



CASTLE GARGANTUA

*A grotesque gothic horror
megadungeon that's
never the same twice*

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CASTLE GARGANTUA

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OSR

Compatible with everything OSR. If you're new to the Old School Renaissance or to roleplaying games and don't have a gaming system of choice, we recommend using either the

Labyrinth Lord

(<http://www.goblinoidgames.com/labyrinthlord.html>) or

the Lamentations of the Flame Princess

(<http://www.lotfp.com/RPG/products/lotfp-weird-fantasy-role-playing>) systems. Complimentary no-art versions of both rulesets can be downloaded for free at their respective websites, linked above.

Castle Gargantua

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INTRODUCTION

This adventure is both a megadungeon and a grotesque, weird, gothic horror campaign. It's not about killing monsters, looting treasure, and gaining experience as you delve deeper into some mad archmage's architectural folly. It's about surviving in a loathsome, terrifying environment where nothing is quite as expected. It's about atmosphere, gloom, and despair. It's a thriller. Sometimes, there's just an empty complex of rooms and corridors with a dripping noise at a distance to keep your players on their toes. Sometimes, it's a goddamn bloodbath. The characters' 10' poles shall be broken, their ropes cut, and their rations spoiled. They will die, many of them, many times. There's no happy end when it's over. It's never over.

Whoever built Castle Gargantua is long gone. It could have been a mad wizard. He would have been called Gargantua and lived in a tower looming over the castle. Or it could have been a giant so tall that when his shadow was cast, people thought it was the night falling; a giant so primeval that he could barely be distinguished from nature itself, his feet like the trunks of sequoia trees—a primeval ur-giant from a time bygone. Since your players will roll for rumors known by their characters, they will come with their own version. Let them, just remember that whatever created this place, it's gone.

Time has passed since its creator vanished and the castle has been plundered several times. There's nothing much left of its original riches and most of its legendary monsters have been dispatched by past heroes. An awful lot of adventurers and bandits still roam the castle halls, often butchering each other and shaping opposed factions where they've taken over. In many areas, these ruffians are the real threat. In other places, lingering Chaos magic has turned harmless critters, animals, and normally trivial monsters into gruesome gigantic creatures in proportion with the castle.

SIZE MATTERS SOMETIMES

Castle Gargantua is about the same height as the Empire State Building—1,250 feet—and the same size as Ceausescu's Palatul Poporului in Bucharest, a little bit below four million square feet—floor area, the same size as the entire old city of Venice. Its rooms and corridors are so huge that clouds hover within them. Sometimes, it rains inside. There are miniature tornadoes in the spiral stairs and strong drafts of wind where the corridors are sloped. If a curtain fell, its weight alone would smash a dozen men to a pulp.

When you draw a map of the dungeon on grid paper, or when you read the maps and details contained in this book, consider each 'square' as 60' instead of the usual 10' scale. A rectangular room, three squares long and two squares wide, would be a 180'x120' room, eighteen squares x twelve squares in standard-sized adventures.

Unlike other megadungeons, Castle Gargantua doesn't extend much below the ground. Instead, it soars above. There are windows and shutters high up, but strong whirling winds buffet flying creatures to the ground. The peculiar black ivy-covered stone its walls have been built with prevent extra-dimensional travel: *teleportation*, *passwall* spells, and *etherealness* both from within and from without. From the inside, the winds aren't as devastating as they are from the outside. Characters can open the windows, enjoy the view, and throw themselves out if they really feel like it. There are other entrances and exits besides the main door, which characters will discover later. Other architectural details and features, including the number of floors the castle has, the height of the rooms, and the like will build up as you play, determined randomly by rolling on tables (see the Laws section and onward, starting on page 14).

Castle gargantua

If you cannot think of a good location for Castle Gargantua in your campaign setting, or if you don't play in a defined setting, roll 1d10 and check the table below.

D10/CASTLE LOCATION

- 1 ON TOP OF A GIGANTIC BEANSTALK.
- 2 FLOATING ON A CLOUD.
- 3 IN THE DEPTHS OF AN OCEANIC ABYSS.
- 4 ON TOP OF A HILL ABOVE A CITY THAT WASN'T THERE AN HOUR AGO. ALL THE INHABITANTS ARE GONE, AS IF THEY HAD LEFT IN GREAT HURRY THE DAY BEFORE.
- 5 IN A DESERTED FIELD, SURROUNDED BY THOUSANDS OF SCARECROWS.
- 6 IN A SMALL CRYSTAL SNOWBALL.
- 7 ON A BEACH OF BLACK SAND WHERE WHITE PALM TREES SWAY IN NO BREEZE.
- 8 IN A PLANE OF MIST THAT'S BEHIND A GOLDEN DOOR IN BABA YAGA'S TINY HUT.
- 9 IN A NIGHTMARE.
- 10 IN MODEST MUSSORGSKY'S *NIGHT ON BALD MOUNTAIN*.

SCALING THE ADVENTURE

Castle Gargantua is fit for characters of any level. The characters will meet the same monsters and humans regardless of their level, but the size and powers of the inhabitants change according to the party's Average Level. Use whatever method you prefer to determine the Average Level of the party, taking into account the characters' relative power, and adjust the encounters with the instructions you find on the opposite page. **For this book's purpose, everything that isn't human is considered a 'monster,' including playable character races, animals, insects, etc.** When treasure, weird effects, and traps need to be adjusted, the text describing them tells you how you do it quick and dirty.

Castle gargantua

AVERAGE LEVEL	MONSTER SIZE
1-2	NO CHANGE
3-5	HUGE
6-9	ENORMOUS
10+	GARGANTUAN

HUMANS

BOSS — Average
Level +3

RABBLE — Same
level as the
Average Level

SIZE	HUGE	ENORMOUS	GARGANTUAN
HEIGHT	x2	x4	x6
HIT DICE	x2	x4	x8
MOVE	—	x2	x2
DAMAGE	—	x2*	x4*
MORALE	—	Superb	Superb
MODIFIERS	—	-2 to hit man- sized and smaller opponents, only 1 chance in 6 to surprise	-4 to hit man- sized and smaller opponents, unable to surprise

* The damage of all attacks is multiplied, including special attacks, breath weapon, etc.

QUESTS & RUMORS

Characters know two rumors about the castle, unless their Intelligence score is less than 13, in which case they only know one. The referee decides whether a rumor is true, partly true, or false as he sees fit. Roll 1d8 for each rumor and check the following tables.

D8/CLERICS

- 1 THERE IS A PLACE WITHIN THE CASTLE WHERE JESUS STILL ABIDES, PERPETUALLY CRUCIFIED. IS THIS A BLASPHEMY OR A SACRED MYSTERY?
- 2 THE GOD BACCHUS, LORD OF WINE AND KING OF GRAPES, WANDERS THE CASTLE.
- 3 THE HOLY SAINT JOAN OF ARC PROTECTS THE CASTLE'S MOST SACRED PLACE.
- 4 THE TRIDENT OF THE MARIANAS TRENCH, A POWERFUL ARTIFACT OF THE SEA GODS, IS HIDDEN WITHIN THE CASTLE.
- 5 THE GLOBUS CRUCIGER, A PRECIOUS ORB, IS SOMEWHERE IN THE CASTLE. IF ONE FINDS IT, HE WILL BE DEEMED A BISHOP BY THE HOLY CHURCH.
- 6 THE SYBIL OF PANZOUST, A POWERFUL SEER, LIVES IN THE CASTLE. SHE ANSWERS QUESTIONS ASKED BY THOSE WHO ARE WORTHY.
- 7 THE SEAL OF HUMILITY, A SACRED RING, LAYS AMONG THE CASTLE'S TREASURES.
- 8 INQUISITORS HAVE ENTERED THE CASTLE RECENTLY. THEY MUST BE STOPPED BEFORE THEY BRING WAR AND DESTRUCTION UPON US ALL.

D8/FIGHTERS

- 1 THERE ARE STILL GUARDS IN THE CASTLE. A WARLORD RULES OVER THEM.
- 2 A BLOOD FOUNTAIN LIES WITHIN THE CASTLE. IF ONE BATHES IN IT, HE WILL BECOME INVULNERABLE.
- 3 A MONUMENT HAS BEEN RAISED IN THE CASTLE TO THE GLORY OF AMARIX, A HERO OF THE SARANIAN EMPIRE. WHEN A WARRIOR MAKES A SACRIFICE TO THE MONUMENT, HE WILL BE GIVEN AN EMPIRE.
- 4 THE DUKE OF PARMA IS OFFERING 3,000SP IF A PATROL HE'S SENT TO THE CASTLE CAN BE FOUND AND TAKEN SAFELY BACK TO THE DUCHY.
- 5 ROLAND'S SWORD, THE LEGENDARY DURENDAL, IS IN THE CASTLE'S ARMORY.
- 6 THERE IS A GATE TO VALHALLA INSIDE THE CASTLE.
- 7 MONGKE KHAN, A FIERCE WARRIOR PRINCE OF THE EASTERLINGS, ENTERED THE CASTLE AND NEVER RETURNED. HIS TWELVE ELITE SOLDIERS WILL OFFER TO BECOME RETAINERS AND FOLLOWERS OF THE CHARACTERS IF THEY FIND HIM.
- 8 THE BIGGEST OCTOPUS IN THE WORLD, A SEA MONSTER, ROAMS THE CASTLE. IF SOMEONE KILLS IT, HE WILL BECOME FAMOUS AS THE "BEASTSLAYER".



D8/MAGIC-USERS

- 1 GARGANTUA'S A MAD ARCHMAGE, AND THIS IS HIS CASTLE.
- 2 THE WITCH CIRCE, A POWERFUL SORCERESS SKILLED IN SENSUAL MAGIC AND TRANSFORMATIONS, HAS TAKEN OVER THE CASTLE.
- 3 THERE IS A GRAND LIBRARY WITHIN THE CASTLE WHERE ALL THE KNOWLEDGE OF THE WORLD HAS BEEN STORED.
- 4 THE WITCH AYAH HAS DISAPPEARED INTO THE CASTLE WITH HER SECRETS.
- 5 A DEMON LORD HAS BEEN IMPRISONED WITHIN THE CASTLE. HE CAN'T LEAVE, BUT HE ROAMS THE HALLS AND ENSLAVES WHOEVER DARES ENTER.
- 6 THE THIRD LODGE OF THE MYSTICAL STAR, A SECRET ORDER OF GOLDEN DAWN WIZARDS, HAS ENTERED THE CASTLE AND NEVER RETURNED.
- 7 ONE CAN FIND THE SECRET OF THE PHILOSOPHER'S STONE INSIDE THE CASTLE.
- 8 THERE IS A GREAT CAVE INTO THE CASTLE WHICH LEADS TO THE UNDERGROUND TUNNELS OF THE DREAMLAND WHERE THE GUGS WRITHE ETERNALLY.

D8/SPECIALISTS

- 1 THERE IS A VINEYARD INSIDE THE CASTLE, WHERE GEMS GROWS ON THE VINES INSTEAD OF GRAPES.
- 2 IF YOU TIE A VIRGIN TO CHAINS OF GOLD IN A CERTAIN PLACE WITHIN THE CASTLE AND MAKE LOVE TO HER, YOU'LL BECOME THE LUCKIEST MAN IN THE WORLD. SHE MUST BE WILLING AND UNTOUCHED BY MAGIC.
- 3 A COLLECTOR IS OFFERING UP TO 3,000SP IF THE RECORDS OF THE CASTLE, WHICH HE THINKS ARE INTACT, ARE BROUGHT BACK TO HIM.
- 4 THERE IS A HUGE LABORATORY DEEP INSIDE THE CASTLE WHERE ONE CAN FIND AQUAFORTIS AND ALGAROTH, TWO ALCHEMICAL POISONS THAT THE ASSASSIN'S GUILD WANTS TO STUDY. THEY ARE OFFERING 3,000SP FOR EACH POISON.
- 5 THE KING'S ENGINEERS OFFER UP TO 3,000SP FOR AN ACCURATE MAP OF THE CASTLE—THAT **THE PLAYER MUST DRAW**.
- 6 THERE'S NOTHING AT ALL BEHIND THE SCENE OF THIS CASTLE, THERE NEVER WAS A GIANT OR AN ARCHMAGE, NOTHING. THE SKEPTICAL CONSORTIUM OF ATHEISTS IS OFFERING 3,000SP TO ANYONE WHO CAN PROVE THAT THIS IS TRUE.
- 7 THE MAGISTER OF THE CZAR OF RUSSIA IS OFFERING 3,000SP FOR A WOODEN STATUE WHICH LIES INSIDE THE CASTLE. THE STATUE MUST BE INTACT AND UNDAMAGED.
- 8 THERE ARE GIANT WASPS INSIDE THE CASTLE WHICH GUARD A FANTASTIC TREASURE.

D8/DWARVES

- 1 BLUEBEARD, THE INFAMOUS DWARF MURDERER AND MASTER ASSASSIN, HAS BEEN SEEN ROAMING WITHIN THE CASTLE A MONTH AGO.
- 2 THE KING OF THE DISPODIANS, GIANT MONGRELMEN, HAS TAKEN OVER THE CASTLE, READY TO THROW HIS SOLDIERS AGAINST THE DWARVEN COUNTRIES.
- 3 THE PRINCESS OF THE FIRE GIANTS, A NOBLE SOUL, LIVES IN THE CASTLE.
- 4 GARGANTUA, THE TALLEST GIANT IN THE WORLD, STILL RULES OVER HIS CASTLE.
- 5 THERE'S A GEMSTONE BIG AS A MAN'S HEAD AT THE HEART OF THE CASTLE.
- 6 THE CASTLE'S ACTUALLY A GIANT MINE. WHEN SOMEONE DIES INSIDE, THEIR BODIES BLOOM WITH GEMSTONES THAT CAN BE CUT AND FASHIONED.
- 7 THERE IS A DOOR LEADING TO UTGARD, THE CAPITAL OF JOTUNHEIM—THE LAND OF THE GIANTS—INSIDE THE CASTLE.
- 8 WHILE GARGANTUA IS DEAD, HIS CROWN STILL REMAINS AND WHOEVER SEIZES IT WILL BECOME THE KING OF HIS DOMINIONS.

D8/ELVES

- 1 A CERTAIN GROVE OF GIANT MUSHROOMS FOUND IN THE CASTLE IS A GATE TO A GLORIOUS AND WONDERFUL DIMENSION.
- 2 WHAT PEOPLE CALL GARGANTUA IS ACTUALLY THE PHYSICAL MANIFESTATION OF A GIGANTIC AND BLIND PRIMEVAL POWER, HALF STONE, HALF TREE, THAT WAS HERE LONG BEFORE THE GIANTS CAME TO THIS WORLD.
- 3 THERE IS A WHITE ROSE THAT WILL NEVER FADE WITHIN THE CASTLE, AND YOU KNOW JUST A FAIR PARAMOUR THAT SUCH A PRIZE MIGHT CONVINCE.
- 4 THERE IS A MIRROR INSIDE THE CASTLE THAT WILL SHOW YOU WHO YOU REALLY ARE.
- 5 GRISELDA, A FAMOUS WITCH, WENT INTO THE CASTLE AND NEVER RETURNED. SHE'S A WORSHIPPER OF DEVILS AND KNOWS MUCH ABOUT THEIR SECRETS.
- 6 THE LOTUS EATERS LIVE IN THE CASTLE. THEY HAVE MANY POWERFUL DRUGS AND ARE WILLING TO TRADE FOR A TOKEN PAYMENT.
- 7 IF ONE MAKES LOVE TO NINE DIFFERENT PEOPLE INSIDE THE CASTLE, HE WILL RECEIVE A BOON FROM THE ANCIENT GODS.
- 8 THE ROOTS OF YGGDRASIL, THE WORLD TREE, EXTEND INTO THE CASTLE.

D8/HALFLINGS

- 1 THERE IS FOUNTAIN OF THE FINEST RED WINE INSIDE THE CASTLE.
- 2 THE QUEEN OF THE MICE LIVES IN THE CASTLE, AND HAS SENT A MESSAGE TO THE GNOMES UNDER THE EARTH, WHICH THE GNOMES IN TURN HAVE CONVEYED TO THE HALFLING BURROWS — SHE NEEDS HELP AND IS WILLING TO PAY.
- 3 THERE WAS A LOVELY PLUMP MARGRAVIN BEFORE WHO RULED OVER A LAND OF ROLLING HILLS WHERE HALFLINGS AND HUMANS LIVED. SHE WENT INTO THE CASTLE A YEAR AGO AND NEVER RETURNED.
- 4 GARGANTUA MIGHT BE GONE BUT HIS DAUGHTER REMAINS. THE RUMOR HAS IT THAT SHE LOVES SMALL GUYS AND ISN'T MARRIED YET.
- 5 GASTER, THE GOD OF FOOD, ROAMS THE DESERTED HALLS OF THE CASTLE.
- 6 THERE ARE BOTTLES OF THE FINEST WINE, THE CHABLIS ROCAMADOUR, INSIDE THE CASTLE.
- 7 THE ROYAL ARCHIVISTS ARE WILLING TO PAY UP TO 3,000SP FOR THE CASTLE'S RECORDS.
- 8 ONE CAN FIND SACRED ACORNS INSIDE THE CASTLE; GIFTS WHICH SURPASS FATE ITSELF.

D8/DUCKS*

- 1 THERE IS A STATUE OF A FORGOTTEN SEA GOD IN THE CASTLE WHICH GRANTS WISHES TO WHOEVER PRAYS IT.
- 2 THE FAMOUS MAGICIAN DROSSELMAYER LIVES IN THE CASTLE.
- 3 A NIGHT DRAGON, A MOST WONDERFUL CREATURE, SLEEPS UPON A HUGE HEAP OF GOLD IN THE HIGHEST LEVELS OF THE CASTLE.
- 4 GARGANTUA'S MAGIC SCEPTER, A PURPLE ROD, HAS NEVER BEEN FOUND. IT MUST SURELY BE INSIDE HIS CASTLE.
- 5 THERE IS AN EBONY GATE WHICH LEADS TO A LAND OF BLISS AND ARCANES RICHES IN THE CASTLE.
- 6 THE ORACLE OF BACBUC, WHO KNOWS EVERYTHING, LIVES IN THE CASTLE, ANSWERING UNERRINGLY THE QUESTIONS ONE ASKS OF IT.
- 7 IF YOU PLAY IN THE CHECKERED ROOM OF THE CASTLE AND WIN, YOU WILL BECOME A KING YOURSELF.
- 8 THERE IS A MONUMENT TO KWAK THE 4TH, A FAMOUS DUCK HERO, INTO THE CASTLE. IF A DUCK HONORS IT ON A PILGRIMAGE, HE WILL BE BLESSED.

If you don't have the details you need to let a duck character into this campaign, you can use the version **Okumarts Games has released on Drivethrurpg. It's called **Darkfast Classic Fantasy Advanced Classes: Ducks** and it's damn good. You can find it at <http://www.drivethrurpg.com/product/128153/Darkfast-Classic-Fantasy-Advanced-Classes-Ducks>.*







LAWS

NAVIGATING THE BIG PICTURE

High above the trail looms the castle, a massive structure of ivy-covered black stone that rises so high into the sky that its upper stories are shrouded in the misty clouds clinging to the mountain's side. It extends for what seems like miles in every direction, its facade adorned with countless gargoyles and statues of haughty women, their skirts asunder and their hands outstretched in a beckoning gesture. Here and there, round pointed towers sprout from the main building's roof, weird oval windows and alcoves set at intervals into their walls. As you get closer, you see a massive 90' high double brass door right in front, where the trail ends, the stone around it all jagged and cracked. There's a huge face carved into the door, its features like those of a grinning, mad giant.

Usually, when you run a megadungeon, you look at a huge map with keyed locations and describe them one after the other as the characters explore. That is not what you do here. There's no map of Castle Gargantua before you play, though one might emerge from play later. From the referee's side, it's all a theater of mind game: you roll for seeds and hints, and you describe what's in there on the spur of the moment. You don't need awesome improvisation skills because we provide you with a few tables and systems to help you do this and make the game feel exactly like a more traditional dungeon. What you need to do is listen to your players. Maybe they're drawing a map and taking notes. Maybe they think it's all part of a global plot. When they do this, make sure to use everything they give you, to follow their maps and their lead. They're the ones in charge of creating order in the chaos you throw at them.

Castle gargantua

The castle is divided into five wildly different environments and ambiances. There's one we've called **Blood**, full of violence and dead things; another we've called **Gold**, special areas with greater treasures; **Lust**, with everything wild, horny and naughty; **Stone**, deep dungeon halls, weird architecture, and grim corridors; and **Wine**, places distorted with alcohol and madness. Unlike other areas, **Gold** locations come with a small map with keyed locations and little intrigues. They're both like elite areas with increased dangers and rewards and mini-lairs. This is as close as you get to a classic adventure. The other environments come without a map. When the characters explore one of them, it begins with a room or a chamber with a few exits. When they choose an exit, you check a table—each environment has its own—to see whether it leads directly into another room or into a corridor complex. When it leads into a corridor complex, you describe the corridors as you see fit, making up those sharp left curves, crossroads, and alcoves in a freeform improvisation. Eventually, the corridors will lead into another room or chamber and so on until 4 rooms or chambers have been explored. When four rooms have been explored, you roll and check on **The Big Picture** (on the next page) to determine what new environment the characters discover.



Blue is for Stone



Pinkish is for Lust



Red is for Blood



Purple is for Wine



Yellow is for Gold

Castle gargantua

When the characters first enter the castle, there's only one way in: a 90' high double door. There's an enormous grinning face carved on the door, which provides nonsensical answers to questions with a big booming voice if the characters try to talk to it. Feel free to describe the castle as you see fit—just make sure that all the players understand how huge, high, and grim it is.

When they open the door, they begin on square 1 of The Big Picture you see on the next page.

