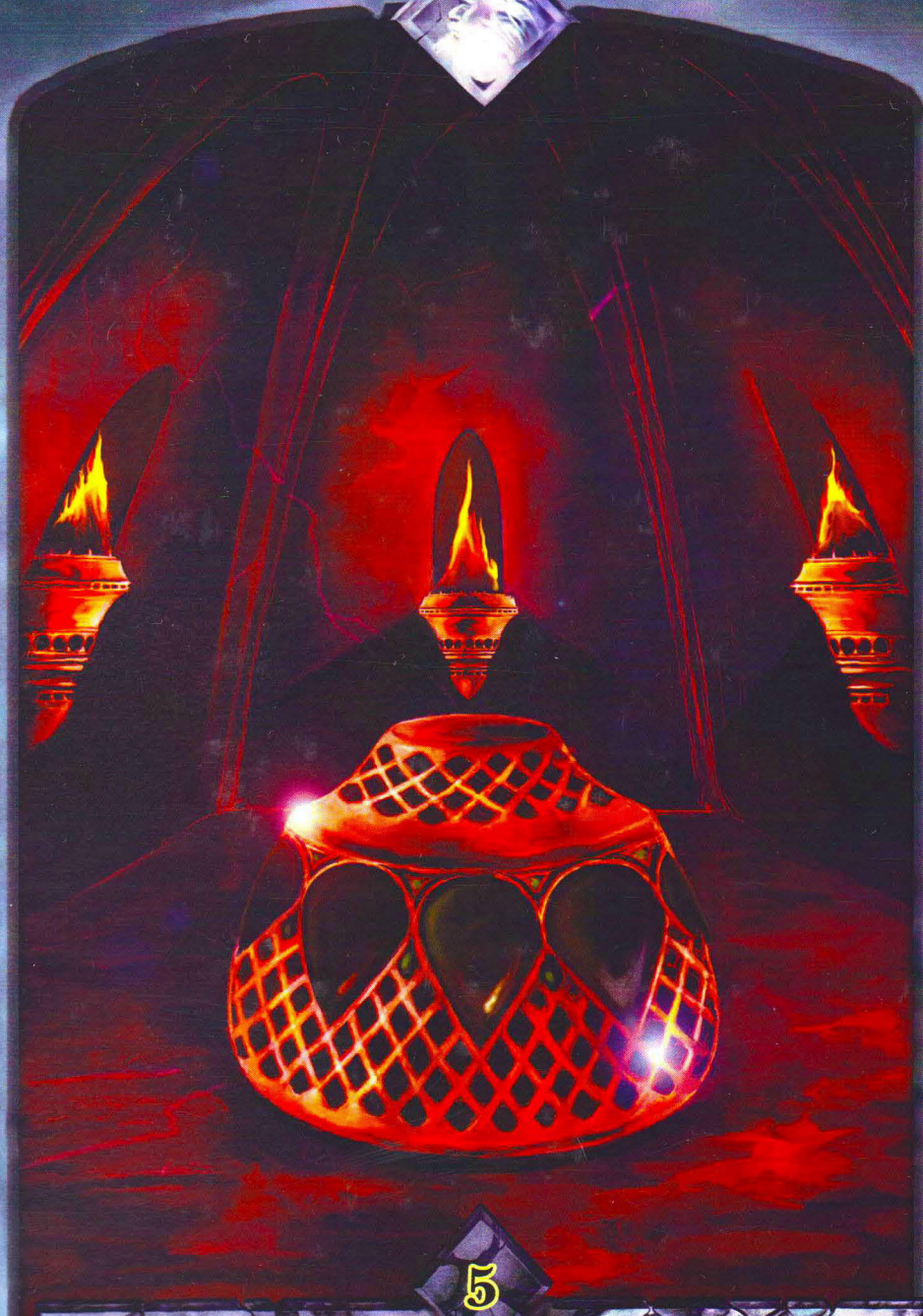


GARY GYGAX'S

CASTLE ZAGYG



5

STORE
ROOMS

CASTLE ZAGYG™ VOLUME II: THE UPPER WORKS — BOOK 5: THE STOREROOMS

ALSO INCLUDES: THE UPPER WORKS APPENDICES & GLOSSARY

AN ADVENTURE MODULE FOR 4 - 6 OR MORE CHARACTERS OF LEVELS 1ST - 4TH

BY GARY GYGAX WITH JEFFREY P. TALANIAN

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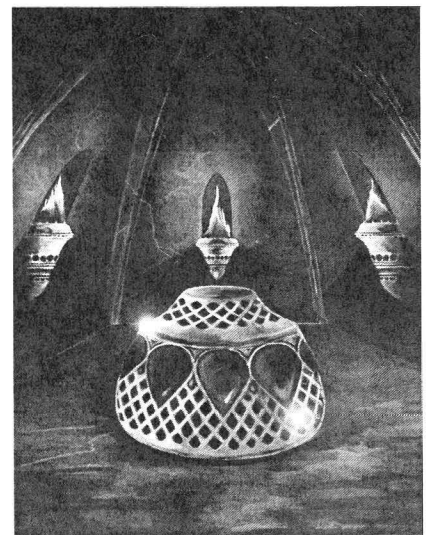
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PART I. INTRODUCTION & CASTLE KEEPER NOTES

INTRODUCTION TO THE STOREROOMS

THIS BOOK CONTAINS the first dungeon level of the Castle Zagyg campaign adventure: *The Storerooms*. This should not be considered a replica of the original dungeon level as invented for game play during autumn of 1972, because this dungeon—and this entire mega-dungeon adventure—has gone through many permutations over its three plus decades of play and development. It has been expanded, contracted, complicated, and simplified several times over by its primary architect. Its content has been affected by the game play of its original and subsequent participants; likewise, it has been modified for convention use and modified by convention use. Furthermore, Rob Kuntz added many of his own levels, sub-levels, and extra-planar excursions when he served as referee. The dungeon level presented here, and those that will follow, is inspired by and draws from the original work; the original maps, hand-written notes, and special encounter areas have been perused at length, and some of the original players have been interviewed extensively while drafting this newest, latest incarnation of the Mad Arch-Mage's infamous dungeon.

In the original campaign run in Lake Geneva, much of the refereeing was done "seat-of-the-pants" style, and encounter areas were not fleshed out much beyond quickly jotted notes. This, obviously, is not conducive to the development of a published adventure run by and played by those who are not its creator. Thus, a derivative must be developed in a publishable format. The tone and spirit of those original dungeon adventures is rife within in these pages, and we hope that you and your players are able to enjoy it through the many hours of fun and camaraderie that epitomize fantasy role-play gaming.

NOTES FOR THE CASTLE KEEPER:

IN THE ORIGINAL CAMPAIGN from which this adventure is derived, the first level of Zagyg's dungeon was pretty much where the adventuring began. No great pains were taken to detail the ruins above the dungeons. Sure they existed, but the adventure was chiefly subterranean, and in those formative years of fantasy role-playing, dungeon exploration was what the players most desired to do.

The development of *Castle Zagyg: The Upper Works* involves the exhaustive detailing and expansion of the castle proper and its precincts. It is a sizeable adventure developed for play by low level adventurers (about 4-to-6 players using characters of levels 1-to-4). Some player groups might attempt to explore every tower, gatehouse, and outbuilding atop the bluff (see *Ruins*

of the *Castle Precincts*); or conquer the two massive towers that flank the fortress (see *The East Wall Towers*); or mount an expedition to explore the many and sundry halls and chambers of the enormous keep itself (see *Castle Fortress*). They might even probe the various cave lairs that pock the bluff on which the castle complex is built (see *Mouths of Madness*).

Any player character group that extensively explores the surrounding caves, the ruins, the towers, and the fortress, is going to gain experience, and is going to gain levels. If the player characters are averaging 4th-level or greater by the time they reach *The Storerooms*, the Castle Keeper should adjust the difficulty of encounters accordingly. Some monsters can have higher HP or HD, while others might be more numerous. Likewise, if a group of level one characters make a direct approach straight to this dungeon level, some encounters might prove too difficult to overcome. Averaging 2nd or 3rd-level by the time they reach *The Storerooms* is optimal, though not essential. It is your job as Castle Keeper to appropriately challenge your players. Notwithstanding, this portion of the adventure should not be a cakewalk. The encounter areas presented in this final component of *The Upper Works* should challenge the players. Adjust the difficulty accordingly or as desired, Castle Keeper.

We would be remiss if we failed to discuss the potential deadliness of this dungeon level, even for PCs who are at the high end of the suggested character level composition. While the bulk of challenges are typical and appropriate for a low-level group of adventurers, there are a few encounters from which the party would be wise to "Run for your life!" These potentially include the HUGE WOLVERINE (#115) and the HILL GIANT (#139), both of which have been designed to likely leave the PCs be, under most circumstances. Likewise, caution should be exercised when facing the tactically-minded OLD GUARD KOBOLDS (#102 - #110), and so on; the point being, foolhardiness can easily spell the doom of your players' characters. There is little reason to challenge the DWARF GROUP (#123) or the ELF GROUP (#136), but if the PCs prove hostile, they may well be handled with lethal force. Rash play will likely result in hard lessons learned in the merciless, subterranean depths of Castle Zagyg. Let the dice tumble as they will, Castle Keeper, for even young or inexperienced players should not be coddled for long. In this game, the player's character has only one life, and selecting "save game" before entering a deadly encounter area is simply not an option.



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PART II. DUNGEON FEATURES

PRESENTED HERE IS A list of the points of ingress to *The Storerooms* (Level 1), followed those points of egress to the many and sundry dungeon levels below. For sake of this presentation, points of ingress are defined as entrances from above; points of egress are defined as exits to the levels below.

POINTS OF INGRESS TO THE STOREROOMS:

Mouths of Madness (MoM) to The Storerooms (L1):

- #28 (MoM) to #109 (L1)
- #42 (MoM) to #150 (L1)
- #43 (MoM) to #139 (L1)
- #44 (MoM) to #141 (L1)
- #45 (MoM) to #136 (L1)
- #50 (MoM) to #123 (L1)

Ruins of the Castle Precincts (RotCP) to The Storerooms (L1):

- #1 (RotCP) to #42 (MoM) to #150 (L1)
- #10 (RotCP) to #146-149 (hall) (L1)
- #26 (RotCP) to #150 (L1)
- #33 (RotCP) to #139 (L1)
- #35 (RotCP) to #115-B (L1)

The East Wall Towers (EWT) to The Storerooms (L1):

- #T1-A1 (EWT) to #123 (L1)

Castle Fortress (CF) to The Storerooms (L1):

- #CT-1A (CF) to #123 (L1)
- #CT-2A (CF) to #136 (L1)
- #CT-3A (CF) to #123 (L1)
- #CC-1 (CF) to #101 (L1)

POINTS OF EGRESS* FROM THE STOREROOMS:

- #101: The Wide Staircase Provides access from cellar of *The Castle Fortress* (CF), to *The Storerooms* (L1), to *The Deep Cellars* (L2), to its terminus at *The Dungeons* (L3).
- #101-A: Secret Magical Trap Door, *Eneever Zig's Way*, to be detailed in a future adventure.
- #102: Three descending sets of stairs: two (A. + c.) that lead to *The Deep Cellars* (L2) and one (b.) that leads to *The Dungeons* (L3).
- #136: Two descending sets of stairs: one (A.) that leads to *The Deep Cellars* (L2) and one (b.) that leads to *The Dungeons* (L3).
- #139: Three descending sets of stairs: two (b. + d.) that lead to *The Deep Cellars* (L2) and one (A.) that leads to *The Dungeons* (L3).

*CK's Note: Specific encounter numbers for the *Deep Cellars* (L2) and *The Dungeons* (L3) are not necessary at this time. Look for more specific information in future releases.

GENERAL INFORMATION:

- **DEPTH:** This dungeon level is the only one that exists within the confines of the plateau on which the castle complex is built. On average, the ceilings of its chambers are about 25 feet beneath the surface; this, however, is variable based on the

contour of the plateau and the variable height and depth of the chambers and passages.

- **SCALE:** One square equals 10 feet.
- **PASSAGES:** Normal passageways are 10 feet wide, 12 feet high at the verge, and rise to a 16-foot ceiling at the apex.
- **DOORS:** Unless otherwise specified, normal doors are 3 feet wide, arch at the top to 8 feet, and are built of iron-banded and like-studded hardwood of 4-inch thickness. All such doors resist normal opening (*stuck*, CL 3). Denizens of the dungeon are so familiar with such doors within their domain, that they expend little effort to open them. Also, some doors will be **LOCKED**, these individually noted in the text.
 - **CK's Rules Variants:** Optionally, a d6 might be used to resolve **STUCK** doors, a 1-2 result indicating success for most average to above average PCs; a 1-3 result indicating success for an 18 strength character. If the noted CL is 6-10, a d8 might be used; if the CL is 11-15, a d10 might be used; if the CL is 16+, a d12 might be used. Likewise, many RPGs utilize a percent score to resolve a **PICK LOCKS** check. If using such a convention, consider the following: CL 6-10 = -5% on check; CL 11-15 = -10% on check; CL 16+ = -20% on check.
- **CHAMBERS:** Unless otherwise specified, chambers and rooms have flat walls 16 feet high, then a vaulted ceiling that is another 8 feet above that, so the apex is usually 24 feet above the floor.
- **WALLS AND FLOORS:** Walls and floors are of hard, close-fitted and mortared stone blocks, the walls generally rough-faced, not chiseled smooth.
- **LIGHT:** Light is not generally present, although in some specified areas there is illumination.
- **MAGIC:** Magic of and related to transportation do not function here, including spells such as *dimension door*, *teleport*, *passwall*, and *planeshift*.

SYMBOLS:

- **A** is an **ARROW TRAP** (CL 3). When anyone steps on the square indicated, 2 arrows are launched from the solid wall block next to the square (usually the dead end of a hall). These automatically strike the target on the designated square. If multiple targets share the pressure plate that triggers the trap, the Castle Keeper should divide the arrows as deemed appropriate.
- **C** is a **CAGE TRAP** (CL 2). When the indicated square is entered, spike-ended bars of thick iron fall from the ceiling to enclose the exit(s) from the place. Anyone caught under the falling gate is impaled for 3d6 damage. A **TRAPS SAVE** (ALTERNATIVELY, A **PETRI-FICATION SAVE**) indicates that one has jumped out of the way (the side of which the CK should determine; perhaps 50/50).
 - If trap damage scored is 12 or more, the victim is also pinned, and a **LIFT GATE** check (CL 10) must be made, or that one continues to bleed 1 HP per round until dead. Up to 4 characters can work together to overcome the challenge. Making a **SIEGE engine™** check, this means they can add all positive results; negative results not applicable to or negating from the total. (Example: 3 characters try to lift the gate: one makes his CL by 1, another misses his by 4, and the third makes hers by 3. The result is success, as the missed result of 4 does not take away from the efforts of the two positive results.) If using a percentage based system, each character may add their %, with one die roll accounting for the total attempt.
 - The Castle Keeper is encouraged to use creativity when employing the **CAGE TRAPS**. PCs stuck behind one, even for

a short while, might be enjoy an excellent challenge should a gelatinous cube be attracted to the sound of the dropped bars. Also, check the area of the trap. Caged victims in the **OLD GUARD KOBOLDS'** lair (#102 - #110), for example, will no doubt soon attract the diminutive humanoids to rush to the sound of the disturbance. The same goes for the hobgoblins that lair at #146 - #149, and so on.

- **G** is a **GUARD AREA**. Check the appropriate encounter areas it is near to determine the composition of the guard(s) stationed thus.
- **S** is a **SECRET DOOR**, which amounts to a wisdom check when searched for, the Challenge Level (CL) indicated in the respective text. Refer to the encounter area closest to a secret door for specific information regarding it.
 - **CK's Rule Variant Option:** You might desire to use a d6 to resolve the searching of secret doors. Any non-elf searching a 10' x 10' area for a secret door will be successful on a roll of 1; elves and half-elves being successful on a 1-2 (if searching) or a 1 simply by passing by such a portal (CK makes a secret roll). If the indicated CL of a secret door is between 6-10, you might use a d8 instead of a d6. If the CL is 11-15, you might use a d10. If the CL is 16+, you might use a d12.
- **T** is a **TRAP**. Refer to the text of the encounter area where the T is placed.
- **X** is an **OPEN PIT TRAP** (CL 1, no check necessary if light and careful advancement is made). The pit is the width of the passage, 10 feet deep. Falling in results in 1d6 damage.
- **[X] in a box** indicates a **COVERED PIT TRAP** (CL 2) the width of the passage. Unless otherwise indicated, it triggers 3-of-6 times when stepped on, resulting in a 10-foot drop for 1d6 damage.

RANDOM ENCOUNTERS:

The Storerooms of Castle Zagyg are stocked with monsters and humanoids that have enjoyed a healthy rejuvenation during the period at which the cursed fog enveloped the place and repelled adventurers from damaging their various populations. (See APPENDIX A. for more information)

Check for random encounters for every hour in which the PCs linger. Roll a d6, a result of 6 indicating an encounter. Next use a d20 to roll on the chart below, or simply use the dwellers of a nearby encounter area as the random encounter. Surprise should almost always be checked for both parties when a random encounter occurs.

Exception: If the PCs are within the confines of the **OLD GUARD KOBOLDS'** territory (#102 - #110), a d6 should be rolled for every 10 minutes spent there, a result of 6 indicating an encounter with an Old Guard Patrol (see text preceding encounter #102).

D20 ROLL ENCOUNTER

- | | |
|-------|--|
| 1-2 | BATRACHIANOIDS ("BOGGIWOGS"), x 5-8 (1d4+4): looking for someplace to establish a lair. (They might claim an area the PCs clear out!) |
| 3-4 | BATS, CAVE, GIANT , x 11-30 (d10+20): roosting above, disturbed by passersby. |
| 5-6 | CENTIPEDES, BLACK GIANT , x 1-4 (D4): emerge from stone block floor and/or wall. |
| 7-8 | FIRE BEETLES* , GIANT , x 2-8 (2d4): scurrying along the floor, scavenging and aggressive. |
| 9 | GELATINOUS CUBE : rolling down the passage, looking for a meal. |
| 10-11 | RATS, GIANT , x 5-8 (d4+4): hunting and scavenging in packs. |

- | | |
|-------|--|
| 12 | SNAKES, POISONOUS , x 1-2: come squirming out from stone blocks to attack. |
| 13-14 | SPIDER, GIANT , x 1-3: lurking in the arch of a ceiling or some nook. |
| 15 | TICKS, GIANT , x 1-4: drop from a damp crack in the ceiling to attack. |
| 16-19 | UNEXPLAINED NOISE : roll a d6: 1.) a distant choking, 2.) coughing, 3.) ghostly moaning, 4.) laughing (maniacal), 5.) painful screaming or roaring, 6.) yelping (animal). |
| 20 | NPC CHARACTER PARTY* : adventurers adventuring. |

* In APPENDIX D of this volume we present just such a character party, **THE RED GRIFFIN COMPANY** a neutral group of dungeon delvers led by the swordsman, **BYRNE BRIGHTSMITH**. However, you are encouraged to invent a few of your own such groups, whether they are good, evil, or neutral. If it is your desire to avoid an encounter with an NPC character party, simply re-roll.

MONSTERS RANDOMLY ENCOUNTERED:

The following monsters are among those randomly encountered. Most monsters are fully described in *Monsters & Treasure*, though notable exceptions are indicated below. The Castle Keeper is encouraged to bolster or reduce monster stats and numbers to appropriately challenge the player characters. Hit Point totals are suggested values open to CK modification.

BATRACHIANOIDS*: (These chaotic evil humanoids' vital stats are HD 1d8, HP 7, AC 14, MV 20 ft., 30 ft. hop, 40 ft. swim. Their saves are physical. They attack with javelins and spears. Their special abilities include a hopping attack for double damage [though -4 to their AC], and a chameleon ability that gives them +5 to hide checks and +10 to surprise checks. XP: 11+1)

BATS, CAVE: (These neutral creatures' vital stats are HD 1d2, HP 1, AC 12, MV 5 ft., 50 ft. fly. Their saves are physical. They attack by swarming exposed portions of the body. Their attacks are in groups of four, and they make 1 attack for each 4 bats. If a hit is scored, 1 point of damage is inflicted from scratches and bites. They receive +3 to all "to hit" rolls. They attack for only 1d4 rounds before leaving. XP: 5+1)

CENTIPEDES, BLACK, GIANT: (These neutral creatures' vital stats are HD 2d3, HP 3, AC 18, MV 25 ft. Their saves are physical. They attack with a bite for 1d2 points of damage. If the bite attack is successful, the victim must save vs. poison or take another 2d6 points of damage. XP: 7+1)

FIRE BEETLES*, **GIANT**: (These neutral insects' vital stats are HD 1d10, HP 6, AC 16, MV 30 ft. Their saves are physical. They attack with a bite for 2d4 damage. Their special ability is darkvision 60'. They glow red in a 10-foot radius. XP: 7+1)

GELATINOUS CUBE: (This neutral creature's vital stats are HD 4d10, HP 25, AC: 3, MV: 20 ft. Their saves are physical. It attacks with an acid slam that does 1d4 damage. Its acid does not affect metal or stone, but any organic material [wood, leather, and clothing] is ruined by its touch, though the acid does not affect magic items. A victim touched is paralyzed for 5-20 rounds, unless a save versus paralysis is made. A new save may be made each round. It will attempt to engulf its opponent, engulfed victims taking automatic acid damage each round. They are transparent and thus, are difficult to see. They have partial cold immunity, taking no cold damage if a save is made, half damage if a save is failed. XP: 230)

RATS, GIANT: (These neutral animals' vital stats are HD 1d4, HP 2, AC 13, MV 30 ft., 15 ft. climb. Their saves are physical. They attack with a bite for 1d2 points of damage, a shield's AC bonus is not applicable. They have twilight vision, and 10% will be diseased, the effects of which the Castle Keeper may determine. XP: 1+1)

SNAKES, POISONOUS: (These neutral animals' vital stats are HD 1d6, HP 4, AC 14, MV 20 ft. Their saves are physical. They attack with a bite for 1 point of damage. Their bite delivers poison for 2d3 points of additional damage, save vs. poison reduces damage to one-half [1d3]. XP: 9+1)

4 CASTLES & CRUSADES

TICKS, GIANT: (These neutral creatures' vital stats are HD 2d8, HP 11, AC 15, MV 10 ft. They attack with a bite for 1d4 points of damage. Their saves are physical. Their special ability is blood drain for 1d4 damage per round, each point of blood drain also healing the creature if it is damaged. Once the tick drains the victim of hit points equal to its own hit point total, it will release the victim and crawl away, bloated and moving half-speed with a -3 AC penalty. XP: 20+2)

Final CK's Note on Random Encounters: As Castle Keeper it is your responsibility to adjust/modify the random encounters of this dungeon level as time and in-game events transpire. Add new critters, take some away. Never allow your players to enjoy a sense of complacency; never allow them to feel they've figured out this or any other of Zagyg's dungeons; never allow them to feel safe. If they have sacked a dungeon level, it is your responsibility to restock it.

Likewise, if the players exhibit a proclivity for stagnation—stopping and resting in the middle of some hallway, standing about to bicker over the division of treasure, etc.—consider two options: 1.) an automatic random encounter; 2.) denizens of a nearby room emerge to conduct their normal daily routine; *n.b.* do not treat all encounter areas as static, for monsters are not likely to sit about waiting for adventurers to happen upon them.



PART III. THE STOREROOMS

101. WIDE STAIRCASE, 30' DIA.:

The *Wide Staircase* begins in the cellar of the castle fortress (#CC-1, *Castle Fortress*) and terminates at Level 3: *The Dungeons*. Carved of stone 10 feet wide and spiraling downward, the 50-foot descent from the Castle Cellar effects a magical transportation of which the PCs are unaware and are not able to detect by any means; that is unless they deduce it on their own merits through careful mapping. The transportation works both ways, ascending and descending.

Normally, the wide staircase provides access through levels 1 to 3. Presently, access is limited to just this level, *The Storerooms*. Here the stairs terminate, forming a spiral lock of solid stone that prevents further descent. Note that *teleportation* spells of any sort (*dimension door*, *teleport*, *teleport without error*, etc.) do not function here nor any other part of this dungeon level; nor do spells such as *passwall*; furthermore, alteration effects such as *stone to mud* spells, etc. will not affect the spiral lock of stone that bars passage to the levels below.

When the PC's reach the bottom:

The spiral stair opens to a 10 by 10-foot passage, 12 feet high at the verge, 16 feet high at its arched apex. Where the hall terminates you note an archway within which is mounted a double door of iron-banded oak, each door with its own iron pull handle. The top of the stone archway is chiseled with the following: "THE STOREROOMS".

Each door is *STUCK* (CL 3) and must be tugged open. A *SECRET DOOR* (CL 3) is located at one o'clock, it being a 5' x 5' heavy slab of stone pegged with a central pivot that requires a total 30 strength to be budged, at which point the highest strength character pushing (3 maximum) can make an *OPEN DOORS* check (CL 6). The secret door opens to #101-A.

CK's Note: There is a 1-in-10 chance that 4 *GOBLINS* are lurking about. These humanoids are slavers from #129 or #130, if so. Noisy parties of "intruders" (as the denizens of this dungeon level would consider Zagyg's Castle seekers) will attract their attention, and the goblins will attempt to ambush them, preparing their flaming oil flasks so they can hurl them straight away.

101-A. SHE WEAVES A TANGLED WEB:

A *LARGE BLACK WIDOW* lairs here. She is present 8-of-10 times; otherwise she is high up in the air shaft that accesses the ceiling of this chamber. When the PCs push open the *SECRET DOOR* as indicated above at #101, the following read-aloud text applies:

Pivoting open the secret door of solid stone you see that its opposite side is anchored with silky cobwebs that cross a 20-foot-long hall of 10-foot width, its 16-foot-high apex festooned with cobwebs aplenty. Upon the floor you spy the glint of metal.

Merely pushing open the secret door will not agitate the *LARGE BLACK WIDOW*. Entering and pulling apart her cobwebs, however, will. Setting the cobwebs to flames will cause her to retreat up the air shaft at the end of the hall. The shaft is a bricked in column of 8 square inches that ascends to the Grassy Courtyard (see *Ruins of the Castle Precincts*, Part V) between a thick clump of shrubs (whereabouts as determined by the CK).

The *LARGE BLACK WIDOW* is 22 inches long, its venom potentially deadly. It hangs upside down, lurking about those cobwebs closest to the ceiling airshaft, where its webs form a funnel. It is black with red markings about its abdomen.

BLACK WIDOW, LARGE: (*This neutral creature's vital stats are HD 2d8, HP 12, AC 12, Move 20 ft., 15 ft. climb. Its saves are physical. It attacks with a bite for 1 point of damage. Its bite injects venom for 3d4 additional damage, save negates. If the first save fails, an additional save is required one round later. If the second save also fails, the victim also suffers paralysis for 1d6 hours, during which time there is a 30% chance the victim stops breathing*.* XP: 30+2)

* This is a paralysis of the diaphragm of which any druid or ranger worth their salt will understand and recognize, such character classes (or those with woodsman secondary skills) realizing that resuscitation of a vigorous sort will save that one from death; otherwise, the chance of death is 50%.

Under the cobwebs about the floor are the armored corpses of a man and a dwarf. Salvageable from their bodies are a warhammer, longsword, dagger, 12 arrows, 2 torches, 33 cp, 22 sp, 40 ep, and 24 gp. Their armor and other effects are rusted to ruin. Under the corpses there is a *MAGICAL SECRET TRAP DOOR*. *Detect magic* will reveal it; otherwise, it cannot be found by mundane means. The portal can only be opened by a device that is presently the possession of one *ENEEVER ZIG*, an evil Arch-Mage located far below. He is not to be encountered yet.

DOMAIN OF THE OLD GUARD KOBOLDS (#102 - #110, #150)

The *OLD GUARD KOBOLDS* range from encounter areas #102 - #110. They also guard that passageway at #150. These militant kobolds are well armed and armored. All are uniformed with fur-covered helmets, chain or plate mail, dark blue tabards, and brass gorgets. They are very strong, training and honing themselves every day.

The Old Guard Kobolds number as follows, in order of rank:

- 24 *Regulars*
- 6 *Corporals*
- 3 *Serjeants*
- 1 *Shaman*
- 1 *Lieutenant*
- 1 *Captain*

Old Guard Patrol: The Old Guard Kobolds actively patrol their lair. They sing as they march, form ranks, attack on command, and possess unbreakable morale. They march two-by-two: 5 *REGULARS* in front, 1 *SERGEANT* in middle, and 2 *CORPORALS* in rear. One corporal bears a low-burning torch (gives off only 5 feet of light) for igniting their oil flasks.

See *PLAYER HANDOUT #30* (*Upper Works Map & Illustration Booklet*) for an illustration of an *OLD GUARD KOBOLD PATROL UNIT*.

For every 10 minutes spent in the passages of this lair, a d6 should be rolled, a result of 6 indicating an encounter with an Old Guard patrol. This supercedes the standard random encounters of this level. There are 2 patrol units. Each is comprised thus:

OLD GUARD KOBOLD REGULARS x 5: (*These lawful evil humanoids' vital stats are HD 1d4+2, HP 5, AC 14, MV 30 ft. Their saves are physical. Their special ability is darkvision 60 ft. They attack by weapon at +1 damage due to strength. They have chain mail armor, brass gorgets, fur-covered helm, javelins x 3, short sword, and 1d6 sp, 1d12 cp. XP: 11+1*)

OLD GUARD KOBOLD CORPORALS x 2: (*These lawful evil humanoids' vital stats are HD 1d4+3, HP 7, AC 15, MV 30 ft. Their saves are physical. Their special ability is darkvision 60 ft. They attack by weapon at +2 damage due to strength. They have chain mail armor, small shield, brass gorget, fur-covered helm, flask of flaming oil* [x 2], short sword, 1d4 gp, and 1d8 sp. XP: 13+1*)

6 CASTLES & CRUSADES

OLD GUARD KOBOLD SERGEANT: (This lawful evil humanoid's vital stats are HD 2d4+3, HP 10, AC 18, MV 30 ft. Its saves are physical. Its special ability is darkvision 60 ft. It has 18 strength. It attacks by weapon at +2 damage due to strength. It is equipped with plate mail armor, medium shield, fur-covered helm, brass gorget, short sword, belt axe, light crossbow, 8 quarrels, tin whistle, and 1d2 gp, 1d6 sp. XP: 40)

* **Flaming oil:** A direct hit does 2d6 damage on round 1, 1d6 damage on round 2. It burns out afterwards. A miss by 5 or less is close enough to splash the target for 1d3 damage; otherwise the miss is way off target.

Old Guard Kobold Patrol Tactics:

- Sergeant uses his crossbow.
- Regulars hurl their javelins.
- Corporals work together: one using his torch to light the oil flasks, the other hurling them; they will then switch off. The halls arch high (16 feet), so they have room to lob the flasks.
- By round 4 at the latest, the kobolds engage their opponents in melee, drawing blades.
- If pressed to direct melee at once, the flaming oil hurlers will attempt to lob the flasks into the back ranks of the PCs or even behind them in hopes of scoring a splash.
- The kobolds sing war songs as they fight.

102. OLD GUARD LIVING AREA

8 KOBOLD REGULARS, 2 KOBOLD CORPORALS, 7 KOBOLD FEMALES (non-combatant), and 19 KOBOLD YOUNG (non-combatant) dwell here.

There is no door to this chamber. Any light source brought within 50 feet of this chamber will alert the kobolds. They will react as such:

As you enter this cluttered chamber of thirty by seventy feet, you smell something burning. At once you see a group of 10 kobold warriors. They've just finished donning their chain armor with tabards of dark blue, and behind them stand their females clamping gorgets around their diminutive, humanoid necks. In unison the 10 kobolds chant and sing their war cries as they hurl javelins at you!

The females help the kobolds arm at first sign of trouble, efficiently and organized. Otherwise, if taken by surprise, the kobolds will not be garbed in their armor, effectively reducing the AC of the 8 regulars by 1, and the AC of the 2 corporals by 2.

OLD GUARD KOBOLD REGULARS x 8: (These lawful evil humanoids' vital stats are HD 1d4+2, HP 5, AC 14, MV 30 ft. Their saves are physical. Their special ability is darkvision 60 ft. They attack by weapons at +1 damage due to strength. They have chain mail armor, brass gorgets, fur-covered helm, javelins x 3, short sword, and 1d6 sp, 1d12 cp. XP: 11+1)

OLD GUARD KOBOLD CORPORALS x 2: (These lawful evil humanoids' vital stats are HD 1d4+3, HP 7, AC 15, MV 30 ft. Their saves are physical. Their special ability is darkvision 60 ft. They attack by weapons at +2 damage due to strength. They have chain mail armor, small shield brass gorget, fur-covered helm, flaming oil* [x 2], short sword, 1d4 gp, and 1d8 sp. XP: 13+1)

* **Flaming oil:** A direct hit does 2d6 damage on round 1, 1d6 damage on round 2. It burns out afterwards. A miss by 5 or less is close enough to splash the target for 1d3 damage; otherwise the miss is way off target.

