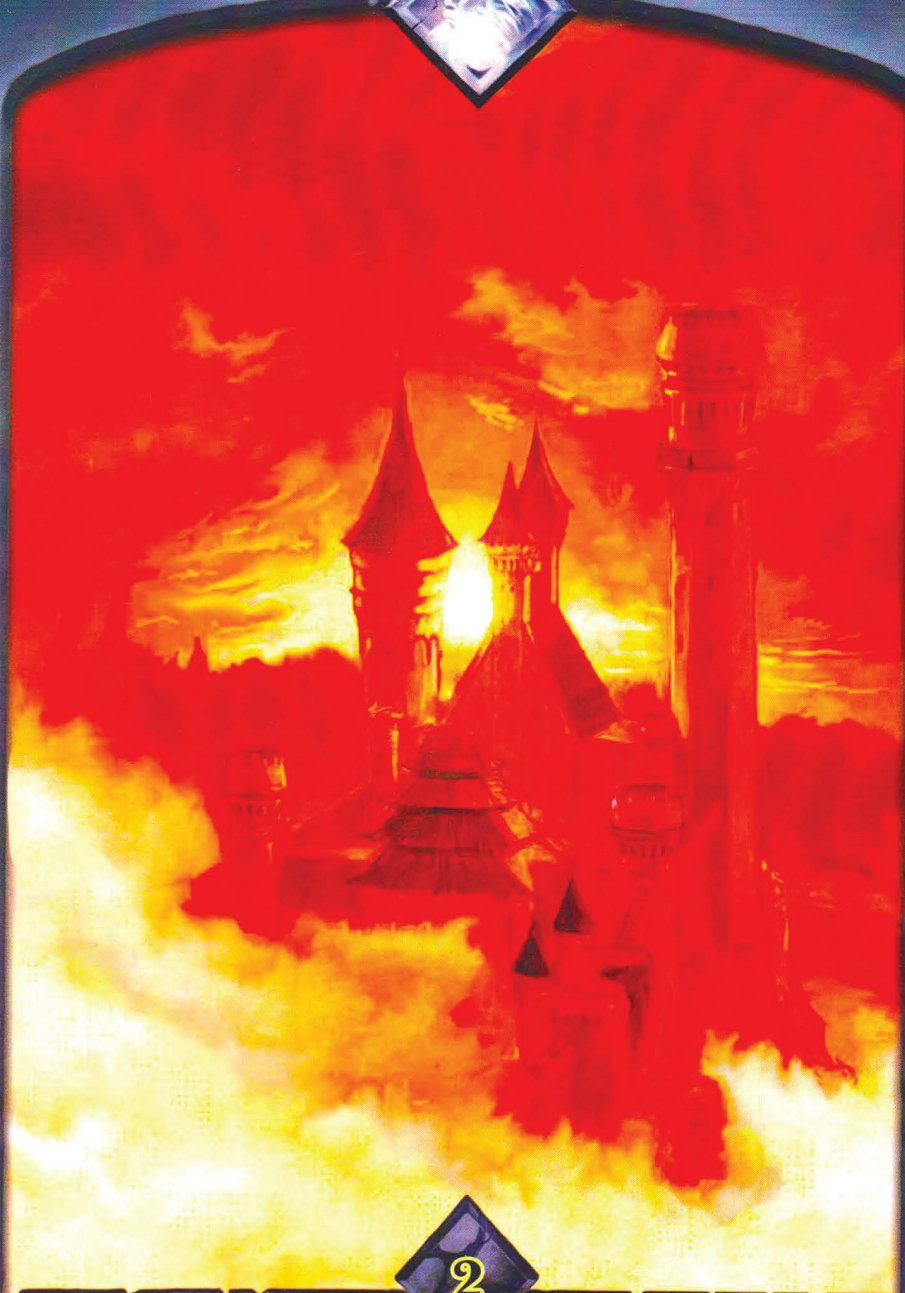


GARY GYGAX'S

CASTLE ZAGYG



2

**RUINS OF THE CASTLE
PRECINCTS**

CASTLE ZAGYG™ VOLUME II: THE UPPER WORKS — BOOK 2: RUINS OF THE CASTLE PRECINCTS

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

GARY GYGAX WITH JEFFREY P. TALANIAN

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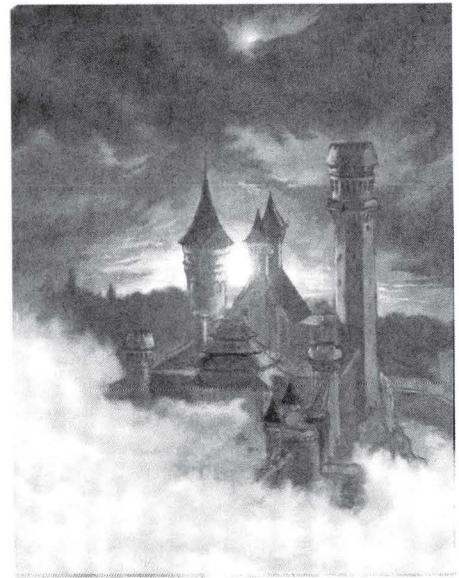
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TABLE OF CONTENTS

PART I. INTRODUCTION AND NOTES FOR THE CASTLE KEEPER	2
PART II. RUINS PERIPHERY (BLUFF, BERM, CASTLE WALLS)	3 - 5
PART III. THE GATEHOUSES & DRAWBRIDGE	6 - 10
PART IV. THE COBBLED (LOWER) COURTYARD	11 - 35
PART V. THE GRASSY (MIDDLE) COURTYARD	36 - 47
PART VI. THE INNER GARDEN COURTYARD AND BEYOND . . .	48

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CASTLE ZAGYG™ MODULE SERIES, VOLUME II THE UPPER WORKS BOOK

2: RUINS OF THE CASTLE PRECINCTS BY GARY GYGAX WITH JEFFREY P. TALANIAN

PART I. INTRODUCTION

THIS BOOK, *RVINS OF THE CASTLE PRECINCTS*, is the second of the Upper Works module. It details the walls, towers, gatehouses and many other outbuildings that stand upon the surface above the dungeons of the Mad Archmage. Every structure is treated herein, with the exception of the castle fortress and the two great towers that flank it, these being subjects of the third and fourth books of this set, *The East Wall Towers* and *Castle Fortress*.

The *Ruins of the Castle Precincts* are fraught with challenge, danger, and intrigue. Humanoids and evil men vie to establish control of the place while ravenous monsters seek prey for their next meal. Castle Zagyg has suffered besiegement and neglect over the years. This is at once made evident to its seekers. As it is in *Mouths of Madness*, means of ingress to the dungeons below, Castle Zagyg can be located amongst these ruins, though most such entrances are either hidden or well guarded.

