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WILDERNESS DRESSING: CASTLES



THE SUNKEN PYRAMID

A Pathfinder Roleplaying Game Compatible Adventure for 7th-level characters by Creighton Broadhurst and Marc Radle

Only a few miles from a small seaside village, the mysterious underwater edifice known as the Sunken Pyramid lies hidden beneath the waves. The handful of sages and scholars with any knowledge of this massive stone structure debate whether it is a completely natural rock formation, a natural site that has been intentionally modified or something built long ago by human, or inhuman, hands.

Locals and ship's crews alike report signs of increased sahuagin activity in the waters around the Sunken Pyramid. Is the recent rash of disappearances and abductions which have plagued the area connected in any way? Can these abductions be stopped before even more people are taken? Can those already abducted be found and rescued? And what of the strange and often conflicting rumours which whisper of something far more terrible lurking far beneath the Sunken Pyramid?

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—Endzeitgeist (five stars and seal of approval)

"I recommend this product as highly as I can...written by clearly experienced Gms who have gone to great lengths to make your play experience as enjoyable as possible. This has my highest recommendation."

—Strangeport (five stars)

"...this adventure has everything you need to run it successfully. Very well done."

—DM Jeff (five stars)

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WILDERNESS DRESSING: CASTLES

Tired of glossing over the details of your PCs' overland journey (except for the inevitable, violent random encounters)? Want to add in minor features of interest to their journeys? Want to make their journeys seem more "real"? Then *Wilderness Dressing* is for you! Each instalment in the line focuses on a different type of wilderness or a feature therein and gives the harried GM the tools to bring such features to life with interesting and cool noteworthy features.

This instalment of *Wilderness Dressing* enables a GM to quickly generate the details of castles and fortifications the PCs come across during their adventures. Designed to be used both during preparation or actual play, *Wilderness Dressing: Castles* is an invaluable addition to any GM's armoury!

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Thank you for purchasing *Wilderness Dressing: Castles* ; we hope you enjoy it and that you check out our other fine print and PDF products.

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CONTENTS

Table A: Small Castles	2
Table B: Large Castles	4
Table C: Castle Dressing.....	6
Table D: Castle Names	9
Table E: Hooks, Complications & Opportunities	10
Table F: Lord of the Castle	10



TABLE A: SMALL CASTLES

Many small castles and other fortifications dot the countryside. Use this table to determine what the PCs discover.

D%	
01-02	A stone tower with an ironclad door keeps watch over fields of wheat. A few windows show a spiral staircase circles the interior.
03-04	A fortified wooden wall surrounds a rather ordinary-looking farmhouse which is the only indication this serves as a defensible position.
05-06	The shattered remnants of a wall surround a small, but sturdy, keep; rust coats its ironworks.
07-08	A portcullis and drawbridge over a moat deny access to this otherwise innocuous, though massive, stone windmill.
09-10	A precarious wooden tower, tilted at an obscene angle, reaches improbably high into the sky.
11-12	This shell keep, with a crenulated widow's walk surrounding the upper floor, is in good condition.
13-14	Heavily reinforced walls with ornately sculpted buttresses protect this otherwise innocent looking barn.
15-16	A solid gatehouse flanked with towers stands at each end of this massive oaken bridge, daring travellers to approach.
17-18	A reinforced gateway straddles a road leading through a densely wooded region.
19-20	A stout stone wall surrounds this small but well-kept chapel, devoted to a local god of protection. Its bell tower provides an unimpeded view of the surrounds.
21-22	A solidly built tree house nestles in the bows of an ancient elm; no means of entry are visible, though its walls are riddled with arrow slits.
23-24	A single lonely spire made of black stone rises to form a solitary tower. No windows or entrances are visible from the outside.
25-26	The battlements of this small castle are crumbled and broken in places and have been replaced with wooden hoardings.
27-28	A wooden keep built to resemble a horse with articulated legs stands immobile. A small trapdoor provides access from the rear.
29-30	Four gibbets hang from the battlements of this squat tower keep. From each hangs a decomposing body.
31-32	This small but solid-looking building sits at the heart of a deep crater, looking almost as though it had been dropped there from a great height.
33-34	The walls of this fortified manor are riddled with pockmarks, as though it had been the subject of a siege – or particularly nasty weather.
35-36	This fortress has been raised up on stilts as if to keep it safe from flooding, though the ground below looks to be solid and dry.

