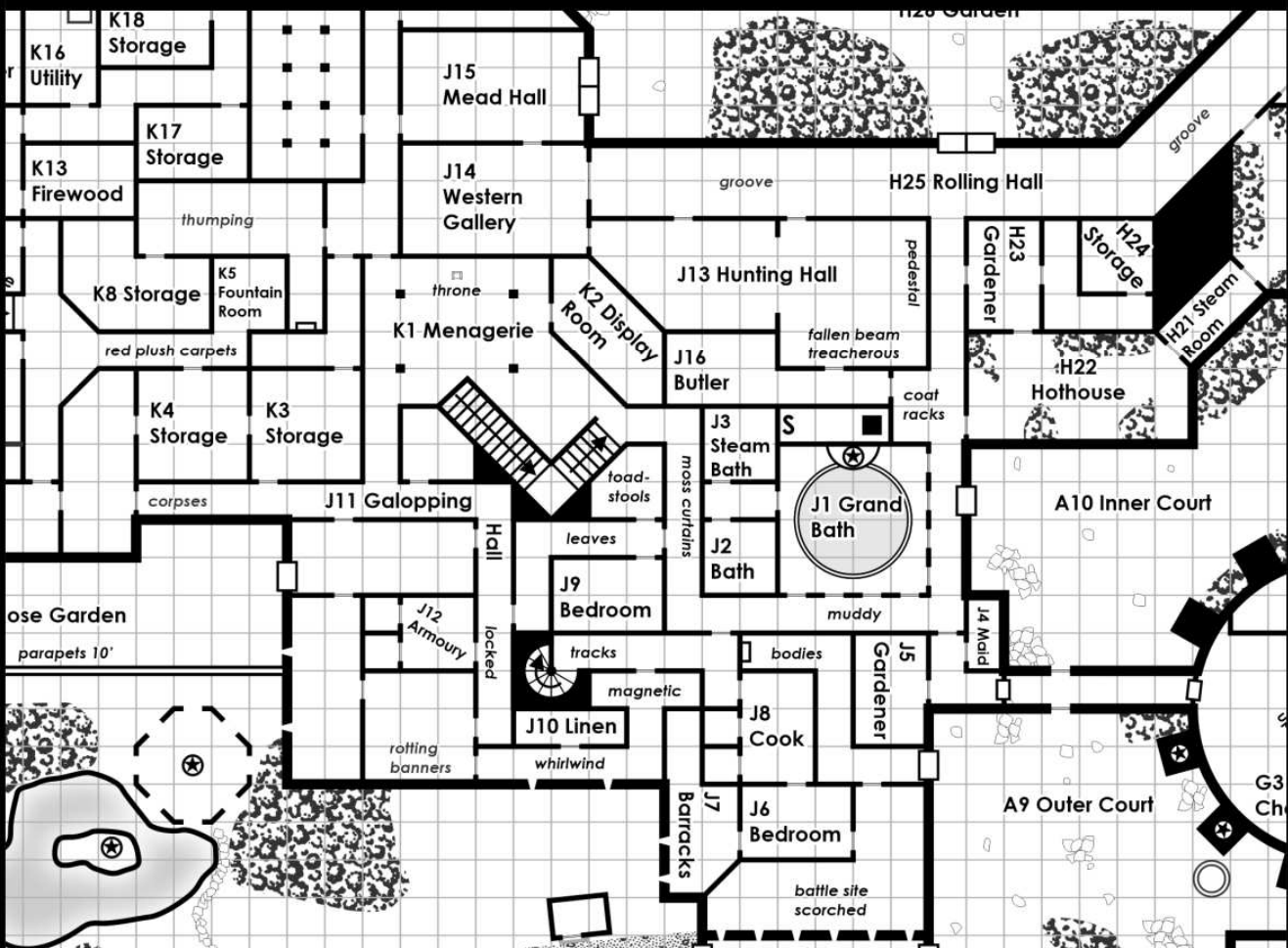
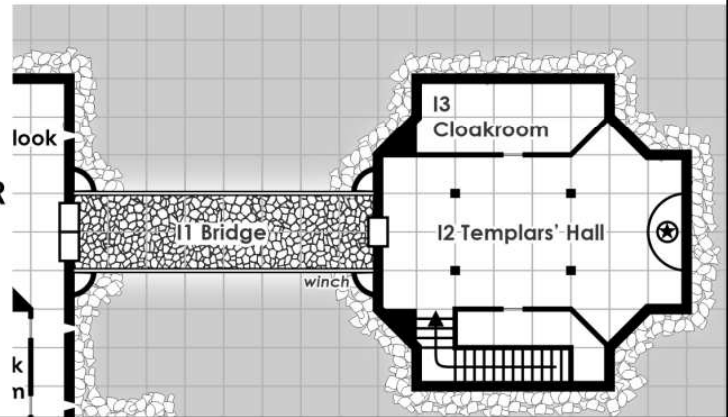
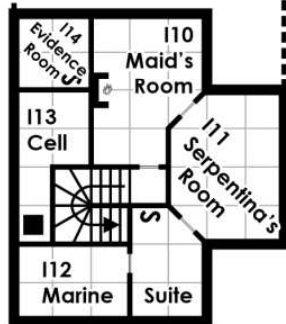
LAKE TOWER
(3rd Floor)



LAKE TOWER
(2nd Floor) 20'



LAKE TOWER
(4th Floor) 60'



- The **painting** can be entered to find an autumnal park of gazebos, orangeries, and shallow lakes teeming with fish. The park is small and the only exit is back to this room (it is not connected to the rest of the Indoornesse). A walk and some refreshments heal 3d6 Hp. On a second visit, the company will find the park charmless and empty.

Shambling Mound: HD 6; AC 3 [16]; Atk 2*tendrils 2d8; Spec enfold and suffocate victim 2d4 r, immune to fire, ½ damage from cold and weapons, electricity adds 1 HD; ML 11; AL N.
Hp 36

J10. Linen. (30'x10') Obese matron hanging sheets is **werewolf**. If enraged, sheets animate as they start dripping with fresh blood (save or first characters are wrapped).

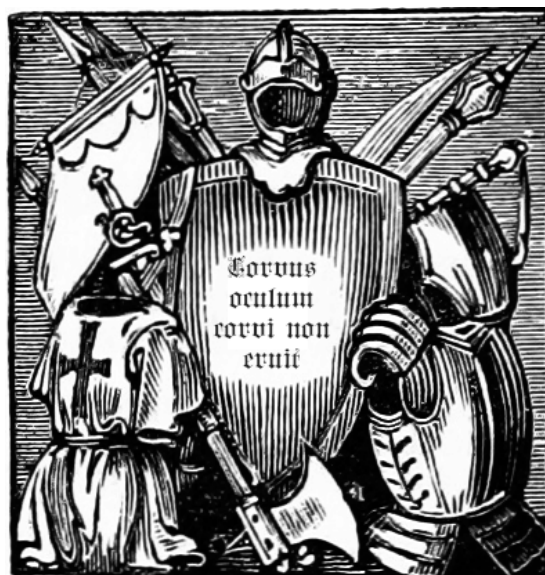
Werewolf: HD 4+4; AC 5 [14]; Atk bite 2d4; Spec lycanthropy, silver to hit; ML 9; AL C.
Hp 15

J11. Galopping Hall. (100'x10' and 10'x60') Broken furniture and a body trod underfoot litter the floor. **1:3** two **dream horses**, one a burst of unbearable light and one a storm cloud of darkness, race along the hallway. Those who get in the way are hit two times each by the stallions. The fighters reform again and again, to race another time.

Dream Horses: HD 2; AC 5 [14]; Atk 2*hoof 1d6; ML 10; AL L/C.
Hp 9 6

J12. Armoury. (20'x20') The armoury is locked securely (two separate locking systems). Several weapons sitting on **racks** and **dummies** with suits of armour. Loud metallic banging comes from beyond the metal-reinforced door to the **southern closet**, secured with padlocks and chains.

- Sitting on the **racks** are 36 swords, 52 spears, 23 shields, four halberds, six daggers, two longbows and a small bundle of ten arrows (the rest of the quivers are empty). **Dummies** carry four suits of well-oiled chainmail and a badly punctured plate.
- In **northern closet**, a stuffed rust monster glares at intruders with beady glass eyes.
- The **southern closet's** sole occupant is an **animated suit of armour** which has been severely damaged trying to break through. It cares to get revenge on its inanimate companion, and unless prevented from doing so, it returns to its simpleminded task of running it through again and again with its sword.



Animated Armour: Fighter 4+4; AC 3 [16]; Atk sword 1d8; Spec distribute attacks among 4 HD of opponents, immune to fire; ML 11; AL L.
Hp 20

J13. Hunting Hall. (50'x30' and 40'x40') Weather and time have begun to take their toll here. The roof has collapsed, thick beams falling over a once impressive collection of exotic trophies. Only a few recognizable items remain, and even these are covered in lush vegetation – bushes hanging with long moss-beards, colonies of colourful fungi, and white mildew.

- **Navigating the chamber** is tricky, particularly near the southern door, as this area is mostly blocked by precariously balanced fallen beams (save to avoid 3d6 damage). A **stygous** lurks in this area, pouncing from a protruding beam to skewer an unaware character.
- A **herd of five deer** have been distorted into lumpy monstrosities with bent necks and peering eyes nested in mossy hides. These lumbering creatures attack, moaning pitifully.
- A **flock of bluebirds** is impaled on the thorns of a massive bush, tweeting pitifully.
- The crown jewel of the trophy room is a **giant puffball mushroom**. The bulbous shape has been partially crushed, and mould has perverted it into a slimy horror. If pricked, it bursts to splatter greenish (but harmless) slime on front ranks.
- A **pedestal** in the centre of the eastern room stands empty, the ebony-black ceramic skull that once rested on its polished surface having rolled under some bushes. The skull is pierced by a **dagger +1**, firmly lodged inside the strange cranium.

Stygous: HD 4; AC 6 [13]; Atk beak 1d10; Spec surprise 3:6, plucks out heart on max damage; ML 9; AL C.
Hp 17

Mossy Deer (5): HD 2; AC 7 [12]; Atk bite 1d6 or gore 1d6; Spec bite causes disease; ML 9; AL C.

Hp 8 7 10 5 9

J14. Western Gallery. (50'x30') **Cobwebs** and dust have claimed the place, and two crystal chandeliers lie broken in a corner heap. Most pictures have been removed from this place, leaving outlines on the worm-eaten wooden panelling, but a few family **portraits** still remain.

- The **cobwebs** hide bulbous eight-legged shapes, but the spiders are long dead, desiccated husks covered by dust.
- The **portraits** depict the following family members:
 - Odile Malévol the Odious (#40): foretells next random encounter (pre-roll, reveal results and how Odile recommends dealing with it).
 - Runcius Malévol, the Dark Man of the Woods (#7): touch inflicts lycanthropy.
 - Gillz Malévol the Gothic (#33): asks company for brains, rewards with *oil of ESP*.
 - Beatrice Langlois-Malévol the Jilted (#10): hisses, "*Bring me the head of the miscreant Bartholomew!*"
 - Uncle Montfort Malévol the Bygone (#43): offers first character a handful of candy (save vs. severe hallucinations, see secret things not normally described in room key as *potion of delusion*).
 - James the butler (#18): mourns the lost beauty of this gallery, will happily reminisce about those halcyon days of yore.
 - Sébastian Malévol the Sea-borne (#20): cries "*Get yer sea legs ready, boys!*" – everyone must save or retch uncontrollably for 1d6 r.

J15. Mead Hall. (50'x30') Large windows from the east let in beams of light on the long, collapsed tables and scattered chairs. Floorboards have been dug up and heaped by the walls, revealing a pit of packed earth with stone sarcophagus lids underneath.

- 1:2 of revelry by 2d12 **phosphorescent phantoms**, frolicking and raising toasts. They invite characters to join, who will be 1d3*200 XP richer, but weaker by 1d4 Hp for each 200 XP gained. The phantoms will leave a bottle of ectoplasmic brandy with

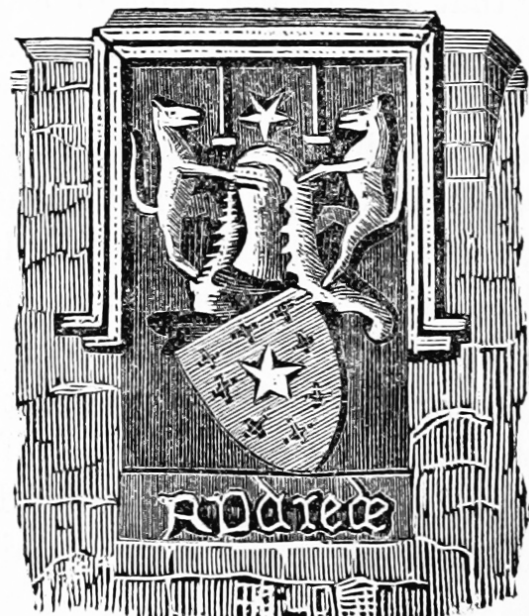
the most enthusiastic participant; a *potion of heroism*.

Phantoms (2d12): HD 2; AC 7 [12]; touch 1d6 + ice-fear; Spec ice-fear gives -1 to all rolls, cumulative per hit; at -3, save or die from sheer terror; ML 8; C.

Hp	10	9	13	10	9
	13	7	7	8	3
	5	11	10	10	8
	8	4	15	16	8
	4	8	12	8	

J16. Butler. (30'x20') The room's contents have rotted due to leaking water. The floorboards, small table, and **wardrobe** are so thoroughly corrupted that they fall apart on a mere shove. The main occupant of the room is a **ghastly figure** slumped in his comfortable rocking chair.

- The **butler's impeccably dressed body** has turned into a colony of tiny scarlet fungi growing on his elegant black attire, sprouting from underneath the yellowed shirt, and mingling its thin, wiry rhizomes with the remaining white hair on his pate. The chair still rocks back and forth, and a barely audible whining (or buzzing?) sound surrounds the head of the decayed gentleman. Fortunately, the mushroom colony is harmless (right now, at least).
- The **wardrobe** collapses on itself, revealing a velvet-lined coffin filled with purloined silverware – odds and ends worth 700 gp for the lot.





K: Storerooms

K1. Menagerie. (50'x70') Four grimacing, robed **ape statues** with deep holes for eyes bear tall columns, overlooking a bizarre scene right out of a taxidermist's nightmare: a motley collection of **decaying stuffed animals** stands watch, their glassy stares fixed on the entrances. A white marble **throne** stands to the north.

- ➔ Unless encountered before, the wizened form of **Hubert Malévol the Huntsman (#16)** sits on the **throne**, **1:2** surrounded by his loyal dog pack. He will join a battle until the tide turns against him, but he will simply blow his magical horn when he fails a morale check, teleporting to **D9**.
- ➔ Some of the **animals** have been gutted and toppled, sawdust spilling from their bodies. The others, while badly decayed, attack in a shambling mob.
- ➔ The four **ape statues** are magical, advising the company to **#1 "See no evil."**, **#2 "Hear no evil."**, **#3 "Speak no evil."** and **#4 "Smell no evil."** If four characters stand by the statues, covering their eyes, ears, mouth and nose, respectively, they will gain special one-use spells:
 - **#1 evil eye*3** (subject must save or take 3d6 damage)

- **#2 keening wail*2** (subjects must make morale check or flee in panic)
- **#3 curse*2** (subject must save or be reduced to a wheezing cripple)
- **#4 stinking cloud*2**

Giant Owl: HD 4; AC 7 [12]; Atk peck 1d8; Spec hypnotic gaze holds subject in place (save); ML 12; AL C.
Hp 22

Boar: HD 3+3; AC 7 [12]; Atk gore 3d4; Spec continues to attack 2 rounds after death; ML 12; AL N.
Hp 22

Centaur: HD 4; AC 5 [14]; Atk 2*kick 1d6 or 2*bow 1d6; ML 12; AL N.
Hp 13

Lion: HD 5+2; AC 6 [13]; Atk 2*claws 1d4 and bite 1d8; ML 12; AL N.
Hp 27

Killer Bambi (4): HD 1+3; AC 7 [12]; Atk anthrax bite 1d6 + deadly poison; Spec spit poison up to 20'; ML 12; AL C.
Hp 3 7 3 6

K2. Display Room. (30'x40') A copper bowl burns with vivid **flames** and dancing sparks, shedding light on a pedestal bearing a **glass**

dome. A red silk cushion inside the dome holds a **silver reliquary** depicting a bearded and crowned man.

- The **flames** are ever-burning and hypnotic, drawing the unwary like moths (save or take 2d6 Hp, then hypnosis is broken so character can save again). Water extinguishes them, but only temporarily, for they flare up again in 1d3 turns.
- The **glass dome** is made of super-crystal, is impervious to weapons, and reflects spells, but splits under a particularly high note. It is fixed to the pedestal, but may be unscrewed with two lockpicking attempts... releasing **Merlerik Malévol the Founder (#48)** along with a cloud of choking gas (save or take 3d4 Hp).
- The **Reliquary of Bygone Kings** is a work of impeccable workmanship from the gothic period, and is worth 15,000 gp... a priceless family heirloom. The reliquary can pronounce a vague but truthful omen once per expedition if 200 gp of incense is burned before it. It contains an old iron spear tip that had belonged to Merlerik, and may be reforged into a *spear* +3.

K3. Storage. (30'x30') Dust and a stale oily smell cling to rotted articles of clothing, once fine dresses. A particularly large pile is pierced with a sword – investigation reveals the skewered body of a young dandy gone all mouldy.

K4. Storage. (30'x30') **Blood** drips upwards from an open **coffin** radiating with eldritch light, as five ghosts dance around before disappearing.

- The light in the **coffin** surrounds the outline of a woman's body demarcated by an inky gloom, heart pierced with a *dagger* +1. If the dagger is removed, the flow of blood turns into a cascade, and disembodied screams reach a crescendo before the shape, the blood and the light all disappear (roll two encounter checks).
- Anyone washing hands in the **blood** gains a permanent *magical* +1 to mêlée attacks which transfer to held weapons. Alignment moves one phase towards Chaotic. Drinking the blood heals 2d6 Hp, but character rises as ghoul if killed.

K5. Fountain Room. (20'x20') Red carpet ends in rectangular room with arched ceiling supported by gargoyles. A **fountain** spraying from a dragon's head feeds a marble **pool** with goldfish and pieces of gold.

→ The **fountain** has a random effect if drunk from (1d6):

- 1 – save or polymorph into goldfish;
- 2 – grow golden scales, AC 6 [13] or harvest for 2000 gp (painful);
- 3 – gain ability to speak with inanimate statues (most have little to say, but may have noticed interesting things);
- 4 – waters of youth rejuvenate character, giving 18 to all ability scores but returning him to state of youth at 1st level, 0 XP;
- 5 – reverse alignment, Neutrals gain ¼ XP for next level;
- 6 – save or turn into LVL*500 gp (normal men turn into 50 gp).

→ The **pool** contains six goldfish and 1d10 gp.

K6. Nursery. (30'x30') Growling sounds and playful yips come from the room. **Wolfilla, female werewolf** wearing old nightgown cares for **six werewolf cubs**, teaches them to disembowel sawdust-filled adventurer dummy. Six bottles of warm milk on counter, badly gnawed life-sized sheep toy, bloody bones and a chewed-on leg.

Wolfilla, Female Werewolf: HD 4+4; AC 5 [14]; Atk bite 2d4; Spec lycanthropy, silver to hit; ML 12; AL C; golden spoon 5 gp, glasses, slippers, red plush cap, handful of buttons.
Hp 16

Werewolf Cubs (6): HD 1+1; AC 6 [13]; Atk bite 1d6; Spec too cute to harm (save); ML 6; AL C (but innocently so).

Hp 8 7 7 4 7
4

K7. Storage. (20'x20') Smell of dust and incense. Lacquered wooden **statue of a six-armed dancing girl** with a dagger in each hand stands on a pedestal, surrounded by dusty paraphernalia: rolled up tapestries, bales of silk, velvet and satin drapes, mostly made useless by moths, but 3500 gp of silk still salvageable. Curtained entrance to **closet** with more odds and ends.

- The **statue** of the exotic beauty is operated with a coin slot and brought to life with a crank in the pedestal. **1:3** dance of seduction, *charm* on character who falls on her blades for 6d4 Hp; **1:3** dance of divination, pronounces ominous prophecy; **1:3** dance of subjection, joins up as operator's guardian and lover, but **1:6** of going haywire in each combat and continuing with company after opposition is slain. Lockpick attempt invites stab attack; 1d100 gp therein.



→ **Closet** smells of exotic spices and balms. A wooden **mummy sarcophagus** is propped against the wall among old carpets; mummy inside wears a golden mask (450 gp) under its bandages and a sun amulet (3000 gp) around its neck. If robbed, it pronounces a curse upon its defiler, who must save or crumble into 1d4*100 gp of golden dust.

- **Four canopic jars** are 1000 gp (baboon head, lungs, save or inhaled poison), 500 gp (jackal head, stomach, save or grievous hunger, needs 6 rations or sates it with companions' flesh), 400 gp (human head, liver, save or become intoxicated), 150 gp (falcon, intestines, save or engulfed by *stinking cloud*).

Dancing Girl: HD 3+3; AC 5 [14]; Atk 6*daggers 1d4; Spec vulnerable to fire, dance-spells: *charm person*, *sleep*, *mirror image*; ML 12; AL N; 17 gp.
Hp 22

K8. Storage. (40'x30') Thin, crudely engraved copper sheets hang in two rows from the walls, supplemented by flint-tipped spears and primitive wooden shields. Drums and a collection of large, man-sized reed baskets litter the floor. The *pièce de résistance* of the collection is a brutal **idol** of a hunched caveman looming over a primitive altar.

- If the **idol** is approached, invisible hands beat on the drums, increasing pace as the intruders draw closer – stopping abruptly just as one of them steps next to the altar.
- The **altar's** surface is carved with crude scenes of hunt and sacrifice. The top can be

pushed away to reveal a cavity filled with hardened balm that melts under heat (400 gp). In the balm, there rests a stone **hand-axe** and a **masque**.

- 1/day, the **ancestral hand-axe +2** can fill the wielder with a feral spirit in battle that heals 2d6 Hp, and adds +2 to hits and damage. However, the character may not retreat from that battle.
- The **masque's** loathsome nature becomes apparent upon examination: wicked hooks on the inside are intended to tear into human flesh, thus affixing them to one's face permanently. A character holding a mask hears ghostly, faint whispers in his head, urging him to wear his new possession. Anyone foolish enough to do so suffers 2d4 Hp, 4d4 on removal plus scarring. The masks may not be discarded without *remove curse*. The masque is worth 40 gp to a collector.

K9. Nursery. (30'x30') Gently swaying but empty cradles occupy the room, ghostly infants giggle. The room also has an impressive collection of 29 razor-sharp daggers hanging from the walls, giant kitchen knife is sword equivalent. "*Don't Disturb!*" sign on S door, off-key singing.

K10. Speakeasy. (30'x20') Five spirits down spirits to get up their spirits by counter, served by elderly spirit. Spirited discussion of "the living question" (and what to do with them) before melting into ectoplasm.

- Bottle of **ghost gin** marked with living man's head is excellent paint and undead remover; save or disappear (three portions).
- **Secret exit** behind spirit cabinet.

K11. Armoury. (30'x30') **Seven zombies** are polishing a collection of 100 spears with colourful rags, supervised by **enormous floating head**.

- The **enormous floating head** has no special abilities, and while it thinks itself clever, it is sadly mistaken.

Zombies (7): HD 2; AC 8 [11]; Atk strike 1d8; ML 12; AL N.

Hp	11	14	6	13	15
	7	10			

Enormous Floating Head: HD 5; AC 8 [11]; Atk – ; Spec look of disapproval that does nothing; ML 5; AL N.
Hp 25

K12. Linen. (30'x30') White sheets flutter ominously as **swarm of severed hands** tries to catch a lone zigzagging **super-glittercloud**

carrying a purple heart-shaped bottle in its nucleus (*potion of love*).

Hand Swarm: HD 4; AC 6 [13]; Atk swarm 2d4; Spec choke 3d4/round; ML 6; AL C.
Hp 14

Super-Glittercloud: HD 3; AC 8; Atk 3*osmosis drain 1d4/round; Spec drained blood heals monster, *hypnosis* 1/day; ML 10; AL N.
Hp 10

K13. Firewood. (30'x20') Masked axe murderer **Blérot** is chained to the wall to chop firewood with nary a lovely arm or leg in sight. Enormous pile of neatly chopped logs.

- ➔ **Blérot** begs company to free him of this torment unending, and promises to sate his urges with the Fabled Talking Tree of the forests instead of humans. If freed, **1:6** he will stray into Tours-en-Savoy "for a little detour". Otherwise, his quest done, he returns to company bearing a *staff of the deep woods* (can warp wooden doors and objects on touch, kill wooden monsters on failed save, and fight as 3 HD minion when thrown into air for 5 r, 5d10 charges) before departing to chop limbs elsewhere.

Blérot, Axe Murderer: Fighter 3; AC 7 [12]; Atk axe 1d8; Spec distribute attacks among 3 HD of opponents, hits again if he downs an opponent; ML 8; AL C; heart-shaped locket with picture of girl he loved (and hacked to pieces).
Hp 17

K14. Barracks. (50'x30') Simple bunk beds and goat-legged tables. **Gelatinous cube** has collected several armed skeletons, a few on the top still struggling to get out. It is content to rest and digest its meal for the time being.

Gelatinous Cube: HD 4; AC 8 [11]; Atk gelatine 2d4 + paralysis; Spec paralysis, immune to lightning and cold; ML 11; AL N; contains *helm of opposite alignment* among engulfed junk.
Hp 16

K15. Chapel of Hounds. (50'x30' and 30'x50') Barking and howling noises come from this empty and cold chapel. **Frescoes** on the walls depict hunting dog pack feasting on sinners; defiled holy water **basin** is full of gnawed-on and obviously human bones. Simple stone cross has been thrown down and broken.



→ Unless someone offers a small sacrifice of meat or bones, a **pack of sixteen dogs** leap out of the frescoes to tear the intruders to bits. Slain or unconscious characters disappear with all belongings to appear in fresco. Subsequently, only a *remove curse* or *dispel evil* can bring back the body.

→ **Appeasing the dogs** results in content yipping as a hollow voice intones: „*Go forth now and gain the means to control my servants: Feasting and drinking will be the way, but not the dust of papers. Faces of stone will stand before the hidden door.*” This riddle refers to *the amulet of wolfkind*, hidden in the **Laboratory (C11)**.

→ **Cleaning up the chapel** turns the dogs into lambs, and reveals a set of *robes* +3 on the clean altar (they can only be worn by Lawful characters, as others will find them too weighty to even lift; they also have 1:3 of neutralising any poison).

Dogs (16): HD 1; AC 7 [12]; Atk bite 1d6; Spec jump and pin opponents; ML 8; AL N.

Hp	7	5	1	6	3
	5	3	5	2	4
	4	3	8	8	7
	2				

K16. Utility. (20'x30') Heavy **coils** crackle with eldritch energy, used to supply the Laboratory with power. Two of them are „on”; the third being repaired by **five hunchbacks** clad in oily leather overalls.

→ In combat, the **hunchbacks** try to hurl opponents against active coils.

→ The **coils** cause 6d6 Hp on touch, save halves. If they are all turned off, the electrical trap in the **Anteroom (L15)** is deactivated, and power in the **Control Room (L17)** goes down. The third coil has a removable brass rod functioning as a *wand of lightning*, 1d6+1 charges.

→ A shaft with metal rungs ascends to the **Control Room (L17)**

Hunchbacks (5): HD 2+2; AC 6 [13]; Atk wrestling 1d6 or iron rods 1d6; ML 7; AL C; tools, set of thieves' tools, rope.

Hp	6	16	12	6	7
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K17. Storage. (30'x20') Glass jars and demijohns with specimens preserved in saline solution. Pickled eyes, hands, etc. in sealed jars, one brain.

→ One of the **barrels** is filled with some thick, folded, doughlike material which turns out to be the de-boned body of a human whose skeletal structure was dissolved from

within. Bubbles periodically float up to the surface of the liquid; whether due to fermentation or breathing is hard to determine.

K18. Storage. (30'x30') The ghost of an **old crone** with billowing gray hair fades into gossamer glow as the PCs enter this dusty and forgotten storeroom. Sparks of light swirl inside an empty **cauldron**, still stirred by a restless animated ladle. The air seems to be rarer around the neat stack of **boxes and chests** in the SW corner, and a veil of silence mutes conversations and spellcasting to faint muttering (1:3 of spell failure). A **ledger** full of scribbled notes and shipping manifests rests on an empty barrel.

→ The **crone** is **Sybille Malévol the Widowmaker (#49)**, disappearing to round the bend and sneak up on the company.

→ The **cauldron** contains an invisible *potion of delusion* (invisibility).

→ The **boxes and chests** are full of dusty *bric-a-brac*, including a very heavy mummified cat's head with glass eyes and a lead brain.

→ The **ledger** reveals several shipments going through the Apothecary in Tours-en-Savoy, and an order for massive quantities of lead.

K19. Lower Laboratory. (70'x50') Within the massive foundations of Xyntillan lies **Aristide Malévol's** laboratory, a storehouse of the mysterious and the macabre. Large **acid vats** bubble by the walls, fed by intricate glass pipes from the **Laboratory (L16)**. Arcane diagrams inlaid into the floor gleam in copper and silver tones, while vile fluids boil in iron and glass **retorts**. A **tome** bound in black silk and red leather rests on a reading podium, right in front of a huge **mirror** whose ebony-black surface seems to possess a smoky aspect. A **bookshelf** by the northern entrance holds several leatherbound works.

→ 1:6 of **Aristide Malévol the Patrician (#11)**, conducting shadowy experiments.

→ The **acid vats** can dissolve a human in a few minutes, gear included, 6d6 Hp/r.

→ The **lab items** are worth 4500 gp for the tools and another 4000 gp for the materials if they can be transported safely. Under the stairs, large, thick iron demijohns hold some sort of fizzing liquid. A few are quite volatile; shaking, stirring or otherwise bothering them produces acidic fog, 2d6 Hp/r.

- The **tome** on the reading stand is a *tome of learning*: it contains no wisdom yet, only the capability to acquire it. A character perusing its contents is hit by *feeblemind*, but the tome turns into a normal *manual of intelligence*.
- The ebon **mirror** is a *dimensional gate* allowing travel to other planets, times and realities – incredibly valuable but quite fragile. If broken, it sucks in all within the room, and transports them to another dimension of the GM's choice.
- The works on the **bookshelf** deal with alchemy and demonology. One of them titled "*Conjuration and Invocation*" contains M-U spells; *dimension door*, *massmorph*, *wall of ice* and *teleport*. Another, "*Ephemerality*", contains vague hints on achieving lichdom.
- The **southern closets** contain Aristide's curio collection. From West to East:
 - Crystallised gelatinous cube (complete with swallowed detritus) blocks off the southern wall. The chamber beyond the secret door is a museum of **15 floating skulls** guarding a *ring of invisibility*. The ring itself is not visible, but the skulls are careless enough to betray themselves.
 - A very hungry **magic mouth** that promises a great secret in exchange for copious amount of nourishment, but never delivers on its promise.
 - Dusty sheets on decaying furniture; lurking in the shadows are **4 stygous**, dark feathery shapes waiting to strike.
 - Collection of stuffed mimics, a ledger on a pedestal listing type and origins in various legendary dungeons. Pedestal is **killer mimic** with voracious appetite.

Stygous (4): HD 4; AC 6 [13]; Atk beak 1d10; Spec surprise 3:6, plucks out heart on max damage; ML 9; AL C.

Hp 25 16 15 12

Skulls (15): HD ½; AC 7 [12]; Atk bite 1d4; Spec flies; ML 8; AL C.

Hp 1 2 1 4 3
 2 3 1 1 2
 4 1 4 1 1

Killer mimic: HD 7; AC 7 [12]; Atk bite 3d4; Spec adhesive, camouflage; ML 9; AL N.