The chamber can be further described as:

A ring of mossy stones 4 feet high and 20 feet diameter occupies the southeast corner of this dank, dark chamber. Otherwise, this chamber is littered with an odd array of furniture pieces: broken and soiled sofas and divans; and two maple dressers battered and scratched, these nailed to semi-stability with planks of wood. There are three 30-gallon kegs here, one of which stands upright with an open top. Lastly, in the northeast corner, you see a 4-foot-diameter, stone brazier containing smoldering tinder.

This is the living area for the 24 REGULARS and the 6 CORPORALS of the OLD GUARD KOBOLDS. They split into 3 units comprised of 8 regulars and 2 corporals. One unit is always at rest here, while the other two units patrol and guard their domain.

- **30-gallon kegs x 3:** The open barrel holds moldy water; the other two hold snails and slugs steeped in salt.
- **Maple dressers x 2:** Each is of six drawers. One dresser contains kobold apparel, most of which is dyed dark blue. The other dresser's drawers are crammed with the following: a cloth sack of acorns, a cloth sack of hard biscuits, a cloth bag of wheat flour, a wicker bowl of edible mushrooms, and two drawers containing various tools (hammers, chisel, pincers, etc.) of humanoid quality and a small ball of sinew (12-foot cord). The tops of the dressers appear to be used as work benches.
- **Other furniture:** is of worthless variety, though the cushion of 1 divan, if cut open, holds a purse of 18 sp.

Kobold Nest: The 7 KOBOLD FEMALES will hide here after assisting the kobold warriors don their armor. The 19 KOBOLD YOUNG peek through cracks in the rocks. If the youngsters are threatened, they will scatter, running down the stairs (a, b, c) and into the fog. These will soon mature to seek vengeance on those who killed their mothers and fathers (if such be the case). In the bed of this nest is a collection of charred gnome bones, these being the remains of those demi-human victims the kobolds have immolated. These are sprinkled over a clutch of 13 KOBOLD EGGS (baker's dozen!) soon to hatch (11-20 days).

There are 3 points of egress from the chamber, these noted as areas 102-A, -B, and -C. Each presents stone steps descending; each is choked by a swirl with a weird mist that inspires horror and dread. One gets the impression that some sentient demonic force resides in that churning mist. This is *Zagy's Curse of Fog & Frogs*.*

102-A. THESE STAIRS LEAD TO THE DEEP CELLARS (LEVEL 2).

102-B. THESE STAIRS LEAD TO THE DUNGEONS (LEVEL 3).

102-C. THESE STAIRS LEAD TO THE DEEP CELLARS (LEVEL 2).

* see APPENDIX A. Note that the fog will recess upon the release of the next Castle Zagyg adventure. Also, should the Old Guard Kobolds suffer appreciable losses at the hands of a PC party, these fog-filled stairs will be utilized by the kobold captain (Burgun), and/or his lieutenant (Bord), and/or possibly by a few sergeants. These small humanoids will join the forces below, presenting the PCs with future vindictive enemies.

103. ONE DOOR LEADS TO ANOTHER

12 GIANT RATS lurk in this area. This room complex features 50 DOORS of 3' x 6' size, 3" thick, and iron-banded. Each one opens to one of several 10' x 10' chambers. None of these doors are locked, though some (CK's discretion) might get stuck at any time. Dirt, dust, and a few tiny bones can be found in the corners of each such chamber.

This area is designed to confound an assaulting group, the kobold warriors having memorized the precise layout; thus, they know just how to retreat from here, or just how utilize this area to their best advantage.

In four of these chambers (marked **R** on the map, there are 3 GIANT RATS, so 12 in total. These enormous rodents are trained animals, bred to attack anything that is not a kobold that enters their chamber. The rats attack the one who opens the door. They give chase to fleeing opponents.

GIANT RATS x 12: (These neutral animals' vital stats are HD 1d4, HP 2, AC 13, MV 30 ft., 15 ft. climb. Their saves are physical. They attack with a bite for 1d2 points of damage, a shield's AC bonus not applicable. They have twilight vision. These rats carry a blood disease that has a 25% chance of being conferred per bite. The result is a -1 strength and -1 constitution for 1d3 weeks; a cure disease will heal the victim. Multiple bites do not imply a cumulative penalty. XP: 5+1)

CK's Note: Note the narrow confines of the combat area. Large weapons should either be disallowed from use or allowed at a penalty of -2 "to hit" and -2 damage. Use your discretion, Castle Keeper. While a pole-arm might be used to jab, a two-handed sword can not be effectively used, and if used, should not deliver more damage than, say, a short sword at -2 "to hit".

SECRET DOOR (CL 3): This secret door is used to access the chamber (#104) shared by CAPTAIN BURGUN and LIEUTENANT BORD. It is comprised of a stone door set in a greased groove, the door sliding into a pocket space west. Note the guards of this passage straight away.

104. OLD GUARD LEADERS' CHAMBER

A COVERED PIT TRAP (CL 2) is in the hall before this chamber. It triggers 3-of-6 times it is stepped on, resulting in a 10-foot drop for 1d6 damage. Beyond the trap are stationed 2 KOBOLD GUARDS and their trained WILD BOAR (see AREA #G. below).

AREA #G. This is where the 2 KOBOLD GUARDS (REGULARS) stand with their trained WILD BOAR. The kobolds are garbed in chain mail armor with dark blue tabards, and each wears a brass gorget and fur-covered helm. They chant in unison, a bellowing war cry as they toss javelins at their foes, hoping to bait a PC party into triggering the COVERED PIT TRAP noted above. Once the first PC crosses the pit area, the boar charges, making a gore attack, it releasing a horrible shriek as it does so.

OLD GUARD KOBOLD REGULARS x 2: (These lawful evil humanoid's vital stats are HD 1d4+2, HP 5, AC 14, MV 30 ft. Their saves are physical. Their special ability is darkvision 60 ft. They attack by weapon at +1 damage due to strength. They have chain mail armor, brass gorget, fur-covered helm, javelins x 3, short sword, and 1d6 sp, 1d12 cp. XP: 11+1)

BOAR, WILD: (This neutral animal's vital stats are HD 2d10, HP 14, AC 16, MV 40 ft. Its saves are physical. It attacks with a charging gore for 2d6 +2 damage against one or two opponents in a line. On a natural "to hit" roll of 19 or 20 it will push its victim back 10 feet [possibly into the pit of this encounter area]. It has twilight vision and attacks as though it is a 5 HD creature. XP: 20+2)

The door to room #104 is LOCKED (CL 3 to pick, CL 6 to break down). The door has eye holes at kobold eye level (about 3'). The KOBOLD CAPTAIN (BURGUN) and KOBOLD LIEUTENANT (BORD) are here 8-of-10 times.

- If the kobold leaders are present: the Old Guard patrol units will check in every two hours to submit a report, standing at attention while barking it out.
- If the kobold leaders are not present: the Castle Keeper may decide their whereabouts. They might be inspecting the storage chambers (#105), the armory (#109) or praying at the shrine (#107). If, upon using the peep hole, they surmise that they are sorely outnumbered, they will at once retreat through the SECRET DOOR (see below).

There is a musky odor about this place. This 20 by 40-foot chamber is appointed with two pallets of straw. Likewise, straw is spread across the floor. A large iron chest rests against the south wall, it flanked by two oaken footlockers and two 30-gallon kegs. Four animal furs, improperly treated, and buzzing presently with flies, are nailed to the north wall spaced evenly across its 40-foot length. These being a bear, a mountain lion, a giant weasel, and a giant skunk, the last of which is presumably the source of the fetor.

LIEUTENANT OF THE OLD GUARD KOBOLDS (BORD): (This lawful evil humanoid's vital stats are HD 2d4+4, HP 12, AC 18, MV 30 ft. Its saves are physical. His special ability is darkvision 60 ft. He attacks by weapon at +2 damage due to strength. He is equipped with plate mail armor, small shield, fur-covered helm, brass gorget, mace, dagger, a key to #109, 8 gp, and 12 sp. XP: 44)

CAPTAIN OF THE OLD GUARD KOBOLDS (BURGUN): (This lawful evil humanoid's vital stats are HD 3d4+4, HP 15, AC 19, MV 30 ft. Its saves are physical. His special ability is darkvision 60 ft. He attacks by weapons at +3 damage due to strength. He is equipped with plate mail armor, small shield, fur-covered helm, brass gorget, +1 ring of protection, +1 short sword [+4 "to hit"; 1d6+4 damage], dagger, potion of invisibility, potion of healing [2d4+2], 10 gp, 16 ep, 10 sp, key ring with keys to #104, #105, #107, #109, and the iron chest of this room. XP: 85)

- Iron Chest (3.5' x 3.5' x 2'), locked (CL 5): Contains 1,000 sp.
- Footlockers, open (3' x 3' x 1') x 2: contain humanoid clothing.
- 30-gallon kegs x 2: one (broached) holds 15 gallons of decent red wine; the other has a removable lid and is half-filled with cornmeal that CONCEALS a teak chest containing 100 gp.

SECRET DOORS x 2 (CL 2 each): The one secret door inside this room is used by CAPTAIN BURGUN and LIEUTENANT BORD, should they need to escape from an insurmountable foe and muster the troops, or possibly make their escape to the dungeons below via encounter area #102. The latter should result in the escaped kobolds being future nemeses of the PC party. The SECRET DOOR is behind the hanging bear fur, and it is composed of a 3 x 3-foot stone flap (thin, 1-inch). It opens to a SECRET PASSAGE (see below). The second SECRET DOOR (10 feet north) is of identical composition.

Secret Passage North of Room #104: The floor of this 10 by 10-foot passage is inches-thick covered with POWDERED GLUE. A 6-foot long trough of water is mounted along the east wall. A chain, if pulled, by the second secret door (north) dumps the water. If pursued the kobolds dump the trough of water behind them, activating the powdered glue; pursuing PCs crossing it will be slowed to 10% of their normal movement, possibly losing their footwear if they persist in the chase.

105 (A - E). OLD GUARD STORAGE CHAMBERS

2 KOBOLD REGULARS stand watch over these 5 storage chambers, where food and supplies are kept. As the doors do not have locks, they maintain a constant vigil here, for fear of theft from the gnolls (#144 - #145) and the hobgoblins (#146 - #149).

OLD GUARD KOBOLD REGULARS x 2: (These lawful evil humanoid's vital stats are HD 1d4+2, HP 5, AC 14, MV 30 ft. Their saves are physical. Their special ability is darkvision 60 ft. They attack by weapons at +1 damage due to strength. They have chain mail armor, brass gorget, javelins x 3, short sword, and 1d6 sp, 1d12 cp. XP: 11+1)

105. STORAGE #A: This chamber contains a rack of six 30-gallon kegs. These hold red wine x2 (rough quality), white wine x2 (rough quality), and chardonnay x2 (fine quality). There is a 5-gallon tin bucket in the corner. The bucket has a cover that is riddled with puncture holes. The bucket contains 5 inches of boar excrement within which crawl 12 FLESH

BEETLES. The kobolds use these to torture prisoners at #107.

FLESH BEETLES* x 12: *(These neutral insects' vital stats are HD 1d2, HP 1, AC 11, MV 10 ft. Their saves are none. They bite for 0-1 points of damage, eating 6 points of flesh damage until sated. XP: 1+1)*

105. STORAGE #B: This chamber contains a large pallet of wood upon which is set 8 bolts of silk (60 sq. ft. each; worth 30 gp each).

105. STORAGE #C: A dozen rolled tapestries occupy this chamber, these of heavy wool and leaning upright. Stained and moldy, each of these is worth 5 gp. Behind the stack, and unbeknownst to the Old Guard Kobolds, there is a **SECRET DOOR** (CL 2). It opens to a 20-foot-long passage (dusty and littered with rodent bones and dirt) that leads to another **SECRET DOOR** (CL 2), this latter door opening to the back of the prison cell #106-C.

105. STORAGE #D: Four hemp rope spools (each 250') occupy this chamber, as well as a 50-foot silk rope, and a 100-foot spool of #50 wire. A wooden box holds a dozen copper-bristle scrub brushes, and in the corner there is a mop and broom. A bastard sword leans in the corner behind the mop and broom. This belongs to the prisoner at #106-B.

105. STORAGE #E: This room contains two 18-gallon barrels of pickled eel and fish, 1 cloth sack of flour (35 lbs), 1 hoghead (63-gallon barrel) of moldy water, a wicker basket filled with lentils, a 5-gallon tin bucket of brine (with brush beside it), and a chopping block. Two hooks are drilled into the back wall. From these depend a skinned and salted wild boar, and (from a loop of leather string) a large butcher's cleaver.

* see APPENDIX C.

106 (A - E). OLD GUARD CONFINEMENT CELLS

2 KOBOLD REGULARS guard these confinement cells. Neither holds a key. Only CAPTAIN BURGUN (#104) holds the key.

Cell doors are 3' x 6' and 4" thick, iron-banded oak. At 4-foot height, each door has a 1-square-foot, iron-barred grate under which there is a 3" slot for sliding in food and drink in shallow bowls. Each cell door is LOCKED (CL 4 to pick, CL 10 to break down).

The guards stand outside the doors, alert and ready. One keeps a tin whistle, prepared to blow it should any type of jailbreak attempt occur. Should the Old Guard choose to interrogate a prisoner, they will beat that one until unconscious, strap him to a table, and place FLESH BEETLES (from #105-A.) on his exposed belly. This often proves effective.

OLD GUARD KOBOLD REGULARS x 2: *(These lawful evil humanoids' vital stats are HD 1d4+2, HP 5, AC 14, MV 30 ft. Their saves are physical. Their special ability is darkvision 60 ft. They attack by weapons at +1 damage due to strength. They have chain mail armor, brass gorget, fur-covered helm, javelins x 3, short sword, cat-o'-nine-tails [treat as whip], and 1d6 sp, 1d12 cp. XP: 11+1)*

The Old Guard Kobolds presently have a tenuous alliance with the small band of gnolls lairing at #144 and #145. If the kobold regulars blow the tin whistle, the 2 GNOLL GUARDS of AREA #G. (outside room #144) will not help the kobolds, but they will stand at the ready.

If the PCs are captured: they will be imprisoned, evenly divided to confinement in the empty cells. They will be interrogated by LIEUTENANT BORD (see #104) regarding their intentions. The evil kobold will seek information on activities of other inhabitants dwelling in The Storerooms. He might also attempt to glean information regarding any local allies the PCs have. Prisoner belongings are often brought to one of the storage chambers of #105. Lastly, note that the kobolds are exceptionally cruel to gnomes, and will likely kill such a prisoner after several brutal torture sessions; otherwise, they are content to incarcerate prisoners for lengthy periods.

Confinement Cells: Each cell contains a slab of stone on which one might rest, and an clay chamber pot. Stone bowls holding water and gruel are slid in through the 3" space under the window grate once per day. These must be returned or the prisoner is not fed again.

CELL #A: Presently holds an OLD GUARD KOBOLD (REGULAR) being confined for recalcitrance. He will be released upon admission of wrongdoing, at which point, he will be administered a violent whipping with a cat-o'-nine-tails; if he fails to admit his guilt, he will be killed.

CELL #B: Presently holds a HALF-ORC FIGHTER named STONE BATTLECREEK. Stone is originally of the group of elves and half-orcs that inhabit area #136.

Stone is a gruff, rather simple-minded half-orc who got tired of life with the elves. After drinking a bit too much, he went out looking for some action and has not returned. Weeks ago he was summarily defeated by the Old Guard Kobolds who soon intend to torture him for information regarding his erstwhile companions. Even though Stone has no desire to return after leaving, he would never sell out his former fellows.

STONE BATTLECREEK: *(This 3rd level, chaotic good, half-orc fighter's vital statistics are HD 3d10, HP 20, AC 12. His primary attributes are strength and constitution. His significant attributes are strength 16, dexterity 14. He is specialized in the bastard sword [+6 "to hit"; 1d10+3 damage]. He presently wears a loin cloth.)*

CELL #C: This cell is presently empty. The stone sleeping slab (unbeknownst to the kobolds) can be slid out, behind which lies a **SECRET DOOR** (CL 2). It opens to a 20-foot-long passage (dusty and littered with rodent bones and dirt) that leads to another **SECRET DOOR** (CL 2), this latter door opening to the back of the storage chamber #105-C.

CELL #D: This cell is presently empty.

CELL #E: This cell is presently empty.

CK's Note: With the passage of time in the campaign, be certain to add new prisoners in these cells if the OLD GUARD KOBOLDS thrive.

107. OLD GUARD SHRINE

1 KOBOLD SHAMAN and 2 WILD BOARS are here. There is a 1-in-10 chance the CAPTAIN (#104) is here with up to 6 KOBOLD REGULARS, 2 CORPORALS, and 1 SERJEANT. If the latter are present, the 2 wild boars are not.

The door is LOCKED (CL 3 to pick, CL 8 to shoulder open). Only the KOBOLD CAPTAIN (#104) and the SHAMAN hold the key. If the PCs enter:

In the dark of this chamber red eyes glow, and you hear a deep snorting and grunting. A raspy voice speaks and the snorting becomes more aggressive.

The OLD GUARD SHAMAN (COTEDRON) is here, along with his 2 WILD BOARS trained to attack anything that is not a kobold. They charge while the shaman lisps foul incantations.

BOAR, WILD: *(This neutral animal's vital stats are HD 2d10, HP 14, AC 16, MV 40 ft. Its saves are physical. It attacks with a charging gore for 2d6 +2 damage against one or two opponents in a line. On a natural "to hit" roll of 19 or 20 it will push its victim back 10 feet. It has twilight vision and attacks as though it is a 5 HD creature. XP: 20+2)*

KOBOLD SHAMAN (COTEDRON): *(This lawful evil humanoid's vital statistics are HD 4d4+3, HP 15, AC 15, MV 20 ft. His saves are physical and mental. Its special abilities include darkvision 60 ft. and spells. He is equipped with a +1 dagger [thus, +5 "to hit", 1d4+1 damage], a fur-covered helmet, and a key to #107. He wears tattered green robes, a dark blue tabard, and carries 17 sp, 8 ep, and 10 gp. He can cast the following spells once per day at 3rd level ability: animal friendship, barkskin, magic missile, and sleep. XP: 140)*

Otherwise, the shrine may be thus described:

A small antechamber opens to a shrine of 20 by 30 feet. The floor is tiled with a jigsaw of roughly-chiseled black marble. At the north end of the chamber upon a pulpit of granite stands a 5-1/2-foot-tall malachite statue set upon a stone pedestal (3' x 3' x 1'). It is sculpted to portray a heavily-scaled kobold gripping a sword. Its long, segmented tail rises behind its back and over its head, it being not unlike a scorpion's tail with a pointed barb hanging 2 feet in front of its ugly, wide-eyed face. The sculpture is stylized with a tabard that hangs ragged below its groin, and on its neck is clamped a brass gorget. At the foot of the malachite statue (and also on its pedestal) there is a gold-filigree pewter chalice embedded with tiny diamonds and faceted onyx gems.

OLD GUARD WORSHIP: Although the shaman is charged with the protection of this place, it is **CAPTAIN BURGUN** who is the spiritual leader of the Old Guard (in addition to being its military leader). At his whim, Burgun summons groups of his warriors to listen to his vile and animated sermons regarding war, discipline, and the extolment of the kobold race and **TUL'MA'KU**, a kobold deity of war. **COTEDRON** (the shaman) assists and advises him, lisping in his leader's ear (reminding him of the vile sermons). Captain Burgun typically reveals his plans for expansion, and his malevolent hatred of gnomes and other demi-humans.

If Captain Burgun is here, that one and his 6 regulars, 2 corporals, and 1 serjeant will attack any intruders without hesitation. The shaman will cast spells, too. During such times, the 2 wild boars will be placed at #107-A by the shaman.

Kobold Statue: This is a statue of **TUL'MA'KU**, the kobold deity of war. The statue radiates evil and magic. Magical *fear* radiates from the statue. If any non-kobold approaches within 10 feet of the statue, that one must make a **SAVE VS. FEAR** (CL 3) or flee in panic for 2d6 rounds, running at full speed in randomly determined directions (possibility of setting off traps in the dead ends north of this shrine). The potency of the evil magic is even stronger against gnomes, and so these demi-humans must make the save at -2. If this statue is destroyed, the responsible party will be cursed with -4 to strength, until a *remove curse* spell is cast.

Gold-filigree Pewter Chalice: This item is worth 100 gp. It is stained with blood. It radiates an intense Lawful Evil, but not magic, unless it is handled. If possessed by any non-kobold, that one will suffer a -1 penalty on all saving throws. If destroyed, that one will be permanently cursed with -2 saving throws until a *remove curse* spell is cast. If handled by a gnome, that one (in addition to the above noted penalties) must make a **SAVE VS. DEATH** (CL 0) or die.

107-A. SHAMAN'S SECRET CHAMBER

This room is accessed via a **SECRET DOOR** (CL 2), a 4 by 4-foot slab of flagstone that lifts like a flap on a hidden hinge. This round chamber is filled with straw and moss. Here dwells the shaman and sometimes his 2 **WILD BOARS**.

There are a 9-gallon firkin of pomegranate wine, a cloth sack of edible (for a kobold) moss (5 lbs.), and a brace of charred rats on a stick. Under the deepest part of the straw there is an iron coffer (missing its padlock). It contains the kobold shaman's **GNOMESKIN-COVERED SPELL BOOK**, which contains the written form of the spells it knows: *animal friendship*, *barkskin*, *magic missile*, and *sleep*. If discovered, the scroll spells cannot be transcribed into a spell book, and only a druid conversant in kobold can cast the first two, whilst a wizard conversant in kobold can cast the latter two—each as though they were scrolls.

108. SERJEANTS OF THE OLD GUARD, 10'W X 50'L (U-SHAPED):

Unless breaking shift (1-in-12 chance), there is 1 **KOBOLD SERJEANT** dwelling here. Otherwise there are 2 (due to a shift change). The door is **STUCK** (CL 3 to shoulder open).

The west arm of this U-shaped chamber is lined with 3 straw pallets. A small humanoid lies upon one, it rises upon your intrusion and grabs for something upon the floor.

The 3 **OLD GUARD SERJEANTS** who share this chamber are **SJT. STEMELIO**, **SJT. VOUV**, and **SJT. MERSAUL**. The present kobold serjeant will blow its tin whistle. If caught napping, it will not be wearing its chain mail (thus the decreased AC option indicated below). Otherwise, any noise outside its door (or the hall door 10 feet south of this chamber's door) and the serjeant will at once equip and prepare to defend himself.

OLD GUARD KOBOLD SERJEANT: (This lawful evil humanoid's vital stats are HD 2d4+3, HP 10, AC 13/15, MV 30 ft. Its saves are physical. Its special ability is *darkvision* 60 ft. It has 18 strength. It attacks by weapon at +2 damage due to strength. It is equipped with chain mail armor, shield, fur-covered helm, brass gorget, short sword, belt axe, light crossbow, 8 quarrels, and 1d2 gp, 1d6 sp. XP: 40)

There is a peg rack and a footlocker along the south wall. The peg rack is hung with dark blue tabards and cloaks.

- **Footlocker** (3' x 3' x 1.5'): This is stocked with old boots, a few spare brass gorgets, and miscellaneous armor pieces. It also holds a flask of weapon oil, a sharpening stone, a steel helm (small), and some spare crossbow parts (stocks, tillers, nuts).

109. OLD GUARD ARMORY

The teleporting archway from *Mouths of Madness* #28-A transports the PCs outside this door. There is no way of teleporting back to #28-A.

The door is **LOCKED** (CL 4 to pick, CL 8 to break down).

This 20' x 30' chamber contains weapon racks on its north, south, and west walls. The east wall is mounted with a long peg rack under which there is an open crate. In the middle of the floor there is a sharpening wheel with hand pedals and small padded seat set before it (takes 2 people to man — 1 to spin the wheel, 1 to hone the blade edge).

Weapons racks stocked with:

- 20 javelins
- 20 quarrels
- 10 short swords
- 10 spears
- 5 belt (hand) axes
- 2 battleaxes
- 2 flails, light
- 2 maces, light
- 2 shields, kite (medium)
- 2 shields, round (small)

Peg rack stocked with:

- 10 dark blue tabards
- 10 brass gorgets
- 5 fur-covered helmets
- 5 suits of chain mail (small)
- 5 suits of cloth (padded) armor (small)

Crate: holds 5 pairs of boots, a dwarf-sized suit of plate mail (has a single chest puncture), a 5-gallon stone jug of blue dye, a roll of homespun

fabric, 5 balls of thread (c. 50 feet of length each, two of them stuck with sewing needles), a flask of weapon oil, and 4 flasks of flaming oil.

CK's Note: Kobold patrols always check the door of this location; they never just pass it by, as they are aware that their enemies covet their weaponry and equipment. This door is thus checked about once per hour.

110. SURE IT'S A "TREASURE ROOM", 10' x 10':

The door to this chamber is crudely carved with the words **TREASURE ROOM** (both "R" letters inverted). The door is unlocked, but it is **TRAPPED** (CL 3). If the door is opened, a potent laughing gas billows forth, a putrid yellow-green.

Laughing Gas (CL 3):, gas trap, yellow-green mist fills the passage beyond to 40', *Save vs. poison* or intense laughing for 4d4 minutes, -2 "to hit," -2 damage on all melee, spells with a somatic component impossible to cast. Movement at 50% (and no running or charging) while subject to this poison.

The **OLD GUARD KOBOLDS** check this area regularly to see if they can take advantage of weakened opponents.

BANDIT LAIR (#111 - #114)

The following 4 chambers have been claimed by a group of 6 **BANDITS** and their 4 **ORC BODYGUARDS**. They seek to rob adventuring folk who have reaped riches but are in rough shape. Note that the bandits' quarters are accessed via a **SECRET DOOR** in the **OPEN PIT** at the south end of the passage.

AREA #G: A flaming wall cresset lights this passage. Sitting on wooden stools around a 3' x 6' rectangular table (with A-frame legs), there are 2 **ORCS** and 1 **BANDIT** playing a game of cards and smoking cigars. Small piles of copper coins (108 coppers in total) are set upon the table, it being sheeted in copper as well. There is also a 1-gallon clay jug of red wine, 4 beechwood mugs, and a wooden bowl with walnuts. Walnut shells litter the floor under the table.

They guard chambers #111 - #114. They will not simply attack passersby; in fact, they will usually ignore most folks, affording a quick glance at most as they continue their game. If they are engaged in conversation, the human (bandit) is the speaker and the orcs listen in silence.

The man, "Hoppy" (a bandit, with hardly any teeth and black stringy hair), will ask a PC party how long they've been down here, where the good loot has been. He says that he is of an adventuring group that lairs in this corner, and that these "dumb orcs" are their bodyguards. He is a liar; he will try to steer adventurers wrong, telling them falsehoods (as the CK chooses to dream up), all the while assessing the physical prowess and wealth of those with whom he speaks.

Combat Tactics of Bandit and Orcs: The top of the table is sheeted in tarnished copper. Upon the bandit's signal (a finger snap), the orcs flip the table on its side and ready their crossbows. Behind the table they enjoy 75% cover. "Hoppy" will then demand the interlopers to retreat . . . or else! "Hoppy" hurls his spear and runs, knocking on door #111 (50% chance the 2 orcs there respond), and on to warn his fellows; meantime, the orcs defend the lair. The other bandits are in room #114. To access this room, "Hoppy" must run 60' south, lower himself into the pit at the end of the hall, and access the **SECRET DOOR** in the pit. This takes him 2 or 3 rounds.

ORCS x 2: (These lawful evil humanoids' vital stats are HD 1d8, HP 6, AC 13, MV 30 ft. Their saves are physical. Their special ability is darkvision 60 ft. They have piecemeal armor, battle-axes, light crossbows, 6 quarrels each, and 1d6 sp, 2d6 cp. XP: 5+1)

"HOPPY" (BANDIT LIEUTENANT): (He is a 2nd level, neutral evil, human fighter whose vital stats are HP 14, AC 14. His primary attributes are physical. His significant attribute is strength 15. He has scale mail armor, longsword [+3 "to hit", 1d8+1 damage], spear [+2 "to hit", 1d6+1 damage], flask of whiskey, and a cloth bag with 1d4 gp, 1d6 sp. XP: 10+2)

111. ORC QUARTERS, 20' x 20':

2 **ORCS** dwell here. Their door is **STUCK** (CL 2 to kick down). If their door is rapped upon 3 times (the bandit's signal) there is a 50% chance that they will be bright enough to respond.

Four pallets of straw line the west wall of this 20-square-foot chamber that smells of urine and feces. A pair of orcs jumps to their feet, battle-axes at the ready!

The chamber is otherwise appointed with a few chairs, a battered table, and an iron cauldron balanced upon an iron tripod set over a recess in the southeast corner where some charred logs remain. Inside the cauldron is a half-eaten boiled dog and some rats, the water tepid. In another corner there is a stone chamber pot overflowing with waste.

ORCS x 2: (These lawful evil humanoids' vital stats are HD 1d8, HP 6, AC 13, MV 30 ft. Their saves are physical. Their special ability is darkvision 60 ft. They have piecemeal armor, battleaxes, and 1d6 sp. XP: 5+1)

112. RATS THE SIZE OF CATS

There are 8 **GIANT RATS** here at any time. There is also a colony of c. 200 **FLESH BEETLES**.

The noxious smell of mold, rot, and excrement fills this chamber; likewise, the unmistakable stench of rotting flesh. This ruined chamber of 20 square feet is filled with bones, rotting corpses (mostly humanoid), and spoiled food, layers of compost, broken kegs, and rotted pieces of wood.

Cracks in the ceiling of this room have been frequently used by the rats, ruining stores once kept here. Now the bandits foster the rats, tossing in dead bodies and refuse. The ceiling cracks also admit water during the most tumultuous of rainstorms above. The rats are violent, and have a taste for human and demi-human flesh.

GIANT RATS x 8: (These neutral animals' vital stats are HD 1d4, HP 2, AC 13, MV 30 ft., 15 ft. climb. Their saves are physical. They attack with a bite for 1d2 points of damage, a shield's AC bonus not applicable. They have twilight vision. XP: 5+1)

In the compost pile there is also a **COLONY OF FLESH BEETLES**. Searching this room will result in 1d4 these large insects biting and nibbling the searchers per round. Note, it will take 5-20 rounds to extract the **BONE SCROLL CASE** (see below) if *detect magic* is cast, the scroll of course being among the flesh beetles.

FLESH BEETLES* x 200 (c.) (These neutral insects' vital stats are HD 1d2, HP 1, AC 11, MV 10 ft. Their saves are none. They bite for 0-1 points of damage, eating 6 points of flesh damage until sated. XP: 1+1)

* see **APPENDIX C**.

There are a few things of worth that can be found here if 6 man-hours of searching are conducted (or 1 item per hour):

- bone scroll case with a *scroll of race**
- brass trumpet (worth 10 gp)
- gold chain (worth 18 gp)
- leather pouch with 10 gp, 10 ep, 10 sp, 10 cp
- leather pouch with 1 mandrake root
- silver dagger

* see **APPENDIX B**.

113. STORAGE

This 20' x 20' chamber is stocked with those items the bandits consider to be of nominal value, including the following:

- animal pelts (stack of 15 in a crate, poor quality, untreated and rotted)
- armor (incomplete pieces),
- barrels (30-gallon) x3 (each with watered beer)
- clothing (in 2 large crates, cloaks, breeches, tunics, etc. — poor quality all)
- nails, 4" (box of 200)
- root vegetables (in 2 cloth sacks hanging on pegs — carrots, onions, turnips)
- timber (half a cord, stacked)
- tools (iron, poor quality — adzes, chisels, picks, hammers, etc.).

114. BANDIT HIDEOUT

This chamber is accessed via the 10' pit south of the doors that access rooms #111 - #113. In that pit, there is a SECRET DOOR (CL 3), a 4' x 4' flap of stone on iron hinges along the top horizontal. There are 5 BANDITS here (6 if "Hoppy" has arrived from his post at AREA #G.).

If the PCs arrive by chance or perhaps stealth: The bandits will inform them that this is private property, and to exit this place at once.

If the PCs arrive after "Hoppy": If "Hoppy" has warned his fellows of a hostile intrusion, the bandits attack at once, seeking to take advantage of their lower position accessed only by the pit.