37-38	This elaborate mansion looks to be made completely of ice; it is cold to the touch, but shows no sign of melting, even in places that taper to delicate points.
39-40	The half-buried carapace of an enormous crab has been hollowed out to form the bulk of this seaside keep.
41-42	The skull of a massive creature provides the basis for the armature of the keep for this small fortress; its massive fangs acting as pillars.
43-44	An enormous dragon skeleton with wings outstretched provides a roof over the porch of this decadent, fortified inn.
45-46	Criss-crossing roads terminate at an extravagant watchtower; the upper level hovers about 50 feet above where it ought to stand.
47-48	A small round door and a miniature chimney are the only visible parts of this maze-like warren of underground tunnels.
49-50	The walls of this stone keep are covered in friezes depicting a band of local heroes overcoming a variety of challenges while saving the world from an ancient threat.
51-52	An enormous hollowed out mushroom comprises the body of this bizarre tower.
53-54	Woven tree trunks provide an almost nest-like small outpost.
55-56	The walls of this large house are made from finely painted canvas stretched over wooden frames. Any damage seals itself instantly.
57-58	A wall of shields has been bolted together to provide reinforcement for the walls of this lonely manor house.
59-60	This large, round stone building rests at the mouth of a large river, providing a defensible lookout against any invaders.
61-62	Magical fires burn at the apex of this tall, slender tower. The tower itself is of smooth, black stone.
63-64	Heaped skulls slathered in mortar form a low wall around this ominous black tower. At midnight, a bell tolls menacingly, though no signs of movement are visible.
65-66	The ditch surrounding this run-down wooden fortress is filled with the skeletons of vicious aquatic life.
67-68	At the centre of this small lake, a magnificent manor house carved from coral thrusts above the water, although more obviously lies beneath the waves.
69-70	Armoured towers provide defensive positions on either side of the aquatic gateway to this secluded harbour.
71-72	An enormous iron sentinel statue is actually hollow, with an observatory in its head providing a clear view for miles.

73-74	A massive natural stone shard has been hollowed out to provide the core of an fortress that also extends underground.
75-76	A squat sphinx-like monument straddles the paved path on the entrance to this desert region, a brass gate swings between its fore legs.
77-78	A series of catwalks connect tree-borne fighting platforms in this swamp fortress. Retractable rope ladders provide access to otherwise difficult to access levels.
79-80	The roof of each level of this many-layered, star-shaped fortress comes to a rising point at each of its vertices. Elaborate dragon and tiger carvings on decorative trim break up otherwise solid white walls.
81-82	The entire structure of this fortress has been formed from carefully, possibly magically, cultivated trees and bushes, providing a natural camouflage in its forest environment.
83-84	What appears at first to simply be a large pavilion tent is actually canvas nailed over solid wooden walls to form this deceptive checkpoint.
85-86	Huge slabs of grey stone have been crudely stacked to form a series of small buildings and walls.
87-88	This incredibly elaborate cathedral dedicated to a local saint provides a refuge. Its walls and windows depict the saint vanquishing a variety of monsters and villains.

89-90	Brass trim frames the black and crimson walls of this ugly, squat building. Wrought-iron fences topped with sharp pikes are adorned with the heads of a variety of humanoid creatures.
91-92	Vibrant colours daubed in dazzling patterns on the walls of this large house make it look more like a dance hall than a defensive structure.
93-94	This abandoned prison has been retrofitted to make it a more amenable position for long-term habitation. Its walls and barred doors and windows are in excellent condition.
95-96	The stonework of this small, squat keep is scorched and blackened as if it has been exposed to a great fire. The ground about the fortification is similarly scorched.
97-98	This large, round tower seems like it might once have been part of a larger structure, though all that remains of any other buildings are a few heaps of rubble.
99-100	This towering stone lighthouse provides the only landmark within miles, though there is no body of water nearby.

