

Castle D'Angelo

A Basic Fantasy Role-Playing Game Adventure Series
For 3 to 6 Player Characters, Levels 5 to 8

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Credits

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Introduction

Castle D'Angelo is an adventure module for the **Basic Fantasy Role-Playing Game**. The adventures herein are intended for 3 to 6 player characters of levels 5 to 8.

This adventure was created for use in my campaign world, Glain, and in particular in the nation of Enterone. Of course, you may wish to use this adventure with a different campaign world; some substantial work will be required to do this, but a clever Game Master should have little trouble with it.

Also, this adventure is in many ways a sequel to **Fortress of the Iron Duke**, an adventure found in module **BF2 Fortress, Tomb, and Tower**, available for free on the www.basicfantasy.org website. A party containing at least one character who was involved in the successful completion of that adventure will have a definite advantage in this one; in fact, if the GM has not run that adventure, or no character who was involved is available for this one, it may be necessary to introduce an NPC who knows how that adventure was completed.

*If you might be a player in any of these adventures, **stop reading now!** Beyond this point lies information meant only for the Game Master's eyes!*

Game Master's Background Information

Enterone (en-ter-own) is ruled not by a king, but by the Regency Council. Years ago, the last king, Gallus Oberon, left no heir to his throne; he did this deliberately, as he was a believer in democracy. Sadly, no one else in Enterone really believed such a system could work, so despite his final orders to create an elected council to rule the country, the hereditary nobility continued to rule their individual fiefdoms under the control of the Regency Council.

Recently, Lord Jarvan Margrave, a landless noble and wizard of the dishonored house of Margrave, has discovered a way to fool the ancient Orb of Regency into recognizing him as a legitimate heir to the throne of Oberon. His method is so clever that he is sure that any lesser mage or priest will be unable to discover it, thus allowing him to take the throne and become the next King of Enterone.

But among the six members of the Regency Council is Duke D'Angelo. Pons III, Duke D'Angelo, is a great wizard like all his predecessors. The exploits and power of the house of D'Angelo are well known and stretch back more than a thousand years to the time when Roland D'Angelo founded the duchy, then a mere barony, in the lawless northwestern frontier of Enterone. Jarvan knew that the Duke would see through his ruse, so he plotted to prevent it. Fortunately, only five of the six Regency Council members were required to form a quorum; after biding his time until the Duke returned from the capitol to his own duchy, Jarvan sent him a gift.

The clockwork man, obviously the work of the ancient Wizard of Clocks, arrived at the front gate of Castle D'Angelo unaccompanied, bearing a letter with the seal of Duke Tarkan. The letter informed Duke D'Angelo that the clockwork man was a recently-discovered artifact in need of refurbishment, and as Duke Tarkan did not have a wizard of adequate skill, he had turned to the house of D'Angelo to complete the repairs.

So the clockwork man was led into the castle and taken to the Duke. When the Duke entered the presence of the machine for the first time, it responded by opening its chest and revealing a huge, cracked jewel.

The jewel was the prison of Khaadk, the demon who had previously caused havoc in the Duchy of Freestead. Jarvan had stolen the jewel from the keep of Freestead and placed it inside the clockwork man. As before, when the cracked jewel was exposed, a powerful force field appeared which allowed creatures to enter the castle grounds but not to leave. However, instead of turning the inhabitants to stone, this time the power of Khaadk drove them all mad.

The player characters must enter the castle, survive the various unpleasant events that will ensue, and secure the jewel again in order to free the Duke, his family and his subjects.

Some interesting facts: The guards of the castle are all women, no exceptions. This is in honor of Sara D'Angelo, younger sister of Roland, who was herself a warrior. Many if not most of these warriors are from

other countries, where their choice of arms over "approved" feminine activities would make them outcasts. They are led by a virtuous woman warrior of Enteronean descent named Valor True. She was quite recently an adventuress, traveling with Sevras D'Angelo, the grandson of the present Duke; he is also present within the castle.

All the male members of the D'Angelo family are expected to learn magic, but there are surely a few who have not done so well; it's reasonable that there may be several family members who are quite old and yet still low level, and perhaps one or two who turned to alchemy when magic proved beyond their grasp. Similarly, all female D'Angelos (by birth, not by marriage) are raised as warriors, and again not all will find that entirely suitable. There should be at least one magic-using female D'Angelo, perhaps a niece to the present Duke; she was tolerated but considered odd among this odd company.

The wives of those male D'Angelos who are married may be magic-users (this would be preferable as a way to ensure that heirs might be more likely to be wizardly); also, it's entirely reasonable that some D'Angelo men might have taken wives from among their warrior-women guards.

Khaadk's Power

As soon as the clockwork man revealed the cracked green jewel which imprisons Khaadk, his power again flooded into the world. A green glow now extends out in a hemisphere around the fortress, just large enough to enclose it; it is possible to enter the sphere without harm, but anyone attempting to leave will be prevented from doing so (by a force field) and further will suffer 1d4 damage on each attempt.

Khaadk wishes to be freed from the gem; when first the jewel was cracked, Khaadk's power turned most of the inhabitants of Duke Vadarin's fortress to stone. This time, his chaotic magic has driven most of the inhabitants insane. His magic affects only intelligent creatures; he chose to ignore creatures of lower intellect, as a rampaging horse (for instance) would be much less likely to free him than a mad human.

The GM should remember that the insane (and potentially dangerous) residents of the fortress are not evil, and a heroic party should thus try not to harm them if at all possible.

*Note: Khaadk is described in detail in **BF2 Fortress, Tomb, and Tower**, as previously mentioned. It is recommended that the Game Master review that module for additional information about him.*

How The Castle Was Built

Roland D'Angelo (the first Duke) hired the best available Dwarven artisans to build him a tower, four levels high, with a single dungeon level beneath it (storage, including a wine cellar). Later, his younger brother Arcan arrived in the area and hired local (human) builders to construct a tower for him, five levels high plus a single dungeon level; the two towers were connected underground at this time. Not that long after, little sister Sara showed up with her troop of elite woman warriors, and arranged the construction of a two-story keep encompassing the two towers; this structure is areas 9-13 on the map.

This was all done within a fifteen year period, a long time ago (almost a thousand years). The remaining construction, consisting of two single story sections (2-6 and 28-33), the gatehouse (area 1) and the six smaller towers (5-8, 29, and 34) were built later, as were the second and third dungeon levels.

As it is a historical location and dwelling place of the Duke, the castle has not been expanded further. Rather, the Duke maintains a number of other, more military castles in the area, occupied by more conventional (i.e. male) soldiers.

Important Features Of The Castle

There are several rather odd features of this castle which the Game Master must know about.

First, though the main keep is just two stories tall, there are two second floors (identified as Level 2A and Level 2B). At some time in the distant past, a prior Duke engineered an extradimensional space, allowing him to duplicate the second floor without making the building any larger. Over time, the two second floors were renovated, so they no longer share a floorplan. The main towers are each connected to the two second floors by means of separate doors, marked "a" and "b" on the maps; the twin floors also connect to each other and to the first (ground) floor by means of magic passageways and staircases, marked "a", "b", and "1" on the maps. For the GM's convenience, the second floor rooms of the other parts of the castle are shown on both the 2A and 2B maps.

Next, the dungeons. The first dungeon level contains the stables, accessible by a ramp to the outside, as well as some storage facilities (including the wine cellar). The first dungeon level connects to the second by means of a ramp at the south side and a staircase on the north. The second dungeon level contains the regular laboratories of the various wizardly family members. The third dungeon level is not connected to the second, as you might expect, but is rather accessed only through secret stairways hidden in the bases of the two main towers. The mere existence of this level is officially secret, but most of the castle residents at least suspect it exists.

Important NPCs

Todo: Move those that have "fixed" locations to those keyed areas.

Pons III, Duke D'Angelo:

Magic-User 13, AC 13, #At 1, Dam 1d4 +2, Mv 40', MI 9
STR 13 (+1), INT 15 (+1), DEX 13 (+1), CHR 13 (+1)

Spells: Floating Disc, Light, Magic Mouth, Shield, Detect Invisible, Invisibility, Mirror Image, Web, Darkvision, Invisibility 10' radius, Slow, Water Breathing, Bestow Curse, Hallucinatory Terrain, Polymorph Self, Animate Dead, Passwall, Invisible Stalker, Reincarnate

Equipment: Walking Staff +2, Ring of Protection +1

HP 27

Maricela, Duchess D'Angelo:

Magic-User 6, AC 12, #At 1, Dam 1d4, Mv 40', MI 9
STR 8 (-1), INT 16 (+2), CHR 17 (+2)

Spells: Detect Magic, Hold Portal, Sleep, Detect Evil*, Invisibility, Dispel Magic, Protection from Evil 10' radius*

Equipment: Dagger +2, Ring of Protection +1

HP 25

Neva, Eldest Daughter:

Fighter 5, AC 17, #At 1, Dam 1d6, Mv 30', MI 9
INT 15 (+1), WIS 17 (+2), DEX 13 (+1)

Equipment: Chain Mail +3, Longsword +2, Longbow +1 with 14 Arrows +1 and 6 Arrows +2

HP 30

Neva is an example of what happens when two magic-users get married, have a daughter, and push her to become a fighter. She's adequate, especially at ranged combat, but without magical assistance (and some good hit die rolling) she wouldn't be anything to write home about. Sadly, she knows that; she is good friends with Valor True, but is not-so-secretly envious of the renowned and charismatic adventuress.

Julianne, Second Daughter:

Fighter 3, AC 19, #At 1, Dam 1d6, Mv 20', MI 9
INT 13 (+1), WIS 15 (+1), DEX 14 (+1), CON 13 (+1), CHR 16 (+2)

Equipment: Plate Mail +1, Shield +1, Shortsword +3, Shortbow with 20 Arrows +1

HP 22

Julianne takes after her mother, in appearance and in manners, and looking at her stats, she was born under a lucky star.

William, First Son:

Magic-User 4, AC 11, #At 1, Dam 1d4 +1, Mv 40', MI 9
STR 13 (+1), INT 16 (+2), CHR 13 (+1)

Spells: Hold Portal, Magic Mouth, Levitate, Web

Equipment: Walking Staff +1

HP 10

William is still young, and is working hard at his studies while simultaneously trying to master the arts of leadership. The older castle residents worry he won't be up to the challenge of being Duke; fortunately, his father appears to still be going strong.

Sevras D'Angelo, Third Cousin to the Duke:

Magic-User 7, AC 13, #At 1, Dam 1d4 +2, Mv 40', MI 9
INT 16 (+2), CHR 13 (+1)

Spells: Hold Portal, Magic Missile, Levitate, Web,
Haste, Clairvoyance, Wall of Fire

Equipment: **Dagger +2, Cloak of Protection +2**

HP 18 □□□□□ □□□□□ □□□□□ □□□

Sevras is an adventuring companion to Valor True, and has been staying at the castle as a guest; though he is older, he and William are good friends.

Valor True, Captain of the Guard:

Human Fighter 8, AC 21, #At 1, Dam 1d8 +1, Mv 30',
MI 10
STR 15 (+1) WIS 17 (+2) DEX 13 (+1) CON 13 (+1)

Equipment: **Plate Mail +1, Shield +1, Longsword +1,**
Shortbow, 15 **Arrows +1, 5 Arrows +2**

HP 35 □□□□□ □□□□□ □□□□□ □□□□□
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Valor True is a knight. Her father, Efram, was a refugee from Roslane (the rival nation to the north) and is a very minor member of the Roslanian royal

family; he hid his identity when he fled from a round of purges, but after distinguishing himself in the service of Duke Vadarin of Freestead, his identity was revealed. Though he could have been executed for his deception, Vadarin spoke to the Regency Council on his behalf. They bestowed upon him the new surname of True in honor of his service.

Efram wanted a son to carry on in his name, but his wife bore him only daughters; the eldest two, Faith and Charity, became clerics. He had already chosen the name Valor for the third child, believing an omen had guaranteed a son. When Valor was born a girl, he decided that the omen meant he should raise her as a warrior, and he did.

After apprenticing to the castellan of a nearby fortress, Valor struck out on her own, forming an adventuring party. One of the men who joined her party is Sevras D'Angelo, who is the Duke's third cousin. Sevras told Valor of the strange ways of his family, and the thought of being "just one of the girls" rather than the oddball woman with a sword appealed to her. She had already earned a knighthood for, well, valor, and she rose quickly to the position of guard captain. This has led to some jealousy and hard feelings among some of the longer-term residents.

Fortress Key, Level 1 (Ground Level)

1. GATEHOUSE:

The main doors to Castle D'Angelo stand open, flapping slightly in the breeze. On the inner face of the left hand door, someone has painted the word "WELCOME!" in bright pink letters.

The inner doors (at the north of area #1) are closed but not barred, and will open with gentle pressure. They pull towards the party.

Any character entering the gatehouse corridor will hear porcine squeals and the clatter of trotters against flagstones from within the castle. The walls have been liberally daubed with graffiti in bright, clashing colours. Tangerine letters inform the party that THE PASSWORD IS "CAMEMBERT" (NB: this is not true); in lime green, another graffito says TURN BACK! THIS IS NOT THE WAY; and in sky blue, a third says THE ALE HERE IS TERRIBLE, IT'S ENOUGH TO DRIVE YOU MAD. Other graffiti is less coherent, and all of it is completely unhelpful.

2. STAMPEDE:

As the door opens, lots of wild boars charge through it, directly at you!