NOTES FOR THE CASTLE KEEPER

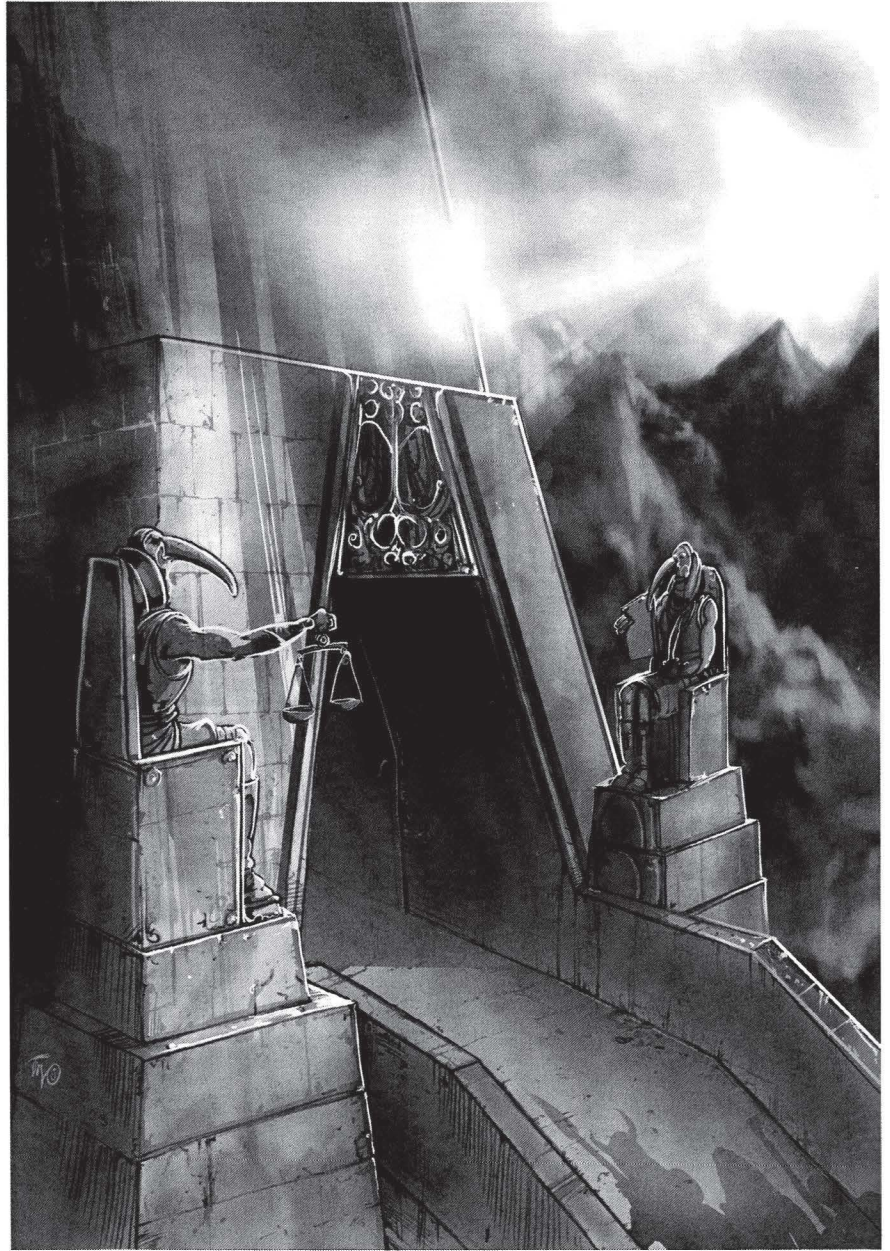
KEEPING THE CASTLE: This adventure features the ruins of a castle stronghold that at one time would have repelled even the most potent besiegement. How it fell to ruin—the when, the why, and the how—is mostly left to speculation. Suffice it to say that Castle Zagyg is now exactly how the Mad Archmage prefers it to be. His motive? Don't bother. How can one ascribe motive to one such as Zagyg? To associate this or any other component of Castle Zagyg with motive, plots within plots, convoluted histories, world-saving quests, or A to Z “expeditions” is antithetical to the spirit of the original adventures.

STATE OF THE RUINED CASTLE PRECINCTS: The Castle Precincts are occupied by humanoids, evil men, and monsters, most of which have enjoyed inurement to the cursed fog that once enveloped the place. This can also be attributed to the whimsy of the Mad Archmage. Notwithstanding, there is little harmony amongst the denizens of these ruins—most are aggressive, vicious, greedy, venal, petty, power-hungry, and ambitious.

RUNNING THIS ADVENTURE: While running this adventure series consider the ambitions of the humanoid tribes that occupy the caves that pock the bluff on which these ruins lie (see *Mouths of Madness*). The humanoid groups are mostly at odds with one another as well as the occupants of the ruins above. Also consider the two East Wall Towers and the Castle Fortress. One tower is controlled by a lycanthrope and his minions rodentia the other tower by malign cultists of singular purpose. Meanwhile, bandits assert tentative control of the fortress, these ones also controlling the postern gate (#36) and conducting trade with local rivermen.