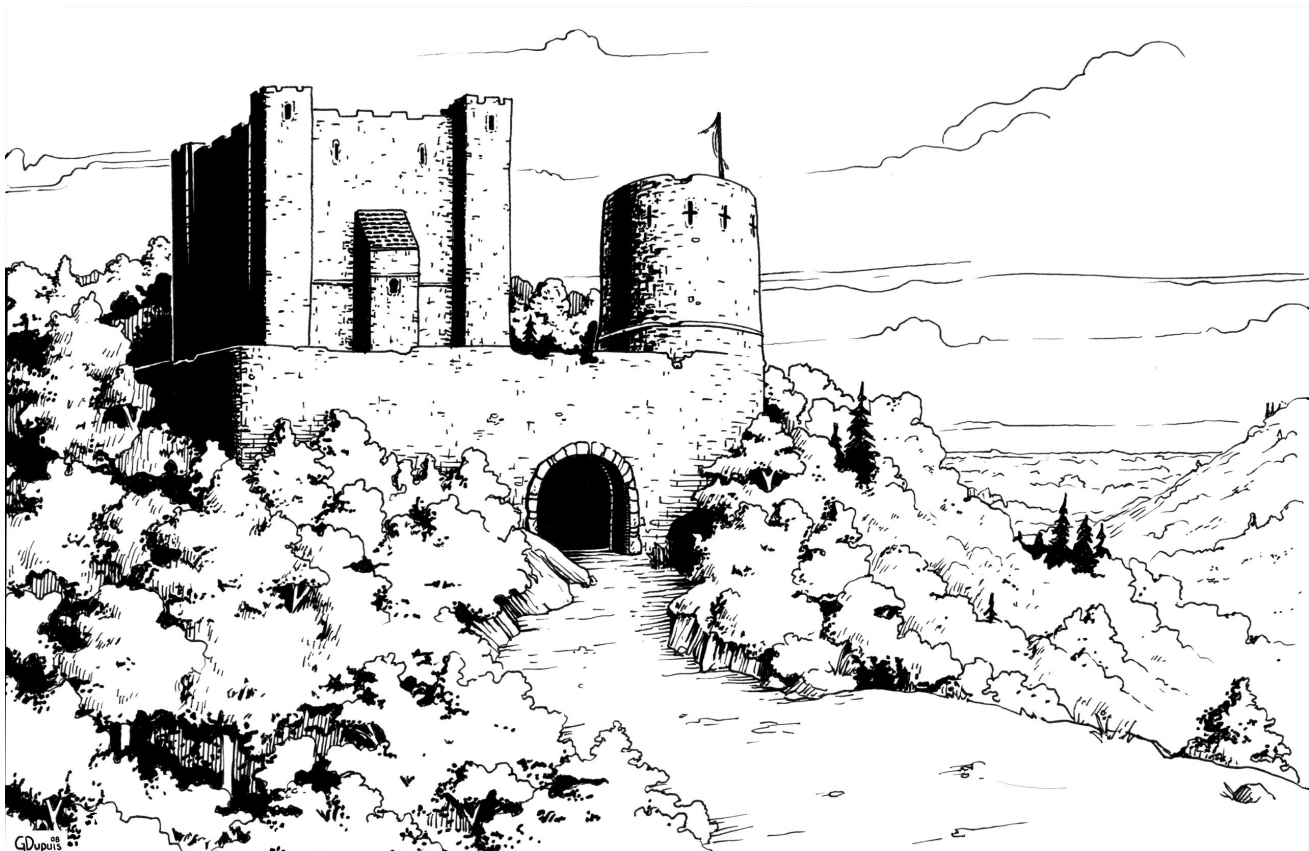


TABLE B: LARGE CASTLES

Large castles stand at strategic sites across the countryside. Use this table to determine what the PCs come across.

D%	
01-02	Crenulated walls punctuated with solid towers at the corners surround this large, square stone keep.
03-04	An unusual octagonal-shaped keep stands inside walls with tall slender towers at each of their eight points.
05-06	This enormous, sprawling castle seems to be made of glass or crystal, though remains as solid as stone against any attacks.
07-08	A massive stone castle is seamlessly built into the face of a cliff, as though hewn from the living stone itself.
09-10	This black stone castle is surrounded by what appears to be a moat of fire. A glass drawbridge, providing the only egress, arches elegantly over the flames.
11-12	A huge gothic mausoleum stands where the keep should be in the walled courtyard of this grand castle-graveyard.
13-14	Stained glass in quatrefoil windows depicts the heroic deeds of a saint in this fortified fortress-cathedral.
15-16	The curtain wall of this castle is made of huge stones roughly arranged as if placed by giant, clumsy hands.
17-18	Forcing entry through its open mouth, the front gate of this imposing castle is carved to resemble an enormous skull.
19-20	Golden-coloured onion domes decorate the tower tops of this predominantly brass fortress.
21-22	A half-sized castle seems almost like a model, complex machinery makes the automated operation of gates and portcullises appear almost magical.
23-24	White walls with silver tracery cause this sprawling stone complex to gleam visibly from miles away.
25-26	The gates in the concentric walls around this bailey all lock from the outside, as though it were designed to keep something in.
27-28	The layers of defence in this towering castle are separated by deep chasms, and all doors are a hundred feet above the ground.
29-30	Even the crenulations on the battlements of this forbiddingly chain- and spike-covered castle are razor sharp.
31-32	This enormous stone castle has been sculpted so that its keep is a huge stone head, its curtain walls enormous arms and the gates giant hands, funnelling visitors into its gaping maw.
33-34	The angles of the keep and towers of this castle

	taper inward toward a point some distance above it, as if it was built to match a perspective drawing.
35-36	A deceptively primitive wall of sharpened stakes surrounds an incredibly elaborate keep with automated doors and other cunning defences.
37-38	The steel walls of a massive fortress show no signs of tooling or fastening, displaying a level of workmanship that seems beyond any available on this world.
39-40	This vast castle looks to have been built for creatures much larger than human, though the doorknobs and accoutrements are oddly human sized.
41-42	This castle sits perched atop a rise of rock that seems to float above the ground. A precarious winding path weaves a sole route of entry.
43-44	An oversized gatehouse and curtain wall suggests this keep may have been built by a different sized race than the current occupants. It is obviously very old.
45-46	Each tower top and the facade of the keep of this cliffside castle have been sculpted to resemble vicious birds of prey.
47-48	The beachside castle before you seems impossible, finely crafted from sand; a child's sandcastle blown up to actual size.
49-50	The castle's walls are covered in tiles creating mosaics depicting a vast array of monsters—both real and imaginary.
51-52	Heaped corpses make up the outer wall of this fortress, some kind of lingering necromancy causes them to twitch and writhe in an unsettling manner.
53-54	The buildings and wall of this castle seem to be formed of molten lava cascading down from a central core of volcanic rock.
55-56	A grey stone castle with solid oaken entries looms ominously on a nearby hilltop; well-armed towers guard its corners.
57-58	The curtain wall of this castle slopes disturbingly outward, making it an excellent vantage point from which to repel any besieging forces.
59-60	This heavy stone-walled brewery has an array of vents that can release beer steam at any attackers. Its walls are thick and the smell of hops hangs heavily in the air.
61-62	Tall towers wrapped in coils of wire crackle with electric energy that brightens the night sky about this otherwise mundane hilltop castle.
63-64	A grandiose castle with soaring towers seems to be torn from a children's storybook and placed at the mouth of this river. A nearby waterfall even provides mist at dawn.
65-66	Enormous visible gears and springs inside the