Charlotte La Neve is the Duke's Sergeant and Huntswoman. In her madness she has decided it will be easier to hunt the boar if she keeps them in the castle, reasoning that the boar can also serve as gate guards and will be very tasty! Accordingly, she has been out hunting every day since the madness struck, and she now has nine boars. She has been amusing herself by stampeding them along the corridor and back, so they are both terrified and angry. When the party opens the door, she takes them for marauders or bandits and stampedes her boars straight through it. They will attack the party at once.

9 Wild Boars: AC 13, HD 3, #At 1, Dam 2d4, Mv 50', Sv F3, MI 9, XP 145 ea

HP 15 [] [] [] [] [] [] [] [] [] [] [] [] [] [] []
15 [] [] [] [] [] [] [] [] [] [] [] [] [] [] []
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13 [] [] [] [] [] [] [] [] [] [] [] [] [] [] []
17 [] [] [] [] [] [] [] [] [] [] [] [] [] [] []
12 [] [] [] [] [] [] [] [] [] [] [] [] [] [] []
16 [] [] [] [] [] [] [] [] [] [] [] [] [] [] []
12 [] [] [] [] [] [] [] [] [] [] [] [] [] [] []
19 [] [] [] [] [] [] [] [] [] [] [] [] [] [] []

Charlotte herself will retreat to area #3 immediately on seeing the party. The party will find the brazier and torches that she was using to drive the boars. There is nothing else of interest or value in this area.

2a. STATUE:

This depicts a seated woman, wearing a mailshirt and a conical helm. Her sheathed sword is on her lap. She is flanked by two leopards, with her hands resting on their heads. The statue gazes into the middle distance with a haughty, dignified expression. Someone has painted a full moustache on it.

2b. STATUE:

This statue depicts a woman in a toga, bent over to pick a flower. Her hair is piled up on top of her head. A bow is on her back and a quiver at her hip.

3. HUNTSWOMAN'S ROOM: By the time the party gets here, Charlotte will have shut and locked the door.

The door is made of dark oak, stoutly bound with iron. On the left hand side there is a handle, with a keyhole immediately below.

Charlotte is on the other side of the door, holding a slim poniard, which is much like a knitting needle with a dagger hilt. She can see the party through a small knot in the door. (If someone actually says they are inspecting the door, then they will automatically see this knot. Otherwise nobody in the party will notice it.) If a character tries to look through the keyhole, she will drive her poniard through it, trying to poke out their eye. Have the target roll a saving throw vs. Death Ray. If they pass, they will only take 1d4 damage. If they fail, they will take 2d4 damage and lose a randomly-selected eye (which means that if using a missile weapon at medium range or greater, the character suffers a -1 "to hit" penalty). Restoration of a damaged eye requires a regenerate spell or similar magic.

If the party opens the door, they will have to fight Charlotte. She wears a mailshirt and carries a great axe.

Charlotte La Neve: AC 17, Fighter 5, #At 1,
Dam 1d10+1, Mv 30', Sv F5, MI 10, XP 405

S 13, D 14, C13, I 9, W 10, Ch 9

HP 22 □□□□ □□□□ □□□□ □□□□
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Charlotte's high, hard boots are lined with walrus fur, which makes them both very warm and very waterproof. They are worth 50gp. Her belt is two inches wide, of tooled leather in intricate knotwork set with brass studs and a big brass buckle in the shape of a dragon, and it is worth another 50gp. In her satchel are 43gp in change, a whetstone, a block of beeswax, and the key to her door.

This room is normally an armory, and in fact a large rack of longbows, shortbows, and arrows occupies the north wall; however, in her madness Charlotte has moved in, and so the room also contains Charlotte's rope hammock, a hand lamp with oil, and sixteen assorted pelts. These are mostly hare, wolf, boar, deer or badger worth no more than 10gp each, but there is also one fine bearskin worth 60gp.

4. ARMORY:

This room is filled with helms, polearms, buckler shields and daggers, except along the south wall, where two large copper cauldrons rest atop unlit braziers and beside them is a stack of wooden crates. Stairs in the east wall appear to go up to the first floor of the gatehouse.

Of the helms, polearms, bucklers, and daggers there are thirty each. The copper cauldrons are used to heat water to pour through murder holes and scald invaders. They are empty. Each of the six wooden crates contains five suits of mediocre-quality brigandine armor (treat as leather).

If the party spends more than five rounds exploring this cluttered little room, then the two women-at-arms from room #42 (q.v.) will come down the stairs. If the party has set someone to watch the staircase, then they cannot be surprised. Otherwise, the party may be surprised but the women-at-arms will not be.

5. WEST GATE TOWER:

This twenty foot square room contains a stove, a table, five chairs, and some sacks and chests. The stove is unlit, and from the coating of soot, has not been cleaned for some time. On the table stands a large clay jar. It emits foul, acrid-smelling fumes.

The clay jar contains **oil of vitriol** (which is the alchemical name for sulphuric acid). At the time when everyone went mad, it was being used to clean the Duke's silverware, and since this is a smelly process, it was being done away from the Duke's family in the guard tower. If inspected, the jar will prove to be full of knives, forks and spoons. They have a value of about 30gp. A vialful of acid will do 1d6 damage to a creature it with it, or 1d2 splash damage from a near miss. It will dissolve small amounts of wood or metal. A magic user can use the stove and other equipment in the room to boil away some of the water and produce concentrated sulphuric acid, but the quantity produced will be very small, so 1d6 damage or dissolve a small amount of wood or metal is the maximum effect achievable.

The sacks contain rice, dried beans and pulses, and the chests contain wooden plates and bowls.

6. EAST GATE TOWER:

Valor True is hiding in the room above this one (#41).

7. EAST TOWER: During his madness, Pons has tried experimenting with conjuration magic, and through a bizarre combination of castings, he has called up a pair of weird creatures called pangotheria. They now live in this tower. Whether the pangotherium comes from an alien world or plane, or from another time in this world, or somewhere even stranger, can only be a matter of conjecture, and its behavior is highly unpredictable.

This twenty foot square room contains a weird creature, like a ground sloth the size of a man, but with the head and scales of a giant pangolin. Its claws are huge! It seems to have made a nest of some kind out of fabric and upholstery.

A second pangotherium is hiding behind the door. Each has an effective strength of 18. They are intelligent animals, with similar cognitive ability to a gorilla, but extremely chaotic. Determine how each one reacts to the party by rolling 3d6. A score of 3-6 means it charges; a 7-8 means that it attacks; on a

9-12 it approaches without attacking; on a 13-14 it retreats; on a 15-17 it flees, and on an 18 it takes an immediate liking to the party and will roll on its back waiting for its belly to be scratched. If attacked, of course, they will certainly retaliate!

2 Pangotheria: AC 16, HD 7, #At 2 claws, Dam 2d4/2d4, Mv 40', Sv F7, MI 9, XP 670

HP 41 □□□□ □□□□ □□□□ □□□□
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The pangotheria can operate doors and other simple mechanisms but they have no language. If the Duke regains his sanity he will wish to study them, and he will be pleased if one has survived. If both have been captured for him, then he will be delighted and will either forgive the party for an error or a certain amount of damage they might have caused, or else if there is nothing to forgive, he will increase their reward by 500gp.

8. WEST TOWER:

The door ahead is open, and sprawled in the doorway is the corpse of a dwarf. A single-bitted battleaxe protrudes from his back, and the flagstones beneath him are brown with dried blood.

Five dwarves were in the castle when the demon was released. They were the sons and daughters of a friend of the family. When the madness came over them, they suspected the humans of plotting to murder them for their gold, so they fled to a defensible tower. But once locked within, they fell to arguing, suspecting one another of plotting treachery to take all the gold for themselves. Several of them stabbed each other in the back. The victorious dwarf, Magnus Mourngrim, is a redoubtable fighter. He is in area #44 above with the gold. The ground floor contains the corpses of the four losers, and is haunted by their ghosts.

NB: For the purposes of this encounter area, the word "ghost" does not necessarily mean a hostile monster. The dwarves were insane when they died, but their ghosts exist primarily on the æthereal plane and have therefore escaped the insanity curse by moving beyond its radius. The ghosts have forgiven each other, and forgiven Magnus; they are initially lawful and helpful. Each ghost can be communicated with, under the correct conditions.

If the players try to turn the ghosts, or if they are stupid enough to insist on fighting them, then they count as **spectres** (AC 17, HD 6*, #At 1, Dam drain 2 levels, Mv fly 100', Sv F6, MI 11, XP 610 ea)

HP 28 □□□□ □□□□ □□□□ □□□□
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Arnold Pitprop (HP: 28)

The dwarf in the doorway, who wears a mailshirt and a full-face, flat-topped helm. His ghost will appear in the following circumstances:

1) If the axe is removed from his back and his body given a respectful burial with a lawful religious ceremony. If he is buried with his mailshirt and helm, he will advise the player characters of the location of his buried treasure hoard (which contains loot worth 650gp). If the mailshirt and helm have been taken, he will not do so. He can also describe the arrival of the clockwork at the Castle, and the moment when everyone went mad.

2) If his body is despoiled or desecrated (meaning his actual body—searching him or taking his stuff doesn't count), he will appear and pronounce a curse on the person desecrating. The curse will instantly kill any mount or beast of burden the player character owns, acquires or touches until lifted. Hostile creatures are not subject to this curse.

Hilda Steelcaster (HP: 31)

The dwarf in the centre of the room, who wears a mailshirt and carries a morning star flail. She has a curved dagger stuck in her side. Her ghost will appear in the following circumstances:-

1) After dark when the constellation called the Crucible rises above the horizon. If the party has been respectful towards the bodies then she will speak to them. Hilda was a cleric in life, and she is highly religious; she will spend all her time trying to convince the party to convert to the worship of (an appropriate deity associated with dwarves). If anyone already follows this god, or claims to, then she will seek to make them more devout.

2) If any party member blasphemes against a dwarfish deity. In this case she will appear and

pronounce a curse on the blasphemer which causes him or her to experience uncontrollable sneezing fits when trying to spot something or listen for something; all attempts to spot, search or hear things will automatically fail until the curse is lifted.

Ulrich Ringsmith (HP: 26)

A dwarf by the ladder up to room #40—he was in the process of climbing when he was killed. His head has been caved in with a blunt instrument of some kind (perceptive player characters may note the matching bloodstains on Hilda's flail). His body wears leather armor and carries a club. He was a thief and a renowned locksmith, and his magical lockpicking tools (which are in a leather wallet in his belt pouch) give a bonus of +5% to lockpicking attempts. They are worth about 150gp to a high-level thief, although there's the obvious risk that any prospective purchaser might decide it's more convenient to steal them than pay for them! Ulrich's ghost will appear in the following circumstances:-

- 1) If his lockpicking tools are taken by a dwarfish thief. Ulrich will speak to the thief, explaining that he is glad the tools will be used by a dwarf. He can answer the same questions that Arnold can.
- 2) If his lockpicking tools are taken by an elven or orcish thief. Ulrich will pronounce a curse which causes the thief to suffer extreme flatulence while attempting to hide or sneak (-10% to chances of success until the curse is lifted).

Hakon Ironoath (HP: 25)

A platinum blond dwarf wearing a mailshirt. Hakon carries no weapons (because his dagger is in Hilda's side and his axe is in Arnold's back), but carries a round shield with the device of an anvil, which is a shield +1. Hakon's ghost will appear in the following circumstances:-

- 1) If someone speculates about what happened here, Hakon will appear and confess that he killed his brother and his sister. Hakon is consumed with guilt and will apologize repeatedly to the bodies until the party goes away.
- 2) If anyone sneers or laughs at the dead dwarves, Hakon will appear and he will be furious! He will speak a curse on the insulting character which causes him or her to feel ghostly, grasping hands rising up from the ground to snatch at his or her feet in combat situations. The effect of this curse is to make the character act last in any combat round (irrespective of the initiative die) until it is lifted.

None of these dwarves has any gold. Magnus Mourngrim has taken it from them.

Any of the dwarves' ghosts will be able to warn the party about Magnus, who is up the ladder upstairs. They will explain that he is a very dangerous fighter and will attack on sight unless his madness is cured.

9. FRONT HALLWAY:

This passage is 10ft wide and 120ft long, running east-west, with the 20ft wide passage in which you stand joining it in the exact middle. On the floor directly in front of the entrance, someone has scrawled an inscription in chalk. There are double doors directly ahead in the north wall, a total of four doors in the south wall (two to the east and two to the west), and in both directions the corridor seems to turn northwards. All is brightly lit by continual light spells on the walls; each has a little curtain which can be shut off to dim it if desired, but all the curtains are open.

When you look to the east, you see that someone has set up a long chain of bone or ivory dominoes. It runs along the passage and around the corner.

The text reads, "Scream for me!" in Common. The chain of dominoes runs around the corner all the way to room #28. Any loud noise in this corridor will cause the Shrieking Tarantula in room #21 to scream in response, and this will in turn knock down the chain of dominoes, with the consequences described in room #28.

10. GRAND HALL:

Approaching the hall you hear the rattle of stone skipping across stone along with men laughing and telling at each other.

Inside are three men wearing the pointed hats, hose and jerkin of castle attendants. They are using plain sticks to knock around stone balls (each perhaps three inches in diameter), aiming for buckets resting on their sides, while keeping the others from scoring a hole. Each ball has been crudely painted a different color. Each man has a few bruises and one a broken nose but they are having fun. They urge you to join them in a hearty game. The walls of the hall are decorated by tapestries, and badly vandalized paintings of the D'Angelo family and relatives. The polished marble floor is scuffed and chipped from the rudeness of their play.

These men are attendants of Count Dickers: their uniform is not what locals would wear. One is older with graying blond hair (and teeth broken from many fights) and the other two are middle aged.