BANDITS X 4: (They are 0th level, neutral evil, human fighters whose vital stats are HP 4, AC 13. Their primary attributes are physical. They have studded leather armor, battle axes [+0 "to hit"; 1d8 damage], short bows [+0 "to hit"; 1d6 damage], arrows x6, and 1d6 sp. XP: 5+1)

CAPTAIN OLIVER: (He is a 2nd level, neutral evil, human fighter whose vital statistics are HP 14, AC 15. His primary attributes are physical. His significant attribute is strength 16. He has a chain mail hauberk, spear [+4 "to hit"; 1d6+2 damage], and a cloth pouch with 14 gp, 16 sp. XP: 10+2)

This room can otherwise be described as:

This chamber is well appointed and rather clean. It is lit by stone wall sconces containing fat candles. There are six straw pallets here, each one with its own wool blanket. A stone brazier is located in the southwest corner, beside which is placed a table set with beechwood dinnerware. Beside the table is a keg. An iron chest is placed in the southeast corner. Beside the chest is a crate holding an eclectic array of items.

- Keg (30-gallon, broached): contains decent quality chardonnay.
- Iron Chest, 3' x 2' x 1.5' (trapped, CL 2, acid spray shoots in cone 15' long, 5' at base, 10' at terminus, save versus breath weapon for half damage): this chest holds 48 gp, 112 ep, 144 sp, and a gold chalice (worth 12 gp).
- Crate, 5' x 5' x 3': This contains the following items:
 - Cloak, otter fur exterior, green felt interior, high collar
 - Hat, raccoon fur with tail
 - Plate mail (man-sized), needs minor repair work (a dozen rivets)
 - Statuette, ivory, 12" (of a buxom woman, worth 15 gp)
 - Tapestry, 5' x 5', 10 lbs, (worth 25 gp)

- Vase, gold filigree silver (worth 10 gp)
- Weapons, miscellaneous, military quality: belt axes x5, clubs x3, daggers x 12, knives (5-inch) x8

HALL OF BONES (#115 - #122)

115. THE HALL OF BONES:

You have arrived at a 200-foot-long hall of 20-foot width, 18-foot wall height, and 24-foot ceiling height at its arched apex. The hall is littered with parched, broken bones and smashed skulls; indeed, not a one appears intact, and not a one presents a morsel of flesh. The center of the hall opens to a 60 by 30-foot room, then back to a 20-foot-wide hallway to the end. Centered here is an old stone well, with a standard windlass and bucket. The hall terminates north at a dead-end where you discern a ceiling collapse. Below the breach lie the crumbled remains of cyclopean blocks. Doors flank you left and right; furthermore, four archways pierce the west wall of the hall, whilst two pierce the east wall. A musky odor lingers here, enough to make one wince.

The bones are mostly animal, but not a few human, demi-human, and humanoid bones can be found as well. Among these can be found various useless pieces of armor and a few poor-condition weapons: haftless axes, dagger hilts, chipped hammers (throwing), broken swords and spears, etc. A few such salvageable weapons might be recovered by desperate persons. Items of a useless sort can also be found: broken 10-foot pole, cracked flask, several torch stubs, and torn sacks.

There is no wealth to be found here, as the gnomes of #123 make regular excursions here (at night when the wolverine is prowling above). Extensive searching of the bones is a somewhat noisy affair that should soon be awarded with a random encounter.

115-A. OLD STONE WELL

A WATER WHIP dwells below in the reservoir of water that this well draws from.

This old stone well is built of stone blocks, its rust-mottled windlass wound with a seemingly new rope and bucket.

This 3-foot-high stone well is of 8-foot diameter, with its wall being composed of stone blocks about 1 foot in thickness; thus, the well interior diameter is 6 feet. The well collects seeping ground water some 30 feet below. Many denizens of *The Storerooms* collect water here. The water is presently uncontaminated.

However, there is a 1-in-6 chance that the WATER WHIP is drawn up, unless 1 SILVER COIN is placed in the bucket when it is lowered to collect water (it is always taken when the bucket is lowered). Local bandits (#111 - #114), dwarves (#123), goblins (#129 - #133), and orcs (#126 - #128) understand this. Of course, climbing down into the well is a more surefire way to garner this malign elemental's attention.

WATER WHIP*: (This chaotic evil elemental's vital stats are HD 3d10, HP 15, AC 16, MV 30 ft. Its saves are physical. It attacks 3 times per round as a 6 HD creature and up to 10-foot range. This includes 2 water bashes for 1d6 damage and 1 water whip attack that delivers an electrical jolt to paralyze its victim, save versus paralysis negates. Edged and piercing weapons do a maximum of 1 HP damage against the elemental, and blunt weapons do normal damage. Cold attacks do no damage, but slow the creature [see the reverse of haste]. Fire attacks do no damage, and electrical attacks heal the creature for 1 HP per damage die. Once this elemental takes damage equal to or greater than its HP total, it disperses to reform again in 1d4 hours [its HP re-rolled]. A bless water spell kills this elemental. XP: 110+3)

* see APPENDIX C.

In the roughly 50-foot-diameter reservoir of water, (it ranging from 5 to 8-foot depth) there is a stone nook where the elemental hides its riches: 1,050 cp, 408 sp, 80 ep, 30 gp, and 12 pp.

115-B. THE PUNISHING GLUTTON (WOLVERINE):

A HUGE GLUTTON (WOLVERINE) lairs here. It remains here by day, ascends from its burrow to hunt by night in the Grassy (Middle) Courtyard of the Ruins of the Castle Precincts (#35*)

- * Please reference that encounter area for additional CK advice regarding this monster).

An eye-watering, musky odor permeates the north end of this long, wide hall. Here lies the largest accumulation of broken bones and shattered skulls, as well as the broken remains of cyclopean masonry. A dark tunnel of roughly three-and-a-half-foot diameter stretches up from the broken, northeast corner of the hall. From here ebbs a slight downdraft.

This is the burrow of the huge glutton (wolverine). This 5-foot-long, 300-pound carnivore is violent and kills for sheer pleasure, though it generally avoids blade-bearing adventuring parties, retreating into the hole if it catches the scent of intruders. The glutton possesses limited intelligence and is quite clever, a cunning killer.

WOLVERINE, HUGE*: (This neutral evil creature's vital stats are HD 4d10, HP 35, AC 16, MV 30 ft. Its saves are physical, and all attacks are made as though it were 4 HD higher than it is [thus, +8 "to hit"]. It attacks with two claws for 1d4+2 points of damage and one bite for 1d6+2 damage. It can release a musk spray 10' wide by 30' long, saving throw versus breath weapon or victim is blinded for 1-6 hours; regardless of save, any creature in the spray's area of effect is sickened and suffers -4 strength, dexterity, and constitution for 2-8 turns. XP: 250)

- * see APPENDIX C. for more information.

The skulls and bones piled about this area have been broken and gnawed by the glutton over the course of several years, it drinking the marrow with unbridled zeal. Among these bones can be found unsalvageable weapons—broken blades, pole-arms, and other hafted weapons. There is nothing of value here.

116. MR. BRICK'S BRICKED-IN CHAMBER

The door to this chamber is scratched and heavily gouged as though by a bear or some other enormous creature. It is STUCK (CL 3 to force open).

A semicircular water basin carved of solid granite projects from the southwest corner of this bricked-in chamber of 20 square feet, whose ceiling is 12 feet at the verge, 18 feet at its arched center. The stone basin is set low to the ground, perhaps 2 feet, and is half-filled with water. Bits of broken bone, metal, stone and wood litter the stone floor. Otherwise, the chamber is somewhat damp, a mildew smell lingering in the air.

If a PC crosses this room to inspect the basin they will spy the glint of silver and gold in the basin. If they approach within 10 feet or perform any other action which has an effect within 10 feet of the basin, a *magic mouth* manifests: pasty gray lips of 3-foot width that bellow: "FREEZE! Stop right there, intruder! Do not take another step or I will be forced to invoke the enchantment of this most deadly chamber—a thousand bricks to come free and pound you!"

At this point if the PCs flee, they will not be harmed; if they obey the *magic mouth*, it continues: "Ahem, now that we understand one another, allow me to introduce myself. I am Mr. Brick, the Spiritual Patron of Brick Layers! What? Are you thick? You've never heard of me? Well, listen up, churl. Now that you have entered my chamber, I require a tribute. Toss me your three most valuable coins and there is a three-in-four chance I will bless you with a

random attribute enhancement; otherwise, I am afraid I will have to curse you with a random attribute penalty."

A slight pause, then it concludes: "Shut up! Seventy-five percent chance to win? Those odds are not bad. Just so, they are superior odds—good enough to make any man rich at any reputable gambling house, no? Well? What is it, then? You think I've got all day?"

The *magic mouth* says no more, but it will linger there, whistling a happy tune and saying things such as, "I'm waiting!" or, "You really are thick as a brick, eh?" and finally, after causing a single brick to fire from the north wall and explode against the south wall, it says, "Make your choice or begone. If you do not leave in sixty seconds I'm afraid I'm going to have to smash you to smithereens. I'm certain the glutton will relish sucking the fat from your bones."

- If a PC indeed tosses three of his or her most valuable coins in the basin: the *magic mouth* blows red-brick dust in that one's face. That one must roll a d4. A result of 1 to 3 results in a random, permanent attribute bonus of +1. Roll a d6: 1=strength; 2=dexterity; 3=constitution; 4=intelligence; 5=wisdom; 6=charisma. A result of 4 on the d4 roll results in a random, permanent attribute penalty of -1. Whether it be a blessing or a curse, this effect is available but once per character, per lifetime.
- If the PC attempts to obviate or molest the process: Red bricks discharge from the walls, their report not unlike a cannon, targeting the offender at +5 "to hit" and 1d6 damage each; meantime, the *magic mouth* laughs maniacally. 1d4 bricks shoot per round. They only fire inside this chamber, and they later regenerate in the walls, so that this chamber always appears perfectly bricked-in.

There are 2d6 pp, 3d6 gp, 3d6 ep, 4d6 sp, and 3d12 cp in the basin at any time.

117. DARKNESS, BLACK AS PITCH

The door to this chamber is scratched and gouged like its counterpart across the hall. It is also STUCK (CL 2 to shoulder open).

Within, it is black as pitch, a *permanent darkness* spell is in effect, this dweomer of such great potency that it cannot be dispelled (if *dispel magic* is cast) for more than 60 seconds before returning, and the various *light* spells have a 0% chance of nullifying it.

Feeling about, one can find a battered table of oak (3' x 5') in the center of this chamber, it surrounded by 6 wooden stools. Also, a 6-foot long divan is set along the east wall, beside which a hogshead (63-gallon cask) of white is wine, about half-filled. As local denizens of *The Storerooms* of this area (bandits, dwarves, and goblins) believe this chamber to be cursed, it is generally shunned; hence it might serve as a decent place of sanctuary.

CK's Note: Of course, this spot should not be a permanent safe haven for any PC party. At length, a SHADOW or two might be attracted to this place at a most inopportune time...

118. GLUTTON'S DINING ROOM

The door is STUCK (CL 2 to shoulder open). It is heavily gouged with claw marks.

The skeletal remains of no less than half-a-dozen fighting men litter the floor of this chamber, their bones broken and gnawed perhaps by some horrific beast. Rusty blades lie among the remains, many of these cracked or broken (swords and axes), as well as their rusty chain hauberks and helms. Among the bodies you also see what must be the rib cage of a bear and leg bones of a donkey, all seemingly gnawed upon.

Picking about, there is not much of use to be salvaged here, save perhaps a rusty belt axe or cracked sword. In their present state, the skeletal

remains do not register as undead.

- **Closet (10' x 10')**: The closet door is **STUCK (CL 2 to shoulder open)**. It contains the following: 2 tin pails, 2 mops, 2 brooms, 1 scrub brush, 1 hawthorn walking stick (cane), and 1 iron pot with lid (greasy residue within). These things lie in disarray and smell horribly of musk (the glutton enjoys ruining the belongings of men). To the left of the door, there is wooden peg rack hung with 5 moth-riddled aprons of heavy cloth. A shelving unit bereft of its shelves is mounted on the north wall, thus presenting a wooden frame of 6' x 6' x 1'. A **SECRET DOOR (CL 3)** is within the shelf frame. It is comprised of a small latch that slides a 4' x 4' door into a pocket left.

118-A. SECRET CLOSET

Inside this small, secret closet there are five stone jugs and an old crate into which some mice scamper. The smell of mouse droppings and urine is evident.

Behind them there is a small teak box with brass twist-latch. It is engraved with a symbol that a wizard or illusionist would note as one commonly used by alchemists.

- **Stone jugs (5-gallon capacity)**: empty
- **Crate, 4' x 4' x 4'**: contains a mouse nest, and seed reservoir.
- **Teak box (8" x 8" x 8") with twist latch**: The box is slotted and padded to hold 6 potions. It presently contains 2 **POTIONS OF HEALING** (2d4+2), 1 **POTION OF CURE DISEASE**, 1 **POTION OF CURE POISON**, 1 **POTION OF LONGEVITY**, and 1 empty potion bottle.

119. HOGSHEAD HALL SOUTH

This appears to be an old wine cellar fallen to disuse. It is a compartmented hall, oddly shaped, and of some 1,300 square feet in area. Massive racks contain 18 kegs (30-gallon casks) and 10 hogsheads (63-gallon casks) on their sides, though many appear tapped, perhaps by seekers past. Some kegs were removed from the racks and are now standing on end or on their sides on the floor, and at least 3 kegs are smashed about the floor. Several mouse dropping litter the floor here, and a putrid, musky scent lingers.

- **63-gallon hogsheads x10**: all tapped empty.
- **30-gallon kegs x18**: all tapped empty.

120. WATCH THAT FIRST STEP

Both doors are **STUCK (CL 2 to shoulder open)**.

This plain-looking chamber is 30 feet long by 20 feet wide with doors at each end. Besides some dirt and a few small stones, the place appears clear of danger.

The floor of this room is **ILLUSORY (CL 5 to disbelieve)**. Only the 2.5-foot-wide verge is real. Stepping within precipitates the sorry victim(s) 10 feet down for 1d6 damage. If the illusion is dispelled, it resumes 24 hours later. Those who go on to disbelieve it will continue to see it, though it will appear translucent.

The true floor below is of stone, the rat-devoured corpse of a man heaped in one corner (has a silver ring with opal, worth 15 gp), and the bones of smaller rodents; otherwise, the floor is of solid stone masonry. A crack in the wall leads to a nest of 20 **BROWN RATS** of non-aggressive sort, though the rodents are bold enough to eat the eye out of an unconscious or dead victim here.

RATS, BROWN x 20: (These neutral animals' vital stats are HD 1d4, HP

2, AC 12, MV 30 ft., 15 ft. climb. Their saves are physical. They attack with a bite for 1 point of damage. They have twilight vision. XP: 1+1)

121. GARBAGE ROOM

4 **GIANT BLACK CENTIPEDES** lair here.

A terrible stench of musk and excrement wafts from this 20 by 30-foot chamber. A queer blue glow radiates from the walls. Within, you note the urine and waste-soaked remains of a mishmash of items, mostly clothing and armor. The stench is eye-watering.

The wolverine (see #115) drags items of human, demi-human, and humanoid manufacture here, urinating and defecating upon these things, in addition to spraying its musk upon such things as intelligent creatures might find useful. It bites the hafts from axes and hammers, and even the hilts from swords.

Decayed food and leather have formed a 2-foot-thick layer of compost here. From the south portion of the compost grows 5 **CONNIWISS TOADSTOOLS***. The blue radiance from the walls stems from an 8-foot diameter patch of **GLOWLICHEN****.

4 **GIANT BLACK CENTIPEDES** inhabit the compost pile. There is a 2-in-6 chance per round that they attack anyone bold enough to search the compost pile, or perhaps gather the mushrooms growing in the back of the pile.

CENTIPEDES, BLACK, GIANT x 4: (These neutral creatures' vital stats are HD 2d3, HP 3, AC 18, MV 25 ft. Their saves are physical. They attack with a bite for 1d2 points of damage. If the bite attack is successful the victim must save versus poison or take another 2d6 points of damage. XP: 7+1)

* **Conniwiss Toadstool**: The fungi are mature, of 2-inch height with black-and-white-splotched, hemispherical caps of about 1-inch diameter. It has a musky smell redolent of bovine excrement. See **APPENDIX C** for more information.

** **Glowlichen**: A phosphorescent, subterranean lichen that emits a bluish radiance. See **APPENDIX C** for more information.

122. HOGSHEAD HALL NORTH

3 **LARGE BLACK WIDOWS** lair within. The archway west is strung with webs. The south door to this chamber is **STUCK (CL 2 to kick open)**.

Cobwebs festoon this chamber of many kegs (30-gallon casks) and hogsheads (63-gallon casks), most of these broken, their staves scattered about. Those casks that remain intact now serve as anchor points for the webbing. The thickest accumulation of webbing resides at the west end of the chamber, the cobwebs traversing the entrance archway.

The 3 **LARGE BLACK WIDOWS** are each of 2-foot length. They are not together; rather, each has its own nest: one by the archway west, one by the southeast door, and one in the northeast corner.

BLACK WIDOW, LARGE x 3: (These neutral creatures' vital stats are HD 2d8, HP 10, AC 12, Move 20 ft., 15 ft. climb. Their saves are physical. They attack with a bite for 1 point of damage. Their bite injects venom for 3d4 additional damage, save negates. If the first save fails, an additional save is required one round later. If the second save also fails, the victim also suffers paralyzation for 1d6 hours, during which time there is a 30% chance the victim stops breathing*. XP: 30+2)

* This is a paralyzation of the diaphragm of which any druid or ranger worth their salt will understand and recognize, such character classes (or those with the woodsman secondary skill) realizing that resuscitation of

a vigorous sort will save that one from death; otherwise, the chance of death is 50%.

- 63-gallon hogsheads x 3: all tapped empty.
- 30-gallon kegs x 4: all tapped empty.

In the northeast corner there lies the corpse of a gnome that was killed by a black widow. He wears a breastplate and is equipped with a warhammer, dagger, 16-oz. flask of rum (130-proof, inflammable), and a pouch with 34 ep.

WHERE THE DUNGEON DWARVES DWELL (#123)

123. HALL OF THE DWARFISH LORDS

4 DWARVES and 6 GNOMES dwell here. They are greedy, evil, and conniving.

Five doors (a. - e.) of the Dwarf Hall:

- each is carved of 4-inch-thick black gneiss.
- each is 4' x 8', its peak a Gothic-arch.
- each is LOCKED (*interior iron bar that bolts into hole; CL 5 to pick, CL 20 to break down*).
- when unlocked, they still require an OPEN DOORS (CL 3) attempt.
- each door has a ring-shaped iron knocker.
- each door's exterior is engraved with a message, it chiseled in dwarfish script.

123-A. *Door to The Storerooms.* Message reads: *Welcome to the Hall of the Dwarfish Lords.*

123-B. *Door to the Pillared Staircase and Castle Bluff* (see *Mouths of Madness #50*). Message reads: *Exalt the Dwarfish Lord who Dwells in the Glittering Hall of Gold!*

123-C. *Door to The Great East Wall Tower* (see *The East Wall Towers #T1-A-1*). Message reads: *Gold and Gems Swell the Coffers of the Dwarfish Soul. Nourish Those Lords Within and Know Safe Passage from Without.*

123-D. *Door to the Northwest Corner Tower of Castle Zagyg* (see *Castle Fortress #CT-1A*). Message reads: *Revere the Lords of Dwarfdom and Safe Passage Will You Have.* **CK's Note:** this passage is basically a dead-end, because it involves a revolving tower triggered only from within the castle.

123-E. *Door to the Northeast Corner Tower of Castle Zagyg* (see *Castle Fortress #CT-3A*). Message reads: *"Praise be to the Dwarfish Lord of Gem Seekers & Wealth."*

Upon rapping a door with its respective iron knocker, the entire group of 4 DWARVES and 6 GNOMES will admit the adventurers, smiling and courteous, referring to the PCs as "Lords" and such. They smile and bow, welcoming the great adventurers to their humble abode. The dwarves are accoutered in plate mail and are heavily armed; the gnomes wear scale mail and are equipped with flails, shortswords, and shields.

This hall may be described as thus:

This six-pillared hall is hewn from black gneiss, its stone-carved pillars bulging at the center, its walls rising 20 feet to a ceiling that arches to 28 feet at its apex. The hall has a funnel shape: the north wall is 50 feet wide, while the east and west walls are of 70-foot length before tapering another 30 feet to its funneled, south point. Although the floor is carved from the same deposit of gneiss, it is notched and grooved to the likeness of patterned brickwork.

In the center of the hall there is a stone fire pit over which is placed an iron cauldron. Projecting from the west wall (behind the pillars) are ten stone slabs. At the south end of the hall you observe a three-step dais, and where the funneled walls join, there looms a 10-foot-tall statue of polished white marble. The sculpture portrays an enormous dwarf, its countenance betraying a raving species of madness. Three braziers of brownstone triangulate before the statue, each effusing flames of golden hue. The flickering flames bathe the statue in warm, golden light, whilst also effecting a massive shadow that undulates within the creased wall behind it.

There are five stone doors in this hall. Each one hewn of black gneiss and set within Gothic-arches: two at the north wall, three at the east wall. Between the north doors you observe three large alcoves, these stocked with kegs and other supplies. Before the alcoves there is a 15-foot long, low-legged (2-foot height) table surrounded by a score of wooden stools. Goblets, mugs, plates, and knives litter the table.

These 4 DWARVES and 6 GNOMES are seemingly helpful, speaking of honor and duty, and posing as willing aids to the party; in truth, they are greedy and venal. Notwithstanding, they present as friendly and agreeable, if not overly inquisitive. The dwarves do all the talking, brothers by their own admission, whilst the gnomes smile and nod in agreement, busily performing the more mundane tasks, though certainly not under duress.

The dwarves and gnomes are Neutral Evil, but the truth of their alignment is shrouded by the enchantment of this hall, affording them the semblance of nothing more or less than Neutrality, should any sort of *alignment detection* be employed here.

The dwarves will invite the PCs to join them for dinner, serving them (slightly watered-down) beer and ale, smoked sausage, and pickled eel. The 4 dwarves join them as the 6 gnomes serve and guard. The dwarves will at length ask for a "small" donation for the meal, asking for 1 gp per person thus fed.

The dwarves will also ask "generous" adventurers to pay tribute to the Lord of this Hall, the great deity, GANDALLATHOR, DWARFISH LORD OF GOLD & GEMS, directing willing parties to toss their spare coins and gems in the brazier, and watch them disappear (more on braziers below).

The dwarves and the gnomes will not let on to much. They smile and shrug when asked about the dungeons, and offer nothing concrete—even when paid. They will not warn of the HUGE WOLVERINE; nor will they mention the OLD GUARD KOBOLDS or any other local threat. If attacked, they will defend themselves. If they incapacitate their foes, they will claim all their belongings, then sell off their captives to the GOBLIN SLAVERS (see #129 - #134). They do conduct trade with THROKK'S MEN (see *Castle Fortress—Ground Floor*), usually for eggs, produce, wine and other supplies. They will often glance sidelong at one another, and one might wink at another, which might lead an astute person to surmise there is something a bit underhanded about the odd demi-humans.

THE 4 DWARF BROTHERS (*Note that their alignment is shrouded*):

GANDALFF GOLDMOUNTAIN: (*This neutral evil, 6th level, dwarf fighter's vital statistics are HD 6d10, HP 45, AC 19, MV 20 ft. His primary attributes are strength and intelligence. His significant attribute is strength 17. He is equipped with plate mail armor, +1 shield, +2 warhammer [specialized: +11 "to hit", 1d8+5 damage], and +1 shortsword. He wears a gold medallion* worth 25 gp. XP: 630*)

CLAAGG GOLDMOUNTAIN: (This neutral evil, 4th level, dwarf fighter's vital statistics are HD 4d10, HP 30, AC 20, MV 20 ft. His primary attributes are strength and intelligence. His significant attribute is strength 18. He is equipped with plate mail armor, +2 shield, +1 battleaxe [specialized: +9 "to hit", 1d8+5 damage], +1 spear. He wears a gold medallion* worth 25 gp and carries the key to the stone doors of #50 Mouths of Madness. XP: 240)

ALVISS GOLDMOUNTAIN: (This neutral evil, 3rd level, dwarf fighter's vital statistics are HD 3d10, HP 20, AC 17, MV 20 ft. His primary attributes are strength and intelligence. His significant attribute is strength 16. He is equipped with plate mail armor, heavy flail [specialized: +6 "to hit", 1d10+3 damage], and spear. He wears a gold medallion* worth 25 gp. XP: 120)

SIGGTRII GOLDMOUNTAIN: (This neutral evil, 3rd level, dwarf fighter's vital statistics are HD 3d10, HP 20, AC 17, MV 20 ft. His primary attributes are strength and intelligence. His significant attribute is strength 16. He is equipped with plate mail armor, heavy flail [specialized: +6 "to hit", 1d10+3 damage], and spear. He wears a gold medallion* worth 25 gp. XP: 120)

* This medallion is intaglio-carved with the image of a mountain from which snakes a river, this being the crest of the Goldmountain clan of dwarves.

THE 6 GNOMES (Badger, Digger, Foxhole, Pickman, Shrew, and Warren):

GNOME WARRIORS x 6: (These neutral evil, 2nd level, gnome fighters' vital statistics are HD 2d10, HP 12, AC 16, MV 20 ft. Their primary attributes are strength and dexterity. Their significant attribute is dexterity 15. They are equipped with scale mail armor, small shield, heavy flail [+2 "to hit", 1d10 damage], and light crossbow [specialized: +4 "to hit" 1d6+1 damage], and 20 bolts. XP: 20+2)

CK's Note: refer to the PHB or M&T for the full range of dwarf and gnome racial abilities.

The dwarves and gnomes of this area are all Neutral Evil, but the truth of their alignment is shrouded by this hall, affording them the semblance of nothing more or less than neutrality, should any sort of alignment detection be employed here. None of this group ever leave the confines of this place, except for those rare instances when two of the gnomes venture through door #B, to fish outside, or if they meet halfway one of THROKK's MEN (see Castle Fortress—Ground Floor) to trade for supplies.

- **Pillars:** are, like the entire hall, hewn of black gneiss, the base of each pillar sculpted to portray the image of a stout dwarf bearing the pillar upon his broad shoulders, his tremendous beard touching the floor.
- **Statue:** portrays a 10-foot tall dwarf with bristling beard, grinning teeth, and wide, lunatic eyes. Upon its head it wears a basinet, and its broad chest is garbed in scale mail. Its legs are spread wide and as thick as kegs, its thick arms reaching forward, palms raised, thick fingers curled. Each finger, and even the thumbs, is stylized with a ring inset with a faceted gem. This sculpture portrays the deity GANDALLATHOR, DWARFISH LORD OF GOLD & GEMS, sometimes called "The Greedy One" by dwarves that do not appreciate his infamous greed, avarice, cunning, and treachery.
- **Braziers:** each is carved of brownstone, measures 3.5-foot diameter, is concave, and stands on a tripod of 2.5-foot legs carved to the likeness of dragons' claws. Golden flames leap from each brazier, though no fuel source is apparent. These are equivalent to continual flames, these obscuring a hole in the bottom of the brazier where coins and gems are directed to #123-A.
- **Fire Pit and Cauldron:** The fire pit is usually smoldering, the iron cauldron containing the broth of swine soup, with cabbage and carrots within. A ladle hangs off the cauldron. a narrow vent in the center of the ceiling angles to a crevice in the side of the rocky bluff (north face).

- **Stone slabs x 10:** These are where the dwarves and gnomes sleep, each slab set 2 feet off the ground. A rolled wool blanket is set on each bed, and under each bed is a 3' x 3' x 1' footlocker, these containing boots, cloaks, and tunics. Each footlocker also holds 10d10 cp, 3d10 sp, and 1d4 gp.
- **Alcoves x 3:** These are stocked with beer, ale, and foodstuffs. The middle alcove has a rack on which two tapped kegs are placed. The flanking alcoves hold strings of sausage, raw fish (the brothers eat it this way, scales and all), and a total of 6 cloth bags containing nuts and grain, berries and roots. The alcoves are permanently enchanted to maintain a cold, just-above-freezing temperature.
- **Ambries x 2:** left and right of the dais, there are ambries set in the slanting walls, each containing a brass candelabrum of 9 tapers. One of these ambries triggers the SECRET DOOR (see #123-A.).

123-A. THE DWARVEN HORDE

This chamber is accessed via a SECRET MAGICAL DOOR (CL 4) that only activates for dwarves.

There is an ambry here (small recess) in the wall within which is set a brass candelabrum of 9 tapers. If a dwarf pulls the candelabrum, it is hinged at its base and folds down, unlocking the secret door. Otherwise, the candelabrum does not budge unless snapped broken. When a dwarf tugs the lever, a SECRET DOOR of 3' x 3' size grinds open, slowly sliding down into a floor pocket.

Stone steps are within, descending to the treasure room. Here the "tributes" to the dwarfish deity of gold and gems (or greed and avarice) slide down along narrow shafts, though not before 50% of these indeed disappear, claimed by the deity, the potent being approving of this most sinister arrangement.

The treasure forms a glorious pile: 2,105 sp, 787 ep, 613 gp, 102 pp, 3 emeralds (100 gp value each), 3 sapphires (100 gp value each), 3 rubies (100 gp value each), 7 diamonds (250 gp value) each, and a golden chalice (worth 100 gp). Note: The dwarves remove the copper coins, placing such "worthless" coins in their footlockers and using them for currency.

124. THE HAUNTED CHAMBER

Dwelling here is a WIGHT, cursed to remain as guardian of this chamber. The undead creature is not seen unless one peeks in around the corner (or boldly enters, as it were). For information on the SECRET DOOR in the hall before this room, see #125.

If the PCs look from the distance of 10 or more feet:

The putrid stench of death and decay ebbs from this chamber whose floor is littered with scraps of bone, dirt, dust, and debris. At the north end of this dark place you observe an old stone staircase ascending from left to right to a door at the top of its stairhead.

If the PCs enter:

Huddled in the corner to the right of the entry you see a half-naked, pallid humanoid with a shock of gray-white hair. It looks up at you and bears its black, broken teeth. Its yellow eyes glare accusingly at you, betraying a vile hatred of life as only the most wretched of undead are capable. Claws clenching, it rushes to attack!

The creature is compelled to kill anything that lives; however, it gives chase no farther than 50 feet beyond this place, however, forever cursed to remain so.

WIGHT: (This lawful evil extraordinary undead creature's vital stats are HD 4d12, HP 30, AC 15, MV 30 ft. Its saves are mental. It attacks with a claw or slam for 1d6 damage. It is only affected by physical attacks in which silver or magical weapons are used. Living creatures hit by a wight's attack lose one level. It can create a spawn from a killed victim. It is not affected by sleep, charm, hold person, cold-based attacks, poison, or paralysis. Holy water is particularly effective against this abomination and so does 2d4+2 damage to it, and a raise dead spell will destroy it. XP: 240)

Trapped Stairs: The stone stairs are 1-foot risers that ascend 10 feet to a stairhead that is 10-foot square. There is a door here. This is a FALSE DOOR that is TRAPPED (CL 3). If the latch is depressed, grease squirts out on the hand that triggers it, and a covered pit (its lid measuring 6' x 6') opens at the top of the stairhead and precipitates its victim(s) 30 feet down (d6 damage per 10 feet) into an oubliette. It takes 15 minutes for the lid to shut (CL 5 to pick open)

Oubliette: This is a type of prison dungeon. It is comprised of a 6' x 6' shaft cased in rough stone that descends 30 feet to a circular cell of 15-foot diameter, of 15-foot ceiling height. The floor is of heavy stone slabs. The circular stone walls rise vertically 8 feet, and then funnel up to the central shaft, thus giving the cell the semblance of a bell-shape.

If one or more PCs are victim of this trap, they will find themselves in a chamber with 3 skeletons. All three have scratched their names upon the walls: Boris, Cooper, and Grum (the last being a dwarf skeleton). One appears to have marked the days of his confinement before death: 29 days. There is nothing of worth or value on the skeletons here, save for rotted garments and rusted armor pieces.

125. SECRET DOORS, SECRET PASSAGE

Here, 5 SECRET DOORS (CL 3) connect 3 SECRET PASSAGES (10' x 10'; 10' x 10'; and 10' x 60', respectively). These are known only by the OLD GUARD KOBOLDS (see #102 - #110). They intend to use this information to their tactical advantage in the future, but not until they are able to further swell their numbers. Each door must be depressed then slid into a pocket space, each of 3' x 3' size.

CK's Note: chances of a random encounter here should be lessened, perhaps a 12 on a d12, rolled once per 12 hours spent here.

ORC LAIR (#126 - #128)

The following 3 rooms are the domain of the BLOODY SKULLS band of orcs, which is comprised of refugee orcs who have banded together from other defeated tribes. The band is comprised of 9 ORC WARRIORS (they are robust orcs). Their crest is a black shield painted with a bleeding skull.