	walls of this castle grind slowly, providing the means of operation for a series of slowly turning walkways that allow access from the outer courtyard to the inner reaches.
67-68	An army of stone soldiers, each 10-foot tall, stand shoulder to shoulder to form the outer wall of this castle. In stark contrast, the buildings inside are plain, but sturdy.
69-70	Staked to the outer walls of this massive castle are the bodies of countless marauding monsters in various states of decay – some are still fresh while others have long since turned skeletal.
71-72	Flowering ivy has grown so dense on the walls and buildings of this castle that it is nearly impossible to tell if there is actually anything underneath, never mind if it's wood or stone.
73-74	Something in the angles of construction of this massive fortress seem to defy logic— staring at its architecture for longer than a minute or so tends to give the viewer headaches.
75-76	A latticework of walkways connect haphazardly placed towers to create a castle that actually appears to be more air than solid material, held in place by cunning design that defies mortal logic.
77-78	The buildings of this castle interlock like puzzle pieces, though this is only obvious when viewed from above. Narrow alleyways run between the tightly intertwined buildings.
79-80	A large dome tops the central keep of this castle; while spire-topped towers supported by flying buttresses crest each corner of its outer wall. A crenulated walkway provides access all around.
81-82	Though it appears to be little more than tumble-down ruin, this castle is actually designed to be inconspicuous, piles of “rubble” are actually hollowed out to act as buildings and hallways.

83-84	A grand pyramid serves as the keep for this odd castle. Though no visible walls exist, a series of monoliths rain fire down on anyone who dares to cross their threshold.
85-86	Polished silver coats every surface of this magnificent castle, reflecting sunlight to act as a beacon for miles.
87-88	Red brick with white mortar has been used in the construction of this unorthodox castle, in stark contrast with the usual grey stone that permeates the region.
89-90	Powerful illusionary walls made of gold repel invaders from this castle as well as any conventional defences could.
91-92	At the confluence of two rivers stands a castle that sprawls over and around the entirety of the waterways; cunningly constructed walls providing shelter for water-wheel powered buildings within.
93-94	Fire spouts from the towers of this grandiose brass citadel, which seems like it might be displaced from the elemental plane of fire.
95-96	The graceful, sweeping architecture of this castle belies its true strength— a web-like latticework woven into its walls force energy to be dispersed in a way that makes the walls stronger than they look.
97-98	This seaside castle appears to be made of sand, though it shows no sign of weathering despite its odd construction material.
99-100	This large stone castle seems to be of normal construction, but a thick mist hides the fact that it is hovering about a foot off the ground.