Hp 29

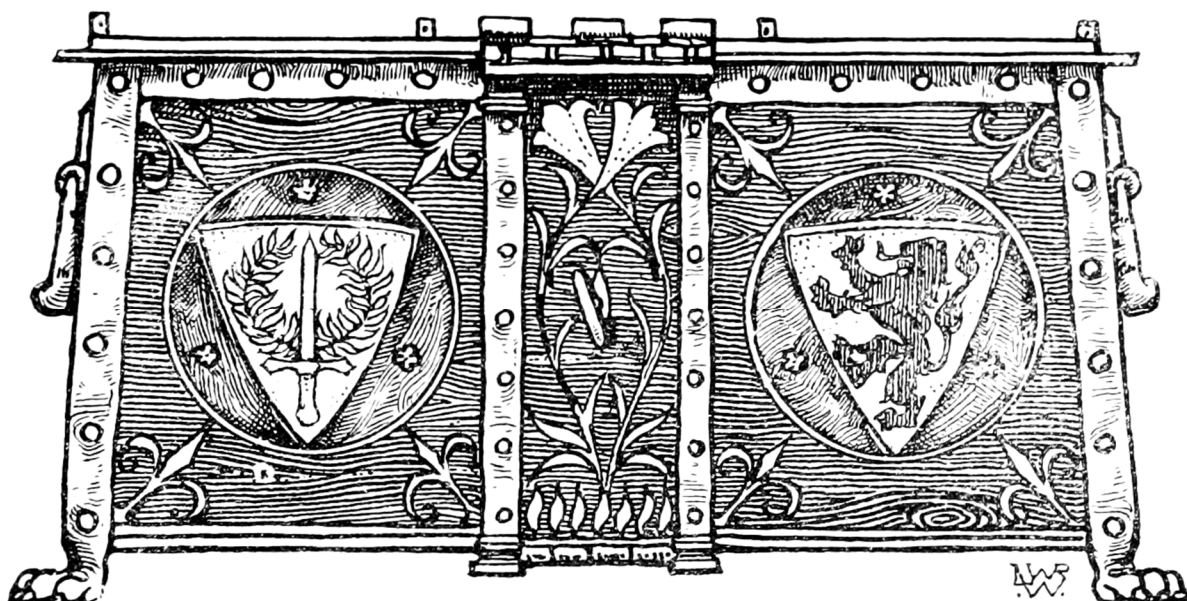
K20. Burial Chamber. (30'x40') There are no entrances to this room. The only doorway was sealed up and forgotten a long time ago – a method for breaking through the brick and mortar must be found. The interiors are bare and simple. A blackened silver **brazier** supported by four legs depicting hooded cobras rests in the middle (4500 gp). Three **wooden sarcophagi** carved from brightly painted wood lie against the walls.

→ Periodically, puffs of smoke emerge from the **brazier**, forming into the likenesses of kings from faraway desert lands, murmuring promises of power and wealth...

→ Two of the **sarcophagi** only exhale dust and a heavy fragrance of mixed spices. The third contains a **mummy**, eager to slumber but unable to get a decent sleep – will trade its golden scorpion amulet for help.

Mummy: HD 5+1; AC 3 [16]; Atk touch 1d12 + rot; Spec terror, mummy rot, +1 or better to hit, vulnerable to fire; ML 12; AL N; golden scorpion amulet with ruby eyes (6000 gp).

Hp 14





L: Maze of the occult

L1. Trophy Room. (70'x70') Dusty, moth-eaten **trophies** are mounted on the walls under domed ceiling. The cobwebbed skeleton of a **cyclops** stands on a pedestal in its oversized boots and rags; disturbingly, its green eye is still in its socket, peering menacingly on intruders.

- ➔ The **cyclops** roars "*Fee-fi-fo-fum, I smell the blood of human scum; be he alive, or be he dead, I'll grind his bones to make my bread!*", and unless bribed with bones or fooled, it attacks.
- ➔ The **trophies** include numerous antlers, a sabretooth skull, scorched troll's hand nailed to a plaque, and a large branch that (according to the plaque underneath) was the limb of a treant.
- ➔ A wall section by the fireplace pivots into the Greater Library (L2).
- ➔ Gurgling sounds emanate from the **western closet**. Stuffed upside down into a privy is the corpse of a corpulent gentleman, who clutches a gold-tipped walking stick (90 gp, but **still** not worth it!).

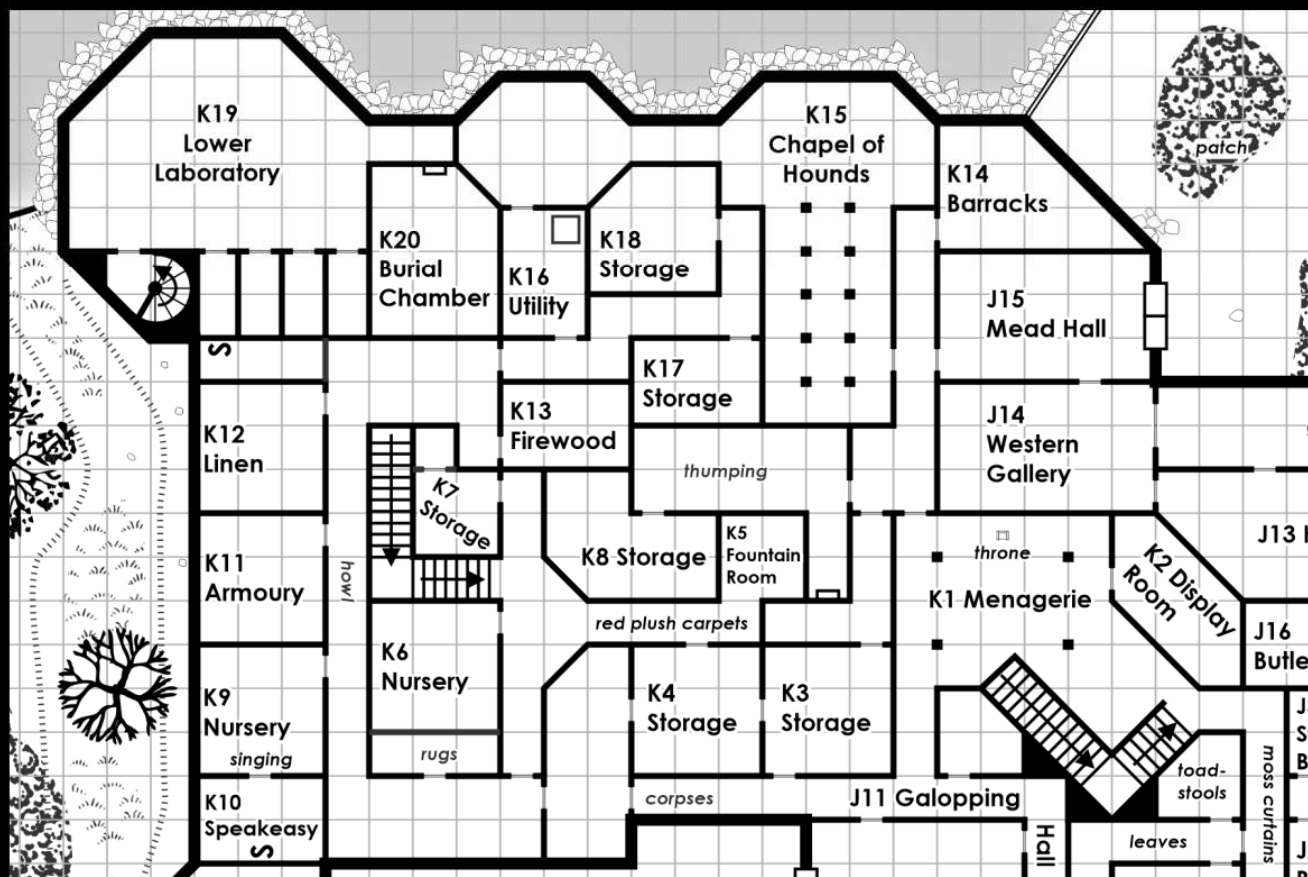
Skeletal Cyclops: HD 8+2; AC 4 [15]; Atk club 2d8 or rock 2d8; Spec -2 to missiles due to poor depth perception; ML 9; AL C; sack of boulders, bones and bread.

Hp 39

L2. Greater Library. (50'x90') A labyrinth of dusty **bookshelves** from the floor to the ceiling staggering under the weight of old books. Smell of decay and mould, the creaking of the floorboards occasionally accompanied by heavy **wheezing and shuffling**.

- ➔ 1:2 of **Justin de Loup**, werewolf librarian, demanding return of borrowed books. If enraged by outright refusal or disrespectful conduct, he calls on a **wolf pack** to attack. If placated with an old book, he gifts the company with a selection of colourful pamphlets such as „*The Deadly Temple of Horrors*“, „*The Secluded Caverns of Lost Peril*“, „*Against the Nasty Evils*“ and the infamous „*Leget Keep*“. Justin knows of the niche behind the mirrors in the Mirror Room (L6).
- ➔ The **wheezing and shuffling** sounds always come from behind company, remaining incorporeal until they reach a dead end, whereupon they coalesce into the bloody **phantoms** of the unfortunates who were once massacred in the library. Only a proper exorcism helps; otherwise, the effect repeats every time a dead end is reached. If exorcised, the phantoms gift the company with a *book of valorous deeds*, granting its reader an extra attack every second round permanently before disappearing.

MAZE OF THE OCCULT (2nd Floor)



Justin de Loup, werewolf: HD 4+4; AC 5 [14]; Atk bite 2d4; Spec lycanthropy, silver to hit; ML 10; AL C; powdered wig, spectacles.
Hp 19

Wolves (2d8): HD 2+2; AC 7 [12]; Atk bite 1d6; ML 7; AL N.

Hp	8	13	15	8	7
	11	8	13	9	6
	16	6	10	11	16
	11				

Phantoms (1d12+4): HD 2; AC 7 [12]; touch 1d6 + ice-fear; Spec ice-fear gives -1 to all rolls, cumulative per hit; at -3, save or die from sheer terror; ML 8; C.

Hp	6	8	10	8	11
	11	8	12	8	3
	11	5	8	8	10
	15				

L3. Scribe's Room (20'x30') Large splotches of purple dot the formerly frescoed walls of this room as a **flying pen and inkwell** splatter purple ink everywhere. The noble gentlemen and ladies in the **portraits** (or at least what is visible of them) look rather uncomfortable. A **brass bell** hanging next to the door is stamped with old letters.

→ If the **pen** is reprimanded or otherwise neutralised, it writes "*The butler did it*" on scrap of paper before falling inanimate. The **inkwell** contains inky-tasting *potion of speed*.

→ The **portraits** depict the following family members:

- Guillemette Malévol the Enchanted (#42): whispers "*This could all be a dream*" before falling asleep.
- Jean-Luc Malévol the Dastardly (#23): greets company with hearty "*Yarr!*"
- Patrice Desjardin-Malévol (#25): offers bag of 100 gold for cleanup.
- Claude Malévol, Family Black Sheep (#6): shrieks and covers eyes in terror, **1:6** of random encounter.
- Agenor Malévol the Antique (#58): mumbles something about "loft teef", can't hear a thing and blind as a bat.

→ The inscription on the **brass bell** reads "*Ring for help*". Ringing the bell summons **2:3 1d12 Justin de Loup (L2)**, **1:3** a random encounter. Holding up a ring in the thin air, it is snatched away by a crazed ghost (roll to hit), howling "*Thanks for thine! Seek its shell for mine!*" (c.f. **L4**)

L4. Bartholomew's Gallery. (50'x60') Brightly lit room illuminated by light streaming through enormous broken windows. The stench of

decay and bird droppings is unbearable. Torn canvases with paintings of all kinds hang from the walls; filthy rags and **nests** litter the floor.

→ **1:3** the **six harpies** nesting here are present, **1:3** they are right outside and investigate any loud noise, **1:3** away hunting.

→ The filthy **nests** are full of bones, rotting strips of meat and purloined trinkets, no value. A chewed human arm still wears a steel gauntlet; 700 gp emerald ring inside.

Harpies (6): HD 3; AC 7 [12]; Atk 2*talons 1d4; Spec flies, siren song draws victim, *charm* touch, +2 vs spells; ML 7; AL C.

Hp	19	19	10	6	11
	16				

L5. Study. (50'x60') Jars of **pigments**, dirty rags, parchment sheets bearing sketches are heaped over the furniture. Flask of **brandy** on round table next to couch.

→ **2:3 Bartholomew Goncourt-Malévol the Philanderer (#50)**, skeletal artist, studies half-finished portrait of himself with palette and brush, **1:3** only the portrait is present, sketching a drawing of the maestro.

→ Among the **sketches** is a very bawdy collection of nudes, might fetch 700 gp to right buyer.

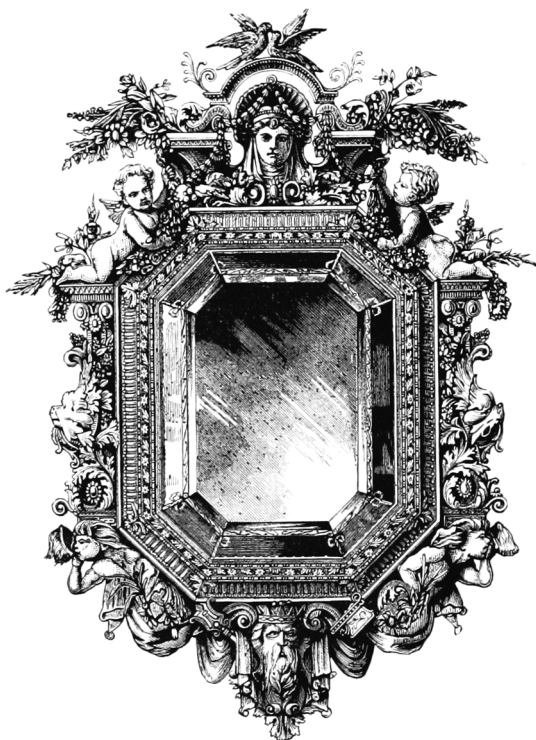
→ **Pigments** can be diluted into potions, red = *speed*, blue = *clairvoyance*, yellow = *change self*, orange = *fire resistance*, purple = *ESP*, green = *control plants*.

→ The **brandy** serves as a *potion of healing*.

L6. Mirror Room. (20'x30') Striking chevron patterns of black and white on tile floor; an impressive collection of **mirrors**, from the tiny to the humongous, covers the red-curtained walls. Leather couches and small serving tables. The most obvious exit is the **revolving door** to the south, set with more mirrors.

→ The **mirrors** are all abnormal, with irregularities (1d12 if looking into one):

- 1 – image is warped, careful study reveals inscription over door on other side, "*Seno Lamron Eht Era Ew*";
- 2 – jewelled 1550 gp necklace left carelessly on table on other side, character probing for it on this side may try for pickpocket, failure means he is trapped on other side;
- 3 – image is dimmed, occasional static;
- 4 – dark shape stalks through other side, dragging bloody woman;



- 5 – other side full of spiderwebs and dust, long abandoned, tiny spiders crawl over mirror surface;
 - 6 – hissing sweet gas escapes through crack in glass – if smashed, save or fall asleep 1d12 days;
 - 7 – characters on other side are headless (save or flee in mortal terror);
 - 8 – no characters present on other side;
 - 9 – letters in blood on floor read: “Moor Rorrim says: Nuf Era Srood Gnivlover”
 - 10 – banquet on other side with 2d12 dancing ghosts, champagne & wine – one draught handed through mirror heals 1d6 Hp, character wants to dance;
 - 11 – one character on other side is someone entirely different; points at original in terror while mouthing silent word before being subdued by companions;
 - 12 – characters on other side are cadavers, one holds up sign labelled “NOOS”.
- One of the **mirrors** can be lifted to reveal a cavity with a small decorative chest is worth 400 gp, containing *Arséne’s gloves*. A thief wearing the gloves can feel if a surface being touched conceals a hidden trap. The gloves also grant +2 to saves vs. traps.
- The **revolving door** can accommodate two character at once, who are deposited on the

other side after passing through. It is set with two nasty traps: roll 1d8 on entering, 1 is *mirror of opposition*, 8 is *mirror of life trapping*. The latter already has three prisoners who are freed if the mirror is destroyed. Destroying any of the other panes requires 6 Hp damage, but the character must save or turn into glass and shatter into shards.

- **#1** and **#2** are random rolls from the Rogues’ Gallery.
- **#3** is **Gérard Gallant**, a paladin as righteous and irritating as a demon is evil. He immediately assumes leadership of his new „underlings” and continues (or at least attempts to continue) on his quest against the Malévols... including “that miserable little coward” who suggested that he check out this room. He doesn’t take no for an answer, and attacks any „obvious evildoers”.

Gérard Gallant: Paladin 6; AC 1 [18] (*plate +1, shield*); Atk *sword* +2 “*Onwards!*” (Law, paralyse chaotics 3/day, EGO 24) 1d8+2; Spec divine favour, lay on hands; ML 11; AL L; 74 gp, five vials of holy water, perfume, soap, coil of rope, stakes and mallet, garlic, wolfsbane, silver dagger, small mirror, etc.
Hp 29

L7. The Masterpiece of Death. (10’x30’) Shelved **skulls** line this corridor, ending in heavy **iron door** decorated with a winged skull and two scythes. Inscription reads: “THE MASTERPIECE OF DEATH”, and various mechanical bits are visible.

- The **iron door** is armed with a scythe trap (save or get sliced in two), a gas valve trap (front row save or die), a crushing gears trap (2d6 and mangled hand on failed roll) and a guillotine trap (save or decapitated), but it is actually false.
- The **skulls** frighten intruders with their evil cackles, pronounce portentous predictions of doom (“*Oh you poor fools! You should never have come here!*”, “*What awaits you... is DEATH.*”, “*Beware the teeth that chew! ... But of course, you don’t KNOW...*”, etc.), but are, they will eventually admit under pressure, mostly bored out of their skulls. They have been waiting forever to see what’s on the other side of that door.

Skulls (24): HD ½; AC 7 [12]; Atk bite 1d4; Spec flies; ML 8; AL C.

Hp	4	4	1	1	4
	2	2	1	4	4
	4	3	1	4	1
	2	1	4	3	3
	1	2	2	3	

L8. Spirit Storage. (20'x20') Several shelves of dusty **bottles**, some collapsed with glass crunching underfoot (barefoot save or take 1d6 Hp). Enraged **poltergeist** hurls empty bottles at **training dummy**, switching to characters if they linger.

- Every 3 turns, an **animated feather duster** (AC 8 [11]; Hp 2) sweeps through room.
- It is hard to tell, but a few **bottles** still hold pure, high-proof alcohol. 3d4 bottles, oil equivalent but +2 to damage if turned into incendiaries.
- The **training dummy**'s back has been cut open and sewn back in. Inside is a set of rusty razor blades (1d4 Hp, **1:6** of super-tetanus) and a pouch of gemstones (12*100 gp).

Poltergeist: HD 3; AC 0 [19]; Atk bottles 1d4; ML 4; AL C.
Hp 15

L9. Waxworks. (30'x40') Immobile **wax figures** covered in dust and grime, depicting the shambling, restless dead. Some of them have been melted and charred, others hacked beyond recognition. Crate of wax candles.

- Lurking among the **wax figures** are **three doppelgangers**, who watch for an opportunity to infiltrate company by snatching and replacing henchmen, and making off with a few choice places of loot. They don't attack risky-looking, well-disciplined groups, but may **1:6** follow to thin out back ranks.
- Every 3 turns, an **animated feather duster** (AC 8 [11]; Hp 2) sweeps through room, stirring up *dust of sneezing and choking* (save or die). Dead characters will find their likeness preserved in wax on later visits.

Doppelgangers (3): HD 4; AC 5 [14]; Atk claw 1d12; Spec surprise 5:6, mimic, immune to mind-affecting; ML 8; AL N.
Hp 12 17 10

L10. Singing Hall. (90'x20' and 10'x100') Disembodied **singing** haunts this hall of marble walls and dusty red carpets. **Portraits** line the walls between billowing drapes, and magical letters pulsate on the **door to the Anteroom (L15)**.

- The **singing** turns into a cold wind in 1 turn, then coalesces into the ghost of **Malvin Malévol the Strangler**, bound to this hall and encountered nowhere else. Malvin has strangled her newborn child,

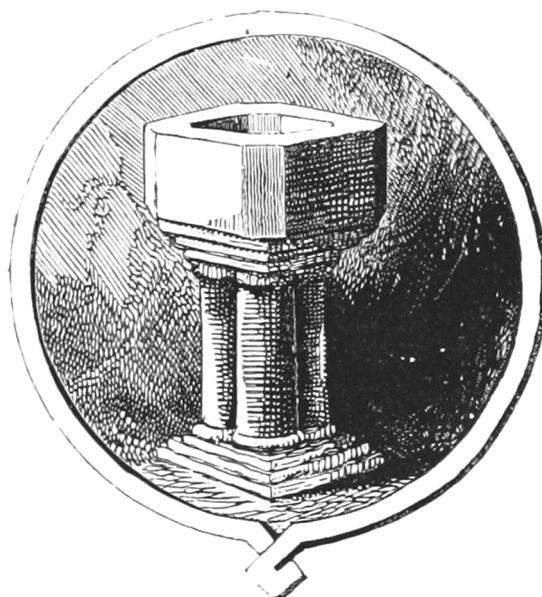
her love, her rival and a priest, and atones for same by strangling anyone else she can.

→ The **portraits** depict the following:

- Gregor S. Malévol, Sentient Bug (#08): eyes follow company, rubs mandibles.
- Mandrake Malévol the Mixer (#14): offers flask of boiling water (1d3 Hp, save or drop – if held onto, turns into quicksilver).
- Hubert Malévol the Huntsman (#16): blows horn and disappears, check for encounter.
- Jaumon Malévol the Dreamwright (#44): casts *charm* on highest-Cha character (*"In dreams you're mine, all the time"*), who is compelled to seek him out in the **Greenhouse (I8.)**.
- Charles Malévol the Calamitous (#54): offers sack of 1000 gp to character to assassinate random companion "for the people".
- Frédéric Malévol the Melodramatic (#55): invites high-Cha ladies to casting couch.

→ The **door to the Anteroom (L15.)** is *wizard locked* at the 12th level of ability. Pulsating letters read: *"Here be the laboratory of Aristide Malévol the Patrician. If you know this name, you know you have no place here; if you know it not, let this warning suffice."*

Malvin Malévol the Strangler: HD 6; AC 2 [17]; Atk strangle 3d4; Spec turn into 10' whirlwind 1d3 r, save or take 2d4 Hp/round and 1 item must save or get smashed in order of fragility, +1 or better to hit, returns to haunt hall the next night once dispatched; ML 12; AL C.
Hp 18



L11. Chapel. (20'x20') The wooden **statue** of a saint looks down upon a row of pews and a font of holy water (2d4 applications).

- A plaque at the base of the **statue** reads: "*St. Roques the Fiery: A token of vanity the humble man leaves, with its weight burdened the proud departs.*" Characters who leave one of their more valuable decorative or valuable objects on their first visit are healed 1d6 Hp on departure, are blessed with a +1 on all rolls this expedition, and may visit again on later expeditions. Characters who don't leave behind a valuable will find their most precious treasure or magic item turned into dull lead, and are forevermore barred from this room. If damaged, the statue, riddled with nitro-glycerine, explodes as a *fireball*.
- This place is safe to rest. The entrance disappears after leaving the room.

L12. Show Room. (30'x30') Invisible audience claps as company enters dark, brocaded room.

- Eight **throwing knives** juggle in the air before zooming by front-rank characters (thrown at HD 4, a "hit" accurately misses, while a "miss" hits – movement and action worsens AC by 4 points). Encore, clapping, and the dead are dragged out by invisible servants. Survivors who didn't move or act are thrown purse with 200 gp each.
- **Prestidigitator's cape** vanishes as it is turned inside out.
- **Card trick** as disembodied hand draws from disappearing deck – character who takes it must fight **Reaper** (no outside help allowed, or they get their own!). Triumphant character earn extra HD.

Reaper: HD 4; AC 5 [14]; Atk scythe 1d6 + paralysis; Spec paralysis, immune to cold; ML 11; AL N.
Hp 24

L13. Sparring Room. (30'x30') **Three swords** practicing in cordoned arena, ghosts in twelve wooden chairs clap and disappear as company enters. Silver heart in uplifted hand of full **suit of armour**.

- Anyone may practice against one of the **swords**, and whoever gets in three strikes first is greeted with a hearty "Huzzah!" from the benches as opponent salutes the victor. Defeating three in row earns *wreath of laurels* (grants +1 damage, also good in soups, healing +1 Hp per night of rest).
- The winner can challenge the suit of armour for three strikes, wagering the wreath for the *heart of heroes* (fighting classes +1 LVL, will stop one deadly blow).

- **Unsportsmanlike behaviour** (e.g. two against one) is greeted with disembodied booing, followed by **thrown chairs** and the outbreak of general *mêlée* to the death.

Swords (3): Fighter 3+3; AC 5 [14]; Atk sword 1d8; Spec distribute attacks among 3 HD of opponents, immune to fire; ML 10; AL L.

Hp 16 16 22

Animated Armour: Fighter 5+5; AC 3 [16] (plate); Atk sword 1d8; Spec distribute attacks among 4 HD of opponents, immune to fire, *heart of heroes* stops one deadly blow; ML 11; AL L.
Hp 40

Animated Chairs (12): HD 1; AC 6 [13]; Atk chair 1d6; Spec break on maximum damage; ML 10; AL L.

Hp	5	3	1	6	8
	5	4	7	6	4
	1	3			

L14. Yellow Room. (30'x30') Faintly lit through single window, yellow hues dominate on drapes, rugs and **canopied bed** – even the thin layer of dust on the floor. Lavish **dressing screen**. Arched and curtained doorways lead to three **closets**.

- In the **canopied bed**, a pair of embracing lovers have disintegrated into earth and dust. Yellow flowers sprout from the bodies; their pollen can be distilled into a *potion of love*.
- Behind the **dressing screen**, refreshments on a small table include a crystal bowl of rock hard dried fruits (250 gp), slices of human ham on a silver platter (200 gp) and a crystal bottle of delicious golden wine (save or melt into puddle of yellow goop).
- The **western closet** is a boudoir: an oval mirror stands on a vanity with a selection of expensive perfumes (1000 gp worth), combs and makeup. One of the perfume bottles contains a magical *oil* that cures disease and rejuvenates the skin, another is a flask of acid (1d6 points of damage plus scarring).
- The **middle closet** has racks of expensive clothes, all but one dusty and unusable. This last one is a blackish felt cloak with ivory clasps and white insides, intact save for a few faded spots on the back – *cloak +1*.
- The entrance to the **eastern closet** is trapped with a guillotine blade (save or take 3d6 damage, slain PC is decapitated). The closet contains a covered wireframe mesh cage hanging from a hook in the ceiling. The three songbirds inside are dead, dead and dead. Discarded old boot hides yellowed message – "*ware the captain's room, for X marks the spot below*".

L15. Anteroom. (40'x20') Brass **coils** to the left and right, feeling of tension. Anyone passing through is struck by lightning for 6d6 Hp, save halves. The coils can be turned off in **Utility (K16)**.

L16. Laboratory. (70'x50') Intricate array of **lab equipment**: glass tubes, retorts and alembics carries a steady stream of colourful fluids. Some deposit their load into salt-encrusted glass receptacles, others exhale billowing vapours, and yet others are connected to the middle area, where a **glass dome** protects the most valuable lab items.

- **1:6** of the liche **Aristide Malévol the Patrician (#11)**, **1:3** conducting an experiment, **1:3** giving orders to **Bruno the Frankenstein (L17)**, **1:3** dissecting adventurer. He resents intrusion into his laboratory, and will stop at nothing to destroy any who harm it.
- **1:3** of **Bruno the Frankenstein (L17)**, **1:3** sweeping, **1:3** hauling supplies from downstairs, **1:3** contemplating meaning of love.
- The **lab equipment** is in the process of distillation, and can produce three random potions before it must be replenished with raw materials.
 - The apparatus is worth no less than 12,500 gp intact, although disassembly, cleaning, packing and transportation would take no less than two full days and two ox carts. There are also 5000 gp worth of chemicals in various containers. A large, lead sealed hollow horn labelled „basilisk powder” has seven doses of the stuff.
- Within the **glass dome** is a small table with a handful of items, a brazier and a small, locked mahogany box. The dome is impenetrable, deflects most spells, and is locked in place by preternatural forces. It can be lifted by disabling power in the Control Room (**L17**) or by shattering it with a tuning fork (**L18**).
 - Six potions: *cure paralysis, extra healing, poison, love, oil of slipperiness, rust dust* (handful turns metal to rust, magical can save)
 - A *staff of command*.
 - A set of disassembled *plate +2*.
 - The *ring of spirits*, which allows its owner to call the spirits of the great Underworld, who may give valuable advice or transport the ring's bearer and companions to a place of their choice. Woe to those who call upon

them too often, for their patience is thin, and their wrath formidable!

- The mahogany box doesn't open to any force, and may not be harmed or magically affected. Yet something obviously rattles within...

L17. Control Room. Bizarre **contraptions** with cranks, levers and dials emit a metallic buzz. A coil is pointed at an operating table. A 10'x10' **metal cabinet** is sealed with a locked iron door.

- **2:3** of **Bruno the Frankenstein**, bizarre patchwork creature of many corpses. **1:3** reclining on operating table, **1:3** brooding about meaningless existence, **1:3** operating machinery. Becomes hostile unless fooled.
- Messing with the **contraptions** has **1:6** to trigger electrical discharge for 2d6 Hp (save ½), and **5:6** to produce beeps, boops and all kinds of whirring and clanking.
- The **metal cabinet** has three iron pyramids buzzing with strange energy. Touching them results in a 2d6 Hp shock (save ½). Touching a metal item to one of the pyramids drains its power. If the item in question is a weapon, it is imbued with a +3 bonus for ten strikes. Once all coils are turned off, the force field in the **Laboratory (L16)** ceases to function.

Bruno the Frankenstein: HD 5; AC 6 [13]; Atk 2*fists 2d8; Spec healed by lightning, +1 or better to hit, fire and cold slows, immune to all other magic; ML 11; AL N.
Hp 45

L18. Temple of The Weird (30'x30') Grim basalt **bowls** flank the cross-legged **idol of a dervish** in this dusty sanctum. All surfaces are made of black stone, from the slabs in the floor to the dais upon which the figure rests. Heavy **tuning fork** suspended above altar. Smell of burnt incense and sulphur. **4 razzle-dazzles** spin in random patterns across the temple, producing a steady hum and sound of static.

- The **idol of the dervish** holds a stone lantern in his hands. If someone rubs the lantern, the eyes of the statue turn into orbs of molten fire and the stone lips start to move: „Is it you, Oh Prince, who have drawn me from my dreams and contemplation?”
 - If the answer is „yes”, an **efreet** appears in the statue's place, proclaiming: „Then weigh your soul now, for your greed has bought you naught.” It fights to the death, leaving behind a puff of sulphurous smoke on its defeat.
 - If the answer is „no”, the statue merely says: „I see that you are not whom I had

expected. Depart then, and take this gift with you." and turns back into its inanimate form... however, with a clear cling, a *ring of fire resistance* appears out of thin air, landing in the character's palm.

- The **bowls** are filled with burnt ashes. 15 gp has been scattered in each to draw the unwary into stirring up a pouch of *dust of sneezing and choking* in one of the bowls (save or die).
- The **tuning fork** produces a resonant sound if handled. An expert musician can awaken a tune that calms the heart and clears the mind, allowing new saves vs. charm and mind control. Melted down, the metal in the fork can produce a +1 weapon or suit of armour.

Efreest: HD 10; AC 2 [17]; Atk giant sword 1d8+5; Spec *wall of fire* at will, immune to fire; ML 11; AL C.
Hp 43

Razzle-Dazzles (4): HD 3; AC 4 [15]; Atk arc 1d6; Spec *dazzle* 1/3 round, save or melee attack is diverted to random target; ML 7; AL N.
Hp 18 7 3 17

L19. Bedroom. (30'x20') Cramped, shadowy room full of rickety furniture and pots of dry greenery. A shiny **gold candlestick** stands on a small bedstand next to bed with slumbering **swine** in nightcap, **writing desk** stuffed with papers.

- The **swine** (7 Hp) is friendly but inquisitive and voracious, and tries to snatch and chew up a character's backpack if not placated with some food.
- The **gold candlestick** (110 gp) lights on its own, emitting a calming scent while casting shadows of fantastic scenes on the bare walls. Save or stand transfixed; if extinguished, **2d4 shadows** come rushing to attack.
- The **writing desk** expels its papers on anyone who approaches. The writing is all gibberish, the ravings of a fantast about distant lands that don't (and shouldn't) exist. A purple felt bag contains a set of five gemstones cut into the shapes of the five Platonic solids, carved with numbers (they are worth 5*600 gp, but unholy).

Shadows (2d4): HD 2+2; AC 7; Atk touch 1d6 Str; Spec strength drain; ML 6; AL C.
Hp 10 7 14 12 10
12 13 13

L20. Retreat. Nauseating oily odours in a velvet-bedecked, **oak-panelled** room. A **pair of boring beetles** are dismantling a **talking table**, which wails piteously.

- **Cecil the Table**, who has a hacking cough, is grateful for a rescue, and begs to be taken to a better place where he may serve up a magical breakfast every morning. Unfortunately for Cecil, woodworms and beetle eggs have already corrupted his wood, and all the food he serves will have a foul taste. Furthermore, he will collapse and expire in terrible pain after 1d3 expeditions. The end.

- A secret niche in the **oak panelling** hides a cache of three bags of gold, 3*120 gp, and a golden pocket watch with a mother-of-pearl dial, 700 gp.

Boring Beetles (2): HD 5; AC 3 [16]; Atk bore 2d6; Spec immune to mind-affecting; ML 8; AL N.
Hp 17 25

L21. Parlour. (30'x30') The Malévol coat of arms dominates the fine woven carpet in the middle of the room. **Portraits** hang on the walls. A **full helm** floats above a rocking chair, falling to the floor with a thud if molested. The **wardrobe** standing in the southeast niche has been partially hacked apart, the axe still in the frame.