Presently the Bloody Skulls enjoy an alliance with the goblin slavers, the MAGUBLEKS (#129 - #134). If the orcs catch someone worth enslaving, they will trade to the goblins for supplies.

AREA #G: There are 2 ORCS standing guard here. They sit on chairs discussing things orcs discuss. Before them is a fence of crisscrossed spears. If anyone approaches they stand up and puff their chests out, saying in either Common, Orcish, or Goblin: "Youse weaklings stay away! This is Bloody Skull land! We are big! We scared of nothing!" They fear the wolverine, and if successfully conversed with, they will ask if the PCs have seen it; notwithstanding, they let no pass who is not an orc.

ORC WARRIORS x 2: (These lawful evil humanoid's vital stats are HD 1d8+1, HP 7, AC 13, MV 30 ft. Their saves are physical. Their special ability is darkvision 60 ft. They have piecemeal armor, halberd, broadsword, and 1d6 sp. XP: 5+1)

TACTICS: These orcs are nothing if not vociferous. At first sign of trouble they issue the hue and cry, standing firm and ready to jab their halberds at intruders.

126. ORC STORAGE

This doorless room is sparingly stocked with three 30-gallon kegs, a pair of large cloth sacks, and a dead dog, skinned and hanging from a hook drilled in the south wall. In the center of the room there is a large drum, perhaps of 40-gallon capacity that contains about 10 gallons of water.

- **30-gallon kegs x3:** Two are filled with watered-down beer (one of which is tapped and almost empty) and the third holds 5 large pickled eels and 2-dozen pickled duck eggs.
- **40-gallon drum:** This is set under a crack in the roof where water finds its way down during rain. It drips down slowly.
- **Cloth sacks x2:** one holds a pair of dead geese, plucked though spoiling rapidly; the other holds 8 homespun wool blankets (obviously not of orcish make) between which is a pack of pungent herbs to fend off moths and other bugs.

127. ORC BARRACKS

Unless otherwise alerted, there are 6 ORCS here lounging about, sleeping, arguing, chewing on the leg of a dead dog, etc.

Heaps of straw are spread about this 20 by 30-foot, doorless chamber. Tattered wool blankets lie rumpled on each straw heap. There is an 18-gallon keg in the corner. By one "pallet" of straw there is a broken stone statue that appears in mid-repair, the repairer using a tar-like substance to glue it together. A 5-gallon bucket of the tar is beside the broken statue.

ORCS x 6: (These lawful evil humanoids' vital stats are HD 1d8, HP 6, AC 13, MV 30 ft. Their saves are physical. Their special ability is darkvision 60 ft. They have piecemeal armor, spear, broadsword, and 1d6 sp. XP: 5+1)

- **18-gallon keg:** holds watered wine.
- **Statue:** is of a smiling orc holding a halberd, crudely chiseled; the tar being used to "repair" it will not last.
- **5-gallon bucket of tar:** This stuff is inflammable, though quite slow and low-burning—and sticky. It makes excellent torch fuel.

128. ORC CAPTAIN'S CHAMBER

The door is LOCKED (CL 1 to pick, CL 5 to break down). The ORC CAPTAIN, KLUGGUX, dwells here. If he hears the hue and cry of his lessers, he will rush to the battle. He is a 6-foot-tall hairy orc with ruddy skin that is riddled with warts, and rust-colored hair.

KLUGGUX (ORC CAPTAIN): (This lawful evil humanoid's vital stats are HD 3d8+2, HP 20, AC 15, MV 30 ft. His saves are physical. His special ability is darkvision 60 ft. His attacks are at +2 damage due to strength. He is equipped with a breastplate, longsword, dagger, and 2 throwing knives [one in each boot]. He has a belt pouch with 12 cp, 14 sp, 8 gp. XP: 100)

This 50 by 20-foot chamber is cluttered with boxes and crates. By the door there is a pair of large cloth sacks stuffed with wool, a rumpled woolen blanket laid atop these. Beside this makeshift bed you see a 9-gallon firkin and a chamber pot that reeks of stale urine.

- **9-gallon firkin:** contains 3 gallons of fine gnomish whiskey. A tin tankard rests beside the cask.

There are 6 boxes and 2 crates. The boxes are 3' x 3' x 3', and the crates are 4' x 4' x 4'. Each box is nailed shut; the crates are open at the top. Between the boxes there is also a small tin box full of 3" nails (x 43), rivets (x23) and a hammer.

- **Box # 1:** filled with a collection of 24 silver goblets (worth 2 gp each)
- **Box # 2:** holds a set of silk sheers of dark blue color, embroidered in gold thread with a large "Z" (set worth 30 gp).
- **Box #3:** wrapped in a thick roll of wool there is a 12" marble statue of a devil-goblin gripping a spear and shield. It has small horns protruding from its forehead, a forked tongue, and a long tail, scaly and barbed. This is **GUBEEZABLU**, a Goblin Devil of Power and Cunning. It is worth 25 gp. (Kluggux intends to use it as a bartering chip with his goblin neighbors).
- **Box #4:** padded in felt, this holds 9 potion bottles with corks and 5 alembics.
- **Box #5:** holds a dissembled suit of full plate mail. It would take a skilled armorer 5 hours to repair it, with the correct tools at his disposal. It is in pristine condition, save for the grill of the great helm, which appears to have admitted an arrow.
- **Box #6:** contains 6 fancy tunics, albeit moth-riddled.
- **Crate #1:** filled with an odd collection of boots and shoes, mismatched, some 27 pieces of footwear in all. among these there is a pair of **BOOTS OF ELVENKIND**. In the toe of an old leather riding boot, there is a pouch of tiny diamonds (worth 25 gp total).
- **Crate #2:** filled with homespun woolen blankets and cloaks.

GOBLIN LAIR (#129 - #134)

The following 6 chambers are the domain of the **MAGUBLEK CLAN**, goblins of a potent sort. These goblins are slavers. They are capturing slaves (human, demi-human, or humanoid) to sell off to the **MASTER OF THE ARENA** lurking deep below (see the forthcoming *Arena of Death: Level 3A*). They will hold prisoners for several months before selling them off.

The Magubleks presently enjoy an alliance with the **BLOODY SKULLS** (orcs of #126 - #128), but have had some clashes with the **OLD GUARD KOBOLDS** (#102 - #110). They've had neutral dealings with the **DWARVES** (#123) and they fear **WILY WIL** (#139), whom they will avoid at all costs. Further political scenarios should be worked out by the CK, if desired.

AREA #G. There are 2 **GOBLIN REGULARS** here. They sit on chairs behind a pair of pavis shields. They snarl and curl their lips at anyone passing by. They will not attack unless provoked, and even then they will hide behind their mounted shields, spears ready to take a charge; notwithstanding, they might prey upon a lone straggler, seeking to capture and enslave that one.

Note that it will be difficult to take them out quickly and surprise the rest of the clan, as there are no doors where the other 8 **GOBLIN REGULARS** dwell.

Goblin Tactics: The 2 **GOBLINS REGULARS** at **AREA #G** shout their battle cry, and stand firm behind their pavis shields, spears butted to the ground, should conflict erupt. The pavis shields are large and thus provide 75% cover (or +6 AC versus missile weapons). Upon their hue and cry, the 8 **GOBLIN REGULAR** of #129 + #130 react thus:

- **Round 1:** they gather themselves.
- **Round 2:** they light their flasks of oil using the lit scone in each room.
- **Round 3:** they step out from their chambers and hurl their flaming oil flasks.

GOBLIN REGULARS X 2: (These lawful evil humanoids' vital stats are HD 1d6+1, HP 6, AC 14, MV 20 ft. Their saves are physical. Their special ability is darkvision 60 ft. They each have leather armor, shortwords, spears, daggers and 2d6 cp. XP: 5+1)

CK's Note: There is a 1-in-10 chance that the 4 **GOBLINS** of #129 or #130 are not present; rather, they are off to check the Wide Staircase (#101) for new arrivals, whom they will attempt to ambush and capture as slaves.

129. MAGUBLEK WEST BARRACKS

4 **GOBLIN REGULARS** dwell here. There is no door.

5 cloth sacks of straw line the west wall of this chamber. In the middle of the chamber there is an oak table whose legs are unevenly shorn to accommodate small humanoids. There are 3 stone jugs along the north wall, and a wooden shelf mounted on the south wall. Under the shelf there is an open trunk brimming with boots and rumpled cloaks. By the doorway there is a lit cresset.

GOBLIN REGULARS X 4: (These lawful evil humanoids' vital stats are HD 1d6+1, HP 6, AC 14, MV 20 ft. Their saves are physical. Their special ability is darkvision 60 ft. They each have leather armor, shortsword, 2 flasks of oil*, dagger and 2d6 cp. XP: 5+1)

* **Flaming oil:** A direct hit does 2d6 damage on round 1, 1d6 damage on round 2. It burns out afterwards. A miss by 5 or less is close enough to splash the target for 1d3 damage; otherwise the miss is way off target.

- **3 stone jugs (3-gallon capacity):** 1 has water, 1 has sour red wine, 1 has stale beer.
- **Wooden shelf:** holds 16 flasks of oil (8 if the regulars have been engaged), each prepped for immediate use.
- **Trunk (3' x 2' x 2'):** the goblin apparel is of worthless sort, except for 1 boot stopped with wool and containing a pouch with 10 ep.

130. MAGUBLEK EAST BARRACKS

4 **GOBLIN REGULARS** dwell here. There is no door.

5 cloth sacks of straw line the east wall of this chamber. In the middle of the chamber there is braided mat upon which 5 tin flagons surround the rib cage of some recently devoured animal. There are 3 stone jugs along the north wall, and a wooden shelf on the south wall. Under the shelf, there is an open trunk brimming with boots and rumpled cloaks. By the doorway there is an iron scone bearing a flaming torch.

GOBLIN REGULARS X 4: (These lawful evil humanoids' vital stats are HD 1d6+1, HP 6, AC 14, MV 20 ft. Their saves are physical. Their special ability is darkvision 60 ft. They each have leather armor, shortsword, 2 flasks of oil*, dagger and 2d6 cp. XP: 5+1)

* **Flaming oil:** A direct hit does 2d6 damage on round 1, 1d6 damage on round 2. It burns out afterwards. A miss by 5 or less is close enough to splash the target for 1d3 damage; otherwise the miss is way off target.

- **3 stone jugs (3-gallon capacity):** 1 has water, 1 has sour white wine, 1 has stale beer.
- **Wooden shelf:** holds 16 flasks of oil (8 if the regulars have been engaged), each prepped for immediate use.
- **Trunk (3' x 2' x 2'):** the goblin apparel is of worthless sort.

131. JAIL CELL WEST

The gate is **LOCKED** (CL 3 to pick, CL 16 to break down). This is where the Magubleks imprison their humanoid captives. The bars are of iron, the key held by the **GOBLIN LIEUTENANT** (#134) of the clan. Presently there are 2 **GNOLLS** inside, the creatures mad and yipping whenever anyone passed their cell. The cell within has a few heaps of straw and a stone chamber pot, the latter of which the gnolls appear to be ignoring.

GNOLL SLAVES X 2: (These chaotic evil humanoids' vital stats are HD 2d10, HP 14, AC 15, MV 30 ft. Their saves are physical. They attack by

weapon at +2 damage due to strength. Their special ability is darkvision 60 ft. They are naked. XP: 12+2)

132. JAIL CELL WEST

The gate is unlocked (if *locked*, CL 3 to pick, CL 16 to break down). This is where the Magubleks imprison their human and demi-human captives. The bars are of iron, the key held by the GOBLIN LIEUTENANT (#134) of the clan. The cell within has a few heaps of straw and a stone chamber pot.

Stocking this cell with captives is the purview of the Castle Keeper. Here is an opportunity to perhaps utilize a member or two of the RED GRIFFIN COMPANY as described in APPENDIX D, the how and why determined by the CK, the possessions of these NPC at #134, if so.

Secret Door (CL 4): A most cunning enslaved dwarf oversaw the construction of the two jail cells (#131 + #132), and he devised a SECRET DOOR here, a 4' x 4' slab of stone that pivots on a central axis, the thus being a mere 2 feet, one must squeeze through to escape. This leads to #132-A. The goblins are unaware of the secret door. on the back side of the pivoting stone slab there is a message etched in dwarfish characters that reads: *Enjoy Your Freedom. —Oni Tallmountain.*

132-A. SECRET ESCAPE

The goblins are unaware of the 3 SECRET DOORS (CL 4) that access this escape route. It is dirty and dusty within. Each door is comprised of a 4' x 4' slab of stone that pivots on a central axis.

132-B. EXIT PASSAGE

Two doors access this bare passage: the south is a SECRET DOOR (CL 4, see above), and the north door is STUCK (CL 2 to shoulder open).

132-C. FIRE BEETLE NEST

Both doors are stuck (CL 2 to shoulder open).

If the PCs do not arrive bearing a bright light source, they will no doubt note the red glow emanating from the within this chamber, for the north door has succumbed to rot, the bottom of which has been chewed by rats. Now 5 GIANT FIRE BEETLES dwell here, in a 1-foot layer of filth and debris. The giant insects are 2+ feet long and glow a brilliant mercury-red.

GIANT FIRE BEETLES* x 5: (These neutral insects' vital stats are HD 1d10, HP 6, AC 16, MV 30 ft. Their saves are physical. They attack with a bite for 2d4 damage. Their special ability is darkvision 60'. They glow red in a 10-foot radius. XP: 7+1)

* see APPENDIX C.

133. COMMON ROOM

The center of this doorless chamber has an oak table, its legs sawed down so that the tabletop is but 2 feet from the floor. It is cluttered with earthenware items and rusty knives, and surrounded by 12 wooden stools. Five stone jugs line the south wall.

- 5 stone jugs (3-gallon capacity): these each hold watered red wine.

There is a SECRET DOOR (CL 4) here, a 4' x 4' slab of stone that pivots on a central axis. The goblins are unaware of it.

134. LEADERS OF THE MAGUBLEK CLAN

The door is LOCKED (CL 2 to pick, CL 2 to break down). The 1 GOBLIN CAPTAIN and 1 GOBLIN LIEUTENANT dwell here. Brave enough to attack intruders, savvy enough to save their own hides should the odds seem insurmountable, the Castle Keeper must determine whether they are present or not. Upon the hue and cry, they will open their door and

ascertain the threat. They use their SECRET DOOR to escape, should the need arise.

In the center of this 700 square foot chamber, there is a round (5-foot diameter) stone-carved table, it flanked by a pair of wooden stools.

If the GOBLIN CAPTAIN (GUZZAKROK) and the GOBLIN LIEUTENANT are present, you may note them now, the small humanoids seated at the table with mugs of beer, reacting with hostility at any intrusion; otherwise resume with the following read-aloud text:

A pair of straw-filled cloth sacks occupies the west nook, between which there is a large, iron-banded chest. Mounted on south wall, you note a peg rack from which 5 sacks (cloth and leather) hang, these bulging with contents. Two 30-gallon kegs and two stone jugs of 3-gallon capacity line the north wall. Lastly, a crudely-chiseled statue is located in the northeast corner, it depicting a 5-foot-tall goblin of devilish countenance, it having a long forked tongue, forehead horns, and a long barbed tail.

If indeed the goblins have fled, astute seekers will note fresh mugs of beer on the stone table, the wooden stools still warm.

GOBLIN LIEUTENANT: (This lawful evil humanoid's vital stats are HD 2d6+2, HP 12, AC 16, MV 20 ft. His saves are physical. He attacks by weapon at +1 damage due to strength. His special ability is darkvision 60 ft. He wears a breastplate and is equipped with a shield, shortsword, belt axe, He also has a brass belt ring with keys to #131, #132, #134, and chest of #134. He wears a gold ring [worth 5 gp] and has 18 sp. XP: 34)

GUZZAKROK (GOBLIN CAPTAIN): (This lawful evil humanoid's vital stats are HD 4d6+2, HP 20, AC 19, MV 20 ft. His saves are physical. He attacks by weapon at +2 damage due to strength. His special ability is darkvision 60 ft. He is equipped with a breastplate, +1 medium shield, morning star, dagger, and 2 throwing knives. He has 10 gp in a pouch tucked in his boot. XP: 140)

- Chest, iron-banded (4' x 2' x 3'), *locked* (CL 1): Inside there is a fine tapestry (3' x 5') rolled in twine. It is of elvish manufacture, a pastoral depiction of meadow elves, the border threaded in gold (valued at 500 gp). Rolled tightly within the tapestry there is a tin scroll tube. It contains a two-spell SCROLL: FLOATING DISC AND TINY HUT.
- Sacks, large (cloth and leather): Two of these are stuffed with raw wool. A third holds a dozen stale biscuits, 3 pounds of smoked beef jerky, and a 12-ounce silver flask (worth 1 gp) of rum. The fourth sack contains a bolt of silk, tightly rolled, 90 sq. ft. (worth 20 gp). The fifth is filled with dried hops. **CK's Note:** behind these hanging sacks is a SECRET DOOR (see below).
- 30-gallon kegs x 2: One holds beer, the other is filled with snails and slugs steeped in vinegar.
- 3-gallon stone jugs: Each of these is filled with scotch whiskey.

Cursed Devil Statue: This is a CURSED STATUE of GUBEEZABLU, a Goblin Devil of Power and Cunning. If handled (or struck) by anyone save a goblin or hobgoblin, it will *paralyze* that one (save vs. *paralysis*, CL 3, *save negates*). Otherwise, the victim will forever remain in a rigid, paralyzed state—or until a *remove paralysis* or *remove curse* spell is cast.

Secret Doors (CL 2) x 2: Behind the peg rack from which the 5 cloth and leather sacks depend, there is a SECRET DOOR, it having a small recess where one can grip and slide a 2-inch-thick slab of stone that measures 3' x 3'. This is followed by a 10' x 10' space, within which the goblin leader keeps a leather satchel with emergency supplies. If the goblins have escaped, they will have grabbed this satchel, possibly using the bag

of caltrops if pursued. Otherwise, if the PCs have dispatched the goblins or have discovered this secret chamber from its south access, the satchel is thus stocked:

- 1-pound of hard cheese
- 1-pound of beef jerky
- 16-oz. flask of water
- 6-inch knife
- leather pouch of 8 caltrops*.

* see glossary for definition and use.

The south SECRET DOOR is identical to the one that accesses #134 (3' x 3' slab of 2-inch stone).

135. THE LONG PASSAGE

This long, wide hall presents two dead ends to confound and confuse seekers. Probe and search as they might, sometimes a dead end is just a dead end. The hall has 18-foot high walls that arch to an apex of 26 feet.

135-A. THE BASKET CASE

There is a GIANT SPITTING PYTHON here.

Branching off the south end of the long, wide hall you observe 20-foot-wide stone stairs that descend 15 feet to a large chamber of seven walls.

If a ranger or other capable tracker closely examines the steps, that one might (1-in-6 chance, minimum of 10 minutes searching) discover a copper-hued snake scale. Assuming one or more PCs descend:

At the bottom of the stone steps, a seven-walled chamber of 30-foot ceiling height is discovered, each wall projecting a stone sconce 7 feet from the ground, these flickering with copper-orange flames, unnaturally steady and issuing no smoke. The chamber is bare, save for a singular feature: an enormous basket, the size of a 120-gallon hogshead woven of copper wire, its copper-woven lid is hinged with bronze.

- **Copper Basket:** It is 7 feet high, 6 feet in diameter at its widest (center). Inside is the GIANT SPITTING PYTHON (yes, this is not a natural creature). If the basket is touched, it bursts out and spits its venom. The Castle Keeper should consider a bonus to the monster's surprise. The beast 30 feet long, 1-foot diameter, and of copper coloration, reticulated with random scales of black and golden hue. It is both a spitter and a constrictor. If it bites and then coils one within its bulk, it will not let go until it completely crushes its victim, or unless it is pulled off by a minimum of 4 characters of at least 15 strength each or 60 total.

See **PLAYER HANDOUT #32** (*Upper Works Map & Illustration Booklet*) for an illustration of this GIANT SPITTING PYTHON.

GIANT SPITTING PYTHON: (*This neutral animal's vital stats are HD 4d8, HP 25, AC 15 [13], MV 20 ft. Its saves are physical. Its first attack is a venom spit, 30-foot range, into the eyes of one opponent. This attack is made at an additional +2 "to hit" and if successful, does 1d4 damage and blinds the victim. If the poison is not washed from the eyes within 5 minutes, the blindness is permanent. It also attacks with a bite for 1d6 damage. Its bite also delivers poison for an additional 1d6 damage, save vs. poison or die in 26-48 hours [2d12+24 hours]. After biting its victim, the victim must also make a strength [paralysis] save or become coiled by the monster. If this save fails, the victim begins to take constriction damage at 2d4 per round starting the next round. It takes a minimum 4 characters of 15 strength each or 60 total strength to pull the snake from its victim. While the beast constricts a victim, its AC is reduced to AC 13. XP: 250*)

CK's Note: This monster has laid many eggs, its tiny offspring slithering about *The Storerooms* (these are random encounters, in essence). Should this giant snake be killed, the eldest of its young will assume the "mother's" role within a month, that one growing to prodigious size at an alarming rate. The only way to end this horrific cycle is to destroy the enormous basket woven of copper, it radiating a dull magic.

TREASURE: In the belly of the beast, there is a WAND OF LIGHTNING. The item can be discerned if *detect magic* is cast. It is forged of mithril, etched and enameled with jagged yellow lines, and tipped with a small, faceted, star-sapphire. It has 25 charges. Its command word is "ZIGZAG!"

ELF AND HALF-ORC DWELLING (#136)

The following cavern is the domain of 4 HIGH ELVES who have dwelled here for ages. Recently, they invited a group of 6 HALF-ORC MERCENARIES to join their ranks; a wise idea considering the influx of activity now that the cursed fog (see **APPENDIX A**) has receded.

136. THE GREAT CAVERN (ELF AND HALF-ORC HIDEOUT)

There are 4 HIGH ELVES and 6 HALF-ORCS dwelling here. There are 5 points of ingress/egress from this cavern. Each is blocked by a PORTCULLIS (see below) that is kept closed. The 5 points of ingress/egress are as follows:

136-A. Here is a set of stairs that descends to *The Deep Cellars* (Level 2). These stairs are immersed in the recessing, cursed fog that is *Zagyg's Curse of Fog & Frogs* (see **APPENDIX A.**), The preternatural fog is silvery-green, swirling and churning with demonic sentience. It inspires fear, dread, and aversion.

137-B. Here is a set of stairs that descends to *The Dungeons* (Level 3). These stairs are also immersed in the *cursed fog* (see #A. above).

137-C. This passage continues on to *The Storerooms*.

137-D. This passage leads to the southwest corner tower of the castle proper (see *Castle Fortress* #CT-2A). Midway down this passage, between a pair of old, chipped statues of Elvish swordsmen playing lyres, there is a TRAP (CL 2), a covered pit of 10 feet depth that triggers 3-of-6 times it is stepped on, and later resets. It also triggers a bell to ring noisily in the elf lair, alerting them to visitors. At the end of the passage there is an iron ladder bolted into the side of a 60-foot shaft. It leads to a trap door that is activated by a lever bolted beside the ladder. If the lever is pulled, a flagstone on a hidden hinge opens to the ground floor (basement) of the aforementioned tower. Note that the trap door is secret from the tower, but obvious from underneath.

137-E. This passage leads to the double door set in a Gothic arch that is *Mouths of Madness* #45. Refer to that encounter area for further information.

- **Portcullises x5:** Each is kept closed (*lift gate check, or CL 12 strength check to lift*). Each is spiked at the bottom. Anyone caught under the falling grate is impaled for 3d6 damage. A TRAPS SAVE (CL 3) (*alternatively, a petrification save*) indicates that character has jumped out of the way (the side of which the CK should determine; perhaps 50/50).

The elves and half-orcs are well-armed and somewhat uncouth looking. On the contrary, this group of 10 are friendly, though curt. They welcome seekers of Castle Zagyg to pass though as long as they do not bring trouble or impose upon their good will.

- **Elves:** Their names are CAINETH, EQUONIUSS, VELDYL, and XYM. They are all fighter/wizards, except Xym who is also a thief (and functions as the group's scout). The roots, the origin of this quartet is not to be revealed.
- **Half-orcs:** The offspring of an unfortunate war in which an orcish

nation won the day, this group has escaped their cruel and unforgiving homeland to form a mercenary group with higher morality than their paternal progenitors. Were it not for their more human semblance (albeit ugly) they would have never made it this far. They are **DUB, KRUNK, OCK, PRONG, VEX, and VORO**. They are all fighters who hail from a place called Battlecreek, and so that serves as their common surname; though they are sometimes called "The Battlecreek Bastards". One of their original group, **STONE**, quit several weeks ago, and after too much to drink, that one ventured off (see #106 for his present whereabouts).

When the PCs arrive at one of the 5 portcullises:

You have approached a portcullis through which you note a large cavern. Profuse patches of glowlichen produce an eerie blue radiance throughout this great subterranean cavern, the center of which domes at over 30 feet, with various large and small stalactites bristling therefrom. This great cavern branches east, west, and south, these extensions of 20-foot height and lacking the same proliferation of stalactites, though abundant in glowlichen. The cavern floor is generally smooth, with occasional shallow dips and ripples.

The elves and half-orcs approach new arrivals and offer their hospitality:

A group of ten well-armed people approach the portcullis. Standing to the fore you see four elves equipped with swords and bows. They have long, stringy hair of rusty and black color and pale skin riddled with scars, giving the demi-humans a somewhat dastardly appearance. Each wears a cowl'd grey cloak. Standing a few paces behind the Elvish quartet you see six horribly ugly men, deep of chest, bow-legged and also well-armed. Although the elves appear at-the-ready, one of them steps to the fore and raises his hand in a gesture of peace: "Greetings, seekers of the Mad Arch-Mage's fabled dungeons. Presently you have discovered the humble abode of Caineth, Equoniuss, Veldyr, and Xym. Our people have dwelled here for as many years as this place has existed. We welcome you, as do our accomplices, Dub, Krunk, Ock, Prong, Vex, and Voro. Do you seek admission?"

The group will raise the portcullis for most PCs (unless they arrive with hostile intent). At this point a half-orc PC will likely recognize the half-breeds for what they are—not men; rather, half-orcs. A ranger's intimate knowledge of humanoids might also allow them recognize this.

The elves indeed prove hospitable, claiming to have dwelled here before and after Zagyg's cursed fog, never having been affected by it, never having understood it. It is likely the PC party will ask this group what they are doing here. Simply put, it is this: They enjoy their "frontier" life on the cusp of this grand place of adventure, and they enjoy meeting new castle seekers. Seldom do they venture from their abode, unless to hunt or fish. Lastly, they are quite capable of defending themselves:

THE 4 HIGH ELVES:

CAINETH: (He is a 5th/5th level, chaotic good, high elf, fighter/wizard. His vital statistics are HD 5d5/5d2, HP 25, AC 20, MV 30 ft. His primary attributes are strength and intelligence. His significant attributes are strength 18, dexterity 18. His secondary skills are Military Leadership and Woodsman Ability. He attacks by weapon type and spells. He is equipped with +2 elfin mail, +2 composite short bow built for strength [for +13 "to hit" and 1d6+5 damage], 20 arrows in a score quiver, +2 longsword [for +11 "to hit" and 1d8+5 damage], and a dagger. He also has an elven cloak, +1 protection ring, +2 archer's ring*, and a potion of gaseous form. The spells he typically has memorized are: charm person, identify, magic missile, spider climb, mirror image, web, lightning bolt. XP: 485)

EQUONIUSS: (He is a 5th/5th level, chaotic good, high elf, fighter/wizard.

His vital statistics are HD 5d5/5d2, HP 25, AC 18, MV 30 ft. His primary attributes are strength and intelligence. His significant attributes are strength 15, dexterity 15, and intelligence 15. He attacks by weapon type and spells. He is equipped with +2 elfin mail, +1 short bow [+8 "to hit" and 1d6+1 damage], 20 arrows in a score quiver, +2 longsword [for +8 "to hit" and 1d8+3 damage], dagger, elven cloak, +1 protection ring, and potion of healing [2d4+2]. The spells he typically has memorized are: charm person, magic missile x 3, spider climb, mirror image, web, lightning bolt. XP: 405)

VELDYR: (He is a 4th/4th level, chaotic good, high elf, fighter/wizard. His vital statistics are HD 4d5/4d2, HP 20, AC 19, MV 30 ft. His primary attributes are strength and intelligence. His significant attributes are strength 15, dexterity 16. He attacks by weapon type and spells. He is equipped with +2 elfin mail, +1 short bow [+9 "to hit" and 1d6+1 damage], 20 arrows in a score quiver, +1 longsword [for +6 "to hit" and 1d8+2 damage], dagger, elven cloak, and potion of healing [2d4+2]. The spells he typically has memorized are: charm person x2, magic missile, mirror image, web. XP: 220)

XYM: (He is a 4th/4th/5th level, chaotic neutral, high elf, fighter/wizard/thief. His vital statistics are HD 4d10/4d4/4d6[each divided by 3], HP 20, AC 19, MV 30 ft. His primary attributes are dexterity and intelligence. His significant attribute is dexterity 18. He attacks by weapon type and spells. He is equipped with +2 elfin mail, +1 short bow [+10 "to hit" and 1d6+1 damage], 20 arrows in a score quiver, +2 shortsword [for +7 "to hit" and 1d6+2 damage], dagger, elven cloak, wand of magic missiles [30 charges], potion of gaseous form, and potion of healing [2d4+2]. The spells he typically has memorized are: charm person x2, spider climb, invisibility. XP: 340)

THE 6 HALF-ORCS (DUB, KRUNK, OCK, PRONG, VEX, AND VORO):

HALF-ORCS WARRIORS x 6: (These 3rd level, chaotic good, half-orc fighters' vital statistics are HD 3d10, HP 21-25, AC 15. Their primary attributes are strength and constitution. Their significant attributes are strength 16, charisma 7. They are equipped with breastplate armor [some also with shin greaves], bastard sword [specialized, +6 "to hit", 1d10+3 damage], and belt axe. Each carries 3d6 sp. XP: 40+3)

CK's Note: Of course each of the NPCs listed above possess all the racial and class abilities as noted in the PHB.

FEATURES OF GREAT CAVERN #136:

Cavern Center: This is the common area where the band gathers to eat and share tales. Their "high table" is formed of a limestone deposit that may have one been a deposit of stalagmites, situated beneath the heaviest concentration of stalactites. The limestone has been hewn to the shape of a great round table; likewise, 20 "stools" surround it, these also hewn of limestone and attached. Upon the table they keep earthenware dinnerware formed of river clay, all of this washed in a dim blue light effusing from the proliferate GLOWLICHEN* above.

* see APPENDIX C.

Cavern West Branch: This is where the elves take rest, upon a low projecting shelf upon which they have nurtured the growth a clean moss more comfortable to sleep upon than any bed. Here they keep an eye on passages A. and B. (see above). There is a winch here for each these two portcullises, each 10 feet away from the respective grate they control. The elves are almost impossible to surprise, never sleeping at the same time, and when they do, it is with one eye open, in essence.

Cavern East Branch: Here upon wool-stuffed pallets sleep the 6 half-orcs, The Battlecreeks. There is a seventh pallet kept for their departed comrade, Stone Battlecreek (see #106) should that one return. Here, they keep an eye on passages C., D., and E. (see above). There is a winch here for each of these three portcullises, each 10 feet away from the respective grate they control. There is also a stone fire pit here, along with a copper cauldron, some pots, a spit, and some utensils.

Cavern South Branch: This is where the elves make elderberry and pomegranate wine. They also woodwork here, coopering casks they build whole cloth of white oak. They keep their supplies upon a gallery 10 feet above the floor, 55 feet wide, and 12 to 20 feet deep.

Gallery of South Branch: Presently they have twelve, 30-gallon kegs, a few of which are up to three decades aged. The elves are not stingy, willing to drink their fine quality wine with seekers. The wine however is not for sale. Here they also keep three 10-gallon baskets full of edible mushrooms, and 5 wheels of hard cheese. From a peg rack hang three cloth sacks: one with flour, one with acorns and walnuts, one with crabapples and a mix of legumes (mostly field peas).