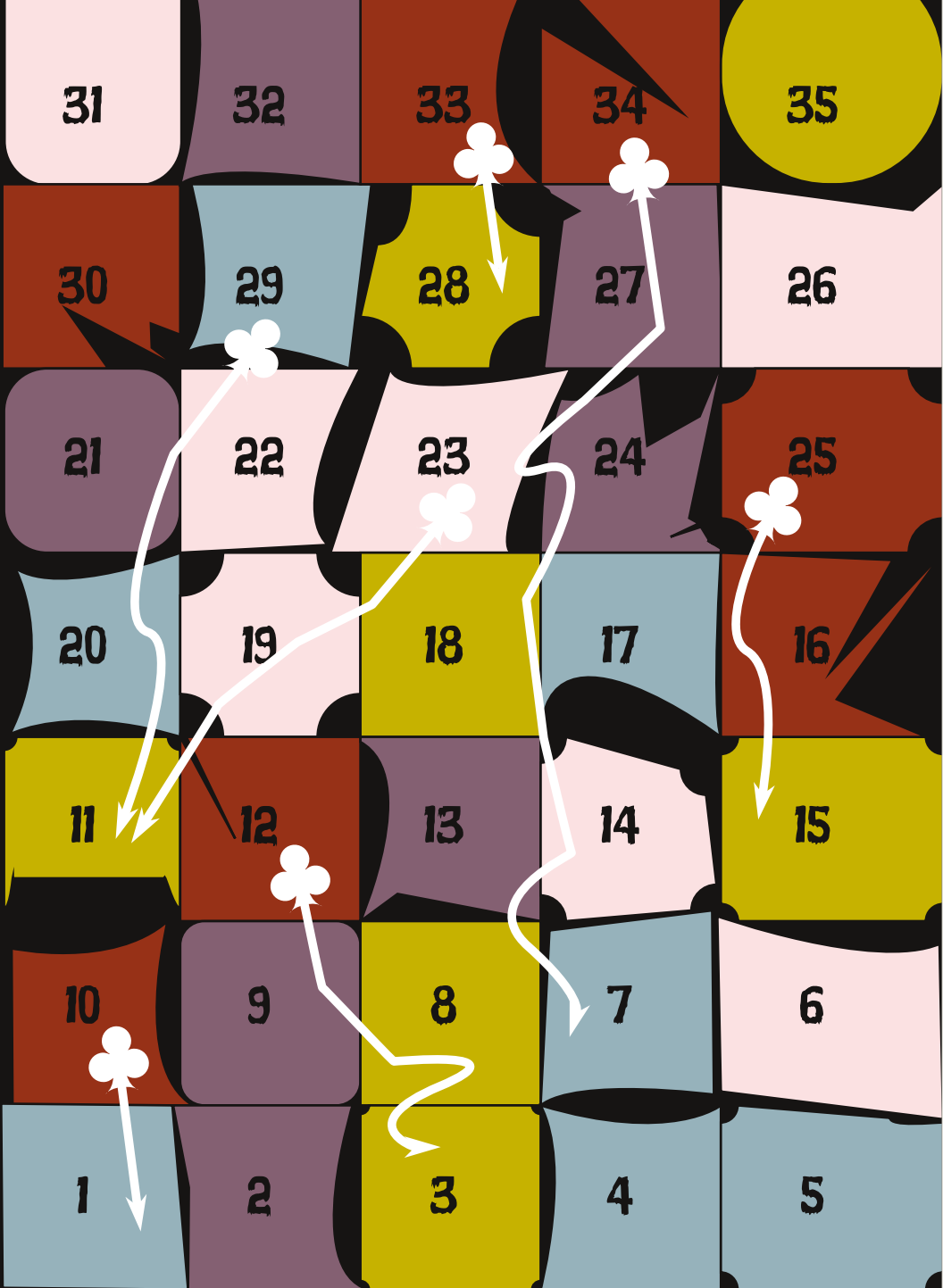
From now onwards, it's a game of *Snakes & Ladders*—except there's no ladder. Look at **The Big Picture**. Each square represents 4 rooms or chambers and a few corridors shaping a portion of the castle. If you want Castle Gargantua to last longer, you can decide that each square represents 6 or even 8 rooms or chambers instead.

Each square represents 4, 6, or 8 rooms and a few corridors.

When the characters have explored the given number of rooms or chambers, roll 1d6 and move them along on **The Big Picture** the number of squares rolled. When they land on a square which has a Clubs symbol upon it, they explore the places this square represents and then they must follow down the arrow to the square where it ends.

Play it like *Snakes & Ladders*.

The Big Picture is like an abstract painting of the Castle: it's not a map! Since you roll to check what the next square is, square **11** might be connected to square **16** instead of square **12**, or maybe there is a secret passage and the characters will explore the rooms represented by square **13** much later.



THE BIG PICTURE

Castle gargantua

Every time the characters enter a room or a chamber, check the tables corresponding to the color of the square they're located upon on **The Big Picture** and roll all your dice together some place where you can leave them undisturbed for a little while. We assume you have 1d4, 1d6, 1d8, 1d10, 1d12, and 1d20.

When the characters enter a room, roll all your dice together and check the tables corresponding to the color of the square.

With the tables, you can read your dice as a description of the room, so it's important not to move them until you gave your players a good picture of what the place looks like.

D4 is for the number and the type of exits.

D6 is for the size and type of the room or chamber.

D8 is for the contents of the room or chamber.

D10 is for treasures.

D12 is for monsters, weirdness and traps.

D20 is for atmospheric details.

QUICK REFERENCE

1. START IN SQUARE 1.
2. EACH SQUARE REPRESENTS 4, 6 OR 8 ROOMS AND CHAMBERS.
3. EACH SQUARE HAS A COLOR CODE CORRESPONDING TO DIFFERENT ENVIRONMENTS.
4. TO DESCRIBE A ROOM OR A CHAMBER, ROLL ALL YOUR DICE TOGETHER AND CHECK THE TABLES CORRESPONDING TO ITS ENVIRONMENT.
5. WHEN EITHER 4, 6 OR 8 ROOMS HAVE BEEN EXPLORED, ROLL 1D6 AND GO TO A NEW SQUARE ON THE BIG PICTURE.
6. IF THERE'S A CLUBS SYMBOL, GO DOWN THE ARROW AT THE END OF THE EXPLORATION INSTEAD OF ROLLING 1D6.

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The square 35 has the feel of an ending to the castle. It may feature plausible villains and climax and the characters might decide that their exploration ends when they get there and successfully deal with it. Because of this, you need to roll the **exact number** to reach the square 35 or the characters don't reach it, moving to 35 and reversing back if you exceed the exact number needed.

When you need a huge gauntlet-like megadungeon, just move the characters from 1 to 35 one square at a time, each square representing 8 rooms. Since the Gold areas represent mini-dungeons of about a ten rooms and chambers each, you've got about 300 places to explore in here.

SNAKES IN A DUNGEON

As you've read, when you reach a square which has a Clubs symbol upon it, you let the characters explore its 4, 6 or 8 rooms normally, but you don't roll 1d6 after they've explored the last room and exited it. You take them all down to where the arrow ends instead and let them carry on with the exploration of the 4, 6, or 8 rooms of the square they've landed upon. There are a lot of *snakes* and situations in which the characters find themselves exploring the same rooms again and again are bound to happen. Depending upon the environments the referee has described and the map—if the players are drawing one—these *snakes* represent stairs, secret passages, teleporting devices, shifting mists that move the whole castle's architecture around, and the like. They help to make feel the castle gigantic, labyrinthine, alive, and haunted. **When the characters reach a square they've already explored—except if it's Gold—you just roll 1d8 and 1d12 for every room** as they visit them to check if a new weirdness or monster appeared. When the d8 tells you that there's a treasure or a trap—with or without monsters—you just ignore the whole result; it's empty instead.



SQUARES

GOING INTO THE DETAILS

When the characters enter a square, you need to roll all your dice together. You need to focus on the **D8**. If it says that the room or chamber is empty, take away the **D10** and **D12**—you won't use them for this area. You need to read the result of the **D10** only if the **D8** table tells you there's a treasure to be found. Likewise, the **D12** is only useful in the case you get a MONSTER, WEIRDNESS, OR TRAP result with the **D8**. You can decide, for a portion of the castle or for the whole exploration, to fill it with more atmospheric details and to roll 2d20 instead of just one. If your castle is of a standard size, with 4 rooms or chambers per square, this is a good option.

You'll find an extra table after each environment's description tables to help you detail what's happening as the characters move from room to room within a single square. Use it to make up something they could map during the course of play—if they're drawing one.

The furniture the characters find in rooms and chambers isn't described in detail in the environment sections. It's your job to decide on these set dressings using the rooms and chambers name list. Just remember that whatever the environment is, the furniture is either man-sized or gargantuan, about 6 to 8 times the standard size. A gigantic table, for instance, is 10 or 20 feet high and about 20 or 30 feet long. It doesn't appear like a table, but as if wooden pillars were supporting a gallery above the main room. Make sure to describe the gargantuan environment as it appears to the characters. The items detailed in the Treasures section are man-sized except when noted otherwise.



CASTLE GUARDS

KEEPING THEM ON THEIR TOES

A rag-tag band of mechanical and constructed magical creatures keeps a steady watch upon the castle. They roam into the corridors and the rooms, following a pattern that has long lost its meaning to anyone. Unlike traditional wandering monsters, they aren't attracted by the noise the characters might make, they just happen. The watch will attack the characters on sight. Since they're mechanical creatures or golems, they can't be bribed, bluffed or turned away. For every hour spent in the castle, there is a 1 in 6 chance that the castle guards will enter the character's current location. There are 2d4 guards, all 5' tall creatures. The guards look like members of a standard city watch: they carry lanterns, sturdy round shields, and spears; wear pickelhelms; and shout once in a while to tell the good folks that everything's fine. **Gold** environments aren't part of their patrol routine and the castle guards never enter those areas. The guards are monsters, and their abilities and size scale with the party's Average Level. *HD 1, Armor as leather and shield, spear for 1d6 damage, never check morale, normal speed.*

THE GUARDS ARE MADE OF...

Roll 1d8 for each patrol.

-
1. Tin. The guards are considered to be wearing chainmail armor.
 2. Tar. The guards are immune to slashing and piercing attacks.
 3. Grapes. The guards are somewhat edible.
 4. Rotting Flesh. The guards always attack last.
 5. Wax. Fire attacks melt them in 1d4 rounds.
 6. Snow. Fire attacks inflict double damage upon them.
 7. Stained Glass. Crushing attacks inflict double damage upon them.
 8. Slime. The guards are immune to crushing attacks.

THE GUARDS ARE SPECIAL BECAUSE...

Roll 1d20 for each patrol.

1. Their heads are twice the normal size.
2. They have wings and can fly a bit.
3. They wield polearms which inflict 1d10 damage.
4. They all can cast spells as a Level 1 Cleric.
5. They're all women.
6. They're dressed in lavish checkered costumes worth 30sp apiece.
7. They can shoot black laser rays for 1d8 damage with their eyes in addition to their standard spear attack.
8. They are immune to metal.
9. They're very, very clumsy and have 50% chance to drop their weapon to the ground or to fall prone instead of attacking.
10. They ignore all creatures except undead.
11. They have no weapons but their hands are like long claws with which they can attack twice for 1d4 damage each.
12. They have the faces of black sheep.
13. They reflect back spells cast at them to the caster.
14. They're all very fat and have double the normal HD.
15. They've got their orders wrong and will escort and protect the characters for one hour.
16. They are illusionary and will cease to exist for characters who succeed at a save versus magic when they either hit them or are hit by them.
17. Their faces are all featureless and ovoid.
18. They're Inuits.
19. They're cowards.
20. Roll twice and add up the results, ignore and roll again if you get this result once more.

BLOOD

Blood environments are dripping blood, literally. They're all about rage, war, and violence, usually haunted with grotesque monsters and fanatical humans. Their rooms, chambers, and corridors are built with a reddish marble-like smooth stone. There are dents and charred bloody stains on the walls and broken pieces of weapons and splintered shields here and there. When there's furniture, it's either sturdy and practical or antique bronze. Places here are warmer than the rest of the castle and the ceilings are 80' high, often painted with war scenes of forgotten battles. The rooms may be lit with blazing torches, braziers, and fire pits when inhabited.

ROOMS & CHAMBERS

Cross out the rooms and chambers you use as you play. When there's furniture, flip a coin: it's man-sized if you get tails and gargantuan—about six to eight times the normal proportions—if you get heads.

ARENA
BARRACKS
BARRACKS
BARRACKS
BATTLEFIELD
BATTLEFIELD
BLACKSMITH FORGE
BUTCHERY
BUTCHERY
BUTCHERY
CHARNEL GROUND
COLD ROOM
COLD ROOM
COPPERSMITH FORGE
COURT, OPEN AIR
CREMATORIUM
CREVASSE
FISSURE
GORGE
GUARDROOM

GUARDROOM
GUARDROOM
GUARDROOM
JAIL, CELL
JAIL, CELL
JAIL, CELL
KENNEL
MEAT LARDER
MEAT LARDER
MORGUE
OUBLIETTE
OSSUARY
SACRIFICIAL ROOM
TAXIDERMY LABORATORY
TORTURE ROOM
TRAINING ROOM
TROPHY ROOM
VAULT
WALL WALK
ZOO

Castle gargantua

Check the details of treasures, monsters, weirdness and traps on page 24, 25, and 26. **Remember that 1 square represents 60'.**

D4/NUMBER AND TYPE OF EXITS

- | | |
|------------------------------------|---|
| 1 A single rusted grate, raised | 4 Four doors of solid wood reinforced |
| 2 Two broken wooden doors | with iron bands. One is barred, another |
| 3 Three grates, only one is raised | is locked |

D6/ROOM & CHAMBER SIZE AND TYPE

- | | |
|--------------------------------------|-------------------------------------|
| 1 Small room (2 squares x 2 squares) | 4 Oval room, 3 square radius |
| 2 Rectangular chamber (2 x3 or 3x4) | 5 Octagonal room, 1 square per side |
| 3 Big square room (3x3 or 4x4) | 6 Huge chamber (4x6 squares) |

D8/ROOM & CHAMBER CONTENTS

- | | |
|-------------------------------|---------------------------------|
| 1 EMPTY | 6 MONSTER, WEIRDNESS, OR TRAP |
| 2 EMPTY | 7 MONSTER, WEIRDNESS, OR TRAP & |
| 3 EMPTY | TREASURE |
| 4 EMPTY | 8 TREASURE ONLY |
| 5 MONSTER, WEIRDNESS, OR TRAP | |

D10/TREASURES

- | | |
|---|--|
| 1 A single magical tarot card | 6 1d10 garnets worth 10gp each |
| 2 3d100 copper pieces in red pouches | 7 A pair of magical manacles |
| 3 5d100 electrum pieces, loose. Each | 8 A stuffed, gem-studded animal . It is |
| electrum piece is worth 10sp | worth 1,000sp but is an Oversized item |
| 4 A pair of bronze bracers worth | 9 The statue of a dog cut in bloodstone |
| 1d100sp | worth 1d00sp. |
| 5 The fur of a rare animal worth d100sp | 10 A random ghost weapon |

D12/MONSTERS, WEIRDNESS, AND TRAPS

- | | |
|---------------------------|------------------------|
| 1 Angry mob on rye ergot | 7 Hybrid golem |
| 2 Antique warriors | 8 Iron maiden trap |
| 3 Bloodstone megalith | 9 Oversized lice |
| 4 Bloodthirsty berserkers | 10 Rusty spikes |
| 5 Caput decamort | 11 Stirges |
| 6 Flat caps | 12 Vampire magic mouth |

D20/ATMOSPHERIC DETAILS

- | | |
|-----------------------------------|---------------------------------------|
| 1 A fountain of blood | 11 A wail of agony at a distance |
| 2 The walls and the ceiling bleed | 12 The walls are warm and pulsating |
| 3 A carrion stench | 13 A loud heartbeat sound |
| 4 A blood-red mist near the floor | 14 1d4 slaughtered pigs |
| 5 Dried blood puddles | 15 Writings in blood, random language |
| 6 Fresh blood puddles | 16 The clamor of a distant battle |
| 7 1d6 random body parts | 17 The smell of cooked grease |
| 8 2d4 broken weapons | 18 A tapestry, maculated with blood |
| 9 1d6 bodies, recently dead | 19 The trail of a wounded animal |
| 10 A drizzle of blood | 20 Hooks hanging from the ceiling |

When the characters leave a room or a chamber through one of its exits, roll 1d6 to check what the dungeon is like before they can reach the next room or chamber.

1-2

The next room or chamber is just behind the exit.*

3-4

The next room or chamber is at the end of a corridor that begins with the exit.

5

The characters must travel down a couple of corridors and take a side passage, open a door, or follow a turn before they reach the next room or chamber.

6

The characters must climb up a flight of stairs before they reach the next room or chamber.

*When there's at least one other exit leading further into the castle in the room or chamber, roll 1d6. On a 1, the exit leads out of the castle instead. It might be a secret passage, a trapdoor, anything. Once found, the passage can be used to enter the castle again at this location.

DETAILS

Treasure: Magical tarot card. The card lies face down somewhere in the room. The first character turning it over triggers its magic. Roll 1d6: on 1–2, the card shows a naked man running through a gauntlet of warriors wielding clubs. The character is stripped of all his clothes and armor and suffers 1d8 club attacks (1d6 damage) hitting as a Fighter of the same level as him. On a 3–5, the card shows a couple of friends quarreling. All the henchmen, retainers, followers, and hirelings of the character turn against him at once and attack. On a 6, it shows a lion that blesses him with a Strength of 18, permanently.

Treasure: Magical manacles. These manacles bind the will as well the body, turning the creatures thus bound into idiots as long as they are bound. They can't feed themselves; they wet themselves, drool, and moan meaninglessly, obeying whatever orders are given to them as long as said orders don't exceed three simple words. When used to bound someone continuously, there is a 1 in 6 chance every day that the manacles break.

Treasure: Ghost weapons. Ghost weapons are enchanted, magical weapons. They can hit creatures that can only be struck by magical weapons, but always hit with a –1 penalty due to the lingering hatred of their former heroic possessor. If the player scores a natural 20 while his character attacks with one of these weapons, the weapon ages both the target and the character 10 years.

Monster: Angry mob on rye ergot. This is an angry, drugged peasant mob. There are 2d6 human peasants, all fighting with improvised weapons such as forks and staves. All the peasants are **rabble** and attack with a –2 penalty. *HD Varies, unarmored, 1d6 damage, never check morale, normal speed.*

Monster: Antique warriors. These human warriors either come from a foreign country or a distant and bygone time. They are violent but might be appeased and befriended. There are 1d4+1 warriors per character Average Level, all Level 0 Fighters and a **boss** for every 10 warriors. *HD Varies, Shield only, shortsword for 1d6 damage, superb morale, normal speed.*

Monster: Bloodthirsty berserkers. A small raiding band of norselanders roams in the castle. There are 2d4 berserkers, all human **rabble**, led by a human chief, a **boss**. *HD Varies, unarmored, sword for 1d8 damage and hand axe for 1d6 damage, never check morale, normal speed.*

Castle gargantua

Monster: Caput decamort. This 10' tall zombie creature has ten human heads hanging at the end of slimy blood-red tentacles. Each head has 1HD and its body has 3HD. As long as a head is alive, the creature lives and can attack as well, even if its body is destroyed. The decamort always acts last and is vulnerable to holy water, each vial causing it 3d6 points of damage. *HD Special, unarmored, one bite per head for 1d4 damage, good morale, slow.*

Monster: Flat caps. There are 1d6 of these small creatures; paper-thin flat goblins with pointed ears and fanged mouths. They can slither upon the ceiling, walls, and floor alike, and they have a 4 in 6 chance to surprise their opponents every round. They wear halfling-styled clothes and long caps that they love to dip in blood. *HD 1/2, Armor as leather, very small pole arm for 1d4 damage, poor morale, fast.*

Monster: Hybrid golem. This 6' tall golem is made of the pieces of 2d4 random animals sewn together. It can slither at a limited speed or run, swim, or fly depending upon what animals shape it. The hybrid golem is immune to magic, except spells that specifically affect animals. It can cause enfeeblement (50%) in whoever hears it when it shouts (save versus magic negates, as ray of enfeeblement cast by a 12th level magic-user). Hybrid golems are immune to blunt and piercing weapons, but suffer double damage from fire. *HD 3, unarmored, 1 attack per animal piece for 1 damage each, never checks morale, slow.*

Monster: Oversized louse. This is just a 10' tall louse. Its bite infects with a degenerative disease that has an incubation period of three days, an interval of six hours, an infection time of two days, and it affects all abilities at once. If the louse manages to hit with its bite, it attaches itself and drains blood for 1d6 points of damage. Its steel-hard nervous system continues to function after it dies: it will continue to drain blood except if the louse is severely burned or immersed in water. *HD 2, Armor as plate, bite for 1d4 damage, excellent morale, normal speed.*

Monster: Stirges. They attach themselves to the victims they hit, draining them of blood for 1d4 points of damage per round. Once the stirges have drained more than double their hit points, they fall to the ground, helpless and bloated. Stirges attack at +3 due to their ferocity. *HD 1, Armor as leather, bite for 1d3 damage, good morale, normal speed.*

Castle gargantua

Trap: Iron maiden. The telltale signs of this trap are either a puddle of blood in front of a double door or the strange hollow sound the door gives when it's knocked upon. The double door isn't a door, but an open iron maiden covered by a fake door—a thin plastered layer of wood. When anyone pushes the door open, the iron maiden closes itself upon him for 1d10 points of damage per Average Level.

Trap: Rusty spikes. These spring traps have no telltale sign, but are so rusted that they aren't very effective anymore. The spikes are sprung from the walls by a pressure plate on the ground. There are 12 spikes, but each of them only has a 1 in 6 chance to function. Even if they do work properly, the rust has gripped the mechanisms and they cause only 1 point of damage. On the other hand, anyone hit has a chance to contract a super-tetanus (save versus poison negates) that has an incubation period of 1 turn, an interval of 1 turn, an infection time of 3 hours, and affects Dexterity; causing the loss of 1 point at every interval when a save versus poison is failed.

Weirdness: Bloodstone megalith. Should anyone shed even a single drop of blood on the megalith—even if this is caused by an atmospheric drizzle of blood — the megalith will generate blob-like creatures of blood and pus every round for 10 rounds. These creatures are blind but can sense tremors and feed on flesh. They will fade away 1d4 turns later. The only way to survive, apart from remaining motionless, is to hack the megalith to shards, which dismisses all the creatures at once. The megalith has armor as plate and 20 hit points per Average Level of the group. When a weapon hits the megalith, the weapon has a 3 in 6 chance to break (2 in 6 if it's magical or enchanted). The creatures have 1 HD, no armor, and attack with a slam for 1d4 damage. They never check morale. The shards of the megalith are worth 2d100sp.

Weirdness: Vampire magic mouth. This fanged magic mouth is painted on the wall with blood. It talks with a soothing voice and can *charm* (save versus magic negates) people into touching it. When they do, it bites for 1d6 points of damage and drains an experience level. If the mouth scores a natural 20, it swallows its victim whole into a pocket dimension where it drains him of all blood in 1 turn before spitting him out. If the magic mouth is dispelled before the victim dies, he appears in front of the wall.





LUST

The true horror of the rooms and chambers found in the Lust environments isn't immediately visible. There are lovely pieces of furniture in the corners and heaps of coins, gems, and jewels in lofty lounges pervaded by the scent of delicate perfumes. In reality, the furniture is shoddy and poor, the coins made of tin, the gems of glass, and the perfume barely covers the stench of body fluids and decay. The stained rooms, chambers, and corridors are built with a whitish clay-like smooth stone. They are damper than the rest of the castle, and their ceilings are 60' high. They are lit with lanterns and oil lamps when inhabited.

ROOMS & CHAMBERS

Cross out the rooms and chambers you use as you play. When there's furniture, flip a coin: it's man-sized if you get tails and gargantuan—about six to eight times the normal proportions—if you get heads.