There are no rules nor sense to the game they are playing and anyone who joins in will be punished with repeated body slams and clouts from the sticks to no benefit. Their madness has driven them to be obsessed with sports and they are competing with no real goals or rules.

11. CLOAK ROOM:

You see a sign over the door that reads CLOAK ROOM: RING BELL FOR ATTENDANT. A small brass bell hangs on a wooden beam over the door, with a silken cord hanging down to ring it by.

Ringling the bell has no effect. Inside the room, a skinny, short man in hose and house livery sits on a stool, continuously chewing on some unidentifiable material (gummy tree sap or tobacco), gazing off into nowhere. He will respond to any comments with barely a change in focus and a grunt of disinterest.

Two tables are pushed up against the east wall with more stools: sitting on the tables are stiff brushes, wooden tubs of boot polish and fats, rags and other things for grooming clothes and shoes. One table has a scent of perfume about it and cluttered by needles stuck into pin cushions, scissors, cloth, buttons and other items.

Various sorts of clothing hang from wooden racks in the west side of the room, or rest on the floor. Much of it is shabby and should not be in the room. An inventory would include:

- 8 cloaks (five of low quality)
- 3 lady's jackets (thin and ornamental, intended to be worn for show over winter clothes)
- 1 robe (thick and useful but nothing important)
- 3 sets of stockings
- 2 trousers
- 3 shirts
- 12 pairs of boots (5 miss-matched and three worn out)
- 16 pairs of lady's shoes (6 pairs miss matched; 4 pairs poor quality)

8 pairs of shoes (no gender specific) all miss-matched

2 pairs sandals

6 shoes and sandals and boots in a pile

One long, luxurious looking black cloak is lined by gold and silver and radiates magic if detected. It is actually a cloaker (see the The Basic Fantasy Field Guide of Creatures Malevolent and Benign). It radiates magic because it devoured a mage wearing a ring that generates a useless magical aura on the wearer (the entire purpose of the ring was to trick others into thinking something magical was going on) and said ring is stuck in its gullet.

A silken bag hanging on a peg behind it is embroidered with the name Count Dickers (see room 51). It contains 200 gp, 50 pp, and 4 gems worth 50 gp each. The silk chord tying it shut has a poisoned needle cleverly hidden in it's knot, requiring the equivalent of a thief's find traps roll to discover it (anyone unaware of it who unties the cord will prick themselves; save versus poisons or die or some similar affect).

Cloaker: AC 19, HD 10** (+9), #At 1 tail + special, Dam 1d6 + special, Mv 10' Fly 40', Sv F10, MI 7, XP: 1,390

HP 50

12. MEETING ROOM:

You see three large, darkly varnished tables positioned in this room (running from east to west), each surrounded by twelve chairs. A fireplace rests against the west wall, running up through it.

This room is otherwise empty and unlit.

13. KITCHEN:

Before you is a wizardly kitchen. A fire burns without fuel on a central hearth. The room contains several large tables, each bearing a knife block with many knives thrust inside. The walls are lined with shelves full of herbs and utensils. All is neatly organized with everything in its place. You can see no creatures or treasure here.

The room contains a permanent magical effect: an invisible, unseen servant which will fetch any kitchen utensils from the kitchen or foodstuffs from the

pantry (room #14) if a creature requests them in Common. The servant will also tidy up, clear up, and clean up any spills in the kitchen or pantry.

Count Dickers has been doing the cooking here, and may be encountered in this room 20% of the time. See room 48 for more details.

14. PANTRY:

This room is filled with foodstuffs and comestibles of all kinds. Sides of pork hang from the rafters, barrels of fish and pickles line the walls, and sacks of beans, oats, rice and barley are piled on the floor.

There is nothing of interest or value in this room.

15. BACK HALLWAY:

The rear hallway is dark and quiet. Ahead of you, a tapestry can be seen hanging from the south wall.

The tapestry is on the 20ft section of wall immediately to the north of the double-staircase. It depicts seven men, each with an obviously fatal wound, standing on a ferry across a river. The ferryman wears a robe the color of rain; his back is to the viewer of the tapestry, but his hand is visible holding the tiller and it is skeletal. Their destination on the far side of the river is shrouded in shadow.

The scene is a rather accurate depiction of the journey to the afterlife. Anyone who spends more than a few moments watching it will find that the river seems to move, as if it were really flowing, and the ferryman's robe seems to flap slightly in the breeze.

This effect is of no particular significance and exists merely because it amused one of the wizards.

16. LEONORA'S ROOM: Leonora was a maidservant in the kitchen. Since she was driven mad, she has believed herself to be a medusa.

The door is made of dark oak, stoutly bound with iron. On the right hand side there is a handle, with a keyhole immediately below.

This door is not locked. Leonora used to have a key but in her madness she has lost it. If she hears the party outside (chance to be determined by the GM according to how stealthy they are), Leonora will call through the door to warn them not to enter her chamber, for her gaze will turn them to stone. If they actually enter, she will certainly cry out this warning.

It is false and she is a normal human woman. However, she wears a bulky hood ("to contain the snakes!") and her head is not visible. She is wearing a beautiful gown of silk and taffeta (which she has purloined from one of the castle noblewomen).

Leonora: AC 11, NM, #At 1, Dam 1d4 (dagger), Mv 30', Sv NM, ML7, XP Nil

S 8, D 10, C11, I 8, W 13, Ch 13

HP 3 □□□

If the party kills Leonora, then in the process they will ruin her beautiful gown, which is worth 100gp. If they deal with her peacefully, then provided the party supplies her with an alternative garment, she will be prepared to give it to them.

If the party proves to Leonora that she is not a medusa, then she will start to believe that she is a dryad instead. She will flee into the woods in search of her tree. There is no end to her madness, and although she will never believe herself to be something violent, there is also no way to get her to talk any sense.

Aside from Leonora's hammock and her few personal effects (a tinderbox, a couple of candles, a clay mug, a wooden bowl and her eating knife which doubles as a dagger) the only other thing of interest in this room is a copper bathtub that hangs from one wall. It is large and bulky but well made, with feet cast like ducks' webbed feet, and would be worth 100gp, though the party would need a wagon to transport it.

17. STOREROOM:

Listening to the door reveals constant chewing and gnawing noises as if something is busy eating wood in the room inside. The door is locked but can be forced past easily enough, being shabbily installed.

Inside are wooden barrels and boxes. You see occasional rodents darting around and piles and scatterings of what appear to be raisins on the floor.

The small raisin-like objects are mouse droppings

Inspecting the barrels and boxes will reveal small holes near the floor. They were once full of dried fruit, mops, linen, and other items but are now overrun by numerous but harmless mice (rifling through the chewed up debris will set up an endless squeaking as nests of mice babies are upset). The

mice are able to enter and leave through several small cracks in the walls even when the door is shut.

18. ROOM:

19. ROOM:

20. ROOM:

21. THE SHRIEKING TARANTULA:

This room was formerly a storeroom, but it is now the lair of a Shrieking Tarantula. The Duke used to keep it in a glass tank in a permanently silenced area, but one of the madmen felt sorry for the creature and let it out.

A gigantic spider, like a Giant Tarantula but as big as a warhorse and with reddish joints on its legs, is poised just beyond the door. It attacks at once!

The creature is ravenous; it can be stopped from attacking by throwing it a substantial lump of meat. It is a new monster and its stats are fully detailed at the end of the module. In summary form they are:-

Shrieking Tarantula (AC 18, HD 7*, #At 1, Dam 1d12+poison or special attacks, Mv 50', Sv F7, MI 9, XP 800)

HP 31 □□□□ □□□□ □□□□ □□□□
 □□□□ □□□□ □

There is no treasure in its lair.

22. ROOM:

This room could be a sitting room or room to entertain waiting guests or somewhere to retire and talk politics and gossip; it has chairs and small tables and two divans. Listening to the door reveals a rhythmic mechanical ticking. This originates from a large, wooden cased grandfather clock sitting against the south wall, the pendulum swinging methodically in the case. The clock weighs 300 pounds and anyone who spends any time with it will find it simply does not keep time; it is often terribly slow and at other times terribly fast.

23. ROOM:

24. CHAPEL ENTRANCE:

A sign proclaims, "SHHH! Funeral in process!" Dozens of muddy boots have trod through the hall and into the room behind the door, leaving an obvious trail. The trail of dominoes which you saw in the front hall continues through this room.

There is nothing else of interest here. See area 28 for results of knocking over the dominoes, and also room 21 for the effect of making too much noise in this area.

25. CHAPEL:

Continual light spells cast on the ceiling reveal brightly painted walls and hanging decorative tapestries. A strong smell of death comes to your nose(s); you see three corpses resting on tables at the foot of the steps leading up to the back of the room. A single figure in robes is performing some ceremony on the dais, invoking piety in a voice so shrill and strident it is garbled. Five more cloaked figures stand behind it, moaning in reverence. Rows of benches line the room north and south; on each side are twelve mourners hunched over in silent reverence, wearing mourning cloaks.

This funeral is actually a feast. The four figures on the dais are ghouls working themselves up into a frenzy before they tear into the three corpses. The leader will yell "Fresh meat!" as soon as they become aware of anyone looking at them from the doorway. Six of the mourners in the pews are berserkers driven insane by the gem. They are loyal to the ghoul leader and will join in with the ghoulish feasting if allowed. The other people present are harmless, although they will watch any feasting with macabre fascination and flee in terror if combat erupts.

The lead ghoul is carrying a **mace +1** on a silken cord as a sign of office (like a scepter) and each ghoul has a golden necklace with gems worth 200 g.p.

6 Ghouls: AC 14, HD 2*, #At 2 claws/1 bite, Dam 1d4/1d4/1d4, all plus paralysis, Mv 30', Sv F2, MI 9

HP 10 □□□□ □□□□
 11 □□□□ □□□□ □
 8 □□□□ □□□
 7 □□□□ □□
 9 □□□□ □□□□
 10 □□□□ □□□□

6 Human Minions: AC 11, HD 1, #At 1, Dam 1d6, Mv 40', Sv F1, MI 12, XP 25 ea (150 total)

HP 8 □□□□ □□□
 5 □□□□
 7 □□□□ □□
 6 □□□□ □
 8 □□□□ □□□
 4 □□□□

26. ROLAND'S TOWER:

Large, ornate double doors have been crudely jammed shut by an unevenly cut wooden bar dropped into braces sloppily nailed to the polished front. Dirt and leaves spill out onto the floor in front of the doors to this room. Listening to the door will reveal squealing and grunting and hooves clattering on the stone.

Opening the door reveals a room paneled by dark wood that is obviously well kept, with plush rugs on the floor, and furniture piled near the south wall. Six wild boars are rooting amid a thick layer of leaves, branches and debris cast haphazardly around what would otherwise be an elegant sitting room.

Three of the "boars" are wereboars, who have infiltrated the castle thanks to Huntswoman Charlotte's obsession with boar hunting. They are searching for any loot they can find, and will attempt to avoid confrontations unless it benefits them, controlling the other boars and sending them to distract attackers while they flee.

3 Wereboars*: AC 16†, HD 4*, #At 1 bite, Dam 2d6, Mv 50' Human Form 40', Sv F4, MI 9

HP

3 Wild Boars: AC 13, HD 3, #At 1, Dam 2d4, Mv 50', Sv F3, MI 9, XP 145 ea

- HP 18 □□□□ □□□□ □□□□ □□□
- 14 □□□□ □□□□ □□□□
- 12 □□□□ □□□□ □□

The room is something of a mess due to the presence of the swine. Various chairs and divans are sitting (some upside down) along the south wall as if they once ready for guests. Several empty clay pots rest amid the furnishings; they are full of loam, and whatever plants were in them have been eaten away by the pigs.

Along the west wall are tables with various alchemical beakers and glass jars. This is NOT a full alchemical set up; it seems to be something used to entertain waiting guests. A brazier full of red hot coals sits atop the center of the table: five glass jars are suspended by handles on a steel rod over it. They contain:

- 1) A clear liquid that is water (but the PCs have to experiment to find out).
- 2) Green, bubbling, goo. As the PCs watch it begins to froth and overflow. If they take it off the heat, it

explodes and showers the room with shards of glass (everyone in the room is attacked as if by a 1 HD monster and suffers 1d3 damage if stricken). If they let it bubble over it turns to acid, eating through the brazier and table underneath it, ruining a potion of healing in a wooden flask in a secret compartment inside it. If they add water, wine, or any liquid it turns into a useless wax-like substance, congealing on the sides of the glass beaker.

3) A black, tarry substance (ink).

4) A yellow, milk-like substance. If cooled off and drunk, it serves as a potion of healing. (It radiates a magical aura).

Suspended back underneath the table (not easily found by eyesight) is a secret compartment with a potion of healing in a wooden flask (as mentioned in the description of the green goo above).

[treasure, other details including secret stairway down hidden by filth and straw in addition to it's normal secretiveness]

27. ARCAN'S TOWER:

28. BARRACKS ENTRANCE:

VERNON THE VERGER: Vernon's got extreme OCD and he manifests it by setting chains of dominoes. If the chain falls over he flies into an insane rage and attacks the party.

Vernon's an 0-level chappy with 3 hp and a dagger, but he has a few things he's picked up off the alchemist's table. He has a bottle containing a 9-dice fireball which goes off if he's struck by fire or lightning, and a bottle of Alchemist's Glue which he throws at the party. Results include sticking player characters to walls, floors, and each other. Hilarity ensues, at least for the GM.