SECRET TRAP DOOR IN GALLERY: There is a SECRET TRAP DOOR (CL 5) at the west end of the gallery, it hidden under a hoghead (120-gallon cask) full of rolled-up, treated animal pelts (*otter, beaver, fox, ermine*). Under the hoghead, there is a flap of stone that opens to a 5-foot-diameter shaft, a 10-foot drop to a chamber of 8-foot diameter, and is of 6-foot height. This is where the elves hide their treasure trove, it contained in 2 iron-bound chests:

Iron-bound treasure Chest #1 (3' x 3' x 2'): This chest is LOCKED (CL 5) and TRAPPED (CL 5) with a POISON LAUGHING GAS (see below) that billows a putrid yellow-green gas. The chest contains: 726 gp, 1,821 sp, 368 cp, 2 pearls (100 gp value each), 2 diamonds (500 gp each), 1 gold chain with depending diamonds and sapphires (worth 1,000 gp). Here they also keep their GREEN DRAGONSKIN-BOUND SPELL BOOK, a 2' x 2' x 1' thick tome with velum pages sewn into a supple leather backing. Notwithstanding about a dozen cantrips, it contains the following spells: *charm person, identify, lock, magic missile, spider climb, invisibility, mirror image, pyrotechnics, web, lightning bolt*.

Laughing Gas (CL 3): gas trap, yellow-green mist fills a 100 cubic-foot area, *save vs. poison* or intense laughing for 4d4 minutes, -2 "to hit," -2 damage on all melee, spells with a somatic component impossible to cast. Movement at 50% (and no running or charging) while subject to this poison. The elves and half-orcs are inured to the poison's effects.

Iron-bound treasure Chest #2 (3' x 3' x 2'): This chest is LOCKED (CL 5) and TRAPPED (CL 5) with a POISON LAUGHING GAS that billows out a putrid yellow-green (see above). The chest contains a large leather sack that contains the following items, all of which are for sale:

- +1 MEDIUM SHIELD: 1,500 gp
- +2 DAGGER: 2,500 gp
- POTION OF HILL GIANT CONTROL: 1,000 gp
- POTION OF POLYMORPH SELF (x 3): 350 gp each
- POTION OF TREASURE FINDING: 1,200 gp
- RING OF PROTECTION +1: 5,000 gp
- RING OF WATER WALKING: 2,000 gp
- SCROLL OF MAGIC MISSILE, SHIELD, SHOCKING GRASP: 900 gp
- SCROLL OF PROTECTION VS. PETRIFICATION: 1,250 gp

CK's Note: The elves will not retrieve these items in the presence of the PCs. They might blindfold them; ask them to step outside a portcullis, etc. while Xym, a skilled thief of his own right, observes them for any fishy activity.

The elves might also be convinced to buy magic items. First they will charge 200 gp to *identify* the item, 100 of which is returned if the elves purchase the item. They will then offer 10% of the item's gp value; a charismatic negotiator or one who has the Secondary Skill of Business might be able to drive this offer to as high as 25%. Of course, this is dependent on their present wealth.

Other Notes on the Elves and Half-Orcs of the Great Cavern:

The following might be gleaned from the elves. The Castle Keeper is encouraged to be selective with the following information, encouraged to expand, contract, and alter the below information.

- They don't trust the dwarves whose lair is at the northeast corner of The Storerooms (see #123).
- They warn of pits, rat swarms, rabid bats, fire beetles, gelatinous cubes, and poison centipedes; otherwise they smile and offer seekers the best of luck in their grand expedition, and if pushed for information they say it is against the spirit of this place to reveal its secrets, and that they seek not to anger its mad master.
- They have had to defend their holding from countless humanoid intruders over the years.
- They might ask where hunting or fishing has been favorable of late.
- They do not sell food, but they will feed a hungry, friendly sort.
- They will not provide lodging, but will not send out injured and beaten friendly sorts to their obvious death.
- They will accept tribute for their hospitality and safe passage through their lair, but they do not ask for it; nor do they require it.
- They warn against descending into the lower levels—at least until the fog further recoils, which they are inclined to believe it will. And, upon the fog recoiling, seekers should understand that the challenges increase the deeper one delves.
- They are fond of Iggy the Mad (see *Mouths of Madness* #WD-3), and have invited him to live with them, but he is set in his ways.
- They warn of the losels roaming the wilderness, believing that these abominable humanoids are increasing in numbers.
- The advice not to underestimate The Old Guard Kobolds.

137. SEVEN SECRET DOORS & SORCERER

Here dwells an EVIL SORCERER and his 6 ARMORED SKELETON guardians.

There are 7 SECRET DOORS (CL 11) that lead to this room, each one covered by an *illusory wall* (CL 11 to *disbelieve*) and thus impossible to discern with just the naked eye. Each such illusion conceals a small, hidden latch (never located at the same spot) that opens a hinged, 4' x 4', iron hatch of 3" thickness and sheeted in a half-inch layer of rough stone. The seventh secret door opens to the U-shaped chamber of the evil sorcerer. It is unlocked, though STUCK (CL 2 to *shoulder open*).

If the PCs listen at this door: Astute listeners will here an eerie whispering within, inhuman voices that raise the hackles.

If the PCs enter:

You see a bald, emaciated old man sitting cross-legged on a flat slab of obsidian. Before him lay a small fire pit; whose leaping flames alternate from blue, to green, to white. The old man wears a tattered, dun colored robe, and he appears to be muttering, his eyes rolled back in his head. Flanking the old man, you discern a pair of grotesque, shadowy forms. They seem to whisper in the old man's ears, one by each ear, but upon your arrival each apparition ushers a sharp hiss and then disappears into the swirl of smoke issued by the queer-colored blaze.

See **PLAYER HANDOUT #33** (*Upper Works Map & Illustration Booklet*) for an illustration of the EVIL SORCERER.

CK's Note: The old man sees *invisible* persons and will sneer directly at any such intruders. Continue reading aloud, but be aware of the below results.

The old man opens his eyes and addresses your intrusion, glowering at you, as he mutters foul insults in some archaic diction of the Common Tongue. *"May the feces of a thousand demons bemire you from head to toe! Fools! Loutish idiots! You have spoiled a most promising conjuration, the likes of which will take me thirteen moons to initiate anew. How you chanced upon my secret sanctuary I can not fathom, for I have surrounded this place with illusions and secret doors of a most subtle species, far beyond the perspicacity of oafs such as you. I can only attribute this happenstance to dumb luck."*

The old man gesticulates wildly and angrily as he now proclaims: *"Know ye that I am Zegadur the Ancient, and I take great offense to this most uncouth and unwelcome intrusion. For the business you have rudely disengaged I must now exact retribution. I hereby place upon you a most grim and tragic geas!"*

If the PCs have listened to all his words, coupled with those gesticulations, they have already been beaten on the initiative roll (consider the party surprised). They are thus affected by a *geas* (no save possible, no resistance applicable save that which only a deity might bestow). The sorcerer's power is boosted by the potent demons he serves, these malign beings also offended by the intrusion. To the *geased*, the evil sorcerer now says:

"I hereby command you to find the Hill Giant's Lair in the southwest corner of this dungeon level. Present yourself to the monstrous humanoid that calls itself 'Wily Wil, Giant of the Hill.' Await his inevitable return if present he is not. When at length he arrives, you are to offer yourself as his dinner. Beg him to boil you alive and drink the flesh from your wretched bones."

If the PC party attacks the old man before the spell is laid: they will find their attacks repelled by a potent wall of force. The obsidian slab on which the old man sits is also etched with a MAGIC CIRCLE of potent sort; it repelling external magic (spell resistance 10, or 50%). Such an attack provokes the 6 ARMORED SKELETONS that stand guard in the two north extensions of this chamber (3 on each side). Meantime, the sorcerer disappears, *polymorphed* into a cockroach that escapes through a crack in the ground.

CK's Note: ZEGADUR THE ANCIENT will prove to be a future enemy of the PCs should they delve deeper into Zaggy's dungeons. He is not to be confronted now. As Castle Keeper you should jot down the names of those who intruded upon his affairs, as they will be well-noted by the evil sorcerer in the future.

Room contents of #137: The room contains a small satchel that contains 2 smoky quartz gems (valued at 50 gp each), and 2 phials of black blood (the blood of a demon that is native to the Plane of Shadow). Upon the slab that Zegadur sat, within the magic circle, there are three pieces of gum incense set within thuribles, these triangulated within the circle and consisting of a thick, pasty resin of some alien species of conifer. The gum ebbs a most foul black smoke that smells of spoiled goat's milk. A pewter flask (32 oz.) contains a spiced pomegranate wine.

If the PC party is *geased* by Zegadur the Ancient: they are compelled to obey the exact words of the sorcerer or suffer the consequences as described by the spell. Once they have reached the HILL GIANT'S LAIR (#139) and are at length confronted by him (he might take hours or days to return), they are further compelled to ask the giant to do exactly what the sorcerer *geased* them to say.

Wily Wil will look at them with great humor. He will then burst out in laughter, showering them with spittle. He will cuff one on the head, chortling all the while, and perhaps plant a friendly noogie on another as he says, *"What a bunch o' rubes! Youse dummies think old Wil wants to eat youse for dinner? I don't eat rotten stuff like you. Tastes nasty! Tell ya what,"* he says, scratching his chin and belching, *"just give me all a' yer gold and gems and we'll call it a deal. Okay?"*

To escape the *geas*, the PCs will have to give all their gold and gems to Wil, or they will continue begging him to eat them, at which point he might eventually club them down, sick of hearing them prattle on. Wil is not interested in their silvers and coppers or anything else, and if it comes up, he's never heard of Zegadur the Ancient.

If *Wily Wil is dead*: They must continue to seek him throughout the Mouths of Madness and The Storerooms. It is likely that the dwarves (#123) or the elves (#136) will inform the PCs of that one's death once they catch wind of it. The charm will be broken when they learn this fact; or, if they already do know this, they will realize the truth of it once they discover his lair, emerging from the *geas* as though from a fog.

Co-author's Note: The above encounter is inspired by the fictional works of Clark Ashton Smith.

138. TWO 100-FOOT PASSAGES, ONE LONELY CHAMBER

Each door is STUCK (CL 2 to shoulder open). Unless the party is being noisy or otherwise incautious, the following read-aloud text applies:

On the other side of this oaken, iron-banded door you hear a deep scraping noise, like a table or heavy chair being dragged across a stone floor. Muffled voices you also hear, though these are indistinguishable.

A careful listener (i.e. a thief or demi-human of enhanced hearing capacity) will identify the voice as humanoid, and if that one understands orcish, he or she will discern these gruff-spoken words: *"This way, fool. No, right there. Must I do it myself?"* This followed by exasperated sighs and grunts. If the PCs barge in or otherwise enter:

Seven orcs shout their battle cries upon your intrusion into this 20-foot deep by 30-foot wide chamber. The well-armed humanoids surround a large, iron-banded chest. They wear piecemeal armor and wield spears and blades.

ORC REGULARS x 6: (These lawful evil humanoids' vital stats are HD 1d8, HP 5, AC 13, MV 30 ft. Their saves are physical. Their special ability is darkvision 60 ft. They have piecemeal armor, spear, longsword and 2d6 sp, 1d6 cp. XP: 5+1)

ORC SERJEANT: (This lawful evil humanoid's vital stats are HD 2d8+1, HP 15, AC 15, MV 30 ft. His saves are physical. His special ability is darkvision 60 ft. His attacks are at +1 damage due to strength. He is equipped with a breastplate, bastard sword, and belt axe. He has a belt pouch with 10 gp. XP: 45)

The room is bare, dirty and dusty save for the treasure chest (3.5' x 3.5' x 2.5'), it being unlocked and dead-center in the chamber. It contains: 45 cp, 84 sp, 38 ep, 22 gp, and 2 flasks of oil*. There is also an old pair of boots in here, a scrub brush, a rag, and a small pry bar (1-foot) of iron.

* **Flaming oil:** A direct hit does 2d6 damage on round 1, 1d6 damage on round 2. It burns out afterwards. A miss by 5 or less is close enough to splash the target for 1d3 damage; otherwise the miss is way off target.

A careful inspection of this place by superior players might reveal the following: the top of the chest is heavily worn, and scrape marks on the floor lead to the south side of the east wall. There is a SECRET DOOR (CL 3) set 5 feet above the floor, a 3' x 3' flap of stone with a hidden latch, the door opening on a hinge and spring. The orcs have been using the chest to climb into this secret portal. A 10 by 10-foot chamber is beyond, it of 5 feet ceiling height. Here is located (10) +1 ARROWS, 2 HEALING POTIONS (2d4+2 each), 1 POTION OF STONE GIANT STRENGTH (20 STR), and 1 POTION OF FLAME BREATH*.

* see APPENDIX B.

HILL GIANT LAIR (#139)

139. C-SHAPED CAVERN

This large, C-shaped cave is the home of **WILY WIL, GIANT OF THE HILL**. The cave is of roughly 40' width and 150' length. Wil, a hill giant, is seldom (1-in-6 chance) hereabout as he often treks about the surrounding wilderness. He is indeed a wily giant, ever amused by his own antics and notorious for making friends with adventurers before betraying them in some petty way—and mocking them as well. The mere sight of this one, or even to hear his thunderous footfalls, inspires most other denizens of the area to scamper off and take cover until he is departed.

Wily Wil should not be encountered yet, but tales of his existence may well reach the ears of the adventurers. Should it motivate you, Castle Keeper, to present this one, play it easy on the PCs if they are of low level as this adventure calls for. Wily Wil is 10 feet tall with a broad chest and bowed legs. He carries a spiked club and a leather sack full of "stuff." Despite being somewhat simple, he is sly, devious, and insatiably greedy. Wily Wil is not out to simply kill and brutalize as many of his brethren are wont to do. He will indeed converse with adventuring folk, speaking as such: "Who dat?" or "What youse shrimps doin'?" or "Youse guys wanna make some gold? Huh?" or "What a bunch of rubes, youse guys are. Har har har!" He may even rescue them (for profit, of course) from harm.

WILY WIL, GIANT OF THE HILL: (*This chaotic neutral humanoid's vital stats are HD 9d12, HP 63, AC 17, MV 40 ft. His saves are physical. He attacks with 2 fists for 1d8+8 points of damage each, a giant club for 2d8+8 points of damage, or he can hurl a boulder up to 330 feet for 2d8+8 damage. Note that all his attacks are at +8 damage due to vast strength. He wears hide armor and carries a large leather sack that contains two boulders, a soiled pair of underdrawers, a huge old ham, a comic scroll, 3 lumps of rock candy, and other assorted trash. XP: 1,113*)

Points of ingress/egress from #43, C-Shaped Cavern:

There are 5 POINTS OF INGRESS/EGRESS to and from this C-shaped cavern. Each is blocked by an iron portcullis:

- A. Stairs descend to *The Dungeons (Level 3)*. Cursed fog on other side of closed portcullis.
- B. Stairs descend to *The Deep Cellars (Level 2)*. Cursed Fog on other side of closed portcullis.
- C. Long passage that leads to the mouth of this cave on the bluff outside (see *Mouths of Madness #43*). Portcullis open.
- D. Stairs descend to *The Deep Cellars (Level 2)*. Cursed fog on other side of closed portcullis.
- E. Long passage to *The Storerooms*. Portcullis open.
- *Portcullises x5:* Three are kept closed (A., C., and D.) (*lift gate check, or CL 18 strength check to lift*). Two are kept open (B. and E.). Each grate is spiked at the bottom. The winch for each one has been destroyed so that only Wily Wil (or some other very strong person) can possibly lift it.

CK's Note regarding A., B., and D. above. Each of these points of egress presents descending stairs, each blocked by a heavy iron portcullis that has no winch. Behind the portcullis swirls the cursed mist that is *Zagy's Curse of Fog & Frogs* (see **APPENDIX A.**).

Once the party enters the C-Shaped Cavern, or looks in upon it from a portcullis:

This large, natural cavern has a bulging ceiling, its variable height ranging from 12 to 18 feet. The cavern appears to have an arched shape, like a letter C turned on its side so that the arch faces the north and its ends face the south. The cavern appears to have several points of entry, each barred by a portcullis. There is a gamy smell here that mingles with bitter mold and pungent body odor.

139-A. WEST END OF C-SHAPED CAVERN

You see a 12-foot diameter alcove with a shallow pit heaped with sticks and logs. It appears to be a crude fireplace that vents to the surface above this cave. This is the source of the gamy smell of this large cavern. Aside from a spit for roasting in the alcove, you note a great iron cauldron (60 gallon capacity), a huge hogshead (120-gallon cask), and a heap of loaves. There is a giant-sized tree-stump here. It is positioned before a 5-foot-high, crude table built of logs, the top of which is none too clean.

Here the hill giant will roast whatever large game he has brought down or stolen—aurochs, boar, deer, elk, bull, cow, or sheep. The chimney is built of fitted stones; the shaft interior is 2.5 x 2.5 feet, ascending c. 40' to the surface ruins (see *Ruins of the Castle Precincts #33*).

- *Iron Cauldron (60-gallon):* The cauldron is empty, though wet at the bottom, the remnants of food and bone within.
- *Hogshead (120-gallon):* This is broached and three quarters filled with ale.
- *Loaves:* The heap of loaves is stale, very hard bread the giant eats as if they were small biscuits.

139-B. EAST END OF C-SHAPED CAVERN

This end of the cavern has a 12-foot-diameter pool of fresh water at its south end. This is where the hill giant sleeps when he is about. He keeps a pallet of branches covered with hides and pelts of no value. There is a terrible smell of body odor here. When he is sleeping here, he will be snoring like a wood saw and quite flatulent. If one approaches within 20 feet of him, he will smell that one 4-in-6 times. Here he keeps another comic scroll and the iron key to #141.

CK's Note: Wil is rumored to have a stash of gold and gems, but he does not keep it here due to thieving adventurers. He keeps it in a log deep in the forest, and if followed, one just might find it: 308 gp, 2 golden goblets (worth 25 gp each), and a deep purple amethyst (worth 100 gp).

140. RAT WOMAN'S LAIR

Here dwells 1 **WERERAT (LILLIAN)** and her 6 **GIANT RATS** and 12 **BLACK RATS**.

Rotting and moldy crates and boxes form a barrier, barring entry to this 20 by 20-foot chamber as implied by its ceiling area, for although the stack of boxes is over 6 feet high, the walls are 10 feet high, and the ceiling arches to 15 feet at its apex. There is a horrid stench here, potent enough to make the eyes water—that of excrement mingling with rotted cabbage. Behind the barrier you hear the raspy voice of a woman. It sounds as though she is humming a lullaby.

Behind the boxes there is a nest of fur, leaves, and straw. This is where Lillian dwells, her raven hair tangled and knotted. She wears a white-frilled blue dress that is now stained with mud and torn. She cradles and sings to a dozen or so baby, giant rats, pink and squirming. The boxes must be pulled out to see her and her baby rats (the rats and wererat simply scale the barrier with ease). The 6 **GIANT RATS** and 12 **BLACK RATS** hide in the boxes and crates, emerging to attack upon Lillian's hissed command.

Lillian's Story: Lillian the Wererat was once a raven-haired beauty from The Free City of Dunfalcon, but now she is a haggard, unkempt madwoman infected with lycanthropy. She is a recent victim of **XERXERE** (see *The East Wall Towers #T-1*). Her vessel had found itself on the wrong river (The False Urt instead of The Urt) and when they landed at the pier under the postern gate (see *Ruins of the Castle Precincts #36*) of the castle complex, she was lost, last seen holding up her skirts and picking watercress by the bank. After a naga was spotted slinking about the area, the crew and other

passengers assumed her lost to the beast, so they cast off. In truth, she was dragged into the woodlands by the evil XerXere and ravaged; though she survived it and now dwells here, the lycanthropy of XerXere ("Denis" the Druid) and its associated madness, now ravaging her mind.

Lillian believes she is the mother of a large litter of pink rats, and she sings them lullabies as she once sang her own young daughter. She suffers madness and might tell her story if approached and spoken to without malice. The last thing she remembers is being dragged in the woods by a hairy man with a long, bald tail, large black eyes, and long whiskers. She is evil and will turn on the party at some point (perhaps not upon first meeting). Her rats attack only upon her command; otherwise they watch the PCs with raised backs and curling whiskers.

The crates and boxes were stolen from a boat by WILY WIL (see #139). He didn't like the cabbage, and now it has spoiled. He has no desire to clean this room out, because there are rats here as well.

LILLIAN THE WERERAT*: (This lawful evil shapechanger's vital statistics are HD 3d8, HP 20, AC 17, MV 30 ft. [woman], 40 ft. [rat, hybrid], 20 ft. climb [rat, hybrid]. It attacks by weapon [spear] at +3 damage, or a bite for 1d4 damage. Its saves are physical. It can only be harmed by silver, +1 or better weapons, or damaging spells. It regenerates 1 HP per round. It gains a +5 bonus to surprise rolls. If a human is bitten by and reduced to 50% total hit points or less, and not killed, that one is affected with lycanthropy. If belladonna [wolvesbane] is ingested within 1 hour of the attack, there is a 1-in-4 chance of curing the affliction, but either way this will incapacitate the person for 1d4 days. Otherwise, a cure disease spell cast by a 12th level cleric or druid must be placed on the afflicted person or that one becomes a wererat within 1d6+8 days. The wererat can assume rat or hybrid form at will and human form once per day. It has twilight vision and rat empathy which allows it to communicate with any rat within 1 mile. It can also summon 2d6 rats within 1 mile, these arriving 1d6 turns later. It wields a spear. XP: 180)

* Lycanthropy in the Castle Zagyg campaign setting differs from that which is presented in C&C Monsters & Treasure volume.

GIANT RATS x 6: (These neutral animals' vital stats are HD 1d4, HP 4, AC 13, MV 30 ft., 15 ft. climb. Their saves are physical. They attack with a bite for 1d2 points of damage, shields being ineffective as a defense against their attacks. They have twilight vision. XP: 5 each)

RATS (NORMAL, BLACK) x 12: (These neutral animals' vital stats are HD 1d4, HP 2, AC 12, MV 30 ft., 15 ft. climb. Their saves are physical. They attack with a bite for 1 point of damage. They have twilight vision. XP: 1+1)

There is nothing of value in this chamber.

141. ROOM AT BOTTOM OF CURLING STAIRS

The door is LOCKED (CL 1 to pick, CL 3 to break down). A GREEN SLIME dwells within. It lurks above the door, dropping on the first one to open it.

Have the PC who opens the door roll a surprise check. This can be a wisdom check (CL 4) or, alternatively, a d6 roll (1 or 2 indicating surprise). The following read-aloud text applies when the door is opened.

A gooey, syrupy substance streams down the door and its opening, it seemingly probing, hungrily . . .

If the PC is surprised, the slime drops on that one at +4 "to hit".

GREEN SLIME: (This neutral creature's vital stats are HD 4d8, HP 16, AC 10. Its saves are none. It has no attack; rather it reacts when its colony is touched, converting organic or metallic matter to slime, or it drops down from above, sensing the vibrations of its victim. When a slime adheres to its victim, it causes 2d6 constitution damage per turn until at 0 con it turns its victim into green slime. If done quickly, it can be scraped off

[the item used must be discarded], extracted, burned off or frozen. Otherwise, it can only be destroyed by the use of a remove disease spell. No other attacks—including weapons, spells, and magic effects not described above—will harm the creature. XP: 184)

If the PCs enter the room guarded by the green slime:

This 20 by 20-foot room holds dim light of bluish color. The chamber is bare stone, its floor, walls, and 24-foot arched ceiling composed of solid stone. A small patch of glowlichen* grows upon the ceiling, at its apex.

The room is bare, save for some dirt and a few bits of stone and dirt. There is a stone club in the corner, it being the handiwork of a losel. The door's interior is sheeted in stone, which effectively keeps the green slime trapped within. WILY WIL (#139) has been known to trick people into entering this room, he then slams the door behind them, locks the door with the iron key, and proceeds to guffaw to the point of tears at his own cleverness.

* **Glowlichen:** It is a patch of 7-foot diameter. See APPENDIX C for more information.

141-A. BACK DOOR TO "PINKY'S" CAVE

At the end of the passage, you note a massive boulder that blocks the way.

The boulder is about 500 pounds. It conceals a back door to a cave that pocks the bluff on which Castle Zagyg is built. That cave has been claimed by PINKY THE OWLBEAR (see Mouths of Madness #44). This way was once used by the HILL GIANT, Wily Wil (#139), but none too recently.

142. RATS IN THE WALLS!

WILY WIL often urinates in this passage (which is why he keeps the portcullis #139-b open). There are 8 GIANT RATS here.

The bitter stench of urine is horrible here.

8 GIANT RATS leap from cracks in the wall, assaulting the party from their rear numbers, if they march in order. The rats might be granted a surprise bonus.

GIANT RATS x 8: (These neutral animals' vital stats are HD 1d4, HP 4, AC 13, MV 30 ft., 15 ft. climb. Their saves are physical. They attack with a bite for 1d2 points of damage, shields being ineffective as a defense against their attacks. They have twilight vision. XP: 5 each)

One of the giant rats has a nose for gold and has collected 15 gp and a gold chain (worth 10 gp) in its nest, which is maybe a foot deep between the stone blocks of the wall at about eye-level to a human.

143. HOW LOVELY THE FLORA IS HERE . . .

6 GIANT FIRE BEETLES lurk here.

Glowlichen grows in sparse patches about the walls of this dank passage, it radiating a dim blue light. The floor is moist here, and where the wall meets the floor, illuminated by the blue light you see a small patch of fungi: six, thumb-like growths, rosy-pink at the top and pale at the base.

- **Flora:** The pink fungi (WARMFEELING FUNGI) has a slightly sour smell. Both the GLOWLICHEN and WARMFEELING FUNGI are described in APPENDIX C.

The FIRE BEETLES dwell about the dead end of this passage. They emerge within 1d6 minutes if the PCs lurk in this passage.

GIANT FIRE BEETLES* x 6: (These neutral insects' vital stats are HD 1d10, HP 6, AC 16, MV 30 ft. Their saves are physical. They attack with a bite for 2d4 damage. Their special ability is darkvision 60'. They glow red in a 10-foot radius. XP: 7+1)

* see APPENDIX C.

GNOLL LAIR (#144 - #145)

The following 2-chamber lair has recently been claimed by a small group of gnolls that are under the command of an evil priest. They have made an alliance with the Old Guard Kobolds, though they do not trust the diminutive humanoids. Their intention is raid, pillage, and expand.

AREA #G: There are 2 GNOLL GUARDS here. They sit on a stone bench. There is a 3-in-6 chance they are sleeping on the job. If not, they will howl and screech for their comrades.

GNOLL SENTRIES x 2: (These chaotic evil humanoids' vital stats are HD 2d10, HP 14, AC 15, MV 30 ft. Their saves are physical. They attack by weapon at +2 damage due to strength. Their special ability is darkvision 60 ft. They each have patchwork leather armor, shield, belt axe x 2, battle-axe, and 2d6 sp. XP: 12+2)

144. GNOLL BARRACKS

The doors are both STUCK (CL 2 to shoulder open). There are 4 GNOLLS and 1 EVIL CLERIC (YUNDOO) in this dark chamber. If the gnolls have not already been alerted, the following read-aloud text applies:

A group of four gnolls are gathered around a stone table in this dark, oddly-shaped chamber. They roar and howl upon your intrusion. You are attacked!

GNOLLS x 4: (These chaotic evil humanoids' vital stats are HD 2d10, HP 14, AC 15, MV 30 ft. Their saves are physical. They attack by weapon at +2 damage due to strength. Their special ability is darkvision 60 ft. They each have patchwork leather armor, shield, belt axe x 2, battle-axe, and 2d6 sp. XP: 12+2)

Emerging next from the north end comes the EVIL PRIEST, Yundoo the Evil, who prays to cacodemons. He wears plate mail armor painted with strange runes and sigils. He has a long, haggard face and bloodshot eyes. He comes chanting incantations:

YUNDOO THE EVIL: (He is a 3rd level, chaotic evil, human cleric whose vital stats are HD 3d8, HP 25, AC 17. His primary attributes are strength, wisdom, and charisma. His significant attributes are strength 16 and constitution 16. He wears plate mail armor and wields a heavy mace [+3 "to hit"; 1d8+2 damage]. He has a potion of diminution [80% shrink] and a scroll of command. The spells he typically has memorized are command, sanctuary, hold person. XP: 105)

Otherwise, the chamber may be further described as such:

There are two stone jugs and a half-eaten wild boar on the 5-foot diameter stone table in the center of this room. The north end of this chamber is 30 feet long by 10 feet wide, and here is located the rough semblance of straw and fur pallets.

- **2 stone jugs (5-gallon capacity):** One contains sour water, the other rough red wine.
- **Straw and fur pallets:** There is a leather sack hidden here. It contains 10 pp, 55 gp, 38 sp and a golden statuette of an elf maiden (worth 50 gp). They also keep a stock of 6 spare spears to reload the trap at #145.

145. TRAPPED PASSAGE

The north door of this passage is STUCK (CL 2 to kick open) and TRAPPED (CL 3). If the trap is triggered, (i.e. the door opened) 2 spears launch, striking the door opener for 2d6 damage. The south door is STUCK (CL 2 to kick open)

HOBGOBLIN AND GOBLIN LAIR (#146 - #149):

The following 4 chambers are ruled by 2 HOBGOBLINS of nasty disposition. They command a force of 14 GOBLINS, and are looking to recruit before they are overtaken by the OLD GUARD KOBOLDS (see #102 - #110). Their last clash with the kobolds proved to be an unexpected disaster: 7 dead goblins, not 1 dead kobold. Now they do not underestimate the military prowess of the Old Guard Kobolds.

AREA #G. There are 4 GOBLIN GUARDS standing here. They suffer poor morale at present, and are quick to surrender if combat goes poorly.

GOBLIN SENTRIES x 4: (These lawful evil humanoids' vital stats are HD 1d6, HP 4, AC 14, MV 20 ft. Their saves are physical. Their special ability is darkvision 60 ft. They have leather armor, belt axe, shortsword, short bow, 4 arrows, and 1d6 sp. XP 5+1)

146. STORAGE AND ARMORY

The door is LOCKED (CL 2 to pick, CL 7 to break down). There is a fishy smell here. Weapons and supplies are stored here: 5 bales of cloth, 2 boxes of earthenware plates and mugs, a 40-gallon open drum containing salted crawfish, a 5-foot string of sausage, a cloth bag of hard biscuits, and a 9-gallon stone jug (corked) of rough red wine. A weapons rack is stocked with 10 spears, 12 javelins, and 4 short swords; otherwise, the racks are rather bare.

147. LARGE COMMON ROOM

The door is unlocked. It is noisy within, 10 GOBLINS bickering loudly. They argue about their current state, their cruel taskmasters, and their fear of the OLD GUARD KOBOLDS. They wish to desert this place and join the GUBLINISH TRIBE on the surface of the bluff (see Ruins of the Castle Precincts). If the PCs enter:

This 30-foot wide by 60-foot deep chamber is littered with junk about its periphery. In the center of the room there is a long table, shoddily assembled of furniture parts. Standing around the table you see 10 goblins bickering.

The goblins attack, though they are also of fairly low morale, having lost their chieftain, and now suffering under their present rulers. They will hurl javelins and belt axes before drawing blades.

GOBLINS x 10: (These lawful evil humanoids' vital stats are HD 1d6, HP 4, AC 14, MV 20 ft. Their saves are physical. Their special ability is darkvision 60 ft. They have leather armor, belt axe, shortsword, javelin, and 1d6 sp. XP 5+1)

The room is littered with broken furniture and other junk of worthless value. However, two man-hours of searching will produce a leather bag filled with 50 sp.

148. "TREASURE ROOM"

The door is unlocked but TRAPPED (CL 0). The door is crudely etched with the words "TREASURE ROOM" in Common, every "R" backwards.

The hobgoblins feel they are being crafty, attempting to bait intruders to try this door first. If the TRAP is triggered (i.e. the door opened), a POISON GAS (see below) is released. The smell of it will alert the hobgoblins across the way, those ones charging to attack potentially blinded foes at the requisite time (after 3 rounds).

Poison gas (CL 2): gas burns the skin, eyes, nose, ears, etc. for 2d6 damage, *save vs. poison* for half-damage. A failed save also results in the victim(s) being blinded for 2d4 rounds. It fills the chamber and 50 feet beyond. The gas dissipates after 3 rounds.

Except for a few bones, rat skeletons, and debris, there is nothing here, as the poison gas (which can detonate 5 more times) ruins wood and organic material.

149. CO-CHIEFTAINS' DWELLING

The door is **LOCKED** (CL 1 to pick, CL 5 to break down). 2 HOBGOBLINS dwell here with 2 FEMALE GOBLINS. If not already alerted by the trap, the occupants of this room are thus positioned:

Lounging upon a pair of stained and soiled sofas of this 20 by 30-foot chamber you see two large hobgoblins being served smoked beef and wine from two goblin females.

The female goblins screech and charge to attack, bearing daggers. The hobgoblins rise and draw blades.