ANTECHAMBER

ANTECHAMBER

ASYLUM

AVIARY

BALLROOM

BANQUET ROOM

BATH

BATH

BEDROOM

BEDROOM

BEDROOM

BOUDOIR

BOUDOIR

BOUDOIR

BROTHEL

CHAMBER OF STATUES

CESSPIT

CESSPIT

CHEST ROOM/ TREASURY

DRESSING ROOM

FISHPOND

GALLERY

GAME ROOM

HALL OF MIRRORS

HAREM

IDOL CHAMBER

KITCHEN

LAUNDRY

LOUNGE

MUSEUM

PANTRY

PRIVY

SALON, PINK

SALON, PURPLE

SALON, SATIN

STORAGE ROOM

STUDY

TOPIARY GARDEN

VESTIBULE

WAITING ROOM

Castle gargantua

Check the details of treasures, monsters, and weirdness on page 32, 33, 34, and 35. **Remember that 1 square represents 60'.**

D4/NUMBER AND TYPE OF EXITS

- | | |
|---------------------------------------|--|
| 1 A single tin door. Looks like brass | which are locked |
| 2 Two wooden doors, both painted | 4 A door of each type, with two tin doors, |
| 3 Three leather-covered doors, two of | both locked |

D6/ROOM & CHAMBER SIZE AND TYPE

- | | |
|--------------------------------------|--------------------------------------|
| 1 Closet room (2 squares x 1 square) | 4 Circular chamber, 5 squares radius |
| 2 Circular chamber, 3 squares radius | 5 Big square room (4x4 squares) |
| 3 Big rectangular room (2x4 or 3x5) | 6 Chamber with terrace (4x5 squares) |

D8/ROOM & CHAMBER CONTENTS

- | | |
|-------------------------------|---------------------------------|
| 1 EMPTY | 6 MONSTER, WEIRDNESS, OR TRAP |
| 2 EMPTY | 7 MONSTER, WEIRDNESS, OR TRAP & |
| 3 EMPTY | TREASURE |
| 4 EMPTY | 8 TREASURE ONLY |
| 5 MONSTER, WEIRDNESS, OR TRAP | |

D10/TREASURES *Fake items seem to be worth 500 times their actual value

- | | |
|---|--|
| 1 1d4 fake* sapphires worth 50cp each. | 5 A gold ankle chain worth 2d20gp |
| 2 A pair of child-sized crystal high heel shoes worth 1d10sp | 6 A magical picture book |
| 3 5d100cp in a chest. They are painted to look like gold pieces | 7 A fake* diamond ring worth 150cp |
| 4 A sturdy copper collar with a chain worth 1d10cp | 8 A magical gold tiara studded with pink tourmalines |
| | 9 A fake* pearl necklace worth 2d100cp |
| | 10 A cursed chastity belt |

D12/MONSTERS, WEIRDNESS, AND TRAPS

- | | |
|--------------------------|---------------------|
| 1 Bloated giant | 7 Mushroom thicket |
| 2 Bluebeard ghouls | 8 Organ treant |
| 3 Houris | 9 Porcelain golem |
| 4 Libertine tribesmen | 10 Porcine orcs |
| 5 Monstrous angora cat | 11 Scarlet Scazarin |
| 6 Monstrous pinkish toad | 12 Slavers |

D20/ATMOSPHERIC DETAILS

- | | |
|------------------------------------|---------------------------------------|
| 1 A large puddle of milk | 11 A sweet, acrid smell |
| 2 A series of moans at a distance | 12 Rolling clouds of billowing mist |
| 3 10 cubic feet of meringue | 13 The floor is wet with grease |
| 4 A slithering trail | 14 1d4 curtains of red velvet |
| 5 The smell of musk | 15 1d8 pieces of underwear, scattered |
| 6 Something panting loudly about | 16 2d8 large cushions |
| 7 1d12 long colorful feathers | 17 Lipstick graffiti, random language |
| 8 Torn silk curtains | 18 Raucous laughter at a distance |
| 9 The walls are smeared with feces | 19 Hanging white sheets |
| 10 Long sobbing cries | 20 A piano melody in the background |

When the characters leave a room or a chamber through one of its exits, roll 1d6 to check what the dungeon is like before they can reach the next room or chamber.

1-3

The next room or chamber is just behind the exit.

4

The next room or chamber is at the end of a long winding series of corridors and alcoves.*

5

The characters must follow a turn of the corridor and open a series of doors before they reach the next room or chamber.

6

The characters must climb up several flights of stairs before they reach the next room or chamber.

*When there's at least one other exit leading further into the castle in the room or chamber, roll 1d6. On a 1, the exit leads out of the castle instead. It might be a secret passage, a trapdoor, anything. Once found, the passage can be used to enter the castle again at this location.

DETAILS

Treasure: Magical picture book. This picture book is a spellbook in disguise. When a Magic-user casts *read magic* on the book, he has a chance equal to his Intelligence modifier on 1d6 to decipher and understand the spells written inside.

CIRCE'S GESTALT

Magic-user Level 4

Duration: 1 turn/level

Range: 40'

The caster must be naked for this spell to function. When cast, it inspires an irrepressible lust for him in human or humanoid creatures in range that look directly at him. It also gives them the illusion that they have been transformed into pigs. They will charge at him, squealing like hell, and try everything to get hold of him. They cannot use spells, items, or weapons, will strip as soon as possible, and must follow the most direct path to the caster regardless of traps and hazards. Saving throw negates.

LAMENTABLE CONUNDRUM

Magic-user Level 3

Duration: 1 round/level

Range: 0

This spell affects only creatures with an Intelligence ability of 6 or higher. When cast, the target is compelled to resolve a complex conundrum and will be lost in their thoughts until the spell ends. They may try to act normally and succeed with a successful saving throw versus magic that they must try for every action, including movement. The spell affects everyone in a 20' radius, including the caster.

TRUE BLESSING OF THE SUCCUBI

Magic-user Level 5

Duration: 1 hour

Range: 0

This spell imbues the caster with an abyssal unholy power. As long as it lasts, the caster can drain 2 experience levels from people who have sex with him while the spell is active. Those levels are lost forever. There must be a real sexual relationship for the spell to take effect; a simple kiss or stroke isn't enough. The caster decides when the levels are drained, which can be straight away or up to three days after he had sex with the victim.

Castle gargantua

Treasure: Magical gold tiara. This tiara studded with pink tourmaline gems is worth 1,000sp. When worn, it changes its wearer's **gender** permanently and adds 2 to their Charisma modifier when they wear it.

Treasure: Cursed Chastity belt. This is a bulky black iron chastity belt. There is no key. If someone has the very, very stupid idea to put the belt on, it can't be removed short of a remove curse spell. Not only does the belt prevent the wearer from having any kind of sex, but it has rusted spikes inside that grow two inches long whenever he is wounded, causing him 1d6 extra points of damage and making him unable to move until the end of the next round.

Monster: Bloated giant. This bloated, obese, and naked 10' tall female giant has mouth-like orifices and nipples all over her body. She can barely move and talk, except to beg for love, which she does continuously. If anyone fulfills her, she has a 1 in 6 chance per partner to turn into a lovely and grateful man-sized human princess with a Charisma of 18, a human boss, for 1d4 days. If refused sex, she attacks. *HD 2, unarmored, 1 slap for 1d4 damage and 3 bites for 1d2 damage, poor morale, very slow.*

Monster: Bluebeard ghouls. There was a gruesome killer in the past named Bluebeard. He used to lock his wives in closets, then butcher them. Returning from the dead, those wives have found a way to kill him, but took a part of his soul when they did so. 1d4+1 of them now haunt Castle Gargantua, looking for men to take vengeance upon. They look like dead maimed corpses with long bluish beards. They are undead creatures. *HD2, unarmored, huge cleaver or axe for 1d10 damage, excellent morale, fast.*

Monster: Houris. A couple of houris have settled in this place. While they seem to be innocent, they are in fact manipulative and will try to rob the characters or to send them on missions. They are human boss Magic-users, both of them, but need to kiss their targets in order to cast a spell upon them. *HD Varies, unarmored, dagger for d4 damage, poor morale, normal speed.*

Monster: Libertine tribesmen. A band of albino tribesmen has found its way into the castle. There are 3d4 tribesmen, all human **rabble**. The tribesmen are naive, friendly and uninhibited. Their fingers and other extremities, when cut and worn like amulets, confer a +1 bonus to all die rolls as long as the body parts remain intact. *HD Varies, unarmored, spear for 1d6 damage, good morale, normal speed.*

Castle gargantua

Monster: Monstrous angora cat. This 4' tall cat wanders in the castle. It usually keeps to itself, except when playing with creatures smaller than it is, which it tosses around, bites and hunts for hours before it kills them. It has 3 points in Stealth and Sneak like a specialist. *HD1, Armor as leather and shield, 1 bite for 1d4 damage and 2 claws for 1d3 damage, poor morale, fast.*

Monster: Monstrous pinkish toad. A few rubies are set into the pinkish scaly skin of this 3' tall toad. It avoids attacking, except when attacked itself. When it does, it lashes out its tongue, which is coated in a neurotoxic saliva, and strikes with its two claws. Characters hit by the tongue fall quivering to the ground, their body emptying of **all** their non-vital fluids. They are unable to act for 1 full turn. The gems crumble to dust when the toad dies, but if cut off while it's still alive, are worth as much as 500sp. *HD 2, Armor as plate, 1 tongue and 2 claws for 1d2 damage each, poor morale, slow.*

Monster: Organ treant. The organ treant is an animated 7' tall tree made of flesh, sinewy muscles, and throbbing organs. It bears red oval fruits once a year for 4 days (make it 1 chance in 100). Whoever eats one of these fruits must save versus poison or die. If the save is successful, the eater's ability scores are all raised by 1, maximum 18. *HD3, Armor as leather, 2 slams for 1d8 damage each, excellent morale, slow.*

Monster: Porcelain golem. The porcelain golem looks like a 5' tall painted doll. It is immune to all weapons except **blunt silver weapons** and ghost weapons and to all magic except cleric magic. It moves at the speed of a heavily encumbered man. The touch of a porcelain golem doesn't inflict damage, but forces its victim to roll again all his hit dice and to retain the new score if—and only if—it's lower than his original hit points total. In addition, the victim must save versus magic or become Chaotic. Porcelain golems never attack Chaotic characters. *HD 1, unarmored, never checks morale, normal speed.*

Monster: Porcine orcs. These orcs are really porcine. Their faces like the faces of pigs, their bodies pinkish and massive. There are 2d4 orcs looking for women to capture and riches to plunder. *HD 1, Armor as leather and shield, axe or broadsword for 1d8 damage, good morale, normal speed.*

Monster: Slavers. 2d4 human mercenaries, all **rabble**, roam the castle, looking for slaves. They are led by a human merchant **boss** and will have 3d4 slaves of random classes with them, all level 0. *HD Varies, leather, polearm for 1d8 damage, good morale, normal speed.*

Castle gargantua

Weirdness: Mushroom thicket. A dozen 5' tall phosphorescent mushrooms of flashy vivid colors have sprouted here. Their spores induce a powerful soporific effect in any living being within 30' or less of them. Creatures affected by the spores fall asleep for 1d6 hours, a sleep so deep that nothing can wake them. Sleeping characters all drift together in the same dream of a fantastic adventure. Just pick one of your adventures at random, whatever its intended level, and run a few rooms of it as if the sleeping characters had been teleported there. Good choices include *Castle Amber*, *The Pleasure Prison of the B'thuvian Demon Whore*, *The Infinite Tower* from *Better Than Any Man*, or any other weird location. When the characters wake up, have them roll a save for each major drawback that happened in the dream (level loss, death, mutilation, losing a magic item) or the drawback becomes real. Gains, on the other hand, only remain on a natural 20 on 1d20 (roll separately for each gain). Once a character has fallen asleep to the mushrooms once, he is immune to their spores afterwards.

Weirdness: Scarlet Scazarin. 2d6 dead bodies of slender humans lie here in various states of decomposition. The bodies are either naked or wearing lingerie. There seem to be gems studded into the very flesh of the bodies. A close inspection reveals that the "gems" are in fact sore bulging buboes. The bodies are all infected with the scarlet scazarin, a virulent magical pox that infects anyone who touches an infected person. The pox has an incubation period of 12 days, an interval of 6 hours, an infection time of three days, and affects both Strength and Charisma — with permanent damage to Charisma, even if the disease is cured. Curing the disease requires a *remove curse* spell. For each Charisma point lost, the victim grows 1d4 buboes that disfigure him, leaving permanent scars open when they burst. One in 20 buboes is an actual, real gem of a random color worth 1d100sp. There are three such gems among the dead bodies.

FAMILY FRIENDLY VERSION

We couldn't tell a tale involving Gargantua and *grotesque* fantasy without any reference to sex and irreverence. Oddly, our society accepts violence a lot more than it accepts sex and while you'll find good old wanton dungeon violence everywhere in the Castle, most references to sex have been helpfully confined to this section. If you want to play Castle Gargantua with your family and children, all you have to do is to skip the Lust environments and to replace them with more Stone squares.



STONE

The Stone environments are like a dwarven city or a giant's fortress with vast halls and stern statues of weird, long-forgotten kings with too many eyes. Furniture, when it exists, is cut directly into the stone of the walls, the flagstone floors, and the arched ceilings. Uninhabited places have been abandoned for so long that a thick layer of dust and ash covers everything. When creatures and people roam, they scour the darkness or gather around fire pits where grisly things broil. The rooms, chambers, and corridors are built with a gray granitic smooth stone. The areas here are very cold and the ceilings are 90' high.

ROOMS & CHAMBERS

Cross out the rooms and chambers you use as you play. When there's furniture, flip a coin: it's man-sized if you get tails and gargantuan—about six to eight times the normal proportions if you get heads.

ABANDONED MINE SHAFT
ABANDONED MINE SHAFT
AUDIENCE CHAMBER
CHAMBER OF THE THANE
CLOAK ROOM
COAL CHAMBER
DEEP HALL
ELECTRUM HALL
ELEVATOR
ENGINE ROOM
FORTIFIED BRIDGE
GLOWING CAVERN
GRAND HALL
GREAT GATE
GREAT HALL OF THE JARL
HALLWAY
HALLWAY
IRON HALL
LOFTY CHAMBER
LONG HALL

LOWER BRIDGE
OBSIDIAN CAVE
PARADE GROUNDS
RUBY HALL
SCRYING ROOM
SECRET WORKSHOP
SILVER CHAMBER
SPIRAL LANDING
STORAGE ROOM
STORAGE ROOM
STRONGROOM
STRONGROOM
STRONGROOM
TEMPLE OF THE WORM
THRONE ROOM
THRONE ROOM
THRONE ROOM
TUNNEL
TUNNEL
UNDERGROUND BRIDGE

Castle gargantua

Check the details of treasures, monsters, and weirdness on page 40 and 41. **Remember that 1 square represents 60'.**

D4/NUMBER AND TYPE OF EXITS

- | | |
|---|---|
| 1 A single iron door | 3 Two stone slabs and a gaping archway |
| 2 A wooden door left ajar, and a stone slab that can be pushed aside by two characters with Strength scores over 13 | 4 An iron door, a wooden door, a stone slab, and an archway |

D6/ROOM & CHAMBER SIZE AND TYPE

- | | |
|------------------------------------|--|
| 1 Long room (3 squares x 1 square) | 4 Irregular cave, about 2x4 squares |
| 2 Rectangular chamber (2x3 or 3x4) | 5 Irregular cave, about 3x5 squares |
| 3 Roughly square room (about 3x3) | 6 Big circular chamber, 6 squares radius |

D8/ROOM & CHAMBER CONTENTS

- | | |
|-------------------------------|--|
| 1 EMPTY | 6 MONSTER, WEIRDNESS, OR TRAP |
| 2 EMPTY | 7 MONSTER, WEIRDNESS, OR TRAP & TREASURE |
| 3 EMPTY | 8 MONSTER, WEIRDNESS, OR TRAP & TREASURE |
| 4 EMPTY | |
| 5 MONSTER, WEIRDNESS, OR TRAP | |

D10/TREASURES

- | | |
|--|--|
| 1 2d3 quartz of all types (blue, gray, yellow, pink) worth 2d20sp each | 6 A magical chisel |
| 2 3d10ep in a pouch | 7 A stone chest containing 1d20 coins of each type |
| 3 1d3 pale blue-green zircons worth 50sp each | 8 A broad leather girdle studded with malachites jewels worth 50sp |
| 4 A wolfskin cloak worth 35sp | 9 A silver goblet worth 1d100sp |
| 5 A random weapon of jagged flint | 10 Dzargi horn |

D12/MONSTERS, WEIRDNESS AND TRAPS

- | | |
|-------------------------|------------------|
| 1 Border patrol | 7 Ogre children |
| 2 Dastardly wheel trap | 8 Phosphorus web |
| 3 Gug | 9 Sargoye |
| 4 Greedy dwarves | 10 Steam valve |
| 5 Leprous troglodytes | 11 Valkyries |
| 6 Monstrous albino mole | 12 Vile runes |

D20/ATMOSPHERIC DETAILS

- | | |
|--------------------------------------|---------------------------------------|
| 1 Drizzling rain | 11 The sound of iron clanging |
| 2 The cenotaph of a forgotten hero | 12 The sound of drums |
| 3 A fire pit, lit | 13 Ancient runes written on the walls |
| 4 2d6 hammer heads, dented | 14 1d3 smashed statues |
| 5 The smell of sulfur | 15 The skull of a random creature |
| 6 A dead crow, 25% stuffed | 16 The massive statue of a sea god |
| 7 Glittering dust all over the place | 17 A very, very cold draft |
| 8 2d4 dwarven skeletons | 18 Embers littering the floor |
| 9 Signs of recent stonework | 19 A thick layer of guano |
| 10 2d20 clay marbles | 20 A metallic smell |

When the characters leave a room or a chamber through one of its exits, roll 1d6 to check what the dungeon is like before they can reach the next room or chamber.

1-2

The next room or chamber is just behind the exit.

3

The next room or chamber is at the end of a couple of long corridors.

4-5

The characters must follow a turn of the corridor and open a door before they reach the next room or chamber.

6

The characters must climb several flights of stairs before they reach the next room or chamber*.

*When there's at least one other exit leading further into the castle in the room or chamber, roll 1d6. On a 1, the exit leads out of the Castle instead. It might be a secret passage, a trapdoor, anything. Once found, the passage can be used to enter the castle again at this location.

DETAILS

Treasure: Jagged flint weapons. Wounds caused by these weapons are grisly affairs that won't heal nicely. For every attack that scores a hit, jagged flint weapons cause 1d8 extra damage and the wounds can only be healed with magic as they don't heal naturally. These weapons break whenever their wielder rolls a natural 1 in combat.

Treasure: Magical chisel. This short obsidian chisel can be used as a dagger. When striking a stone creature such as a living statue, a gargoyle, or a stone golem, it performs as if the creature were made of flesh and inflicts normal damage, even if a magical weapon would normally be required in order to hit. If the player scores a natural 20 while his character attacks a stone creature, the creature is turned to flesh.

Treasure: Dzargi horn. This purple horn has been cut from a fabulous and unknown creature. While a collector might pay as much as 1,000sp for it, the horn is worthless to most people. 1 in 4 such horns are magical, merging into the forehead of the first character touching them. Once merged, the horn grants them an extra attack for 1d4 damage and immunes them to fear spells and magical effects.

Monster: Border patrol. A border patrol has been sent by a distant duke to investigate the castle. The patrol has lost most of its men, and the remaining soldiers are afraid and confused. There are 3d6 soldiers, all human **rabble**. *HD Varies, chainmail and shield, battle axe for 1d8 damage, cowardly morale, slow.* The soldiers are led by a stern commander, a human **boss**. The face of the commander is upside-down upon his neck (i.e. his chin is at the top of his head). *HD Varies, plate and tower shield, cleaver or sword for 1d8 damage, excellent morale, slow.*

Monster: Gug. "It was a paw, fully two feet and a half across, and equipped with formidable talons. After it came another paw, and after that a great black-furred arm to which both of the paws were attached by short forearms. Then two pink eyes shone, and the head of the awakened gug sentry, large as a barrel, wobbled into view. The eyes jutted two inches from each side, shaded by bony protuberances overgrown with coarse hairs. But the head was chiefly terrible because of the mouth. That mouth had great yellow fangs and ran from the top to the bottom of the head, opening vertically instead of horizontally" — HP. Lovecraft. Gugs are 12' high predators. *HD 3, Armor as leather, 2 paws for 1d6 damage each and bite for 1d10 damage, good morale, fast.*



Castle gargantua

Monster: Greedy dwarves. These misfit dwarves are looking for plunder in the castle. While they may seem neutral or even friendly at first glance, they are prone to treacherous murderous fits and love to torture their victims before robbing them. There are 2d4 dwarves. *HD 1, chainmail and shield, hammer or pick for 1d6 damage, poor morale, slow.*

Monster: Leprous troglodytes. The smell of the leprous troglodytes can be detected long before they are seen because of the carrion stench they emit constantly. When in combat with them or at less than 30' of them, the stench causes such a strong reaction that all the characters must save versus poison every round or fall retching to the ground and forfeit all actions for this round, including movement. The troglodytes are weakened by the disease, move slowly, and fight only with a weak bite attack. On the other hand, this attack infects their victims with a super-leprosy if the victim fails at a save versus poison. For human or demi-human, the leprosy has an incubation period of 1 turn, an interval of 1 turn, an infection time of 1 day and affects Constitution. For every 2 Constitution points lost to the disease, the victim loses a small extremity permanently (such as a finger, a toe or an ear, for instance). The leprous troglodytes can blend into the environment with a chameleon-like power if they are really threatened, looking as if they have vanished (90% undetectable). There are 1d4 troglodytes. *HD2, Armor as chainmail, bite for 1d3 damage, poor morale, normal speed.*

Monster: Monstrous albino mole. While deaf and blind, this 3' long mole can feel magic, upon which it feeds. It burrows into the stone at an amazing speed and has a 4 in 6 chance to surprise its prey. It cannot detect the characters if they don't use any magic or carry permanent magical items. When a character uses magic or activates a magical item, the mole "sees" the character for the duration of the magical effect and for the next turn, during which the magic taint lingers. The mole attacks both with its physical attacks and with a psychic wave that triggers a random permanent insanity into its target (save versus magic negates). *HD 1, Armor as leather, bite for 1d4 damage, good morale, very fast.*

Monster: Ogre children. There are 2d6 ogre babies, all the size of a dwarf or a halfling. They are plump, violent and naked save for disgusting cloth nappies. *HD 1, Armor as leather, bite for 1d4 damage, poor morale, slow.* There is a flat 5% chance per baby killed that their father comes to avenge them on the next round. *HD 4, Armor as chainmail, stone morgenstern for 1d8+2 damage, excellent morale, normal speed.*

Castle gargantua

Monster: Sargoyle. This creature is a 4' tall twisted gargoyle carved of volcanic stone. Once a day, it can spit fiery embers in a 30' cone that cause 1d4 damage upon first hit and 1d4 damage for every round a character spends in their landing area. The sargoyle ignores the first 5 points of damage caused by every attack made with a non-magical weapon. *HD 1, Armor as plate and shield, 1 talon, claw or bite attack per HD it has for 1d6 damage each, excellent morale, fast.*

Monster: Valkyries. There are 1d4 valkyries, all human **boss** Fighters. They will challenge male characters to a wrestling fight, giving them 100gp if they win and claiming them as slaves if they lose. If the valkyries witness the death of a Lawful Fighter, they disappear, taking his soul to Valhalla. The next character his player rolls is blessed with a Charisma of 18. *HD Varies, chainmail and shield, sword for 1d8 damage, superb morale, normal speed.*

Trap: Dastardly wheel trap. A water wheel is hidden under a pressure plate. When a character steps upon it, a mechanism raises it to level and the wheel starts spinning. It goes so fast that the unfortunate character cannot stop running and needs the help of another to get out. Once the character thus trapped has spent more than 10 rounds inside the wheel, a secret compartment slides open in the nearest wall. There is the grip of a simple copper sword inside, as if the sword has been stuck into the wall. The sword has been charged through a crude dynamo all this time and delivers an electric shock for 1d8 damage per Average Level when touched. Moreover, pulling it draws the sword out and doesn't help to lift the character out of the wheel. A character can run frantically for as many rounds as Constitution points he has. When he stops, the wheel breaks his legs (1d6 damage, -4 Dexterity and the character can never walk again). The telltale sign of this trap is a puddle of water and small pieces of broken bones.