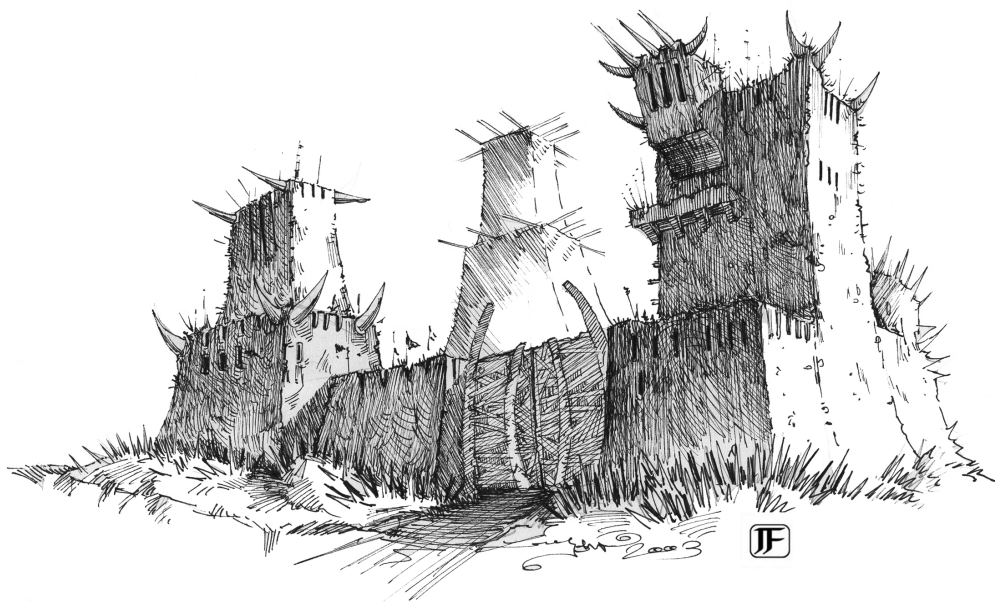


TABLE C: CASTLE DRESSING

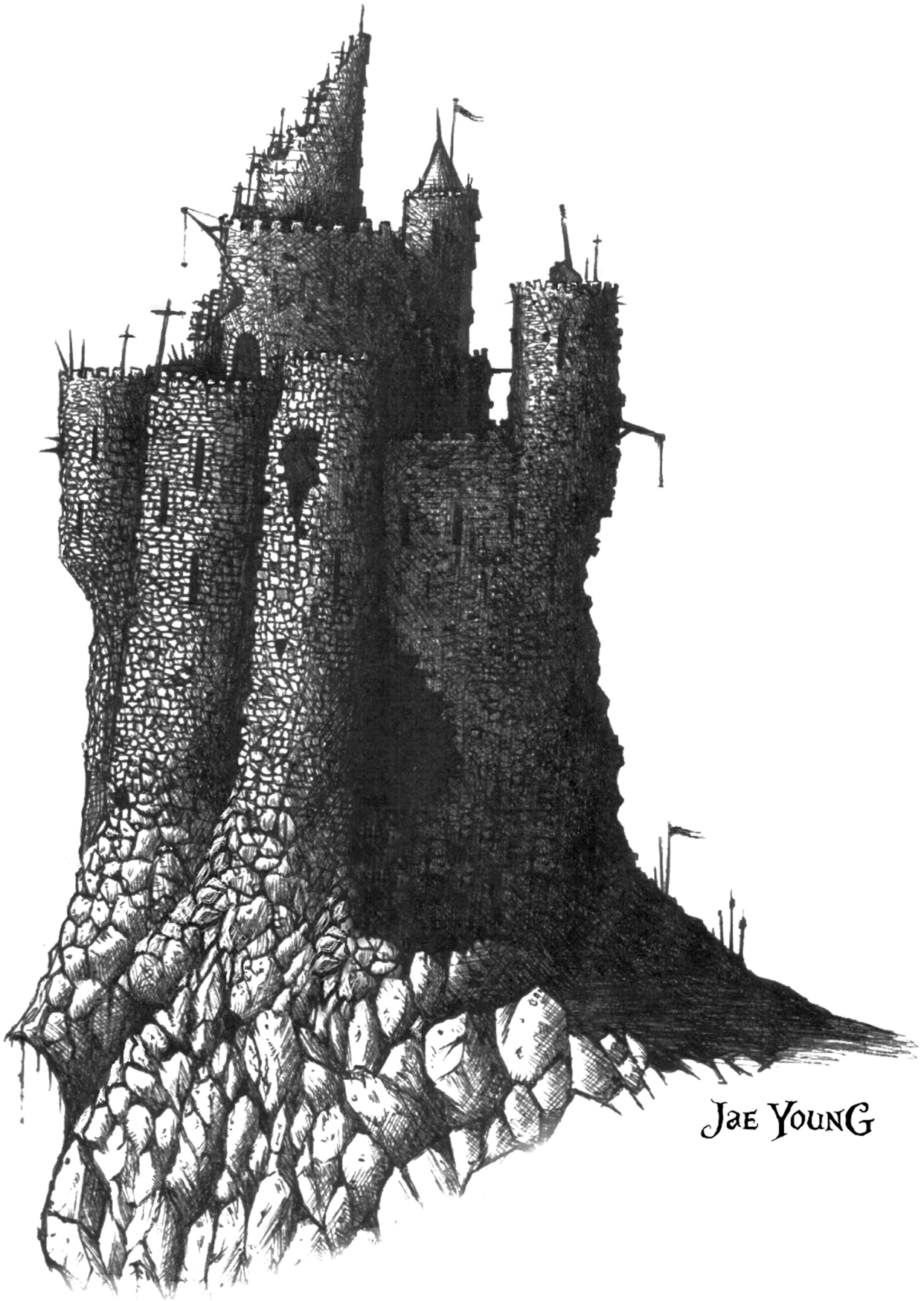
Castles have many minor features of interest. Use this table to generate such features.

D%	
1	The bones of hundreds of humanoids litter the fields surrounding this castle.
2	Eldritch glyphs have been painted in crimson on every surface of this castle.
3	A massive hole pierces one wall of this castle.
4	A stone tied to the end of a tree trunk, grows in the centre of the castle's courtyard.
5	A tangle of briars has been carefully cultivated to grow over the walls.
6	The entire keep has been painted bright blue.
7	The roof has been shingled in copper that long-ago oxidized to a brilliant green.
8	Rows of decaying bodies have been staked outside the gates.
9	The keep is made from an unusual stone, which is not available locally.
10	Intricately sculpted caryatid columns support the entrance to the keep.
11	Topiary monsters decorate an elaborate courtyard garden.
12	A vast array of various nations' flags flutter atop the castle.
13	Long abandoned, but still mostly intact, siege equipment lays scattered nearby.
14	Rows of abandoned pavises stand facing the walls of the castle.
15	A crucified skeleton stands outside the walls, a sign around its neck reads "Heretic."
16	Ornately decorated flying buttresses depict a variety of terrifying monsters.
17	A sculpted name over the entrance has been hastily scraped away; a new name is daubed overtop in fresh paint.
18	The tallest tower has become the nesting place of a storm of semi-domesticated stirges.
19	A dried up moat surrounds the castle.
20	A circle of standing stones surrounds the castle.
21	A series of statues, cast in perfect glass, adorn the walls.
22	Scrawled graffiti covers every surface of the castle with blasphemies.
23	A variety of rare birds' bodies have been nailed to every wall.
24	A menagerie of inanimate gargoyles provide perfect cover for their monstrous living cousins atop the castle's walls.
25	A wall burned and damaged by lightning has never been repaired.
26	A set of large drums allows for communications within the castle.