- The **portraits** depict the following family members:
 - Gilbert Malévol the Fox (#1): smirks and exclaims, "*I am just a victim of society.*"
 - Tristano Malévol the Love-Lost (#2): offers *potion of love* to highest Cha woman in group.
 - Léopold Malévol the Factor (#24): cunning expression, fine clothes with fur trimmings, pets black cat. **2:3** demands protection money "or else" (at least 100 gp – otherwise summons two random encounters).
 - The Bearer of Sins (#59): hoarsely whispers "*If only you knew how bad things really are.*"
- The **wardrobe** contains linen and bunches of lavender.

L22. Jean-Jacques' Room. (30'x20') Lavender wallpaper, comfortable writing desk and **liquor cabinet**.

- **2:3 of Jean-Jacques Malévol the Belletrist (#51)** working on philosophical treatise with peacock quill while sipping plum wine. Fond of unmasking what he considers contradictions and intellectual foul play, he offers his critique of all things and persons freely and abundantly.
- The **liquor cabinet** holds several bottles of plum wine, mostly empty, as well as a *potion of extra healing*, a *potion of animal control* and a *potion of plant control*.

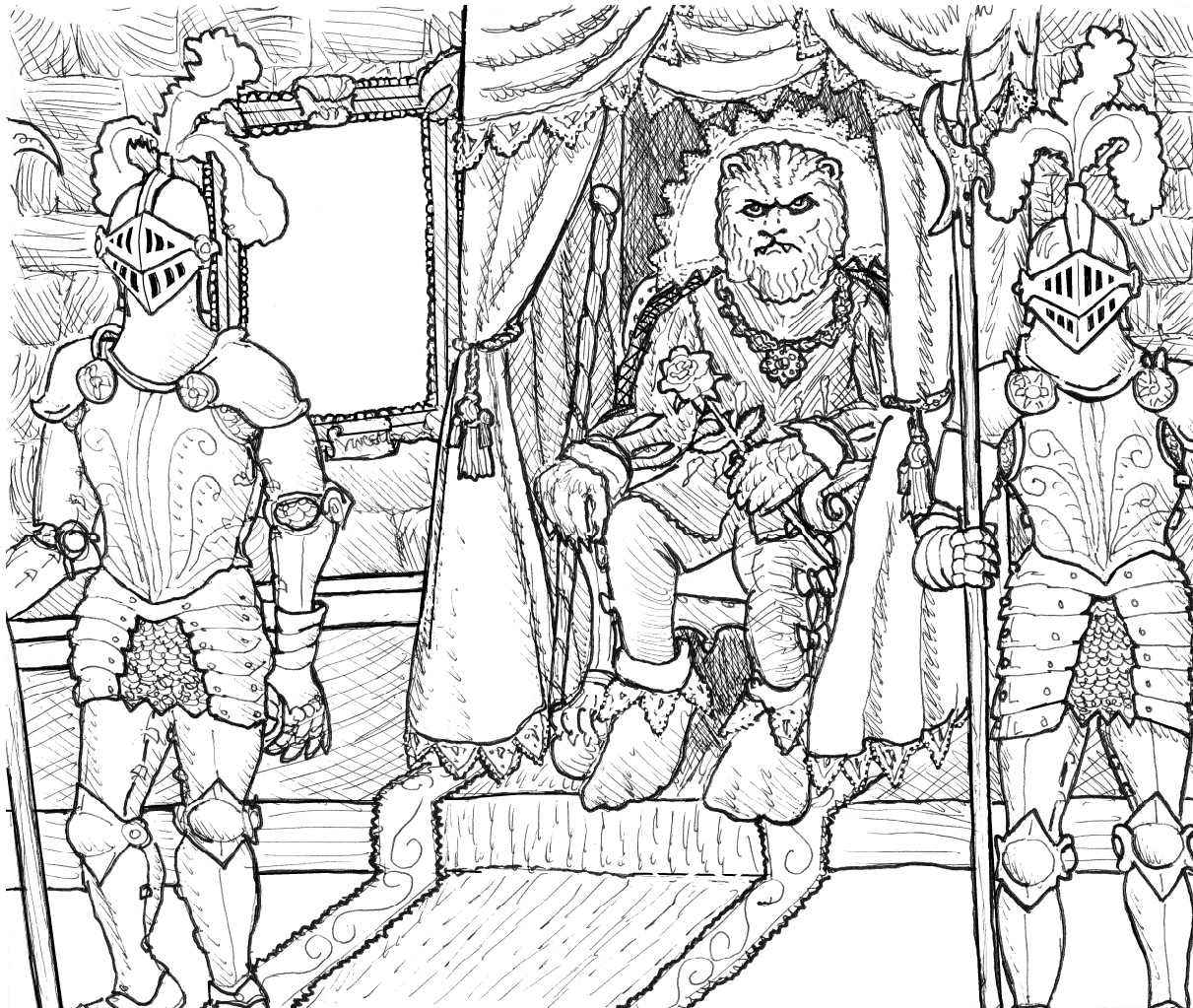
L23. Indoor Garden. (20'x40'+) Lush vegetation fills glass-roofed room. Sounds of animal life all around, and living **trophies** of various small woodland critters hang on the walls. Narrow, meandering **path** disappears in the undergrowth.

- The **trophies'** gaze follows incessantly. Their eyes are mountain crystal (2*100 gp gems each, 8 pairs can be harvested), and they bleat most pitifully if removed.
- The narrow **path** leads deeper into the forest, and emerges in the Indoornesse (R).

L24. The Beast's Quarters. (70'x50') **Locked door** requires golden key to access. One is with ****The Beast****, and one each are kept by **Uncle Montfort Malévol the Bygone (#43)** and **Samuel (#29)**, respectively. Splendid hall of creamy marbles and vivid drapes, illuminated by dozens of "eyes" in the ceiling letting in abundant natural light (bright amber by day, a bluish glow at night). **Golden throne** at the end

of a purple carpet is flanked by **two suits of animated armour**, and overseen by a **family portrait**.

- **5:6** of ****The Beast** (#60)**, brooding on his golden throne while contemplating a single perfect rose. **1:3** of outright ignoring company, and **1:3** of commanding them to leave him to his loneliness. So lethargic even looting his domain only rouses him with a **1:2** probability... but woe to those who hurt his feelings!
- The **golden throne** is worth 12,000 gp, but it tries to kick and trip anyone except ****The Beast**** if they try to approach it. Decorative staff next to throne is *staff of healing*.
- The **family portrait** depicts ****The Beast**** with glowering eyes if he is absent, and is empty if he is present. If ****The Beast**** is slain, the portrait will turn to that of a handsome but disappointingly plain prince.



Animated Armour (2): Fighter 4+4; AC 3 [16]; Atk sword 1d8; Spec distribute attacks among 4 HD of opponents, immune to fire; ML 11; N.
Hp 30 31

Animated Throne: HD 6; AC 6 [13]; Atk 2*kick 1d6; Spec trip, rush for double damage; ML 10; AL N.
Hp 21

L25. Bedroom. (30'x20') The **portrait** of Count Giscard hangs above a writing desk cluttered with bad poetry. Royal bed is stacked with comfortable, gold-tasseled **cushions**. Dagger stuck in bed frame is *dagger +1, +2 vs. beasts*.

- The **portrait** of **Count Giscard deVourey-Malévol (#30)** implants a *suggestion* to visit the count in his quarters (**E15**).
- The **cushions** are **minics**, all teeth and slobbering tongues. Their short, stumpy legs allow them to run and jump with surprising agility.

Killer Cushions (10): HD 2; AC 7 [12]; Atk bite 1d6; Spec hop attack +2, surprise 5:6; ML 6; AL C.

Hp	1	4	7	4	6
	7	3	3	6	1

L26. Aviary. Glass ceiling, tiny songbirds fluttering in well-tended garden paradise with trickling **fountain**. **Curtained alcoves**.

- The fountain is fed by the head of an owl. Drinking the water grants ability to speak with and *charm* birds. (The songbirds here are all rather vapid, and have a low opinion of ****The Beast**** who feeds them).
- The **northern alcove** contains a 2000 gp golden cage containing **Crochart the Cynical Cockatrice**, bored by captivity and eager to join a company. The **southern alcove** contains petrified servant and two sacks of bird feed. 500 gp golden egg on purple cushion has 5000 gp gem yolk.

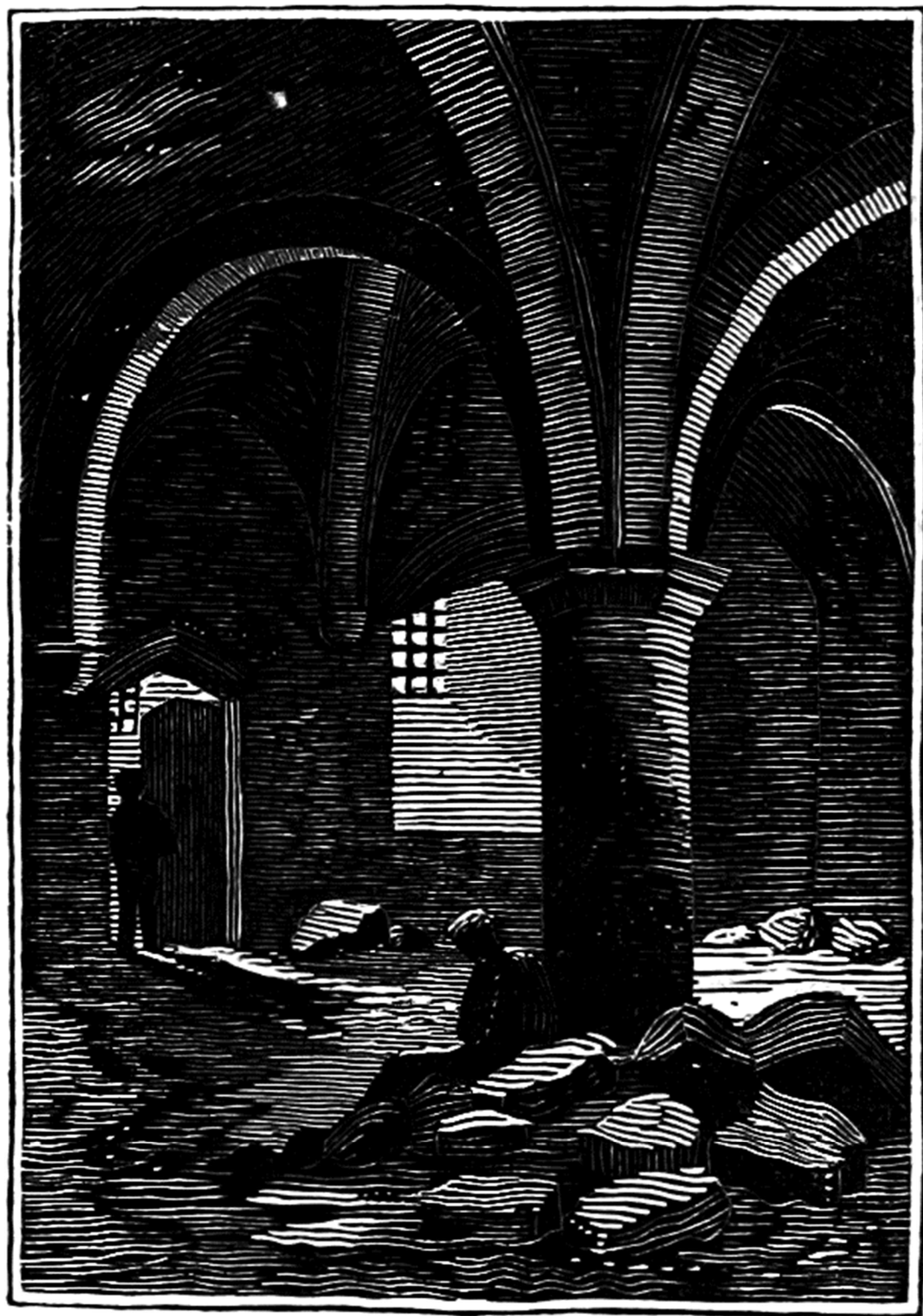
Crochart the Cynical Cockatrice: HD 5; AC 6 [13]; Atk beak 1d3 + stone; ML 8; AL N.
Hp 18

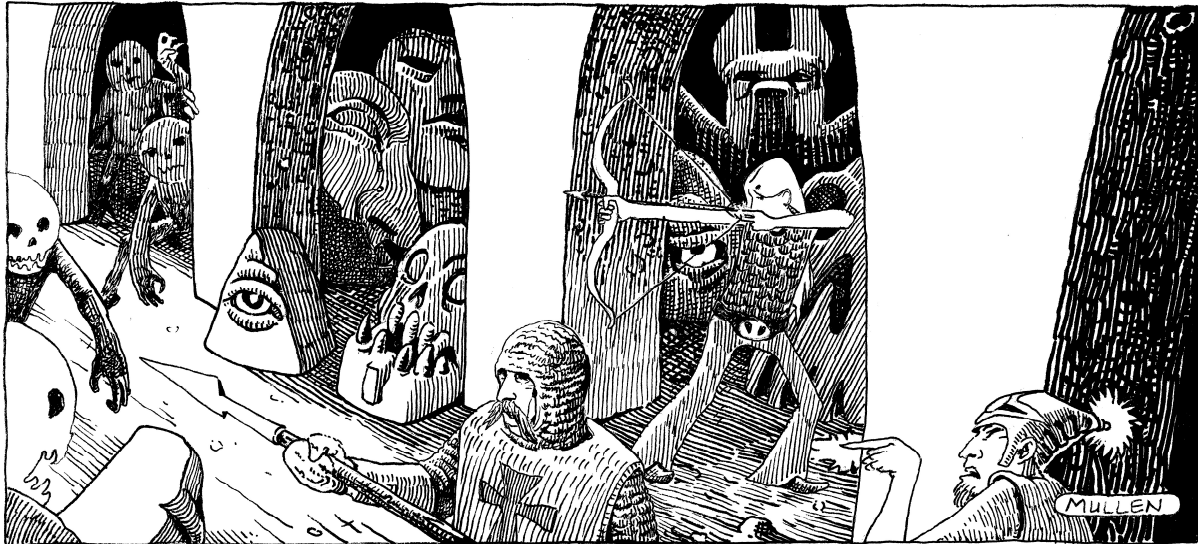
L27. Statuary. (20'x20') Several statues of hapless adventurers who have been caught and petrified

by ****The Beast****, now installed on stone pedestals with carved inscriptions. Several are too faded to read, but eight are still legible. They are...

- Orastes the Larcenous: "I was always the first / To do reconnaissance / To think it was for the loot / I say by no chance! / It was surely not / To line my own pocket / It was for the good of all / That I have done it."
- Premier the Prepared: "My plans and stratagems / Are without peer / The tales of my exploits / Might have reached your ear / Yet every plan has its fault / And there is blind luck / And it is always at the end / That it runs out and I say 'Oh <this part missing>'"
- Master Acs the Experienced: "Veteran warrior of many campaigns I be / There was not much out there my eyes did not see / It is fine whether it be drake, undead or troll / I'll fetch my trusty blade and then we can roll!"
- Marvin the Most Reluctant: "Dare I risk it all? Shall I open that door? / Or brave a heady draft, or check out that floor? / The fates are wretched, the dice unfair and cruel / And it is why I refuse to learn the game's basic rules."
- Narmor the Daring: "Acts of valour and adventurous risk / I have oft taken, but here is the twist: / One hero rises and he falls anew / And here is another one / And he will die too."
- John the Balanced: "It is all measured response / And calculated risk / A little bit of all things / And no corners missed / This is the careful road / And if I may: / A slow but sure one if you don't stray."
- Alister the Elusive: "I name my followers / After all kinds of fish / Carps, trouts and those small ones / Which shall grant you a wish / But then I just disappeared / Guys, what did I miss?"
- The Anonymous Quitter: "Fair Tegel's haunted halls / I did once inherit / From a wimpy little guy / Who wanted to be rid of it / That guy was called a coward / But what would that make me / Who never set foot in yonder halls / And none of it did see?"







M: The understores

M1. Wine Cellar. (90'x20' and 20'x60') Rows of stacked old casks containing ancient vintages, smell of earth and mould.

- 1:3 of **Ambrosius Baptiste Malévol (#53)**, examining the barrels or the winemaking equipment.
- 1:3 of **skeletal sentries** in **M4** peppering intruders with arrows from concealed slots.
- If tapped, wine is... (1d12)
 - 1-2 Sour swill
 - 3 Bilge booze, save or cough up seaweed and scum during expedition, 1:3 of missing any combat turn
 - 4-5 Decent plonk
 - 6 Rat reserve, this is a fairly good wine with some rat in it
 - 7 Excellent vintage, cask value 1d6*500 gp
 - 8 Mould mix, fortifies health, grants permanent +2 vs. poison.
 - 9 Ancient essence, cask value 1d6*1000 gp but breaks easily
 - 10 Dream wine, anyone drinking it will experience vision of **the Beast (#60)** weeping on the lake parapets, then casting a golden key into the water
 - 11 Green slime
 - 12 Healing draft, restores 1d6 Hp, once per expedition only, cask value 1d6*1500 gp
- An empty cask to the east has a false bottom, **secret door** down to the Indoornesse (**R10**). Anyone looking for an empty barrel will find it fairly easily.

M2. Root Cellar. (70'x20') Damp; roots and **tubers** sprout from low arched ceiling and packed earth piles. **12 giant beets**, dwarf-sized shambling, eyeless monstrosities: 1:3

slumbering, 1:3 lumbering, 1:3 plundering. The beets are peaceful except in last case, but they are too cowardly to attack. **Statue** of a nude woman on a pedestal.

- The **tubers** are tasty and nutritious, and 1d12 rations can be harvested weekly. Eating them in front of the beets sends them into a hysterical panic.
- The **statue** is a classical beauty, with an enigmatic smile and a very revealing shawl. The pedestal can be moved aside to reveal a 10' shaft leading to the **Cistern (Q1)**. Moving the pedestal or ogling the statue agitates the beets.

Giant Beets (12): HD 2; AC 9 [10]; Atk bite 1d4; ML 4; AL N.

Hp	5	10	7	8	10
	16	6	7	6	8
	8	10			

M3. Excavation. (30'x30') Earth is piled up as **9 Animated Objects** – pickaxes, shovels and spades – are in the process of excavating the floor under the hemispherical ceiling. Protruding corner of buried **coffin** inside pit.

- The **coffin** is the occasional resting place of **Charles Malévol the Calamitous (#54)**, 1:6 present and exhorting the tools to take action and throw off their chains. Contains hammer and sickle (can turn animated objects, but only by non-Clerics), and three thick volumes of unreadable gibberish.

Animated Objects (9): HD 1; AC 7 [12]; Atk hit 1d6; ML 6; AL N.

Hp	7	7	5	8	8
	1	8	5	1	

M4. Lookout. (20'x20') Shooting gallery overlooking **Wine Cellar (M1)**, benches and tables for **9 skeletal sentries**. Chess set, living figures run and hide if handled by strangers – 400 gp if collected and sold.

Skeletal Sentries (9): HD 1; AC 6 [13]; Atk spear 1d6 or 2*bow 1d6; ML 8; AL N.

Hp	6	7	5	5	7
	7	4	5	2	

M5. Junk Room. (20'x30') **Woodworms** have feasted on the pile of tables, benches, railings and other discarded wooden objects of the room. A painted wooden saint has had its face completely chewed off, but its hand holds a *silver cross* still (allows laypeople to turn undead at their level, Clerics add +2 level, casts *bless* if used on party or heals 1d6 if touched to wound, 12 charges).

- Linger characters with wooden items are attacked by the **woodworms**, make item saving throws.



M6. Lapidary. (140'x30') Broken pillars, trims and statuary in dusty niches, grotesque faces and bestial **gargoyles** from the gothic imagination.

- Examining the dusty relics will yield an **ancient stone panel** with bas-relief depicting an adventuring company from one of the GM's other campaigns. Inscription: "*To trade places, you must first...*" (the rest has been broken off).
- One of the half-broken **gargoyles** whispers to lead character, promising to trade a secret in exchange for destroying the Blind Beast of Xyntillan (**A9**). If the deed is done, it laughs diabolically: "*Hear it then: it was him that kept a great secret, but now he cannot tell you!*" With that, the evil statue splits from laughter, revealing a cold heart of polished stone.

M7. Sundial Room. (20'x20') A sundial collection is stored here, from the humble to the extravagant. All of them tell the time accurately.

- At precisely midnight, the sundials strike simultaneously and a niche in the wall opens to reveal the *miraculous pocket*

watch. This timepiece can cast *haste* or *slow* depending on the way it is wound up (13 uses before its fine spring breaks from over-use). Created by the infamous watchmaker Teophilus Gansch, it is worth 3250 gp for its jewellery value alone.

- **Stairs down** lead to a dead end with the bas-relief of a cat's head. The head is magical, but no effort will reveal its mysteries.

M8. Pigsty. Clammy packed earth and mud, a herd of **10 giant swine** wallowing in filth and feeding on the plentiful vegetation sprouting from this environment. They guard the northern passage most attentively. To the west, **Louis the King of Swine** rests on top of his ill-gotten riches.

- The **giant swine** are semi-intelligent, demanding food via grunts and poking at characters' knapsacks. If they don't get fed, they chase the intruders out of their lair, and may **1:6** try to snatch and devour weak straggler.
- **Louis the King of Swine** is the great leader of this pack, jealous of his territory. He wears laurels, and rests on a pile of riches. If treated with deference and placated with gifts, he kicks a bauble to his guests. He has 3500 gp (Louis d'ors), six 1000 gp gemstones, eight 100 gp truffles, a *potion of clairaudience*, a *potion of healing*, a *cursed scroll* (character must speak in gibberish, **2:3** of miscasting spells), a chewed up pipe, a mason's trowel, and a ragged blanket that's actually a *cloak of elvenkind*.

Giant Swine (10): HD 2; AC 8 [11]; Atk gore 1d8; Spec charge +2 to hit, 2d6 Hp, fights for 1 round after death; ML 10; AL N.

Hp	11	2	4	13	5
	6	3	16	6	2

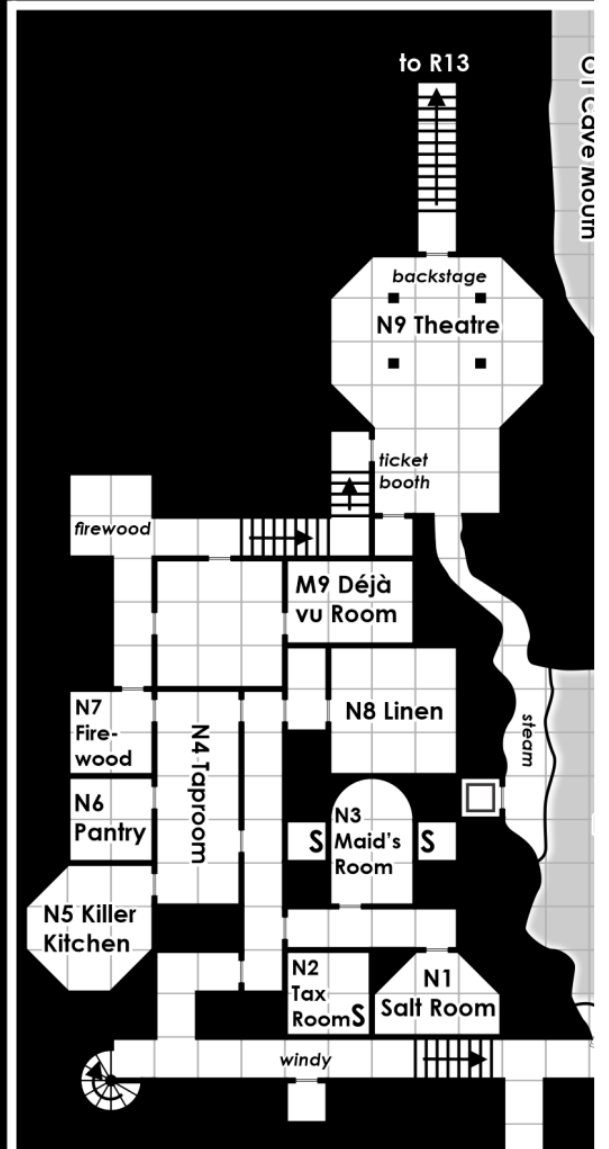
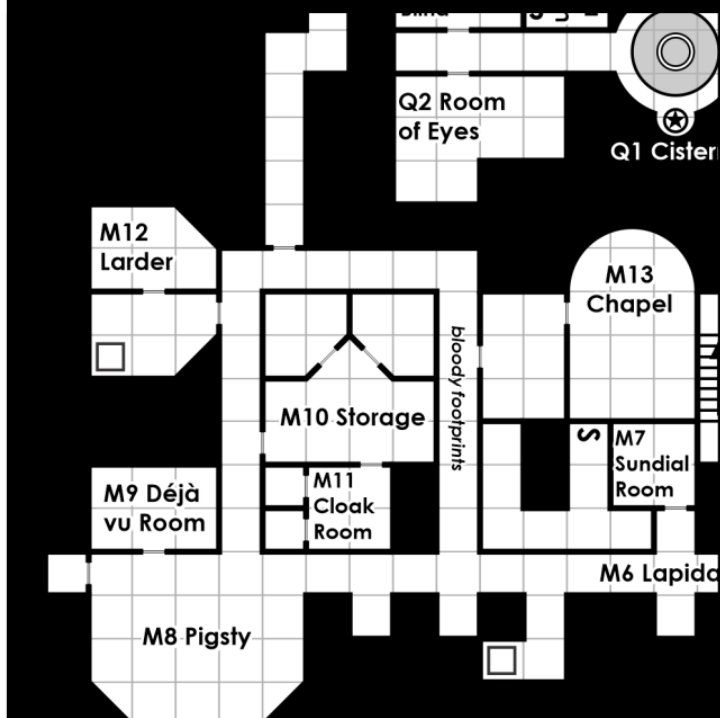
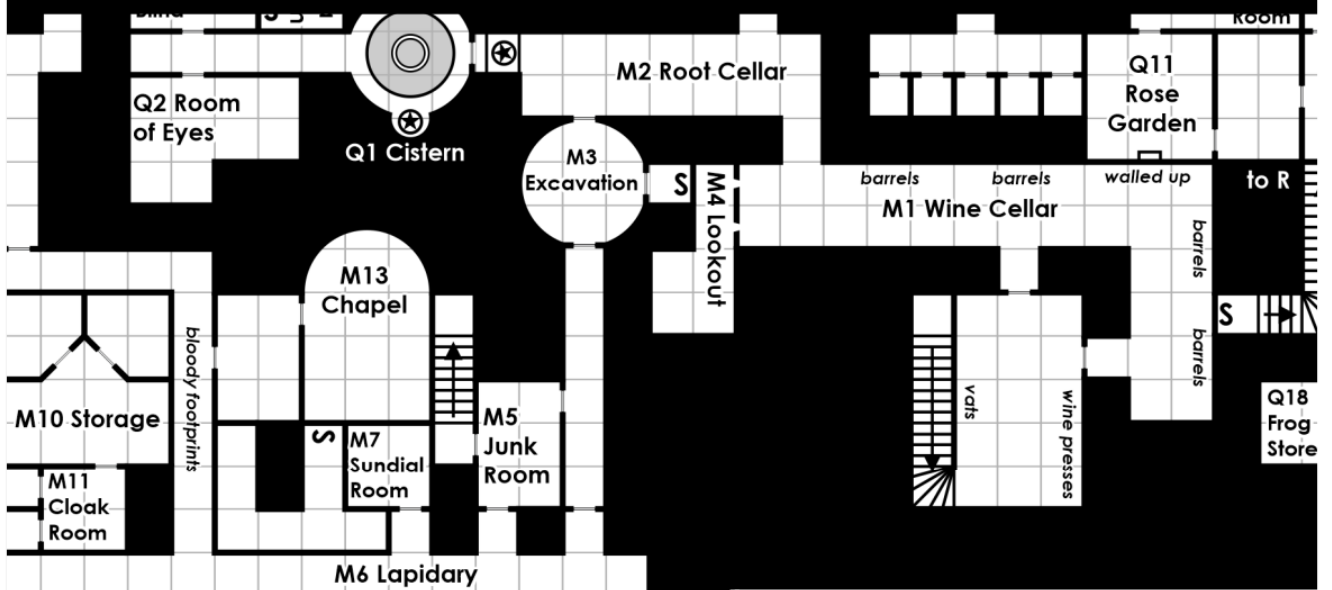
Louis The King of Swine: HD 6; AC 5 [14]; Atk 2*gore 1d8; Spec charge +2 to hit, 3d6 Hp, fights for 2 rounds after death; ML 10; AL C; *laurels* (+2 to saving throws, cure poison if ingested).

Hp	26
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M9. Déjà vu Room. (30'x20') Plush carpets and neatly made bed, dining table with freshly laid out food, pitcher of wine and a single yellow flower. Purple spiral pattern on ceiling. Painting with a giant eye bisected by a curved sabre, shedding a single giant tear.

- This room is completely safe, and occurs in identical form multiple times throughout the dungeons. On visiting it, everything moved, damaged or carried off will have been mysteriously restored and/or replaced.

Map Section MN



M10. Storage. (40'x30' and side-rooms) Worthless furniture, equipment and bric-a-brac: broken table and chairs, split training dummy and archery target, several sandbags, leaky bucket, rolls of mouldy carpet, bent chandeliers, rusty shields, blackened **portrait**, mud-filled spittoon, broken cartwheels. Parchment nailed to southern door reads "*Dressing Room*".

- The **portrait** is covered with mould, but depicts the rotting visage of Guy Malévol the Jocular (#28) in his jester's outfit and domino masque. He gurgles: "*Why not both? Break their game!*"

M11. Cloakroom. (20'x20') Slabs of dull blue stone shot with green veins. Incense smoke emanates from a thurible resting at the feet of a hooded **statue**. Two **archways** step into chambers filled with thick, swirling fog.

- The **statue** looks more fantastic on closer inspection: the globular head hidden under the hooded cloak is covered with 18 round eyes but nothing else; and it has fleshy tubes instead of arms. If someone steps in front of the visage, he hears a resonating voice in his head asking about his purpose. No matter what the answer, the pleasant baritone always responds with "*I see. In that case, I advise you to step through the archway to the [1:2 left, 1:2 right].*"
- Stepping through either **archway**, the character finds himself back in the room, as if he had just stepped out of the *other* arch. Stepping through the arch to the left changes the character's clothing, including armour, to purple regal finery complete with mink trimmings. Stepping through the arch to the right changes it to mouldering rags. Stepping through both archways in succession takes away all clothing save for a fur loincloth and a fool's cap. Lost clothing is transported to Linen at **K12**.

M12. Larder. (30'x20') Row of thick hams and sausages hang from the ceiling, encrusted with beards of mould and salt. Three thick **barrels** of grease hide grotesque pigs' heads and gelatinous **human hands**.

- The **hands** in the barrel are harmless, but those lurking behind them are not, going straight for the careless character's throat.

Hand Swarms (1d2): HD 4; AC 6/5 [13/14]; Atk swarm 2d4; Spec choke 3d4/round; ML 6; AL C; one wears a *ring of protection* +1.

Hp 19 22

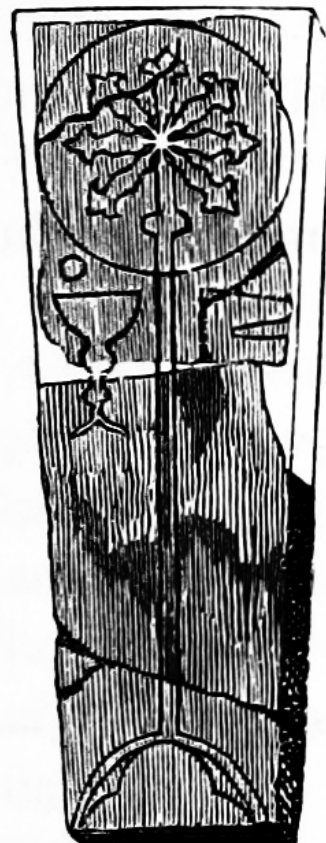
M13. Chapel. (30'x50') Thick moss has claimed the rough pews of the chapel, and **four monks of stone** have gathered around the **altar**,

blooming with a cascade of vivid flowers below the **bas-relief** of a maiden. The frescoes on the walls are barely discernible.

- The **monks** are covered by the moss, which has eaten into their bearded faces with its fronds and lumps, and sits on their shoulders like the burden of a hundred years.
- The **altar's** flowers are fragrant and sweet. They can be harvested and distilled into perfume worth 1000 gp or one *potion of extra-healing*. Anyone who harms the altar must save or collapse into a mass of flowers.
- The **bas-relief's** heartfelt sadness is betrayed by its tears, holy water which can be collected at a rate of one dose per expedition. Laying arms on the visage invites the same punishment as harming the altar, but the save is at -3.
- Beyond the **secret door**, an overgrown passage is guarded by **five razzle-dazzles**. At the end, a bouquet of gold and silver flowers (3000 gp) lies on an unmarked grave. **1:6 of Hortensia Malévol the Lovely (#17)**, unknowing of how she got here.