GOBLIN FEMALES x 2: (These lawful evil humanoids' vital stats are HD 1d6, HP 4, AC 12. Their saves are physical. Their special ability is darkvision 60 ft. They have daggers. XP: 3+1)

HOBGOBLINS CO-CHIEFTAINS x 2: (These lawful evil humanoids vital stats are HD 3d10, HP 20, AC 15, MV 30 ft. Their saves are physical. Their special ability is darkvision 60 ft. They attack by weapon at +1

damage due to strength. They wear chain hauberks and wield broadsword and spear. Each carries 1d6 gp, 2d6 sp. One carries a key to #146 and the other carries a key to #149. XP: 30+3)

There is also a stone pedestal in the room. It is piled with beechwood dishes and bowls. In the northeast corner there are 3 stone jugs.

- **Stone jugs** (5-gallon capacity each) x 3: All three contain sour elderberry wine, one half empty.

Under one of the sofas there is a **SECRET CUBBY SPACE** (CL 2) located under a loose stone. Inside is the wealth of the 2 hobgoblins, taken from the former goblin chieftain whom they murdered: a cloth bag containing 10 pp, 30 gp, and 2 large pearls (worth 100 gp each).

150. COMING FULL CIRCLE (PASSAGE TO THE MOUTHS OF MADNESS)

The north end of this passage bends west. Here lies a rune-engraved archway that leads to *Mouths of Madness* #42. The **OLD GUARD KOBOLDS** (see #102-#110) patrol as far as this area and have recently discovered the **SECRET DOOR** at *Mouths of Madness* #41. The kobolds might well make a move to take over the Outer Gatehouse (barbican) (see *Ruins of the Castle Precincts* #1) in the future, at a time of the Castle Keeper's choosing. And if they do, they will not be shy about dropping their bombs (oil flasks) on those who would traverse that place, but do note that kobolds dwelling at such a location will suffer a -1 "to hit" penalty in bright light.



APPENDIX A: ZAGYG'S CURSE OF FOG & FROGS

Zagyg's Curse of Fog & Frogs: This is the potent dweomer of deital creation that precludes adventurers from entering those places where it prevails. It is often seen as a silvery-green, swirling and churning mist that betrays mock sentence. If *detect magic* is cast upon the fog, the result is nearly blinding to the caster—the dweomer off the scale in power. Any other detections or auguries prove fruitless. No mortal magic can penetrate this enchanted fog.

The fog resonates a feeling of dread and aversion, and the Castle Keeper should do everything to dissuade the PCs from entering it, including potential *fear* saves, as per the spell. If the players are persistent and so choose to enter, they will be transported 7-12 (d6+6) miles away in a random direction or one chosen by the Castle Keeper. 25% of these will also be *polymorphed* into a frog (CL 20, *saving vs. polymorph negates*), the effect lasting for 24 hours. Items tossed or hurled within the mist are swallowed and snuffed, forever lost (or placed randomly in the dungeons of Castle Zagyg, per the CK's discretion).

Zagyg's Curse of Fog & Frogs can be used as a tool by the Castle Keeper to preclude character party advancement into those portions of this large adventure not yet prepared for. In fact, this very method was used in play-testing this update of the classic adventure. For example, if you have read and prepared to run the *Mouths of Madness* portion of this adventure and no more, the fog can remain atop the plateau, rebuffing any and all attempts by the PCs to explore the *Ruins of the Castle Precincts*, *The East Wall Towers*, *The Castle Fortress*, and *The Storerooms*. In subtle degrees you can thus part the veil when and how you choose, perhaps next revealing the Ruins and the East Wall Towers, and finally The Fortress.

Do it however you so choose, Castle Keeper. Make this adventure your own. Notable is the following exception: the humanoid and monstrous inhabitants are not affected by the curse. This has also proved true for the bandits that populate the place, and other evil men and various demi-humans. Why? Only Zagyg knows. Perhaps it is merely his whim.

You might also use the recession of the fog as a dramatic in-game effect:

There comes a change in the air, a pressure like that which accompanies a terrible thunderstorm. At once your attention is arrested by a most singular sight: the cursed fog that has long enveloped Castle Zagyg glows and shimmers. It pulsates with weird, chromatic hues, each such pulsation augmented by a ghostly, machine-like screeching that raises your very hackles. Then the fog begins to twist, a great eldritch whorl that recoils to realms unknown and unseen . . .

Such a description can thus be used to reveal the ruins atop the bluff as detailed in *Ruins of the Castle Precincts*, or even the *Castle Fortress* itself. However you see fit, Castle Keeper.

APPENDIX B: NEW MAGIC ITEMS

Archer's Ring: This item, which comes in varieties of +1 to +3, can be used by a bowman or crossbowman, but not a slinger or any other missile-launching weapon user, granting the wearer an aim (or "to hit") bonus. This bonus is not to be applied to any other dexterity-related actions, including hurled weapons. The ring can be used with magical bows and crossbows, its bonus adding to that of the enchanted weapon used. GP value: 1,000/3,000/5,000; XP value: 250/500/1,500

Bellows of Gusting: This simple bellows has a single air chamber formed by two boards and soft leather sides. It expels strong puffs of air through a nozzle. Thrice per day a mage can use this device to expel a *gust of wind*, as per the spell, as though cast by an 8th level caster. This magic item must be used with two hands and takes two rounds to use. One round to open and suck in a tremendous amount of air, the next round expelling the air in a powerful gust. GP value: 500; XP value: 750

Black Pearl (Cursed): This pearl is *cursed*. Anyone who touches it suffers a -1 on all saving throws, "to hit" rolls, and damage rolls unless a *remove curse* spell is cast. The victim also suffers periodic nightmares of a personal nature. If the black pearl is destroyed, it explodes with a lick of black flames that targets its destroyer up to a range of 25 feet for 3d6 damage. Notwithstanding, the pearl can sell for a handsome sum due its singular beauty, cursing each one that handles it along the way. GP value: 1,000; XP value: —

Bronze Coin Medallion of Illusion Generation: These thick bronze coins of 3-ounce weight are minted with the image of a 5-tier pagoda on one side and an open hand on the other, the palm of which is set with an eye. Each face is also marked with illusion magic characters, written in a style unique to the Far East, though discernible to practitioners of illusion magic. These disks are enchanted to contain an illusion spell cast upon it, the spell being permanent until replaced by another one likewise cast. When the coin is placed somewhere and left the illusion it contains will be triggered whenever anyone comes within 30 feet of it. Spells that might be placed in this coin include the various phantasmal spells, including *silent image*, *minor image*, and *major image*. Of course, each such spell is subject to being dispelled or disbelieved as normal. GP value: 5,000; XP value: 3,000

Butler's Key: This bronze skeleton key magically resizes itself to fit in any keyhole, its teeth matching the tumblers perfectly to unlock any mundane locking mechanism. Once per day it can also open magically sealed doors with a *knock* effect. GP value: 500; XP value: 300

Cape of Electricity: These magical capes appear tattered and somewhat burned, with an eel skin exterior with a blue felt interior embroidered with a yellow lightning bolt. The cape confers a +4 bonus on all electricity-based saving throws. Also, all damage dice resulting from an electrical attack are at 1-2 HP per damage die (minimum of 1 HP per die). GP value: 2,000; XP value: 1,000

Codex Arcana Profound: This codex is bound in black dragonskin and edged with bronze. It radiates a strong dweomer if *detect magic* is cast. It contains 99 vellum pages sewn into its supple leather spine backing. The pages are blank. If *detect invisibility* is cast, magical runes and symbols are revealed (*read magic* must then be cast to read the runes). Here are the scriptures of the GOD OF MAGIC, an esoteric body of knowledge specifically designed to enhance the mind and unlock its potential. A thorough study of the sermons, prayers, and formulae contained within (32 hours of reading) results in the reader gaining +1 intelligence and 500 XP, if that one is a magic-user (wizard or illusionist). Should a thief attempt to decipher the words and formulae of this codex, they will actually lose 1 point of intelligence. This benefit/loss may be derived but once per lifetime, per character. Note that there is mention of Zagyg in one of the sermons contained within the codex, the Arch-Mage being referred to as "...the one true paragon of arcane knowledge's acquisition..." GP value: 5,000; XP value: 5,000

Figurine of Wondrous Power—The White Knight: This 3-inch-tall chess piece is carved of ivory and portrays a powerful charger rearing its hooves. Once per day, upon speaking the command, “White Knight,” and tossing the figurine to the ground, it assumes the form of a glorious white charger, a heavy warhorse in full plate barding and holstered with a +1 HEAVY LANCE. The charger will allow itself to be ridden, but if the rider is evil, the horse will buck and reject that one, and if he does not at once dismount, it will attack. If the figurine is broken whilst in its statuette form, it is permanently destroyed. If slain whilst in animal form, the figurine simply reverts to its statuette shape and can be used again after a period of at least 28 days has elapsed. If injured, it immediately regains 50% of lost hit points upon being reverted to statuette form, followed by 3 HP per day; so too does its barding regenerate if damaged. This beast is not sufficiently dexterous enough to negotiate dungeons and will become quickly distressed and agitated if invoked underground. The magical lance always reforms with the figure and cannot be separated from the horse/figurine; i.e. if the figurine is destroyed, so too is the lance. GP value: 5,000; XP value: 4,000

“WHITE KNIGHT” CHARGER: (*This neutral animal’s vital statistics are HD 4d10, HP 40, AC 18, MV 50 ft. Its saves are physical. It attacks with 2 hoof pummels and one bite for 1d6+3/1d6+3/1d4+2 damage. It is equipped with full plate barding and a +1 heavy lance.*)

Flageolet of Confusion: This ivory flute-like instrument (similar to a recorder) is of double pipe construction with a single mouthpiece. Each pipe has 4 front finger holes and 2 back thumb holes. Once per day when a specific sequence of 7 notes are played this instrument can produce a confusion effect to anyone that can hear it, this as though cast by an 8th level wizard, its effect range limited only by the hearing range of its listeners. If one plugs their ears with cotton before hearing the final note (i.e. within the same round that the playing begins), that one can avoid the effects of the enchantment. GP value: 500; XP value: 1,000

Flaming Dagger +2, “Greentongue”: The pommel of this dagger is set with a large, oval-shaped bloodstone (green quartz spotted with red jasper). Likewise, the scabbard is bejeweled with smaller bloodstones. If its name is spoken by the one who wields it, the dagger alights with a 6-inch radius of green flames that surround the blade. Motes of red dance within the green flames like fireflies. This is effectively a +2 FLAMING DAGGER, its flame (which does an additional 1d6 damage) extinguished only by the scabbard to which it is attuned; or if its name is again spoken. The enchanted weapon also emanates a 25’ radius of green-hued light. Graven on its blade in dwarfish script is the dagger’s name, “Greentongue”. GP value: 2,500; XP value: 1,000

Gem of Subterranean Transportation: These fire opals radiate an intense dweomer if detected for above ground; below ground, they radiate no magic. These peculiar magic items are only invoked above ground, and in direct sunlight. When the sunlight-struck stone is touched by the skin of one or more humans, demi-humans, or humanoids, a transportation occurs to a random location c. 50 to 250 feet below ground, safely depositing the invoker(s) into an open space, always unoccupied (usually a hallway or tunnel, not usually a room). Since the gem does not function below ground, it thus serves as a one-way ride. For multiple users to effect transportation, the gem must be touched simultaneously. If handled with glove or gauntlet the gem will not function. If there is no subterranean space within range of the item, it has a 25% chance of exploding for 2d6 damage, save vs. magic for half damage. GP worth: 3,000; XP value: 1,500

Helm of Darkvision: This is a helm of bronze. The visor contains an insert of amethyst where the sight is located. When the visor is lowered, this helm provides its wearer with darkvision or, if applicable, extends one’s darkvision to the maximum range of this item, which is 120 feet. GP worth: 2,250; XP value: 425

Kettle of boiling: If water is poured into this 32-oz. iron tea kettle, the water heats and rolls to a boil within 2 minutes, its narrow spout emitting

a strange, steaming whistle, quite human-like and frivolous, as though to a jig. The kettle likewise becomes red hot at its bottom and should be placed on an appropriate surface. GP value: 100; XP value: 250

Lute of Suggestion: This double-strung instrument has a deep, pear-shaped body carved from a single block of cedar, and a fretted neck with a bent-back pegbox. Its six courses (5 paired strings; the top string single) are hitched to a tension bridge glued to the instrument’s belly. Once per day, this magical instrument, if plucked with a specific sequence of 7 notes, can cause a mass suggestion effect as though cast by an 11th level wizard, its effective range limited only by the hearing range of its listeners. If one plugs their ears with cotton before hearing these 7 notes are plucked, that one can avoid the effects of the enchantment. GP value: 1,000; XP value: 2,000

Mirror of Life Trapping (Minor): This crystal mirror of 2 to 4 square feet is useable only by wizards or illusionists, though it can be fastened to a wall or other stable area. It is framed in carved wood or engraved metal (usually brass, bronze, pewter, or silver). Within the mirror, there exists a non-spatial, extra-dimensional space, but unlike a standard mirror of life trapping, this device can trap but one creature of medium size (up to 7.5 feet tall) or less.

Any creature that comes within 25 feet of the mirror and looks at it (inadvertently or not) must make a save versus magic (CL 12) or become trapped. Unaware creatures are 100% likely to be trapped by the device upon seeing it. Those who attempt to avoid looking at it are 50% likely to be trapped. And those who are aware of its dweomer and actively seek to avoid looking at it are only 20% likely to be trapped.

Trapped creatures are physically sucked into the mirror. Size is not a factor, but there are some exceptions: constructs (golems, etc.), most undead (common, though not intelligent), and other non-living creatures or items are not affected. The mirror’s controller can conjure forth the “reflection” of the creature trapped within to the surface of the mirror, and limited conversation with that one is permissible. During this time, the controller is not affected by the life-trapping properties of the mirror.

If the mirror already holds a victim when it is looked at, that one will be set free in order to lodge the latest victim. If the mirror is broken, the victim is freed. The magic-user (be it wizard or illusionist) who controls a minor mirror of life trapping can utter a command that frees a trapped creature. One example might be: “In the name of Zagyg the Zany I hereby order the prisoner of this mirror to be free!” Others might have a single command word, such as the one Zagyg himself uses: “Ritz!” GP value: 1,500; XP value: 1,250

Oil of Water Walking: This slippery oil, when applied to the sole of a shoe or boot, allows water walking for 60-90 minutes (1d4+5 x 10). GP value: 900; XP value: 700

Potion of Flame Breath: This red-bubbling, hot, steaming potion grants its imbibor fire breath that lasts for 1 hour or 10 uses (whichever comes first). It is a 5-foot cone that can be used the same time as a melee attack, and does 1d6 fire damage, no saving throw possible. GP value: 1,000; XP value: 300

Pearl of Perception (The Moon Pearl): This small, seemingly normal pearl of perhaps 20 to 50 gp value, must be possessed by a cleric or druid for one moon phase (minimum 28 days, from new moon to full moon). The enchantment invokes on midnight of the full moon night, imparting a permanent +1 wisdom bonus; the pearl then turns to sand. GP value: 1,000; XP value: 500

Ring of Blindness: This cursed ring identifies as a +3 PROTECTION RING if identify is cast. It is anything but; indeed, it causes its wearer to go blind. While a cure blindness spell will relieve the condition, this only lasts for 60 seconds. Thereafter, the blindness returns as long as the ring is worn. Only a remove curse spell will allow one to actually remove the ring. The only other manner in which one can rid himself of this cursed object is to remove his or her finger. GP value: 500; XP value: —

Ring of Limited Invisibility: This ring functions just as the *invisibility* spell, except with an additional limitation: the invisibility lasts for 2d4 turns (the user being unaware of duration), and the ring is useable but once per day. GP worth: 4,000; XP: 750.

Scroll of Race: This is a first level wizard's spell that can be either read off the scroll or transcribed to a spell book. GP value: 300; XP value: 100. It is as follows:

RACE (LEVEL 1 WIZARD)

CT: 1 R: touch D: 5-8 hours
ST: n/a SR: n/a Comp: V, S, M

This spell enables the recipient to run at full speed (2x normal movement) for 5-8 hours without tiring. However, after so running the individual must spend a like number of hours resting, as well as drinking plenty of fluids and eating heartily. For every 2 levels of experience of the spell caster, another individual can be affected (i.e. at 4th level, 2 individuals can be touched and empowered to *race*, etc.). Only humans, demi-humans, and humanoids in their natural forms are affected by this spell. The material component of this spell is an elixir made from the juice of dried apples boiled in river water with a drop of cooking oil (grain, olive, sunflower, etc.).

Shaman's Rattle: This unique magic item is only usable by a tribal shaman. It consists of a carved cedar container, oval-shaped with handle, etched with runes and symbols. Inside it holds the teeth of sage, elder tribesmen, deceased. When shaken, this rattle sends all tribal constituents within 250 feet into a blood frenzy that allows for +1 attacks "to hit" and damage. No other action can be taken when using the rattle, the effect lasting 11 - 20 minutes, followed by a period of fatigue (-2 "to hit", -2 damage, and -4 AC) for 1 - 4 hours. GP value: 9,300 XP value: 1,860

Slip In-and-Out Sheepskin Slippers: If worn by a thief or assassin, these slippers provide a +2 (10%) bonus to *move silent* checks, but the slippers will fall apart if worn at length outdoors, not suitable for such wear and tear (and this is obvious). GP value: 250; XP value: 500

Stones of Tien Hou. The benefits of these two river stones may be enjoyed by the monk class alone, once per day. They assist one in rest and meditation. The monk must sit cross-legged and hold the stones upright in the palms of the hand. Before long a distinct species of tranquility is achieved. The user envisions a waterfall surrounded by a forest of bamboo in which songbirds sing, and a panda bear sleeps (having sated itself). The fragrant scent of jasmine rides a gentle breeze that also carries a cool mist. The result (after 2 hours thus) is a calming of the spirit, conferring all the benefits of a full night's rest. GP value: 300; XP value: 1,000

Tome of Orcish Devotion: This is an item of unspeakable evil, and resonates such when detected for. The tome is written in orcish, the ink being mixed with the blood of an elvish princess. The tome is filled with prayers of hatred and loathing for the elven race. Reading the tome in its entirety requires the reader to make a *charm save* (CL 5) or suffer a feeling of brotherhood with orcs and utter antipathy for elves. These effects are permanent unless *remove curse* is cast. GP value: 250; XP value: —

APPENDIX C: NEW MONSTERS & UNIQUE FLORA

A discussion of the various monsters of this campaign, new and standard alike is in order. In Castle Zagyg you will note that many monsters are drawn from the *Castles & Crusades: Monsters & Treasure* volume. Many of the monsters from M&T are derived from earlier versions created by the author of this work, or created under him during his supervision of the original company.

In many cases, as you will note when perusing the statistic blocks of this work, that many monsters have been modified to reflect their capacities in the original campaign, or, in some cases, modified to reflect the author's changing tastes. For example, players so jaded as to believe that kobolds present little challenge to a well-armed group are sorely mistaken! Robust humanoids are common throughout this work, and none should be taken for granted. Indeed, most goblins are of the 1d6 HD variety, but beware the 3d6+2 HD types that deliver +2 damage with their weapons.

Likewise you will no doubt note slight variations on the functions and abilities of non-humanoid monsters as well—lycanthropes, oozes, slimes, snakes, and more. While the M&T provides a fine foundation for many monster types, the modifications found throughout this adventure more closely reflect the capacities of these various critters as presented in the original game. At each such instance, such modifications are clearly defined for the Castle Keeper to comprehend.

NEW MONSTERS:

The following monsters are either new to the Castle Zagyg adventure, or have not been covered by the *Monsters & Treasure* volume.

BATRACHIANOID ("Boggiwog")

NO. ENCOUNTERED: 2-12, 10-100 (in lair)

SIZE: Medium (5'+)

HD: 1 (d8+4)

MOVE: 20 feet, 30 feet (hop),
40 feet (swim)

AC: 14 (or by armor type)

ATTACKS: Weapon

SPECIAL: Darkvision 60',

Hopping Attack, Chameleon

SAVES: Physical

INT: Low to Average (and Special)

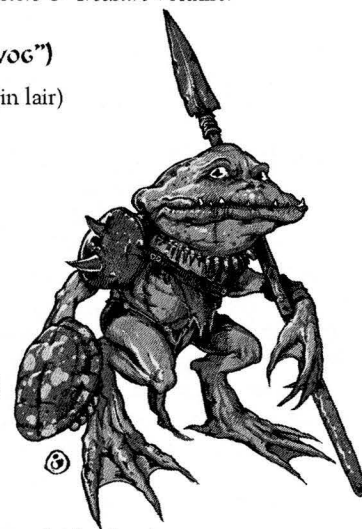
ALIGNMENT: Chaotic Evil

TYPE: Humanoid

TREASURE: 1

XP VALUE: 11+1 (regular);

35+3 (leader); 60+3 (shaman); special (chieftain)



(The co-author would like to dedicate this critter to Luke Gyga.)

Batrachianoids (or "Boggiwogs") are a race of humanoids with frog-like heads. They inhabit wet environments, such as rain forests, swamplands, damp caverns, or most any other place shade and fresh water are ample. Boggiwogs are about 5 feet tall and have leathery skin that may be smooth, warty, or folded, with an aqueous film which must be kept moist at all times. They have stout torsos and long hind legs with elongated ankle bones that allow them to hop up to 30 feet. They also have webbed feet and hands that enable them to swim quite rapidly. Amphibious humanoids, boggiwogs can breathe in water as well as air.

Some boggiwogs will garb themselves in armor, and bear shields and weapons, usually opting for spears. Most boggiwogs speak a crude form of Common in addition to their native batrachian language. They form structured tribes that number up to 100, though during their mating season, tribes will often merge for great batrachian orgies, in which up to 500 will congregate in vast marshes, rain forests, or watery caverns.

1-in-10 boggiwogs encountered will be a leader, a large-sized humanoid (7.5+ feet tall) with 3 HD (d10+4) that does +1 damage on all attacks. For every 60 encountered there will be a tribal chieftain, also large-sized and effectively functioning as a fighter of 4th to 6th level, specializing in the spear. Tribal chieftains will be accompanied by a tribal shaman with 3 HD (d8+4) and a capacity to cast a limited blend of druidic and wizardly spells of 1st - 3rd level. The Castle Keeper should choose 2 first, 2 second, and 2 third level spells from either or both the wizard and druid spell lists.

COMBAT: Boggiwogs can be terrible foes when positioned to ambush their foes. They will immerse themselves in swamp, pond or riverbank—sometimes for hours, then burst from the water or muck using their devastating hopping attack.

HOPPING ATTACK: When employing a spear or trident, a boggiwog can make a hopping attack for double damage. This attack, however, incurs a -4 penalty to the boggiwog's armor class, much like a charging attack would.

CHAMELEON: Boggiwogs may alter the coloration of their skin to camouflage themselves. When unarmored and in the appropriate environment (muck, mud, shrubs, mossy embankment, etc.), this ability confers a +5 to all *hide* checks and a +10 to surprise checks.

Special: Boggiwogs are chaotic evil by nature, but they willingly serve evil masters of other races, including humans and other humanoids. There is said to be a grotesque crossbreed of human and boggiwog. These abominable spawns have bulging eyes, long green tongues, and sallow, moist skin. They often live among boggiwog tribes, though they will at times be chosen as personal advisers to evil noblemen and kings, for they are highly intelligent, exceptionally clever, and devious.

BEETLE, FIRE (GIANT)

NO. ENCOUNTERED: 2-12

SIZE: Small (2'-3' long)

HD: 1 (d10)

MOVE: 30 feet

AC: 16

ATTACKS: Bite, 2d4 damage

SPECIAL: Darkvision 60', Red Glow

SAVES: Physical

INT: Animal

ALIGNMENT: Neutral

TYPE: Insect

TREASURE: 1

XP VALUE: 7+1



Giant fire beetles are 2 to 3-foot long insects that typically dwell in subterranean caves. They are nocturnal and possess 4 glands that produce a vibrant, mercury-red glow. They are voraciously hungry insects and feed on any organic material, including other insects. With their antennae, they taste and feel; if the substance is organic, the beetles strike.

COMBAT: Giant fire beetles attack with their giant mandibles, rending flesh. They are quick and have a durable exoskeleton; hence their high armor rating.

RED GLOW: The glands of the giant fire beetle are valued by miner and adventurers alike. If the gland is removed, the brightness endures for 1d6 days, illuminating a 10-foot radius area.

BEETLE, FLESH

NO. ENCOUNTERED: 100 - 400

SIZE: Tiny (3" to 5" long)

HD: 1 (d2)

MOVE: 10 ft.

AC: 11

ATTACKS: Bite for 0-1 damage

SPECIAL: —

SAVES: None

INT: Animal

ALIGNMENT: Neutral

TYPE: Insect

TREASURE: 1

XP VALUE: 55+3

Flesh beetles are 3 to 5-inch long insects of dun-brown coloration and a thick exoskeleton. They are carnivorous insects, feeding on flesh and excrement. They form large colonies in dark, moist environments where waste is abundant, and are typically found living in the under bat colonies roosted in caves. Here the flesh beetle will nourish themselves on guano, though they will swarm toward the flesh of a mammal, attracted by its warm blood if presented the opportunity. They lay their eggs in wet areas, such as shallow pools or ponds and sometimes wetlands, usually under a few inches of mud or sediment.

COMBAT: Flesh beetles nibble and chew their prey. Once a single beetle devours a total of 6 hit points of damage, it is sated; it will take what it has extracted (skin, flesh, hair) to feed upon under the dirt, soil, or excrement where they lair.

CORPSE CREEPER

NO. ENCOUNTERED: 1-4

SIZE: Large (8' + long)

HD: 3 (d10)

MOVE: 30 feet (crawl or climb)

AC: 17/13

ATTACKS: 8 tentacles (no damage)

SPECIAL: Darkvision 120', Paralysis

SAVES: Physical

INT: Average

ALIGNMENT: Neutral

TYPE: Aberration

TREASURE: 2

XP VALUE: 55+3

Corpse creepers are pale white to putrid yellow, wormlike cephalopods, large and segmented. Pairs of black, clawed legs emerge from each segment of their caterpillar-like bodies, and eight pinkish tentacles of 3.5-foot length emerge from the rim of their maw, surrounding a pair of stout, beak-like jaws.

Corpse creepers usually lair in subterranean environments. When they do prey the surface world (rarely), they are strictly nocturnal, their eyes well-suited to the dark. They move rather swiftly for such a cumbersome monster, climbing walls and ceilings at the same rate at which they crawl.

By and large, corpse creepers are scavengers, but they present aggressive behavior toward almost any living creature they encounter. They primarily forage for decayed flesh, nourishing themselves or using it to deposit a clutch of eggs (4-16).

COMBAT: Corpse creepers lash their victims with their long, sticky tentacles. These do no physical harm, but they secrete a fluid that paralyzes their victim. They are capable of making multiple attacks (x 8) on multiple foes, if their opponents are adjacent to one another, and each hit is subject to *paralysis* (see below). The head of the corpse creeper is AC 17, while its body is AC 13.

PARALYSIS: The sticky fluid secreted by the corpse creeper's tentacles causes paralysis (*save versus paralysis negates*) for 1d2 days, this preceded by violent muscle spasms that last for about one hour.

BEAK: After paralyzing their victim and dragging it into their lair, they will use their beak to chew the eyes and brain of the victim for 1d4 points of damage per bite, until satisfied that the victim is dead. They will then wait

for the subject to decay before further devouring it or using it as a receptacle for its eggs, often laying its terrible clutch in the voided eye sockets.

DEVIL, TONGUE

NO. ENCOUNTERED: 1

SIZE: Small to Medium

HD: 5 (d12)

MOVE: 30 feet (or special)

AC: 16

ATTACK: 2 Tongue Flicks for 1d6+1 damage each and 1d3 acid damage.

SPECIAL: Tongue Flick, Secrete Acid, Spell Abilities, Summon Imp, Fiend Traits

SAVES: Mental

INT: Average to High

ALIGNMENT: Lawful Evil

TYPE: Extraplanar

TREASURE: 5 (special)

XP VALUE: 3250+15

Tongue devils are solitary servants of Dukes and Arch-Devils of Hell. They tasked by their foul masters to guard or protect places or objects of importance located in the mortal world. This mandates the assumption of a mortal guise, and tongue devils are masters of the art. They dwell within the skin of an often placid, frail-looking person, such as an old woman, crippled man, a child, a drunkard, or an invalid. The horrific means by which a tongue devil enters its host is too unspeakable to be recorded here.

Tongue devils are rarely seen in their true form: a pallid, knot-covered slug of 9-foot length. Tongue-like appendages radiate from one end of this fibrous mass. These "tongues" are capable of stretching to 15 feet length and are similar to tentacles or feelers, black and coated with a clear, slimy substance. The eyes of the tongue devil are located at the tips of these odious appendages, but when a tongue devil assumes a human host and assimilates its central nervous system, they are able to see through the eyes of that one as if they were its own.

COMBAT: Tongue devils are keenly intelligent beings. They are not ordinarily creatures of battle, but fear battle they do not. When forced to defend that which they are charged to protect, or if they are themselves accosted, they flick their secretion-coated tongues and use their spell-like abilities. The tongues emerge from where the host's tongue would normally be; this creates a disturbing display when witnessed thus.

TONGUE FLICK: Any creature within 15 feet of a tongue devil is subject to the creature's natural attack—a flick of its two powerful tongues. These tongues deliver slamming damage and acid damage (see secrete ability for the latter).

SECRETE: When a living creature is struck by the tongue of a tongue devil, damaging secretions cause 1d3 damage (this is considered acid for *regeneration* purposes). These secretions also deliver a contagion that causes rapid dehydration and decomposition. In 6 rounds, the victim must make a SAVE VS. DISEASE or suffer a horrible rotting disease that causes the tongue to dry out, the arms and legs to become shriveled, and the eyes to swelter and burst; this process takes 5 days but is not lethal—it simply maims and mutilates its victim. This is considered a *magical disease*; hence, paladins are not immune to it, nor can they treat it. Only



the application of a *remove disease*, *remove curse* or *regenerate* spell can cure the disease before it has run its course, which ultimately blinds, mutes, and cripples its victim.

SPELL ABILITIES: A tongue devil can, once per day, cast the following spells as though they were 7th level casters: *charm person*, *suggestion*, *cause fear* (see reverse of *remove fear*), *major image*, and *teleport without error*. It has a special form of *telepathy* that allows it to use the *tongues* spell at will.

SUMMON IMP: A tongue devil is able to summon 1-2 imps to serve and protect it once per week, the summoning otherwise functioning like the *summon monster* spell.

FIEND TRAITS: Tongue devils have Spell Resistance 7 (35%). They do not suffer damage from weapons that are not magical or composed entirely of iron (such as a cold-forged iron weapon). They enjoy partial immunity (suffer half-damage) from acid, cold, and fire. They can be harmed by holy water (2d4 damage sustained per vial.)

SPECIAL: A tongue devil might have a superior treasure type in accordance with its position and duties; hence, a tongue devil might have numerous scrolls and potent magic items in its possession.

GARGOYLE, MINIATURE

NO. ENCOUNTERED: 1-12

SIZE: Tiny

HD: 1 (d8)

MOVE: 30 feet, 40 feet (fly)

AC: 15

ATTACK: 2 claws (1 HP damage each),
bite (1d4 damage), gore (1d2 damage)

SPECIAL: Weapon Immunity, Freeze

SAVES: Physical

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Magical Beast

TREASURE: 5

XP VALUE: 12+1

Like their larger counterparts, miniature gargoyles are involved with guardianship, but they do not protect old ruins, towers, or castles; rather, they protect objects of value such as art, old tomes, or magical artifacts. Utilized and controlled by wizards and evil priests, these wicked little creatures appear as statuettes, bookends, or wall sconces, lunging to attack when some predetermined event transpires, typically involving the theft or vandalization of the thing they are charged to protect.

COMBAT: Miniature gargoyles remain so still as to be mistaken with sculptures of an ugly sort. When their prey moves into range, they swarm to attack, enjoying their immunity to mundane weapons. Sadistic, they will torment their prey, even after killing that one.

WEAPON IMMUNITY: Miniature gargoyles can only be hit by magical weapons of +1 or better.

FREEZE: Miniature gargoyles can remain so still as to go virtually undetected for what they are. When they attack, characters must make a wisdom check for surprise against Challenge Level 10. Alternatively, a 50% chance of surprise (or 1-3 on a d6) is okay to assume.

GHOUL, DEGENERATE ALBINO PYGMY

NO. ENCOUNTERED: 1-6

SIZE: Small

HD: 4 (d6)

MOVE: 20 feet

AC: 14

ATTACK: 2 Claws (1d4+2) and 1 bite (1d4+1).