In short, Castle Zagyg is in a constant state of flux, from the *Mouths of Madness* that honeycomb its bluff, to the *Ruins of the Castle Precincts*, to the *East Wall Towers*, to the *Castle Fortress*, and finally to the dungeons below. Disparate groups vie for control, scarcely working together to accomplish anything. Castle Zagyg is also a magnet for activity, the great attractor for humanoids, monsters, human scum, and other powers malign...not to mention adventurers of all stripes. As such, anyone (or thing) that gains a toehold here is soon to be contested. Of course, the Castle Keeper should choose how such events unfold, based on the actions (and sometimes inactions) of the player characters. This is why it is imperative that the Castle Keeper keep track of time's passage. If the PCs spend the bulk of their time (perhaps 3 game weeks) dungeon delving, humanoids and/or monsters will undoubtedly move in to occupy a tower or other structure previously cleared out, and so on.

2 CASTLES & CRUSADES



It is also possible that a PC group will attempt to establish their own species of control within the ruins. Perhaps they claim a tower, creating their own base of operations as it were. They may even hire men-at-arms to guard the place. Allow this to happen, Castle Keeper, but always with a smug, all-knowing smile on your face. Then, once the PCs go off to plumb the depths below Castle Zagyg, dire events should indubitably transpire. Eventually, the PCs will find any such holding beleaguered and beset at every turn, ultimately persuading them to realize the futility of such practices.

INGRESS AND EGRESS: The *Ruins of the Castle Precincts* are extensive. As such, there is no “railroad” device in place to force the PCs through some predetermined path. Indeed, such weak design is frowned upon by the authors of this work. Exactly so, the PCs may penetrate the ruins through the **OUTER GATEHOUSE (#1)**, the **POSTERN GATE (#36)**, or through a **RUINED WALL (RW #1-10)**. Perhaps they seek ingress through the caves known as *Mouths of Madness*. There are many possibilities, and *none should be discouraged*.

PART II. RVINS PERIPHERY

CASTLE ZAGYG IS BUILT on a bluff overlooking the False Urt River. (See *Mouths of Madness* for more on this waterway). Unless the PCs approach the castle and its surrounding ruins by way of the outer gatehouse (#1) or the postern gate (#36), they must ascend the BLUFF, cross the BERM and approach a CASTLE WALL.

BLUFF

The bluff slopes up from west to east, each of the three courtyards forming tiers. At its west end (ravine side), the bluff is 25 feet height above the mainland. At its east end (castle side) it is 80 feet above the mainland.

The outer faces of the bluff are nearly perpendicular, the slope inward being about 1 foot for every 10 feet of elevation. The bluff is pocked with caves, and should the party choose to explore these caves, refer to *Mouths of Madness*. Indeed, proximity to one of these caves may garner the attention of its occupant(s); likewise, rambling about the bluff base might also attract a random encounter, so *Mouths of Madness* should be utilized until such time that the PCs achieve the berm.

Scaling the bluff: Descending or ascending the bluff without the benefit of a rope or like aid requires a successful *climbing* or *scaling* check (CL 3). A failure by 5 or more on the check indicates the PC has slipped and fallen.

BERM

The berm is the space between the outer curtain walls and the bluff precipice. It ranges from 5 to 35 feet, the narrowest of areas being those where towers encroach. The berm is roamed by bandits, humanoids, and fell things moving in and out of the ruins.

TO DETERMINE AN ENCOUNTER:

Roll a d6 once per game hour, a 6 result indicating an encounter. Proceed by rolling a d8 and consult the following chart:

D8	ENCOUNTER
1-2	BANDITS, 2-5 (d4+1): One is a lieutenant. They are greedy back-stabbers.
3-4	GOBLINS, 3-6 (d4+2): One is a leader. They are a Gublinish patrol unit.
5	MOUNTAIN LION, 1: Hunting; will attack a straggler, scout, etc.
6	RATS, GIANT 5-12 (d8+4): Blood-thirsty, will swarm to overcome 1 or 2 foes.
7	THIEVES, 2-5 (d4+1): Seeking opportunity.
8	UNEXPLAINED NOISE: (a screech, a roar, a groan, sound of falling rocks, strange whispers, etc.)