Razzle-Dazzles (5): HD 3; AC 4 [15]; Atk arc 1d6; Spec dazzle 1/3 round, save or melee attack is diverted to random target; ML 7; AL N.

Hp 12 18 14 11 12





N: Service tunnels

N1. Salt Room. (30'x20') Three rearing **stone goats** with lolling tongues surround the **salt statue** of a beautiful maiden pointing north.

- ➔ The **stone goats** are **goatrices**. If their statue is taken away or harmed, they turn alive and do not rest until they turn three opponents into stone.
- ➔ The **salt statue** is magical. Anyone licking its surface gains the ability to detect the taste of ingested poison (eligible for extra save and take better result). Anyone harming the statue animates the **goatrices**. Rotating the statue to the west turns the "**secret door**" (a blank wall) into a regular door and the northern door into a wall. Rotating it to the east turns both doors into walls.

Goatrices (3): HD 3; AC 6 [13]; Atk headbutt 1d6 + petrification; Spec hop attack, petrification; ML 7; AL C.
Hp 12 10 6

N2. Tax Room. (20'x20') Five sacks with 500 gp each next to writing desk and lantern. Ledger with incriminating evidence of tampering with the royal salt tax over several decades, reaching hundreds of thousands in lost revenue.

N3. Maids' Room. (20'x30') 1d6 **ghostly maids** leave through the wall giggling as lights are blown out by a gust of wind. Three bunk beds, table, personal effects, mirror with **animated hairbrush** (harmless). Both **secret doors** are behind dressers which have to be moved to operate door.

- ➔ The **western secret closet** contains a pile of neatly cleaned bones, a cheap heart necklace (2 gp) and a box of several gold buttons (200 gp).
- ➔ The **eastern secret closet** contains 1:3 **Claude Malévol, Family Black Sheep (#6)**, 1:3 **Olivier Malévol the Oleaginous (#15)** or 1:3 **NPC from Tours-en-Savoy**, none of them with a convincing explanation for how they got here, nor a recollection of further events that isn't entirely embarrassing.

N4. Taproom. (20'x50') Multiple benches and flickering lanterns in common room. 1:3 of 1d12 **headless manservants** and a further 1:3 of 1d12 **skeletal sentries**. **Blobert, ghost bartender**, "cleans" glasses with a filthy rag behind the bar. Sign on SW door reads "*Kitchen. No entry!*"

- ➔ The bloated, decomposing **Blobert** does not intervene in brawls until personally threatened. He can serve up the following drinks out of thin air anytime, anywhere:

- Poltergeist Porter (5 gp): smooth, but keeps kicking down the gullet.
- Zombie Zonk (10 gp): about what you'd expect, but at least it is cheap.
- Ghoul's Gulp (25 gp): secret ingredient makes it an excellent appetizer for meat (and lots of it).
- Shadow Stout (50 gp): dark and heady, with extra hops.
- Chateau Xyntillan (80 gp): a very good red, heals 2 Hp and grants +2 ML on next check (does not really raise rating).
- Wraith Whiskey (200 gp): billows and smokes, but warms you up – next LVL drain ineffective until end of expedition.
- Mummy Malt (500 gp): spicy and redolent of ancient graves – hair of the dog that bit you if you suffer from mummy rot.
- Spectre Schnapps (750 gp): glows in the dark, real world becomes fainter – character is +1 or better to hit in next battle.
- Ghost Gin (paint and undead remover, 1000 gp): out of luck – out of stock!
- Liche Liqueur (1250 gp): expands consciousness – memorise one free spell, LVL 1d3 (but head may explode if spell is unused until end of expedition – saving throw required).

Headless Manservants (1d12): HD 2; AC 7 [12]; Atk hit 1d8 + strangle; Spec strangle 1d8/round; ML 10; AL N.

Hp	8	10	8	10	9
	7	3	10	9	12
	9	7			

Skeletal Sentries (1d12): HD 1; AC 6 [13]; Atk spear 1d6; ML 8; AL N.

Hp	8	2	2	8	5
	1	3	4	7	8
	2	6			

Blobert, Ghost Bartender: Fighter 6; AC 2 [17]; Atk brawl 1d6 + tackle; Spec distribute attacks among 6 HD of opponents, throw opponents, incorporeal, serve drinks anytime, anywhere; ML 10; AL N.

Hp 33

N5. Killer Kitchen. (30'x30') Hissing steam rises from multiple stoves fed by **six hunchback cooks**, busy with stews and viands, but attacking intruders with relish.

- ➔ **Stove** fires *burning hands* on random row 1/3 rounds (6 Hp), scalding hot **pot of soup** can be hurled as projectile (3d4 Hp).

- ➔ **Pickled gazer eyeballs** in jar look at company, random eye fires off 1/round in melee, equal probability of hitting friend or foe (1d6): 1 – telekinesis, 2 – shrink to minimus, 3 – 2d6 Hp damage, 4 – hold person, 5 – dispel magic, 6 – polymorph.

- ➔ **Aspic** is **grey ooze** that has enveloped a human arm with the Malévol signet ring on it (750 gp), crawls off tray if opportunity presents itself.

- ➔ **Vinegar** is strong acid (3d4 Hp, 2 doses), **oil** is *oil of slipperiness*.

- ➔ **Dumbwaiter** teleports contents to random destination (1d8): 1 – Grand Dining Hall (**F1**), 2 – Feasting Hall (**C13**), 3 – Dining Room (**I5**), 4 – Mess Hall (**B4**), 5 – Mead Hall (**J15**), 6 – The Black Comedian in Tours-en-Savoy, 7 – Speakeasy (**K10**), 8 – Tea Room (**D6**).

Hunchback Cooks (6): HD 2+2; AC 7 [12]; Atk wrestling 1d6 or heated iron skewers 1d8; ML 9; AL C; head cook* has pepper pouch – save or incapacitated 1d4 rounds, gold and red “G&M” pin (80 gp), bottle of acquavit (*raise dead* on recently slain character – needs to have head to benefit).

Hp	5	13	11	7	11
	18*				

Grey Ooze: HD 3; AC 8 [11]; Atk strike 2d6; Spec dissolves metal on failed save, immune to fire, cold, and blunt weapons; ML 12; AL N.

Hp 14

N6. Pantry. (20'x20') Sacks of flour being eaten by **5 giant mice**.

- ➔ Giant wheel of cheese under glass hemisphere hides **1d10 rot grubs**.

- ➔ Pile of cabbages in corner also hides **1d10 rot grubs**.

- ➔ **Sack of spice** is *dust of sneezing and choking*.

- ➔ **Bouillon cubes** are magical, +3 Hp after hearty meal, but they are made from human stock.

Giant Mice (5): HD 1; AC 8 [11]; Atk bite 1d4; ML 5; AL N.

Hp	4	4	6	1	1
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Rot Grubs (1d10): HD 1 Hp; AC 9 [10]; Atk burrow; Spec can be burned in 1d3 turns, otherwise reaches heart; ML 12; AL N.

Hp	1	1	1	1	1
	1	1	1	1	1
	1	1	1	1	1
	1	1	1	1	1

N7. Firewood. (20'x20') Wooden junk awaiting its turn in the kitchen stoves. **Animated chair** (4 Hp) chained to wall, runs in panic if freed. **Hatchet** chopping up antique **table** (7 Hp) which bleeds profusely.

→ The **table** has a secret drawer with a collection of polished crystals (300 gp).

Animated Hatchet: HD 1; AC 6 [13]; Atk hatchet 1d6; ML 8; AL C.
Hp 4

N8. Linen. (30'x30') **13 giant mice** have chewed up a treasury's worth of rich clothes and fabrics, and are currently tearing up the remains of a *robe of wizardry* (useless but residual magic still present). Severely wounded **strangling sheet** tries to stave off the inevitable, three mice with broken necks before it.

Giant Mice (13): HD 1; AC 8; Atk bite 1d4; ML 5; AL N.

Hp	5	5	5	7	5
	3	8	7	7	5
	6	2	1		

Strangling Sheet: HD 4; AC 9 [10]; Atk strangle 3d4; Spec feign death, sneak, enveloped PC must save to break free; ML 4(7); AL C.

Hp 6 (22)

N9. Theatre. (50'x60') Benches with 40 stiff **corpses** overlooking built stage. **1:6** of ongoing play by **Frédéric Malévol the Melodramatic (#55)** and troupe of **33 skeletons**.

→ The **corpses** are a captive audience, and have 3d6*100 gp, a silk handkerchief, a gold-rimmed pair of spectacles (100 gp) and a valuable snuff box (400 gp) among them.

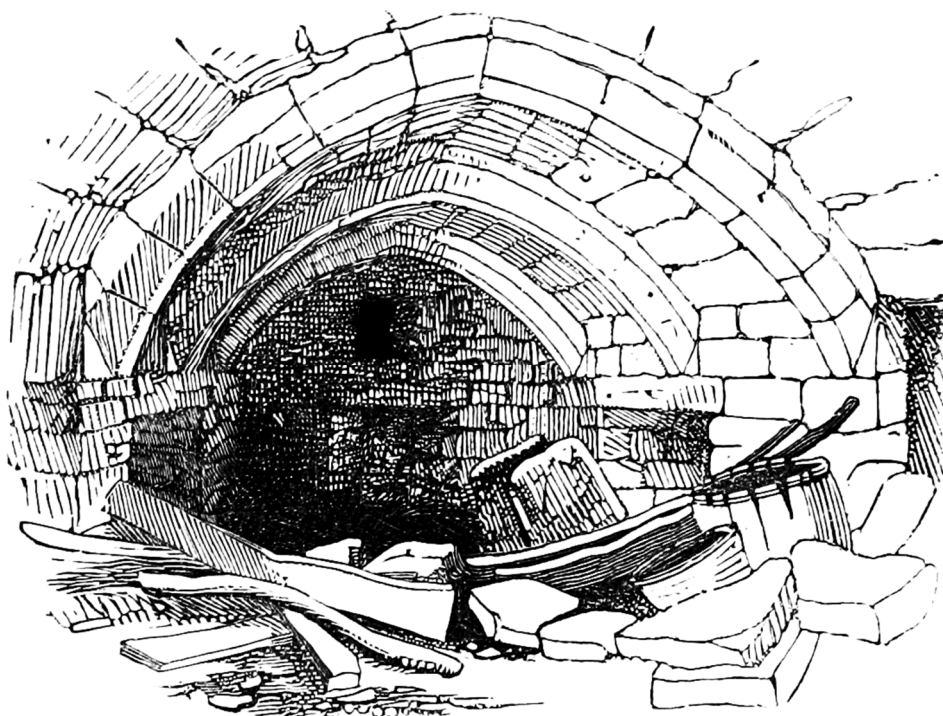
→ Company will be unmolested if they wait until grand finale ("*Tristano, wherefore art thou Tristano?*", etc.). Frédéric will be enraged if they dare interrupt, unless it adds to the drama – will throw bouquet of flowers including the *rose of rapture* (token of love has *charm person* effect).

→ Cutout **stage props** conceal stairs down to tunnel, leading to a cave in the Indomesse (**R13**), **1:2** of sandbag from above (2d4 Hp).

→ **Southern closet** is ticket booth, but the ticket counter has been dead for a while... till contains 161 gp, "Lost and Found" box has parasol, ivory-tipped *walking stick* 150 gp (turns into snake if thrown), stuffed crocodile 340 gp, lady's silk undergarments 50 gp, invitation to Castle Xyntillan party (**1:3** may stop servant-level encounters in tracks if presented with sufficient conviction).

Skeleton Crew (33): HD 1; AC 8 [11]; Atk strike 1d6; ML 6; AL N.

Hp	6	5	1	3	6
	2	7	1	3	8
	3	8	6	1	1
	8	4	5	3	2
	1	2	3	6	8
	3	6	4	7	2





0: Lake grotto

01. Cave Mouth. (20'x110') Obscured by clinging vegetation from the lakeside, small skiff moored next to stairs up to the **Garden (H26)**. Winding **passage**.

- ➔ Anyone spending too much time here or trying to swim has **1:6** of drawing the attention of one of the **Loch Ness monsters** living in the lake (c.f. **H26**).
- ➔ Midway down the **passage**, **1:3 roots** hanging down from the ceiling animate to strangle their prey while **bat swarm** flies by (careless must save or get knocked overboard). The glowing valuables of previous victims lie down in the murk... golden comb 420 gp, decorative sword with amber pommel holding trapped rot grub 750 gp. A secret door at the same location leads to the Flooded Vault (**O3**).

Roots: HD 5; AC 5 [14]; Atk 3*grab 1d6 + hold; Spec strangle 3d4/round, vulnerable to fire; ML 9; AL N.
Hp 20

02. Lake Grotto. (70'x90') Low ceiling, dripping water. Billowing steam clouds to the west. Area next to shore is safe to wade, but middle has a diabolical pull – open doors check or get sucked down and lost forever.

- ➔ **1:6** of legendary octopus monster ****Gronegard**** to raise from still waters, recheck if stones are thrown into middle of the lake.

- ➔ **Western door** opens to a well of hot mineral water. Shaft leads up to steam tunnels next to **Steam Bath (J3)**, and down to a pool of scalding water – anyone submerging themselves in the water takes 3d6 Hp, but survivors gain 1 point of Constitution. **1:6** of **boy** (1 Hp) lost in the steam tunnels and unable to find a way home.

- ➔ On **S shore**, anchor half-buried in sediment is tied to submerged chain – other end trails down to dead man's chest – containing bloated corpse stabbed in the back, *dagger* +1 hidden in boot, gold tooth 1 gp.

****Gronegard**:** HD 12; AC 2 (arms 6) [17/13]; Atk 8*arms 1d6 + hold; Spec held character is bitten next round for 2d8 Hp, ink cloud reduces vision underwater, turns ground slippery on land, vulnerable to *sleep* and similar spells; ML 10; AL N; belly contains 8*1000 gp gems, 3000 gp crown.

Hp	52	//	8	8	8
	8	8	8	8	8



O3. Flooded Vault. (30'x30') Faint smell of bouillon. Capstone is **dragon's head** guarding seven submerged **sarcophagi**, pulling tongue triggers breath weapon 18/9, 3/day. Careful characters can find refuge underwater, but on third breath, water becomes boiling hot, 1d6 Hp/round.

- **1:6** of 1d6 boiled bodies with basic equipment, **1:6** of treasure.
- **Sarcophagi** contain **seven rigormortis** in sailors' clothes and rotting seaweed. They slumber until their rest is disturbed. Southwest secret door is above water level, can be reached by standing on sarcophagus lid.

Rigormortis (7): HD 2; AC 6 [13]; Atk 2*claws 1d6; Spec slow; ML 8; AL C.

Hp	15	7	7	15	12
	8	8			

O4. Pirate Room. (20'x20') Open sea chest overflowing with 5000 gp, telescope 1500 gp, *peg leg* +1. Petrified walrus half-buried in coins has tusks 700 gp, mummified parrot in golden cage (1450 gp) repeats lines or squawks "X marks the spot! X marks the spot!"

O5. Lesser Grotto. (80'x70') Low ceiling, multitude of chittering bats, thin veil of fog. An old **bell** is mounted on a pole; wooden plaque reads "3 coins for passage".

- **Bell** summons skiff with **5:6 reaper**, **1:6 Charon**. The skiff transports its passengers to the shores of Death for three coins each – demands passenger if nobody volunteers.

Reaper: HD 4; AC 5 [14]; Atk scythe 1d6 + paralysis; Spec paralysis, immune to cold; ML 11; AL N, 3d6 gp, lantern.

Hp 23

Charon: HD 10 MAX; AC -2 [21]; Atk 2**Charon's scythe* +3 2d6+3 + paralysis; Spec paralysis, immune to cold, +1 or better to hit, *Charon's horn* calls forth 1d4 spectres of ancient kings; ML 12; AL N; *Charon's horn*, *Charon's scythe* +3 (can't paralyse when wielded by humans), 3d100 gp, lantern.

Hp 80

Spectres (1d4): HD 7; AC 2 [17]; Atk touch 1d8 + LVL; Spec energy drain, +1 or better to hit; ML 10; AL N.

Hp	27	24	31	40
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O6. Room of the Prophecy. (30'x50') Steam and tiny golden and silver **bubbles** rise from shallow, fizzing pool, fed by owl-shaped **font**. Inscription reads: "*The Oracle of Saint Blakemore: The waters of future prophecy*".

- The **waters** are hot and have a slight metallic taste. Anyone drinking of them can make vague promises of divination about the subject of their choice – e.g. "*The prophecy shall be made clear... next Friday*", "*I shall tell you... at another time*", "*Behold, the revelation! ...it shall be pronounced after solving the remaining micro-issues*", "*All shall be clear... when it's done*", etc.

- The **bubbles** can be captured in a suitably fine netting, producing a mixture of gold and silver *dust of disappearance*. Harvested under 6 turns, the metallic content of the pool is exhausted.

O7. Chapel. (30'x30') An intersection leading into three small chapels. Kneelers and the statues of minor saints. This place is safe from the undead.

- Situated right under the **Captain's Room (H18)**, this is the **X that marks the spot!** Digging in the middle of the intersection reveals a trapdoor and a ladder leading downwards to a buried footlocker. The footlocker contains an oiled set of *chainmail* +1, the *crusaders' surcoat* (functions as *cloak* +2) and *The Oils of Cleansing*, a priceless Malévol heirloom! The oils can remove poison, disease and curses, cure blindness, and prevent the rise of the living dead if used to anoint a cadaver. The vial is replenished once per expedition.

O8. Empty Tomb. (20'x20') **Eight ghouls** fighting over scraps in **frescoed** room of empty sarcophagi.

- The faded **frescoes** show a company of crusading knights being lead through the wasteland by a dark-skinned man towards a hill crowned with palm trees. There is a **secret door** underneath the plaster where the hill is, and only *the Sceptre of the Merovings* or *The Heart of Roland* shall open it.

Ghouls (8): HD 2; AC 6 [13]; Atk 2*claws 1d4 and bite 1d4; Spec paralysis; ML 6; AL C.

Hp	6	7	9	6	9
	9	14	10		

O9. Tomb. (30'x20') Animated shovel (4 Hp) moves earth from one **grave** to fill another; then begins again.

- First **grave** contains giant casket with **dancing bones** rattling within; makes for six skeletons' worth of mixed-up bones.
- Second **grave** contains trick coffin, empty but false bottom contains 450 gp and lost Last Will and Testament of Aristide Malévol the Patrician, disowning his estranged heir, Jean-Giscard, and bequeathing the Castle and all its lands to Claude Malévol, Family Black Sheep (#6).

Dancing Bones: HD 6; AC 7 [12]; Atk 6*claws 1d6; ML 7; AL C.

Hp 27

O10. Tomb. (30'x20') Several thick, spent candles surround bier heaped with dry flowers. The resting, pale cadaver is remarkably well

preserved; this hollow wax effigy is in fact the prison of **carnivorous mist**, which escapes if the wax is broken or punctured. Remarkably lifelike wax organs are worth 700 gp to a doctor of medicine.

Carnivorous Mist: HD 6; AC 3 [16]; Atk 3*gnaw 2d4; Spec incorporeal, +1 or better to hit, *slow* 3/day; ML 10; AL C.

Hp 27

O11. Tomb. (30'x20') Hundreds of **bats** hanging from vaulted ceiling, corners decorated with **gargoyles**. Set of **fake teeth** snaps around **casket** of elderly vampire **Agenor Malévol the Antique (#58)**, 2:3 present and brooding on the things he has forgotten.

- The **gargoyles** watch and wait until casket is disturbed or Agenor comes to harm. The **bats** escape in a chaos of black wings and furred bodies (save or miss turn). The **fake teeth** (3 Hp) are annoying but harmless.
- The **casket** contains a golden hearing trumpet (350 gp), a pair of comfortable slippers, and a warm chequered blanket. Agenor has hidden his Legion of Honour (works as *ring* +1) inside his cushion and forgotten all about it.

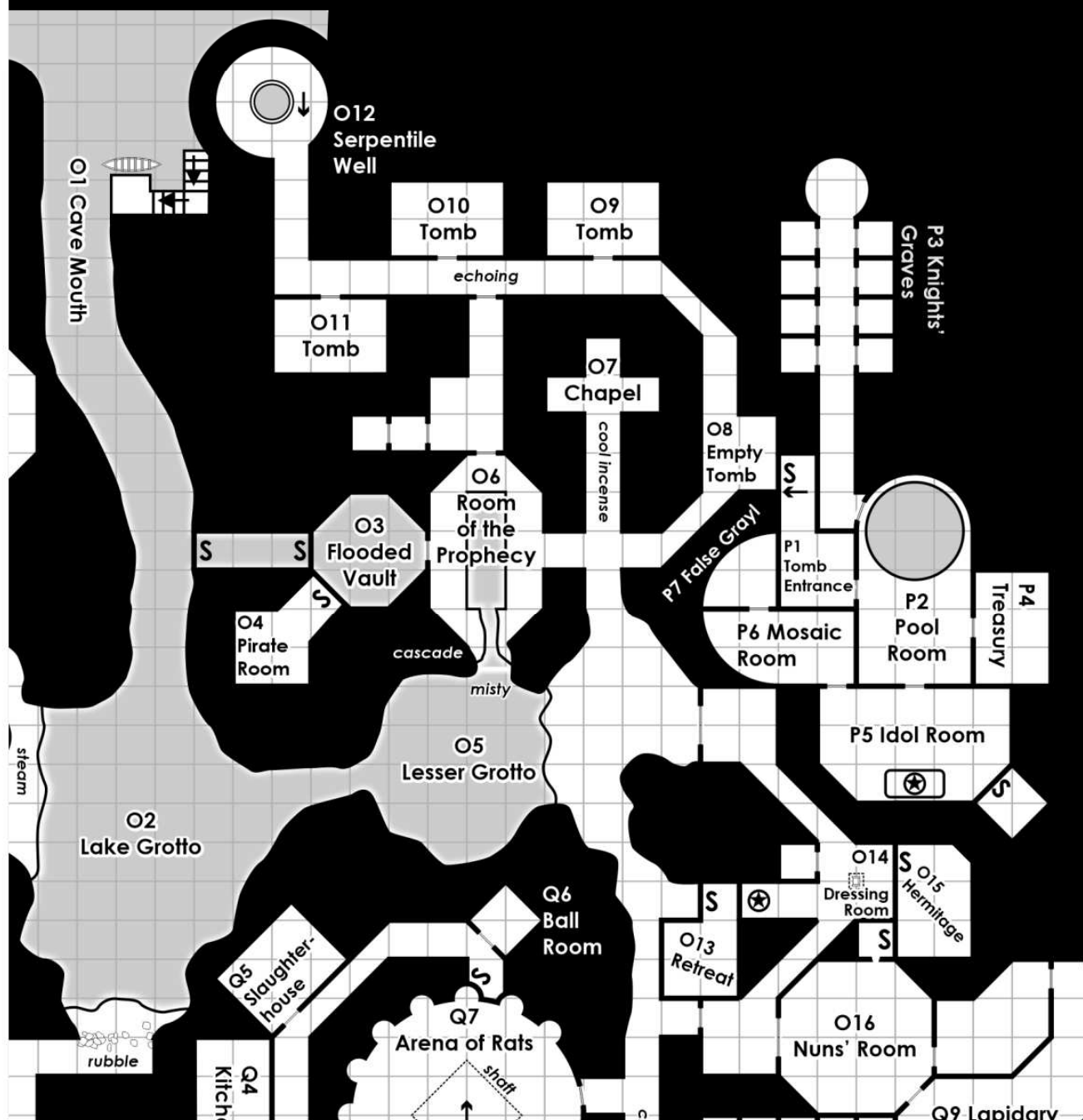
Gargoyles (4): HD 4+4; AC 5 [14]; Atk 2*claws 1d3 and bite 1d4 and horn 1d6; Spec flight; ML 8; AL C.

Hp	23	10	20	12
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O12. Serpentine Well. (25'x25') Carved serpents around black marble **well** covered with corroded grille. Inscription reads "Cast within what you value and listen to it echo". A shaft leads up to the **Garden (H26)**, under the statue of the lady.

- The **well's** echoes will respond to things cast inside it. It is bottomless and anything falling down is gone forever. Responses depend on the nature of the offering.
 - Something foul: "At thee!"
 - Junk, single coin, misc. equipment: "Nothing ventured, nothing gained."
 - 100 gp or more: "You must be this tall to solve the octagon weird."
 - Artwork: "It looks good. But is it art?"
 - Treasure: "Watched by the memory of animals, the way is made clear."
 - Magic item: "I see tomb, encased within its maker."
 - M-U spell: "Turn away from death, find wisdom."
 - Cleric spell: "To the dogs it went, alas."
 - Character: "Mirror, mirror on the door, take thy chances, one in four."

Map Section OP



O13. Retreat. (20'x20') Simply appointed cell, scribe's desk. Lonesome dead **monk** (2 Hp, unresponsive) entertains himself by penning improbable stories featuring heroic alter ego. Row of metal things hanging on wall are bell clappers.

O14. Dressing Room. (20'x20') This is where the throne from the **Throne Room (H1)** can descend to.

- ➔ Small, locked **cloakroom** to the west has a dressing screen and two sets of clothes: a fool's garb (*cloak* +1 equivalent) and a regal outfit (2000 gp, but infested with fleas, -1 to all rolls).
- ➔ **Grille** in eastern wall is confessional, to **hermit** in **O15**. It must be physically disassembled to gain entrance.
- ➔ **Statue** at the end of short passage depicts a priest. Consultation or asking it for advice grants +1 Wisdom (permanent); disrespecting it lowers Wisdom by 1 point (permanent). If harmed, it turns into **stone golem** and pursues mercilessly.

Stone Golem: HD 7; AC 5 [14]; Atk fist 3d8; Spec +2 or better to hit, immune to magic but slowed by fire spells and affected by rock-specific ones; ML 12; AL N.
Hp 60

O15. Hermitage. (30'x40') Simple room with frescoes of saints and the adobe of a humble

hermit (Hp 3), **5:6** present here, **1:6** in secret cubicle.

- ➔ This nameless fellow lives a simple life of faith and self-denial, atoning for various unmentioned sins. Occasionally, **Samuel (#29)** brings him a platter of food. He has an old Bible, actually a hollow shell with a cavity containing an iron key with the image of a bat (opens all bat locks, **E15**, **E17**). He believes he is in a "very holy place", but all he can point at are his gut feelings.
- ➔ A **secret door** behind the hermit's kneeler and wooden cross opens into a comfortable cubicle stocked with, fine wine (three rolls from **M1**), indecent literature, and a peeping-hole down to the **Nuns' Room (O16)**. Bishop's *mitre* +1 is cloak equivalent, polished brass *staff* +1 in corner strikes once if handled by non-clerics (HD 4).

O16. Nuns' Room. (20'x20') **20 undead nuns** dancing the rondeau around thick, round **column**.

- ➔ Sometimes, a **column** is just a column.

Undead Nuns (21): HD 1; AC 7 [12]; Atk claws 1d6; ML 7; AL C.

Hp	3	5	6	1	3
	7	7	4	5	7
	3	4	2	1	7
	8	4	1	8	





P: Crusaders' tomb

Family heirlooms

The Malévols have been the guardians of five invaluable items, handed down over the generations and holding lingering magical power. These items are the following:

- ➔ *The Sceptre of the Merovings*, found in the **Throne Room (H1)**.
- ➔ *The Heart of Roland*, found in the **Hunting Lodge (D8)**.
- ➔ *The Reliquary of Bygone Kings*, found in the **Display Room (K2)**.
- ➔ *The Crown of the Lost*, held in the Indoornesse at the **Stone Circle (R21)**.
- ➔ *The Oils of Cleansing*, buried under the **Chapel (O7)**.

Notable on their own, the five items are also the key to the *Grayl of Good and Bad Destiny*, an artefact obtained from the Holy Land during the Crusades, and now buried deep within Xyntillan's foundations. There are not many traces to lead to it, but they are out there for the observant.

- ➔ None of the Malévols except **Médard Malévol the Mighty (#13)** know of the Grayl's existence now, nor where it now rests – and Médard is not telling until someone in the company completes a holy quest.
- ➔ Médard and the **Blind Beast of Xyntillan** in the **Outer Court (A9)** are the only ones remaining who know the *Chanson of the Grayl*, a poem leading to the five heirlooms and eventually to the Grayl itself.

➔ **Samuel (#29)** knows that the **Blind Beast** carries a secret, but does not know what.

➔ “*The Master Inventory*” in the **Evidence Room (I14)** has a passing note about both the Grayl and Médard's link to it.

➔ The séance in the **Occult Room (H11)** hints at the secret and its holders.

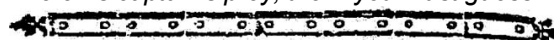
➔ Two of the heirlooms also help locate the Grayl. Holding aloft *The Sceptre of the Merovings* or *The Heart of Roland*, they point in the general direction of the Grayl's location (e.g. “North-Northeast, down”), but only do so once every expedition.

If found, the **Chanson of the Grayl** is as follows (also see the handout):



*“A king's staff of old, sought by a hero's heart;
Are the only things which allow its sight.
Another king's case, or heart's miraculous blood,
Shall make the vision firm, and subject to touch!
Yet cleansing oil or a headpiece of gold,
Are required to break a shadowy fate of old.*

*And what came of them, that is rarely told,
The Meroving sceptre is seated in marble cold;
Roland's heart, yearning for the hunt,
Has found a rest in a brotherly fold;
A pretty regal case decorates its home,
But only where the ragged beasts roam;
Wherefore art thou, crown of the Indoornesse?
The oil is captain's prey, the X you must guess!”*



The Chanson of the Grayl

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Note: There are no random encounters within the tomb, but indiscriminate destroyers will soon be met by the guardians from **P3**.

P1. Tomb Entrance. (10'x20' and 20'x20') Mouldy frescoes of war in the Holy Land in **entrance passage** portray the hosts of a crusade in endless procession, opening up to **anteroom** with the depictions of warrior saints.

- ➔ In **entrance passage**, a minuscule inscription on one of the flowing banners reads, "*Your youngest and strongest will die by the sword*". Straight, fine vertical crack midway conceals a **slicing trap**, triggered by a pressure plate, and cutting through the first rank (3d8 Hp, save avoids).
- ➔ In **anteroom**, vivid frescoes of stern-faced warrior saints follow with peering eyes. The frescoes are harmless, but admission or mere appearance of guilt triggers the magic therein. (Includes harming, trying to avoid, or even speculating loudly about their effect).
- "**Saint Gremulon the Decimator**": Animates sword against company.
- "**Saint Bonifacio the Cudgel of Heretics**": Crushing weight of sins deals 1d6 vs. Lawfuls, 2d6 vs. Neutrals, 4d6 vs. Chaotics.
- "**Saint Ygourne the Merciless**": Bearded giant throws boulder in hand at random character (HD 9, 3d6 Hp).
- "**Saint Ignatz the Burner**": Flames ignite in room for 1d6/r while doors get stuck; holy water or appropriate spell extinguishes.
- "**Saint Fredebald the Ferocious**": Onlookers must save or cower in fear; 1 HD or lower must save or die from fright.

Saint Gremulon's Sword: Fighter 6; AC 3 [16]; Atk *sword* +1 1d6+2; Spec distribute attacks among 6 HD of opponents; ML 11; L.
Hp 32

P2. Pool Room. (30'x50') Sumptuous marbles in **domed** room half occupied by **pool** of clear water. Faint starlight from above.

- ➔ The **dome** is decorated with the glinting images of stars, comets, and other heavenly bodies. Close inspection will reveal 3000 gp in gemstones, but removing them will diminish all light sources in the room, and when all are gone, characters in the room must roll at -3 on **The Table of Terror**.
- ➔ Letters on the **pool's** rim read "*The waters of renewal*". Lawful characters who bathe in the waters will be healed by 1d6 Hp, and be cured of all illness and

curses. Neutral characters may decide to become Lawful, and Chaotics may decide to become Neutral, but for every shift, the character loses one level. The water may also *raise* one character, but will lose its powers thereby.

P3. Knights' Graves. (10'x80') Rich golden mosaics marred by black mould and fungus. Grave entrances are decorative barred gates leading to crusaders' **sarcophagi** bearing the mark of the cross and the symbol of a cup. The hallway terminates in a domed 15' room with an upright **glass-topped case** containing a double axe.

- ➔ The **sarcophagi** are the resting places for **8 undead crusaders**. These guardians are set here to defend the tomb from despoilers causing too much property damage, lingering for too long, or opening their resting places or the case. They are blind, locating their victims by their heartbeats.
- ➔ The **case** contains the *crusader's 2-handed axe* +1. This mighty axe allows its wielder to "chop till you drop": continue to make hit rolls until the first miss. Usage is exhausting, 1 turn of rest is required after each fight.