27	The gates of this castle have been painted with black and orange tiger stripes.
28	A black tar-like substance seems to be slowly spreading across the surfaces of this castle.
29	A bird-dropping-coated statue depicts the founder of this defensive site.
30	A tiny shrine provides the cornerstone of the foundation for this keep.
31	Dozens of crows' nest atop the castle's main gateway.
32	Most of the courtyard is filled with brightly coloured butterflies.
33	The foundation of a stout tower with a staircase has been built nearby.
34	An enormous stone, probably hurled by catapult or giant, is embedded in the castle's wall.
35	A vast assortment of brightly coloured shields hangs from a large tree outside this castle.
36	A golden statue of the castle's founder stands proudly in the central courtyard.
37	Petrified birds are scattered throughout the courtyard, as if they dropped from the sky.
38	An orange grove dominates much of the area around the castle.
39	Exquisite tapestries depict the founding of the castle as an almost legendary event.
40	All of the doors of this castle are made of magically reinforced glass.
41	A pair of stuffed and magically preserved owlbears flank the entrance to the keep.
42	A recently sprung pit-trap stands open outside the castle's gateway.
43	Thick clouds of swirling blue smoke surround the castle.
44	A rainbow pours out of one of the upper window and pools at the castle's base.
45	Massive ballistae sit ready at each of the castle's towers.
46	A rusty portcullis sits discarded beside the castle's main gate.
47	A massive bas relief of a grim reaper has been carved above every door in the castle.
48	The skeleton of a hydra lays impaled on a lance in the courtyard.
49	A strange mausoleum, bearing the name of an ancient hero, stands unopened nearby.
50	A deep pit has been dug just outside the castle walls. It is old and is now partially full of rubbish and detritus.
51	Columns made of delicate-looking marble hold up the ceiling of the castle's great hall.
52	Ornate leafy faces have been carved into the keystones of every archway.
53	Coloured tiles form a red and white checkerboard pattern on the gatehouse.

54	All of the statuary of the castle seem to slowly change position over time.
55	Hundreds of lanterns hang from every conceivable position within the castle walls.
56	Semi-tame peacocks wander the castle grounds.
57	An ornate bell crowns the central tower of the keep.
58	Despite the climate, a sandy garden complete with palm trees is growing within the courtyard.
59	Delicately painted details cover the ceilings inside the keep and chapel.
60	A massive chandelier is suspended in mid-air within the castle with no visible means of support.
61	All of the buildings in this castle have transparent glass roofs.
62	This castle has a rarity — cleverly fashioned running water and plumbing.
63	Buried crypts from an older building exist under the castle.
64	Gorgeous twisted columns denote the main entry to the keep.
65	Fist-sized worthless gems litter the courtyard.
66	A well-maintained herb garden provides a focus for the inner court.
67	Suits of gleaming armour stand vigil at every doorway of this well-defended castle.
68	The walls of the castle are streaked with bird excrement.
69	A large telescope in the tower serves as an observatory.
70	Broken glass, as though from bottles hurled from a window, lie at the base of the gatehouse's towers.
71	Terrifying shrieks emerge from deep beneath the castle.
72	The stench of decay fills the air of the courtyard; its source is indeterminate, however.
73	Darkness, seemingly a physical thing that fills the air, pours from the windows of the castle.
74	Phosphorous moss grows on the castle, illuminating it at night.
75	Thick clouds cling to the upper reaches of the castle's towers.
76	The doors of this castle are mirrors that ripple like water when passed through.
77	Vats of acid are mostly buried in the courtyard; the remains of small animals lie nearby.
78	Thick black smoke pours from a chimney in the central keep, filling the air with the acrid smell of burnt flesh.
79	Poisonous fruit-bearing vines grow on the sides of the castle.