BANDITS: (They are 1st level, neutral evil, human fighters whose vital stats are HP 8, AC 13. Their primary attributes are physical. They are equipped with studded leather armor, short sword, short bow, arrows x10, and 1d6 sp. XP: 5+1)

BANDIT, LIEUTENANT: (This is a 2nd level neutral evil, human fighter whose vital statistics are HP 14, AC 14. His primary attributes are physical. He is equipped with scale mail, longsword, short bow, arrows x15, and 1d6 gp. XP: 10+2)

GOBLIN, RAIDERS: (These lawful evil humanoids' vital stats are HD 1d6, HP 4, AC 14, MV 20 ft. Their saves are physical. Their special ability is darkvision 60 ft. They have light sensitivity [-1 to attacks in bright light]. They have leather armor, javelin x3, belt axe, shortsword, and 3d6 sp. XP 5+1)

GOBLIN, LEADER (CORPORAL): (This lawful evil humanoid's vital stats are HD 3d6, HP 10, AC 16, MV 20 ft. Its saves are physical. Its special ability is darkvision 60 ft. and high strength for an additional +1 "to hit" and +1 damage. They have light sensitivity [-1 to attacks in bright light]. It has a breastplate, shield, javelin, belt axe, morning star, and 2d4 gp. XP: 20+3)

LION, MOUNTAIN: (This neutral animal's vital stats are HD 4d8, HP 20, AC 16, MV 40 ft. Its saves are physical. It attacks with two claws for 1d3 points of damage and one bite for 1d6 points of damage. If both claws hit, it makes two additional rear claw rake attacks for 1d4 points of damage each. XP: 60+4)

RATS, GIANT: (These neutral animals' vital stats are HD 1d4, HP 2, AC 13, MV 30 ft., 15 ft. climb. Their saves are physical. They attack with a bite for 1d2 points of damage. They have twilight vision, and 10% will be diseased, the effects of which the Castle Keeper may determine [fever, vomiting, etc.]. XP: 1+1)

THIEVES*: (They are 3rd to 4th level, chaotic neutral or evil, race variable [human, dwarf, elf, half-elf, or halfling] thieves whose vital stats are HP 4 per level, AC 14. Their primary attributes are dexterity and intelligence [and strength, humans only]. Their significant attribute is dexterity 16. They are equipped with leather armor, long or shortsword, and throwing dagger (x1-4). They also carry thieves' tools, 50' rope, grappling hook, 6-inch iron spikes x4, and 3d6 gp in mixed coin. XP: 50+3; 120+4.)

*Refer to PHB "rogue" for class abilities.

Note the berm area below encounter areas #4, #5, and #6. Each of those encounter areas are towers controlled by the goblins of the Gublinish tribe. If the PCs engage in activity that attracts the attention of the goblins, 10-pound stones may be dropped from above. Targeting an individual is almost impossible, however (-8 "to hit"), but the damage is significant (2d10).

CASTLE WALLS

There are four CURTAIN WALLS that fence in Castle Zagyg, each having suffered besiegement. Two INNER WALLS separate the three courtyards. Castle walls are laid with horizontally-fitted courses bound by mortar. The space between the courses is filled with compacted rubble, this made obvious by those portions in ruin.

Each wall has a machicolated parapet supported by brackets (corbels) and pilasters, the latter set at 20-foot intervals. Parapets are 3.5 feet high with merlons rising another 3.5 feet. Merlons are spaced (embrasured) at 3-foot intervals. Machicolation spaces are set between the corbels. Wall defenders can fire missiles or drop anything from boiling oil to logs through the spaces, such weapons being directed by the base splay into the ranks of attackers. Wall-walks run behind the parapet and are typically 5 to 6 feet wide.