Undead Crusaders (8): Fighter 6; AC 4 [15]; Atk sword 1d6 or war axe 1d8; Spec distribute attacks among 6 HD of opponents; ML 12; AL C.
Hp 33 35 32 32 31
23 39 40

P4. Treasury. (20'x30') Bountiful riches are heaped on a great marble disk held aloft by 12 petrified dwarves in chains. Inlaid golden letters read: "*To each hero, one treasure of far lands shall be the prize.*"

- ➔ Each character who has come this far may choose one of the **treasures**. Whosoever partakes of them forevermore seals the Tomb of the Grayl. Whosoever picks twice must save or join the dwarven statues as a price of his greed. Classless companions shall be struck dead for their conceit.
- as much gold as a man can carry (out of 10,000 gp pile);
- fistful of 2d6 random gems (out of 60);
- random jewellery (out of 5);
- *staff of healing*;
- *horn of blasting*;
- *helm of reading magic and languages*;
- *warhammer* +2;
- *potion (elixir of life raises dead)*;
- scroll (deed to estate near Chamrousse);
- scroll (lost ownership documents for The Black Comedian in Tours-en-Savoy);

- blue book (*Castle Xyntillan*, 1 turn of use has 1:3 to yield useful but oblique clue about current room);
- black book (*The Compendium of Champions*; can summon any live or dead character from Hall of Heroes section, once – 2d10 uses).

P5. Idol Room. (50'x30') The sanctity of this place has been fouled! Mosaics have crumbled and fallen, leaving heaps of crumbled debris. A monstrous **idol** of a great snail occupies the southern part of the chamber.

- ➔ Set as the Grayl's guardian, the **idol** animates if the secret door is disturbed. The shell of this great beast can be turned into a suit of *armour* +3.

**** Giant Snail Guardian ****: HD 10 MAX; AC 0 [19]; Atk bite 2d8 or crush 2d6 (all in first rank); Spec eye rays 1/round (one opponent, save or polymorph into regular snail), MR 60%, regeneration 3 Hp/r; ML 12; AL C.
Hp 60

P6. Mosaic Room. (40'x20') Swirling **mosaics** surround the figures of knights shown in adoration of a golden cup surrounded by radiant light.

- ➔ On examination, the **mosaics** prove to be 1000 base 10 gp gems. They absorb light, and gradually transform it into heat bursts. Passing through the room has no effect, but tarrying – e.g. extracting the gems – has a **1:6** cumulative probability per turn of unleashing 1d10 Hp damage per turn elapsed on all within the room.
- 10 gems per person per turn can be removed; 20 with some ingenious method.

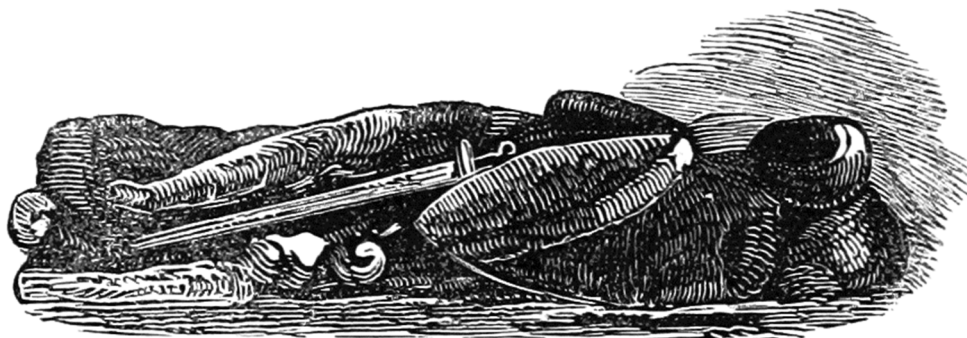
P7. False Grayl. (20'x20') Bands of coloured stucco with the seven colours of a rainbow. In the middle, a red marble **pedestal** holds a simple **golden cup** radiating a feeling of awe and power.

- ➔ The **pedestal** is carved with grapevines and a lurking serpent. It is imbued with potent magics which keep away all kinds of spells and magical effects.

- ➔ The **golden cup** is *The False Grayl*, a bait and powerful trap for the unwary. He who reaches for it (by hand or any other means) must save or become possessed by the Grayl's evil, turning to the cause of Chaos. Otherwise, the Grayl can pour a cup of deadly poison (save at -3) every expedition, or raise the dead into a horrific undead existence (6 HD per expedition). The Grayl also serves as the phylactery for Aristide Malévol the Patrician (#11), and its destruction would also be his undoing.

P8. Tomb of the Grayl. (15'x15') Like a forgotten afterthought, this room lies empty and abandoned. Only a faint presence of magic lingers, and that only if detected for. However...

- ➔ This **chamber** is the resting place of *The Grayl of Good and Bad Destiny*, hidden from mortal eyes by powerful enchantments, and bound by a terrible curse. To bring the Grayl back into the world, the tomb must be sprinkled with blood from *The Heart of Roland*, or *The Reliquary of Bygone Kings* must be set therein.
- ➔ Once revealed, close examination of the Grayl detects a faint but unpleasant **impurity** covering its surface, similar to an unwashed vessel. Claiming the chalice in this state, the character reaching for it must save or be consumed by unholy rot within a single turn – but may not hold it even with a successful save. Removing this curse requires *The Oils of Cleansing*, or the touch of *The Crown of the Lost*.
- ➔ Should it be obtained, *The Grayl of Good and Bad Destiny* is a host of formidable magics. Once per expedition, drinking from the cup heals all wounds and ailments, or *raises the dead*. Held aloft, it functions as clerical turning (+3 LVL to Clerics). Finally, possessing it grants its bearer an AC of 2 (but only the pure can bear it for long). The Grayl is, also, priceless in both the material and spiritual sense.





Q: The oubliette

Q1. Cistern. (30'x30') Domed room under Outer Court (A9) filled with 10' of brackish, filthy water. A faint gurgling sound may be heard. This is the sign of bubbling **methane**, resulting from the corpses that have been thrown down the well – **13 zombies**, attacking from under water surface!

- Exposed to open flame, there is a **1:6** probability the **methane** explodes as a *fireball* (5d6 damage, save ½). There is a further **1:6** probability the surrounding area caves in for an additional 2d6 damage to those who have failed their save, opening a wide entrance to the **Outer Court (A9)**.
- On the bottom of the **cistern**, a treasure chest has been mostly buried in the silt. It contains a layer of slimy frog eggs hiding 500 gp in a false bottom.
- **Statue** in the southern niche depicts a particularly corpulent gargoyle overgrown with lumps of greenish lichen. If investigated, its skull is half-cracked, and contains something greenish – a lump of crystal worth 3000 gp!
- **Passage** to the east terminates below the statue in the **Root Cellar (M2)**. It cannot be opened from below. The bones of a hapless fellow lie in a heap next to a rotted knapsack and a flute filled with **green slime**.

Zombies (13): HD 2; AC 8 [11]; Atk strike 1d8; ML 12; AL N.

Hp	14	10	10	5	4
	9	10	13	4	8
	11	16	5		

Q2. Room of Eyes. (40'x30') Faint outlines of **24 eyes** float in the room; invisible in darkness or with three or more light sources. An **upside-down pool of water** has collected on the ceiling.

- The **eyes** surround the characters to scrutinise every movement. They are susceptible to vision-affecting spells such as *sleep*, *blindness*, etc. Attacking them agitates them to respond in kind. Trying to look through one of the eyes reveals previously unseen details – rotten upside-down **tapestries**, and a **giant eye** within the pool.
- The **tapestries** are embroidered with numerous silver eyes.
- The **pool** contains water which has the effect of *clairvoyance*, usable once per expedition. Characters using the power feel their vision expand in all directions, **1:6** of head turning into giant eyeball (-4 to vision-based saves but never surprised and **1:6** of noting secret doors). If the **giant eye** in the pool is damaged (Hp 2), the pool

showers acidic blood on all within room (3d4 Hp, save ½) and drains away.

Eyes (24): HD ½; AC 4 [15]; Atk –; Spec save or eye appears on body permanently, 1d4 Hp; ML 6; AL C.

Hp	2	2	2	2	2
	2	2	2	2	2
	2	2	2	2	2
	2	2	2	2	2
	2	2	2	2	2

Q3. Room of the Blind. (30'x20') Faint ringing sound; **mosaics** on floor show a complex maze pattern around a crumbling **altar**. Rows of **reliefs** along wall depict twelve bearded old men with empty eye sockets.

- The **mosaics** seem to trap the gaze of those who try to figure them out as *hold person*. Those who save will find that the maze leads to the **secret door** in the east wall. **1:6** per held characters of visit by a **reaper** within 1 turn, who will first pluck out the characters' eyes, then do his sinister work.
- The **altar** is carved with 24 closed eyes, and an inscription on the surface reads "*The Room of the Blind*".
- Placing coins or gemstones within all 24 eye sockets of the **reliefs**, the faces speak at once: "*He who has robbed us of our vision has had no eye for our greatest gift!*" With that, a *gem of seeing* is revealed upon the altar as the eyes thereon open.

Reaper: HD 4; AC 5 [14]; Atk scythe 1d6 + paralysis; Spec paralysis, immune to cold; ML 11; AL N.
Hp 16

Q4. Kitchen. (20'x30') Piping hot fireplace, **three witches** (**Grumpula**, **Grumetta**, **Grumilia**) brewing soup in giant cauldron. **Giant toad** reclining in rocking chair watches intently.

- The **witches** allow anyone to sample their brew, which has *polymorphic* qualities (transform into frog). They claim to be fermenting special morsels in the **Cistern** (**Q1**).
- If slain, the **giant toad** turns into a handsome prince (crown worth 2250 gp!).

Witches (3): Magic-User 4; AC 9 [10]; Atk staff 1d6; Spec +2 save vs. spells, *bestow curse* 1/day; ML 8; AL C; #1 *potion of invulnerability*, forked metal wand (+2 *backscratcher*); #2 *potion of flying*, toad's grease (poison), bone comb; #3 *potion of healing*, eye of newt, wool of bat, tongue of dog.
Spells: 3/2, #1: light, magic missile, protection from good, ESP, web; #2: charm person, hold portal, read magic, invisibility, knock; #3: charm

person, read magic, sleep, phantasmal force, wizard lock.

Hp 8 12 11

Giant Toad: HD 4; AC 7 [12]; Atk bite 1d8; Spec swallow, poisonous skin; ML 7; AL C.

Hp 13

Q5. Slaughterhouse. (30'x20') Massive bearded axe is placed next to a stump. Bloodstains everywhere.

- **1:6** of **Claudette Malévol the Innocent** (**#27**), searching for something she has lost nearby with severed, bloody head in hand.

Q6. Ball Room. (15'x15') Weird sense of attraction towards 2' diameter animated **spiked ball** swinging around on thick iron chain; remains and **junk** litter floor.

- Anyone wearing **metal armour** stepping into the room must save or be drawn towards the ball for a free attack; open doors check to hold onto weapons – if lost, save vs. crushing blow or they are snapped and gone. **1:3** of being violently ejected from room.
- The **junk** consists of smashed wooden furniture and crushed bone on the perimeter, as well as broken weapons and scraps of dented armour in the middle. Underneath the junk, a **giant magnet** is responsible for the ball's movement. A *ring of protection* +2 has been lost in a crack (golden, non-magnetic) – see **Q5**.

Spiked Ball: HD 4+4; AC 3 [16]; Atk 3*spiked ball 2d6; Spec free attack if it kills target; ML 12; AL C.
Hp 24

Q7. Arena of Rats. (60'x60') Skulls, piles of mouldering bones and rotting scraps of clothes litter the sand-strewn floor; rank. Web-covered remains repose in several **wall niches**. Growing sound of squeaks and skittering.

- If someone makes a loud noise, the **rats** will be arriving within 1d3-1 turns, emerging from cracks in the wall (there is also **1:6** they will come no matter what). There will be **3 rat swarms** at first, with one more joining the fray every 1d3 rounds.
- The **wall niches** are filled with gnawed bones of variable antiquity. Each niche has **1:3** to have one of these minor items (1d20), each found only once:
 - 1 2d6*50 gp
 - 2 fancy shoe
 - 3 dead rat (has choked on 450 gp gem)
 - 4 golden belt buckle, 100 gp
 - 5 bottle of *amontillado*

- 6 chewed-up tricorne hat, half-eaten wig
- 7 love letter
- 8 skull with glass eye still in socket
- 9 set of lockpicks
- 10 2d6*100 gp
- 11 scraps of silk stocking, ivory fan
- 12 case of makeup
- 13 shredded spellbook still has *fireball*
- 14 ivory & ebony cameo of a lady (1000 gp)
- 15 chess piece (white pawn)
- 16 set of dentures with pointy incisors
- 17 golden tiara (1750 gp)
- 18 wolf paw
- 19 snuff box (250 gp)
- 20 cracked hand mirror

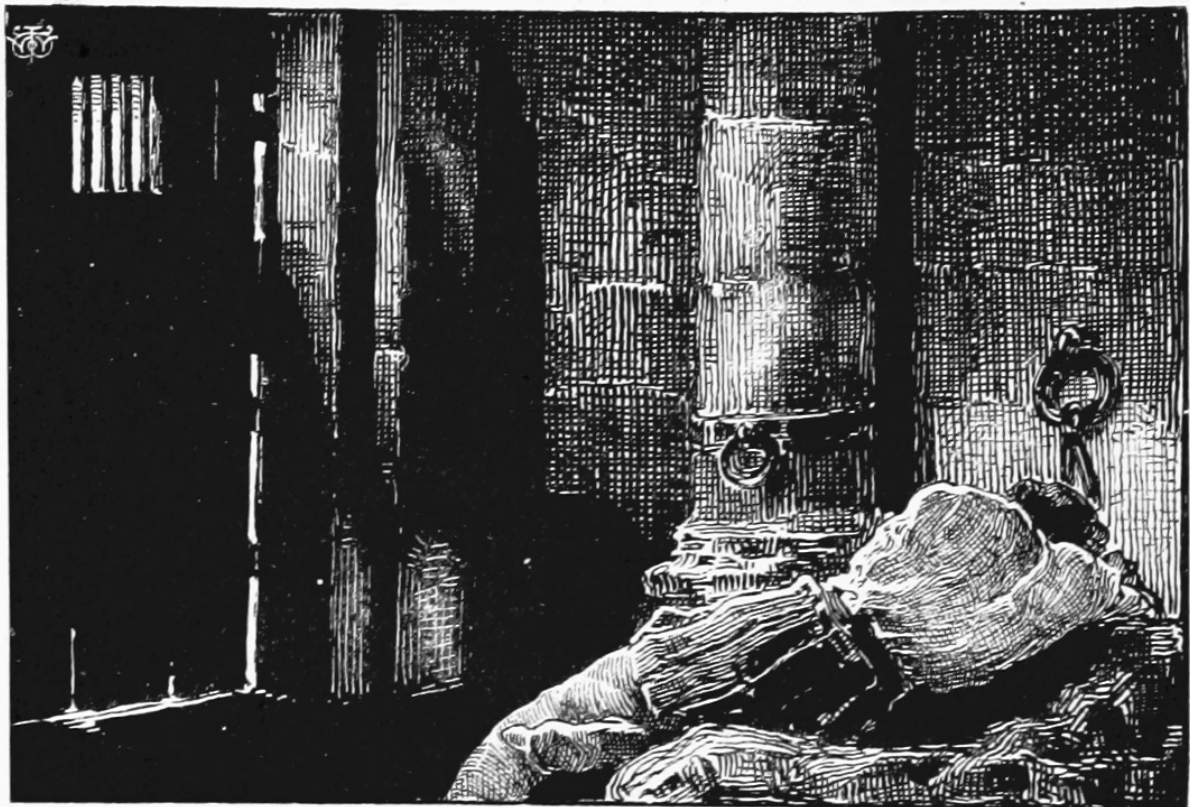
Rat Swarms (6): HD 4; AC 6 [13]; Atk swarm 3d4; ML 6; AL N.

Hp	18	27	19	23	22
	15				

Q8. Cells. (50'x10' corridor) Dark and hopeless holes for the real losers, tended by **Mortagu Malévol the Axe (#37)**, 1:6 present, and **Samuel (#29)**, who brings food every so often (if he is dead, so are the inhabitants).

→ The **captives** are as follows:

- **Jaubert the Jailbird**, it is his fourth time trying to break into Xyntillan, and his fourth time getting caught. Working on spoon lockpick.
 - **Gervaise the Gaunt**, tried to unionise household staff.
 - **Melvin the Mumbler**, snitch, will try to betray company for a reward. Chews on dead rat.
 - **1:6** of random, irate family member.
- A **secret door** in an unoccupied cell leads to a second set of cells, occupied by a more illustrious crew – guarded by solid iron doors instead of bars. Plaques identify the current occupants.
- “**Sir Isembard Hollowheart**; *Ever a knave, foul blackguard.*” Sir Isembard is clad in night-black armour, and he is utterly chaotic.
 - “**Lady Elsinore Dragonsbane**; *She broke his heart, she was so vain.*” An ensorcelling sight, but cold as the grave. She had once jilted **The Beast (#60)**, and he has punished her with eternal imprisonment... but she still knows a magic word that will bypass the mirror trap at **L6** and open the doors to his quarters.



- **"Chuckles.** *He chuckles, and chuckles, and chuckles...*" Good old Chuckles! He was someone's fool; now he is no-one's fool. And he is still not funny (unless by taste or smell).
- **"Lady Clotilde the Craven;** *All the warning you need graven.*" She is an expert archer, standing behind two lines of living statues. She also has a *potion of ethereality* to slip away if things go bad.
- **"Sir Wimpold the Wimp;** *A poltroon, and limp.*" The lock has been sprung and only a tell-tale stain remains of Sir Wimpold. Or does it? He attacks as a **black pudding!**

Sir Isembard Hollowheart: Fighter 6; AC -1 (*plate +1, shield +2*) [20]; Atk sword +1 "*Mourner*" 1d8+1; Spec distribute attacks among 6 HD of opponents; ML 11; black cloak, black gloves, and so on. *Mourner* is Chaotic (EGO 20), and can detect good and detect magic.

Hp 32

Lady Elsinore Dragonsbane, Ghost: HD 7; AC 2 [17]; Atk embrace 3d6 + paralysis; Spec save to avoid standing in rapture; ML 8; AL C.

Hp 30

Chuckles, Mummy: HD 5+1; AC 3 [16]; Atk touch 1d12 + rot; Spec surprise 3:6, backstab, terror, mummy rot, +1 or better to hit, vulnerable to fire; ML 12; AL C; *cockscorn hat (rope trick 2/day)*, custard pie (with 1d6+2 **rot grubs**), squirting flower with acid (3d6 Hp, save ½).

Hp 23

Lady Clotilde the Craven: Fighter 6; AC 2 (*plate, shield +1*) [17]; Atk 4**bow* +2 1d6+2; Spec hasted, distribute attacks among 6 HD of opponents; ML 9; AL C; 3**arrow of cleric slaying, potion of ethereality, ring of poison resistance, boots of elvenkind.*

Hp 29

Living Statues (6): HD 4; AC 3 [16]; Atk fist 1d8; Spec immune to mind-affecting; ML 12; AL N.

Hp 25 22 23 22 23
18

Sir Wimpold the Wimp, Black Pudding: HD 10; AC 6 [13]; Atk pudding 3d8; Spec eats weapons and armour, divides, immune to cold; ML 5; AL N.

Hp 48

Q9. Lapidary. (50'x50') Gargoyles and devils amidst the broken **figures** of the *danse macabre*. Three of the figures bear scythes, and animate on short notice as **stone reapers**.

- ➔ One of the **figures**, a rich burgher writhing in hellfire, wears a jewelled necklace, 1400

gp (*necklace of missiles*). A student holds up a stone book, but one of the pages sticking out is paper (*scroll of 2 spells: protection vs. normal missiles, wall of iron*). A lamplighter carries a real lantern, unlit but filled with oil.

Stone Reaper (3): HD 4; AC 2 [17]; Atk scythe 1d6 + paralysis; Spec paralysis, immune to cold, +1 or better to hit; ML 11; AL N.

Hp 23 23 25

Q10. Rat Room. (20'x20') **25 giant rats** are dancing to the tunes of a pipe held by a **disembodied hand** (AC 6 [13]; Hp 2), and attacking if the music is disrupted. Chewed training dummy in NW corner.

- ➔ Those who **join the dance** must save or turn into rats; successful roll adds +1 Dex, giant whiskers, unnatural fondness for cheese.

Giant Rats (25): HD ½; AC 7 [12]; Atk bite 1d3; Spec disease; ML 6; AL N.

Hp	2	4	4	3	1
	2	4	3	3	3
	2	4	2	1	4
	2	2	2	1	4
	2	1	4	7	5

Q11. Rose Garden. (30'x30') Lush **red roses** bloom in the damp cellar, growing over the bas-reliefs of twelve gallants.

- ➔ **1:6** of **Morella Malévol the Mournful (#56)** digging up the ground, looking for lost soul (she will never find it).
- ➔ Pinning a **rose** to one's bosom doubles next damage against character. No matter what is done to them, the roses in the room will regrow within one day.

Q12. Stone Gallery. (10'x60') Sleeping warriors on stone **slabs** (formerly sarcophagus lids); the din of battle among two great hosts still ringing somewhere in the distance.

- ➔ One of the **slabs** has a slightly different design, depicting a common knave removing the heart of a dead hero. This slab is balanced precariously, a push sends it crashing down (save or 2d6 Hp).

Q13. Tapestry Hall. (20'x50') Sounds of merrymaking from behind eastern door. Dazzling array of elegant **tapestries** hang on the walls. After one turn, **15 undead lords** step out of the tapestries to attack. Once slain, they are returned to their original position.

- ➔ The **tapestries** remain a danger unless cut. They bleed, but one of them is a **cloak**



Undead Lords (15): HD 1; AC 7 [12]; Atk sword 1d6; ML 8; AL C; elegant but rotting clothing, 1d6*5 gp each.

Hp	3	1	3	4	2
	1	4	2	7	2
	6	4	5	4	2

Cloaker: HD 6; AC 4 [15]; Atk tail 1d8, bite 1d6 and enfurl; Spec +4 to hit enfurled opponents, save to escape from enfurlment, moaning causes fear (save or flee/stay immobile 1d6 rounds), *darkness* 15'r at will, *mirror images* (1d4) 1/day; ML 10; AL C.
Hp 34

Q14. Court. (30'x30') 11 undead lords and 9 undead ladies are betting on head-butting match of 7 dwarf skeletons.

- **Betting pool** is 2500 sp, 500 gp, 6 brass buttons, 2 glass eyes (500 gp gems) and *curse scroll* (monsters will preferentially target character).

Undead Lords (11): 2d6*10 gp each.

Hp	4	6	2	5	5
	6	1	6	7	1
	8				

Undead Ladies (9): HD 1; AC 7 [12]; Atk claws 1d6; ML 6; AL C; fans, lacy things, wigs, 2d6*10 gp each.

Hp	5	6	7	7	4
	8	6	1	8	

Dwarf Skeletons (7): HD ½; AC 8 [11]; Atk headbutt 1d6; ML 11; AL N.

Hp	3	1	1	1	3
	2	1			

Q15. Throne Room. (30'x30') Dusty funeral shrouds hanging from domed ceiling obscure a **throne** carved with bones and decomposing

body parts. The throne is occupied by a **reaper** wearing red robes and a splendid gold **crown**.

- The **throne** is inscribed with the letters "TEMPUS FUGIT". Anyone sitting on it must save or decompose into carrion.
- The **crown** is cursed, and anyone seizing it must save or don it and age 1d1000 years. Survivors gain one experience level!

Reaper: HD 4 MAX; AC 5 [14]; Atk scythe 1d6 + paralysis; Spec paralysis, immune to cold; ML 11; AL N; 10,000 gp crown.
Hp 32

Q16. Pendulum Room. (25'x25') Crumbling masonry walls daubed in hideous pictures of devils and undead. A **loaf** and a **pitcher** of water stand on the edge of a circular 60' **pit** carrying the peculiar smell of decayed fungus. On the ceiling above, the carved figure of Time holds a **hourglass** in one hand, and a **pendulum** in the other.

- The **loaf** is pungently seasoned, while the water in the **pitcher** is drugged with sleeping poison (save or sleep 1d6 hours with no awakening possible).
- The **pit's** cavities are the dwelling place for 2 **rat swarms**, who will issue forth to kill and gnaw away ropes if the depths are investigated. 60' down, the pit widens to a circumference of 60'. Down below is a **8-headed hydra**. Among the bones of its victims are 1000 cp, 3000 sp and several broken weapons.
- The **pendulum's** edge is as keen as that of a razor. It will slowly sink downwards and after the first turn of descent, slice for 3d6 Hp per round unless saves are made.

If the pendulum's progress is halted, the room begins to heat up, 1d6 Hp/r after second round.

- The **hourglass**, 20' up, contains a myriad tiny gemstones to a total value of 2400 gp.

Rat Swarms (2): HD 4; AC 6 [13]; Atk swarm 3d4; ML 6; N.

Hp 17 16

8-Headed Hydra: HD 8; AC 5 (arms 7) [14/12]; Atk 8*bite 1d6; SV 8; ML 10; AL C.

Hp 37 // 8 4 2
4 5 6 1 7

Q17. Pendulum Room. (25'x25') Octagonal dais is strewn with fine sand. A suspended **pendulum** traces fantastic **patterns**.

- The **patterns** are magical, and someone watching them must save or fall into a deep reverie from which there is no awakening until physically removed from the room.
- Halting the **pendulum** requires a save or the character attempting it dies on the spot. Hanging someone from the pendulum grants +2 Wisdom and 50% XP to next level (once raised from the dead). Examining the point of suspension, engraved letters spelling out "T.R.E.S." can be observed.

Q18. Frog Storage. Sagging shelves hold 666 frogs meticulously packed in glass jars. These specimens exhibit curious deformities. Most are preserved in a saline solution, but three are stored in **magical potions**. These frogs grow giant-sized if their jars are opened.

- *Potion of healing:* attacks as **regenerating frog**.
- *Potion of speed:* attacks as **lightning-quick frog**.
- *Potion of treasure finding:* attacks as regular **giant frog**, contains swallowed treasure among prodigious amounts of frog gunk, 200 gp.

Regenerating Frog: HD 2; AC 8 [11]; Atk bite 1d8 and swallow; Spec swallow, +2 hop attack, regeneration 6 Hp/r (revives from dead); ML 6; AL N.

Hp 16

Lightning-quick Frog: HD 2; AC 4 [15]; Atk 6*bite 1d8 and swallow; Spec swallow, +2 hop attack, attacks first; ML 6; AL N.

Hp 11

Giant Frog: HD 2; AC 8 [11]; Atk bite 1d8 and swallow; Spec +2 hop attack; ML 6; AL N.

Hp 16.





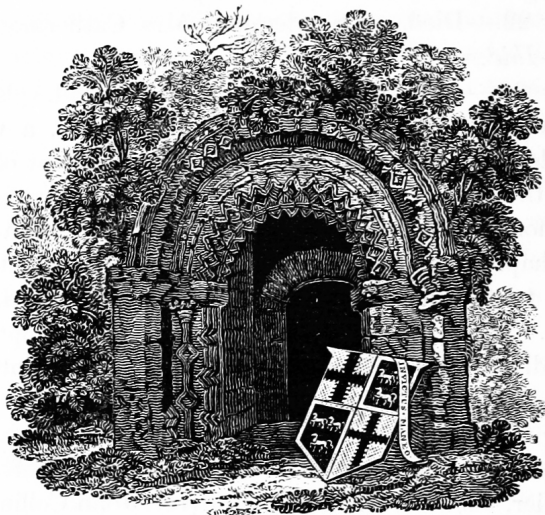
R: The indoornesse

General guidelines

The Indoornesse is an arboreal realm, a forest contained within Xyntillan, yet much more vast than the castle interior. It is ruled by **Runcius Malévol, the Dark Man of the Woods** and his cabal of dark druids; other family members shun the place, *if* they know of its existence. The exception of **Hubert Malévol the Huntsman (#16)**, who hunts here with his dog pack.

- The woods of the Indoornesse are shrouded in perpetual autumn: yellowed, fallen leaves cover the ground, and milky mists obscure vision. Its glades, however, are verdant and green, late springtime with clouds on the blue sky, and sharp and prominent shadows on the ground. Time stands still in both domains; midday or so, but no Sun is visible in the sky. Exhaustion due to the passage of time does apply.
- The Indoornesse has no firm **boundaries**; it wraps around in all directions, and passing through one “edge” of the map, the company will find themselves right on the other side.
- The **river** flowing through the woodlands has neither source nor end; like a Moebius strip, it goes round and round, and at one point, it crosses itself. It is inhabited by trouts, but also schools of **river piranha**. Fording is possible, but roll an encounter check. On a positive, the first 1d3 ranks of the company take 1d6 Hp each. Companions and animals roll morale or become paralysed with fear. It is well known that “piranha can skeletonise a cow in 2 minutes”; the average flunky goes down in one round.

- **Recovery** in the woodlands is limited to 1 Hp and one spell per rest period.
 - **Bridges** have **1:6** of a **troll**, who demands a generous booty for passage.
 - For **random encounters**, check on a **1:6** per stretch of path travelled (usually 3 turns), or three times while resting, but substitute the results below. If the characters stray off path into the deep woods, treble the frequency of encounter checks.
1. **Owlbears (1d4+1)**: HD 5; AC 5 [14]; Atk paws 1d6; Spec hug 2d6; ML 8; AL N. *They make sad hooting noises while attacking.*
 2. **Death Squirrels (2d10)**: HD ½; AC 8 [11]; Atk bite 1d3+ (reroll and add on max); ML 7; AL N.
 3. **Cave Mantis (1d6)**: HD 2; AC 4 [15]; Atk claws 1d6; Spec claws decapitate on 19-20; ML 9; AL N.
 4. **Beetle, Giant Stag (1d2)**: HD 6; AC 3 [16]; Atk mandibles 2d6; ML 8; AL N. *If two are encountered, they will be “jousting” until disturbed.*
 5. **Beetles, Oil (1d8)**: HD 2; AC 4 [15]; Atk bite 1d6; Spec flaming oil 1d6; ML 7; AL N.
 6. **Shrew, Giant (1d4)**: HD 1; AC 4 [15]; Atk 2*bite 1d6; Spec always act first; ML 10; AL N.
 7. **Doppelbär (1d4+1)**: HD 5; AC 5 [14]; Atk paws 1d6; Spec hug 2d6, mimicry; ML 9; AL N. *These bear-like carnivores assume the facial features of their foes to confuse them (1:3 to lose first hit).*
 8. **Hubert Malévol the Huntsman & Fantastic Dog Pack (#16)**.



In the woods

R1. Hills. Small cluster of steep hills with emerald-green grass. Grazing flock on the slopes are **23 death sheep**, and **6 wolves-in-sheeps-clothing**.

- The **shepherd** (Hp 1), slumbering in the shadow of a large rock while counting sheep in his dreams, is oblivious to his flock's irregularity, since they feign to be normal when he is awoken. He knows nothing beyond his hills, and he is mortally afraid of Runcius Malévol.

Death Sheep (23): HD 1; AC 9 [10]; Atk bite 1d6; Spec surprise 3:6; ML 9; AL C.

Hp	8	4	7	3	4
	3	5	8	1	8
	8	2	7	5	8
	2	2	6	5	6
	2	6	2		

Wolves-in-Sheeps-Clothing (6): HD 2+2; AC 7 [12]; Atk bite 1d6; Spec surprise 3:6; ML 7; AL N.

Hp	16	16	14	12	14
	9				

R2. Mushroom Patch. Tall, man-sized **mushrooms** in all colours of the rainbow. **Rainbow caterpillar** sitting on toadstool smokes a pipe while reading his spellbook.

- The **Rainbow Caterpillar**, who always seems to second-guess those who approach him with his magic medallion, desires a polymorphic item. Should his wish be fulfilled, he turns into a beautiful butterfly, crying tears of joy (2d20 base 100 gp rainbow gems), and bestowing his spellbook and medallion on the company.

→ Sampling the **mushrooms** brings the following effects (permanent unless noted):

- red: red polka dots all over skin and clothing;
- orange: +1 Hp;
- yellow: save or perpetually envious of others' items;
- green: save or die;
- blue: turn blue and rubbery, natural AC 7 but can't wear armour;
- indigo: develop fondness for poetry and always speak in purple prose;
- violet: scintillating energy halo adds +1 to saves;
- more than three: save or nauseated for expedition (-2 to rolls);
- all of them: save or lost on rainbow plane, **1:3** to return next expedition with *rainbow robe* +2 (can shoot ray 1/expedition with identical effect).

Rainbow Caterpillar: HD 6; AC 9 [10]; Atk shoot spines 2d4 + poison; Spec deadly poison, spells; ML 8; AL N; *medallion of ESP*.

Spells: 4/2/2; 1: charm person, magic missile, shield, sleep; 2: invisibility, web; 3: hold person, suggestion.