80	Thousands of discarded arrowheads litter the ground around the castle.
81	An enormous crater complete with glowing stone meteorite mars the castle's otherwise pristine condition.
82	Scorch marks attest to the fact that at some point an attempt to burn down the castle was made.
83	The castle stands upon an island in the centre of an artificial lake.
84	A complete dragon's skeleton has been wired in a rearing pose over the castle's gates.
85	The hoof prints of hundreds of horses mar the dust around the castle.
86	One of the castle's towers collapses every night at dusk, only to be reformed by dawn's first light.
87	A carpet of red poppies dominates the fields surrounding this castle.
88	The dried out husk of a giant octopus is wrapped around one of the castle's towers.
89	All of the doors in this castle have been closed with massive chains and padlocks.
90	All of the glass from the windows of this keep have been blown out.
91	A rope circle on the ground forms an ad-hoc fighting area in this castle's courtyard, but whether it is for humans or animals is unknown.
92	A troupe of performers puts on a ghastly dark comedy outside the walls of this castle.
93	All of the windows of this castle have heavy bars across them that can swing open, though many are rusted shut.
94	A pristine guillotine is prominently displayed in the courtyard.
95	A pit full of skulls has been dug next to the gates of this castle.
96	Wild cats patrol the walls of the castle.
97	Brightly coloured exotic feathers tumble through the air around this castle, discarded from a high aerie.
98	A statue fashioned from what seems like a single enormous diamond depicts a bird in flight over the main gates.
99	The castle's gates stand open and at first glance the place seems abandoned.
100	The castle walls and towers have been whitewashed; in the sun they reflect the light and the castle literally glows as a result.



JAE YOUNG

TABLE D: CASTLE NAMES

Use this table to determine the name of the castle the PCs find.

D%	
1	Stonehaven Keep
2	Castle Invictus
3	The Black Spires
4	Fort Hilhurst
5	Iron Widow
6	Castle Redbrykk
7	Gravehurst Manor
8	Schloss Frinzene
9	Chateau Lyon-Sur-Lac
10	Palace of Fallen Leaves
11	Manticore Keep
12	The Legacy of Sir Guillaume, Defender of the Land
13	Canderburre
14	Castle of the Seven Gates
15	Heaven's Barrier
16	Crossroads Castle
17	The Keep
18	The Victor's Circle
19	Barimus' Regret
20	Palace of the Six Broken Hearts
21	The Sleeping Phoenix
22	Crumbledown Keep
23	The Falling Fortress
24	Obsidian Armageddon
25	Hangman's Tribute
26	Keep of the Red
27	Flight of Fancy
28	Brookside Manor
29	Tower on the Coast
30	Imperious
31	Caer Syllan
32	The Safe House
33	Everac
34	Unassailable
35	Castle Neverfallen
36	Morgrymor Keep
37	Al Rahaj's Revenge
38	The Deadly Keep of Doctor Morimus Von Draak
39	Hell's Gate
40	The Spires at Sindaloo
41	Duke's Folly
42	Asylum
43	Gryndalore-on-Meridus
44	Slumbering Castle
45	Forsaken House
46	Warlord's Vigil
47	Solace-in-Turmoil
48	Fortress Black
49	Castle Renadau
50	Gryphon Keep

51	Protean's Gamble
52	The Final Testament
53	Saint's Respite
54	The Cleft Tower
55	The Skykeep
56	The Grande Estates of the Great Baron Armonde, Protector of the Worthy
57	Humble Beginnings
58	Victorius Imperialus
59	Lonely Tower
60	Lastskull Manor
61	Whitebrick Castle
62	The Slain Dragon
63	Den of the Last True Lion
64	Feragar Point
65	Survival's Hope
66	River's Edge Keep
67	Golden Valley Manor
68	The Walls of Eternity
69	Savage Keep of the Man-Lizards
70	Hericho's Walls
71	Forestwall Castle
72	Blackchasm Keep
73	Ilthurn Fortress
74	The Thrice-Fated Keep of the Lord of Atherbury
75	The Solitary Tower of the Bandit King
76	Fort Brjekivk
77	Blackstone House
78	The Black Lord's Castle
79	Refuge from Darkness
80	Sea Devil's Bane
81	The Wall at the Edge of the World
82	Holdout Against Savagery
83	Castle Morraine
84	The Gates at River Blood
85	The Stone Hold of Clan Jorgundragrmir
86	The Midnight Palisade
87	The Old Stones of Marlborough Forest
88	Castle Kranquist
89	Peacock Keep
90	The Legendary Fortress of the Iron Tsar
91	Bluethrush Hold
92	Thorton Stronghold
93	The Iron Walls of the Brass Sultan
94	Briaredge Fortress
95	Eagle's Eye Tower
96	Grim Abbey
97	Fortress of the Last Stand
98	Royal Keep of the Silver Prince
99	Sapphire Hold
100	Chateau Miserable

TABLE E: HOOKS, COMPLICATIONS & OPPORTUNITIES

D12	
1	When the PCs arrive at the castle, they find it abandoned. Investigating, they discover signs of obvious battle, although no corpses remain. Almost everything of value has been looted, but a DC 20 Perception check uncovers a level-appropriate amount of overlooked treasure.
2	A member of the castle's garrison has been found guilty of treason – perhaps he was stealing from the lord, had seduced the lord's daughter or was working with local bandits or marauders. When the PCs arrive, the garrison are preparing for this execution; a gibbet hangs out from a high tower and single, doleful drum is sounding.
3	The lord of the castle is out hunting; as the PCs approach the fortification his hunting party emerges from a nearby wood and approach the party at a gallop. He reins in and questions them extensively about the reason for their presence near to his home.
4	The castle gates are shut and the party cannot gain admittance. Possible reasons for this include the lord's bizarre command, fear of infected travellers and so on. Alternatively, a plague or other disease may be savaging the castle garrison and they are trying to contain it within.
5	The castle's lord has a problem and the party's arrival is serendipitous. It transpires a large group of humanoids or bandits has been seen in the locality – they have not yet attacked the castle, but the lord is desperate for news of their lair and intentions.