29. NORTHEAST TOWER:

A single table with three chairs has been pushed out of the way against the west wall. Otherwise this room is empty, but for cobwebs and dirt. An iron ladder affixed to the north wall leads up to a wooden trap door.

The trap door is designed to be lifted, not lowered, and is apparently blocked; no amount of pushing and heaving will open it. Listening at the trapdoor of this tower may reveal loud, strident voices

arguing in some grunting, cave-man like language. (See room 38).

30. BARRACKS:

In one of the barracks areas, the beds have been pulled out from the walls and arranged like pews in a chapel; they are occupied by guardswomen, in armor with their dress surcoats on. The women are crying, and the reason is obvious: On a sheet-covered table at one end of the room, one of the guardswomen lies dead. She is in her armor and dress surcoat, with her sword laid on top of her body, hands clasping the hilt, helm resting beside her head.

She's not dead, just catatonic, but the other guardswomen firmly believe she has died. So long at the player characters are respectful, they'll be ignored. But... the table she is laid upon is actually a desk, the desk of the duty officer (used by whomever has that job in a given watch). Within the desk is a ring of spell storing containing remove curse, detect invisible, and hold person. The desk also contains a dagger +1, which is generally used as a letter-opener.

Touching the desk or the body of the "deceased" woman (who can be seen to be breathing very slowly if examined) will cause the mourners to leap to their feet, draw their swords, and attack in a berserker rage. Actually moving the catatonic woman's body will cause her to awaken and behave in the same way.

31. BARRACKS:**Fortress Key, Level 2A****35.****36. ROLAND'S TOWER:**

An oval, luxuriously polished wooden table dominates the center of this room; a chair is placed at each end and three on each side. A continual light spell glows in a brass orb over it (the orb can be shut like a clam shell to darken the room). A thick mattress has been rolled up and rests against the west wall (there is not bed); sheets and a pillow are inside it. A tall set of book cases line the south wall, 30' long and 6' high, thin but packed with many ancient scrolls and bound books. There are over 1,500 books and scrolls.

A careful search of the floor around the book case reveals faint scuff marks as if the west end has been

This room is the opposite of the previous room... in it, the beds have been pushed back against the wall, and the women warriors are having a party, dancing to music only they can hear.

32. OFFICER'S QUARTERS:

The Knight retainer, Dame Cherry Obreen, age 34, short tawny hair, stocky; is a good person and when she was sane she ruthlessly repressed her faint jealousy of guard commander True's obvious skill and the respect in which she was held by the others. Now however she is massively paranoid. She spends her days prowling the castle sounding out the others to find out what side they are on, spying on peoples movements and writing them up in elaborate journals.

33. SALLY PORT:**34. NORTHWEST TOWER:**

A plain cot rests against the east wall. The sheets on it are neatly made. Otherwise this room is empty. An iron ladder affixed to the north wall leads up to a wooden trap door. The occasional tread of boots can be heard walking back and forth n the door above

The trap door is designed to be lifted, not lowered, and leads to room #37 on the level above. It is barred shut from above and knocking on it loudly will attract attention of the guard maiden on watch in room #37. A wooden box can be found under the cot, but contains little more than boots trousers, a shirt, and two skirts.

swung out. Pulling said end out will reveal a hallow in the wall about 15' east of the window in the south wall. The hallow is 3' high and wide and 3 feet deep into the wall. Inside is a wooden treasure chest bound in brass, locked, and covered by dust. It sits on a gas bladder such that simply moving it out releases the gas filling the air within 20' with a sleep gas (save versus poison of sleep 2d6 turns. Inside is a bag with 500 p.p., 100 g.p., and a scroll that is a deed to a distant house referred to as "Parkinson Manor". The money will be given over as a reward for anyone helping rid the castle of its curse. Any mention of Parkinson manor will be greeted by shudders and a comment like "That place is haunted and no one really wants it. If you're looking for adventure, go there."

37. NORTHWEST TOWER:

Both doors to this room (east and south) are thick oak bound by iron, with a bolt that can be thrown from inside. They are shut but not barred. A careful peak inside would reveal:

You see an older, plain faced, blond haired woman in chain mail and a helm, constantly treading back and forth on watch out the arrow slits in the wall. She has a sword on one hip and dagger on the other.

A cautious listen would reveal:

You hear the occasional tread of boots on wood as if someone is walking back and forth on watch.

The woman is a rather ordinary guard and dedicated to her post. She will not interfere with the party (unless attacked), but she also will not help them.

The trap door is designed to be lifted, not lowered, and leads to room #34 on the level above. Two thick iron bolts have been thrown atop it to keep it in place. The walls have several pegs driven into them; four hold crossbows and a case of arrows (20). One holds a bag with dried meat, bread and cheese; hanging from two others are gallon sized water/wine skins: one is full of water, the other has cheap wine in it.

1 Fighter: AC 15, Level 3, #At 1 weapon, Dam 1d8+2 (Strength of 16), Mv 30', Sv F3, MI 9, XP

HP 21 ????? ???? ???? ???? ?

?

38. NORTHEAST TOWER:

Listening to the door of this tower may reveal loud, strident voices arguing in some grunting, savage-sounding language. A careful inspection reveals:

You see a rather confused group of ogres residing in this room, arguing over why they are here: one claims they are members of the guard and supposed to protect the castle; another is arguing that they are here to loot it; and the one with the most hit points is claiming he is the king and owns it.

Depending on what the PCs do, the ogres might attack outright or try to embroil them in their argument.

The largest ogre has a soft rawhide bag with 500 cp, 400 sp and 200 gp in it. One of the other ogres has a long bow and two dozen flint-tipped arrows; three are tipped by what looks like glass but are actually gem stones (valued at 100 GP as-is and 250 GP if re-cut and polished by a gem cutter for about 25 GP each).

A rope hangs out an arrow slit in the north wall, showing where they entered; the arrow slit has been broken out to permit them access. They have gathered a cluttering of furniture into this room. A set of wooden boxes (full of rocks) and chairs are perched over the trap door that allows access to the tower below (see room 29).

4 Ogres: AC 15 (12), HD 4+1, #At 1 weapon, Dam 2d6, Mv 30' Unarmored 40', Sv F4, MI 10, XP 240 each (960 total)

HP 30 □□□□ □□□□ □□□□ □□□□
□□□□ □□□□
17 □□□□ □□□□ □□□□ □□
23 □□□□ □□□□ □□□□ □□□□
□□□
16 □□□□ □□□□ □□□□ □

39. ARCAN'S TOWER:

40. EAST TOWER:

41. EAST GATE TOWER:

Valor True is hiding in the upper level of this tower. She's seeing verminous creatures, alternately rats or snakes, all over the floor in the lower level (regardless of what's actually there). 50% of the time, she's sitting on the trap door to keep it closed, requiring a strong character to push it open.

42. GATEHOUSE:

Unless the party has already encountered them in room #4, this room contains two women-at-arms in the Duke's employ. Their names are Hortense and Monique, and both suffer from the delusion that the castle is under attack by bandits. They will take the party for bandits, thieves and murderers, and will assume that any attempt to persuade them of the party's innocence is a diversion or a trap of some kind. Both are third level fighters. They wear mailshirts and conical helms, and wield halberds. They also have crossbows and quivers of quarrels.

Hortense: S 14, D 13, C12, I 9, W 11, Ch 9, AC17, Fighter 3, #AT1, dam 1d10+1, Mv 30ft, Sv F3, MI10

HP 15 □□□□ □□□□ □□□□

Monique: S 13, D14, C 15, I10, W12, Ch 10, AC17, Fighter 3, #AT1, dam 1d10+1, Mv 30ft, Sv F3, MI10

HP 17

As soon as they see the party is strong and numerous, Hortense and Monique will fire their crossbows, aiming for preference at anyone who appears to be a magic user. They will then take up position at the top of the stairs into room 42. There are barrels of oil by the staircases -- they were supposed to be for pouring through the murder holes in room 42 -- so Monique will roll a barrel of oil down the stairs while Hortense reloads her crossbow. There are no lids on the barrels, so one barrel will coat the stairs liberally with oil but not do much damage to anyone at the bottom (say, a saving throw vs. death to avoid the barrel completely, otherwise the person closest to the top of the stairs takes 1d6 damage).

Once a staircase is coated with oil, each character will need to make a save vs. Death Ray (or a Dexterity ability roll, at the GM's option) to ascend it any further. Failing the check means the character falls down the stairs, suffering 1d3 points of damage as well as doing 1d3 points of damage each to everyone behind him and forcing them to make a similar check or fall also.

If nobody makes it to the top of the stairs, then Hortense will have the chance to ignite the oil with her torch. This will do 1d6hp damage each to everyone on the stairs, no save, and fill the staircase with thick black smoke. Under cover of the smoke, Hortense and Monique will seek to flee down the other side of the stairs and lay another trap for the party elsewhere.

If the party makes it to the top of the stairs:

Five murder holes are cut into the flagstone floor of this room. There are mountings for cauldrons over the murder holes, but the cauldrons themselves are absent. There are crossletted arrow slits in the south wall. Also here are two sets of sleeping furs, an empty wineskin and a flint and steel.

The sleeping furs belong to Monique and Hortense, and consist of sheepskins sewn into a sack with the fur on the inside, like sleeping bags. They are warm and comfortable. The wineskin is from a previous night, and the flint and steel are unremarkable. There is no treasure here.

43. WEST GATE TOWER:

44. WEST TOWER:

The foot of the ladder leads up to a closed trapdoor. From above, you can hear the sound of coins clinking. Someone is counting in the dwarfish tongue.

Magnus Mourngrim: S 17, D 9, C18, I 8, W 10, Ch 9, AC22, Fighter 10, #AT1, dam 1d8+4, Mv 20ft, Save F10*, ML11, XP however much

HP 67

Magnus wears **plate mail +2** and carries a **shield +2**. He fights with a dwarfish double-bitted weapon, an axe on one side and a pick on the other, called an **axe-pick +2**. He will try to hit characters climbing up through the trapdoor. If he succeeds, they will need to roll their dexterity or less on 1d20 in order to avoid falling; the 15ft drop to the bottom inflicts 2d6 damage. For as long as his insanity lasts, Magnus is crazed by greed. He will attack the party both to stop them getting his gold, and to get hold of theirs.

Magnus has 1,371gp in cash; a golden cloisonné figurine of a turtle worth 100gp; a jeweled golden pectoral worth 240gp; and an enameled golden pledge pin worth 175gp. This last object bears three dwarfish runes meaning UKJ. It represents membership of a dwarfish secret society to which Magnus belongs. There is a 25% chance that any PC dwarf or gnome will be aware of this society. The UKJ believe in dwarfish superiority over "lesser beings". A dwarf or gnome wearing it will get a -1 reaction roll penalty in dealing with non-UKJ dwarfs or gnomes, but a +2 reaction roll in dealing with any members. A non-dwarf or gnome will get funny looks from dwarfs or gnomes, and will be subject to extreme rudeness, hostility or even attack if they encounter a member while wearing it.

45. HALLWAY:

This hallway is decorated by tapestries and painting of ancient members of the royal family. You are approached by a man wearing crude looking plate mail and wielding a clumsy sword, which he pulls free from his rope belt and brandishes, announcing, "I am Gerald Hannamaker, captain of the castle guard! What business do you have here?"

Any sensible reply will be met by a passing comment like, "You will have to talk to my second in command and loving wife Valor True."

Gerald is, in fact, a member of the Duke's army, not the castle guard. He was visiting the castle on business when the calamity struck.

Gerald is a skilled fighter and brilliant in his own way, but he is also extremely jealous of the all-woman castle guard. He is particularly jealous of Valor True's fame and position, and was known to bicker with her. He now believes he is both in command of the castle guard and her husband, neither of which is true.

His armor is made from thick paper painted gray (rugged enough to count as leather but bulkier and heavier) and his sword is wooden — but his skill in fighting makes up for both. Though it is wooden, the sword is both heavy and strong, doing 1d6 points of damage on a successful hit.

Gerald Hannamaker: AC 13, Fighter 6, #At 1, Dam 1d6+2, Mv 40', Sv F6, MI 9

S 16 (+2), D 15 (+1), C 9, I 10, W 8 (-1), Ch 9

HP 26 □□□□ □□□□ □□□□ □□□□
□□□□ □□□□

46. VALOR TRUE'S QUARTERS:

47. CLEANING SUPPLIES:

This long, narrow room is cluttered with brooms, buckets, mops, and towels and linen sheets on shelves. Against the back wall you see a few random chairs and tables, stacked on each other.

Other than the items noted above, this room is empty.

48. GUEST QUARTERS:

Opening the door reveals a plain room lit by a thick candle atop a wooden table; also inside are two chairs, and a cot for a bed. There are sacks of potatoes, jars of wine and water, mugs, and other items scattered around. Sitting at the table is a man dressed in elegant (but torn and dirty) clothing busily peeling potatoes.

If anyone enters, the man turns and asks in a startled voice, "Are the nobles hungry, mi'lords? Did they run out of wine? They celebrate night and day. They keep a poor scullery lad like myself busy fetching food and drink for them."

The fellow is Count Dickers, who has come to visit the family and investigate possible romantic involvement with the female members, always on the hunt for a wife. The madness of the gem has driven him to believe he is a mess attendant. He spends all his time cooking meals (in the kitchen elsewhere) and taking drink to the revelers in room 50. He will give his silken bag and its contents (in the cloak room 11) to anyone who frees him of the madness. In his madness he might be bullied out of the **dagger +2** he is using to peel potatoes but might also be willing to give it as a reward to a rescuing party at the end of the adventure, as well.