Trap: Phosphorus web. This trap looks like an ordinary cobweb clogging a passage at a distance. Its telltale sign is a faint metallic gleam. The "web" is actually an ultra-thin metallic net attached to the walls and to the ceiling. When a character messes with it, its straps break and it folds itself upon him, triggering a phosphorus blast in a 20' radius area at the same time. The phosphorus inflicts 1d6 damage per round and lasts as many rounds as the character's Average Level. A character caught in the web is unable to move until he manages to roll under his Strength with 4d6, which he can check at the end of each round.

Castle gargantua

Weirdness: Steam valve. A huge iron valve, 60' diameter, seals close the hatch of a passage entrance. Up to five characters can cooperate in order to push the valve open but the sum of their Strength abilities must reach 60 or the valve won't budge. When the valve opens, the whole content of a phreatic sea, including a monstrous octopus, rushes inside and spreads into the castle. As chaotic currents flow and shape whirlpools in a nanosecond, the characters are wiped away 1d100 squares in a random direction—rolled individually for each of them—and the characters suffer 1 point of damage for every 10 squares travelled. All these squares now lie underwater. If the characters are unconscious, heavily encumbered, or wearing heavy armor, they have 90% chance of drowning. The octopus, a 30' long and 10' tall creature, attacks 1 turn after the initial water rush. *HD 2, Armor as leather, 6 tentacles for 2 damage each, excellent morale, fast.* When a tentacle hits a character, he must save versus paralyze or he is pinned and all his attacks will have a -4 penalty thereafter. If a character is pinned twice, he can't attack anymore until a tentacle at least is severed or the octopus is killed. Each tentacle has 4 hit points. Once the octopus is killed, the water recedes at a rate of 1 square per round. When the characters explore the cave on the other side of the hatch, they find the *Coral Crown of the Sea Kings*, a piece of jewelry worth 2,000sp, and the *Trident of the Marianas Trench*, a magical great weapon that inflicts 1d10 damage when it hits. The trident confers no special bonus or power, but allows characters to hit creatures only affected by magical weapons. If the characters find the steam valve again somewhere else in the castle, it is harder to open and requires a Strength total of 72. The monstrous octopus inside is doubled (4 HD, 4 damage per tentacle attack and its tentacles have 8 hit points), as is the value of the *Coral Crown of the Sea Kings*. The new *Trident of the Marianas Trench* inflicts 1d12 damage. If this happens a third time, the valve requires a Strength total of 84, the octopus is doubled again (8 HD, 8 damage per tentacle and its tentacles have 16 hit points), the crown goes to 8,000sp, and the trident inflicts 1d20 damage. Further occurrences of the valve find it open onto an empty cave.

Weirdness: Vile runes. The walls here have grown stone spikes, blocking a visible exit. There are magical runes engraved above the exit that will, if deciphered with a *read magic* spell and read aloud, turn into a myriad of eyes looking at the characters for 1 round. The characters must save versus magic to avoid the following effects (one different save for each): *hypnosis* for 1 turn, *charm* (the character feels like he's the best friend of the next creature he encounters), *heal*, and *petrification* (permanent). Spelling the runes has no effect whatsoever upon the stone spikes, though they can be broken with a chisel or a hammer.

WINE

The Wine environments are places of gruesome revelry and orgy. Most rooms, chambers, and corridors are built with a strong and thick kind of wood that smells faintly of rotten vegetation, old barrels, and grapes. A few rooms are built with a gray ivy-covered stone. There are vine stocks here and there, growing into the very fabric of the walls, and interior gardens of opiates whose smell seeps deep into the halls and make visitors slightly dizzy. People encountered here will likely be drunk, and places are dirtier than the rest of the castle. Ceilings arch above at a 70' height. When inhabited, the places are lit with hooded lanterns.

ROOMS & CHAMBERS

Cross out the rooms and chambers you use as you play. When there's furniture, flip a coin: it's man-sized if you get tails and gargantuan—about six to eight times the normal proportions if you get heads.

AMPHITHEATRE
ATTIC
BANQUET HALL, MAIN
BANQUET HALL, MARGRAVE'S
BANQUET HALL, JOYFUL SORORITY
BARN
BARREL ROOM
BEGGAR'S BANQUET
BLUE VINEYARD
CHAMPAGNE VINEYARD
CISTERN
DORMITORY
DORMITORY
DYE POOL
GLAZED ATRIUM
KITCHEN
KITCHEN
LABORATORY
LOTUS GARDEN
OPIUM GARDEN

QUADRANGLE COURTYARD
RED VINEYARD
REFECTORY
REFECTORY
SHANTY BANQUET
STAINED GLASS WORKSHOP
THE PURPLE SATYR TAVERN
THE WHISTLING TURNIP TAVERN
VESTIBULE
VOMITORIUM
WHITE VINEYARD
WINE CELLAR
WINE CELLAR
WINE CELLAR
WINE CELLAR
WINE CELLAR
WINE CELLAR
WINE CELLAR
WINE CELLAR
WINE CELLAR
WINE WELL

Castle gargantua

Check the details of treasures, monsters, weirdness, and traps on page 48, 49, and 50. **Remember that 1 square represents 60'.**

D4/NUMBER AND TYPE OF EXITS

- | | |
|--|---|
| 1 A single wooden door, ajar | 3 Three wooden doors in alcoves |
| 2 A wooden door and a metal door with bars | 4 Three metal doors with bars and an arched tunnel exit |

D6/ROOM & CHAMBER SIZE AND TYPE

- | | |
|---|---------------------------------------|
| 1 Small room (2 squares x 2 squares) | 4 Roughly circular room, 3 sq. radius |
| 2 Small circular room, 2 squares radius | 5 Big square room, (3x3 or 4x4) |
| 3 Long rectangular room (2x4 or 2x5) | 6 Huge chamber (4x5 squares) |

D8/ROOM & CHAMBER CONTENTS

- | | |
|-------------------------------|--|
| 1 EMPTY | 6 MONSTER, WEIRDNESS, OR TRAP |
| 2 EMPTY | 7 MONSTER, WEIRDNESS, OR TRAP & TREASURE |
| 3 EMPTY | 8 TREASURE ONLY |
| 4 EMPTY | |
| 5 MONSTER, WEIRDNESS, OR TRAP | |

D10/TREASURES

- | | |
|--|---|
| 1 A magical bountiful horn | 7 A diminutive garnet orb |
| 2 A bottle of rare wine worth 1d100 sp | 8 A silver dagger in an ebony chest worth 50sp |
| 3 A platinum bracelet worth 1d20gp | 9 1d10gp in a painted tin egg |
| 4 10d100cp in wooden chest | 10 A ruby button worth 1d100sp, still attached to a piece of red leather string |
| 5 A gnarled magical staff | |
| 6 A gold chalice studded with carnelian stones worth 2d100sp | |

D12/MONSTERS, WEIRDNESS AND TRAPS

- | | |
|----------------------|----------------------|
| 1 Bacchus | 7 Maenads |
| 2 Cluricaune | 8 Murderous revelers |
| 3 Dipsodian warriors | 9 Purple slime |
| 4 Ethanol gas | 10 Satyrs |
| 5 Gem grapes | 11 Vine treant |
| 6 Lotus eaters | 12 Wine pudding |

D20/ATMOSPHERIC DETAILS

- | | |
|--|--|
| 1 Loud snores at a distance | 11 A dead, worm-infested pink elephant |
| 2 Dense wild vine everywhere | 12 Bellowing shouts |
| 3 Puddles of vomit | 13 2d12 caterpillars, each 1' long |
| 4 A fountain of wine | 14 1d6 tin vuvuzelas and a wig |
| 5 Golden chains hanging from the walls | 15 2d4 smashed barrels |
| 6 The smell of incense | 16 1d4 bottles of sour wine |
| 7 A pool of urine | 17 The smell of vinegar |
| 8 Fiddles & pipes playing | 18 Black ivy covering the whole walls |
| 9 A heap of manure | 19 A stream of white wine |
| 10 600 butterflies | 20 1d6 skeletons of dead monks |

When the characters leave a room or a chamber through one of its exits, roll 1d6 to check what the dungeon is like before they can reach the next room or chamber.

1

The next room or chamber is just behind the exit.

2-3

The next room or chamber is at the end of a couple of curves into corridors that begins with the exit.

4

The characters must travel down several meandering corridors, and open a couple of doors before they reach the next room or chamber.*

5-6

The characters must climb up a flight of stairs before they reach the next room or chamber.

*When there's at least one other exit leading further into the castle in the room or chamber, roll 1d6. On a 1, the exit leads out of the Castle instead. It might be a secret passage, a trapdoor, anything. Once found, the passage can be used to enter the castle again at this location.

DETAILS

Treasure: Magical bountiful horn. When a character sounds this huge brass horn, it spews forth a gallon of red wine. There is a 10% chance every time the horn is sounded that the character sounding the horn is turned into wine and gushed through the horn. Such a character is dead and cannot be brought back to life.

Treasure: Gnarled magical staff. This staff is adorned with carved golden acorns and tipped with a pinecone. The staff is a small weapon, causing 1d6 damage. It turns the creatures it hits into a random wild animal such as a wolf, a bear, or a stag for 1d4 turns if they fail to save versus magic. When a target is transmuted, the staff's wielder gains a permanent animal feature himself (i.e. horns, hooves, antlers, fur, feral eyes, etc.).

Treasure: Diminutive garnet orb. This one-inch diameter orb is worth 10sp. At its base, minute magical symbols have been written which, if read with a *read magic* spell, reveal a formula that doubles the orb's size and value. The formula works several times, not just once. When the orb reaches a value of 320sp, it explodes in a ball of fire, lava, and steam for 1d8 damage per Average Level in a 30' radius (a successful save versus paralyze halves this damage).

Monster: Bacchus. Bacchus is a human Magic-user **Boss**. He wields a long staff in combat and can either put all the characters he can see into a deep alcohol-induced slumber for 1d20 days or render them mad with rage and lust for 1 turn (save versus magic negates). Characters affected will fight each other to the death, attempt to rape each other, or both. If the characters are drunk when they meet Bacchus, he will rejoice with them, heal all their wounds and give each of them copper and gold jewels worth 1d100sp. Any character can convert to Bacchus if he wishes to, becoming a Chaotic Cleric Level 1d4 straight away. *HD Varies, unarmored, 1d10 damage, never checks morale, normal speed.*

Monster: Cluricaune. This wine-loving fey creature is but 4' tall. It wears a red coat, a tall black hat, a brown leather apron, long blue stockings, and pointed shoes with silver buckles. The cluricaune will try its utmost to keep the characters away. It can turn *invisible* and make the whole place appear as whatever it likes to repel them. The illusion itself cannot be detected, but the cluricaune is slightly dumb and the illusion's details aren't very consistent. *HD 1, leather, dagger for 1d4 damage, cowardly morale, normal speed.*

Castle gargantua

Monster: Dipsodian warriors. The dipsodians are ugly 5' tall stocky humanoid creatures. They have 1' long noses, huge ears, four eyes, and no neck whatsoever. In addition, most of them are affected with elephantiasis and they move at half speed only. They are perpetually drunk and act at a whim, as if they were under the influence of a *confusion* spell. Since they need to turn around fully in order to see on their sides and back, the characters have a 4 in 6 chance to surprise them on the first round. There are 2d4 dipsodians. *HD 2, unarmored, club for 1d6 damage, poor morale, slow.*

Monster: Lotus eaters. The lotus eaters are cruel, deceitful creatures with human bodies and horse heads. Once a day, they can cast a spell that affects a single character of any Level and puts him to sleep for 1d4 turns when he fails to save versus magic. The lotus eaters love the flesh of humans and humanoids. They try to eat their victims alive. There are 1d3 lotus eaters. *HD 2, unarmored, one bite for 1d6 damage, good morale, normal speed.*

Monster: Maenads. The maenads are demented and disheveled, albeit beautiful women clothed in animal skins. They roam the castle in a trance and will tear all the creatures and characters they encounter apart at the slightest sign of violence. There are 3d4 maenads, all human **rabble**. *HD Varies, Armor as leather and shield, 2 claws for 1d2 damage each, 1 bite for 1d3 damage, superb morale, normal speed.*

Monster: Murderous revelers. This rag-tag band of revelers is what remains of former brigands, men-at-arms, and adventurers lost in the castle. They now live in a drunken stupor but attack the characters if they suspect they can steal anything valuable from them. Since they're drunk, they have a -2 penalty on Dexterity and saves. There are 4d4 revelers, all human **rabble**. *HD Varies, unarmored, dagger for 1d4 damage, poor morale, slow.*

Monster: Satyrs. These satyrs are on the hunt for humans and humanoids. They will try to kill the male characters and to enslave the females. Their arrows affect their targets with an irresistible compulsion to dance for 2d4 rounds, during which the victim performs no action (save versus magic negates). The compulsion is broken if the victim suffers damage before it ends. When the satyrs attack with their swords for more than 2 rounds, the swords fly into the air and attack by themselves as if the satyrs were wielding them. Neither weapon has any power when wielded by other characters. There are 1d4 satyrs. *HD 2, Armor as chainmail, bow for 1d6 damage and/or sword for 1d8 damage, good morale, normal speed.*

Castle gargantua

Monster: Vine treant. This animated vine has a consciousness of its own. It can speak, move, and attack by lashing out its branches. It hates wine and wine-drinkers, which it considers to be cannibals and predators. It will attack drunk characters smelling of wine. *HD 2, Armor as plate and shield, 2 branches for 1d8 damage each, excellent morale, slow.*

Monster: Wine pudding. This slithering 10' long russet-colored mindless creature reeks of wine, vomit, and vinegar. It can flow through cracks and narrow openings and cling with equal ease to the ceilings, the floors, and the walls when moving. The wine pudding is only affected by fire, holy water, and salt, which all inflict it 2d4 damage per attack. Physical attacks and electricity divide it in half, each half moving thereafter with a life of its own, half of the HD of the original creature and an attack that causes 1d4 damage (further divisions all attack for 1d4 damage as well). Characters at 30' or less of a wine pudding or of any of its sections attack with a -4 penalty due to its unbearable stench. Wine puddings can dissolve metal and wood in 1 round, but their contact hardens leather, effectively transforming leather armor into plate armor in 1 round. *HD 4, Armor as plate and shield, corrosive slam for 2d4 damage, never checks morale, slow.*

Trap: Ethanol gas. The telltale sign of this trap is a faint whistling sound. As soon as this trap is triggered by a pressure plate, several tanks of ethanol vapors spread into the room. It takes 3 rounds for the effect to begin as the gas fills in with the following consequence: the characters must save versus poison every round or lose 1 temporary Dexterity point (regained in 1 hour) and get a cumulative -1 penalty on their further saves for 1 hour. If a character's Dexterity reaches 0, he falls unconscious and dies in 1 turn if his body remains within the trap's area. In addition, the vapors explode if they come in direct contact with a flame, setting everyone caught inside on fire for 1d4 damage per round after the initial burst, an explosion that causes 1d4 damage per Average Level.

Weirdness: Gem grapes. A strange black vine is growing grapes of gems of various colors, each seeming to be worth 50sp. There are 1d10 blue gems, 1d10 red gems, 1d10 yellow gems, 1d10 green gems, and a single white gem. The blue gems are brittle and fall apart when touched; the red gems explode for 1d6 damage per Average Level each 1 turn after having been picked; the yellow gems turn to dust when they leave the castle; the green gems remain and might be sold safely. When a character touches the white gem, the whole vine vanishes and the gem turns into a whitish worm.

Weirdness: Purple slime. This patch of purple slime blocks a visible exit of this room or chamber. It devours metal, leather, and wood at the rate of 5' per round if disturbed. If it touches flesh, it slowly engulfs it as well. Cutting the infected limb(s) stops the slime's expansion and a *cure disease* spell kills the thing. When the slime enters in contact with fire, it spreads 10' in all directions at once and the slime becomes charged with the fire's heat, conveying it to anything it touches. A single torch, for instance, would inflict 1d3 fire damage to anything the slime touches and a 6d6 damage ball of fire the very same 6d6 damage. When a character is totally engulfed by the slime, he dies and the next character his player rolls will have a big maroon birthmark and a single memory from his former character (like a spell, the location of a treasure, a command word, or the name of a beloved). Vinegar destroys purple slimes and can even wash off the slime from partially infected characters.

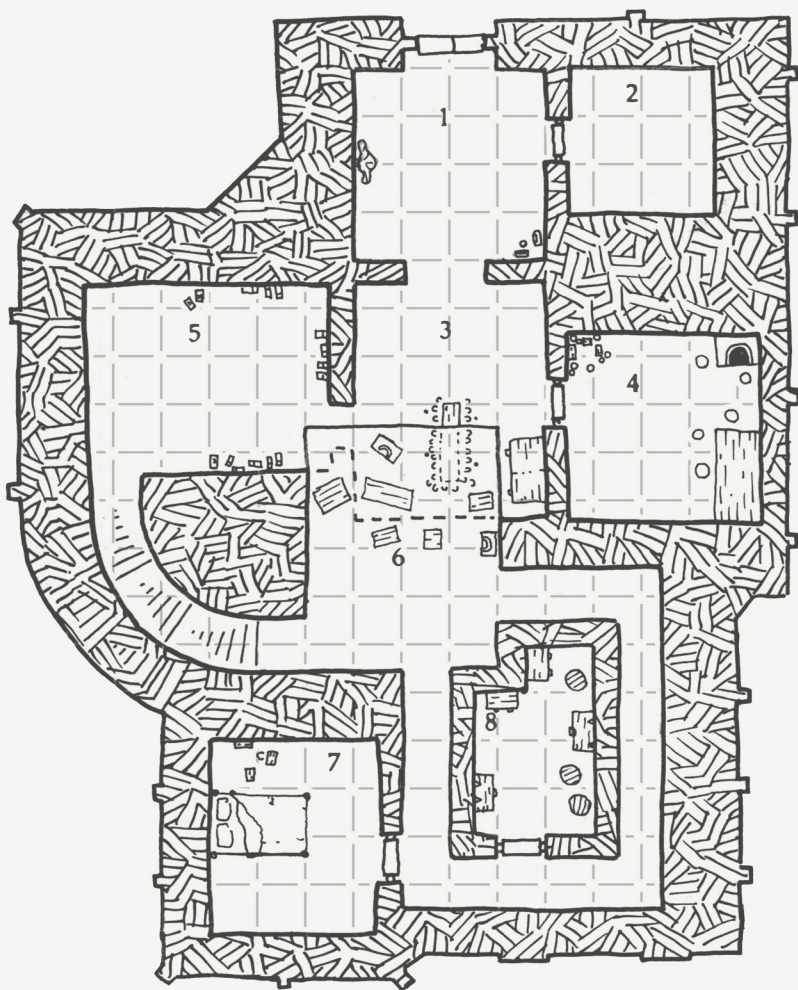


GOLD

Each **Gold** square is a little adventure of its own that you play as a classic dungeon. Each has a map with keyed locations, specific encounters that you don't roll at random, and often involve more danger and better rewards than the other environments of Castle Gargantua. Since the original builders and inhabitants of the castle are long gone, the creatures are outsiders themselves, just like the characters are. In fact, each and every of these mini-adventures involves another character party or what has become of a character party after long years in the castle. When the characters enter one of these locations again, you don't roll for anything new, you just use logic and common sense to figure out what the people in here might have done meanwhile if there's anyone left. They will probably have set the traps again, perhaps hired a few mercenaries, and prepared surprises in case the intruders come back.

When the characters reach a **Gold** square, go to the following pages:

The characters have reached square 3	Page 57
The characters have reached square 8	Page 63
The characters have reached square 11	Page 69
The characters have reached square 15	Page 77
The characters have reached square 18	Page 83
The characters have reached square 28	Page 91
The characters have reached square 35	Page 99



REMEMBER EACH SQUARE IS 60 FEET

3. 300 POUNDS OF FLESH



A gang of trappers and their witch doctor went deep into the castle a few years ago. Most of them died screaming in its upper levels and some others went utterly insane. The few survivors managed to retreat as close to the entrance as they could and found a provisional shelter in an abandoned and vast kitchen that provided them with some protection. Since then, they've sent spies and scouts away every month to look for a safe exit. None have returned so far. As provisional became permanent and the weird food the kitchen had to offer away wasted away, they had to look for other means to survive and to feed themselves. They did what they knew best and set traps, catching adventurers, monsters, and guards on the fly as the unfortunates stumbled into the lair. The trappers ate them all.

1. Entrance Hall. This short adventure begins when the characters find the entrance to the kitchen, a sturdy double door that's barred from the inside. When they stay close to the door long enough, knock at it, or try to pry it open, two of the trappers, Frantz and Joseph, open it wide and invite them all to their banquet in **3**. The hall itself, a vaulted chamber, has a couple of man-sized sofas stuffed with straw, a small round table, and a giant-sized coat rack. There's still a giant-sized moth-eaten fur coat hanging upon the coat rack at some 30' above the ground. It's not worth anything anymore but there's a pale brown tourmaline worth 100sp in one of its pockets. Frantz and Joseph are both human **rabble**. *HD Varies, leather, shortsword (Frantz) or club (Joseph) for 1d6 damage, poor morale, normal speed.*

2. Small Kitchen. This small side kitchen hasn't been used for years. There are traces left in the dust by heavy pieces of furniture such as large kitchen tables or ovens, but all the furniture is gone.