Hp 35

R3. Webs. Thick webs inhabited by **10 giant spiders** are silver threads worth 10,000 sp, spider eggs are 100 base 50 gp pearls (all will be destroyed by fire).

Giant Spiders (10): HD 2+2; AC 6 [13]; Atk bite 1d6 + poison (+1 save or die); ML 8; AL C.

Hp	10	12	10	16	9
	7	13	18	13	13

R4. Chapel. The crooked steeple of this rustic, mossy chapel looks ready to fall. Inhabiting the structure are **12 anti-monks** and an **anti-cleric**, who always say the opposite of what they mean. They are treacherous, and therefore appear completely sincere. Beneath the altar stone are 400 gp, *mace* +2, and a *scroll vs. undead*.

Anti-monks (12): HD 1; AC 9 [10]; Atk mace 1d6; ML 9; AL C.

Hp	1	6	2	2	8
	6	5	3	6	7
	7	2			

Anti-Cleric: Cleric 2; AC 4 (chain, shield) [15]; Atk mace 1d6; ML 9; AL C; unholy symbol.

Spell: 1; protection from good.

Hp 8



R5. Oak Tree. A pitiful **worm** is stuck in a great oak tree, wailing piteously.

- ➔ The **worm** pleads to be plucked from its predicament. If rescued, it turns into an enormous **purple worm**, which tunnels into the earth and will be gone. It shall resurface in Tours-en-Savoy, bringing with it a handful of rare underworld roots which heal all ailments, petrification, and even raise the dead.

Purple Worm: HD 15; AC 6 [13]; Atk bite 2d12 or sting 1d8 + poison; Spec swallow whole if hit 4 higher than required; ML 11; AL N.
Hp 68

R6. Gazebo. This is an unassuming **gazebo** surrounded by wildflowers and overgrown with ivy.

- ➔ The **gazebo** reflects all spells with a 100% probability. It will fly up with all who rest at least 3 turns within to a splendid cloud garden populated by 2d12 cloud sheep (wool 300 gp each). Resting here restores 3d6 Hp. On subsequent visits, save or remain behind in this Arcadian paradise.

R7. Lily Pond. Colourful water lilies and ripples on peaceful surface, **duck** hunts for grubs.

- ➔ If bothered, ducks turn into **man-eating platypus**. The battle begins once more.

- ➔ If particularly heroic N character is present in company, a hand rises from the waters to present *Rabbit Sword* +3 (Neutral, Int 8, EGO 11, detect secret doors, salads and other plants, but character is afflicted with cowardice, gaining perpetual ML rating of 5).

Man-eating Platypus: HD 4; AC 8 [11]; Atk poison spurs 1d4 + poison (save or die); Spec quacking is *confusion* 1/day; ML 8; AL C.
Hp 30

R8. Old Mill. Rustic old mill. The **mill**er (Hp 5) is a friendly if dull fellow, inviting visitors to check out all the dangerous-looking machinery, and telling wild tales of giant mice.

R9. Pavilion. No door leads to this slender pavilion, but the glass roof breaks easily. The interior is strewn with silver and gold **treasures**, watched by a marble statue depicting a naked **archer**.

- ➔ The **archer** animates when someone descends to the pavilion floor or it is attacked, and focuses its missiles on one opponent at a time. Slain opponents turn to lifeless marble. Its quiver holds 10 *magic arrows*, magically replenished while firing.
- ➔ The **treasures**, 4000 sp and 4000 gp in value, with a 4000 gp golden bowl and three 1000 gp golden candelabra, look

genuine, but turn into rust once transported to town.

Archer: Fighter 6; AC 2 [17]; Atk 4*bow 1d6+1; Spec +1 or better to hit, immune to mind-affecting; ML 12; AL N.

Hp 34

R10. Hermitage. Mossy **cave** is inhabited by hirsute and unkempt hermit, a **satyr** in robes.

→ The **satyr** is a jolly although lecherous fellow, an enemy of the anti-monks at **R4**. He does not lie, but feigns ignorance unless the company gets him drunk – in which case he starts ranting and raving about the stone circle in the woods beyond the lake.

→ The **cave** is deeper than it looks, and a back passage leads to the Understores (**M1**).

Satyr: HD 5; AC 5 [14]; Atk club 1d6 or horns 1d6; Spec *charm*, *sleep* or *cause fear* with pipes, never surprised; ML 6; AL N.

Hp 31

R11. Waterfall. Perpetual mist and spray around 60' waterfall, path crosses behind water curtain.

R12. Rock Garden. 31 petrified, mossy garden gnomes scattered in the woods which *always* face company. They are harmless, but **poison ivy** in undergrowth causes a rash (-1 to all rolls for a month, requires *cure disease*).

R13. Hermitage. Mossy cave is inhabited by friendly **hermit** with jovial temperament.

→ The **hermit** is defrocked cleric **Father Chlodowig**, formerly of Tours-en-Savoy but now aligned with the forces of chaos. He will pretend to be humble, but does everything in power to offer dangerous guidance.

→ The **cave** is very deep, and a meandering passage leads to the Theatre at **N9**.

Father Chlodowig: Cleric 5; AC 9 [10]; Atk club 1d6; ML 8; AL C.

Spells: 2/2/1/1; 1: detect magic, light; 2: hold person, silence 15'; 3: prayer; 4: poison.

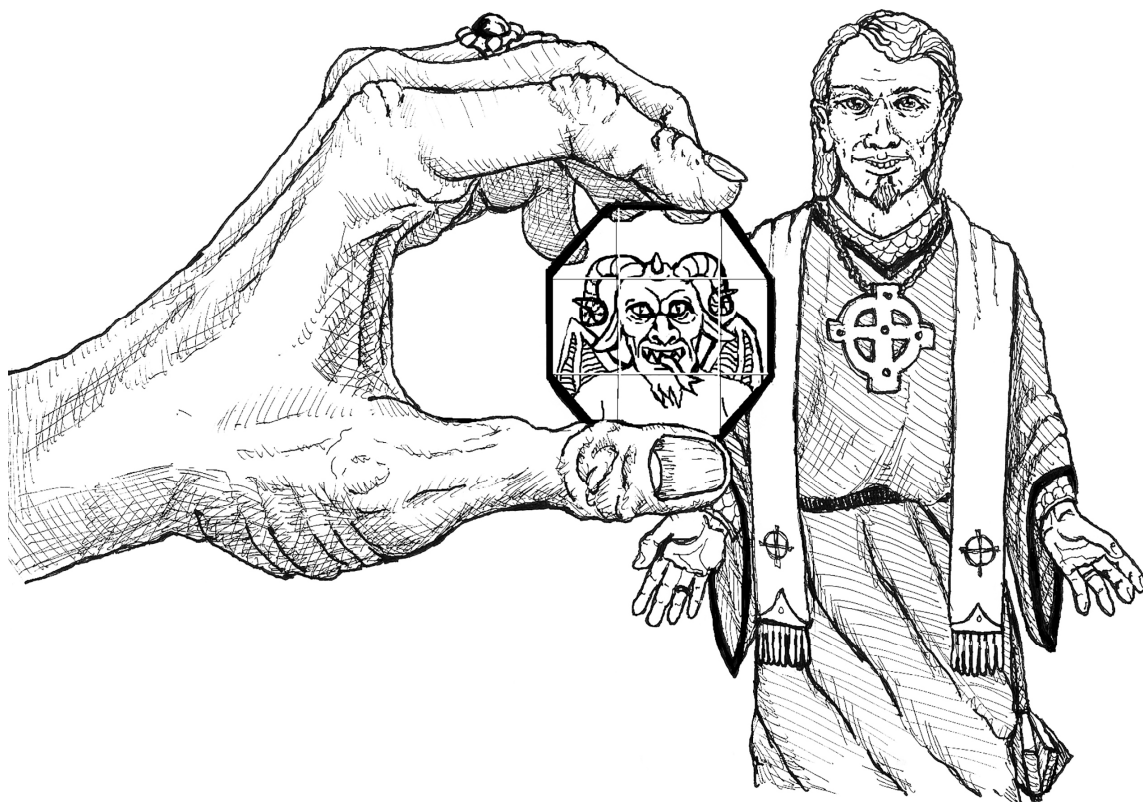
Hp 20

R14. Old Well. Once a wishing well, this old thing has had enough and lets it be known that it only wishes to be left alone (and the company *will* obey).

R15. Folly. Artificial ruin. The **ghost of incomplete works** haunts the place, wailing mournfully about all the things that could have been added to Xyntillan (second dungeon level, wilderness section, heraldry stretch goal, etc.), but weren't. Such are the consequences of idleness!

R16. Spring. The moss-covered marble **statue** of a crying maiden, surrounded by fragrant wild roses, feeds the spring here with tears and a jug. Dead songbirds lie in the grass.

→ The **statue's** tears are cyanide (save or die, save at -2 if drinking directly from face), while the jug is an *everflowing jug*.



R17. Stone Troll. The great hunchbacked **stone troll** is caught in the act of picking its nose. The stuff therein is **green slime**.

- If a way is found to turn the **troll** back to life, the green slime will likewise turn into a 10,000 gp emerald.

Troll: HD 6+3; AC 4 [15]; Atk 2*claws 1d4 and bite 1d8; Spec regeneration 3/r; ML 9; AL C.
Hp 27

R18. Park. A well-tended, perfectly symmetrical park of gravel-covered paths, low hedges, benches and white marble statues. It is always midday, but the geometric hedges cast elongated, precise shadows. Here and there stand motionless, elegantly dressed **guests**, alone or in conversation. The park stretches to the horizon, where rises the mass of **Castle Xyntillan**, or perhaps its perfect simulacrum.

- A spatial distortion is in effect: the further someone walks towards the castle, the slower he or she becomes despite all physical or magical effort. Teleportation will halve the distance, but another one will only proceed one quarter, then 1/8, etc.
- The **guests** do not react to any stimulus, nor do they collapse or fall if killed. All men and women prove to be identical. The first takes 1 turn to reach and has 500 gp of jewellery, the second takes 1 hour and has 1000 gp, the third takes 6 hours more and has 2000 gp, and the fourth is practically impossible to reach.
- Should someone reach **Castle Xyntillan** despite the task's seeming impossibility, it will be revealed as a cheap fake, a poorly assembled theatrical set that's much smaller than the original. There is an aura of absolute dread surrounding the façade, and a save is required to step behind it. Those who do so never return, but they will appear on a portrait in one of Xyntillan's galleries.

R19. Gingerbread House. What looks like a mossy adobe brick structure at first proves to be made of mouldy gingerbread. Food poisoning possible (save or lose 1 Str).

R20. Lake. Silvery **lake** teeming with **goldfish**. Topiary animals on surrounding gravel path follow slowly and menacingly (harmless).

- **Goldfish** scales are coins, 10 gp per fish. 1:6 of catch per turn, but check random encounter every third turn while in area.
- The **lake** is deep, and someone peering into it sees the outlines of a submerged pavilion on the bottom. This structure is inhabited by **8 carnivorous mermaids**. They have 800 sp and a *ring* +2 in their underwater lair.

Carnivorous Mermaids (8): HD 2+2; AC 7 [12]; Atk bite 2d4; ML 7; AL C; scales are 50 gp each.

Hp	11	6	10	12	12
	5	14	18		

R21. Stone Circle. In the darkest and deepest woods, a small clearing hides a **stone circle** of ancient origins. It seems deserted at first, but its guardians will arrive within 1 turn. This is the forest lair of **Runcius Malévol**, who rules the Indoornesse with his cabal of anti-druids. This is the only place in Xyntillan where he can be slain permanently, and he will be here even if previously encountered and dispatched.

Runcius Malévol, the Dark Man of the Woods: Druid 6; AC 7 [12]; Atk poisoned dagger 1d4 + poison (save or die); ML 11; AL C; *Crown of the Lost*.

Spells: 3/2/2; 1: predict weather, detect snares & pits, faerie fire; 2: heat metal, warp wood; 3: cause disease, plant growth

Hp 18

Anti-druids (6): Druid 1; AC 7 [12]; Atk sword 1d6; ML 11; AL C.

Hp	3	4	7	5	5
	4				

Cultists (8): HD 1; AC 7; Atk 2*bow 1d6 or sword 1d6; ML 11; AL C.

Hp	5	4	5	2	4
	6	1	6		







The rogues' gallery

Family members

- **Family members marked with a cross (+) are undead.** Malévol family members cannot be destroyed or commanded by clerics, although they can be turned or kept at bay.
- **Location keys** next to names designate lair and location of family portrait / bust, respectively.

01 Gilbert Malévol the Fox (A1/L21): Snub nose, short stature; reduced to banditry, but maintains ties to lawyers and officials in Tours-en-Savoy.

Gilbert Malévol the Fox: Thief 3; AC 7 [12]; Atk sword 1d6 or 2*bow 1d6; Spec backstab, thievery; ML 9; AL C; gold pocketwatch 400 gp.
Hp 7

Bandits (3d8): HD 1; AC 6 [13]; Atk sword 1d6 or 2*bow 1d6; ML 9; AL N.

Hp	2	2	6	4	8
	8	5	1	6	4
	3	4	7	8	1
	1	2	6	4	7
	3	7	1	8	

02 +Tristano Malévol the Love-Lost (A2/L21): Four-armed skeleton in colourful courtier's outfit; rotting plumed hat, unsettling cackle. 1:2 curtsies before comely women and leaves party alone, but 1:6 wants to carry off "his damsel true".

+Tristano Malévol the Love-Lost: HD 4; AC 4 [15]; Atk 4*claws 1d6; ML 8; AL C; bejewelled snuff box 1300 gp, dried rose, perfume bottle.
Hp 21

03 +Adélaide Malévol the Splendid (C1/F1): Pale young dame sheathed in dazzling array of silks and brocades, followed by the overpowering smell of hyacinth and a procession of black cats who are just as happy to purr and allow to be petted as to shred someone into bits. Absent-minded and erratic, 1:2 of mood swing during encounter. 1d6: 1 – flirty, 2 – demure, 3 – morose, 4 – hysterical, 5 – treacherous, 6 – elusive.

+Adélaide Malévol the Splendid: HD 4; AC 6 [13]; Atk hairpin 1 + poison; Spec can turn into whirlwind for 3d6 Hp/r (save for ½); ML 9; AL C; handkerchiefs, ivory cameo 2500 gp, bag of poison dust (3 doses), hand mirror, hyacinth perfume, *potion of gaseous form*.
Hp 20

Cat Swarm (3): HD 4; AC 6 [13]; Atk swarm 3d4; ML 6; AL C.
Hp 18 7 18

04 +Merton Malévol the Encyclopedian (--/H15). Bookish fellow who has forgotten he is quite dead. Spectral form is in endless pursuit of Nicholas Flamel's *Philosophical Summary* (found in **H9**); exchanges it for *Wise Sayings and Aphorisms* (+1 Wisdom, Clerics +1 LVL). If attacked, **1:6** each round he forgets all about it and drifts away or asks, "Wait, just what were we discussing?"

+Merton Malévol the Encyclopedian: HD 6; AC 2 [17]; Atk touch 1d8 + drain; Spec energy drain, incorporeal; ML 8; AL N.
Hp 21

05 A Silent Wail. Only a sobbing presence that tries to claw its way back into the real world, begging and threatening if needed. Muttered pleading and curses include snippets such as (**1d6**)

1. "I did not kill any of them... technically."
2. "Those whores buried themselves, I swear!"
3. "Lies! All lies! Just because they are dead doesn't mean you can prove I did it!"
4. "I shall be vindicated! You can't prove anything!"
5. "How dare you accuse me? You are no better than I am!"
6. "I shall teach them... I shall teach them... Lies... Lies... It is all lies!"

06 Claude Malévol, Family Black Sheep (N3/L3). Identical twin of **Olivier Malévol the Oleaginous (#15)**. Complacent and wistful, Claude is a dreamy lad who has no taste for the exploits of his relatives. He is often found in Tours-en-Savoy, drowning himself in drink; but he is just as often drawn to his ancestral home by the morbid fascination that consumes him. Although a do-gooder, Claude is nevertheless a relative, and mostly humoured for his eccentric demeanour.

Claude Malévol, Family Black Sheep: Fighter 2; AC 2 (chainmail, *shield* +2) [17]; Atk axe +1 1d6+1; Spec distribute attacks among 2 HD of opponents; ML 4; AL L; signet ring (600 gp), pair of gloves, *potion of healing*.
Hp 9

07 Runcius Malévol, the Dark Man of the Woods (R21/J14). Hushed whispers speak of the cabal of dark druids who are guardians of the deep forests. These men inhabit the hidden realm of the Indoornesse,

accessible through Xyntillan's deeper passages. The leader of the druids, Runcius Malévol, is intense and alert, as he is the keeper of the legendary *Crown of the Lost* (12,000 gp). If he is slain anywhere but the stone circle in the Indoornesse (**R21**), he will merely disappear with all belongings, to return once more on subsequent expeditions (whosoever dons the crown shall awaken in Tours-en-Savoy, but a save must be made to avoid insanity and conversion to pagan druidism). Runcius Malévol is followed by a coterie of cloaked woodsmen.

Runcius Malévol, the Dark Man of the Woods: Druid 6; AC 7 [12]; Atk poisoned dagger 1d4 + poison (save or die); ML 11; AL C; *Crown of the Lost*.

Spells: 3/2/2; 1: predict weather, detect snares & pits, faerie fire; 2: heat metal, warp wood; 3: cause disease, plant growth
Hp 18

Anti-druids (6): Druid 1; AC 7 [12]; Atk sword 1d6; ML 11; AL C.
Hp 3 4 7 5 5
4

Cultists (8): HD 1; AC 7 [12]; Atk 2*bow 1d6 or sword 1d6; ML 11; AL C.
Hp 5 4 5 2 4
6 1 6

08 Gregor S. Malévol, Sentient Bug (--/L10). One day, Gregor Malévol woke to find himself transformed into a horrid insect. Much impressed by his powerful mandibles, hard carapace and six scuttling legs, Gregor has found this state of affairs rather fine. He walks upright with a shambling gait, pressing his great, wheezing bulk through smaller gaps, and peering through doors to spy on others. Gregor is content to follow a company just to observe their grotesque struggles, satisfying his perverse kicks.

Gregor S. Malévol: HD 6+3; AC 3 [16]; Atk mandibles 2d6+2; ML 8; AL N.
Hp 36

09 Girolamo Malévol the Dupe (C4/E3). Frustrated bureaucrat and crazed axe murderer (equal probability, **1:3** of violent mood swing), forever wandering Xyntillan to properly catalogue its architectural features. Can supply sealed writ of passage which has **1:6** of halting family members in their tracks if presented with sufficient conviction (1200 gp).

Girolamo Malévol the Dupe. Fighter 3; AC 9 [10]; Atk axe 1d8; Spec distribute attacks among 3 HD of opponents, hits again if he downs an opponent; ML 10; AL C; ink blotter.
Hp 15

10 +Beatrice Langlois-Malévol the Jilted. (C9/J14) Perpetually mourning her marriage to first cousin **Bartholomew Goncourt-Malévol the Philanderer (#50)**, her thoughts are on vengeance and little else. **1:6** of **1d6 undead ladies** if encountered randomly. Blackened and shrivelled, she still wears her wedding clothes and a diadem of fresh flowers. Beatrice can be pacified by either promising to right her hurt – which involves bringing her **Bartholomew's** head – or declaring everlasting love, the latter which she wants to consummate at once.

+Beatrice Langlois-Malévol the Jilted: HD 3; AC 7 [12]; Atk 2*claws 1d6 + paralysis; Spec always wins initiative, rises 1d3 turns after being put down and pursues with new-found determination; ML 7; AL C; pearl necklace 1250 gp, amber brooch 1100 gp (contains fossil lizard, *ESP* once per day).
Hp 13

Undead Ladies (1d6): HD 1; AC 7 [12]; Atk claws 1d6; ML 6; AL C; fans, lacy things, wigs, 1d6*5 gp each.
Hp 1 4 1 6 2
6

11 +Aristide Malévol the Patrician (H28, K19 or L16/C10 and E3). Wearing striking star-embroidered blue robes with red slippers and a pointy wizard's hat, Aristide's appearance is in contrast with his skeletal countenance and cold air of supernatural menace. The liche of Xyntillan is the nominal head of the family, but cosmic ennui has resulted in his withdrawal from daily affairs and a retreat into strange otherworlds.

Unless hostile, **1:3** demands company's departure, **1:3** casts *geas* on company, **1:3** does not even acknowledge their presence. If hostile, he is still **1:3** too bored to even properly destroy company – unless they manage to annoy him, in which case he will use every resource available to teach them a lesson that will live in infamy. Aristide's soul is preserved in *The False Grayl* (**P7**), and unless destroyed, he will rise again.

+Aristide Malévol the Patrician, Liche: HD 12; AC -4 [23]; Atk hand 1d10 + paralysis (no save); Special appearance causes no-save paralytic fear in 4 HD or below, paralytic touch, spells, immune to mind-affecting; ML 10; AL C; *cloak* +2, *ring* +2.

Spells: 4/4/4/4/1; 1: charm person, detect magic, magic missile, read magic; 2: ESP, locate object, phantasmal force, wizard lock; 3: clairvoyance, dispel magic, fireball, lightning bolt; 4: confusion, ice storm, polymorph other*2; 5: animate dead, cloudkill, contact other plane, teleport; 6: geas.
Hp 58

12 +Maximillian Malévol the Malign (-- /H15 and C10). His shadow drags heavy chains, slowing his movement.

+Maximillian Malévol the Malign: HD 2+2; AC 7 [12]; Atk touch 1d6 Str; Spec strength drain, slow; ML 6; AL C.
Hp 7

13 Médard Malévol the Mighty (I2/C14). Stern, bearded crusader, his ghostly form admonishing party if they don't depart at once for a holy quest. **1:3** attacks those who look like infidels. He knows of the resting place of *The Grayl of Good and Bad Destiny*, but will not confide in anyone but someone who has already quested successfully. If someone has undertaken such a thing, he will place the *Chanson* of the Grayl at **C14**.

+Médard Malévol the Mighty: Fighter 6+3; AC 1 (ghostly *plate* +2) [18]; Atk gaze 1d10; Spec distribute attacks among 6 HD of opponents, incorporeal, touch can heal 2d6 Hp; ML 11; AL L.
Hp 34

14 Mandrake Malévol the Mixer (D2 or H9/L10). Hunchback with mischievous grin, a purveyor of alchemical mixtures and poisons. Offers to sell big flask of acid in hand for 300 gp – otherwise throws it in character's face, cackling maniacally as he runs away.

+Mandrake Malévol the Mixer: HD 4; AC 7 [12]; Atk poisoned dagger 1d4 + poison; ML 4; AL C; flask of acid (3d6 Hp), vial of poison, *salamander amulet of detoxication* (immunity to deadly poisons – works three times before absorbing too much of the stuff; also, can't get drunk).
Hp 11

15 Olivier Malévol the Oleaginous (N3/D6). Identical twin of **Claude Malévol (#6)**. Handsome young man with apologetic half-smile, clad in a cherry livery and wearing a powdered wig. Although a bit awkward and absent-minded, he is all friendly and complaisant (especially to pretty ladies) until he melts into a grey ooze, seeking to engulf his victims (but especially pretty ladies), **1:3** probability.

Olivier Malévol the Oleaginous: HD 3+3; AC 7 [12]; Atk strike 2d6; Spec dissolve metal, immune to fire and cold; ML 6; AL C.
Hp 11

16 +Hubert Malévol the Huntsman (D9 or K1/L10). Facial features rotted into a black putrescence, leathery skin, green clothes and feathered cap. **1:2** surrounded by loyal **dog pack**, but **1:2** he will simply blow his horn, teleporting to **D9** or **K1**. His heart has been cut

out (marked with heart-shaped patch on vest) and replaced with a lump of stone.

+Hubert Malévol the Huntsman: Fighter 6; AC 5 [14]; Atk 2**bow* +1 1d6+1 or claws 1d6 and rot; Spec distribute attacks among 6 HD of opponents; rot kills in 1d12 days unless saved against; ML 10; AL C; bottle of schnapps, pocket knife, *teleportation horn*.
Hp 49

The Fantastic Dog Pack (12): HD 1; AC 7; Atk bite 1d6; Spec jump & pin opponents; ML 8; AL N.
Hp 5 2 5 8 2
5 1 4 3 2
3 5

17 Hortensia Malévol the Lovely (M13/H15). Nice if a bit old-fashioned clothes, innocent smile, bouquet of flowers. She is good-intentioned, if a bit naïve and lost. No family member or monster within Xyntillan will consciously harm her, and should harm befall her indirectly, they will recoil from what they have wrought (save or die from heartbreak).

Hortensia Malévol the Lovely: HD 1; AC 9 [10]; ML 4; AL N; ruby rose locket (5000 gp).
Hp 6

18 +James, family butler (James Honoré Malévol, E2/J14). This ghostly gentleman is one of the last in our uncouth days to know their place and manners. He is knowledgeable but discreet, gladly telling anyone the direction to go for a pleasant nap, find some refreshments, or marvel at Xyntillan's many charming little corners – although nothing that would compromise, or cast bad light on his masters. Like all servants from the good old days, he is expert at rationalising the unrationalisable („*You said dusty? ...Certainly, I am afraid the maids must have forgotten that particular corridor. It will be corrected immediately.*”), dodging allegations („*By my word, that must be a ghastly mistake! I absolutely have to deny the gossip that Count Giscard is a vampire. No such thing, Sir, no such thing.*”), and frustrating any inquisitive questioner.

+James Honoré Malévol, family butler: HD 5; AC 2 [17]; Atk touch 3d4 + paralysis; Spec paralysing touch, keening wail causes *fear*, incorporeal, revives the next day if slain; ML 7; AL N.
Hp 22

19 Reynard Malévol the Relapse (--/H15). Grossly overweight monk, 1:2 of 2d8 acolytes. Jovial, but lecherous and foul-mouthed. 1:3 tries to sell company a letter of indulgence (1d3*400 gp) or 1:3 dirty pamphlets (1d3*50 gp).

Reynard Malévol the Relapse: Cleric 3; AC 9 [10]; Atk mace 1d6; ML 5; AL C; gold ring 80 gp, cross, wine flask.
Spells: 2; 1: cure light wounds, detect magic.
Hp 10

Acolytes (2d8): Cleric 1; AC 9 [10]; Atk mace 1d6; ML 6; AL C.
Hp 5 7 7 4 5
2 3 4 7 7
6 5 6 7 7
5

20 +Sébastien Malévol the Seaborne (--/J14). Bloated, decaying body smells of foul water and seaweed.

+Sébastien Malévol the Seaborne: HD 2; AC 8 [11]; Atk strike 1d8; ML 12; AL N.
Hp 6

21 +Eustace Malévol the Lacerated (--/H15). Ashen complexion; ghost bleeds from a hundred wounds. Regales guests with tales of his vicissitudes, 2:3 pursues relentlessly, and attacks if rebuked.

+Eustace Malévol the Lacerated: HD 4; AC 2 [17]; Atk touch opens wound 1d4/round; Spec wounds bleed until treated, reforms 1d3 turns after slain; ML 9; AL N.
Hp 17

22 +Giselle Malévol the Woeful (--/F1). Emaciated, feral expression of hunger despite noble clothes. Vampiric ghost is almost impossible to drive away once attached to company – returning to haunt them again and again.

+Giselle Malévol the Woeful: HD 5; AC 3 [16]; Atk bite 1d6 or touch ages 3d6 years; Spec bloodsucking 1d6/round, horrid appearance (save or -2 to rolls); ML 11; AL C.
Hp 26

23 +Jean-Luc Malévol the Dastardly (H18/L3). Scourge of the seven seas, his shade wears pirate regalia along with a wig, and may be recognized by his glowing coal-red eyes. His treasure lies buried in a cavern deep beneath Xyntillan (O4 and O7).

+Jean-Luc Malévol the Dastardly: HD 4; AC 3 [16]; Atk touch 1d6 + LVL; Spec level drain, incorporeal; ML 9; AL C.
Hp 21

24 Léopold Malévol the Factor (--/L21). Cunning expression, fine clothes with fur trimmings, pets black cat. 2:3 demands protection money “or else” (at least 500 gp – otherwise summons two random encounters).

Léopold Malévol the Factor: Fighter 3; AC 7 (furs) [12]; Atk dagger 1d4 + poison or sword 1d6; Spec distribute attacks among 3 HD of opponents; ML 8; AL N; sack of gold (700 gp), signet ring 1000 gp, pocket watch 6000 gp.
Hp 9

25 Patrice Desjardin-Malévol (--/L3). Haughty, grizzled veteran grasping a battleaxe in one hand and a sack of stolen gold in the other. Paranoid, **1:2** attacks from surprise with **2d8 berserkers**.

Patrice Desjardin-Malévol: Fighter 3; AC 4 (chain, shield) [15]; Atk battleaxe 1d8+1; Spec distribute attacks among 3 HD of opponents; ML 7; AL C; 110 gp stuffed into pockets, sack of 1d3*200 gp, chewing tobacco.
Hp 16

Berserkers (2d8): HD 1+1; AC 7; Atk axes 1d8; Spec +2 vs. normal men; ML 12; AL C.

Hp	9	4	9	2	4
	8	4	5	6	4
	2	8	7	7	3
	2				

26 Vincent Godefroy-Malévol (--/F1). Cunning lawyer in cherry dressing gown and wig, impeccably elegant and diplomatic. **1:3** of **2d6 bravos**. Counters threats with "you are going to need a good lawyer, soon", doesn't reveal confidential information in any case. Has several contacts in Tours-en-Savoy and beyond, where he is a renowned critic and belletrist.

Vincent Godefroy-Malévol: Thief 6; AC 8 [11]; Atk cane sword 1d6 + poison; Spec backstab, thievery; ML 9; AL N; cane sword in walking stick, snuff box with secret compartment (3*poison), 1d3 books, pocket watch 500 gp, 1d6*200 gp, letter of marque.
Hp 25

Bravos (2d6): HD 1; AC 7 [12]; Atk sword 1d6 or dagger 1d4; ML 6; AL N.

Hp	1	6	5	6	5
	2	4	3	6	5
	8	7			

27 +Claudette Malévol the Innocent (--/E15). Ghost of fair-haired white lady carries her severed head dripping with blood. Will not attack Neutrals. Remembers a secret close to pit under torture chamber. She is searching for a lost ring, now residing in **Q6**. If returned, she grants a *wish* before going on to her reward.

+Claudette Malévol the Innocent: HD 4; AC 3 [16]; Atk touch unconsciousness; Spec incorporeal, paralyzing gaze 3/day; ML 10; AL N.
Hp 14

28 +Guy Malévol the Jocular (--/M10). Gaunt form comes a-cackling,

increasing to hysterical howling as he gets close. Wears jester's outfit and domino masque, mouth crawling with maggots.

+Guy Malévol the Jocular: HD 2; AC 6 [13]; Atk 2*claws 1d3 and bite 1d4; Spec paralysis; ML 5; AL C; *wand of polymorph*.
Hp 9

29 Samuel (E11/--). Hunchbacked assistant to Count Giscard and Countess Maltricia. Old-fashioned, dusty old clothes, oversized wooden shoes, hairy arms and bulging, clever eyes. **1:6** on errand, and **1:6** he is carrying something important as he scurries through Xyntillan. He is a known face in Tours-en-Savoy, but considered a man involved in grotesque passions and devilry. **1:2** of falling for a pretty lass, but only in a platonic, old-fashioned, very creepy way.

Samuel: Thief 4; AC 7; Atk dagger 1d4 + poison; Spec backstab, thievery; ML 6; AL C; poison ring, keys (2:3 to fit any locked door in Castle, also has golden key to **L24**), flask of wine, dead rat, service bell, apple core, book of love poems.
Hp 13

30 +Count Giscard deVourey-Malévol (E15/L25). Pale complexion, soft-spoken, immaculately dressed, never drinks... wine. Doesn't lower himself to fight mere commoners if he can help it, summoning a **wolf pack** to do his bidding and watching in gaseous form. As a French vampire, Count Giscard is quite fond of garlic, and is drawn to instead of being repulsed by mirrors.

+Count Giscard deVourey-Malévol: HD 7; AC 2 [17]; Atk touch 1d10 + LVL; Spec regenerate 3/r, gaseous form, summon 3d6 wolves, hypnotism at -2 save, blood drain, climb walls, 1d6 Hp/round in sunlight; ML 11; AL C; billowing black cloak, golden brooch with heart-shaped ruby (6000 gp), diamond ring with tiny scampering spiders trapped within (4500 gp).
Hp 31

Wolves (3d6): HD 2+2; AC 7 [12]; Atk bite 1d6; ML 8; AL N.

Hp	13	14	11	9	4
	9	12	9	12	7
	13	6	14	7	14
	7	8	11		

31 +Countess Maltricia Malévol (E17/E15). Faded pink silks, white lace, sensuous beauty and perverted smile. **1:3** accompanied by some hapless gallant she has charmed for her pleasures; **1:3** surrounded by **1d10 undead lords** adoring her charms. As a French vampire, the Countess considers garlic an essential part of life's small pleasures, and is drawn to instead of being repulsed to mirrors.