Breaches in the walls are detailed hereafter, as is the time that a party of exploring PCs will need to cautiously negotiate the pile of rubble that partially fills each such opening. If a single character is clambering over such a heap of broken masonry and rubble, the time required should be cut in half. If a party wishes to ascend a breach opening in haste, the time required should likewise be reduced by at least 50%, but there is a chance for injury:

HASTY ASCENT OF WALL BREACH RUBBLE PILE:

D10	result
1-7	no injury
8-9	stumble and fall inflicting d3 damage
0	twist/sprain ankle so movement is at 50% normal for 2d4 days thereafter

CURTAIN WALL WEST

This 25-foot-high curtain wall is 12 feet thick and has a 6-foot base splay that tapers off at 6 feet wall height. The wall has suffered ruin both north and south of the gatehouses. This wall is loosely controlled by goblins of the Gublinish Tribe; their patrols are, however, lax and infrequent. It has two ruined portions (RW-1, RW-2), and its wall-walk accesses the following encounter areas: #3, #4, #5, #6, and #7.

RW-1. RUINED WALL #1:

Here, the curtain wall is breached, a gap space of some 25 feet. Rock and mortar form a 6-foot mound between the break, this now rank with weed growth. The rubble feathers out onto the berm. Explorers are able to climb over the rubble and enter the Common Stable (#12). The climb takes about 8 minutes.

RW-2. RUINED WALL #2:

A GIANT SPIDER lurks under the rubble.

North of a pentagonal tower you observe a large break in the curtain wall, its gap space of 30 feet on average, with rubble 5 feet high. The ruined wall, its broken courses and fill, spreads over the berm right to the verge of the ravine.

Explorers are able to climb over the rubble and enter the ruined Apothecary (#21-H). The climb takes about 10 minutes.

A 4-foot long, rusty brown GIANT SPIDER of the leaping variety (not a web-spinner) lurks within. It pounces on victims often catching them unawares. She will move quickly to drag her first victim under the rubble to her nest 10 feet below — a pocket space of 6 feet diameter where she has a cocoon sack of eggs. If the cocoon is not destroyed, the CK is encouraged to add more such spiders to this general area in the near future.

SPIDER, GIANT (MEDIUM-SIZED): *(This neutral creature's vital stats are HD 3d8, HP 15, AC 15, MV 30 ft., 20 ft. climb. Its saves are physical. It attacks with a bite for 1d6 points of damage. Its bite injects venom for 3d4 additional damage, save negates. If the first save fails, an additional save is required one round later. If the second save also fails, the victim also suffers paralysis for 1d6 hours. XP: 97)*

CURTAIN WALL NORTH

This curtain wall is 30 feet high, 10 feet thick. The wall's base splay provides 5 feet of additional wall thickness, this tapering off at 5 feet wall height. This tower accesses the following encounter areas: #6, #27, #38. This wall also joins the Great East Wall Tower (see, *East Wall Towers #T1*).

RW-3. RUINED WALL #3:

There is a TRAP here, set by the THIEVES of #27.

The north wall is blasted through here, leaving a wake or broken stone and rubble. The gap space is about 25 feet wide, the mound of broken stone being about 6 to 8 feet in height, much of it covered in vines.

The vines are POISON IVY, easily identified by an elf or woodsman (of course druids and rangers). The vines stretch over the north and south portion of the wall break, leaving a 6-foot-wide footpath (somewhat cleared) snaking between. Any skin contact with poison ivy later causes a severe rash to develop that is extremely itchy to the skin (5% chance of immunity per adventurer). A TRAP is set in the path laid between the poison ivy. The THIEVES of #27 check this trap once per day. They know if it has been activated because they place a clump of tall, dead weeds held upright upon the cover by a large dirt clod around their roots. If this is not in sight the thieves know that someone or something is within their trap and act accordingly.

4 CASTLES & CRUSADES

10' Pit Trap (CL 2): *Small rocks, pebbles, and dirt are glued to the surface of an iron trap door that collapses under the feet of the first (or two, if climbing abreast) adventurer to step on it, the door snapping shut at once: 1d6 damage. The lid springs shut at once. It can be forced downward and open again by prizing it with a staff, spear shaft, or pole.*

RW-4. RUINED WALL #4:

At the foot of the Great East Wall Tower (see *The East Wall Towers #T1*) a portion of the battlement is broken, the parapet and merlons crushed, and the wall walk is carved out, exposing the mortar beneath. The damage is high up and so the wall stands firm, albeit cracked and jagged. Climbing to the top takes about 5 minutes for an experienced climber, 10 minutes for others.