Castle gargantua

3. Dining Hall. If the characters follow Frantz and Joseph, the whole gang will wait for them in this hall, except for the witch doctor. The gang will come to help if a fight starts in the entrance hall and half of them will be in the dormitory if the characters have managed to enter without being detected. There are five more members: Francis, Miram, Vera, Marzan, and Bellon, all human **rabble**. *HD Varies, leather, meat cleaver for 1d6 damage, poor morale, normal speed.* The hall is big enough to fit its 12-seat man-sized table. There are a few extra stools just in case. There's a giant-sized cupboard in a corner with man-sized cutlery and plates for as many as 20 people, and several 10' long thick iron poles. As soon as the characters are seated, the joyful gang will offer them food and drinks from the kitchen and happily join their feast. The "food" and the "drinks" are actually weird stale things they found in the kitchen when they first arrived. The stuff is long rotten now and is more drug or poison than food. Since it's cooked with strong spices, the smell and the bad taste is somewhat hidden except under close scrutiny. The gang, of course, eats something entirely different the whole time—human flesh cut and prepared in such way that it passes for the same dishes the characters eat, and colored hot water for the soup and the juices.

MENU

Onion soup au jus de prickly pear

Glazed pork loin et son verjus tomate

Spring mushroom civet surprise sur Chablis Rocamadour

Coulis la framboise with le pousse-coffee

Le Marvellous

The trappers sit in such a way that the only empty spots around the table lie at its northern edge, just below a weak and crumbling portion of the ceiling above which they have put all the tables and ovens that were in 2. In case of dire emergency, they will run to the cupboard and, provided they act first, smash the ceiling with the poles they find inside, causing the whole shebang to fall down upon the characters for 2d4 damage per Average Level. Allow a surprise check to avoid the damage entirely and a save versus paralyze for half-damage. If they've had the time to prepare ahead, the ovens will be lit, adding 1d6 fire damage per Average Level at 30' of the impact and setting the characters on fire for 3 rounds (1d4 extra damage every round until the fire is quenched).

Castle gargantua

Onion soup. This soup is made of dormant, decaying brown mold. It isn't powerful enough to cause damage immediately but will build up 1 hour after the soup has been eaten and causes 1 point of internal cold damage per Average Level each turn for 1d6 turns. The victim cannot move during this time and attacks with a -4 penalty due to the intense inner cold he feels.

Jus de prickly pear. The "prickly pear" is actually the egg of a poisonous lizard. When a character ingests its "juice," he falls unconscious 1 turn later for 2 hours unless he saves versus poison.

Glazed pork loin. This is human meat

Verjus tomate. The juice is a mix of blood and garlic covered with heaps of sugar and water. Since the blood was taken from the victims of a parasitic disease, it infects the characters if they fail to save versus poison. It has an incubation period of 1 day, an interval of 12 hours, an infection time of 1 week and affects both Wisdom and Constitution. A character becomes permanently insane when his Wisdom drops to 0 and dies when his Constitution drops to 0.

Spring mushroom civet surprise. This is actually boiled cats with pieces of a weird whitish fungi. Characters ingesting it will believe they have permanently gained the power to scan the thoughts of other people but receive random, albeit consistent, thoughts instead of the actual thoughts of the people they scan.

Chablis Rocamadour. This is one of the finest white wines ever.

Coulis la framboise. This is juice that came out of the glands of fire beetles. Anyone who ingests it glows in the dark for 1d4 days. Characters glowing in the dark cannot turn invisible or hide in shadows, and all their opponents receive a +2 bonus to hit them.

Le pousse-coffee. This alcohol is so strong that characters drinking even a sip of it are drunk for 1 day (they have a -2 penalty to Dexterity and to all saves).

Le Marvellous. This cake is spiked with the poison of a centipede. The poison is weak and all saves are at +4, but it kills whoever fails to save in 1 turn.

Castle gargantua

4. Main Kitchen. The original giant-sized furniture of this huge kitchen still remains. There's a 120' long table, a 60' wide oven and several 10' high stools. In a corner, the gang has set a kitchen with a couple of man-sized tables, a cupboard, and 6 barrels. The wine reserve, 10 bottles, is in the cupboard along with spice pots. They all are Chablis Rocamadour bottles, which might be sold for as much as 100sp apiece. All the ingredients for the feast in **3** are in the barrels. There's a huge barrel of brown sugar, another of stale water, and 3 bottles of pousse-coffee on the ground nearby. If the characters look up, they will see 20 dead cats hanging from hooks.

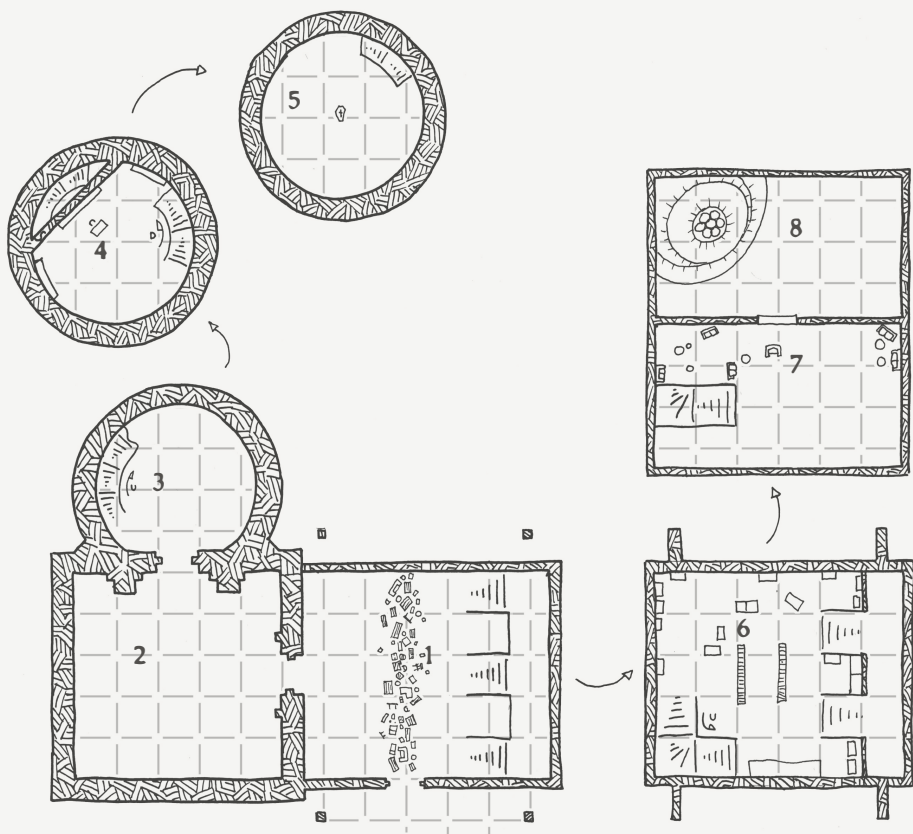
5. Dormitory. There are 12 beds and 3 bulky chests in this room. A flight of stairs to the east goes to **6**. There are furs, daggers and flutes crudely carved from human bones in the chests, none of which have any value.

6. Derelict Storage. This is the room where the gang has stowed the tables and ovens from the small kitchen. Its cracked floor is fragile and collapses in **3** below if more than two unencumbered or a single heavily encumbered character walk into the room. Characters standing in the room when it collapses fall along with the flotsam and jetsam and suffer 2d4 points of damage.

7. Master Bedroom. Heyronimus, the gang's witch doctor, lives here in an opulent bedroom. There's a giant-sized four-poster bed in the room and other man-sized furniture such as a shelf, a desk, and a set of drawers. There was an incomplete manual with instructions for the creation of flesh golems as well, but it is now destroyed as Heyronimus used it to create the horror in room **8**. If he's really threatened, he will escape to this room and call forth the "golem" to dispatch his opponents. Heyronimus is a human Magic-user **boss**. *HD Varies, unarmored, dagger for 1d4 damage, good morale, normal speed.* There is a scroll with 1d4 random Magic-user spells consistent with the character's Average Level on the desk.

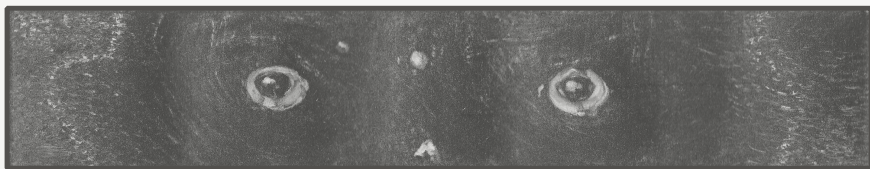
8. Larder. There are several huge chests in this room and three 20' diameter barrels. The barrels contain salt, vinegar, and blood. The chests contain 300 pounds of human meat. In one of the chests lies the result of Heyronimus' failed experiment to create a flesh golem, a misshapen blob of muscles and nerves that will obey his command to rise and attack for 2d4 rounds before dissolving into a mass of bloody twitching goo again. The "golem" is slow, immune to all spells and to blunt weapons, but suffers double damage from slashing weapons and from fire. *HD 2, Armor as leather, 2 slams for 1d4 damage each, never checks morale, slow.*





REMEMBER EACH SQUARE IS 60 FEET

8. REVENGE OF THE NUTCRACKER



When the magician Drosselmeyer first explored the castle, he stumbled upon monstrous magical mice that remained from the castle's early days. He was no match for the creatures and weaved a cunning plan to enlist a little army for free, spiriting away the lovely princess of a neighboring kingdom and taking control of the soldiers the king sent to rescue her wave after wave, turning them into wooden toys under his sway. The plan didn't work so well as the toy soldiers and the mice reached a stalemate that's now lasted for centuries.

1. Barricade. When the characters discover the entrance hall of this area, the toy soldiers and the mice are facing each other once more, their lines divided by a barricade made with furniture of all sizes. There are drawers, tables, armchairs, shelves, armoires, chests, couches, pillows, tapestries, and even a couple of stone thrones. There are 12 toy soldiers, all animated wooden figurines painted with red and green uniform patterns and very large teeth. They are 4' tall (but their size might get much bigger for characters of a higher level, see the **Scaling the Adventure** section on page 7). Three blind white mice, 10' tall creatures (at least) are about to spring at them, squeaking with anger. If the characters don't intervene, it becomes obvious that neither side is able to hurt the other and the fight will stop 1 turn later, the mice turning on the characters if they notice them and fighting them as the toy soldiers slowly retreat to area 2. *Toy soldiers*—HD 1, Armor as chainmail, wooden sword for 1d4 damage, excellent morale, normal speed. The toy soldiers are immune to piercing and slashing weapons and suffer only half damage from blunt weapons, but they suffer double damage from fire. *Monstrous magical mice*—HD 3, Armor as leather, bite for 1d6 damage, good morale, normal speed. The mice are only affected by silver, cold iron, magical weapons, and holy water, which inflicts them 3d6 damage per vial. Since they are blind they rely upon their other senses to locate their targets and fight, but a silence spell will "blind" them.

Castle gargantua

2. Great Library. This place serves as a barrack and a mess hall to the toy soldiers army. The magician Drosselmeyer is long gone and the soldiers cling to his last orders, which were to fight the mice. They ignore the characters and will fight only if they are attacked first, which lets characters visit the place as peacefully as they want. There are over 500 books in the library, all blank.

3. Magic Tower, Basement. The tower's basement is 90' high, its ceiling a golden dome painted with a thousand miniature angels. Lawful characters looking at it for more than 3 rounds must save versus spell or disappear forever, sucked into the painting itself where they become a new, distinctive angel. The Nutcracker, a 6' tall wooden golem with 6-inch long teeth, stands in the middle of the room. Since its orders are to prevent access to the upper floors, it stands motionless until the characters try to climb up to the next floor or attack the Nutcracker, in which cases he springs into action. The Nutcracker is a golem, a magical creation, not a toy soldier. Like the wooden soldiers, he is immune to piercing and slashing weapons as well as to magic affecting the mind, but suffers double the normal amount of damage from fire. *HD 2, Armor as chainmail, bite for 1d12 damage, superb morale, normal speed.*

4. Magic Tower, First Floor. This floor seems like the last floor of the tower. It contains a man-sized desk with a couple of drawers and a few mural shelves, all empty. Its ceiling, some 90' above ground, is covered with a red velvet tapestry. Close scrutiny reveals a painting behind the shelves. It depicts a dozen maidens in blue robes, one of them holding a silver key. The key is actually a metal item separate from the painting which opens a porthole hidden below the ceiling's tapestry. The porthole is almost impossible to open without the key (standard chances to Open Doors are divided by 3). It leads to area 5.

5. Magic Tower, Secret Floor. The princess lays here, her frail body shrouded in a white wedding dress inside of a crystal coffin. Since she's trapped in a temporal stasis, she's still alive and will wake to sentience if the spell is ever dispelled. She has no knowledge of the passing of time and believes that her kingdom still exists somewhere, striving to convince the characters to help her to reach it and promising them lofty rewards if they ever do. The princess speaks French. She's not ready to accept that her land might be gone forever and needs to see it with her own eyes before she realizes the sad truth. *HD 1, unarmored, excellent morale, normal speed.*

Castle gargantua

6. Main Attic. Several flights of wooden stairs lead from the entrance hall in **1** to this attic. The main attic is filled with weird items that were stored away ages ago. If the monstrous mice in **1** haven't been dispatched, they will be here, guarding the items and the stairs. They may, with a good reaction roll, let the characters pass through and explore the place if the characters have taken the mice's side in their prior fight. When the characters dig into the weird stuff stocked here, they find Something Interesting with successful Search or Detect Secret Doors checks that they can roll every turn until all the items have been located. *Monstrous magical mice*—HD 3, Armor as leather, bite for 1d6 damage, good morale, normal speed. The mice are only affected by silver, cold iron, magical weapons, and holy water, which inflicts them 3d6 damage per vial.

7. Queen's Attic. The Queen of the Mice lives alone here, wasting her days in her wicker rocking throne. There are man-sized sofas and small round tables in the room, in which the droning noise from **8** resounds continually. Unlike the other monstrous mice, she's a bipedal creature and wears a splendid Tudor dress. She can speak French, Russian, and Polish. She will greet friendly characters who have been admitted by her guards and offer them a 1,000sp reward if they can destroy all the toy soldiers or have already dealt with them. She warns the characters if they seem like they're going to enter the hive in area **8** and attacks if they ignore her warning. When she does, her dress turns into 4d4 rats and she enters the combat on all fours. *The Queen of the Mice*—HD 3, Armor as leather, bite for 1d8 damage, superb morale, fast. The mouse queen is only affected by silver, cold iron, magical weapons, and holy water, which inflicts her 3d6 damage per vial. *Rats*—HD 1/2, Armor as leather and shield, bite for 1 point of damage, poor morale, normal speed.

8. Hive of the Giant Wasps. There's a giant-sized wasp hive in the middle of this room, inside which the Queen of the Mice keeps her treasure. The giant wasps won't attack the queen herself, but will attack any other character who comes within 10' or less of their hive. They can be driven away and distracted for 1 turn with honey and won't attack during this period. On the other hand, smoke makes them furious and they will attack with a +2 bonus if the characters ever try drive them away this way. There are 3 monstrous wasps. HD 2, Armor as chainmail and shield, bite for 1d4 damage and sting for 1 point of damage, excellent morale, fast. Characters hit by their sting must save versus paralyze or be permanently paralyzed. The spell *neutralize poison* removes the paralyzation. The queen's treasure, 4 gold bullions worth 1,000sp each, lies at the bottom of the hive.

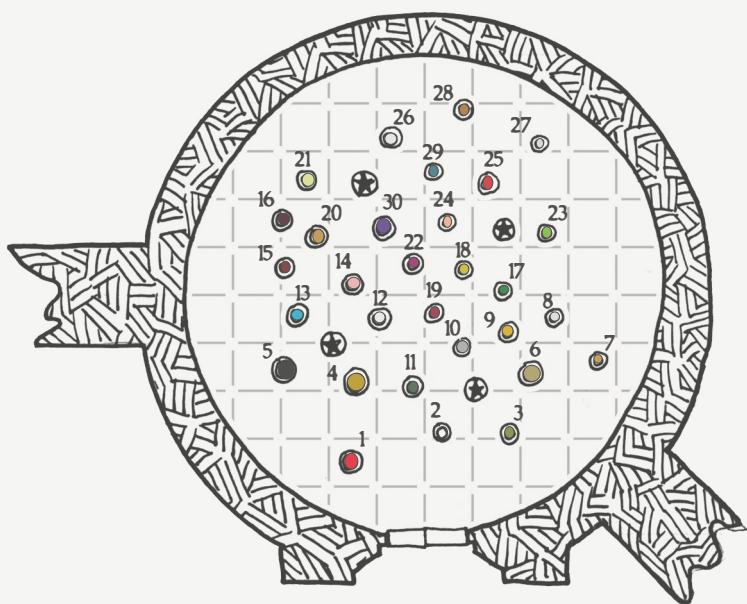


SOMETHING INTERESTING

Roll 1d20, roll again or choose when you get a result that already came out.

1. A straw voodoo dolly with a single malachite eye worth 10sp.
2. A small pouch with 1d20cp inside.
3. A greasy grayish potion of *gaseous form* that has wasted away. A character drinking it has a 1 in 6 chance to turn gaseous for 1 round during a 10 round period.
4. An electric blue *cure light wounds* potion that had wasted away and heals only 1d2 points of damage.
5. An elven sewing model.
6. A very small-sized top hat, maybe fit for a pixie or a leprechaun.
7. A magical flowery silk gown that increases its wearer's Charisma by one during the night unless he wears armor.
8. A single silver fork worth 5sp.
9. A cursed magical scroll that turns its reader into a magpie permanently.
10. A poetry book written in Russian.
11. A magical white rose that will never fade.
12. The eye of a night dragon preserved in a glass jar of formalin. The dragon still lives somewhere 1,000 miles away and can see through the eye, maybe coming by if it sees enough treasures to steal. Night dragons can breathe a pitch black cloud of soot three times a day. Characters caught in the cloud must save versus breath weapon or are unable to take any action, including defending themselves, for 1 turn. Even when the characters manage to save, they are blinded and attack with a -4 penalty for 1 turn. *HD 5, Armor as plate, 2 claws for 1d6 each and 1 bite for 2d6 damage, superb morale, fast. The night dragon is 20' long and can fly as an eagle.*
13. A gold-plated brooch worth 30sp shaped in the form of a dragonfly.
14. 12 rune-engraved pieces of ebony which, when assembled together, shape the frame of a door. The door opens into a weird place such as the *Demiplane of Ducks*, the *Dimension of Nightmares*, the *Para-Elemental Plane of Vacuum*, *Barsoom*, *The City of Never*, etc. The door remains for 1 turn only.
15. A necklace of red pearls worth 50sp.
16. A silvery and oily potion of *tongues*.
17. A copper broomstick worth 5sp. All the straw is gone.
18. The figurine of a pelican carved in feldspar that shines like a blazing rainbow under direct sunlight. A collector might offer 100sp for it.
19. 8gp in a boot. The coins all picture the giant Gargantua.
20. A diamond, the size of a thumb, worth 500sp.





REMEMBER EACH SQUARE IS 60 FEET

11. HALL OF THE WONDROUS POOLS



This whole area is the longest lasting remnant of the castle's original weirdness. While other **Gold** environments feature a backstory, this one plays out as a single open-ended location that the characters will explore several times as the castle's winding stairways and corridors lead them to it again and again. It features a single huge chamber with magical pools and a couple of twists. Like in the other **Gold** environments, there's a character party as well but all the party members died inside the chamber and now serve as telltale signs of its most gruesome magical traps.

The double door that opens into the chamber, its one and only exit, is covered with mold and fungi to such an extent that it is impossible to pass through without setting the mold on fire or tediously scraping it all away first. The gigantic hall itself is choked with tall decaying fungi and vines, some of them phosphorescent, flooding it with an eerie red light. There are 1d4 undead shrieker fungi at each location marked with a star symbol on the map. The shriekers are 10' tall sickly whitish creatures that sense life at 60' and move very slowly, at about a quarter of the speed of a human. When a moving creature or a fire source comes within 30' of them, they begin screaming for 1 turn. Their scream *causes fear* for 1d4 turns but has no further effect since no living creature wanders around this forsaken place. The undead shriekers reflect back spells cast directly at them, including turn undead spells and abilities. *HD 3, armor as leather and shield, bite for 1d2 damage, never checks morale, very slow.* They always act last in any given round. There are thirty 10' diameter magical pools in this room, each with a different effect. If the characters try each and every pool and survive, all their magical effects are cumulative. The final result would turn a standard character (if such a thing exists) into a foul-smelling crawling fish skeleton whose bones are soft as gum unable to speak but with a strong command of the Latin language. Quite unplayable, don't you think? I agree, dump the poor sod.

THIRTY MAGICAL POOLS

A few features stand out when the characters enter the hall. The pools **10** and **19** both emit sounds—music for the first, shouts for the second—which may be heard at some distance. Other pools, such as pools **11**, **12**, **18**, **23**, **27**, and **29** shed light and the characters will see their glow from the entrance even if they're in the dark. As long as they don't come close enough to the undead shriekers with a light source, the characters won't see them at first. Each pool is like a dungeon encounter of its own and a puzzle. Some players will try everything and attempt to make the most of this hall, some others will avoid the pools at all costs. Don't worry if they do, there's a lot to keep them busy anyway.

1. The pool is filled with a **magenta milk**. It permanently changes the native language of the characters drinking from it to Latin.
2. The pool is filled with **transparent gossamer water**. Invisible leeches live in the water, which attach to characters entering it. 1d20 leeches will attach to each character, inflicting him 1 point of damage every round. If a character drinks from the water, he has 50% chance to swallow a leech, which kills him in 4 rounds unless healed with a *cure disease* spell. A *purify food and drink* spell kills all the leeches and turns the water into a regenerative fluid which heals the characters immersed in it 6 hit points per Average Level before losing its magical qualities.
3. The pool is covered with **the illusion of a green slime**. It actually contains only water and there are 1,000sp at its bottom.
4. The pool is filled with an **amber-colored syrupy liquid**. It teleports the characters entering it to square **1**.
5. The pool is filled with magical **black ice** that burns like fire and melts with cold. There are 9 lapis lazuli gems encased in the ice 5' below the surface, each of them worth 500sp.
6. The pool is filled with **dun-colored dust** that has spilled over its edge. A suit of plate armor, a round shield, a large helmet topped with the figurine of a naked woman holding a four-branched cross, and a rusty footman's flail all lay flat into the dust as if a knight was inside the armor, which is actually empty. When a character enters the dust pool, he must save versus magic or be turned to dust as well. The character's equipment isn't turned to dust.
7. The pool is filled with **molten bronze**. The bronze is slightly warm but doesn't burn the characters entering it. Characters who enter the pool believe they've become invulnerable to normal weapons, though this is only a delusion.