Count Muglin Dickers:

Fighter 10, AC 16, #At 1, Dam 1d4+4, Mv 40', MI 9

S 16 (+2), I 13 (+1), C 14 (+1), W 10, D 18 (+3), CH 11

Equipment: leather armor under clothing, jeweled dagger +2 used for peeling potatoes (three jewels worth 200 gp, 100 gp, and 50 gp as well as whatever value the dagger has in the referee's campaign), torn and dirty court clothes.

HP 58 □□□□ □□□□ □□□□ □□□□
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49. GUEST ROOM:

This is a plainly furnished guest room with a bed, table, and closet. Various clothes are in shallow, very simple closet on the south wall and others are scattered on the bed (all are plain but well made gentleman's attire). A very fine sword in a fancy sheath and belt is hung on one of three iron hooks beside the door; the initials GH are burned into the belt. A stout wooden cross-tree holds a suit of plate mail. The items here belong to Gerald Hannamaker (see 45) who is misguidedly patrolling the castle halls as if he is one of the residents. Under the bed is a leather pouch with 100 gp, 25 sp, and 4 cp.

50. LORD WILLIAM'S QUARTERS:

The door to this room is locked and anyone examining it will be greeted by an illusionary young face (a magic-mouth) that says, "Knock. I'm home but busy." Knocking will result in a metallic noise as someone struggles with the lock; the door opens and a woman in a ball gown (perhaps a man?) is briefly seen before she (or he?) joins the dancing group in the center of the room.

Fifes, drumming, and laughter are heard. Ten people are in this room: five men are lounging on pillows playing instruments while the five women are dancing a spirited country jig, whirling wildly around on the floor in front of them.

They cease dancing and playing instruments, drinking from cups and jugs, breathing hard, and talking in high spirits about how much fun they are having. Then a man with a fife says, "Let's have another go! Only we get to dance now and you have to play us a song!"

The ten people trade places, going so far as to strip their outer clothes off and exchange them. They seem unable to distinguish between the genders and have no interest in anything but their dancing and music.

The room itself is furnished with glass-faced shelves containing a wide and varied selection of knick-knaks - animals, people, wagons, plants and other items in glass, ivory, wood, and ceramics. Several are metal. Two tables with a dozen chairs have been pushed to the side by the dancers and a desk with writing quills, paper, and ink well sits at the window in the east wall. A thickly cushioned divan is pushed against the south wall.

51. LORD WILLIAM'S CLOSET:

52. LORD WILLIAM'S BEDROOM:

A notable feature in this room are life-sized stone lions resting on their bellies beside a bed, facing the door. When the door opens, they shift and seem to straighten up in interest. They wait to see what happens; if the PCs leave or enter the room, they come thumping across the floor to attack. These stone living statues squirt lava from their eyes. They are being animated and controlled by Khaadk.

This room is furnished with a bed, dressing screen, two tables with lanterns, and other items intended for a bachelor gentleman. Under the mattress on he bed is hidden a sheaf of paper tied by a red silk ribbon - love letters, and while they seem to be from Lord William to a young lady, they were all written in some fancy, loopy, female hand. The last page looked at will be in a blunt, square masculine hand that angrily scrawls, "Quit trying to cause me trouble, Marlie!" A book with copious notes sits on a table beside the bed, written in some esoteric code; read magic will reveal that these are a diary Lord William is keeping as well as sundry notes on magic and

knick knacks, and occasional notes wondering if he is serious about a girl named Marlie and whether or not he'd be wise marrying her (she can be brilliant, erratic, exciting and annoying all at the same time). The hand writing is in a blunt, square masculine style.

2 Stone Living Statues: AC 16, HD 5*, #At 2 lava sprays, Dam 2d6/2d6, Mv 20', Sv F5, MI 12

HP 28 ???? ???? ????
 ???? ???
 23 ???? ???? ????
 ???? ???

53. FLOWER HOUSE.

Glass skylights allow sunlight to flood this room. The scent of earth, flowers and herbs assaults the nose upon entering. A path leads between the doors; the edges are lined with plants. Several long wooden boxes feature trees, various flowering plants are in tubs, and here and there, small pots of herbs are scattered. Several yellow song birds flit among the trees branches, constantly chirping.

54.

55.

56. LADY'S QUARTERS:

The Duke's daughters live here; each has her own bed in area 58, below.

A bookcase contains all sorts of books. Many have never been pulled out and are dusty. The most used books are oriented more towards children and a young lady. A hand-written booklet with crude illustrations has been made by sewing pages together; it tells a childish story of fairies and unicorns; the subtext is how the little princess in the story is being too selfish and needs to think of other people now and then. The book case has a shelf along the front on which are scattered papers and several exercise books covering math, geography, and literature (several different hands have scrawled frustrated and angry comments in them concerning schooling and parents over a space of many years.) Three pots of ink (red, black, and gold) and ivory tipped writing pens are near the papers.

57. LADY'S CLOSET:

This closet is almost entirely filled with clothing and toys owned by Lady Tia. Her sisters are forced to keep their clothing in armoires in area 58.

58. LADY'S BEDROOM:

This room is the epitome of posh elegance. Each wall has two or three paintings of female members of the family (all attempt elegance but some are not pretty to look at). Four beds reside here; each is a four-poster, with lace drapes hanging down and thick mattresses and pillows full of fluffy substances. The sheets are fine satin. A set of dressing mirrors rests behind simple paper-fronted folding screens. Four thickly padded chairs sit in front of dressing tables covered by bottles of make-up, perfumes, and oils (one is neatly organized, as if little used). One is further cluttered by stuffed dolls with fancy dresses and a china tea set.

Four spacious armoires hold all sorts of feminine clothing. Two plain closets hold leather jerkins and trousers, studded leather gloves with falcon claw marks on them, leather hats and face masks, wooden sticks for practicing sword play, several metal helms and a suit of chain mail. Hanging on one wall are two shields, two crossed spears, two unstrung bows with quivers of arrows (two bow strings are tied around each quiver), two swords, four daggers, and a war hammer.

Six +1 arrows are displayed in a small wooden case with a glass front.

A clamorous barking can be heard from inside. Opening the door reveals three dire wolves

attacking a small white dog with fluffy fur that is cowering and whining inside the rickety protection of a cage made of thin steel rods. On one wall is a portrait of the girls with their pets: it shows three hunting hounds (which look very similar to the dire wolves but not as large and savage) and the small white dog.

The dire wolves are the hounds transformed by magic; they are starved and vicious and attack anyone. If the small white dog is saved, it opens the cage door with its mouth and approaches the party eagerly and happy (unless abused). It will eagerly try to lead the party to its room in the castle and (if they do not follow) follow them wherever they go. It happens to be ???? , transformed into the dog by Khaadk to prevent him/her from foiling Khaadk's plans.

3 Dire Wolves: AC 14, HD 4, #At 1 bite, Dam 2d4, Mv 50', Sv F4, MI 9

HP 15

14

12

???? as a Small Dog: AC 11, HD 1/2, #At 1 bite, Dam 1d2, Mv 50', Sv NM, MI 7

HP 3

Fortress Key, Level 2B

59.

60. PARLOR: There is a magic-user here with bipolar disorder. He has dismantled several folios all over the floor around a couch, on which he is sleeping; when awakened, he will switch to the "manic" mode and begin talking at top speed, offering the player characters wine or tea (being unable to decide what he wants) and rambling on about his obsession with illusion-casting.

61. BEDROOM: A couple are sleeping here, behind a curtain in the back of the room. The man is a wealthy merchant who was negotiating a business deal with the Duke, and the woman is his wife. Unfortunately, he is now a pathological liar (claiming to be a baron from the south) while she is a homicidal maniac (trying to get the player characters to drink poisoned wine).

62. CLOSET:

63. BEDROOM: A very, very drunk male warrior, bodyguard to the merchant in room 61, is sprawled on the bed here. All he wants is another drink; nothing else interests him.

64. BEDROOM: A male wizard, a member of the Senarius family, is tied down to the bed here and gagged. One of the woman warriors who normally guards the castle is hiding behind a curtain, and will attack whoever approaches the man. She believes she is protecting him, and she does so zealously. If he is freed, he will attempt to kill everyone in the room.

65. SERVANT'S QUARTERS: Four male servants bunk here. They are not present at the moment. Some sort of giant spider hides in the shadows near the ceiling.

66. SERVANT'S QUARTERS: Two female servants bunk here. They are not present at the moment.

67.

68. BEDROOM: A man in his underwear sleeps on the rug, curled up like a dog. If disturbed, he will approach on all fours and bark at the intruders until they leave the room; if approached, he may try to bite, or he may run away and hide under the bed. There may be some treasure here.

69.

70.

71. CLASSROOM:

This is evidently a classroom or schoolroom of some kind. Three child-sized writing desks are arranged facing north, and a huge slate has been nailed to the north wall as a chalkboard. At the central table, a boy of about eleven or twelve stares at the writing on the board, apparently lost in thought.

The boy is Philippe Beauclerc, the son of one of the senior castle staff. His madness is a monomania: he can think and talk about nothing else until he has answered the question on the board. Unfortunately, even though it's an easy question, in his madness, he can't work it out.

The question is:

Five girls took part in a race. Annette finished before Beatrice but behind Chantal. Dorothee

finished before Élise but behind Beatrice. What was the finishing order?

If the players work out the answer (which is 1. Chantal, 2. Annette, 3. Beatrice, 4. Dorothee, 5. Élise), then award the party 100xp (you may wish to divide this between those players who actually worked to solve the problem). Philippe will immediately begin a new madness: he will be insanely hungry and thirsty after his long stint of thinking. If given food and water, he will become insanely sleepy. If allowed to sleep for at least ten hours, then he will develop another new insanity of the GM's choice, and so ad infinitum. There is no way to get Philippe to tell the party anything helpful.

Philippe's desk contains six blank sheets of vellum and a magical pen of inking. This is a large flight feather from a black swan which has been enchanted so that its nib never wears out and it has an eternal, magically-replenished supply of ink. The pen will not write magical scrolls or other magical writings of any kind since it does not use the exotic inks such scrolls require, but it is nevertheless of considerable value to a magic user or scribe and could be sold for 500gp.

72. TEACHER'S ROOM: Bad paintings (done by students) line the walls here.

Fortress Key, Levels 3 to 5

73. ROLAND'S TOWER, 3RD LEVEL: Library

74. ROLAND'S TOWER, 4TH LEVEL:

75. ARCAN'S TOWER, 3RD LEVEL:

Rich wood panels the walls of this room upon which are mounted various hunting trophies and plaques bearing the heads of beasts, some of which are quite unusual. (giant stag, gryphon, smilodon cat, wyvern, swordfish, etc.) A thick, brown bearskin rug (300GP value) lies before a large fireplace in the south wall, above which are crossed a pair of broad-bladed spears. One of these is Swine-skewer, a spear +1/+3 vs. porcine creatures, the other is decorative and non-magical. Two high-backed leather chairs flank a low table with a chess set on it. Nearby, a wheeled serving cart holds: several (5) glass tumblers, a fat-bottomed, crystal decanter (20GP value) mostly filled with amber liquid (apricot brandy) and a tall, thin bottle filled with translucent

green liquid (Elven absinthe - a sip will bring vivid hallucinations** for 1d4 turns.).

Exquisitely carved of black jade and ivory, the game board and its pieces are magical and quite valuable as a set; the pieces moving upon command and engaging in wonderfully animate mock battles. Unfortunately the set no longer functions as both pairs of knights are missing, purloined by Tia who had long-coveted the "horsies." Upon discovering that their magic did not work when removed from the board, she tossed them into her closet (57) and promptly forgot about them. Sold individually each game-piece would be worth 10GP (160GP in all) and the board 50GP. As a set their value is approximately 10x that amount (2000GP) to the right buyer.

A large cedar trunk in one corner of the room contains several leather helmets, suits of padded cloth armor and an odd, oblong leather ball. If

given to the sports enthusiasts in the Grand Hall (10) they will eagerly don the equipment and begin a new, less destructive game.

** typical Absinthe hallucinatory effects (on a 1d8):

1 = "Drowning" -Individual believes they are in water- strips off armor to stay afloat.

2 = "Bugs!" -Individual believes they are covered in insects - strikes self/attacks floor area to kill them.

3 = "Diminution" -Individual believes they have shrunk to one inch in size.

4 = "I Can Fly" -Individual believes they can fly, will insist they are "flying" at all times.

5 = "Fire!" -Individual is on fire, runs around, screaming, rolling on floor.

6 = "Surrounded" -Individual perceives companions as hostile monsters.

7 = "I'm Melting!" -Individual is melting, stands howling and "holding self together."

8 = "Green Fairy" -Individual sees innumerable green pixies flying around, tries to catch them without success.

76. ARCAN'S TOWER, 4TH LEVEL:

Elena, Elona and Elana came to the castle fifty years ago as "Aunt" Fleta's ladies-in-waiting. See Area 77, below, for details of Aunt Fleta. As companions to a magic-user, they are magic-users themselves. They are all suffering from hysterical blindness; they have a large green sapphire of crystalline clarity which they believe is a "stone of seeing." Whichever of them has the stone will look through it, and believe that it grants the power of sight. The others will, of course, clamor for their turn with the stone. The jewel is not actually magical, but is worth at least 500 GP.

Their blindness has made them fearful, and as a result they may respond in a hostile fashion if they feel threatened.