SPECIAL: Paralysis, Sleep and Charm Immunity, Darkvision 60', Ghoul Fever

SAVES: Physical

INT: High to Genius

ALIGNMENT: Chaotic Evil

TYPE: Undead

TREASURE: 2

XP VALUE: 50+4

Degenerate albino pygmy ghouls are midget humans of ugly malign sort that have succumbed to such wickedness and perversion that they are cursed with undeath. Shunned and loathed even by their own degenerate "living" kind, these midget ghouls are fearsome aberrations.

Degenerate albino pygmy ghouls are about 2 feet tall, have white to pallid yellow skin, large black eyes, and small, pointy teeth. They prowl and slumber in nakedness, their ugly, scar-riddled bodies often covered with oozing and open sores. Unlike their lower intelligent "living" brethren, these wicked, cannibalistic abominations possess heightened intelligence, cruel and cunning beyond the ken of even most mortals; some reputed to possess an idiot savant capacity in numeracy and calculation.

COMBAT: These undead attack with 2 claws and 1 bite. They are not mindless undead and have the survival instinct to flee if presented with difficult odds. They can paralyze their foes with their touch, and enjoy some immunities. Note that these undead will not enter the magic circle of a protection from evil spell.

PARALYSIS: Any living creature other than an elf that is clawed or bitten by a pygmy ghoul must make a save versus paralysis or become rigid (paralyzed). This paralysis lasts for 20 - 50 minutes, unless a *remove curse* or *remove paralysis* is cast.

SPELL IMMUNITY: These creatures are immune to sleep and charm spells.

GHOUL FEVER: A killed victim of this ghoul that is not eaten will become a ghoul unless a *bless* spell is cast on that one.

GOLEM, TIMBER

NO. ENCOUNTERED: 1-3

SIZE: Medium

HD: 4 (d10)

MOVE: 10 feet, 20 feet (swim)

AC: 16

ATTACK: Fist x 2 (1d6+1) or by weapon type at +3 damage.

SPECIAL: Spell Immunity, Fire Vulnerability, Hewed, Awkward Gait

SAVES: Physical

INT: —

ALIGNMENT: Neutral

TYPE: Construct

TREASURE: 2

XP VALUE: 205+3

A timber golem is a man-shaped construct hewn and sculpted from the trunks of felled hardwood trees, such as ash, beech, maple, oak, redwood, or sycamore. They are then animated with sorcerous might and endowed with the means to perform a specific function, such as physical labor, guardianship, and other like tasks, this only limited by the mind of their animator. These automatons can be "programmed" to carry out deeds comprising of (usually) 20 words or less; however, exceptional timber golems can accept more complex programming.

Timber golems possess all the features of a man, the exactness of which is determined by the sculptor. Many are entirely wooden: eyes formed of knots or gnarls, hair made of twigs and leaves, and so forth. Sometimes a wizard will appoint a master woodworker, sculptor, or cabinetmaker to carve the golem to near-perfect human semblance. Such specimens are chiseled, refined, sanded and painted with human features of such exactness as to

fool most onlookers at first glance. These wooden men might be adorned with costume, wig, and other accouterments, and the most specialized of these automatons are adorned with eyes of crystal or glass.

Despite their locomotive prowess, timber golems move with an abnormal strut and sway, but their composition gives them great buoyancy when pressed to water-borne travel.

COMBAT: When encountered, timber golems are likely performing the activity to which they have been assigned; they cease such activity only if commanded by their master, or if forced into self-defense. When compelled, timber golems respond with mindless violence, hacking, sawing, biting, or gnawing, as per their ability and capacity.

SPELL IMMUNITY: A timber golem is immune to all spells and effects save those that directly affect plants (wood, specifically) or are based on fire. If a tree spell is cast upon a timber golem it does not destroy the creature but permanently transforms it into a non-magical tree of the type specified by the caster, as though *polymorphed*. There is no save against this effect.

FIRE VULNERABILITY: Timber golems are vulnerable to fire; hence they receive x1.5 damage from fire attacks. If magical fire is used against them, they immediately ignite, accruing additional 1d8 damage per round.

HEWED: Timber golems are hacked from select, living hardwood trees, often those found in the deepest parts of the forest; thus, they retain a fear of and a vulnerability to lumbering tools, such as axes and saws. If such a weapon deals damage to a timber golem, increase it by half.

AWKWARD GAIT: The walk of a timber golem is restrictive, preventing quick and dexterous motion. As such, a timber golem always attacks last on a given round of combat.

LOSEL

NO. ENCOUNTERED: 5-30 or 60-120

SIZE: Medium

HD: 1 (d8 + 4)

MOVE: 30 feet (40 ft. climb or brachiate)

AC: 14

ATTACK: by weapon at +2 damage due to strength

SPECIAL: Long Arms, Conceal, Darkvision 300 ft

SAVES: Physical

INT: Low - Average

ALIGNMENT: Neutral Evil

TYPE: Humanoid

TREASURE: 1 - 4 (50%)

XP VALUE: 18+1 (regular); 40+2 (sub-chief); 140+4 (chieftain); 160+4 (shaman)

Losels are green-complected humanoids of apish sort, resembling a cross between a gorilla and an orc, though the more hardened individuals exhibit more advanced, human-like features. They are able climbers, as agile as chimpanzees, and can brachiate as do orangutans (moving at normal speed thus), even when wearing armor and carrying gear.

Losels are forest dwellers. They live in tribal bands, their woven huts hidden in the tree canopy. They are stealthy adepts, remaining near invisible when in trees or other green foliage – aided, no doubt, by their green complexion. They are generally hostile to others and constantly war with humans, elves, and others within their territory or near enough to allow raiding parties. Losels prefer the use of primitive weapons such as stone clubs, and they have a macabre tendency to collect trophies—especially fingers—from foes they fell.

Tribal groups number from 21-50 male warriors, with approximately the same number of females and about half that number of young and old. Thus a tribe with 40 male warriors would have circa 40 breeding females,

20 immature, and 20 elderly members. Immature and elderly losels are non-combatant. There will always be a shaman in a tribal community.

For every 10 losel encountered, at least one will be above average, a 2 HD sub-chief (with attacks at +3 damage due to strength). For every 50+ encountered, one will be a 4 HD chieftain (with attacks at +4 damage due to strength), this one being human-like of features, of evolved intelligence, and capable of weapon specialization. Every losel chieftain is advised by a shaman. A losel shaman is always female and always has 4 HD, typically having access to 1st - 3rd level cleric spells, druid spells and/or wizard spells.

Losel raiding parties typically consist of 5-30 members, half being female (their attacks at +1 damage due to strength). There is a 10% chance per 10 raiders that a shaman will be accompanying the group.

COMBAT: Preferring hit-and-run tactics, losels make use of their forest homes to great advantage, attacking quickly before retreating into the underbrush and growths above. They are not afraid of uneven numbers, relying on stealth and maneuvering to confuse their enemies.

LONG ARMS: The reach of a losel is enormous, allowing the creature to gain the advantage of first strike against opponents of equal or smaller-size; this despite not using a weapon that would normally grant thus. Any creature of small or medium size is affected by this ability. However, a creature of large size can still gain first strike over a losel if it using a long weapon, such as a polearm.

CONCEAL: Losel are able to use the ranger class ability *conceal* whilst they are in natural (forest) terrain. They do not suffer penalties to the checks due to movement.

SPECIAL: Losel shamans have both Mental and Physical ("M + P") as Prime Saves. Treasure earned from an encounter with losel is half normal; determine as normal, but reduce all numbers by half.

PIRANHA, GREEN-SPOTTED

NO. ENCOUNTERED: 5-40 (small school); or 10-100 (large school)

SIZE: Small

HD: 1d2

MOVE: 60 Feet (Swim)

AC: 14

ATTACK: Bite (1d4+1)

SPECIAL: Feeding Frenzy, Electricity Vulnerability

SAVES: Physical

INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: 1

XP VALUE: 5 + 1

These 12-inch-long, flesh-eating fish swim in schools of small to large size, inhabiting freshwater ponds, lakes, and streams. They are of dark coloration, gray-black, with green spots. They have two rows of razor-sharp teeth and have a capacity to swarm their prey once the bloodletting begins.

COMBAT: Green-spotted piranha might well ignore (25% chance) potential prey merely swimming past, unless that one is a bleeding, warm-blooded creature, in which case the smell of blood will entice one to bite, this reaction soon causing the entire school to engage their prey in a feeding frenzy.

FEEDING FRENZY: Once one green-spotted piranha attacks, it takes 1d4 rounds before 1d6 more attack. Every third round later, 1d6 more will arrive until the entire school goes into a feeding frenzy.

ELECTRICAL VULNERABILITY: Green-spotted piranha are vulnerable to electrical attacks. Electrical attacks will do double damage to them.

RED FERN ("MALDRANE'S FLORA MALEFIC")

No. Encountered: 1 Or 3-5
Size: Small Or Medium
HD: 2 (D8)
Move: —
Ac: 8
Attack: Thorn Burst (2d4)
Special: Thermal Sense, Thorn Burst
Saves: None
Int: Animal
Alignment: Neutral
Type: Plant
Treasure: Nil
Xp Value: 3 + 1

The red fern flourishes amidst beds of long-stem flowers, within grassy fields or meadows. If not for their striking caramel odor, they would likely be dismissed as simple flora — a mistake often discovered too late, for this deadly plant has a root nodule that is abundant with thousands of sharp, porcupine-like thorns. Animals are often drawn to the sweet scent radiating from the plant's foliage. When the red fern detects heat and motion within its area, its root nodule will release a spray of thorns.

Red ferns are migratory plants, using mammals as their reproductive vehicle. These dangerous plants are not actually "red" in color; rather, they are a forest green. Their name derives from their unique process of germination, it being notorious for drawing the blood of men.

Combat: Red ferns are non-combative; they simply release their thorns to ensure survival.

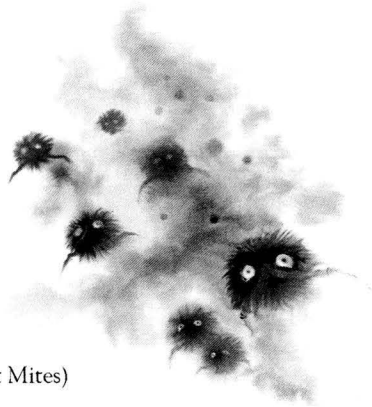
Thermal Sense: A red fern is able to detect subtle shifts in temperature caused by the approach of any warm-blooded creature to a maximum range of 20 feet.

Thorn Burst: Any creature that comes within 10 feet of a red fern causes the plant to release a thorn burst, randomly filling a 20 foot diameter circle around the patch with a spray of fine needles. Creatures in the area of effect take 2d4 damage, save vs. breath weapon for half damage.

Imbedded thorns remain in the flesh until they either fall off (after 3-6 days) or are individually plucked off, the latter of which can take several hours. Extracted needles that eventually fall to the ground will sprout within a few days, these germinated seeds having stored vitamins and other nutrients abstracted from their respective victim(s) to facilitate their metastasis.

SOOT MITE (MINIATURE SMOKE ELEMENTAL)

No. Encountered: 20-80 (Small Swarm); 200-500 (Large Swarm)
Size: Tiny
HD: 1d2
Move: 30 Feet (Fly)
AC: 12
Attack: —
Special: Suffocate, Fire Resistance, Weapon Immunity
Saves: Physical
Int: Low
Alignment: Neutral
Type: Elemental
Treasure: 1
Xp Value: 1 + 1 (Per 10 Soot Mites)



(Inspired by the animated works of Hayao Miyazaki)

Between the Elemental Planes of Air and Fire there exists a smoky place where blizzards of soot and ash swirl eternally. Here dwell elementals of a strange sort, such as the soot mite. These tiny, 2-inch diameter elementals

gather in swarms, weightless, fuzzy creatures with round white eyes that betray a constant look of worry.

Timid by nature, soot mites fear most things. They are, however, insatiably curious, and when an elemental of air or fire is conjured near their whereabouts, the tiny elementals will piggyback along, just because. Once in a realm outside their native one, they seek places where fire and air interact, such as a fireplace, furnace, oven, or stove. Although timid, these tiny creatures are also somewhat mischievous, and it is not impossible to befriend them.

COMBAT: Soot mites are non-combative creatures, but will defend their colony if attacked. They swarm about the attacker, choking that one, sometimes to the death (they will depart an unconscious victim in most cases). They are immune to fire attacks and cannot be hurt by edged or piercing weapon attacks. They are affected only by area effect attacks or bludgeon weapons; notwithstanding, a simple boot will squish one of these creatures to dust, more often than not.

SUFFOCATE: Soot mites engulf and suffocate their victim. Any action other than fighting off the swarm causes the victim to cough and choke violently. The victim will be at -2 "to hit" and damage during this time, and they are unable to cast spells with a somatic component. After 5 rounds of suffocation, and every round thereafter, the victim must make a successful poison save or pass out. The soot mites will then flee their unconscious victim 9-of-10 times; otherwise, they continue to choke their victim to the death.

FIRE RESISTANCE: Soot mites are 100% resistant to fire.

WEAPON IMMUNITY: Soot mites are immune to edged and piercing weapons; they are affected only by bludgeoning weapons.

SPIDER, BROWN RECLUSE

No. Encountered: 1
Size: Tiny
HD: 1 (d2)
Move: 5 feet (crawl or climb)
AC: 12
Attack: Bite
Special: Poison Venom, Necrosis
Saves: Physical
Int: Animal
Alignment: Neutral
Type: Insect
Treasure: —
Xp Value: 9+1

The brown recluse spider is a tiny, eight-eyed arachnid 1/4" - 1/2" long. Its color is generally brown, its body exhibiting an odd cephalothorax with a dark brown spot of violin shape. Its legs are light brown and its abdomen is dark brown, yellow, or greenish yellow.

This insect often hides the homes of humans and the like, usually in the darkest and smallest places it can find. In its natural habitat, it lurks beneath rocks or in tree holes. The brown recluse actually has no interest in people; its bite is always unintentional, usually because it's been accidentally touched.

COMBAT: This spider attacks its prey by injecting venom with its bite. The initial bite does no damage, but the poison venom conferred is powerful: no saving throw allowed.

POISON VENOM: The victim of a brown recluse spider bite is injected with potent venom. 10 rounds after being bitten, the subject loses 1 HP. This damage repeats every 10 rounds for 3d4 additional times, unless *cure poison* is cast. Furthermore, the bite causes necrosis.

NECROSIS: The poison of this spider produces the necrosis (death) of

soft tissue. This begins as a local inflammation with reddening, dropsy, and pain. Symptoms that follow may include: fever, itching, nausea, restlessness, shivering, and vomiting. Some untreated victims (5%) will go into shock. The injury has the appearance of a 2" to 3" ulcer, which can take several (3d4) months to heal, usually leaving ugly scars.

SPRIGGAN ("TOMMYKNOCKER")

NO. ENCOUNTERED: 2-5
SIZE: small (or large)
HD: 1 (d8+3); or 4 (d8+5)
MOVE: 40 feet.
AC: 17 (15)
ATTACK: by weapon type (dagger, darts)
SPECIAL: Spells and Thief Skills
SAVES: Physical
INT: Average
ALIGNMENT: Chaotic Evil
TYPE: Fey
TREASURE: 1
XP VALUE: 60+3, 120+4 (rare species)

Spriggans are ugly, malign little (2-foot tall) people with furry skin, long tails, and luminous eyes. They are found on the fringes of society: sewers, abandoned buildings, vacant areas, etc. In their natural state they are sometimes mistaken for cats. They revel in causing mischief of the most sadistic species. They are also noted for being proficient thieves.

COMBAT: Spriggans often work in tandem, using their *confusion* and *invisibility* powers to rob their victims and escape before violence. Rare spriggans may also use a special form of *alter size* in which they transform to 10-foot height. In giant form, they become 4 (d8+5) HD creatures, AC 15.

SPELL-LIKE ABILITIES: *confusion*, *invisibility* (1/day), as if by a 5th level caster. 1-per-10 spriggans can use a variant of *alter size* (giant) at will.

THIEF ABILITIES: Spriggans have all the abilities of a 5th level thief with 19 dexterity.

TZZATHOGOYLE

NO. ENCOUNTERED: 2-8
SIZE: Large
HD: 3 (d8)
MOVE: 15 feet, 30' jump, 40' fly
AC: 15
ATTACK: Tongue Lash, 1d4 damage
SPECIAL: Swallow Hole, Stone Shape, Regeneration
SAVES: Physical
INT: Average
ALIGNMENT: Neutral Evil
TYPE: Magical Beast
TREASURE: 3
XP VALUE: 55+3

(Inspired by the works of Clark Ashton Smith.)

Reputed to be the progeny of a most foul demon-deity of antediluvian origins, tzzathogoyles are 9 feet tall, quasi-gargoyles of demonic, batrachian semblance. These frightful horrors are able to petrify themselves, becoming actual statues of a disturbing species, though they can assume their natural state at will, particularly at night when they hunt.

Tzzathogoyles are frog-like monsters, with saucer-like eyes, wide jaws, and long hind legs with webbed feet. When in their petrified state, they are composed of a glossy, green-black stone, cold to the touch. In their natural state they have putrid yellow bellies layered with moist scales, and brown, bat-like fur coats their arms, legs, and back. Horned, scaly wings

protrude from their backs, and from their wide maws hang thick, warty tongues of 3-foot length.

Tzzathogoyles are often summoned and bound by mad or evil dweomercraefers to stand vigil someplace, though it is nigh impossible to keep them entirely in check, for hunt they must. Some eccentric practitioners of the arcane are believed to conjure these creatures exclusively for their frightful aesthetic value, to enhance a castle, temple, or other monument.

COMBAT: Tzzathogoyles attack with a tongue lash for 1d4 damage. With these tongues they can swallow whole small-sized creatures.

SWALLOW HOLE: If a tzzathogoye strikes with its tongue attack against a small-sized creature, and the CK rolls a natural 20, the victim is swallowed. The tzzathogoye can hold 2 such victims in its stomach. If the victim has an edged weapon, they might cut their way out, but must hit an AC 19. Only two chances permitted; afterwards, the victim passes out entering a coma-like state in which it is slowly digested (sometimes over several weeks) before actually perishing, as the drain amounts to 2 HP per week.

If the swallowed victim succeeds in hitting from the inside, the beast is killed, and the victim is coughed up. If others attack while a victim is within its belly, there is a 1-in-6 chance that the swallowed one is also struck, but for half-damage. If the attacker attempts to avoid striking the monster's midsection thus, all attacks are at -2 "to hit".

STONE SHAPE/REGENERATION: Tzzathogoyles are able to petrify themselves at will. In their petrified state they *regenerate* at 1 HP per round. If a Tzzathogoye is killed, in death it assumes a broken stone shape, regenerating as noted unless *remove curse* is cast on the shattered remains.

WAYLAY WEEDS

No. Encountered: 5 to 25-foot diameter patch
SIZE: Small
HD: 1 (d6) per 5' square
Move: —
AC: 11
Attack: Special
Special: Grab, Poison
Saves: P
Int: Animal
Alignment: Neutral
Type: Plant
Treasure: Nil
Xp Value: 4 + 1 (Per 5' Square Eliminated)

Waylay weeds appear much like the cocklebur weed, the difference being that waylay weeds are animated and will attempt to grab any creature that moves into or through their patch. They do this in order to transfer their seeded burs over long distances, using the creatures they ensnare as migratory vehicles.

Waylay weeds are found in fields and by roadsides. They grow from 1 to 3 feet high, and their rough, olive-green leaves are irregular. They have blue-white flower clusters, some of which bear pollen, the others developing seeds. The pollen-bearing flowers grow on the upper branches; seed-bearing flowers grow on the lower branches. The seeds of the waylay weed are contained within spiny burs that easily stick to clothing and fur. The seedlings are poisonous and can kill small mammals that graze upon them.

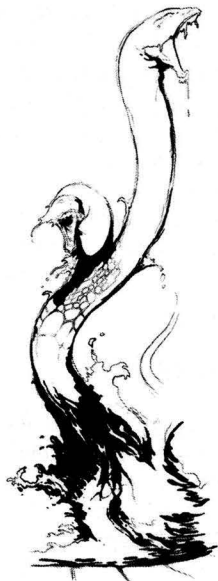
Combat: Waylay weeds, technically speaking, are non-combatant; they simply ensnare passing creatures so as to transfer their seeded burs. While a small amount of damage is inflicted from being ensnared and pricked, the greater threat posed is if more potent enemies are able to attack the helpless victim.

Grab: A waylay weed will grab any creature that moves into its patch. A successful dexterity save (alternatively, a petrification save might be used) allows one to avoid being ensnared thus, but a save must be made per round spent in the patch. A held victim suffers a -2 to attacks ("to hit" and damage), -4 effective dexterity, and cannot cast spells that require a somatic component. A successful strength check is required to break free of the weeds. This save may be made once per round; notwithstanding, waylay weeds release their victim(s) after 7 to 10 rounds (1d4+6). A successful grab also delivers 1 point of damage as several spiny burs are squeezed into the victim.

Poison: If ingested by a mammal of 50 pounds or less, the seedling (young plant) of a waylay weed is toxic, requiring a poison save, a failure resulting in 24 hours of vomiting/diarrhea, and in rare cases, death if abundant hydration does not follow.

WATER WHIP

NO. ENCOUNTERED: 1-3
SIZE: Large (10' +)
HD: 3 (d10)
MOVE: 30 feet
AC: 16
ATTACK: 2 Water Bashes (1d6 damage each) and 1 Whip (special)
SPECIAL: Paralyzing Shock, Weapon Resistance, Resistances, Electric Recharge, Reform, Vulnerability
SAVES: Physical
INT: High
ALIGNMENT: Chaotic Evil
TYPE: Elemental
TREASURE: 5
XP VALUE: 110+3



Water whips are 10-foot long (or greater) watery serpents native to the Elemental Plane of Water. They are evil and malicious creatures, feeding on the water and life-energy of the living creatures they combat. Often the subject of powerful wizards' conjuring, these elementals are often bound to perform some task such as guardianship.

COMBAT: In battle, water whips manifest as a three-headed eel composed of living water, it possessing two stout watery appendages and one long water whip (for which it is named). The two stout appendages attack for physical damage, while the long whip delivers an electrical shock; the former have a 3-foot range while the latter has a 15-foot range.

PARALYZING SHOCK: When the long whip-like appendage strikes an opponent, an electrical jolt is delivered that directly affects the nervous system of the target. The target must make a saving throw versus paralysis or become rigid and motionless for 1d4 hours.

WEAPON RESISTANCE: Edged and piercing weapons do a maximum of 1 HP of damage against these elementals, though magical bonuses can increase this number. Blunt weapons do normal damage.

RESISTANCES: Cold attacks do no damage to water whips, but they do *slow* the creature (see the reverse of the *haste* spell). Fire attacks do no damage.

ELECTRIC RECHARGE: Electrical attacks heal water whips for 1 HP per damage die (e.g. a 4d6 lightning bolt will heal it for 4 HP).

REFORM: Once this elemental takes damage equal to or greater than its HP total, it disperses to reform again in 1d4 hours (its HP total re-rolled).

VULNERABILITY: A *bless water* spell automatically kills water whips.

WOLVERINE (GLUTTON), HUGE

NO. ENCOUNTERED: 1
SIZE: Medium
HD: 4 (d10)
MOVE: 30 feet
AC: 16
ATTACK: 2 claws (1d4+2 damage each) and 1 bite (1d6+2)
SPECIAL: Attacks at +4 HD, Musk Spray
SAVES: Physical
INT: Inferior to Average
ALIGNMENT: Neutral Evil
TYPE: Magical Beast
TREASURE: —
XP VALUE: 110+4



Double the size of a normal wolverine, the huge wolverine is a 5 to 6-foot-long, 150 to 250-pound carnivore that resembles a bear with a long tail; in fact, it is a member of the weasel family. How such gigantism has occurred in the species can only be attributed to magic.

Huge wolverines give off a noxious, skunk-like odor, and they possess powerful jaws with uniquely aligned molars that allow them to chew through rock as easily as wood; this also allows them to crush bones with ease, from which they greedily extract marrow. Huge wolverines are incredibly powerful creatures, a mass of muscle and rage, and they have been known to attack prey as large as aurochs, mammoths, and mastodons, though they will feed on carrion as well.

Whether it be a byproduct of their hypothetical magical endowment, or natural species advancement, huge wolverines also possess limited intelligence. They are said to be wicked and violent, reputed to kill for sheer pleasure alone. They are also described as clever and devious by those who have observed them in the wild, their intellectual acuity betrayed by their sinister eyes.

COMBAT: Huge wolverines are vicious beasts that fight as though they are 4 HD higher than they are. They can attack with 2 claws and 1 bite, or they can turn about and release their musk spray.

MUSK SPRAY: The huge wolverine can 3 times per day release a musk spray 10' wide by 30' long. A saving throw versus breath weapon must be made, or the subject is blinded for 1-6 hours; regardless of the save, any creature in the spray's area of effect is sickened and suffers -4 strength, dexterity, and constitution for 2-8 turns. In addition, any creature touched by the musk will carry a nauseating stink. Cloth material touched by the musk will rot within 24 hours; even magical garments are affected (*however, magical cloth items may be allowed an item saving throw using a base 12 with a +1 added to the roll for every magical bonus and/or magical ability the garment possesses*). Musk-sprayed creatures and their non-cloth apparel and gear must be cleansed and aired out for several (3d4) days before they are completely free of the disgusting odor.

UNIQUE FLORA:

The following flora are new to the *Castle Zagyg* adventure, adapted from Gary Gygax's *Legendary Adventure* role-playing game.

Air fungus: This is a 1 to 4-foot diameter, fleshy spherical fungoid growth that springs from damp rock or stone, drawing most of its nutrient needs from the air. Most of its varieties are not poisonous and so provide food for many subterranean creatures. Some are lighter than air because of internally generated hydrogen gas. Contact with flame will cause one to explode, this explosion inflicting d6 damage to all within a radius of 3 feet per 1 foot of diameter (each fungus being of 1 to 3-foot diameter). If

there are other air fungi in this radius they too will explode thus, possibly causing a chain reaction.

Comiwiss Toadstool: (2-8 in a batch.) This subterranean fungi form grows almost anywhere underground where there is rich compost. Because it is tasty, it seldom survives past the white immature stage to the mature black and white splotched form. It shrinks in mature form to a hemispherical-cap growth of about one-inch diameter and double that height. Dried, it is half that size. It has a musky smell redolent of bovine excrement. Eating one causes the consumer to snort and huff for one minute, then become exceptionally strong for 11-20 minutes time. During this period, an extraordinary strength is added, effectively a score of 18, or even 19, if the individual is already of 18 strength. Eating more than one doubles the base time of non-aggression (snorting and huffing), but adds no further strength, for each additional one consumed.

Glowlichen: A phosphorescent subterranean lichen that emits a bluish radiance. If profuse it can actually enable normal sight in an area of about 20-foot radius, vision in humans equal to partial moonlight in the area. It is consumed by a number of underground creatures, and this causes them to glow faintly for some minutes (1-20) thereafter.

Sunset Mushroom: (1-6 in a batch.) This subterranean fungi form grows almost anywhere. It has a bright color, is smallish with an upturned, concave cap, and has a sharp, peppery smell. Sunset mushrooms have a soporific toxin, and eating one causes the consumer to fall into a comatose slumber for from 7-12 hours. Eating more than one doubles the base time of unconsciousness for each additional one consumed.

Warmfeeling Fungi: (2-8 in a batch.) This subterranean fungi form grows almost anywhere in the subterranean ways, but it is very rarely found. It is rosy-pink at the top of its thumb-like growth, pale at the base. It has a slightly sour smell, belying its effect. Eating one causes the consumer to be suffused with a warm feeling towards all, a sense of wellbeing and amity that prevents any aggressive behavior for 11-20 minutes time. Eating more than one doubles the base time of non-aggression for each additional one consumed (thus, 21-30, 31-40, and so on).

APPENDIX D: NPC GROUPS

Several NPC Groups will frequent Castle Zagyg, seekers of magic and treasure, adventure and glory. The Castle Keeper is advised to create a few unique ones of his own, these serving as potential allies, enemies, or competitors. Presented below are three such groups and mage-thief scout of a group not yet present.

The first group, **STEN'S MEN**, is comprised of a trio of thieves who dwell in the ruins atop the bluff (see *Ruins of the Castle Precincts* #27). They use their magic gem to transport themselves below, it seemingly unaffected by the teleportation restrictions that bar other such magic.

The second group, **THE SWAMP RATS**, is a group of river pirates who limit themselves to visiting the postern gate (see *Ruins of the Castle Precincts* #36) and the ground floor of the fortress (see *Castle Fortress*). If it becomes their desire to attempt a delving, that is of course your purview as Castle Keeper.

The third group, **THE RED GRIFFIN COMPANY**, is more of a traditional adventuring party that might be encountered anywhere. These characters might also be used as Pre-generated Player Characters for tournament play; thus they are presented with greater detail.

The fourth is not a group, but rather the scout of another group not yet arrived at Castle Zagyg. **TITANIA WILLOWSHIEE** is a mage-thief of higher level than this adventure requires. For solo-play, however, she presents an excellent option; a well-rounded character covering a wide range of capacities.

STEN'S MEN:

This trio of human thieves is led by "Captain" Sten Edgewood, a tall, spindly man with long black hair and a crooked nose. His underlings are Smith and Oaks. Captain Sten and his men utilize his GEM OF SUBTERRANEAN TRANSPORTATION* to teleport themselves to the dungeons of Castle Zagyg. They are not interested in associating themselves with other adventurers unless it is financially advantageous to them; notwithstanding, their goal is the accumulation of treasure, and they don't care one bit about anything or anyone else.

THIEVES (SMITH AND OAKS) x 2: (These are 2nd level, neutral evil, human thieves whose vital statistics are HD 2d6, HP 8, 10 AC 14. Their primary attributes are dexterity, intelligence, charisma. Their significant attribute is dexterity 16. They each have leather armor, short sword [+1 "to hit"; 1d6 damage], dagger, light crossbow [+2 "to hit"; 1d6 damage], 20 bolts, and 5d6 sp. XP: 54, 60)

CAPTAIN STEN: (He is a 1st/5th level, neutral evil, human wizard/thief whose vital stats are HP 21, AC 17. His primary attributes are dexterity, intelligence, charisma. His significant attributes are strength 16, dexterity 18, intelligence 16. He is equipped with +2 leather armor, +1 short sword [+5 "to hit"; 1d6+3 damage], belt axe, +1 light crossbow [+6 "to hit"; 1d6+1 damage], 20 bolts, wand of detect magic [18 charges], gem of subterranean transportation*, thieves' tools, 3 gp, 7 ep, 10 sp, a diamond ring worth 20 gp, and a ring of keys [to Ruins of the Castle Precincts #27]. Wizard spells typically memorized: Oth: detect magic, light x3; 1st: charm person, spider-climb x2. XP: 250)

* see Appendix B.

THE SWAMP RATS:

The Swamp Rats are a band of rough rivermen who trade with the gang of bandits occupying the ground floor of Castle Zagyg. Led by Captain Edgar "Lord of the Fens" Williamson, this band sails a single-mast snekke (longship) up and down the False Urt River. Captain Edgar is a bear of a man with long shaggy hair, grizzled countenance, a broad jaw, and close-set eyes. His first mate, Lawrence "Lucky Larry" Pike is a narrow man, balding and quick of temper. Sven "Bear" Eriksson is the second mate, a mass of muscle, freckle-faced, with blondish-red hair and beard, pinkish skin (freckled), and a roaring laughter.

The Swamp Rats have a camp in the Grey Pools Mire, and Edgar is able to speak the sibilant tongue of lizardfolk and the croaking batrachianoid. Their snekke, *The Fen Serpent*, is a 55-footer, 8.5 feet wide with a 1.5-foot draught, its prow carved to resemble a pair of intertwining snakes. It has a crew of 20 men, the crew able to land and beach the boat and carry it when necessary. The ship is fitted with oars almost its entire length and its mast holds a single square sail. Shields line both its sides.

The Swamp Rats are capable of navigating their ship along every waterway of the East Mark. When in Yggsburgh they are known to frequent the River Rat Tavern (CZY #59) or The Boatman Tavern (CZY #79). Tough brawlers and able rivermen, this band is viewed as outlaws by some, an unruly lot of drunkards and ne'er-do-wells by others, and (to a precious few) as honorable heroes. If encountered by an adventuring party, they attempt to avoid trouble, for their creed is to "survive like a swamp rat."

When trading with the bandits of the castle (about once per week), they dock at the pier and send 7-12 of their number to the top of the stairs before the Postern Gate (see *Ruins of the Castle Precincts* #36). Never does Captain Edgar attend unless by invitation of the bandit leader to discuss the state of trade or other business. The first mate always stays with the ship. The rivermen convey both armor and weapons as well nets of fresh fish, game, vegetables, bread, flour, ale, wine, and brandy to the bandits who pay with gold, jewelry, gems, and silks. Notwithstanding, the communications between the rivermen and the bandits is terse at best.