Castle gargantua

8. There's a dead elven bard 5' from this pool, her whole body shriveled. She wears moldy clothes, has a broken longbow, a quiver with 6 yellow arrows (they inflict 1d8 damage each), and a silver flute worth 25sp that plays by itself for 1 turn at midnight every full moon. The pool is filled with **shimmering smoke** which will shape an iridescent shadow 3 rounds after the characters come within 10' or less of it. The iridescent shadow drains 1 Intelligence point for 8 turns with every hit. It can only be struck with magical weapons and is immune to *charm* and *sleep* spells. Every hit scored upon the shadow has 50% chance of missing instead because of the weird light refraction upon the creature's body. *HD 2, armor as leather, touch for 1d4 damage, superb morale, normal speed.*

9. The pool is filled with a **viscous coppery liquid**. When a character immerses himself into the pool, his perfect twin, a clone, with the same equipment (if any piece of equipment is magical, the clone's equipment isn't) surges out of the liquid 1 turn later. The clone is like an evil version of the character, which gains a life of its own and will try to kill and replace him if he can. According to the original character's subtlety, the clone may be straightforward or devious. Once a given character has been cloned once, the pool has no further effect upon him. The pool has no effect upon clones, golems, undead creatures and other simulacrum of life.

10. This 20' diameter pool is filled with **smoking silvery drifting water**. An eerie, ethereal music comes from the pool. When a Lawful Fighter touches the water, the pool speaks and delivers him a prophecy, telling him that Durendal, the sword of a great hero, will be his to wield should he ever defeat the giant Gargantua. If multiple Lawful Fighters touch the water, they all receive the same prophecy with different weapon names (Durenthel, Vurendal, Durance, Thurandal, Dvarthendal, etc.). Since Gargantua is long gone, the prophecy is wasted unless the players come up with some clever solution in this adventure or in another to make it come true—consider Durendal as a +5 magical sword that inflicts double damage to Chaotic creatures. When any other character touches the water, regardless of their alignment, they receive an electric shock that inflicts them 1d4 damage per Average Level.

11. There's the body of a dervish, cleanly cut in half, on the side of this pool. The pool is filled with a **luminous olive-colored oil**. The pool would normally teleport the characters entering it to square 34 but its magic has waned and it teleports only 1d00% of them, leaving the other bits neatly sliced out in this room. The dervish wears a black robe and wields an ebony staff imbued with *magic aura* worth 30sp.

Castle gargantua

12. The pool is filled with a **phosphorescent ivory vapor**. When a character inhales the vapor and fails to save versus magic, he turns into a living skeleton. He doesn't need to sleep, eat or drink any longer and can see with a supernatural sight that allows him to locate creatures and items even in complete darkness. On the other hand, he loses the ability to speak and can be turned by Clerics as an undead creature of the same level as his. Further inhalations have no effect.

13. The pool is filled with a **clear aquamarine liquid**. It changes the characters drinking from it, giving them random features of aquatic creatures such as webbed hands and feet, gills, bluish skin, green algae or worm-like hair, etc. These characters gain the ability to breathe underwater but lose 1 Constitution point per day they spend out of the water, whether fresh or salt.

14. There are two corpses close to this pool, both human men-at-arms clad in rusty chainmail armor and wielding swords and torches. Both warriors seem to have been drained of their blood. The pool is filled with **cloudy rose colored water**. Several vampire eyes, each 1 inch in diameter, lay in the pool, which will rise and attack should anyone come closer than 10' from them. The eyes shed an *enfeeblement* aura that halves the Strength of all the creatures located at 30' or less of them. They attack with a single reddish ray which ignores Armor (except Dexterity) and drain 1d6 hit points per attack. There are 1d4 vampire eyes. *HD 1, armor as plate and shield, ray for 1d6 damage, good morale, slow.*

15. The pool is filled with a **foul-smelling maroon grease**. If a character ingests the grease, he will reek of a horrid putrescent smell, permanently. The smell is so intense that all the creatures fighting with him, friends or foes, will attack with a -2 penalty when he's engaged into a fight with them.

16. The pool is filled with a **bubbling puce ooze** which smells faintly of banana. If a character immerses himself into it, his bones will turn to gum in 1 full turn. The character won't die in the operation and might still crawl a little and move enough muscles to cast spells, but his Strength, Dexterity, and Constitution all drop to 3 permanently.

17. The pool is filled with **emerald soot**. There's a secret cache at the bottom of the pool where 2,000sp have been hidden in large bags that have been crafted from the leathery wings of a giant bat.

18. This 20' pool is filled with a **golden oil that glistens faintly**. The oil has a silken feel and sheds light in a 30' radius. If the characters ever take oil from the pool and put it into a lantern or a vial, it will provide them light as a torch would for 7 days. On the other hand, each of them must save versus magic or receive a *geas* that urges them to immerse themselves into any 3 pools of this room.

Castle gargantua

19. There's a dead man wearing a jeweled feathered mask and a long azure robe close to this pool. The man's left hand clutches a scroll of *dimension door*. The mask represents a black rooster and is worth 200sp. The pool itself is filled with a **ruby watery substance**. At the pool's surface, minute mouths emerge every minute, shouting absurd phrases in many different languages (Spanish, Portuguese, Japanese, Russian, etc.). When a character touches the substance, he must save versus magic or his soul is sucked into the pool where his voice will join the others as his body falls dead.

20. The pool is filled with a **velvety amber liquid**. Once a character drinks from it, his powers become tied to the revolution of a distant, invisible and slightly cursed planet called Nemus. At the beginning of each session, the DM must roll 1d4-3, its result being the modifier to this character's Level for the entire duration of the session. The character's hit points don't change but all his other class abilities are affected, including saving throws.

21. This pool is filled with a **citrine solution** that can dissolve any glue in 1 round. If the solution is ever drunk, it melts the internal organs of the character in 1 turn.

22. There's the body of a recently dead and gorgeous witch close to this pool. The witch wears a thin transparent crimson robe and an amulet featuring a faceted devil face, a *magic jar*. Whenever a character comes within 120' of the witch, she tries to take the control of his body with the *magic jar*. The witch is a Chaotic human Magic-user **boss**. The pool is filled with **purple oil**. Characters drinking from the pool or immersing themselves into it must save versus magic or fall into a catalepsy for 1d20 days. The catalepsy is so deep that other characters will have no mean, apart from magical powers, to distinguish it from death.

23. The pool is filled with a **vibrant green opaline liquid** which sends the minds of the characters drinking from it spinning into a vision of the castle's past. The vision features Gargantua as he eats pilgrims in a salad, the characters being put in the role and place of the pilgrims as follows: "*And, as they were thus deliberating what to do, Gargantua put them with the lettuce into a platter of the house ; which done, with oil, vinegar, and salt, he ate them up, to refresh himself a little before supper*"—François Rabelais. Once done with the vision 1 turn later, it produces no further effect.

24. The pool is filled with a **salmon-colored ooze**. The ooze is what remains of a wizard after having been melted by the breath of an arcane dragon. The wizard is still alive and can communicate through telepathy with characters immersed in the ooze. It can teach a single random 3rd Level spell to Magic-users communicating with it.

Castle gargantua

25. The pool is filled with a **boiling carmine water** that smells of sulfur. It turns the blood of characters drinking from it into a devilish cold substance that inflicts 1d10 damage to creatures feeding on it, such as stirges and vampires, instead of sating their thirst. This transformation causes no harm to the character himself. This pool has no effect upon bloodless creatures like skeletons.

26. The pool is filled with **bone dust**. There are 24 preserved teeth in the dust, each of them turning into a skeleton snake when thrown on the ground. The skeleton snakes aren't controlled and attack the nearest creature when they appear. Piercing and slashing weapons inflict no damage upon them. Their bite causes a magical sleep that lasts for 1 turn (save negates). *HD 1, armor as leather and shield, bite for 1d4 damage, never check morale, normal speed.*

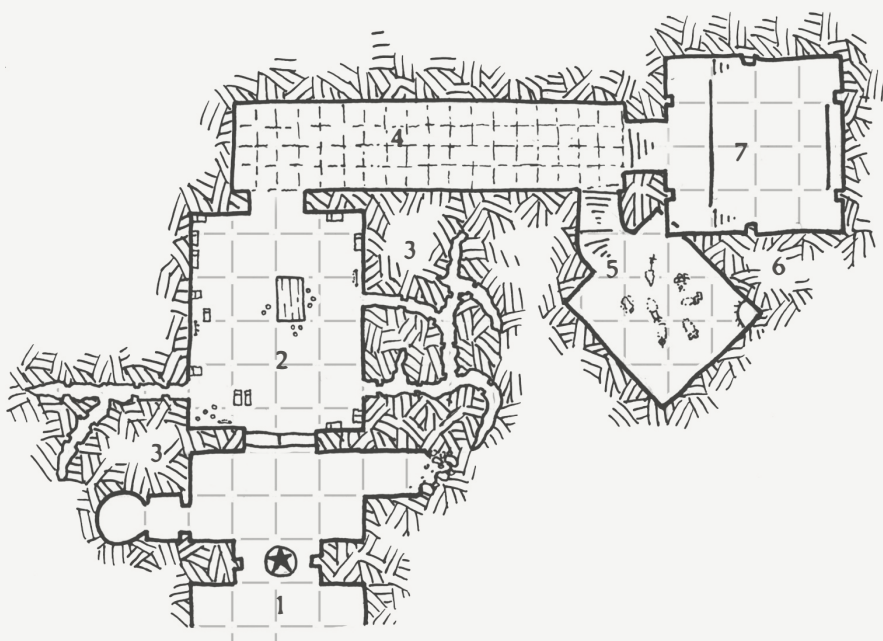
27. The pool is filled to the brim with a **flaming silvery liquid** which only consumes metal. It burns an entire suit of armor in 1 turn and a weapon in 5 rounds, leaving the flesh unaffected. If a character hits an opponent with a flaming weapon, he inflicts 1d6 additional points of damage when he hits.

28. The pool is filled with a **russet cream** which works like *green putty* when it touches exposed flesh, allowing someone to shape and to model fingers extra limbs or ears, etc. The cream solidifies instantly 1 turn later, turning into real flesh, appendages and organs that perform as muscles and body parts of anyone still attached to the substance when it solidifies.

29. There are traces of dried blood near this pool. While the pool seems to be filled with **glistening sapphire water**, the water is actually just a thin layer in suspension and the pool is empty below. When a character enters the pool, the thin layer of water will transform into a sharp mirror-like substance 3 rounds later, slicing away whatever portion of the character is above the surface of the water layer at this time. If a character is entirely below the water layer when it becomes a mirror, he is unharmed and the mirror turns into water again 3 rounds later. When he emerges from the pool, all his features have been reversed (his left hand is now his right hand, etc.) and the character now walks upon the ceiling instead of the floor whenever he finds himself indoors, falling up whenever entering a building and falling down whenever leaving one.

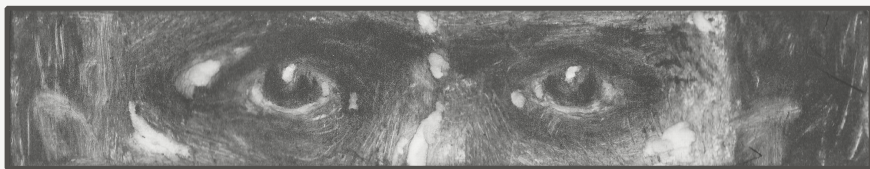
30. This 20' pool is filled with an **indigo light**. The light is actually a will-O-wisp, a malevolent hovering creature of light. It has a 5 in 6 chance to surprise characters coming close to the pool when it first attacks. A character needs an unmodified "to hit" roll of 20 in combat or he misses the creature. Moreover, the only spells that affect the creature are *magic missile*, *maze*, and *protection from evil*. *HD 4, armor as plate and shield, electrical shock for 2d8 damage, poor morale, slow.*





REMEMBER EACH SQUARE IS 60 FEET

15. MIRROR, MIRROR ON THE WALL



There's a huge mirror made of black mica stone hidden within the halls of the castle. When human or humanoid characters look inside, they see themselves as monsters, evil and bloodthirsty creatures, and it deludes them into thinking that's what they always have been. While hundreds of adventurers and wanderers have gazed into the mirror and left to whatever mayhem awaited them, an ugly and dangerous creature now blocks the exit at a few rooms away from the mirror and the two different groups who have recently stumbled into the mirror's hall are trapped within, strongly believing they've become monsters and behaving as such. Yet monsters sometimes unite for the greater evil and they've entered an uneasy truce as they wait for innocent bystanders to maim, eat and kill.

1. Flesh Idol. A 10' tall idol made of body parts sewn together looms over the arched entrance of this chamber. It was crafted over a year ago by an unfortunate margravin who believed she was a flesh golem due to the mirror's magic and tried her best to make her physical condition fit her delusion. Her head, small and fair, is way too small for the long animal neck it's been attached to. The body parts that were used in crafting her body obviously come from different creatures. They smell of rot and are infested with long red grubs, all harmless. For characters who have fallen victim to the mirror's magic and come back into this room on their way out, the idol, regardless of its state, seems to be a real, animated, and angry flesh golem. It inflicts deluded characters real damage even if it exists only in their mind. Since the delusion is very powerful, they don't get to save against its effect and must fight to the death. The golem is immune to non-magical weapons and to all magic, except spells which inflict heat or cold damage, which slow it for 2d6 rounds. *HD 5, unarmored, 2 fists for 1d8 damage each, never checks morale, slow.* Characters having resisted the mirror's magic see no change in the idol and witness the other party members getting wounded and killed in a weird pantomime fight.

Castle gargantua

2. Pseudo-Rat Den. The 6 members of the first adventuring party to discover this place now all believe they've become wererats. Like all the other victims of the black mirror, they've adjusted to this condition by trying to conform as much as possible to their new role (see area 7). They go naked and wear the rotting skins of giant rats they've hunted down in the castle before coming back to this place. They're now stuck inside as they fear the flesh golem in 1. There are empty weapon racks from where they've taken their rusty swords which will break whenever they roll a 1 in combat, a giant-sized table, a dozen man-sized stools and mattresses, and a large bronze horn in the den. The "wererats" will attack the characters straight away and will blow the horn to call the "ghouls" in area 5 to their help when they fail at a Morale check. When this happens, the "ghouls" come to their rescue in 2d4 rounds. Since the swords they wield are nasty soiled affairs, the wounds they cause fester if they aren't magically cured and inflict 1d3 further points of damage 1 day later instead of healing naturally. The adventurers are all human (probably Spanish) **rabble**. *HD Varies, unarmored, rusty sword for 1d8 damage, poor morale, normal speed.* It goes very differently for characters themselves deluded by the mirror's magic, who believe they fight real wererats, creatures immune to weapons except if they're magical or made of silver. Delusion-fueled wererat size and abilities vary with the character's level just like all the other monsters of the castle. *HD 3, unarmored, rusty sword for 1d8 damage, poor morale, normal speed.*

3. Shoddy Tunnels. The deluded adventurers in 2 have attempted to dig tunnels to circumvent the "flesh golem" in area 1 and failed. The beams supporting the tunnels aren't strong enough to support them properly and will collapse if any character runs or fights inside. A character skilled in Architecture, Stonework, or Construction will realize it with a successful check. When the tunnels collapse, they inflict 1d6 points of damage per Average Level.

4. Checkered Hallway. This huge hallway's floor is checkered with red and black tiles. The "ghouls" in 5 and the "wererats" in 2 have fixed nets with bells to the ceiling. The nets are connected to a set of wires two inches off the ground in the central section of the hallway. The telltale signs of this trap are the overhanging nets and the wires themselves. When the wires are walked upon, they break and the nets fall in a chorus of bells. Characters located under the nets must save versus paralyze or be unable to move or attack. A character can free himself in 2d4 turns or in 1d4 turns with the help of a character who's outside the nets. The ringing of the bells warns all the creatures in 5 and 2.

Castle gargantua

5. Crypt. The "ghouls," 4 former members of an all-female (French and Irish) adventuring party have set this crypt up by themselves, cutting logs of wood into religious symbols and carrying stone slabs they've found elsewhere in the castle to feature "tombs." This chamber, a former cellar, now looks like a miniature cemetery. The women are naked, have cut their teeth into fangs and their nails into claws. They attack all living beings on sight. They are all human **rabble**. *HD Varies, unarmored, 2 claws for 1 point of damage each, 1 bite for 1d2 damage, poor morale, normal speed.* Characters themselves deluded by the mirror's magic will fight real ghouls instead, undead creatures whose attacks paralyze their victims for 2d4 turns (save negates, a *cure light wounds* spell removes the paralysis). Delusion-fueled ghoul size and abilities vary with the character's level just like all the other monsters of the castle. *HD 2, Armor as leather and shield, 2 claws for 1d3 each, 1 bite for 1d3 damage, poor morale, normal speed.*

6. Chimney. The "ghouls" have hidden their previous belongings in a niche set behind a loose stone close to the top of this 60' high chimney. They include 3 white petticoats studded with garnet gems worth 100sp each, a long dress of green satin lined with gold worth 500sp, 3 jackets of black leather studded with jet gems worth 50sp each, four silver diamond-studded hatpins worth 100sp each, and a *potion of anti-magic shell*.

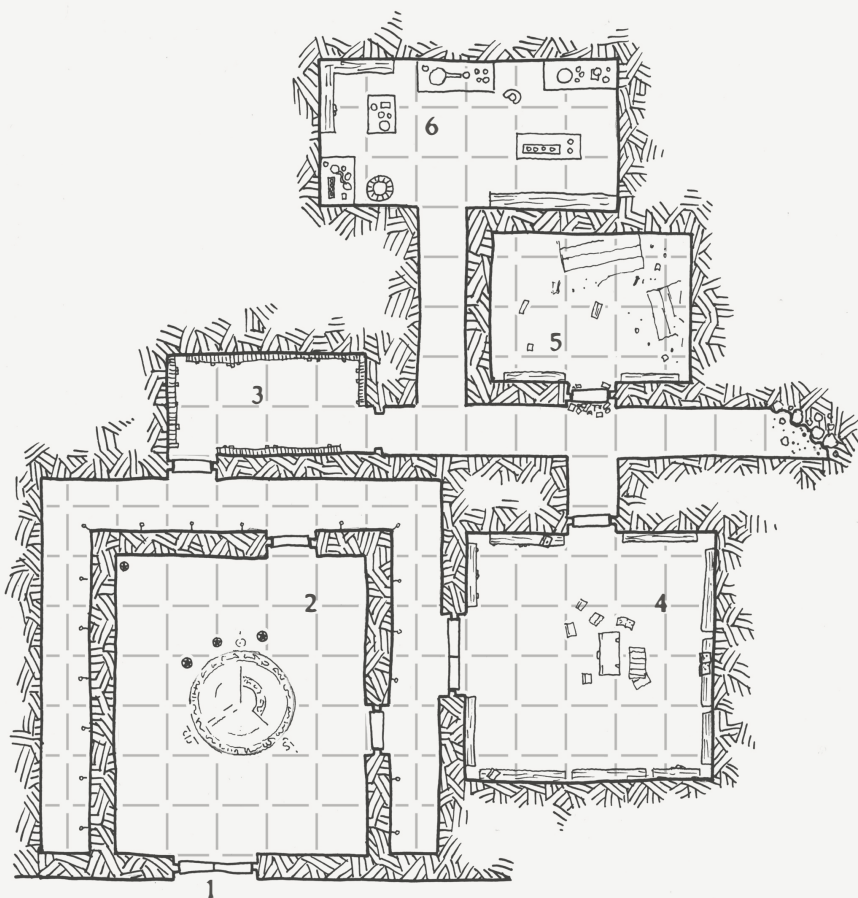
7. Mirror Hall. The checkered hallway opens directly into this hall after a short flight of steps of black marble stone. The mirror itself is 40' high and 60' wide. It reflects all the characters coming into sight of it and shows them a monstrous reflection of themselves. Characters failing at a save versus spells the first time they look into the mirror will believe that they are these monsters and strive from now onwards to correct the slight gaps in reality that hinder the verisimilitude of their delusion (such as wererats wearing clothes, flesh golems without stitches and mismatching body parts, double-headed trolls with a single head, etc.). In addition, the deluded characters will see other deluded characters as the actual monster they think they are in a collective hallucination. When characters cast spells or try to strike forcefully at the mirror (hitting automatically), the mirror reflects back the spell or attack and inflicts the full resulting damage to the attacking character himself. It won't reflect back minor taps or grazes and will reveal its reflective power only when it's hit with a real physical or magical attack. For the mirror to break and the delusion it creates to stop forever its magic must be dispelled or nullified in some way while the mirror is attacked physically and inflicted more than 10 points of damage per Average Level.

THE MIRROR SHOWS THE CHARACTERS AS...

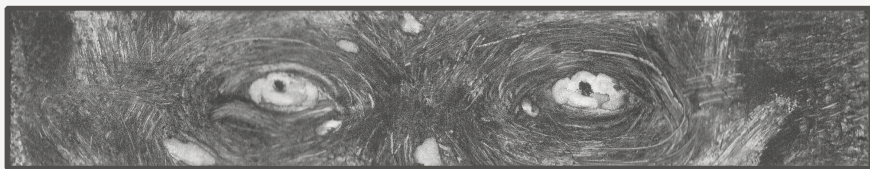
Roll 1d10. The result applies to all the characters looking inside the mirror **together**. Their size and abilities vary with the Average Level just like all the other monsters.