Elena: Human Magic-User 5, AC 9, #At 1, Dam 1d4, Mv 40', MI 9

(CON 14 (+1) CHR 13 (+1))

Spells: Light, Shield, Continual Light, Wizard Lock, Fireball

HP 18 □□□□□ □□□□□ □□□□□ □□□

Elona: Human Magic-User 5, AC 10, #At 1, Dam 1d4, Mv 40', MI 9

(STR 7 (-1) WIS 15 (+1) DEX 7 (-1) CHR 14 (+1))

Spells: Light, Magic Missile, Levitate, Wizard Lock, Dispel Magic

HP 11 □□□□□ □□□□□ □

Elana: Magic-User 4, AC 11, #At 1, Dam 1d4, Mv 40', MI 9

(INT 14 (+1) WIS 13 (+1) CON 13 (+1))

Spells: Hold Portal, Magic Missile, Knock, Mirror Image

HP 12 □□□□□ □□□□□ □□

77. ARCAN'S TOWER, 5TH LEVEL:

Residence of "Aunt Fleta," AKA Lady Fleta D'Angelo. Despite being called "Aunt," she is actually the Duke's second cousin. In defiance of the "family way," Fleta is a magic-user of some power.

Fleta is suffering from megalomania... she believes she is the Queen of Enterone, and any characters who enter her room must be servants to be put to work.

The ladies-in-waiting in area 76 are her attendants.

Among her personal effects is a **Scroll of Five Magic-User Spells**, containing: Anti-Magic Shell, Detect Evil, Dimension Door, Feeblemind, and Remove Curse. She also has a box of assorted jewelry: an **anklet** (1,000 gp value), a **belt** (1,000 gp value), a **bracelet** (1,100 gp value), a **bracelet** (1,500 gp value), a **brooch** (1,100 gp value), a **clasp** (700 gp value), a **comb** (400 gp value), a **pair of earrings** (900 gp value), a **pair of earrings** (1,100 gp value), a **pair of earrings** (1,200 gp value), a **pair of earrings** (1,300 gp value), a **necklace** (600 gp value), and a **necklace** (700 gp value). Finally, on her desk is a **jeweled letter opener** worth 1,400 gp.

Lady Fleta D'Angelo: Human Magic-User 9, AC 15, #At 1, Dam 1d4, Mv 40', MI 9

(INT 14 (+1) DEX 17 (+2) CON 8 (-1) CHR 6 (-1))

Spells: Magic Mouth, Read Languages, Sleep, Levitate, Web, Wizard Lock, Fireball, Invisibility 10' radius, Charm Monster, Ice Storm, Cloudkill

Equipment: **Walking Staff +1, Ring of Protection +2**

HP 22 □□□□□ □□□□□ □□□□□ □□□□□ □□

Dungeon Level 1 Key**78. ROLAND'S TOWER:****79. ARCAN'S TOWER:****80. STABLES:**

There is a middle-aged man with no right hand here who is tending to the horses. His Intelligence is quite low, which is why the madness of Khaadk has not afflicted him; the stablemaster and the other apprentice who normally work in this area are absent. He knows that all others in the castle are mad, and so will hide if anyone enters, only showing himself if one of the horses is molested in any way. He also knows Tia is in area 77, below, and he is very afraid of her.

81. WINE CELLAR:**82. STABLES:**

When everyone went mad, what the youngest D'Angelo daughter Tia got was a sort of megalomania. She saw power as something she should just reach out and take, and accordingly she walked into her daddy's bedroom and took the **ring of three wishes** from his bedside table. She used all three wishes inside of ten minutes.

Being a not-very-bright thirteen-year-old girl with a mental age of about seven, her first wish was: "I wish for my own pet unicorn who lives in the stables. He's got to love me, and he's got to be purple, he's got to be able to talk, and his name's got to be Twinkle Starlight!" And thus Twinkle Starlight, the purple unicorn who is her friend and guardian, was created. He talks like a character from a children's cartoon, but if he thinks anyone's threatening Tia, then he will gore them through the heart with his horn.

Since there were certain things her mother had always denied her, her second wish was: "I wish I had my own house where everything's pink and purple, with a room full of makeup, and a room full of sparkly shoes, and a room full of makeup, and a million dresses!" The wish-granting djinni enchanted Tia's doll's house. What Tia hasn't yet worked out is that anyone who touches the doll's house, becomes magically doll-sized, and can explore it and play with Tia's treasures. Of course, the bugs and spiders might prove a bit inconvenient... this is an opportunity for a miniature adventure-within-the-adventure as the party wander around the doll's

house looking for the trigger that makes them full-sized again.

Tia's third wish ("I wish that I could make boys fall in love with me whenever I want!") gave her the special ability to **charm person** at will, once per round, provided the target is a male human (who does receive a saving throw vs. Spells to resist, as normal). Only one character at a time will be so affected; if she successfully charms another, any previously charmed character will be freed.

Tia is presently in the stables, feeding Twinkle Starlight. There are other steeds in the stables, of various kinds (including a clockwork horse, made by the Wizard of Clocks and acquired by the Duke relatively recently, a pegasus, and a somewhat unpredictable **broom of flying**, which the Duke was trying to repair before he went mad – anyone getting on it should be ready for an exciting ride!) Her enchanted dollhouse is in her bedroom.

The broom of flying is in the stables because the Duke's wife Maricela put it there. In her madness, she thought: the broom is something you sit on with your legs either side and it takes you places; other things like that belong in the stables; therefore the broom belongs in the stables.

Tia is selfish, mischievous, contumacious and unpredictable. She'll certainly think it's funny to use her charm person on all the male humans and try to get them fighting each other, and she'll certainly try to acquire any small magic items the party might have if she becomes aware of them.

Tia, Third Daughter of Duke D'Angelo:

Thief 2, AC 11, #At 1, Dam 1d4, Mv 40', MI 8

STR 7 (-1), INT 8 (-1)

HP 6 □□□□□□

Twilight Sparkle, the Unicorn: AC

HP

83. CATACOMBS ENTRANCE:

84. COLD STORAGE:

Before you is a stout wooden door which is securely barred, with the bar on the same side as the party. A little water trickles under the door from the other side.

This room contained specimens of various magical creatures that the Duke had encountered during his life, and had frozen ready for when he had time to study them. He knew that not all of the creatures were actually dead, and he always used to come down every few days and fill the room with another wall of ice spell so as to keep them all frozen or dormant. For obvious reasons, that has stopped of late, and the ice is now largely melted.

The room contained various large carnivores, all locked into a small space together, and the results were predictable. Now, only the largest and fiercest carnivore remains: a hydra! Because of the cold, it is still a bit sluggish, so the party will automatically surprise it, and only half its heads will attack in any given round.

Dungeon Level 2 Key

87. NORTH CORRIDOR:

88. LABORATORY: William D'Angelo is here.

89. LABORATORY: Dispute.

90. LABORATORY: Aunt Fleta's lab... everything here is dangerous.

91. LABORATORY: Heiro Damask age 17, a broad shouldered youth. Heiro is deluded. He believes himself to be the Duke. He is stuck in repetitive behavior, preparing for a magical ceremony. He can usually be found in the vestry, a small anteroom to the magical laboratory, Putting on magical robes, preparing candles, sharpening the athame (magical knife) etc. He never gets to the stage of entering the lab; stage fright always overcomes him and he goes back to the beginning. He is the son of one of the duke's co-regents. He is deeply unsuited to magic and has only achieved level 1.

92. WEST CORRIDOR:

93. LABORATORY:

Listening to the door reveals a continuous chirping and squeaking, as if from small animals.

Hydra: AC 21, HD 10, #At 5, Dam 1d10 x 5, Mv 40', Sv F10, MI 9

HP 63 □□□□ □□□□ □□□□ □□□□
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During the surprise round, a quick-thinking character could slam shut the door and drop the bar, sealing the hydra back in again. Otherwise the party will need to fight it.

The room contains the mostly-eaten corpses of various magical creatures: a manticore, a displacer, and an owlbear. The party will be able to extract a nearly complete displacer hide. The Duke knows how to make this into a **cloak of displacement**, if the party can supply one or two other ingredients (GM's discretion, whatever might lead to an interesting adventure).

85.

86. CATACOMBS:

A large collection of wooden and steel bird cages can be found on tables or hanging from steel hooks screwed into the ceiling. Inside are numerous song birds, mice, turtles, spiders (large), and lizards. One bird is a strong and vigilant hawk; if released from the cage it grows into a Hippogriff.

Hippogriff: AC 15, HD 3, #At 2 claws/1 bite, Dam 1d6/1d6/1d10, Mv 60' (10') Fly 120' (10'), Sv F3, MI 8

HP 15

Another section of the room holds beakers, alcohol burners, strips of paper, and other laboratory items. On one table is a bowl of fortune cookies. Picking one and opening it (reading it is not necessary) has the following affect (said affects are weighted to reward the curious, but bad things can happen). generally, each good or bad result should only occur once and should be replaced once spent

1;Bad fortune

;1 The holder takes 1 hit point of damage from a bad paper cut.

;2 The holder automatically fails the next saving throw they make.

;3 The holder automatically misses the next to-hit roll they make.

;4 The holder finds they have lost 3d6 x 10 g.p. some way.

2-3; Good fortune

;1 The holder heals 1d2 hit points (if they aren't injured, they heal the next 1d2 hit points taken.)

;2 The holder automatically makes the next saving throw they make.

;3 The holder automatically makes the next to-hit roll they make.

;4 A gem worth 3d6 x 10 g.p. falls from the cookie.

4; No fortune. Nothing happens

A collection of esoteric books (some little more than sheets of random paper sewn between odd strips of leather) cover various magical theories; none are unique, and most will already be possessed in some form by PC magic-users.

94. LABORATORY:

This lab is full of beakers and jars, some heating over burners. On one table, a single large jar begins to bubble and pop (it isn't over fire). In a few moments the liquid contents surge up over the rim and swell, forming into an ochre jelly.

1 Ochre Jelly*: AC 12 (only hit by fire or cold), HD 5*, #At 1, Dam 2d6, Mv 10', Sv F5, MI 12

HP 32

95. LABORATORY: Listening to the door reveals an occasional splash and bubbling noises. Opening it reveals a room full of blue-green water (floor to ceiling), but the water doesn't splash out; it remains in place as if held by an invisible force. It can be scooped out, but remains where it is, gently flowing about the room as if a small current is moving inside it. A candle on a table burns relentlessly and a continual light spell glows overhead. Algae and sediments limit vision through the water to less than a few feet, and the rest is at best a blur.

A blurred shape about the size of a human swims over. The PCs find themselves face to face with a wide-eyed mermaid. She doesn't understand common; she only understands her native language.

The room includes many laboratory items: tables, shelves, glass beakers, and so on. Several notebooks and loose sheets of paper are on the tables, but they are bone dry. It seems the water does not permeate items in the room.

Mermaid: AC 12, HD 1*, #At 1, Dam 1d6 or by weapon, Mv Swim 40', Sv F1, MI 8

HP: 6

96. LABORATORY:

Note: From a distance, this room echoes with repetitive screeching and whimpering interspersed with the occasional overly slow mechanical *cuuuuckoo, cuuuuckoo*.

This room is a mess. The cupboards which line the walls hang open. The tables which stand against the walls list drunkenly to one side. A broken cuckoo clock hangs from one wall. Almost every piece of glass in the place has been smashed and broken glass shards cover every surface.

Standing half crouched in the middle of the room is a wiry old man, bleeding from a couple of glass cuts and wearing only breeches. Around him is a circular area swept free of glass. He is the one doing the crying and whimpering.

As you peer into the room, you see a test tube filled with some light green fluid rolling toward the edge of one of the tilted tables.

This is Ricardus Gerrus, a once powerful and respected human mage (say L8 ish?, 17/19 HP, no spells at present). He was visiting the castle with his entourage when the disaster hit. His madness is amnesia. He was already massively vain and self-important. The amnesia has wiped out all memory of the last 40 years. He believes himself to be a darkly handsome young mage of 26 or so. Each time he sees himself (for example, reflected in glass), with grey hair and wrinkles, he goes off again on a hysterical rampage. He has no spells at present and his spell book is lost somewhere in the castle. He still possesses his "smashing stick," a 5' staff topped with a horse's skull and bound around near one end with three centaur's manes: a **staff of centaur calling**.

Once a day, as long as there is a forest or wood within sight, the staff can be used to summon three bow and lance armed centaurs (shake the staff thrice so that the mane's shake and intone,

"Bellenoir, Bellenoir, Bellenoir!") The centaurs do not speak but carry out instructions of the staff holder. After they have carried out one task they depart back into the nearest wooded area, after which they cannot be found. If a centaur is killed on a task, then there are only two next time, etc.

There are three corked glass test tubes still intact in the room, two on the shelf of a cupboard at the back: a **potion of levitation** (pink and fizzy) and some **cobra venom** (transparent and slightly viscous). The third is the light green potion of **cure light wounds** rolling slowly towards the edge of one of the tilted tables, as noted above. If not caught, it will fall and break.

97. LABORATORY:

Ricardus Gerrus (see area 96) smashed up all the glassware in this laboratory. Creeping gingerly across the glass strewn floor is an orc in a vest, with no shoes. Jarma Klaine HP6, Pistol Crossbow 1d4.

98. LABORATORY:

This door is magical; forcing it open or destroying it leaves it locked to the inane location. Access to the

Dungeon Level 3 Key

Notes On This Level:

All the pits on this level are 20' deep and flat bottomed. Each pit has a 1 in 1d6 chance per 50 pounds of weight of opening; roll each time the weight increases. If the pit opens, all potential victims must roll a save vs. Death Ray with Dexterity bonus applied or fall into the pit, suffering 2d6 damage.