THE SWAMP RATS CREW:

1 Captain (Edgar)

1 First Mate (Lawrence)

1 Second Mate (Sven)

20 Riverman Sailors

CAPTAIN EDGAR "LORD OF THE FENS" WILLIAMSON: (He is a 7th level, chaotic neutral, human fighter whose vital stats are HP 50, AC 17. His primary attributes are strength, constitution, wisdom. His significant attributes are strength 17, dexterity 17, and wisdom 15. He is specialized with the bastard sword. He possesses the secondary skill of Nautical Ability* [level 4]. He is equipped with +2 studded leather armor, +1 bastard sword [+11 "to hit"; 1d10+4 damage], club, 12-inch knife, oil of water walking** [3 application bottle], 75 gp, and a gold chain worth 150 gp. XP: 620)

LAWRENCE "LUCKY LARRY" PIKE: (He is a 4th level, chaotic neutral, human fighter whose vital stats are HP 23, AC 12. His primary attributes are strength, constitution, wisdom. His significant attribute is strength 16. He is specialized with the trident. His secondary skill is Nautical Ability* [level 3]. He is equipped with leather armor, +1 trident [+8 "to hit"; 1d8+4 damage], heavy spear, club, 12-inch knife, 65 sp, and a gold ring worth 25 gp. XP: 152)

SVEN "BEAR" ERIKSSON: (He is a 3rd level, chaotic neutral, human fighter whose vital stats are HP 22, AC 12. His primary attributes are strength, constitution, wisdom. His significant attribute is strength 18. His secondary skill is Nautical Ability*, level 2. He is specialized with the battle axe. He is equipped with leather armor, battle axe [+7 "to hit"; 1d8+4 damage], heavy spear, club, 12-inch knife, and 66 sp. XP: 96)

RIVERMEN X 20: (They are 0th level, chaotic neutral, human fighters whose vital stats are HD 1d8, HP 5, AC 11. Their primary attributes are physical. Their secondary skill is Nautical Ability*. They are equipped with leather coats, crossbow and 20 quarrels [10 crewmen] or spears [10 crewmen], short swords, 12-inch knives, and 2d6 sp. XP: 5+1)

*Nautical Ability is a secondary skill described in the CZY Appendix.

** see APPENDIX B.

THE RED GRIFFIN COMPANY:

This group of 7 adventurers is exploring Castle Zaggy to unlock its secrets and win its treasures. They are generally neutral of alignment. They might temporarily befriend the PC party, or they might prove to be competitors, or, in the worst scenario, enemies. Despite their assorted origins, the group has solidarity, each bearing the mark of the griffin on their persons or equipment.

The Castle Keeper should use discretion when using this group or any other NPC party. The NPCs should not outshine the PCs, robbing them of treasure discovery and exploration opportunity. Likewise, they should offer little information of value; rather they should present misleading information, or prove reluctant to share little they do know. They should not sell or give away their items, nor should they trade spells or show the PCs their own mapping efforts.

BYRNE BRIGHTSMITH

(Captain of the Red Griffin Company)

CLASS: Fighter RACE: Human

ALIGNMENT: Chaotic Neutral

LEVEL: 3 XP: 5,000

HP: 25 AC: 19

MV: 30 ft. BONUS "To Hit": +3

PRIMARY ATTRIBUTES: Strength, Dexterity, Intelligence

SECONDARY SKILLS: Swindling Ability

ABILITIES: SAVING THROWS (to beat CL 0):

STRENGTH: 16 (+2) PARALYSIS, CONSTRICTION: 7

DEXTERITY: 16 (+2) BREATH WEAPON, TRAPS: 7

CONSTITUTION: 10 (+0) DISEASE, POISON: 15

INTELLIGENCE: 15 (+1) MAGIC: 8

WISDOM: 10 (+0) CNFSN, PETRF., PLYMRPH, DIV. MGC: 15

CHARISMA: 16 (+2) DEATH, CHARM, FEAR: 13

FIGHTER ABILITIES: longsword specialization (+1 "to hit"; +1 damage)

COMBAT: +1 longsword (specialized): +7 "to hit"; 1d8+4 damage

dagger: +5 "to hit"; 1d4+2 damage

throwing knives: +5 "to hit"; 1d3+2 damage

WEAPONS: +1 longsword, dagger, (2) throwing knives

ARMOR: plate mail, war hat

EQUIPMENT: small backpack, 12' ball of sinew, tinderbox, 3 days rations, 32 oz. flask of water, whetstone.

MAGIC ITEMS: potion of healing (2d4+2)

BACKGROUND

Byrne is a former soldier of Yggsburgh who rose to the rank of First Class Soldier, but he decamped in favor of a life of adventure and derring-do. He is the founder and leader of the Red Griffin Company. Renowned as a scoundrel and rascalion, Byrne has a clever wit, charismatic charm, and no small amount of luck.

CHARACTER'S RELATIONSHIPS

Byrne has a penchant for giving in to Vixeen's wishes. He often takes counsel from Cormack, whom he respects.

+++++

CORMACK MAK BRAN:

(Knight-Errant of The Order of the Citadel)

CLASS: Knight RACE: Human

ALIGNMENT: Lawful Neutral

LEVEL: 4 XP: 9,500

HP: 32 AC: 18

MV: 30 ft. BONUS "To Hit": +3

PRIMARY ATTRIBUTES: Strength, Constitution, Charisma

SECONDARY SKILLS: Military Leadership

ABILITIES: SAVING THROWS (to beat CL 0):

STRENGTH: 18 (+3) PARALYSIS, CONSTRICTION: 5

DEXTERITY: 15 (+1) BREATH WEAPON, TRAPS: 13

CONSTITUTION: 15 (+1) DISEASE, POISON: 7

INTELLIGENCE: 10 (+0) MAGIC: 14

WISDOM: 15 (+1) CNFSN, PETRF., PLYMRPH, DIV. MGC: 13

CHARISMA: 15 (+1) DEATH, CHARM, FEAR: 7

KNIGHT ABILITIES: Birthright Mount, Horsemanship, Inspire, Embolden

COMBAT

broadsword: +6 "to hit"; 2d4+3 damage
12-inch knife: +6 "to hit"; 1d3+3 damage

WEAPONS: broadsword, 12-inch boot knife

ARMOR: plate mail, war hat

Equipment: small backpack, (2) torches, tinderbox, 3 days rations, 32 oz. flask of water, whetstone.

MAGIC ITEMS: potion of healing (2d4+2)

BACKGROUND

Cormack Mak Bran awoke to find himself the only survivor. His company had been ambushed and cut down by orcs, his soldiers dead. Guilt-ridden, he resigned his commission from Yggsburgh's Order of the Citadel, despite their protestation. One night, while drinking away his sorrows at the Green Dragon Inn, he and his companion, Brok the Dwarf, were convinced by the charming Byrne Brightsmith to join the *Red Griffin Company*, an eclectic band of adventuring folk. Cormack has never looked back.

CHARACTER'S RELATIONSHIPS:

Cormack is rather distant and distracted, though he offers his counsel to Byrne when asked. Brok Hammerfell is a good friend. He sees Vixena for the manipulator that she is.

+++++

VIXENA MEADOWS

(Yggsburgh Thieves' Guild Operative)

CLASS: Thief **RACE:** Half-Elf **ALIGNMENT:** Chaotic Neutral

LEVEL: 3 **XP:** 3,000

HP: 15 **AC:** 15

MV: 30 ft. **BONUS "TO HIT":** +1

PRIMARY ATTRIBUTES: Dexterity, Intelligence

SECONDARY SKILLS: Escape Ability

ABILITIES: **SAVING THROWS (to beat CL 0):**

STRENGTH: 13 (+1) **PARALYSIS, CONSTRICTION:** 14

DEXTERITY: 17 (+2) **BREATH WEAPON, TRAPS:** 7

CONSTITUTION: 13 (+1) **DISEASE, POISON:** 14

INTELLIGENCE: 16 (+2) **MAGIC:** 7

WISDOM: 10 (+0) **CNFSN, PETRF., PLYMRPH, DIV. MGC:** 15

CHARISMA: 18 (+3) **DEATH, CHARM, FEAR:** 12

THIEF ABILITIES: back attack, climb, decipher script, hide, listen, move silently, open lock, pick pocket, thieves' cant, traps.

HALF-ELF ABILITIES: empathy, move silent, spot hidden doors, enhanced senses, spell resistance (sleep + charm), thief modifiers (+2 listen, +2 find traps, +2 move silent)

COMBAT:

+1 shortsword: +3 "to hit"; 1d6+2 damage

dart: +3 "to hit"; 1d3+1 damage

WEAPONS: +1 shortsword, (6) darts,

ARMOR: none

EQUIPMENT: small satchel, 3 days rations, 16 oz. flask of water, thieves' tools, pouch of 8 caltrops.

MAGIC ITEMS: +2 ring of protection, potion of invisibility

BACKGROUND

In her 78 (young) years, the half-elf Vixena has been a street waif, a doxie, a spy, an agent provocateur, and a jewel thief. An active Yggsburgh Thieves' Guild operative, Vixena is conniving seductress who almost always gets her way. Byrne Brightsmith's invitation to join the *Red Griffin Company* was an unexpected opportunity for Vixena and her dwarf friend, Alf Aleson to acquire superior coinage; now, however, she is loyal to the group.

CHARACTER'S RELATIONSHIPS

She is able to manipulate Byrne with her charms. She sometimes interprets for Breena, who speaks a strange dialect of elven (that one being a poor speaker of Common), and when she does, she often modifies the words to her own preference. Alf Aleson, the "lone wolf" dwarf hit man, is her closest friend.

+++++

BROK HAMMERFELL

(Dutiful Priest of Thor)

CLASS: Cleric **RACE:** Dwarf **ALIGNMENT:** Chaotic Neutral (Good)

LEVEL: 3 **XP:** 5,500

HP: 22 **AC:** 16 (20 vs. ogres + giants)

MV: 20 ft. **BONUS "TO HIT":** +1

PRIMARY ATTRIBUTES: Strength, Wisdom

ABILITIES: **SAVING THROWS (to beat CL 0):**

STRENGTH: 16 (+2) **PARALYSIS, CONSTRICTION:** 7

DEXTERITY: 16 (+2) **BREATH WEAPON, TRAPS:** 13

CONSTITUTION: 14 (+1) **DISEASE, POISON:** 14 (12 poison)

INTELLIGENCE: 9 (+0) **MAGIC:** 12

WISDOM: 12 (+0) **CNFSN, PETRF., PLYMRPH, DIV. MGC:** 10

CHARISMA: 12 (+0) **DEATH, CHARM, FEAR:** 15 (13 fear)

CLERIC ABILITIES: turn undead.

DWARF ABILITIES: animosity, deepvision, determine depth and direction, enmity, defensive expert, resistance to arcane magic, resistance to fear, stone craft.

COMBAT

war hammer: +3 "to hit"; 1d8+2 damage

Note: he carries 2 war hammers, but uses one at a time.

WEAPONS: war hammer, war hammer

ARMOR: chain mail

EQUIPMENT: backpack, 5 days rations, 32 oz. flask of water, 16 oz. flask of whiskey, silver holy symbol of Thor.

MAGIC ITEMS: potion of healing (2d4+2), scroll of command.

SPELLS TYPICALLY MEMORIZED: 0th: *detect magic* x4; 1st: *cure light wounds* x2, *spiritual weapon*.

BACKGROUND

Brok Hammerfell serves The Common Temple, where Thor is venerated by many of Yggsburgh's people. By Thor's name, he finds no greater glee than crushing humanoids and destroying undead with his twin war hammers, "Pound" and "Crush". One night at the Green Dragon Inn, while sharing an ale with his companion, the knight-errant, Cormack Mak Bran, a daring young warrior by name of Byrne Brightsmith tempted him with a life of adventure, derring-do, and no shortage of humanoids and undead to crush along the way. Now Brok is a loyal member of the *Red Griffin Company*.

CHARACTER'S RELATIONSHIPS

He frowns upon his kinsman Alf's "sneaky" method of combat. Cormack is

a good friend, albeit a taciturn one. He is amused by the antics of Vixeena, and tries to get Ronan to loosen up and enjoy the adventuring life.

+++++

ALF ALESON

(Lone-Wolf Assassin)

CLASS: Assassin RACE: Dwarf ALIGNMENT: Neutral Evil

LEVEL: 3 XP: 5,500

HP: 22 AC: 16 (20 vs. ogres + giants)

MV: 20 ft. BONUS "TO HIT": +1

PRIMARY ATTRIBUTES: Strength, Dexterity

ABILITIES: SAVING THROWS (to beat CL 0):

STRENGTH: 16 (+2) PARALYSIS, CONSTRICTION: 7

DEXTERITY: 16 (+2) BREATH WEAPON, TRAPS: 7

CONSTITUTION: 9 (+0) DISEASE, POISON: 15 (13 poison)

INTELLIGENCE: 14 (+1) MAGIC: 11

WISDOM: 10 (+0) CNFSN, PETRF., PLYMRPH, DIV. MGC: 15

CHARISMA: 10 (+0) DEATH, CHARM, FEAR: 15 (13 fear)

ASSASSIN ABILITIES: case target, climb, death attack, disguise, hide, listen, move silently, poisons, sneak attack, traps

DWARF ABILITIES: animosity, deepvision, determine depth and direction, enmity, defensive expert, resistance to arcane magic, resistance to fear, stone craft, assassin bonus: +2 find traps (in structures).

COMBAT:

+1 bearded axe: +4 "to hit"; 3d4+3 damage

dagger: +3 "to hit"; 1d4+2 damage

light crossbow: +3 "to hit"; 1d6 damage

WEAPONS: +1 bearded axe, dagger, light crossbow, 12 bolts

ARMOR: scale mail, medium shield (Note: Alf will shed his armor when preparing to make an assassination attempt.)

EQUIPMENT: backpack, 5 days rations, 32 oz. flask of wine, 16 oz. canteen of water, 2 poison mushrooms (save vs. poison or death in 2d4 days), (2) wigs (red and black).

MAGIC ITEMS: potion of cure poison

BACKGROUND

Alf Aleson was trained by his gold-obsessed dwarfish masters to be an efficient and ruthless killer. In recent years he's made a home of Yggsburgh, often dwelling at the River Rat Tavern where he's befriended Vixeena. After making an unsanctioned assassination in The Free Town, he is now wanted by the Assassins' Guild, so he's shaved his head, trimmed his beard, and took Byrne Brightsmith's offer to join the Red Griffin Company. Now the Griffins are a way of life for the dwarf.

CHARACTER'S RELATIONSHIPS

He is close friends with Vixeena, and the two work well together as thief and assassin. He doesn't care for Brok Hammerfell's talk of "honorable" combat. He is not sold on Breena, the most recent recruit, but he appreciates the arcane skills of Ronan. He believes Byrne is an excellent leader, and appreciates his style.

+++++

BREENA ASHGROVE

(Ranger-Druidess of the Little Hillwood)

CLASS: Ranger/Druid

LEVEL: 2/2

HP: 15

MV: 30 ft.

PRIMARY ATTRIBUTES: Strength, Wisdom

ABILITIES:

STRENGTH: 16 (+2)

DEXTERITY: 18 (+3)

CONSTITUTION: 10 (+0)

INTELLIGENCE: 10 (+0)

WISDOM: 15 (+1)

CHARISMA: 17 (+2)

RACE: Wood Elf ALIGNMENT: Neutral

XP: 2,500/2,500

AC: 15

BONUS "TO HIT": +1

SAVING THROWS* (to beat CL 0):

PARALYSIS, CONSTRICTION: 5

BREATH WEAPON, TRAPS: 10

DISEASE, POISON: 13

MAGIC: 13

CNFSN, PETRF., PLYMRPH, DIV. MGC: 4

DEATH, CHARM, FEAR: 11

* Saving throws as a 3rd level character (highest class level + .5 of all other class levels).

RANGER ABILITIES: combat marauder (+2 damage vs. humanoids or giants), conceal, delay/neutralize poison, move silently, scale, traps, survival, track.

DRUID ABILITIES: druidic tongue, nature lore, and resist elements (+2 save vs. fire, water, earth, air, cold and lightning attacks).

WOOD ELF ABILITIES: enhanced senses (+2 listen), twilight vision, move silently, spell resistance (sleep and charm), spot hidden doors (+2), weapon training (long bow, +1 "to hit"), ranger modifiers (+2 move silent, +2 find traps)

COMBAT

scimitar: +3 "to hit"; 1d8+2 damage

composite long bow: +5 "to hit"; 1d8+2 damage

WEAPONS: cold-iron scimitar, composite long bow (built for strength), 20 arrows (shafts dyed green, fletchings yellow).

ARMOR: —

EQUIPMENT: small backpack, tinderbox, 5 days rations, 32 oz. flask of water, whetstone, mistletoe, 4-inch cube of salt, pouch with 30 blueberries

MAGIC ITEMS: +2 girdle of protection (bonus to AC and saves), boots of elvenkind

SPELLS TYPICALLY MEMORIZED: 0th: create water, detect poison, light, purify food and drink; 1st: calm animals, faerie fire, goodberry.

BACKGROUND

Breena, who is as tall as she is fair, hails from the Little Hillwood (East) Forest where she's been trained as both a warrior and a priestess of The Old Faith. When the eldritch mist parted from the ancient Castle Zagyg, her uncle, Aldion Ashgrove, charged her to scout the place. She chanced upon the Red Griffin Company in the forest, and was soon invited to become a member. At first a marriage of convenience, she has since become a loyal member, reporting back from time to time to her uncle. Breena speaks fluently both the elven tongue and that of various woodland creatures, but her Common Tongue is broken; albeit, she understands more Common than she is able to speak it. Of course, she also speaks the secret language of Druids.

CHARACTER'S RELATIONSHIPS

She believes that Byrne is rash and that Cormack is best suited to lead the Griffins. She gets along best with Ronan, their personalities being similar. She believes that when Vixeena interprets on her behalf, that her words are twisted. She does not trust Alf.

+++++

RONAN

(Apprentice Illusionist of the Yggsburgh Academy of Magic)

CLASS: Illusionist RACE: Human ALIGNMENT: Neutral

LEVEL: 3 XP: 5,500

HP: 12 AC: 13

MV: 30 ft. BONUS "TO HIT": +1

PRIMARY ATTRIBUTES: Dexterity, Intelligence, Wisdom

ABILITIES: SAVING THROWS (to beat CL 0):

STRENGTH: 13 (+1) PARALYSIS, CONSTRICTION: 14

DEXTERITY: 16 (+2) BREATH WEAPON, TRAPS: 7

CONSTITUTION: 13 (+1) DISEASE, POISON: 14

INTELLIGENCE: 18 (+3) MAGIC: 6

WISDOM: 11 (+0) CNFSN, PETRF., PLYMRPH, DIV. MGC: 9

CHARISMA: 9 (+0) DEATH, CHARM, FEAR: 15

ILLUSIONIST ABILITIES: sharp senses, disguise.

COMBAT:

dart: +3 "to hit"; 1d3+1 damage

WEAPONS: darts x6.

ARMOR: —

EQUIPMENT: small backpack, traveling spell book, 3 days rations, 32 oz. flask of water, 3 component pouches, 10-foot silk rope, bag of 12 marbles.

MAGIC ITEMS: +1 ring of protection, ring of invisibility

SPELLS TYPICALLY MEMORIZED: 0th: *arcane mark*, *light* x2, *prestidigitation*; 1st: *color spray* x2, *hypnotism*, *read magic*; 2nd: *blur* x2.

BACKGROUND

Little is known of Ronan's background, except for that he hails from a boreal mountain far to the north where he was taught as a hedge magician. He fled his lands, and when he arrived at the Free Town of Yggsburgh, his raw and creative skill of prestidigitation allowed him to pass the entrance exam at the Yggsburgh Academy of Magic, where an intrigued Professor Glass sponsored his enrollment. Six years later, and now Ronan serves Professor Glass as a field explorer, researching Zagyg, the Mad Archmage. Joining Byrne's *Red Griffin Company* whilst sipping wine at the Green Dragon Inn was an uncertain decision, but one that has proved fruitful.

CHARACTER'S RELATIONSHIPS

He is quite reserved, scarcely speaking unless spoken to. He also believes Cormack is best suited to lead the Griffins. He is enamored of Breena, but would never reveal this. He admires the cold, calculating way in which Alf handles himself in the face of danger.

THE GREY TRIPARTITE:

This group is presently one of mystery. Its scout, the high elf thief, TITANIA WILLOWSHEE, is making a stealthy preliminary into Castle Zagyg.

TITANIA WILLOWSHEE

(Grey Tripartite Scout)

CLASS: Wizard/Thief RACE: High Elf

ALIGNMENT: Chaotic Neutral

LEVEL: 4/5 XP: 12,500/12,500

HP: 21

AC: 17 (18)

MV: 30 ft.

BONUS "TO HIT": +2

PRIMARY ATTRIBUTES: Dexterity, Intelligence

SECONDARY SKILLS: Thespianism

ABILITIES: SAVING THROWS* (to beat CL 0):

STRENGTH: 16 (+2) PARALYSIS, CONSTRICTION: 9

DEXTERITY: 18 (+3) BREATH WEAPON, TRAPS: 2

CONSTITUTION: 13 (+1) DISEASE, POISON: 10

INTELLIGENCE: 15 (+1) MAGIC: 4

WISDOM: 15 (+1) CNFSN, PETRF., PLYMRPH, DIV. MGC: 10

CHARISMA: 18 (+3) DEATH, CHARM, FEAR: 8

* Saving throws as a 7th level character (highest class level + .5 of all other class levels).

THIEF ABILITIES: back attack, climb, decipher script, hide, listen, move silently, open lock, pick pocket, thieves' cant, traps, and sneak attack.

ELF ABILITIES: enhanced senses (+2 listen), twilight vision, move silently, spell resistance (sleep and charm), spot hidden doors (+2), weapon training (shortsword, +1 "to hit"), thief modifiers (+2 listen, +2 move silently, +2 find traps).

COMBAT:

+2 shortsword: +7 "to hit"; 1d6+4 damage

+1 dagger: +6 "to hit" (thrown); +5 "to hit" (melee); 1d4+3 damage

WEAPONS: +2 shortsword, +1 dagger

ARMOR: boiled leather corset and epaulieres (shoulder guards) (+1 AC when donned; which she typically does when not intending to cast spells.)

EQUIPMENT: small backpack, 3 days rations, 16 oz. flask of water, thieves' tools, a 3-foot length of fine wire affixed to a pair of wooden handles (a garrote), a pouch of 8 caltrops, quill & ink, 10 sheet of parchment, potion case (hard leather shell with padded interior holds 6 potions), and a traveling spell book.

MAGIC ITEMS: bracers of armor +4, 3 potions of healing (2d4+2), potion of cure poison, potion of gaseous form, sleep poison (3 doses, *save vs. poison* CL 5 or sleep for 10-60 minutes).

SPELLS TYPICALLY MEMORIZED: 0th: *arcane mark*, *detect poison*, *mage hand* x2; 1st: *charm person*, *read magic*, *sleep*, *spider climb*; 2nd: *fog cloud*, *rope trick*.

BACKGROUND

When notorious cat burglar Titania Willowshee received invite to parley with a shadowy figure at a private salon of The Outs Inn, she was intrigued, if not somewhat alarmed. The letter was addressed to her actual name, which she hadn't used in public for nearly half a century; in sooth, most people knew her by the alias, "Tabby the Cat". Titania thus met the stranger, and so began her involvement with *The Grey Tripartite*, whom she now serves as a loyal scout. Versatile, she remains a member in good-standing with both the Yggsburgh Thieves' Guild and the Dunfalcon Mages' Guild. Titania is as beautiful as she is deadly. She employs a clever mix of thespianism and magic to charm, disarm, and bewilder those whom she would victimize.

CHARACTER'S RELATIONSHIPS

Titania is a loyal member of *The Grey Tripartite*. She fosters relationships with others only if it is of benefit to her or her group.

GLOSSARY OF TERMS

There are several architectural features and other appointments of *The Upper Works* that the Castle Keeper should note, if not already familiar

with. While not an exhaustive treatment, familiarity with these terms can enhance game play and your presentation of realism within a fantastic world. A few entries include suggestions pertaining to combat situations. Finally, the co-author would also like to cite *Castle*, by David Macaulay as an excellent illustrative resource on castle construction and architecture.

Ashlar: Masonry made of large, square-hewn stones.

Bartizan: A small turret, for one or at most two defenders, with several loopholes, and sometimes with *machicolations* (q.v.) set out from a wall or building, typically where an angle occurs.

Battlement: Typically used to mean those upper works of a construction such as the *parapets*, *merlons*, and *crenels* (qq.v.) upon and behind which the defenders conduct the primary defense of the fortification. Battlements of this castle are *machicolated* (q.v.).

Brazier: A portable heater; a large metal pan or stand for holding heated coals or charcoal.

Caltrop: A 4 or 6-pronged metal ball tossed or placed on the ground to impede pursuit. Typically they are of 3 to 6-inch diameter. **CK's Note:** *Intelligent characters observing for these devices can simply brush them aside or collect them; unaware or unintelligent victims that pass through 1 square yard of caltrops are treated as though they are attacked by a 2 HD creature. If struck, they have stepped on a caltrop for 1d2 points of damage (half damage if heavy footwear is worn). Also, movement is impeded by 50% until removed (no running or charging or this damage repeats). If two feet or two hooves are pierced, movement is at 25% of normal.*

Catwalk: A narrow walkway, usually made of timber, built from either face of the fortification for use in time of siege. Some towers have catwalks that curl around their inner sides, these of wooden construction and removable during times of siege.

Cistern: A tank for storing rainwater that supplies taps or flushes toilets; underground artificial reservoir.

Corbel: A projecting block of stone built into a wall during construction; several in a series built step-wise are set for support of construction higher up. Corbels will support the flooring of structures, such as those typically built of planks nailed to beams that are set on the corbels.

Courtyard: An area of ground enclosed by the encircling walls of a fortress or castle.

Crenels: The open places between *merlons* (q.v.) on a battlement are called Crenels. They offer cover to at least waist height for defenders fighting on the *parapet* (q.v.).

Cresset: a metal container for burning coal, grease, oil, wood, or other combustible material, to provide light; typically mounted on poles or hung from above.

Dais: A low-rising platform at the end of a hall, usually set with a desk, lectern, seat of honor, or throne.

Embrasure: A piercing of solid masonry or the like. It is a relatively small, usually square, opening in a wall for the primary purposes of allowing sight and missile discharge. An Embrasure is like a small window, but its principal use is defensive, and one differs from a *crenel* (q.v.) in that it will have at least a course or two of solid work above it. **CK's Note:** *A target in an embrasure protected by merlons has +4 armor class.*

Garderobe: A small latrine or toilet either built into the thickness of the wall or projected out from it as a small, rectangular, bartizan-like structure.

Gneiss: A banded, coarse-grained, metamorphic rock consisting of mainly feldspar, quartz, and mica.

Gothic Arch: an archway whose apex comes to a point rather than being rounded.

Iron Door: This is typically (in the case of this adventure) a 2 by 5-foot door of

iron of 3-inch thickness. In some cases they have an interior bar of iron or shod oak; others have a key lock. Their relative narrowness provides for superior defense versus besiegers, disallowing attackers from swarming in once the door is impregnated; i.e. only one man can attempt to break down such a door.

Laver: A basin or similar container used for washing oneself.

Loophole: A narrow piercing of a defensive construction of any sort. A typical "arrow slit" for example, might be six or more feet long and only six or less inches wide on its outer side. Loopholes for crossbow discharge typically have a horizontal opening as well as the vertical outer slit. On the inner side, a loophole is much wider (i.e. wedge-shaped) so as to allow observation and archery. Loopholes also provide air but serve to allow scant light into the fortification. **CK's Note:** *an attacker behind a loophole might effectively enjoy an AC 25.*

Machicolation: Specifically a hole in the floor, but expanded in definition to indicate stone or similar strong construction which projects outwards from the outer wall of the fortification. The projection is based upon stone *corbels* and *pilasters* (qq.v.) extending down to a *splayed* (q.v.) foot of the construction. The wall face of the construction is also *crenellated* (q.v.).

Merlons: The rising, tooth-like portion of a battlement. The open places between Merlons are called *crenels* (q.v.). A pierced merlon has a *loophole* or *embrasure* (qq.v.) in it.

Mullioned Window: A window with a relatively narrow vertical brace or bar dividing it. The mullion is employed to make entrance access through the window more difficult, the opening itself stronger. Larger than *loopholes* (q.v.), some also have a stone seat and (in some cases) interior wooden shutters.

Murder Hole: An opening in the ceiling so that defenders above can discharge missiles and drop heavy objects or hot oil on those below. They are usually placed in the ceilings of narrow passages or small rooms, sited just before an obstacle therein which entrants must force their way past in order to proceed. It is typically constructed so as to allow those employing it to be on all sides and thus command the entire space below to a distance of six or more feet beyond the actual opening. This also allows more of the target to be seen, of course. **CK's Note:** *an attacker using a murder hole can attack at +1 to hit, the target gaining the benefit of the AC bonus that helmets provide, if applicable.*

Oubliette: A secret dungeon with a top access only, usually through a trap door in its ceiling. It is often comprised of a narrow shaft that descends to a bell-shaped dungeon chamber.

Parapet: That walkway portion and protections (low walls) attendant thereto at the top of a defensive work from which defenders conduct their activities. At the top of any fortification, the parapet is typically *battlemented* (q.v.). Most parapets are from 3 to 6 feet wide.

Pilaster: A masonry work which projects from a wall, similar in appearance to half of a square pillar. It is reinforcement for the base wall construction, or a support for an arch above. Used in some *machicolation* (q.v.) construction.

Portcullis: A vertical iron grating or a grating of wood reinforced by iron, raised and lowered between grooves in the stone of the fortification so as to allow entrance or to protect the gate. The open work enables defenders to discharge missiles at attackers still at a distance, while providing these defenders with considerable protection against counter-missiles. **CK's Note:** *a defender discharging missiles from behind a portcullis enjoys 50% concealment (attackers at -4 "to hit").*

Sconce: A candle, torch or some other light source that is attached to a wall and often has an ornamental bracket, such as carved stone or molded bronze.

Spiral Staircase: Stairs built as a left-handed helix, which is to say they rise in a clockwise motion. In castle construction, this provides better defense versus right-handed swordsmen, as their sword hand will always be closer to the central pillar (or newel) of the stair. Some spiral stairs are built into wall thickness, forming a *turret* (q.v.) that rises above the

roof of the tower or other structure. *Loopholes* (q.v.), in some cases, will follow the rise of the stair, staggering in ascent. **CK's Note:** *when defending a spiral stair from above, the defender should attack at +1 "to hit" and the attacker (if right-handed) should attack at -1 "to hit."*

Splay: A sloping masonry construction extending the base of a fortification. It is done to strengthen the base, make sapping (i.e. undermining to weaken a fortification's foundation) more difficult. A base splay's angle also sends the force of a siege engine upwards so as to be less effective, if not ineffective. The splay also tends to direct materials dropped from above into the attackers' ranks.

Turret: Properly, a small round (or polygonal) tower rising above or set atop a main tower, or rising from the top of some other base construction. The turret then commands the upper works of the structure from which it rises.

Wall-Walk: A walkway, sometimes roofed, along the top of a castle wall from which soldiers defend.

Xagium: A rare, fantastic metal with incredible tensile strength and the capacity to "store" magical force. It is worth at around four times its weight in platinum. Its weight is about 50% that of steel. It does not rust or tarnish and it is a non-conductor of electricity.

Co-AUTHOR'S AFTERWORD:

I would like to dedicate my modest contribution to this work in memory of E. Gary Gygax. I first met Gary in November 2005, via email correspondence when I answered his call for freelance designers to flesh out the Town of Yggsburgh. Over the next 2 years and 4 months he would become my boss and my mentor. I had the pleasure of working for him and, eventually, with him. Gary never spared me his keen observations and criticisms; he always spoke his mind. He was a patient teacher and a brilliant and inspired creator throughout his days. Somewhere along the line, this boyhood idol of mine also became my friend, and so our conversations often digressed to family, sports, and a bit of verbal sparring in innumerable topics.

I feel I knew Gary well enough to say that he would not have wanted **Castle Zagyg** to sentimentally focus or dwell on his life or death. That's not what Gary was about. Gary was a gamer. He would've wanted us to best remember him by simply gaming together: role-playing heroic characters, tossing funny-shaped dice across the gaming table, killing the monsters and taking their stuff, laughing when our play was triumphant, agonizing when our play was disastrous, and, most importantly, having fun together. So, on behalf of gamers from all the world over, thanks for the memories, Gary. Rest in Peace.

—Jeff Talanian (2008)



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