1. **Albino apes.** In addition to their attacks, these 5' tall creatures can throw rocks for 1d6 damage. *HD 4, Armor as leather and shield, 2 claws for 1d4 each, excellent morale, normal speed.*
2. **Medusa.** Any character that looks at a medusa (including other medusa) must succeed to save versus paralyze or he turns to stone. Medusa attack with their poisonous snake hair (save or die in 1 turn). *HD 4, Armor as leather, snakebite for 1d6 damage, good morale, normal speed.*
3. **Wererats.** Wererats are immune to weapons except if they're magical or made of silver. *HD 3, unarmored, rusty sword for 1d8 damage, poor morale, normal speed.*
4. **Morlocks.** Degenerate and blind 5' tall humanoids, the morlocks suffer an attack penalty of -2 in the daylight. *HD 1, Armor as leather, by weapon, poor morale, normal speed.*
5. **Ghouls.** Ghouls are undead flesh-eating creatures whose attacks paralyze their victims for 2d4 turns (save negates, a *cure light wounds* spell removes the paralysis). *HD 2, Armor as leather and shield, 2 claws for 1d3 each, 1 bite for 1d3 damage, poor morale, normal speed.*
6. **Small cyclops.** These 10'tall creatures suffer a -2 penalty to attack rolls. They can throw rocks for 2d6 points of damage or fight with weapons, inflicting double the normal amount of damage. *HD 6, Armor as chainmail, by weapon, good morale, normal speed.*
7. **Two-headed trolls.** These 15' tall creatures attack with weapons, inflicting double the normal amount of damage. They regenerate 2 points of damage every turn and can regrow body parts unless they're burnt or cast into acid. *HD 6, Armor as chainmail, by weapon, good morale, normal speed.*
8. **Harpies.** These 5' tall women-like creatures have the legs and the wings of giant eagles. They can sing and charm listeners as if with a *charm person* spell. *HD 3, Armor as leather and shield, 2 claws for 1d4 each, 1 bite for 1d6 damage, poor morale, fast.*
9. **Spectres.** Spectres are man-sized undead creatures. They can drain 2 experience levels or 2HD with their cold touch. *HD 6, Armor as plate and shield, cold touch for 1d8 damage, never check morale, fast.*
10. **Flesh golems.** These golems are immune to non-magical weapons and to all magic, except spells which inflict heat or cold damage, which slow them for 2d6 rounds. *HD 5, unarmored, 2 fists for 1d8 damage each, never checks morale, slow.*





18. THIRD LODGE OF THE MYSTICAL STAR



Following secret maps hidden within tomes of arcane knowledge, a small lodge of warlocks, all human Magic-user **rabble**, has found its way into what remains of the castle's libraries and laboratory, seeking the secret of the Philosopher's Stone in a quest for immortality and prosperity. To their dismay, they found both. This adventure is like an environment rather than a succession of monsters and creatures wrapped together into challenges. There's a lot to explore, read and tinker with—or this could just be a place for the characters to rest, to heal, and to prepare their spells, since the place is totally uninhabited and the castle guards stay clear of it. There's a puzzle to solve as well if the characters want to complete the experiment the warlocks of the lodge have undertaken—with the same potential dire consequences.

1. Cherub Door. A gold-painted iron double door shuts this area closed. There's a cherub face carved upon the door, sealing its panes like a lock would. The door is unbreakable but will open if the cherub's eyes are smeared with blood. The cherub's face rotates as well, revealing an intricate lock. Since the lock is a trap there is no key, but it can be picked with thieves' tools or opened with magic. When it is, a thin glass globe hanging on a thread on the other side of the door is set loose and breaks, releasing a 60' diameter gas cloud in front of the door on both sides. The gas is thick with virulent lead fumes provoking an acute and immediately active form of saturnism (save versus poison negates) which causes the loss of 1d4 Dexterity points each turn for 6 turns and induces a state of mental confusion for 2d4 rounds. Confused characters have 50% chance to remain motionless, barely defending themselves, and 50% chance to attack another randomly determined character in their vicinity every round. A character whose Dexterity is reduced to 0 falls helpless to the ground. Lost Dexterity points are regained in 1 turn per point. This trap has no telltale sign.

Castle gargantua

2. Conjuraction Chamber. A thaumaturgic circle has been drawn in the middle of this room with silvery pigments, diamond dust, and red clay. Its magical glyphs, symbols, and runes are intact and still radiate magic if a detect magic spell is used. A successful Search or Detect Secret Doors check will find brittle fragments of gold worth 10sp and strange bits of copper and powder at the center of the circle. A Magic-user can use this circle to help him in a summon spell. While the circle is considered to be worth 3,000sp if the characters try to use it to cast a *summon* spell, its materials are now otherwise worthless and cannot be sold. The 4 warlocks of the Third Lodge of the Mystical Star were turned into solid gold along with their clothing and equipment when they were in this chamber. Since they were wearing the ceremonial outfit of the lodge, they all have the same costume—a tall fez, long torn flowing robes, and six-fingered gloves. Three of the statues stand around the circle, their faces contorted with fear and amazement. The fourth statue is crouched in a corner and bears a look of terror. There's a book titled *The Philosopher's Stone* lying open on the floor in front of the three statues. The characters may, if they want, transport the statues and sell or smelt them. They're each worth 5,000sp and weigh the same as 4 Oversized items. The warlocks are still alive, never age while they're statues, and can be transformed back with a *stone to flesh* spell.

THE PHILOSOPHER'S STONE

The book is encrypted with a code which cannot be translated without a key. On the seventh page, the word GARGANTUA is written in the left margin, giving an obvious hint and reminder of the key, Gargantua's birthday in standard, **non-Scandinavian** form (which the characters can obtain by finding a book in 3 and translating another they'll get in 4). Once decrypted, the book details the phases of a ritual that's supposed to create the *Philosopher's Stone*. The ritual involves a gold egg (there's one left in 5), a thaumaturgic circle (in this room), the casting of a *summon* or *conjure* spell, a dose of orpiment, a dose of boiled vinegar, and a sprinkle of Algaroth (which all are aplenty in 6). That's exactly what the warlocks of the Third Lodge of the Mystical Star did and how they ended up badly. If your players manage for their characters to accomplish the ritual, they successfully summon an angry golden cockatrice. The **golden cockatrice** attacks with its beak, which turn its opponents to gold statues when it touches their bare flesh. While it can tear easily through cloth or leather, it cannot pierce metal armor and its attacks have only a 25% chance to affect such targets. *HD 5, Armor as leather and shield, 1 beak for 1d3 damage, strong morale, normal speed.*

3. Scrolls Library. The four walls of this chamber are lined with moldy scroll shelves, each of them filled with hundreds of scrolls written in French, Greek, and Sanskrit. Most of the scrolls have been eaten by maggots and will crumble to dust as soon as they're touched. The others are stained and decaying but are still readable and might sell well to a collector. There are 6d10 scrolls in good condition, each worth 25sp. The scrolls mostly deal with philosophy, arcane lore, and extinct religions upholding weird beliefs. Four of these scrolls are magical and written in a magic script, all of them cursed. A successful Search or Detect Secret Doors check allows characters to find a single, roughly preserved tome among the scrolls. The tome bears no distinct title and is written in Scandinavian runes. The tome is an introduction to Scandinavian astrology, which features correspondences between the names of the classic Greek constellations and their Scandinavian counterparts.

FOUR CURSES

Roll 1d4.

- 1. Curse of the Shriveled Fruits.** The cursed character can only eat shriveled fruits. After three such meals, he shrivels away and dies. When the curse is lifted, the character can eat normally.
- 2. Curse of the Snake's Skin.** The cursed character sheds his skin like a snake in 1 turn. He loses 1 Constitution point per further turn he spends in the open air and dies when his Constitution reaches 0. Lifting the curse doesn't grow the character's skin back and thus might not help very much.
- 3. Curse of the Tormented Last Nap.** The cursed character falls asleep and begins dreaming awful nightmares straight away. He loses 1 Constitution point per round until he dies when his Constitution reaches 0. There's no way to wake the character up short of a *remove curse* spell.
- 4. Malediction of Hate.** The cursed character immediately attracts the hate of all sentient beings, monsters, humans and other characters alike. They can avoid trying to kill him with a successful save versus magic, which must be checked every round until the curse is lifted or the character dies.

Castle gargantua

4. Hall of Records. This gigantic hall contains a hundred of huge leather-bound books bearing the records of the whole castle's population for over a thousand years. They record births, deaths and marriages for billions of unknown names, all the dates tracing back to the last millennium at least. At the center of the hall, partly hidden by huge piles of books, lies a silver chest worth 1,000sp, an Oversized item. The chest isn't locked and holds a *big, fat, great, grey, pretty, small, mouldy, little pamphlet, smelling stronger, but no better than roses*. In that book, a genealogy is written all at length, in a chancery hand, not in paper, not in parchment, nor in wax, but in the bark of an elm-tree, yet so worn with the long tract of time, that hardly can three letters together be there perfectly discerned.—Adapted from F. Rabelais' *Gargantua*. This document, once restored with a mending spell and read with read magic, contains the names and dates of the castle's first inhabitants in Scandinavian astrological dates. With the help of the tome found in 3, these dates can be converted to your campaign setting's dates, going back as far as 10,000 years in the past.

GARGANTUA'S GENEALOGY

From F. Rabelais' Pantagruel

And the first was Chalbroth,
Who begat Sarabroth,
Who begat Faribroth,
Who begat Hurtali, that was a brave eater of pottage, and reigned
in the time of the flood;
Who begat Nembroth,
Who begat Atlas, that with his shoulders kept the sky from falling;
Who begat Goliah,
Who begat Erix, that invented the hocus pocus plays of legerdemain;
Who begat Titius,
Who begat Eryon,
Who begat Polyphemus,
Who begat Cacus,
Who begat Etion, the first man that ever had the pox, for not drinking
fresh in summer, as Bartachin witnesseth;
Who begat Enceladus,
Who begat Ceus,
Who begat Tiphæus,
Who begat Alæus,
Who begat Aegeon
Who begat Briareus, that had a hundred hands;
Who begat Porphyrio,
Who begat Adamastor,

Castle gargantua

Who begat Anteus,
Who begat Agatho,
Who begat Porus, against whom fought Alexander the Great;
Who begat Aranthas,
Who begat Gabbara, that was the first inventor of the drinking of
 healths;
Who begat Goliah of Secondille,
Who begat Offot, that was terribly well nosed for drinking at the
 barrel-head;
Who begat Artachaeus,
Who begat Oromedon,
Who begat Gemmagog, the first inventor of Poulan shoes, which are
 open on the foot and tied over the instep with a latchet;
Who begat Sisypheus,
Who begat the Titans, of whom Hercules was born;
Who begat Enay, the most skillful man that ever was in matter of
 taking the little worms (called cirons) out of the hands;
Who begat Fierabras, that was vanquished by Oliver, peer of France
 and Roland's comrade;
Who begat Morgan, the first in the world that played at dice with
 spectacles;
Who begat Fracassus, of whom Merlin Coccaius hath written, and of
 him was born Ferragus,
Who begat Hapmouche, the first that ever invented the drying of
 neat's tongues in the chimney; for, before that, people salted
 them as they do now gammons of bacon;
Who begat Bolivorax,
Who begat Longis,
Who begat Gayoffo, whose ballocks were of poplar, and his c... of
 the service or sorb-apple-tree;
Who begat Maschefain,
Who begat Bruslefer,
Who begat Angoulevent,
Who begat Galehaut, the inventor of flagons;
Who begat Mirelangaut,
Who begat Gallaffre,
Who begat Falourdin,
Who begat Roboast,
Who begat Sortibrant of Conimbres,
Who begat Brushant of Mommiere,
Who begat Bruyer that was overcome by Ogier the Dane, peer of
 France;
Who begat Mabrun,
Who begat Foutasnon,
Who begat Haquelebac,
Who begat Vitdegrain,
Who begat Grangousier,
Who begat Gargantua.

Castle gargantua

5. The Library of Birds. A stash of man-sized furniture taken from different rooms block the entrance door to this room. The stack seems to have been hastily piled up, including shelves, chairs and tables. It takes 2 turns for 4 characters to move everything out of the way. The library beyond is a mess, with broken shelves and desks scattered around. A few shelves remain, with books (all written in English, all dealing with arcane subjects) and six brightly painted sculptures of birds' heads, each about 1' in diameter. Some of the sculptures are made of teak wood, while others are made of tamarind wood, wicker, or granite. They all feature unusual birds such as axe beaks, twoheaded vultures, fanged eagles, and the like. Three such heads lay smashed on the floor among the pieces of broken furniture. If a character ever touches one of the books inside, the heads animate, fly, and attack, though they won't leave the chamber's precincts. *HD 1, Armor as plate, slam for 1d4 damage, never checks morale, fast.* Since they are magically animated 'creatures,' a *protection from Evil/Chaos* spell keeps them at bay and a *dispel magic* spell disrupts them for 2d6 turns. At the other end of the chamber, the desiccated corpse of a warlock of the Third Lodge of the Mystical Star in his ceremonial outfit lies in front of an opened cache set in the wall. The cache had a poisoned needle trap that has been long sprung, the needle still stuck in the warlock's blackened chest. There's an opened wood box in the cache, which holds space for a couple of spherical objects, of which a single gold egg remains. The egg is worth 100sp. If the characters manage to gather the books together, the library can be used for magical research and is worth 500sp per Average Level.

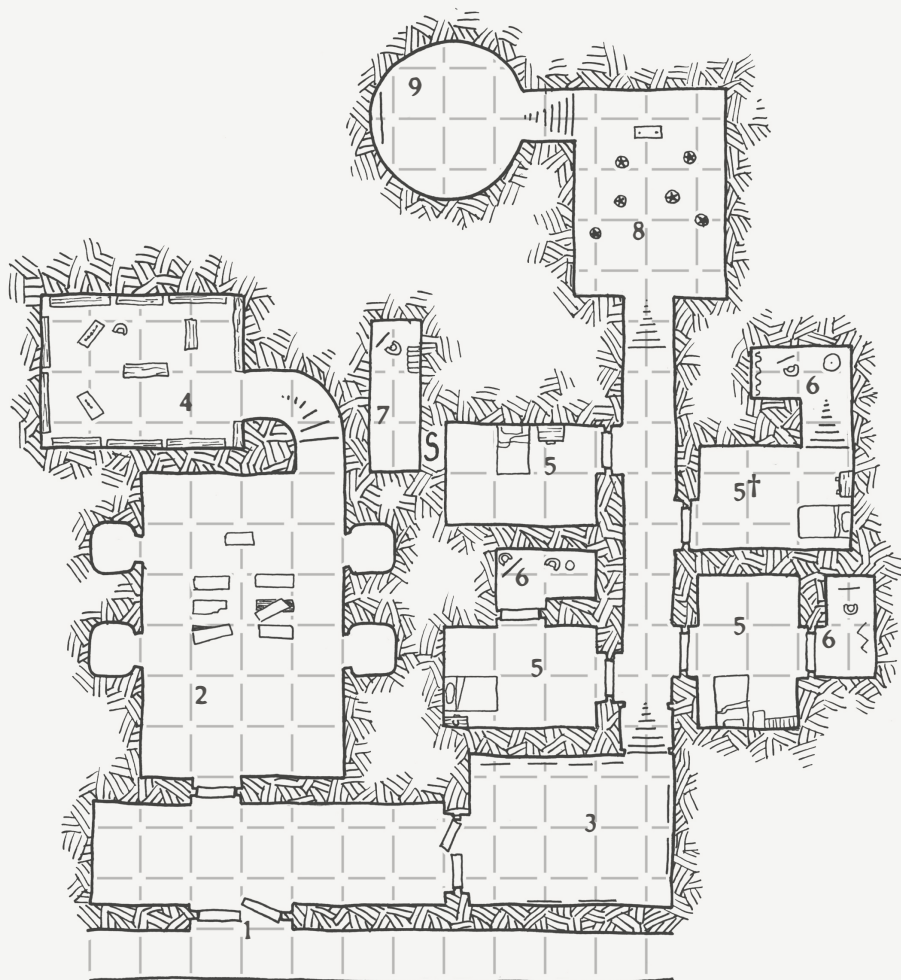
6. Laboratory. All the furniture of this laboratory is gargantuan-sized. It contains over a hundred vials, flagons, containers, and jars full of preserved alchemical substances set along in shelves and cupboards high above the ground. For every round that a character fumbles around, he finds a single dose of a Random Alchemical Substance. When all the doses of a given substance have been found, further occurrences find decayed substances or empty containers. There is a 2 in 6 chance for every dose found that the container is labeled in French (50% chance) or English (50% chance). Other containers are labeled with alchemical symbols and require the assistance of an alchemist for further identification. The laboratory is worth 500sp per Average Level for magical research purposes. Remember that libraries and laboratories discovered and somehow transported only add 1d100% of their value to the looter's own. They can be sold to other magicians for a total of 10% of their actual value.



RANDOM ALCHEMICAL SUBSTANCE

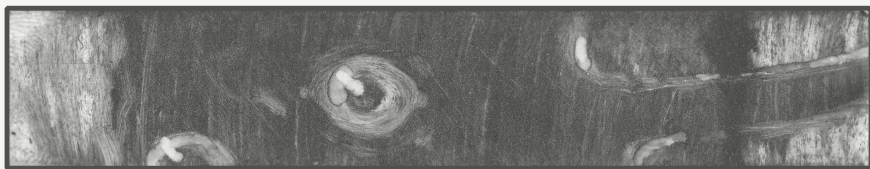
Roll 1d20. There are $2d4+1$ doses of each substance.

1. **Lapis lazuli.** Deep blue semi-precious stone. Each dose is worth 50sp.
2. **Lye.** A whitish liquid. Boils when in contact with water, releasing a toxic gas 10' around. Contact with the eyes blind permanently, burns the skin for 1d4 damage per round, and might kill if ingested (save versus poison at +4 or die in 3 turns).
3. **Azurite.** Deep blue ornamental stones. Destroyed by heat and fire. Each dose is worth 15sp.
4. **Preserved Urine.** Probably human.
5. **Metal lime.** Shreds and nails.
6. **Powder of Algaroth.** A white powder. Ingestion causes a massive and instant purge through regurgitation and diarrhea.
7. **Orpiment.** Deep orange arsenic stone, easily ground into a powder. Ingestion is lethal (save or die in 1 turn).
8. **Aquafortis.** A highly corrosive acid which corrodes silver in minutes. Ingestion is very, very lethal (save at -2 or die in 5 rounds, 3d10 damage if save is successful).
9. **Talc.** A white powder used in cosmetics. Harmless.
10. **Red Wine Vinegar.**
11. **Calamine.** A mildly antiseptic silvery liquid. Harmless.
12. **Hematite.** Gray mineral stone. Each dose is worth 5sp.
13. **Mercuric oxide.** An orange powder, mildly poisonous if ingested (save or lose 1d4 hp in 1 turn). It decomposes into a gas on exposure to light, which stench causes everyone in its 20' zone to attack with a -2 penalty.
14. **Olive Oil.** Extra virgin.
15. **Lead sugar.** Looks like sugar, dissolves in water, leaving no taste. Ingestion is lethal (save or die in 1 turn).
16. **Salt peter.** White powder. A good food preservative and fireworks propeller. Harmless when ingested.
17. **Vitriol.** Corrosive transparent acid. Causes 1d8 damage to the bare flesh and kills when ingested (save at -2 or die in 1 turn, 2d6 damage if save is successful).
18. **Salt.** Finely ground.
19. **Sandaracha.** Red-yellow stone, partly ground into a powder. It dissolves into a reddish smoke when exposed to extreme heat, poisoning all creatures within 10' (save or die in 1 turn).
20. **Native lead.** Worthless.



REMEMBER EACH SQUARE IS 60 FEET

28. THE FALL OF THE MESEMBRINE



And in the great light, I cannot see no more where is the right side, where is the golden door.

Eclipse, Kirlian Camera

The glorious Mesembrine, spire of the she-knights, a splendor of gold and fluttering flags standing proud above the castle walls, former abode of the cruel daughters of the giant Gargantua—if a giant Gargantua there indeed was — will soon be gone. After centuries of oblivion, the burial grounds of the marble-skinned maiden now resound with the echoing cries of the inquisitors of the Holy Church as they're on their way to torch whatever lore and riches remain of Mesembrine's former grace, signs of heresy and marks of the Devil all of them—or so they believe.

1. The Gate. A huge brass-bound gate, its lock broken, separates this section from the rest of the dungeon. A dwarf or a character skilled in Architecture can guess, with a successful check, that it opens into some sort of tower that rises above. A couple of Pontifical Swiss Guards, both Lawful human **boss** Fighters clad in three-colored garments and wearing a plate cuirass and a silver morion stand watch by the gate's side. They have received the order to forbid anyone to enter and will fight to the death when opposed. *HD Varies, plate, partisan for 1d10 damage, superb morale, normal speed.* Their morions are worth 35sp each. Above the gate, "**Do What Thou Wilt**" is written in Latin. Since the gate's lock is broken, gaining entrance once the Swiss Guards are defeated is easy, but any character crossing it undergoes **a sudden change in personality** that lasts for 1 week. There is no saving throw versus this magical effect.

A SUDDEN CHANGE IN PERSONALITY

If your game features alignments that forbid certain behaviors, the sudden change overrides alignment, which changes accordingly.

1. The character becomes **lustful** and **vulgar**.
2. The character becomes **cruel** and **vicious**.
3. The character either becomes a **coward** or a **reckless** fool (50% each).
4. The character becomes **greedy** and **covetous**.
5. The character becomes **curious** and **adventurous**.
6. The character becomes **arrogant** and **domineering**.
7. The character becomes **capricious** and **mischievous**.
8. The character becomes **cheerful** and **exuberant**.
9. The character becomes **vain** and **foppish**.
10. The character becomes **sneaky** and **sly**.
11. The character becomes **fanatical** and **narrow-minded**.
12. The character becomes **disgusting** and **shameless**.

ARCHITECTURAL FEATURES

All the stairs found within the Mesembrine are winding stairs of porphyry, a dark red marble spotted with white. All the stairs are also decorated with hanging silver lanterns lit with eternal wisps of *dancing lights*. There are 8 such lanterns for each and every stairway. It requires a successful Tinker check to remove them without damaging them. If successful, each lantern can be sold for 100sp and their light will remain until the magic is dispelled. The walls and ceilings of the tower are made of part Numidian stone, which is a kind of yellowishly-streaked marble upon various colors, and part of serpentine marble, with light spots on a dark green ground. The doors are fair antique arches whose alcoves are lit by a magical and somewhat greenish sunlight.

2. Hall of the Seven Sleepers. This vast and spacious hall sheltered the mortal remains of the last seven giantesses before the inquisitors tampered with them a short while before the characters enter it. The seven stone coffins, each 20' long and adorned with recumbent effigies of the deceased are now smashed open save for one. The intact coffin features an effigy picturing a giantess queen in a sumptuous dress wearing a crown and holding a *globus cruciger* (an orb topped with a cross) in her delicate hands.

Castle gargantua

The corpses of three inquisitors, all of them wearing black boots, pointed black leather hats, and ornate scabbards (all these items with a buckle) lie face down in front of the third coffin in a pool of their own blood and vomit. Save for the third coffin, which is empty, and the last one, which hasn't been opened, the cadavers in the other coffins have been burnt to ashes by the inquisitors, the stone still warm from their *autodafé*. Inspection of the coffins show that the other effigies represented maiden warriors, some with circlets, some with helms, all with both an axe and a broadsword. All the coffins have been plundered and are empty save for the ashes. The third coffin still contains a whiff of purple haze, a lingering sign of the trap it was protected with. A combined total of 62 Strength points are required to lift the lid of the seventh coffin. 6 characters can contribute to that end together. A *knock* spell will do the trick as well. The giantess' body within is in pristine condition. Her corpse is 15' tall, clad in the same clothes and holding the same *globus cruciger* as her effigy. Her crown alone is worth 1,000sp and her sable gem-encrusted dress 750sp. Looting the body, touching the orb or defacing the coffin in any way awakes the giantess' corpse, which animates and springs into action. HD 4, unarmored, slam for 1d6, never checks morale, fast. As long as the giantess holds the orb, she cannot be turned by Clerics, ignores magical barriers such as *protection from Evil/Chaos* and comes back to life with her full hit points 3 rounds after having been killed. In addition, the damage she inflicts cannot be healed with magic and are regained through resting only. In the hands of a Cleric, the *globus cruciger* is a minor artifact which allows him to turn 1d6 more Hit Dice of creatures with every of his *turn undead* spells or ability and to *speak with dead* once a day.