All the doors on this level, especially including the false ones, are made of solid bronze four inches thick and outfitted with large bronze doorknobs. They have only the slightest traces of verdigris on them.

This dungeon level is immaculately clean. There is no dust, muck, or other debris that can be used to see signs of passage. All the doors, including the secret doors, swing shut automatically (without much force) if left unattended, and all are lightproof (no glow shows around the edges of a closed door if there is illumination on the other side).

Except for area 109, there is no light in this dungeon level, other than whatever the players bring with themselves.

laboratory can only be had by mouthing the code phrase found in room #??; opening it without said phrase causes it to open in room #??; the fact that room #?? is too large to fit in the given space should be a clue. Stepping through will be like stepping into whichever room it opens into.

CODE PHRASE FOR ABOVE DOOR:

[A room with a desk...]

Stuck underneath the desk is a slip of paper. The paper can be found just by looking; if a PC looks in the general area but not exact place use "finding secret doors" concepts to see if it found; if the PCs do not search the room or the desk, they will never find it and miss out on the treasures it leads to. The phrase ??? ??? ??? ???? written on it in common. The phrase is a ruse; a read magic spell will reveal a hidden phrase which is ???? ???? ?????. A successful roll on the thief's read languages skill will note that there is a code hidden in the paper and an action such as holding it up to the moon, sun, or other light may reveal it (any such action will in fact reveal the hidden code).

All the gates are made of "dwarfmegal," a rustproof, non-sparking light gray metal at least as strong as steel. They are undecorated and very plain.

99. ROLAND'S GATE:

The gates in areas 99 and 100 are opened by drawing the sigils on built-in chalkboards. 99 is opened with Roland's sigil, 100 with Arcan's. There is a book in the library which depicts all the sigils of the house of D'Angelo, and Roland's is on the first page with Arcan's a page later. The sigils should also appear in a few places in the castle, probably at least on the ground-floor doors into their respective towers.

100. ARCAN'S GATE:

The gates in areas 99 and 100 are opened by drawing the sigils on built-in chalkboards. 99 is opened with Roland's sigil, 100 with Arcan's. There is a book in the library which depicts all the sigils of the house of D'Angelo, and Roland's is on the first page with Arcan's a page later. The sigils should also appear in a few places in the castle, probably at least on the ground-floor doors into their respective towers.

101.

102.

103. THE PITS:

The gate to area 103 requires a single key to open it; the key is long lost (as the gate is never opened by anyone who knows their way around this dungeon level) but can be picked at the standard chance.

104. STATUE GALLERY:

The statues are cut-down (10 HD, 2d8 damage) stone golems, depicting beautiful dancing girls... except for the one in front of the secret door, which is just a statue. The door is opened by pushing the statue out of the way.

105.

106.

107.

108.

109. VAULT:

Pons is, of course, convinced that only he can handle the dangerous gemstone, and he will warn the player characters to leave; he will attack them only if they make some serious effort to open the gate, or take some offensive action against him. Even insane, he's a good and honorable man.

The gate in area 109 has three keyholes, all of which must be turned (with different keys) before the gate can be opened. It's also **wizard locked** by Pons for good measure. Pons has the only set of keys. Note that opening the gate by magic will require four separate **knock** spells.

New Monsters

SPIDER, SHRIEKING TARANTULA

Armor Class: 18

Hit Dice: 7*

No. of attacks: 1 bite

Damage: 1d12+poison

Movement: 50'

No. Appearing: 1, Wild 1, Lair 1

Save as: Fighter 7

Morale: 9

Treasure Type: None

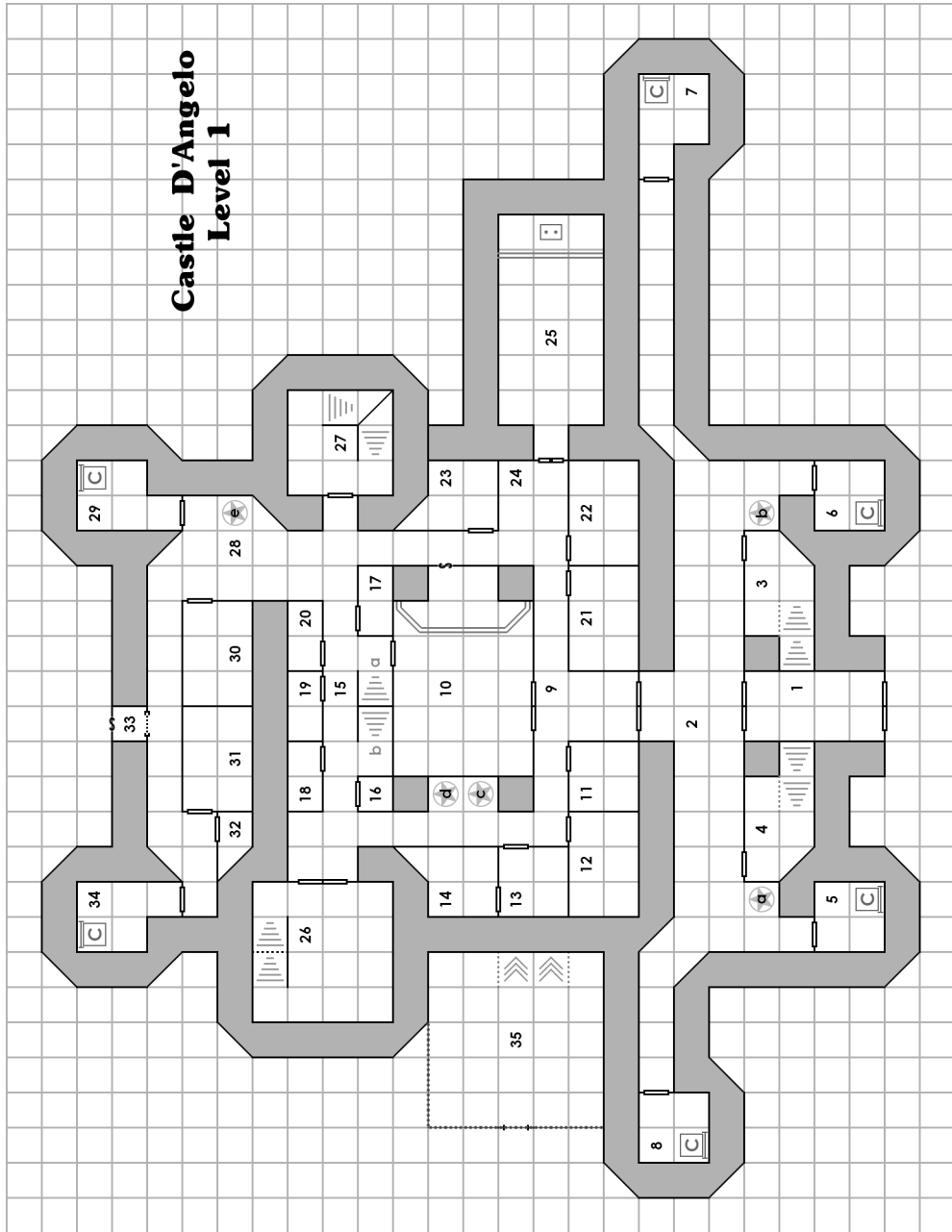
XP: 800

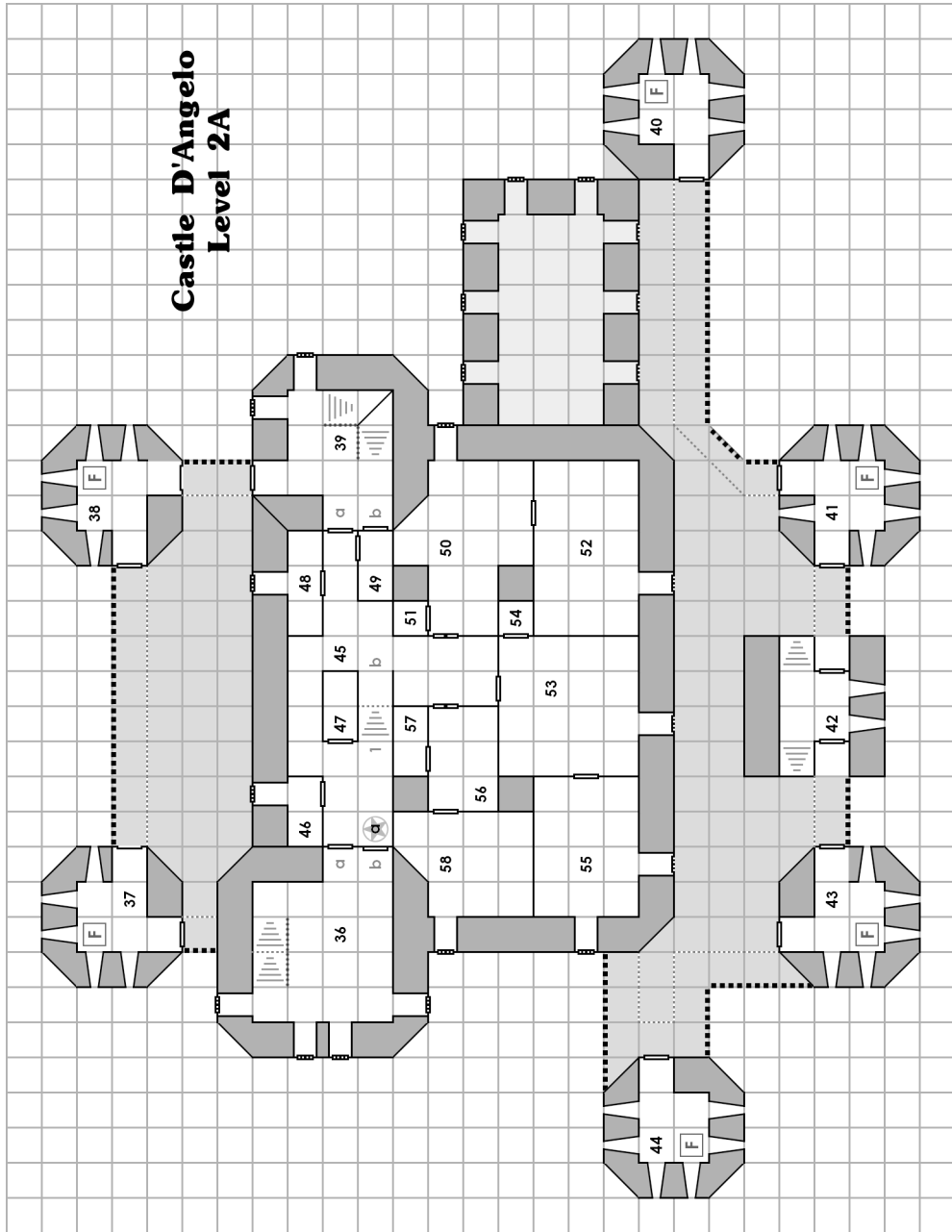
Shrieking Tarantulas are rare, aberrant forms of the regular Giant Tarantula; they occasionally occur when a female Giant Tarantula lays her eggs in a highly magical area. They differ in size (a Shrieking Tarantula is about the size of a warhorse), in appearance (a Shrieking Tarantula has red leg-joints), and in having two additional attack forms.

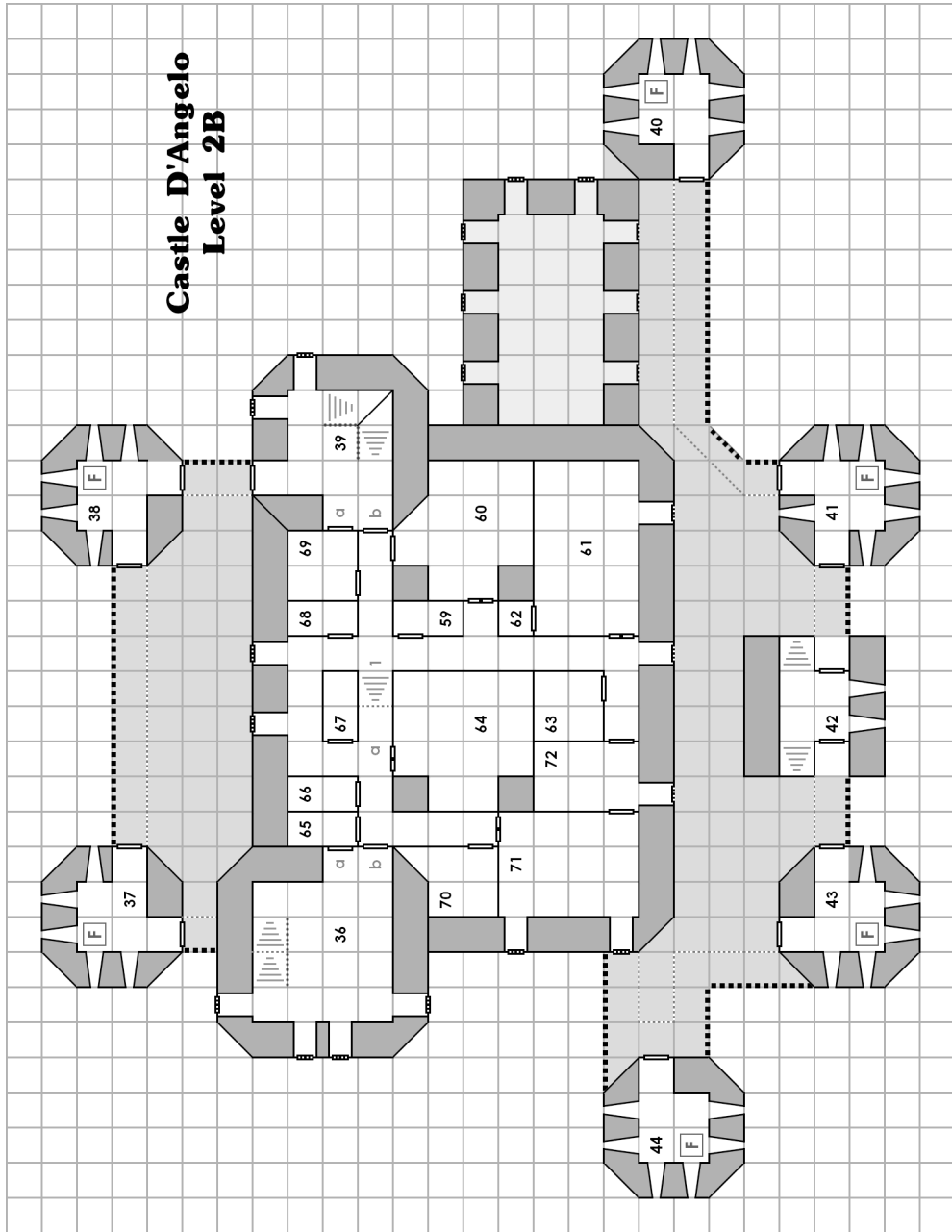
First, instead of its normal attack, the Shrieking Tarantula may flick a cloud of urticating hairs from its abdomen at an enemy. This fills a spherical area with a 20' radius. Creatures within the area of effect suffer a painful, itching rash, and for the next turn, must roll a saving throw vs Poison each round. A failed save indicates that the creature spends the round scratching, screaming and otherwise being ineffective. If the saving throw is passed the creature may act normally. The urticating hairs may be used once, after which they will take a week to regrow.