6	The castle is having building or repair work done. Scaffolding festoons certain parts of the structure and labourers are busy at work. Dust coats everything and the folk therein are very busy and have little time for adventurers.
7	A large flying creature such as a dragon, or perhaps a small flock of lesser beasts such as wyverns or manticores, are attacking the castle.
8	The inhabitants of the castle are celebrating a local festival or an event of significance such as a wedding or birth. The party are welcomed and encouraged to enjoy the festivities.
9	The lord of the castle loves hearing the tales of brave adventurers. When the party arrive he quickly hears of it and invites them to dinner in the great hall. They are expected to regale the assembled diners with tales of their heroics.
10	The castle is on fire; perhaps an accident in the kitchen caused the conflagration or alternatively, it could be the result of sabotage or deliberate attack.
11	The castle has just been attacked. The defenders repelled the attack and the bodies of the fallen lie scattered about its walls. The defenders are busy tending to their wounded and so on and are suspicious of the party.
12	As the party approach the castle, an alarm bell rings and the main gates swing shut. Defenders are seen massing on the walls. It transpires the PCs resemble a band of evil marauders that recently attacked the castle.

TABLE F: LORD OF THE CASTLE

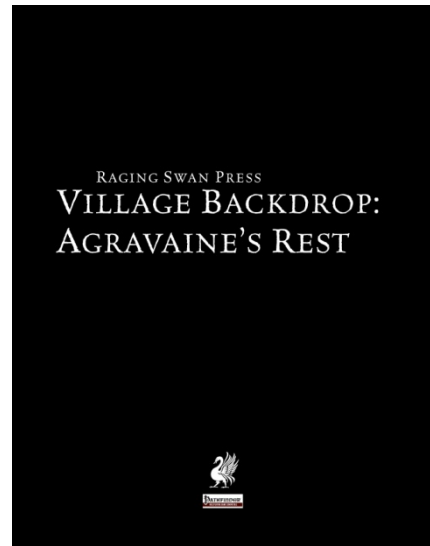
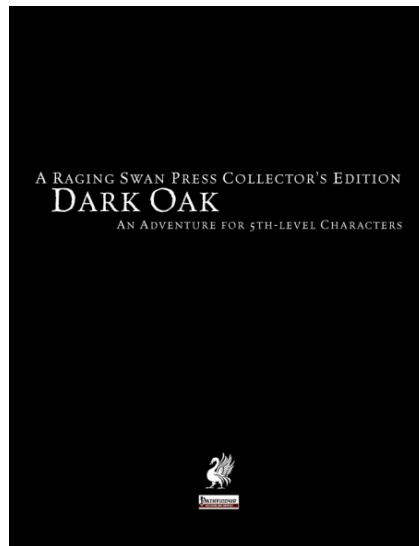
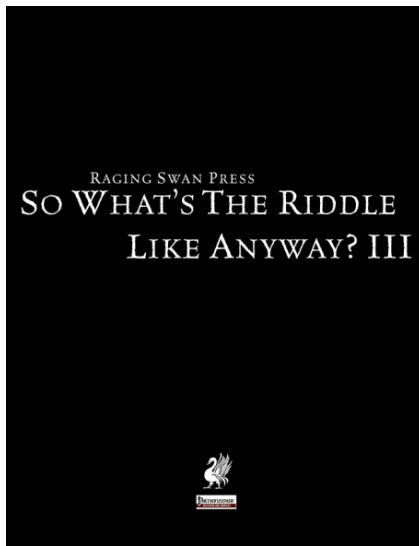
This table lists the basic details of 20 lords and ladies. The rest of their details are left for the GM to improvise – after all it is unlikely (hopefully) the party will get into combat with the castle's lord. The GM should improvise such details as the lord's personality and exact title (although lords dwelling in the borderland areas favoured by adventurers are often minor members of the nobility).

- **Minor Titles:** Lord, Lady, Baron, Baroness, Warden, Protector, Marshall.

D20	
1	Aaro Laitnen (male human fighter)
2	Agis the Good (male human fighter/cleric)
3	Ati Buto (female human paladin)
4	Azakial Myloneir (male half-elf wizard)
5	Baki Lahum (male human monk)

6	Coel Frewer (male human fighter)
7	Daela Orrick (male human ranger/rogue)
8	Eadith Montier (female human cleric)
9	Eriulf the Scourge (male human fighter)
10	Etana Agade (male human cleric/paladin)
11	Gislin Fosi (male human bard/fighter)
12	Gunda Manimi (female human fighter)
13	Holg the Destroyer (male half-orc fighter)
14	Irja Outila (female human sorcerer)
15	Lothair Omer (male human wizard)
16	Osswith Burch (female human fighter)
17	Perork the Pitiless (female half-orc fighter)
18	Rhea the Swift (female human fighter/rogue)
19	Sauli Purho (male human barbarian)
20	Willithar Friisond (female half-elf wizard/rogue)

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