+Countess Maltricia Malévol: HD 7; AC 2 [17]; Atk touch 1d10 + LVL; Spec regenerate 3/r, gaseous form, summon 1d3 vampire bat swarms, hypnotism at -2 save, blood drain, climb walls, 1d6 Hp/round in sunlight; ML 10; AL C; red velvet gown, emerald-studded bracelet (4500 gp), Malévol signet ring (600 gp), poisoned stiletto. Spells: 4/2/2; 1: charm person*2, magic missile, shield; 2: invisibility, mirror image; 3: fireball, lightning bolt
Hp 28

+Undead Lords (1d10): HD 1; AC 7 [12]; Atk sword 1d6; ML 8; AL C; elegant but rotting clothing, 1d6 gp each.
Hp 7 2 6 1 5
4 1 2 2 5

Vampire Bat Swarms (1d3): HD 4; AC 6 [13]; Atk bite 2d4; ML 5; AL C.
Hp 22 8 13 23

32 +Marcel Malévol the Malnourished (F1/E3). Plaster and lime dust coat the rotting bones of this wheezing monstrosity, dragging his fat bulk to rend and consume the living.

+Marcel Malévol the Malnourished: HD 2; AC 7 [12]; Atk 2*claws 1d6 and bite 1d6; Spec turned as spectre; ML 12; AL C.
Hp 115

33 +Gillz Malévol the Gothic (F4/E14). Corpse in dark purple clothes and black leggings, stalking through Xyntillan to sate her hunger for brains. **1:3** she is accompanied by **1d6 masked murderers** following discreetly.

+Gillz Malévol the Gothic: Thief 5; AC 5 [14]; Atk blade 1d6 or 2*throwing daggers 1d4 + poison; Spec backstab, +2 vs. traps and devices, thievery; ML 9; AL N; splintered jasper heart (850 gp).
Hp 17

+Masked Murderers (1d6): HD 2; AC 7 [12]; Atk sword 1d6; Spec surprise 2:6, backstab; ML 9; AL C.
Hp 6 4 7 10 14
2

34 +Hugo Malévol the Reaper (F10/F10) His ghost is a deep crimson, almost invisible as he glides through the darkness, but audible through the rattling of chains. **1:3** pronounces terrible omen, **1:3** demands tribute of blood sacrifice for passage; **1:3** stalks company until he can attack from ambush.

Hugo Malévol the Reaper: HD 6; AC 2 [17]; Atk touch 3d4; Spec inflicted wounds continue to bleed at 1d4/round until healed, 50% to reflect spells; ML 11; AL C.
Hp 20

35 +Priscilla Malévol the Undulating (--/F11). Shadow of noble lady in her early forties, sable hair streaming down her elegant neck, a pleasant, warm smile sitting on her lips.

+Priscilla Malévol the Undulating: HD 2+2; AC 7 [12]; Atk touch 1d6 Str; Spec strength drain, slow; ML 6; AL C.
Hp 8

36 +Philomène Malévol the Quick, Headless Vampire (F15/E3). Clad in unpleasant mouldy clothes, Philomène's appearance is made worse by the cheap perfumes she sprinkles herself with. Being headless, she is blind as a bat, and may easily be distracted or avoided. Obviously, she cannot drain, dominate or summon helpers, making her extremely frustrated – alas, the sole way to express this discomfort is the gurgling noises she emits. On the other hand, she can move with blinding speed if necessary, and is a frightful combatant.

+Philomène Malévol the Quick: HD 6; AC 2 [17]; Atk 4*claws 1d8; Spec lightning quick, regenerate 3/round, gaseous form, 1d6 Hp/round in sunlight; ML 8; AL C; silver locket with a single aquamarine gem (2900 gp), fan, ivory comb.
Hp 32

37 Mortagu Malévol the Axe (G3 or R1/E3). Beefy arms, hairy chest, executioner's hood and leather loincloth. A master musician on the rack, thumbscrew and iron maiden. Occasionally found in Tours-en-Savoy, where he is heads over heels in love with a gooseherd.

Mortagu Malévol the Axe: Fighter 2; AC 9 [10]; Atk battleaxe 1d8; Spec distribute attacks among 2 HD of opponents; ML 8; AL C; snakeskin pouch.
Hp 11

38 Rodento Ratsputin, Lord of all Rodentkind (H5/F1). Human-sized rat clothed in fine silks, boots and plumed hat, **1:2** with **1d10 bandits**. He is highly intelligent and somewhat ominous, threatening unruly characters with the wrath of his many minions unless they show him deference. Ratsputin is mostly bluffing, but his pouchful of *dust of disappearance* grants him a good escape route. If hard pressed, he can offer the party a (fake) gem ring for his life.

Rodento Ratsputin, Lord of all Rodentkind: Fighter 4; AC 7 [12]; Atk rapier 1d6 + poison or dagger 1d4 + poison; Spec distribute attacks among 4 HD of opponents; ML 7; AL C; *dust of disappearance* (13 doses), fake gem ring (apparent value 2000 gp), plumed hat, cape, poison.
Hp 26

Bandits (1d10): HD 1; AC 6 [13]; Atk sword 1d6 or 2*bow 1d6; ML 9; AL N.

Hp	2	2	4	6	7
	2	6	7	2	6

39 +Lydia Malévol the Luckless (H6/E15). Shambling through the corridors in her lavender dress and perpetually surrounded by moths, she drags a sack full of bones. **1:2** followed by **1d6 headless manservants** at respectful distance.

+Lydia Malévol the Luckless: HD 2; AC 6 [13]; Atk 2*claws 1d4 and bite 1d4; Spec paralysis; ML 6; C; serpentine bracelet, lorgnette, faded purse with 3d10 gp and old love letter addressed to self.

Hp 14

Headless Manservants (1d6): HD 2; AC 7 [12]; Atk hit 1d8 + strangle; Spec strangle 1d8/round; ML 10; AL N.

Hp	6	14	9	9	6
	7				

40 +Odile Malévol the Odious (H7/J14). Shrivelled visage, empty eye sockets crawling with spiders, and wild, unkempt hair, surrounded by moths. Vicious harridan even in death, berating the low-born scoundrels who would ever scandalise her by setting foot in her ancestral home – and dragging in the dirt to boot!

+Odile Malévol the Odious: HD 3; AC 5 [14]; Atk claws 2d4 + drain; Spec energy drain; ML 9; AL C; broken parasol, dried rouge, purse full of lint and dust.

Hp 15

41 Jérôme Malévol the Meticulous (--/H15). Distant relative, ragged drifter carries sack full of discarded, soiled clothing and tremendous rusty hacksaw. Toothy grin, cheeks reddened with makeup, **1:3** of 1d6 hacked-off hands.

Jérôme Malévol the Meticulous: Thief 4; AC 9 [10]; Atk hacksaw 1d6; Spec backstab, +2 vs. traps and devices, thievery; ML 5; AL C; bottle of cognac, silver mirror (50 gp), golden comb (180 gp), inaccurate musical pocket watch (350 gp), rouge.

Hp 12

42 +Guillemette Malévol the Enchanted (H14/E3). Barefoot and wearing only a flower wreath and a white nightcloth, her ghost drifts through Xyntillan, listening to the tune of music only she can hear. No reaction if encountered or attacked, but **5:6** of **1d6 glitterclouds** trailing behind and attacking anyone who would harm her.

+Guillemette Malévol the Enchanted: HD 3; AC 2 [17]; Atk –; Spec incorporeal, +1 or better to hit, immune to mind-affecting and caster must save or go insane; ML 12; AL N.

Hp 11

Glitterclouds (1d6): HD 3; AC 8 [11]; Atk osmosis drain 1d4/round; Spec drained blood heals monster, hypnosis 1/day; ML 10; AL N.

Hp	14	14	6	14	9
	18				

43 +Uncle Montfort Malévol the Bygone (I1/J14). Kelps and algae cling to the green, water-soaked corpse of this rotting old sack of evil, stalking through Xyntillan in oversized wooden shoes and an outmoded tailcoat. **1:3** offers first character a handful of candy (save vs. severe hallucinations, “see” secret things not normally found in room key as *potion of delusion*), **1:3** offers live fish kept in his pocket in exchange for valuable, **1:3** attempts to grope most handsome character. Those who don’t humour Uncle Montfort for his senile cackling and unpleasant eccentricities will quickly find him a resentful, vicious old coot.

+Uncle Montfort Malévol the Bygone: HD 6+3; AC 4 [15]; Atk 2*claws 1d6 and bite 1d10; Spec regenerates 3 Hp/r unless destroyed by fire or acid; ML 10; AL C; hallucinogenic candy, live fish with a golden key in its belly (fits **L24**), pearl cuffs 2*650 gp, sapphire locket 4500 gp, bag of severed rotten-black fingers.

Hp 41

44 Jaumon Malévol the Dreamwright (I8/L10). Roguish grin, wears a plumed hat, baggy pants, and the finest silken hose. **1:3** offers to lead company to place of interest; **1:3** asks for small loan of 400 gp in exchange for rumour, **1:3** offers to split the profits of hazardous but lucrative venture.

Jaumon Malévol the Dreamwright: Fighter 2; AC 9 [10]; Atk rapier 1d6; Spec distribute attacks among 2 HD of opponents, *charm person* 2/day, *sleep* 1/day; ML 6; AL C; vial of rose water, handkerchief, deck of cards pierced with dagger, sack of 600 gp.

Hp 16

45 +Roberto Malévol the Arbiter (I9/E9). Bearded ghost in judge’s black robes, wears golden pegasus brooch around the neck. **2:3** waves company out of the way, **1:3** stops to see if they are involved in some wrongdoing.

+Roberto Malévol the Arbiter: HD 6; AC 2 [17]; Atk touch 1d8 + paralysis; Spec teleport character to jail cell at **G2** (save applies), paralysis, incorporeal, +1 or better to hit; ML 12; AL L; pegasus brooch (see **I9**).

Hp 20

46 **Serpentina Malévol the Sweet, Succubus (I11/E9)** Coy coquette with tight bodice and lacquered boots, bat wings and small devil's horns. **1:2** that **Meandering Malévol (#47)** is also present. Between innocent and suggestive, **1:2** invites most handsome character to her den on top of the Lake Tower (**I11**). Secretly disgusted with all things ugly and dead, including most relatives.

Serpentina Malévol the Sweet: HD 6; AC 2 [17]; Atk 2*dagger 1d4 + poison; Spec MR 70%, *charm person*, *ESP*, *clairaudience* and *suggestion* at will, draining kiss, summon #47 or up to 3 non-family member encounters (60+1d40); ML 9; AL C; *luckstone* (grants +1 to saves and attacks, heart-shaped and rosy).
Hp 26

47 **Meandering Malévol (I11/M9)**. Giant boa constrictor with intelligent eyes. Constantly depressed, he only attacks in retaliation, or if **Serpentina Malévol the Sweet (#46)** might be hurt (+6 ML). He has swallowed 10 gemstones (400 gp each), which bother him terribly. He knows many secret places, and will tell of one to a company listening to his woes.

Meandering Malévol: HD 4+4; AC 5 [14]; Atk bite 1d8 + poison; Spec can swallow smaller characters on successful hit, 1d10 Hp/round from acids; ML 5; AL N.
Hp 22

48 **+Merlerik Malévol the Founder (K2/E9)**. Wraith of a long-gone retainer from the times of the Carolings... hushed whispers follow his path, and his voice is a distant, hollow baying. If slain, he leaves behind a black shadow burned into the nearby walls.

+Merlerik Malévol the Founder: HD 4; AC 3 [16]; Atk touch 1d6 + LVL; Spec energy drain, incorporeal, 1 Hp damage per arrow; ML 12; AL C.
Hp 20

49 **+Sybille Malévol the Widowmaker (K18/E9)**. Faint grey ghost of an aged crone, billowing like the vapours of the brews she is concocting. **1:6** offers sale of poisonous elixir 600 gp, **1:6** places curse on highest Cha character, **1:6** *polymorphs* random character into frog, **1:6** asks 250 gp for palm reading.

+Sybille Malévol the Widowmaker: HD 3; AC 2 [17]; Atk —; Spec turn into choking cloud, save or 2d4/r, *magic missile* 3/day, *polymorph* 1/day, incorporeal, +1 to hit; ML 8; AL C.
Hp 14

50 **+Bartholomew Goncourt-Malévol the Philanderer (L4/H3)**. Mumbling skeleton in dishevelled courtly outfit, palette, brush and

bucket of paint, **1:3** followed by **1d12 undead ladies** fawning over his artistry. **4:6** absorbed in his art, **1:6** strikes up conversation on aesthetics, **1:6** wants to dissect character as a study. Can disappear into any painting and reappear from any other. Constantly on the run from **Beatrice Langlois-Malévol the Jilted (#10)**.

+Bartholomew Goncourt-Malévol the Philanderer: HD 5; AC 7 [12]; Atk 2*claws 1d6; Spec bucket of paint is **green slime**, step through paintings; ML 7; AL C; pigments, silk handkerchief, locket with portrait of Beatrice.
Hp 21

+Undead Ladies (1d12): HD 1; AC 7 [12]; Atk claws 1d6; ML 6; AL C; fans, lacy things, wigs, 1d6 gp each.

Hp	5	5	1	5	3
	7	4	7	2	8
	6	4			

51 **Jean-Jacques Malévol the Belletrist (L22/H3)**. Powdered wig and plum silken vest, crafty eyes with a hint of insanity. Absent-mindedly contemplates his philosophy of oppression and progress in lengthy lectures to anyone, preferably a captive audience, but will settle for a portrait or lively-looking drape. Jean-Jacques believes in his natural right to others' possessions, and if caught, blames the characters, society, and his unhappy childhood (in that order) — offering a copy of his book for freedom.

Jean-Jacques Malévol the Belletrist: Thief 4; AC 7 [12]; Atk cane sword 1d6 + poison; Spec backstab, +2 vs. traps and devices, thievery, *hold person* 3/day; ML 3; AL C; two copies of his book, *My Beloved, My Treasure: A Self-Portrait*.
Hp 18

52 **+Kent (--/F1)**. Wild-eyed ghoul offering a free supply of opinion on company's intellectual and artistic failings. Can never be fully defeated; will return from the grave to argue again in another guise. Appears as **1:6** monk, **1:6** actor, **1:6** jester, **1:6** scholar, **1:6** drunk, **1:6** philosopher.

+Kent: HD 6; AC 6 [13]; 2*claws 1d6; Spec paralysis, *confusion* 1/day; ML 6; AL C; has access to several disguises and outfits, 1:2 of coin pouch 2d6*50 gp (always false).
Hp 21

53 **Ambrosius Baptiste Malévol (M1/H3)**. Rotund monk in voluminous cassock. Constantly inebriated, pays no heed to family members' evil, or waves it away as childish pranks and minor vices. Has not been sober ever since he returned to his family nest, where he runs the cellars. Knows of a holy cloak found in one of the chapels, but doesn't know which.

Ambrosius Baptiste Malévol: Cleric 5; AC 3 [16] (*chain* +2); Atk mace 1d6; Spec turn undead, +2 vs. paralysis and poison; ML 9; AL L; *chain* +2, bottle of Malévol Brut champagne (*potion of heroism*), rosary.

Spells: 2/1; 1: cure light wounds, purify food and drink; 2: bless.

Hp 21

54 +Charles Malévol the Calamitous (M3/L10). Spectre haunting the halls of Xyntillan. A skilled demagogue fond of fiery exclamations, he is followed by a lynch mob of **3d6 headless manservants**. Not fond of risking his hide, Charles hangs back while his minions do the killing... and if pressed, retreats to rouse a new rabble.

+Charles Malévol the Calamitous: HD 7; AC 2 [17]; Atk touch 1d8 + LVL; Spec energy drain, +1 or better to hit, incorporeal; ML 4; AL C.

Hp 38

+Headless Manservants (3d6): HD 2; AC 7 [12]; Atk hit 1d8 + strangle; Spec strangle 1d8/round; ML 10; AL N.

Hp	6	7	8	11	9
	6	4	7	1	6
	7	10	9	13	8
	10	10	4		

55 +Frédéric Malévol the Melodramatic (M10/L10). Grandiose ghost with flowing beard, frilly silks and fiery tempers. Likes to play roles by possessing party members and declaiming in High Thespian, grandstanding in critical situations, and – if driven away – hurling random objects via *telekinesis*. A romantic soul who curtsies before women.

+Frédéric Malévol the Melodramatic: HD 6; AC 2 [17]; Atk thrown objects variable; Spec possession 1/turn, telekinesis, incorporeal, +1 or better to hit; ML 9; AL C.

Hp 27

56 +Morella Malévol the Mournful (Q11/H4). Pale lady surrounded by faint mist and hushed whispers; **1d12 shadows** of the lovers she has had executed.

+Morella Malévol the Mournful: HD 7; AC 2 [17]; Atk touch 1d8 + LVL; Spec *charm* 3/day, energy drain, +1 or better to hit; ML 10; AL N.

Hp 35

+Shadows (1d12): HD 2+2; AC 7 [12]; Atk touch 1d6 Str; Spec strength drain; ML 6; AL C.

Hp	8	11	5	12	9
	8	11	15	13	7
	12	14			

57 +Mummified Malévol the Majestic (--/H3). Bandaged ghoul, originally Mortified Malévol the Middling, pretending to be royal mummy, demands ransom for passage “or suffer the curse of the unyielding sands”. Uses *wand of fear* (14 charges) freely.

+Mummified Malévol the Majestic: HD 2; AC 7 [12]; Atk 2*claws 1d4 and bite 1d4; Spec paralysis; ML 6; AL C; *wand of fear*, fake jewels appearing to be worth 6000 gp.

Hp 14

58 +Agenor Malévol the Antique (O11/L3). A rickety old bag of bones, this elderly and senile vampire could not harm a newborn lamb. Clad in his outmoded clothes, he shambles absentmindedly through Xyntillan’s passages. **1:3** some flicker of remembrance makes him recall nearby feature, **1:3** lost and confused far from his resting place. If attacked, **2:3** to remember a thing or two, **1:3** to just assume gaseous form and drift away. As a French vampire, Agenor is quite fond of garlic, and is drawn to instead of being repulsed by mirrors.

+Agenor Malévol the Antique: HD 7; AC 2 [17]; Atk touch 1d10 + drain; Spec 1:3 to lose turn, regenerate 3/r, gaseous form, +1 or better to hit, 1d6 Hp/round in sunlight; ML 8; AL C; dusty black cloak, scarf, dried bat.

Hp 33

59 The Bearer of Sins (--/L21). The immortal crypt keeper of the deep dungeons, a mass of putrescent rags hiding a gruesome visage and limbs pocked with oozing black pustules, warts and open sores. The Bearer of Sins sobs and cries when he sees someone approach, lamenting his fate and warning the company not to touch him. He is harmless... unless one of the PCs approaches him, in which case **2:3** he springs to the attack, trying to strike with his diseased touch. In the dungeons, his shriek brings 1d3 generic encounters (60+1d40). The Bearer of Sins cannot be slain, for in his bosom lurks the memory of nameless deeds that shall never be forgiven. If struck down, he rises again in one turn.

The Bearer of Sins: HD 6; AC 3 [16]; Atk claws 1d8 + plague; Spec plague is contagious and fatal within 1d3 weeks, immortal; ML 7; AL C; chains around the neck, angelic icon 1600 gp.

Hp 48

60 **The Beast (L24/L24).** His regal finery stands in contrast with a masque-like furred visage, sharp incisors and feline eyes. Appears as a massive, lumbering shape stalking through the Castle, sheathed in a halo of hellfire. Some noble spirit yet lurks within the cold heart, but a ragtag band of looters is unlikely to awaken it. **1:3** of outright ignoring company, and **1:3** of commanding them to leave him to his loneliness.

****The Beast****: HD 10 MAX; AC -4 [23]; Atk 2*claws 1d12; Spec 2 HD or below cannot raise weapons against him, others must make morale check or save vs. petrification to attack him, prismatic touch 1/3 rounds: 1 – 12 Hp, 2 – 24 Hp, 3 – 48 Hp, 4 – save vs. poison or die, 5 – save vs. petrification or stone, 6 – save vs. death or life trap, 7 – save vs. magic or go gibbering mad, 8 – two effects, 50% to resist spells; ML 12; AL C; regal clothes 7000 gp, heart-shaped locket, gold key to quarters (L24), single perfect rose.
Hp 80

* * * * *

The staff

61,62,63 Creeping Vines: These leafy vines can appear immobile, or stalk through the corridors of Xyntillan. They can climb walls with frightening ease. They are not intelligent.

Creeping Vines (1d6): HD 3; AC 5 [14]; Atk vine 1d6 + grab; Spec strangulation 2d6/round, surprise 2:6; ML 8; AL N.

64,65,66 Glitterclouds: Faint, almost transparent clouds arranged around a pulsating nucleus. Glitterclouds drift aimlessly through the air until they detect living beings, at which point they close in to drain blood through their pores (as ranged attack, 20' range). Their hypnotic palpitations put victims at ease while they suck them dry.

Glitterclouds (1d6): HD 3; AC 8 [11]; Atk osmosis drain 1d4/round; Spec drained blood heals monster, hypnosis 1/day; ML 10; AL N.

67,68 Goatrices: An unholy combination of goat and rooster, they prefer to lie in wait to ambush and petrify from surprise.

Goatrices (1d2): HD 3; AC 6 [13]; Atk headbutt 1d6 + petrification; Spec hop attack, petrification; ML 7; AL C.

69,70,71 Hand Swarms: A mass of severed, decaying hands skittering on the ground. They go for the throat, or pull opponents down on the ground.

Hand Swarms (1d2): HD 4; AC 6 [13]; Atk swarm 2d4; Spec choke 3d4/round; ML 6; C.

72,73,74,75,76

Headless Manservants: Shambling, headless corpses dressed in old liveries. They are easily fooled by displays of wealth and authority.

Headless Manservants (1d12): HD 2; AC 7 [12]; Atk hit 1d8 + strangle; Spec strangle 1d8/round; ML 10; AL N.

77,78,79,80 Masked Murderers: Distant cousins of the sinister brotherhood of the ninjæ, these black-clad fellows are utterly silent except for a slight creaking of the joints. Fond of the ambush, they deal double damage on a surprise hit.

Masked Murderers (1d6): HD 2; AC 7 [12]; Atk sword 1d6 or garrotte 1d6; Spec surprise 2:6, backstab; ML 9; AL C.

81,82,83 Razzle-Dazzles: Clusters of flickering light, attacking if they detect movement (they can be avoided by standing deathly still). Glitterclouds attack with arcs of electricity; 1:3 every round to dazzle a single opponent: save or melee attack is diverted to random target.

Razzle-Dazzles (1d6): HD 3; AC 4 [15]; Atk arc 1d6; Spec dazzle 1/3 round; ML 7; AL N.

84,85,86,87 Rigormortis: Desiccated, wheezing skeletons. Slow to attack (act last in a round), they can easily tear someone limb from limb.

Rigormortis (1d12): HD 2; AC 6 [13]; Atk 2*claws 1d6; Spec slow; ML 8; AL C.

88,89 Stygous: A hideous nightmare of a man-sized corpse bird with a long beak, dead black eyes and oily, unkempt feathers. They stand deadly still until they launch themselves. On maximum damage, they pluck out the living, beating heart.

Stygous (1d3): HD 4; AC 6 [13]; Atk beak 1d10; Spec surprise, plucks out heart on max damage; ML 9; AL C.

90,91,92,93,94,95

Undead Ladies: All dusty and moth-eaten with a faint smell of lavender and the grave, these ladies of bygone times still haunt Xyntillan in large packs. They can be won with good manners, but a slip of the tongue will bring the whole pack on you.

Undead Ladies (2d12): HD 1; AC 7 [12]; Atk claws 1d6; ML 6; AL C; fans, lacy things, wigs, 1d6 gp each.

96,97,98,99,00

Undead Lords: These evil old fops are more lazy and calculating, but also more shrewd to detect flattery and foul play.

Undead Lords (2d12): HD 1; AC 7 [12]; Atk sword 1d6; ML 8; AL C; elegant but rotting clothing, 1d6 gp each.

The treasury

Amulet of Wolfkind (C11): The wearer of this amulet can befriend and command all canines (as turning undead by equivalent-level Cleric).

Ancestral Hand-Axe +2 (K7): This old weapon has a stone blade and rough haft. Once per day, it can fill the wielder with a feral spirit in battle that heals 2d6 Hp, and adds +2 to hits and damage. The character may not retreat from that battle.

Arsène's gloves (L6): A thief wearing these black velvet gloves can feel if a surface being touched conceals a hidden trap. The gloves also grant +2 to saves vs. traps.

Bag of Jumping Beans (A3): These beans can dance a wild jig (3d4 damage if swallowed).

Book of Valorous Deeds (L2): This book of heroic tales and legends serves as inspiration in combat: reading it permanently grants an extra attack every second round. The book disappears on perusal.

The Blade of Rel (E7): A Chaotic +1 sword which detects traps (EGO 17).

Charon's horn (O5): The real deal (should the characters obtain it), the cry of this horn calls forth 1d4 spectres of ancient kings.

Cockscomb Hat (Q8): This jester's cap allows a retreat to the safety of a *rope trick*, 2/day.

Cornucopia of Coin Conjunction (J6): An embarrassing, lesser cousin of the real deal, worth 500 gp for its artistic value... and not much more for its magic. Most sages prefer to pretend it does not exist. A character can wind it with little trouble, but all this results in is a pitiful croak and a stream of gleaming coins – 1d1000 cp. The Cornucopia has 26 charges and splits in half when all are expended. If three identical numbers are rolled, the result is 1d1000*1000 cp and the cornucopia instantly splits from overcharging. If the roll is 1000 (0-0-0), the room is filled with 1d100*1000 gp, and the cornucopia melts into slag.

Crown of the Lost (#07): The most splendid of the Malévol heirlooms, worth 12,000 gp. If the crown's wearer is slain anywhere but the stone circle at **R21**, he will merely disappear with all belongings, awakening alive and well in Tours-en-Savoy. A save must be made to avoid insanity and conversion to pagan druidism.

Crusader's Cloak +1 (I3): A cloak bearing a red cross on one side and the image of a sword on the other. The bonus applies to AC if worn with the sword outside, and to Hp recovery on each rest if the cross is worn outside. The cloak absorbs one energy drain attempt, but disintegrates into rags afterwards.

Crusader's Shield +2 (C14): This shield can either work as a *shield* +2, or confer a +1 bonus to all Lawful characters in the company.

Crusader's 2-handed Axe +1 (P3): This mighty axe allows its wielder to "chop till you drop": continue to make hit rolls until the first miss. Usage is exhausting, 1 turn is required after each fight.

Crystalline Brains (I10): These exquisitely polished receptacles come in a pair, and can store an extra Magic-User spell up to 5th level, enlarging the character's personal capacity. However, accessing spells the character would be unable to cast is risky; 1:6 of falling under the brain's bad influence. The brains cannot be separated more than 10' due to an invisible bond.

Darkslayer (H26): A *two-handed sword* +2, Darkslayer is a vampiric weapon, transferring inflicted damage on a natural 20 to the owner – but also aging him 1d6 years if it goes above maximum Hp. The sword is strongly Chaotic (EGO 15), can speak in a coarse whisper, and its agenda is always destructive (especially to seek out and kill Clerics of Law). If the wielder dies, he becomes a wight controlled by the black sword.

Discus +1 (I2): A weapon shaped like a brass crescent moon, once used by ancient amazon tribes. The edges of the discus are very sharp, and it can be hurled for 2d4+1 damage. It returns to its user, but on a near miss, it rolls for attack.

The False Grayl (P7): He who reaches for this cup must save or become possessed by the Grayl's evil, turning to the cause of Chaos. Otherwise, it can pour a cup of deadly poison (save at -3) every expedition, or raise the dead into a horrific undead existence (6 HD per expedition). The Grayl also serves as the phylactery for Aristide Malévol the Patrician (#11), and its destruction would also be his undoing.

Ghost Gin (K10): This bottle of clear liquid, marked with a living man's head, is excellent paint and undead remover: save or disappear (a single bottle contains three doses).

The Grayl of Good and Bad Destiny (P8): Once per expedition, drinking from the cup heals all wounds and ailments, or *raises the dead*. Held aloft, it functions as clerical turning (+3 LVL to Clerics). Finally, possessing it grants its bearer an AC of 2 (but only the pure can bear it for long). The Grayl is, also, priceless in both the material and spiritual sense.

The Heart of Heroes (L13): A heart of gold, worth 1200 gp as a treasure. Fighting classes gain one level while in the heart's possession. The heart will stop one deadly blow before splitting in two.

The Heart of Roland (D8): Cut from the bosom of a dead hero, this is one of the Malévol heirlooms associated with the Grayl of Good and Bad Destiny. Every expedition, blood from the heart can be collected to create a *potion of healing* (1-3), a *potion of giant strength* (4-5) or a *potion of heroism* (6). It can also be planted into a dead character, reviving him or her – although the results will be most horrid if it is performed on a body that is no longer fresh.

Libram of Heinous Damnation (H28): This tome is valued at 15,000 gp for the inset black gemstones alone. A Magic-User or Cleric studying the book gains knowledge of an easy to follow procedure enabling him to gain two experience levels for the small price of his soul. Upon the completion of the procedure, the character turns irrevocably Chaotic; and upon the point of death (including petrification, discorporation, etc.), his soul is instantly carried down to the deepest Hells, no chance of resurrection.

The Little Book of Alchemy (Libellus de Alchimia) (H9): A tome written by the great Albertus, prized for its use in the dismissal of hostile summoned monsters – save or flee from sight as long as someone is reciting from the book.

Lodestone (H10): A formless lump of lead which can be worn as an amulet. It carries a curse, occupying all inventory space except one weapon and light armour.

Luckstone (#46): This rosy, heart-shaped crystal pendant grants +1 to saves and attacks.

Magic Turnips (J5): Each of these turnips grow into an enormous specimen overnight if planted and watered. The size will usually fit a wheelbarrow, but there is 1:10 growth will be exponential.

The Miraculous Pocket Watch (M7): This timepiece can cast *haste* or *slow* depending on the way it is wound up (13 uses before its fine spring breaks from overuse). Created by the infamous watchmaker Teophilus Gansch, it is worth 3250 gp for its jewellery value alone.

Mourner +1 (Q8): A Chaotic sword (EGO 20), can *detect good* and *detect magic*.

Necklace of Deflection (E17): The wearer of this amulet can deflect missiles by sheer will; make opposed attack roll to divert, beat roll by 5 to send back at attacker.

The Oils of Cleansing (O7): This is a priceless Malévol heirloom. The oils can remove poison, disease and curses, cure blindness, and prevent the rise of the living dead if used to anoint a cadaver. The vial is replenished each expedition.

Onwards! (L6): This sword +2 of Law can paralyse Chaotics 3/day, and has a monumental EGO of 24. It is, however, fairly dumb.

Rabbit Sword +3 (R7): A very peculiar sword: it is Neutral, Int 8, EGO 11, can detect secret doors, salads and other plants, but character is afflicted with cowardice, gaining a perpetual ML rating of 5.

Red Raven Wine (F3): This vintage is so extraordinarily that it functions as a *potion of strength* and *heroism* combined. The imbibor must also save or go into a berserker fury for 1d3+1 turns.

The Reliquary of Bygone Kings (K2): This reliquary, one of the Malévol family heirlooms, is shaped like a man's bust and wrought from solid gold (15,000 gp). The reliquary can pronounce a vague but truthful omen once per expedition if 200 gp of incense is burned before it. It contains an old

iron spear tip that had belonged to Merlerik Malévol the Founder (#48), and may be reformed into a *spear* +3.

Rimeblade +2 (D7): This sword is Neutral, EGO 16, can project ray of frost 1/turn for 3d6 Hp (save avoids), but if damage comes up 18, all around are frozen solid – save to take only 2d4 Hp.

The Ring of Spirits (L16): This ring allows its owner to call the spirits of the Underworld, who may give valuable advice or transport the ring's bearer and companions to a place of their choice. Woe to those who call upon them too often, for their patience is thin, and their wrath formidable.

The Rose of Rapture (N9): A rose that never wilts. Whoever catches it falls under *charm person* (save applies).

Rust Dust (L16): A handful of this brown powder turns metal to rust. Magical items can roll to save.

Sacred Cloth (H27): Radiant white altar cloth with a few old stains. Close inspection reveals the colours of the rainbow. The cloth heals wounds (2d6 Hp), draws out poisons if laid on the skin, and may revive the recently slain (requires successful save), but slowly loses power (1:6 cumulative).

Salamander Amulet of Detoxication (#14): The amulet grants immunity to deadly poisons three times, before absorbing too much of the stuff. As a side-effect, the wearer can't get drunk.

Scrupulous (C10): +1 sword of Law, EGO 15, notes shifting walls.