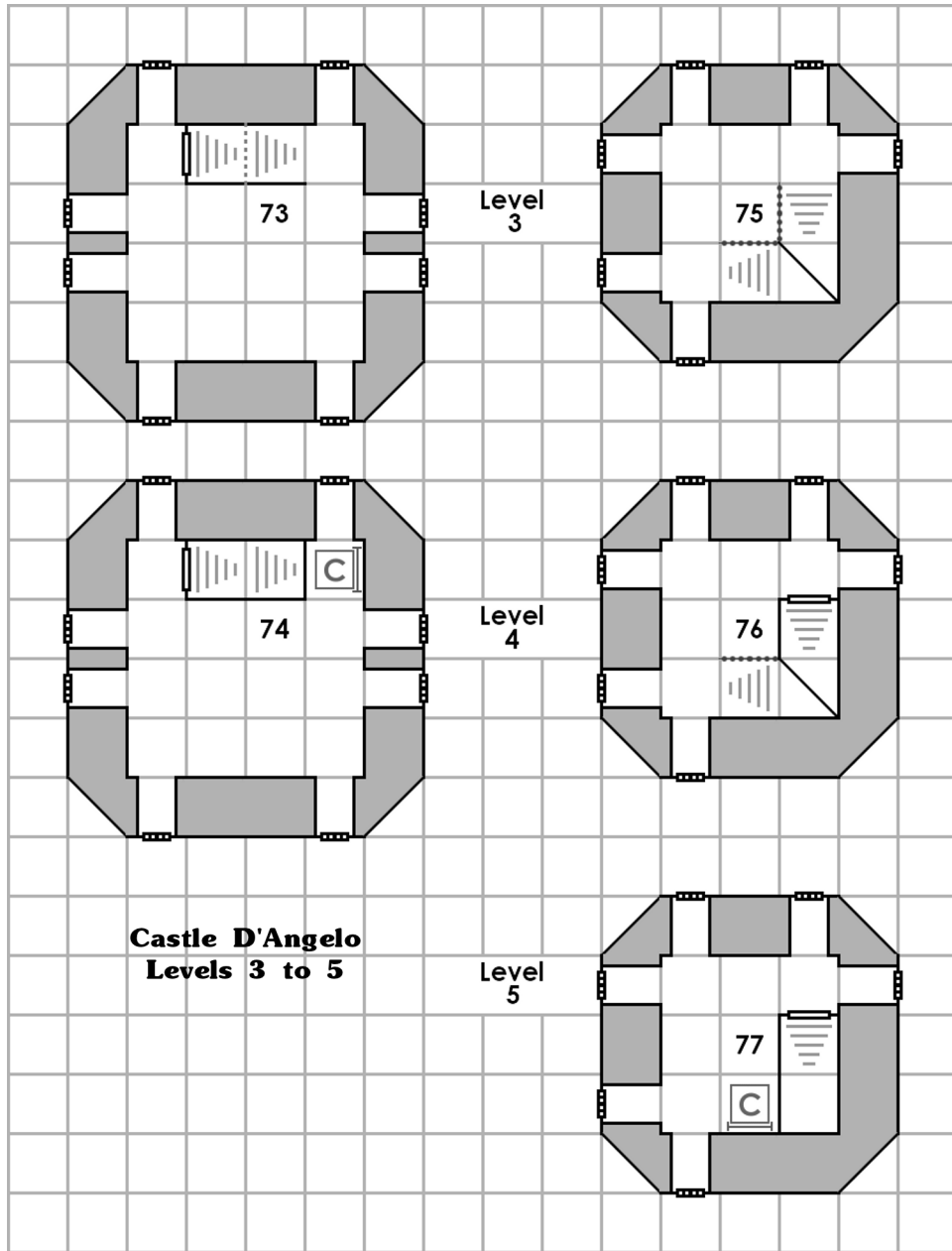
Second, instead of its normal attack, the Shrieking Tarantula may shriek as an attack form. The shriek emanates from the Tarantula and within a 10ft radius, has stunning force. Creatures within the area of effect must pass a saving throw vs poison; failure indicates that they are stunned for the round. After stunning a creature, the Shrieking Tarantula can spend a round encapsulating it in silk, rendering it completely helpless (and ready to be fed on later).

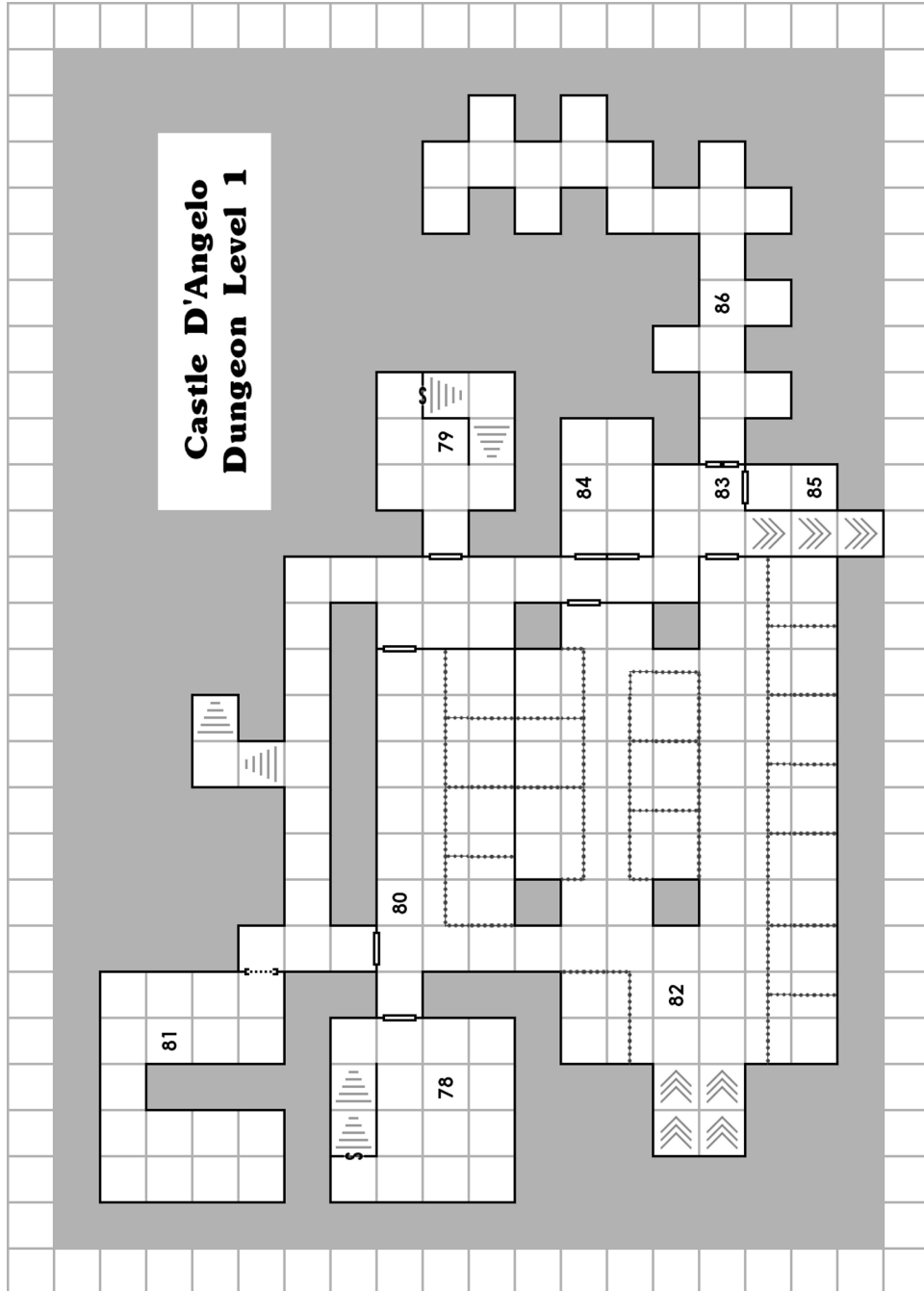
The Shrieking Tarantula's bite has the same effect as a regular Giant Tarantula.

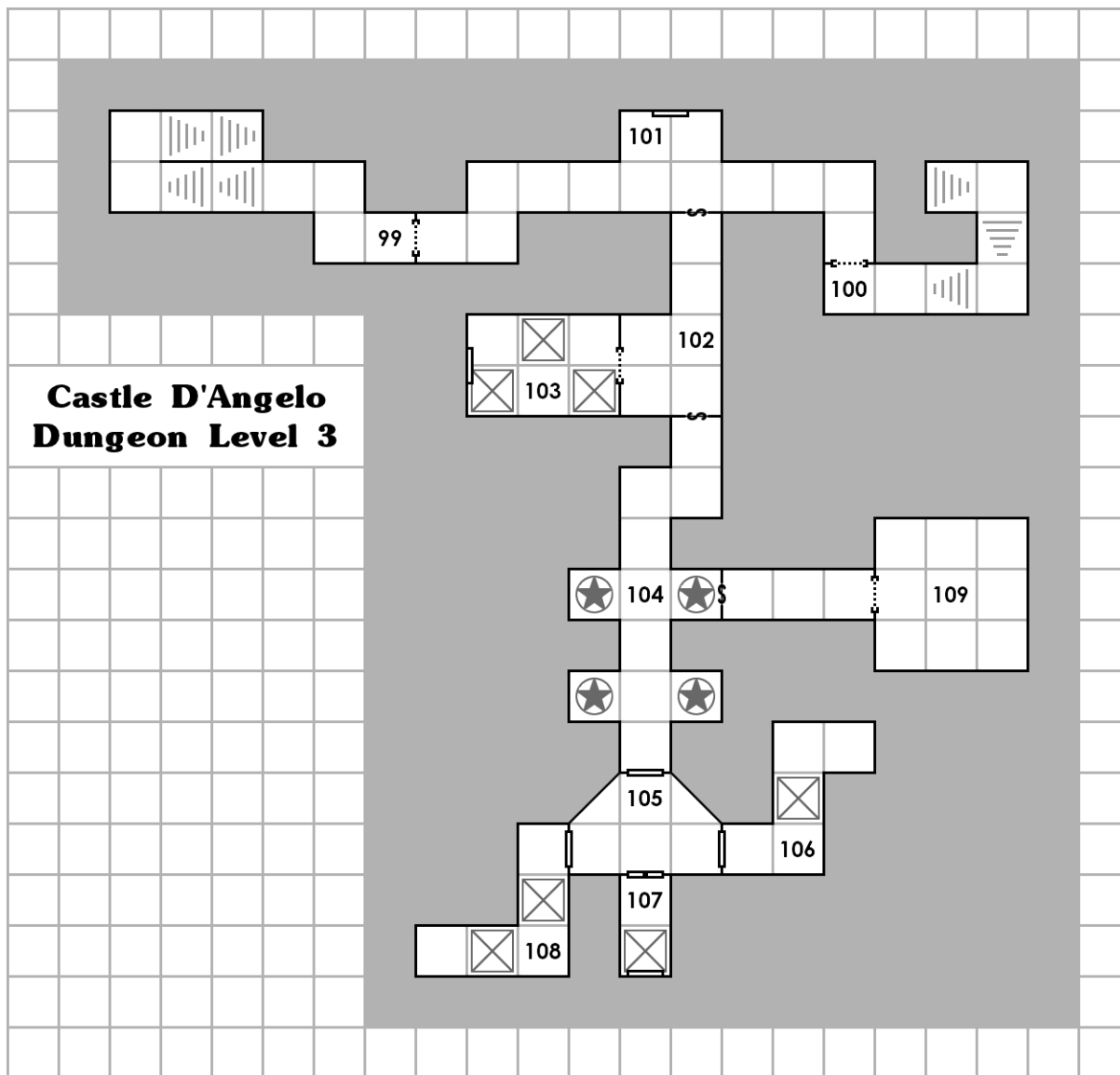












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