3. Painted Gallery. All colored over and painted with the ancient prowesses, histories and descriptions of the world, this gallery features 8 different scenes of the past. When a character touches one of these paintings, he must save versus magic or disappear into a dream-like version of the scene for what seems like a full week. While he may interact with the characters and monsters thus depicted, enter into fights, romances, and high adventures in this dream, none of the dreams have any consequences in the real world. The character emerges from the dream where he was originally standing 1 turn later.



EIGHT SCENES OF THE PAST

1. A gigantic abyssal fish is about to eat a ship whole, the ship's Arabian sailors wailing in a panic.
2. A unicorn lying in the grass on the side of a crystalline pool, two naked maidens lying at its side.
3. A walled city under the siege of an army of red-skinned clones with angular features.
4. The crucifixion of Jesus.
5. The giant Gargantua as he pisses on the good people of Paris by the side of Notre-Dame, drowning two hundred and sixty thousand, four hundred and eighteen of them in a piss-flood.
6. Achilles and Hector as they are about to fight in a duel in front of Troy.
7. A pale lady is entering into Hades with a silver key, unaware of Cerberus, who steps out of the shadows in the background, drooling lava and flames.
8. The king of the fire giants bathing in lava; his daughter, gorgeous and innocent, at his side. A hunter notches an arrow for her heart.

4. The Grand Library. When the characters reach the Grand Library, the inquisitors are within, setting fire to huge piles of ancient books and tomes sprinkled with oil and holy water. Like their fallen comrades in **2**, they wear stern black clothes, pointed hats, black boots, and longswords in ornate scabbards, all these items with a buckle. Three of them, swords unsheathed and torches in hand, keep the gate from interlopers. Four more inquisitors are busy inside, collecting the last few remaining books and throwing them into the flames that rise high in the middle of the room. In the light of the fire, the room seems ablaze with gold from all its glistening furniture and decoration—crystal chandeliers, seven-branched candelabras, silver-plated lecterns, etc. There are 13 such items in all, every one of these an Oversized item worth 30sp per Average Level. While the inquisitors won't necessarily attack at first sight, they won't allow access inside except if the characters are obviously servants of the Church, and they will try to kill anyone interfering with their mission. The inquisitors all are Lawful human **rabble** Clerics, *HD Varies, unarmored, longsword for 1d8 damage, good morale, normal speed*. The last few remaining books, all written in Hebrew, deal with Hedonist philosophy, the rituals of the cult of Cybele (an Anatolian Earth Goddess adopted by the Romans) and the Geography and politics of France under the rule of Charlemagne. To a sage, an erudite, or an apprentice witch in quest of decorum, they may be worth as much as 1,000sp for the lot.

Castle gargantua

5. Bedrooms. The bedrooms' floors are covered with a now decaying, moth-eaten, and dusty green cloth. The beds, four-poster affairs of silk gauze, cashmere blankets, and velvety cushions, are all embroidered. A little wicker casket full of rotten fruits, faded flowers, and crawling maggots stands upon small side tables in each room—the smell of rot, stale perfume, and decay pervading them. In the bedroom marked with a † symbol on the map, the preserved body of a dead giantess lies on the bed. The corpse, wrapped in flowing silk robes, sheds light at 10' and wears a runic platinum ring with a single emerald cabochon. If anyone touches either the ring or the body, the giantess' lingering spirit possesses him (save versus magic negates). The giantess is a Lawful **boss** Cleric of the Earth Mother (under whichever name and pantheon you choose) with a score of 18 in Charisma, Intelligence, and Wisdom. While she might not understand what has happened to the tower and castle, she will stop at nothing to exact revenge upon all those who have fouled, destroyed, or pillaged the tower. The possession can be broken with a successful *turn undead* spell or ability and cannot affect characters under the influence of a *protection from Good/Law* spell. It is otherwise permanent. Her ring, *Seal of Humility*, has the power to shed an eldritch light once a day, which sprouts forth in a 40' long cone, 30' wide at its end and 5' wide at its base. All the creatures in the zone must save versus magic or gain 1d8 temporary hit points for every level or Hit Dice they have **even when the total would exceed their hit point maximum**. Every round hereafter, they lose 1 hit point per round until reduced to a single hit point, at which stage the magic wears off.

6. Withdrawing Room. *In every back-chamber or withdrawing-room there is a looking-glass of pure crystal set in a frame of fine gold, garnished all about with pearls.* (F. Rabelais, Gargantua). The looking glasses are magical curiosities which show the reflection of the onlooker's skeleton instead of his fully-fleshed image. They're all Oversized items and can be sold 500sp.

7. Wardrobe. The garments found in the wardrobe are relatively well-preserved with huge mothballs. They're all giant-sized, fit for 15' to 25' tall ladies. There are stockings of scarlet crimson in which you could wrap a couple of man-sized characters, velvet slippers that could fit a whole halfling body, silk cottes, petticoats of white taffeta, coats of bright red damask, martlet skins and other costly furs. While the garments seem luxurious, maybe worth 10,000sp and weighting the same as 10 Oversized items, they all turn to crude hill giant clothes once taken outside of the castle: rugged leather breeches, rusty iron-plated boots, bloodstained bearskins and the like.

Castle gargantua

8. Oratory. A chapel of the All Saints, this crowded oratory is adorned with wooden statues, religious symbols and icons of goddesses of all the pantheons regardless of their alignment. Some statues are veiled with white and blue cloth, others sheltered in miniature gold-plated shrines. At the far end of the room, a prayer book lies open upon a granite slab that's obviously been used as an altar. There are patches of dried blood bearing witness of past sacrifices in front of the altar. Just looking at the book, whose all pages are blank, triggers a curse of amnesia that strips the beholder of all his memory, including the spells he's memorized (save versus magic negates). If a character sacrifices a male animal, upon the altar, he will gain the power to *shapechange* into this very animal, every full moon as long as the light of the moon shines upon him. Further sacrifices made by the same character will have no effect. If the sacrificed animal is female, the character must save versus magic or die and he doesn't get the *shapechange* ability. Killing a human, humanoid or monster upon the altar wakes the stained glass golem in **9**. In case a character is possessed, the giantess in **5** knows about the stained glass golem and will try to wake it up against the inquisitors (and maybe the player characters if they've stolen or destroyed things in the tower).

9. Spire. There's a small circular room inside the spire's dome of the Mesembrine. The room is bare save for a tall multicolored stained glass painting of Joan of Arc clad in full plate armor and wielding a longsword. This stained glass painting is actually a glass golem. The golem will animate only when a sacrifice is made or when a character directly tries to break the glass. *HD 4, Armor as plate and shield, longsword for 1d8 damage, never checks morale, fast.* Each character hit by her sword becomes the target of a random Cleric spell of a random level (1d6+1). When the spell is beneficial, the character benefits from it as well. If a spell is reversible, the reverse spell is triggered 50% of the time instead of the standard version. Since the golem is made of faceted glass, it reflects every source of light back. For every source of light (a torch, a lantern, a sword that sheds light), the characters have a -1 penalty to their "to hit" rolls. If a light spell is cast (or triggered by the golem's sword), the characters must save versus magic every round as long as the light lasts or become blinded. Blinded characters have a further -4 penalty to their "to hit" rolls and have a 2 in 6 chance of attacking the wrong target every round.





REMEMBER EACH SQUARE IS 60 FEET

35. THE END, OR ALMOST



There are multiple ending situations to Castle Gargantua. Your players have made it *their adventure* so far and should know better than you if there indeed was a Gargantua or not and whether the giant, the blind and primeval Force of Nature, the sorcerer, the fraud or whatever they've come up with, is still alive or if he's long dead. In doubt, **just ask them**. It doesn't matter anyway because by the time their characters reach this square, Gargantua's not here. Yet, like in all the other **Gold** squares, there's a character party within: a band of Scottish gnomes still hesitating about the ending they'll choose, all of them half-mad with greed.

Unlike other **Gold** squares, this place isn't reached by an entrance but by a huge secret stairway which opens directly into a vast circular chamber lit by a continual magical moonlight under which three huge gates glow faintly with runes (now breathe). There are 6 gnomes in the chamber. The gnomes can cast illusion spells commensurate with their Hit Dice (see Gnomish Magic on the next page). They all speak Scottish and English. *HD 1, leather, dagger for 1d4 damage, poor morale, normal speed*. The gnomes are pretty sure that a huge treasure awaits behind the gates and will likely attack the player characters. When calling forth illusions, they make it sound like they've summoned the creatures through the gates and always make them seem like bloodthirsty gruesome hill giants—the only giants they know about, they're just gnomes after all. *Hill giants, HD 8, Armor as chainmail and shield, club for 2d8 damage, good morale, normal speed*. Shadow monster hill giants are partly real, even when the illusion's been seen through. *HD 8 (16 hit points each), unarmored, club for 1d4 damage, good morale, normal speed*. Since those monsters are illusions designed by the gnomes, they don't scale with the Average Level. The gnome's leader wears a wrought gold crown which he believes is Gargantua's own crown. It isn't, and is worth 100sp.

Castle gargantua

GNOMISH MAGIC

1HD. *Faerie fire* once a day.

2HD. *Forget* once a day.

4HD. *Phantasmal psychedelia* (or *improved phantasmal force*) once a day.

8HD. *Shadow monsters* once a day.

Above all three gates, an inscription carved in pure gold shines forth in the room. It is written in magical runes that each character will recognize as his own language. The runes say “Choose once and for all.” Indeed, once a gate has been crossed by even a single character, the other two gates disappear forever for all characters present at the time—gnomes, monsters, and non-player characters included. The only other way to go through another ending is to start the castle again with another character: for the present character, there is and always will be this one and only gate at the end.

1. The Gate of Fate. This huge arched gate is made of stone. It is covered with Norse runes and won't budge unless the runes are read aloud (a *read magic* spell will do the trick) and a *knock* spell is cast. The runes, if translated say “Ashes to ashes.” Once knocked, the gate opens onto a sickly greenish mist which a character must enter for the choice to be definitive. There's a huge cave on the other side choked with the roots and tendrils of Yggdrasil, an immense ash tree, that grows above. The roots have been gnawed and clawed deeply, bearing flesh-like scars and wounds. Some of these wounds seep blood instead of sap, some others moan, cry and wail in the distance. The squirrel Ratatoskr, a 60' tall black and white squirrel with an unicorn's horn who usually runs up and down the world tree, has been staying here instead for the last few thousand years, serving as a pet companion to Gargantua or resting for a while. There's nothing that Ratatoskr likes more than mischief, strife, and slander. He's eager to listen to the characters' adventures in exchange for a free passage up the roots to their home dimension. If denied, he might kill one or two characters just to show he's serious about it and ask for stories again. Ratatoskr insists on knowing the ridiculous part of their adventures, the ones they're willing to hide. Once again, he's damn serious about it and not above maiming and killing to prove his point. Once he knows enough, he will lead them out of the cave to the place they want in the wide world and give an acorn to each of them.

Castle gargantua

Ratatoskr's acorns may be used to bring someone dead back to life once, by putting it inside their mouths, even when spells or other magical means—if your game system features any—would not work. The person must not be dead for more than a month for the acorn to operate. When a character resurrected this way dies again, his body turns into a 374 square mile forest of ash trees on the spot. Once Ratatoskr knows enough of the characters' ridiculous adventures, he will convey those stories over the course of the next week through dreams, omens, and songs to all the bards and storytellers of the adventurers' world, with which he shares a divine-like connection. This is both a boon and a curse since the characters are now both worldwide famous and a laughingstock, all their wrongdoings and failures exposed. When attacked or when attacking, Ratatoskr doesn't fight to the death but contents himself with the killing of a single character, expecting the others to back down. Ratatoskr's attributes **scale with the Average Level**. *HD 6, Armor as plate and shield, bite for 3d12 damage, never checks morale, fast*. Killing Ratatoskr is not a good idea since he's protected by the gods of the Norse pantheon who will avenge his death by reducing all the ability scores of the murderers to 3. You might devise an insanely hard quest for them to redeem themselves, no magic being powerful enough to lift the curse otherwise—a quest they will need to achieve with their new ability scores. In addition, the characters won't be able to find their way to their own world through the roots of the world tree and might be lost in distant foreign dimensions if they try to get out without Ratatoskr's help.

2. The Gate of War. This gate of blood-red stone is covered with primitive pictograms painted with blood. A single curved knife made of bone hangs from leather laces above the gate. The door won't open unless a human or humanoid is sacrificed with the knife and his blood spilled over the pictograms. As soon as it is opened, ogres, giants, and hobgoblins sprout forth into the chamber every round for 7 days. Once they've dispatched the player characters, they'll invade the castle and soon, the neighboring countries. **Wrong choice.** Note that the player characters might escape if they find a way to do so (remember that no dimensional travel, teleport, passwall and such spells function in the castle). Since monsters emerge from the door every round, crossing it is almost impossible. In the unlikely event that the player characters manage to cross the threshold anyway, they will find themselves deep in the battle halls of Utgard, the capital of Jotunheim, the land of the giants, with thousands of giants rushing through the door. Good luck surviving this one.

Castle gargantua

FROM THE BATTLE HALLS

Roll 1d6 to check what's coming through the gate every round. These creatures' statistics **do not scale** with the Average Level.

1. 1d4 ogres. HD 6, Armor as chainmail, greatspear for 1d10 damage, good morale, normal speed.
2. A single hill giant. HD 8, Armor as chainmail and shield, club for 2d8 damage, good morale, normal speed.
3. 2d4 hobgoblins. HD 1, Armor as chainmail, axe for 1d8 damage, excellent morale, normal speed.
4. A single frost giant. HD 10, Armor as chainmail and shield, great axe for 4d6 damage, superb morale, normal speed.
5. Two female hill giants. HD 6, Armor as chainmail and shield, club for 1d10 damage, average morale, normal speed.
6. A single stone giant. HD 9, Armor as plate and shield, club for 3d6 damage, superb morale, normal speed.

3. The Gate of Illusions. The Gate of Illusions is made of a polished mica stone which reflects the characters' images like a mirror. All the reflections seem to be snarling at the characters, daring them to come forward. When the gate is touched, it turns into a permanent *prismatic wall* which a character must cross for the choice to be definitive, suffering the effects of each of its 7 colors, one after the other, unless negated first. You have the option to play the next sequence in **theater mode** (see page 104) if you feel really silly. If you don't, there's a single misshapen dwarf sitting on a ruby throne in a circular room on the other side. The room is empty save for the dwarf, who instantly turns into whatever your players think is behind the whole castle. This might be the tallest giant in the world, a primeval elemental power, an archmage, a petty illusionist, or even nothing at all. The dwarf's transformation is an illusion, a *shadow monster*, yet partly real enough to pose a serious threat if your players imagined something really big. Once his illusion has been defeated, the dwarf summons the snarling reflections of the characters to fight them. While the reflections appear exactly like the characters, they're all human **rabble** Fighters wearing the same armor and using the same weapons as the characters. The reflections are duo-dimensional. They appear invisible if standing such that only their side is presented to an observer. Any damage they sustain is multiplied by three, but they cannot be struck while standing sideways to an attacker. They can, however, be affected by area effect attacks.

Castle gargantua

The dwarf is himself a programmed, spellcasting illusion, which cannot be defeated or dispelled. He will seem to flee through a small, man-sized door which appears out of thin air once the reflections are dispatched. Beyond the door lie a great wealth of gems, gold, and jewels worth 3,000sp per Average Level in a room of gold studded with diamonds. Once the characters have taken their share of the treasure, the entire scene vanishes and they will appear in front of the castle once again.

A FEW COMMON ILLUSIONS

Remember that these illusions scale with the Average Level.

The Tallest Giant in the Universe. A phantasmal version of Gargantua, a 50' tall giant. *HD 12, Armor as chainmail and shield, club for 3d8 damage, never checks morale, normal speed.* When the illusion's been seen through, *HD 12 (24 hit points), unarmored, club for 1d6 damage, never checks morale, normal speed.*

A Primeval Elemental Power. Part moaning rock, part treant, part landslide, 40' tall. *HD 9, Armor as plate and shield, slam for 3d12 damage, never checks morale, normal speed.* When the illusion's been seen through, *HD 9 (18 hit points), unarmored, slam for 1d10 damage, never checks morale, normal speed.*

An Archmage. A human **boss** Magic-user loaded with offensive spells (all illusions and without any effect once seen through). *HD Varies, unarmored, staff for 1d6 damage, superb morale, normal speed.* When the illusion's been seen through, *HD Varies (2 hit points per level), unarmored, staff for 1d2 damage, superb morale, normal speed*

The Dwarf Himself. If your characters think that the dwarf is Gargantua or the lord of the castle, he will resign and pull a crude crown made of bones from his pocket, offering it to whoever wants it. If the dwarf is attacked, he will seem to die with very little resistance, there will be no fight with the reflections and the door to the treasure room will appear straight away. Any character who puts the crown on will himself become gargantuan as the crown turns to dust and he will **scale with the Average Level as he becomes a monster**—essentially a Fighter type. This is irreversible, and the character can no longer gain experience.

Nothing at All. Maybe it's like this. Maybe whatever built this is long gone, maybe the castle just happened over the centuries and there never was a Gargantua. In that case, the dwarf will disappear, leaving a single, worthless jester's hat with bells on the throne. There will be no reflections or treasure, just a long and tedious way back to reality.

Castle gargantua

THEATER MODE

*This option is an obscure and insane reference to TSR's infamous **Castle Greyhawk**.
Use it with due caution.*

You need minis to play this scene. While you can use fancy miniatures, you should maybe plan a few paper minis ahead instead or your players might hate you for a long while. Set up the minis on the table. Done? From now onwards and for the next full turn (10 rounds, that's right), the characters are in the same exact situation and room as the miniatures, except for their players, which are not here. Begin by describing to the players the table, the insanely high ceiling, the neon lights, the eraser board, the can of coke, the leftover pizza, and the crazy 20-sided dice. Try describing this all so that they don't realize immediately what happened. On the other side of the table stands a huge painted wall made of a shiny material, your DM's screen. A gargantuan titan—**you**, the DM—looms above the wall, its hands already reaching for the characters. Here are the rules: you are not allowed to move from your screen. You can stand up, stretch, or lean forward if you want but you can't move to the other side of the screen. According to their actions, initiative scores, and movement rates, the characters might move as fast as 4 inches per round to get out of your way. You have no bonuses for initiative, you roll a flat unmodified 1d6. Every round, you can take a single action like grabbing and crushing a character in your hand (2d8+12 damage), throwing a rubber or a die at them (3d10 damage for every miniature you hit), squashing them with your ruler (4d10 damage), drowning a character in your coffee (death in 3 rounds), anything you want. Unlike you, who hits the characters if you physically hit the minis, the characters play by the rules, rolling to hit etc. You are unarmored, have 100,000 hit points, succeed at all your saving throws if you roll 2 or above and suffer only 10% of the effect, whether mental or physical of whatever magic affects you. If you are 10% charmed, you might still crush the miniature but you'd do it tenderly. If you are 10% turned to stone, maybe it's just your left foot, and so on. At the end of the turn, the surviving characters find themselves in a room of gold studded with gems in which lies a great wealth of gems, gold, and jewels worth 3,000sp per Average Level. Once the characters have taken their share of the treasure, the entire scene vanishes and they will appear in front of the castle once again. The same happens if they kill you, which also means that you can't be their DM again if they play the same characters.

NAMES

AMON
AMAURY
ARDA
AMALRIC
ALMYRA
ABBY
ANARCHY
BALIAN
BOHOMOND
BOSO OF PROVENCE
BAIBAR
BARNABAS
CHARLES THE BALD
CHARLES THE BOLD
CHARLES THE FAT
CHILPERIC
CHARLOTTE
CHARITY
CHASTITY
CHLOTHAR
CONRAD
DINGDONG
DAIMBERT OF PISA
DOT
EVA
EPISTEMON
FULK
FIDELIA
FRIAR JOHN
GEBICCA
GARGANTUA
GUNTHER
GUNDOBAD
GODOMOR
GISEL
GUNDRAM
GASTER, THE GOD OF FOOD
GRANVILLE
GOATNOSE

LORD GRANGOUSIER
GARGAMELLE
GUY HAUTECOUR
HOPE
ISABELLA
JUDGE BRINDLEGOOSE
JOSELIN
JESSAMINE
JEPHTHA
LORD PICHROCOLE
LENORA
LOTHAIR
LORETA
MERCY
MAXINE
MORPHIA
MAHULDA
MONGKE KHAN
MUCIAN
MANASSES
MELISENDE
OVA
THE ORACLE OF BACBUC
PERMELIA
PANTAGRUEL
PLAISANCE
PRUM
PELAGIUS
QUEEN QUINTESSENCE
QALAWUN
RAMINAGROBIS
RUDOLPH
THE SYBIL OF PANZOUST
THEODORIC
THEODORA
THOROS
ZENGI
ZEBLON

BE HAPPY

François Rabelais

APPENDIX N

François Rabelais, *Pantagruel*

François Rabelais, *Gargantua*

Mervyn Peake, *Gormenghast*

Robert E. Howard, *Red Nails*

Jesse Bullington, *The Sad Tale of the Brothers Grossbart*

Jesse Bullington, *The Folly of the World*

Jean Ray, *Malpertuis*

Andrus Kivirähk, *The Man Who Spoke Snakish*

Gary Gygax, *Against the Giants*

Mike Carr, *In Search of the Unknown*

SQUARE

ROOM

D4

D6

D8

D10

D12

D20

1

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B

C

D

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F

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H

2

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C

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E

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3

SPECIAL

4

A

B

C

D

E

F

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5

A

B

C

D

E

F

G

H

SQUARE ROOM D4 D6 D8 D10 D12 D20

6

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D
E
F
G
H

7

A
B
C
D
E
F
G
H

8

SPECIAL

9

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10

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SQUARE

ROOM

D4

D6

D8

D10

D12

D20

11

SPECIAL

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13

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15

SPECIAL

SQUARE

ROOM

D4

D6

D8

D10

D12

D20

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SPECIAL

19

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B

C

D

E

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H

20

A

B

C

D

E

F

G

H

SQUARE	ROOM	D4	D6	D8	D10	D12	D20
21	A B C D E F G H						
22	A B C D E F G H						
23	A B C D E F G H						
24	A B C D E F G H						
25	A B C D E F G H						

SQUARE

ROOM

D4

D6

D8

D10

D12

D20

26

A

B

C

D

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F

G

H

27

A

B

C

D

E

F

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H

28

SPECIAL

29

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B

C

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G

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30

A

B

C

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SQUARE

ROOM

D4

D6

D8

D10

D12

D20

31

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D

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G

H

32

A

B

C

D

E

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G

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33

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35

SPECIAL