Seed Bag (J5): These seeds resemble gold crumbs. Their base value is 750 gp, but if sown and watered, the plants yield 4d6*500 gp in 1d3 weeks!

Staff of the Deep Woods (K13): This simple, gnarled wooden staff can warp wooden doors and objects on touch, kill wooden monsters on a failed save, and fight as a 3 HD minion when thrown into the air for 5 rounds. 5d10 charges.

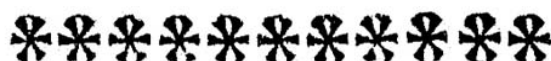
Sun Medallion (F9): Worth 450 gp as jewellery, this golden disk radiates warmth, and can shoot a ray of concentrated sunlight once for 3d8 Hp (save to avoid). The single use burns the medallion into inert slag.

Tuning Fork (L18): As a musical device, it produces a resonant sound if handled. An expert musician can awaken a tune that calms the heart and clears the mind, allowing new saves vs. charm and mind control. Melted down, the metal in the fork can produce a +1 weapon or suit of armour.

Wand of the Marshlands (J9): This metal wand can raise a shambling mound out of a large quantity of vegetable matter, under control of the user (but 1:6 to break free if it enters a battle frenzy). The wand has 2d10 charges by default.

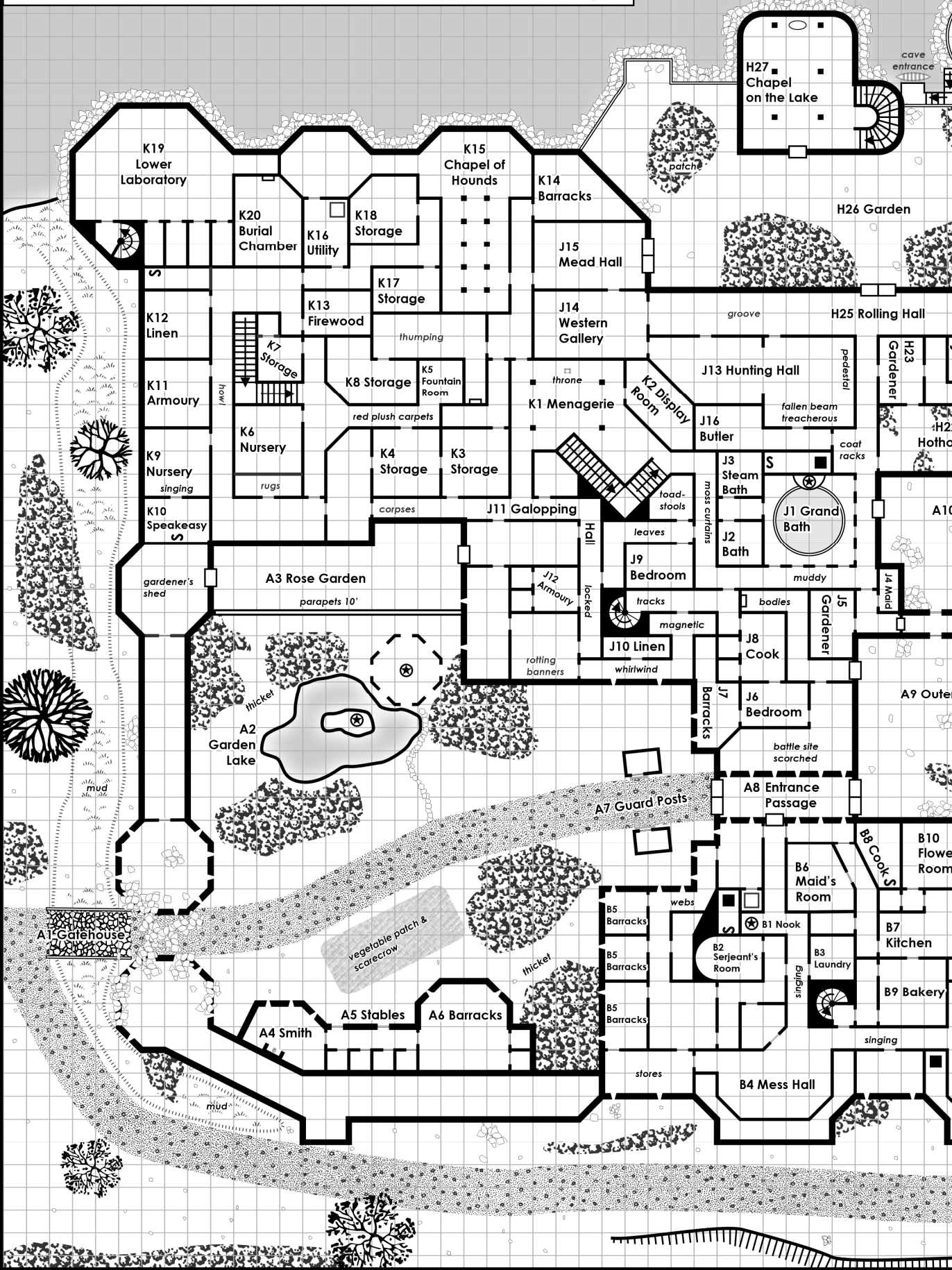
Wise Sayings and Aphorisms (#04): A book of vacuous platitudes that, nevertheless, grants +1 Wisdom, and an extra level to Clerics. Disappears after perusal.

Wreath of Laurels (L13): This round circlet of bayleaf grants +1 damage. It is also good in soups, healing +1 Hp per night of rest.



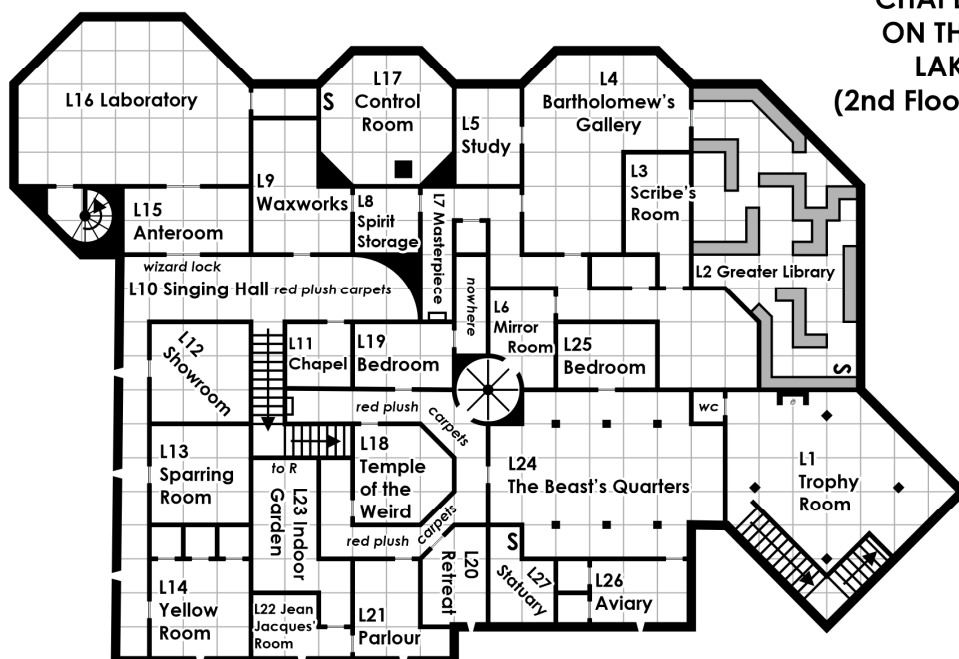
XYNTILLAN CASTLE GROUND FLOOR

1 square = 10 ft RSC

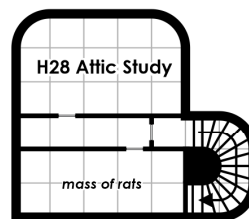




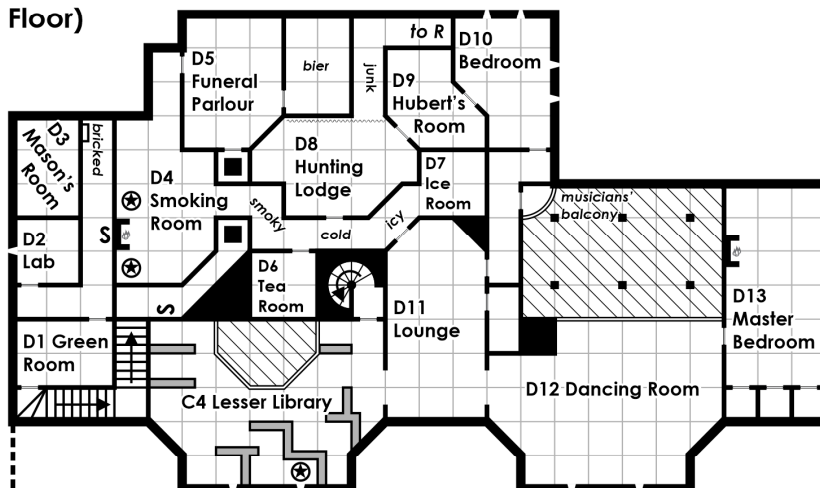
MAZE OF THE OCCULT (2nd Floor)



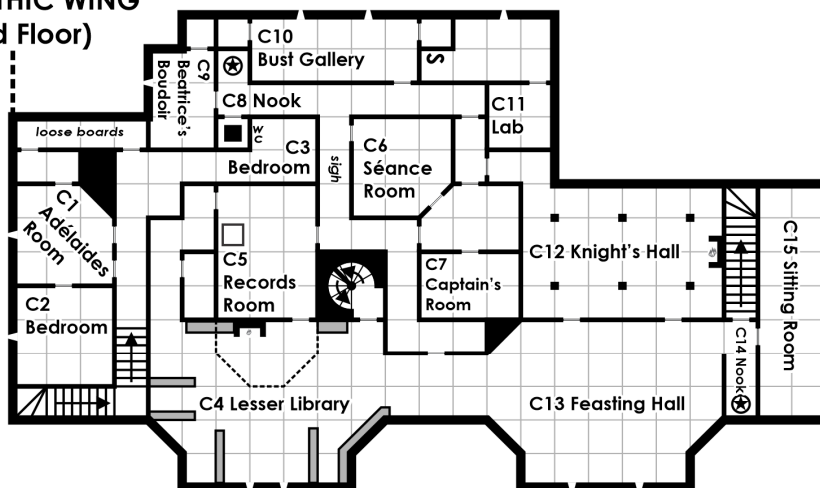
CHAPEL ON THE LAKE (2nd Floor)

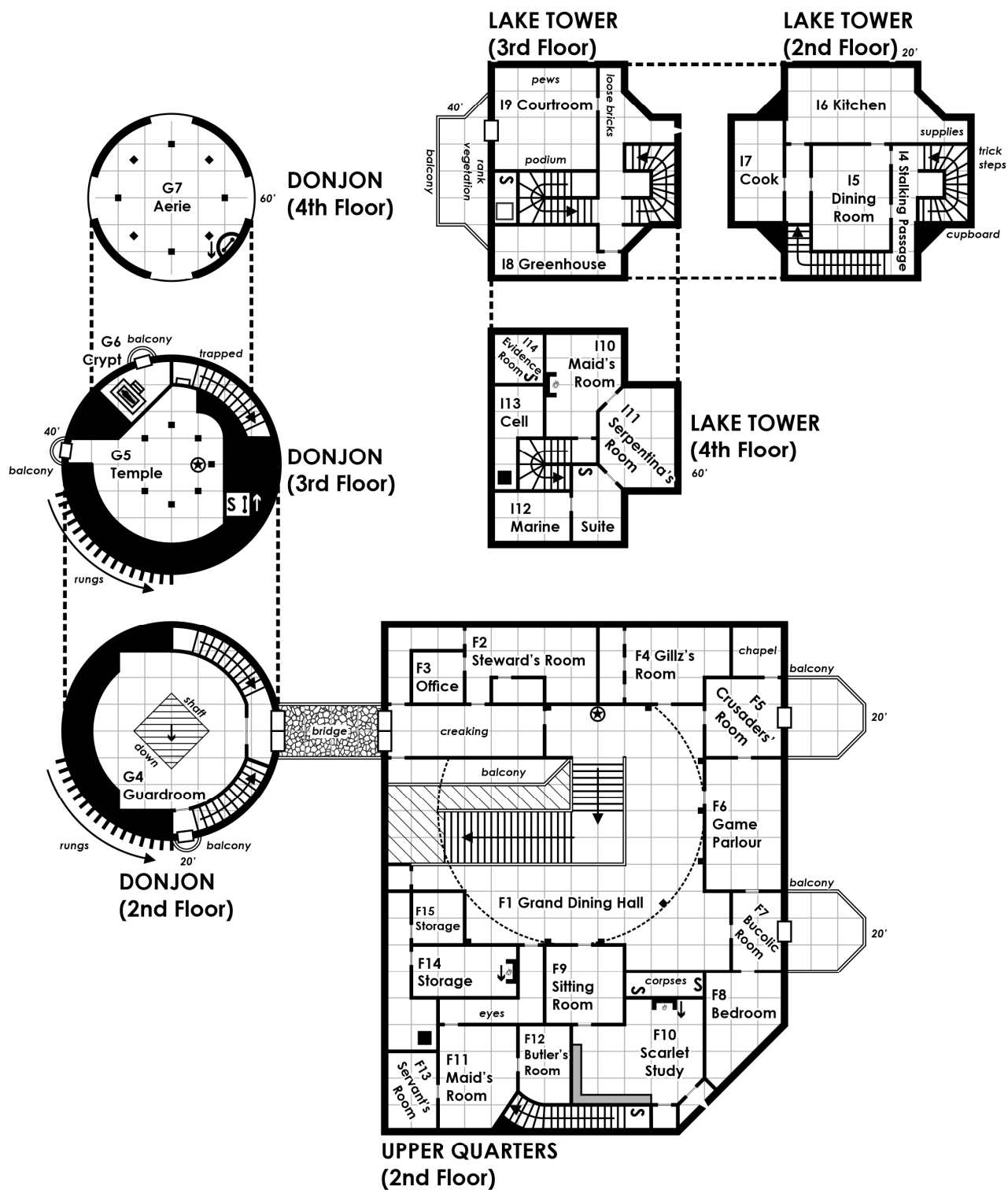


GOTHIC WING II (3rd Floor)






























GOTHIC WING (2nd Floor)











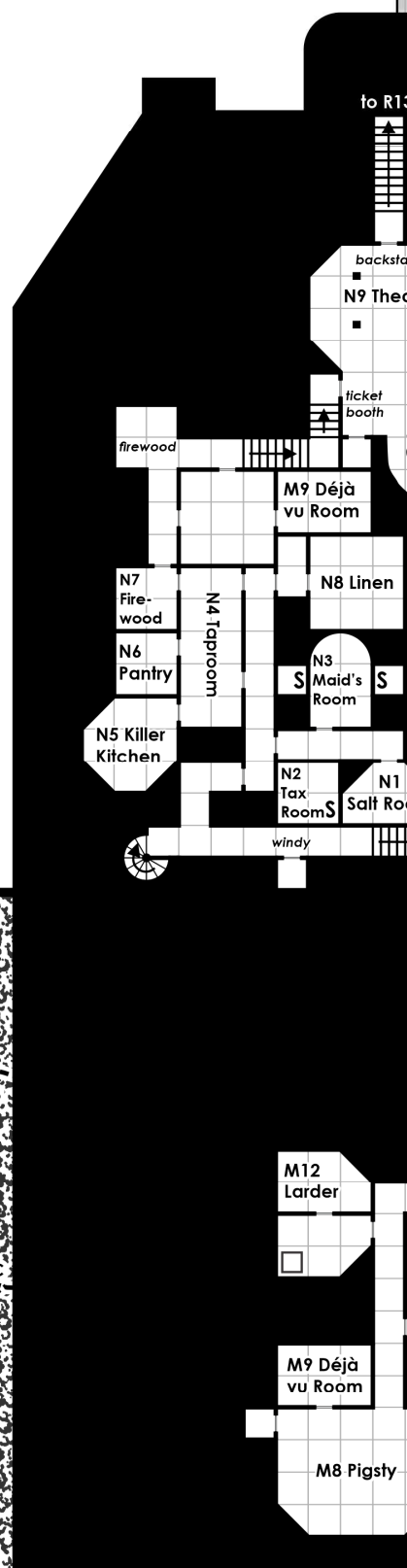
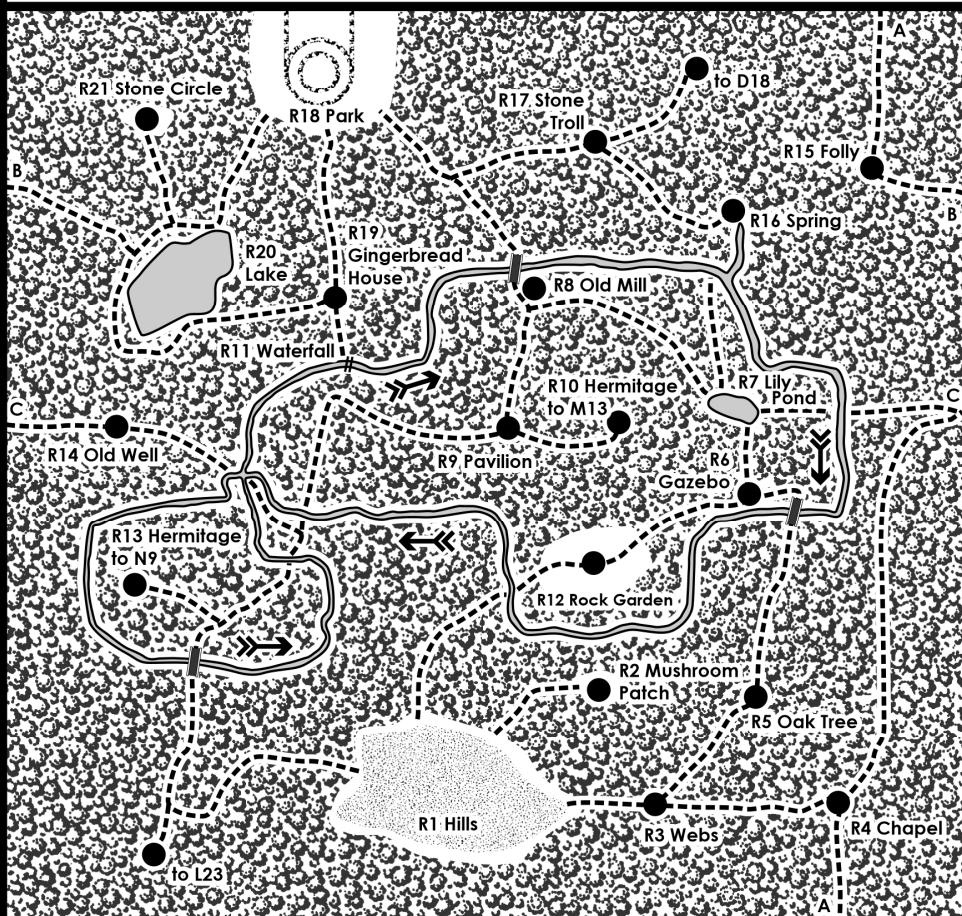
DUNGEON/INTERIOR MAP KEY

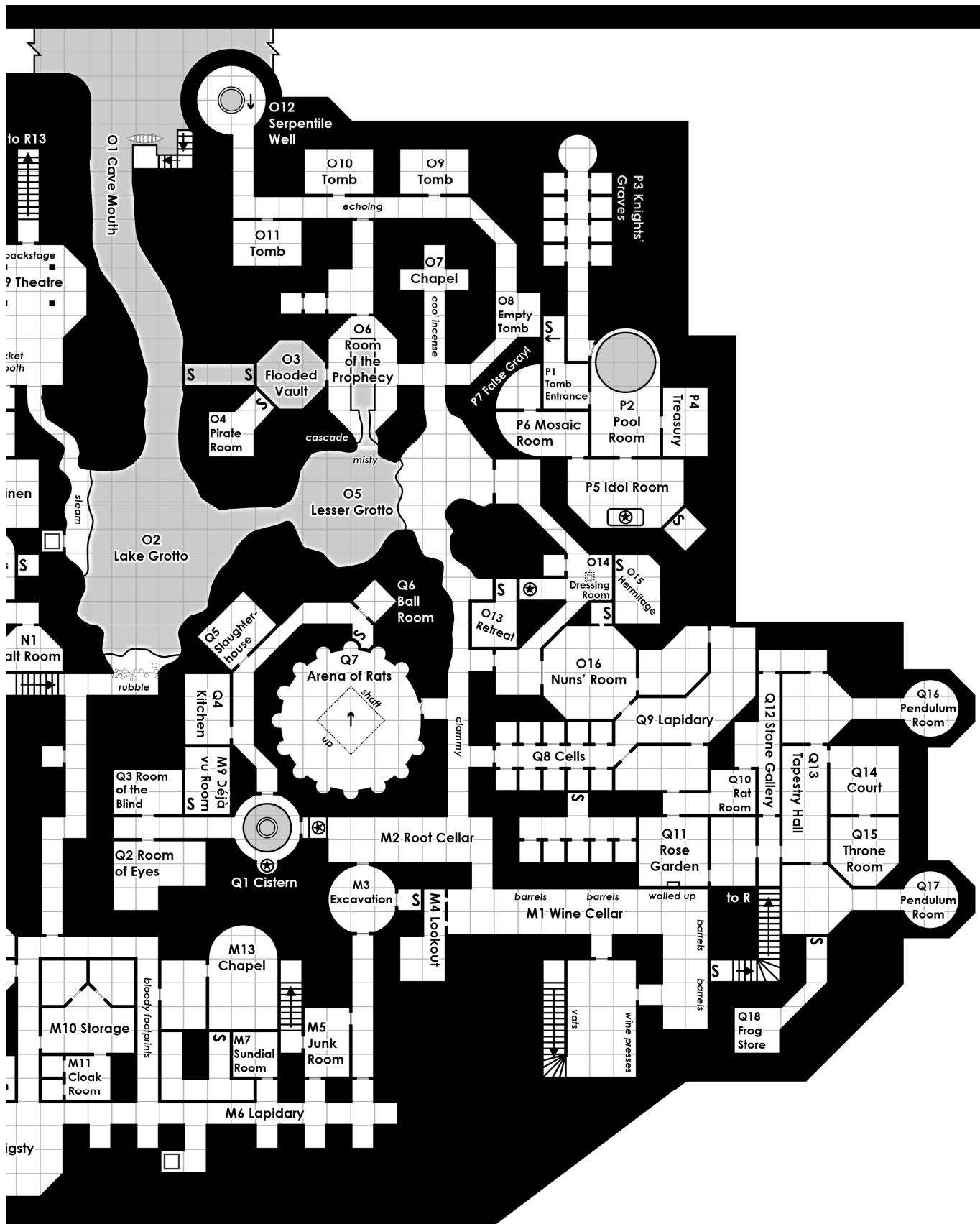
	Boat		Mud		Throne
	Cliff		Opening, Ceiling		Thicket
	Crops, Garden		Path, Gravel		Tree
	Curtain		Pillar		Water
	Direction Arrow is up		Rocks/Rubble	Spiral Stairs	
	Door		Shaft, Ceiling		Spiral Stairs (Up)
	Door, Bricked up		Shaft, Floor		Spiral Stairs (Up & Down)
	Door, Exterior		Slope		Spiral Stairs (Down)
	Door, Revolving		Stairs (Arrow is down)		
	Door, Secret (Hidden side opposite)		Statue		

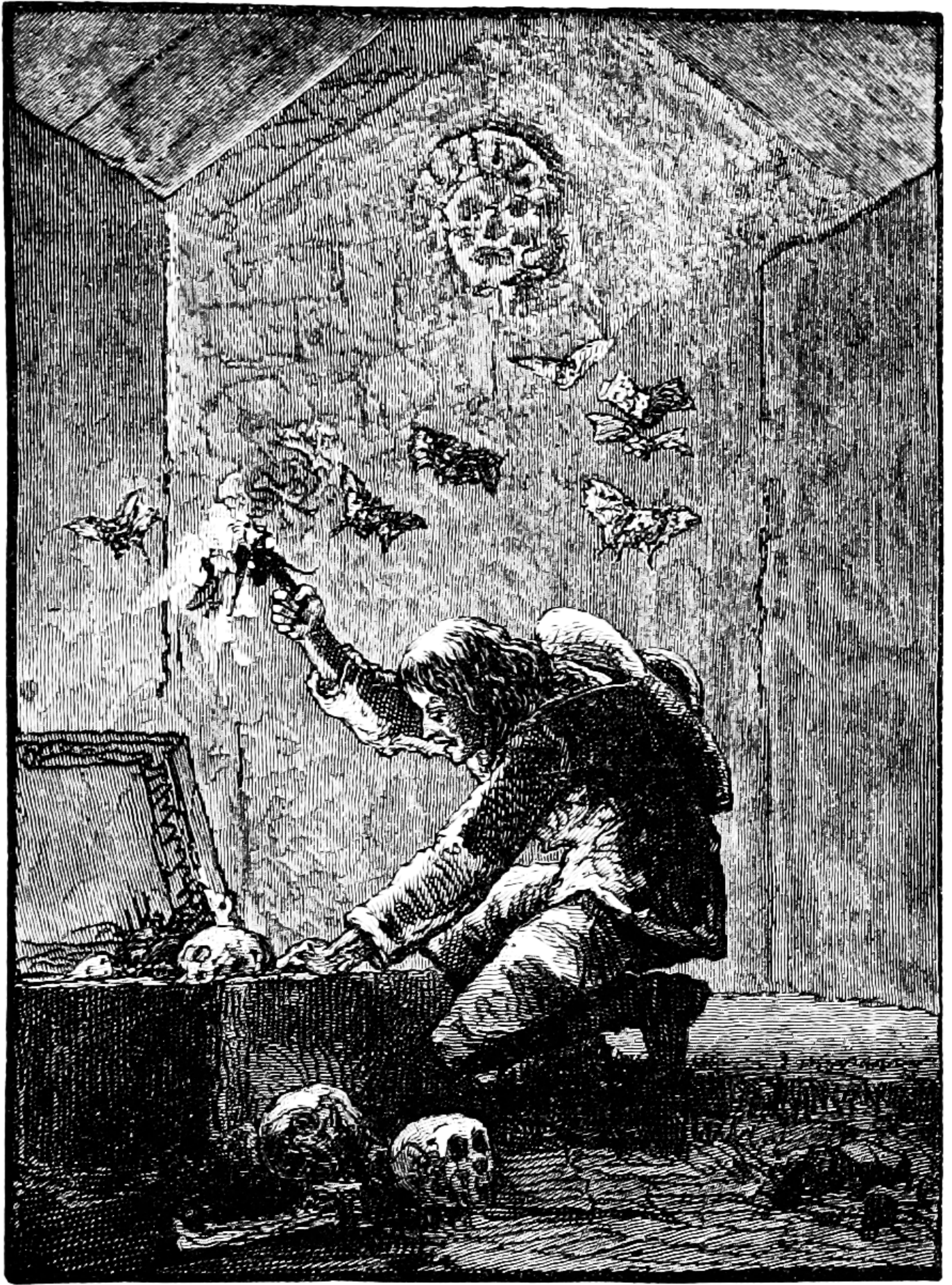
INDOORNESSE MAP KEY

	Forest		Path
	Grass		Point of Interest
	Hills		Water

R THE INDOORNESSE







Prestigious Plunder

2003

EMDT 1 – The Garden of al-Astorion +

2008

EMDT 2 – SWORD & MAGIC

EMDT 3 – MONSTERS & TREASURES

EMDT 4 – GAMEMASTER'S GUIDELINES

EMDT 5 – The Temple of Pazuzu (+)

EMDT 6 – Black Blood +

EMDT 7 – Sacrificial Lamb #

EMDT 8 – Broken Wastes +

EMDT 9 – The Unholy Secrets of Protoros #

EMDT 10 – Strabonus +

2009

EMDT 11 – The Menestratos School #

EMDT 12 – Sea Lords +

2010

EMDT 13 – Molonei +

EMDT 14 – Isle of the Water Sprites +

EMDT 15 – City Encounters # +

2011

EMDT 16 – Towards Fomalhaut +

EMDT 17 – The Temple of Torments #

EMDT 18 – The Barbarian King +

EMDT 19 – The Main Cities of Fomalhaut I. (+)

EMDT 20 – Sea Demon +

EMDT 21 – City Encounters II: The Nocturnal Table +

EMDT 22 – In the Name of the Principle! +

EMDT 23 – Below the City +

EMDT 24 – Oolar's Time #

2012

EMDT 25 – The Blood Drinkers of Yukum #

EMDT 26 – Khosura: City State of the Four Myst. +

2013

EMDT 27 – Trials on Tridentfish Island +

EMDT 28 – Feathers of Fire #

EMDT 29 – The Ghost City of Arun-Kha #

EMDT 30 – The Tower of Manistrid #

EMDT 31 – Tempest Dreams #

EMDT 32 – The Burial Chamber of Carnaic Arnoc #

EMDT 33 – Ratcatcher #

EMDT 34 – HELVÉCZIA

EMDT 35 – GAMEMASTERS ALMANAC

EMDT 36 – Ammertal and the Oberammsbund

EMDT 37 – The Accursed Cellar

EMDT 38 – Slaughter in the Salt Pits +

2014

EMDT 39 – Curious Marriage #

EMDT 40 – Until Dawn

EMDT 41 – Ill-Gotten Merchandise

2015

EMDT 42 – The Cloister's Secret #

EMDT 43 – The Serpent Girl and Other Stories #

EMDT 44 – The Fools' Feast at Fürechen #

EMDT 45 – The True Weapon Cache for the Helvetians' Delight #

2018

EMDT 46 – Echoes #01: Beware the Beekeeper! +

EMDT 47 – The Barbarian King (REVISED) +

EMDT 48 – Echoes #02: Gont, Nest of Spies +

EMDT 49 – Echoes #03: Blood, Death, and Tourism +

EMDT 50 – Cloister of the Frog-God (HU) (+)

2019

EMDT 51 – The Enchantment of Vashundara (HU) #

EMDT 52 – Echoes #04: Revenge of the Frogs +

EMDT 53 – The Lost Valley of Kishar (HU) # +

EMDT 54 – Murderous Devices (HU) #

EMDT 55 – The Lost Valley of Kishar (EN) # +

EMDT 56 – Echoes #05: The Ench. of Vashundara +

EMDT 57 – The Nocturnal Table +

EMDT 58 – Echoes #06: The Gallery of Rising Tombs +

EMDT 59 – In the Shadow of the City-God (HU) #

EMDT 60 – Castle Xyntillan +

2020

EMDT 61 – Echoes #06: From Beneath the Glacier +

EMDT 62 – In the Shadow of the City-God (EN) # +

Indicates title written by guest author

+ Indicates title available in English

Venture beyond Xyntillan! If you have enjoyed this product, you may also find the upcoming *Helvéczia* RPG

to your liking. A lightweight, light-hearted historical fantasy game for playing scoundrels and low-lives in an alternate-reality magical Switzerland (and beyond) ca. 1698, *Helvéczia* gives you everything you need for fast-paced picaresque adventures featuring stagecoaches, robbers, daring escapes and dark deviltry. Using a greatly streamlined, six-level ("E6") version of the renowned d20 System, *Helvéczia* has been thoroughly reworked and customised to capture the spirit of swashbuckling movies, adventure novels, penny dreadfuls and colourful historical legends. Match your wits against the lackeys of robber barons and corrupt local dignitaries; explore the backwoods cantons of *Helvéczia* with its dark forests and faerie realms; waste your winnings in merchant towns ruled by avarice and eccentric custom; and choose between virtue and sin in a world where Heaven and Hell contend for the souls of mortal men. A trusty weapon, a deck of cards, and The Holy Bible shall be all you need to come out a few Pfennigs richer – or die trying!

☞ A love letter to dodgy pamphlets, stamp-sized mini-states, and the oddball side of European history, *Helvéczia* is (hopefully) coming 2020 in a hardcover edition (including plentiful support material and GM advice), along with maps, a regional hex-crawl supplement describing four mountain cantons, and a selection of adventure scenarios. ☞

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Corvus Oculum
Corvi Non Erunt



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CASTLE XYNTILLAN

ADVENTURE MODULE FOR LEVELS 1-6

by Gabor Lux

”The immense, rambling complex of Castle Xyntillan has stood in its mountain valley for many years. Built over several generations, it has now been deserted by its former owners, and left to time and the elements. However, that is not the end of the story, for Xyntillan’s fabulous treasures and Machiavellian deathtraps continue to fascinate the fortune-seekers of a dozen lands ~ and never mind the ghost stories!”

Suitable for one-off expeditions, convention sessions, and campaign play, Castle Xyntillan is a complex, open-ended megadungeon in the classical vein, a storehouse of things both macabre and whimsical. Explore three massive levels stocked with confounding and deadly encounters; plunder storehouses of riches and solve magical enigmas ~ and go toe-to-toe with the eccentric Malévol family, whose progeny still haunt the castle’s halls!



Compatible with the
SWORDS & WIZARDRY
rules

Kontraszt