The footing is somewhat precarious for a stretch of some 18 feet. While no checks for climbing or maintaining balance should be required of the carefully advancing adventurer, the rash or foolhardy should not be afforded such exemption.

CURTAIN WALL SOUTH

This machicolated curtain wall is 30 feet high, 10 feet thick. Its base splay provides 5 feet of additional thickness, this tapering off at 5 feet wall height. This wall joins the following encounter areas: #7, #30, #36, #39, and the Hexagonal East Wall Tower (see *The East Wall Towers #T2*).

RW-5. RUINED WALL #5:

The curtain wall has been blasted through here, as though by onager boulders, resulting in a 20-foot gap space. Broken courses of stone spread out to the berm. The wreckage continues into a courtyard within, a building under the wall likewise devastated. Explorers are able to climb over the rubble and enter the ruined workshops. The climb takes about 9 minutes from start to arrival on the ground of the far side.

RW-6. RUINED WALL #6:

There is a TRAP hidden here.

Between the postern gate and a round wall tower you note substantial damage to the curtain wall. It has suffered a devastating blast, perhaps by multiple trebuchet hits. Mortar and stone lie in rubble, a gap space of some 30 feet in width created thus. The detritus from this breach forms an 8-foot-high pile within the gap, from which not a few hardy weeds bristle.

Careful scrutiny reveals that a path has been cleared away, forming 3.5 feet wide path. There is a TRAP in here, a bear trap placed by the bandits of the Postern Gate (#36). The trap is a 2.5-foot diameter iron jaw that springs shut. It is concealed by dirt and dust. If the path is avoided, the climb takes about 8 minutes.

Bear trap (CL 2): *jaws clamp for 2d6 damage. The trap is chained to an iron rod dug into the ground. The rod can be pulled free by any individual with 15 or higher strength. To open the jaws of the trap takes two individuals of 13 or higher strength pulling on opposite sides of it.*

INNER WALL WEST

This 10-foot-thick wall has a height of 30 feet on its east side, 40 feet on its west side; the height differential due to the Middle (Grassy) Courtyard being 10 feet higher than the Lower (Cobbled) Courtyard. A base splay on the west side of the wall provides 5 feet of additional thickness, the splay tapering off at 5 feet of wall height. This wall joins the following encounter areas: #26, #27, #28, #29, and #30.

RW-7. RUINED WALL #7:

Undue noise here will attract the STIRGES of #28.

A sloping mass of broken stone and debris some 25 feet wide bridges the lower cobbled courtyard and the middle grassy courtyard. Weeds and shrubs of robust species flourish here, choking the gap space.

The debris is about 8 feet high. An additional 10 feet of debris must be negotiated on the west side of the ruins due to elevation differential (grassy courtyard is 10' higher than cobbled courtyard). The climb over the weed-filled rubble takes about 15 minutes, a good machete or sharp sword shaving off half that time.

RW-8. RUINED WALL #8:

A massive blast that long ago crushed this portion of the inner wall has resulted in a gap space of about 40 feet through which a sloping pile of rubble spreads. Weeds and dandelions grow rank here, and there is a distinct gamy scent lingering in the air here.

The debris is about 5 feet high. An additional 10 feet of debris must be negotiated on the west side of the ruin due to the elevation differential of the courtyards. The climb over the rubble takes about 12 minutes. The gamy smell emits from the Stone Chimney (#33) of the grassy courtyard.

INNER WALL EAST

This machicolated inner wall separates the Grassy (Middle) Courtyard and the Inner Garden Courtyard. The wall is 10 feet thick and 30 feet high. The west side (middle courtyard side) has a grassy slope of 15 feet height that meets the wall. The west side also has a 5-foot-thick base splay that tapers off at 5 feet wall height.

RW-9. RUINED WALL #9:

South of a massive pagoda gatehouse you view a breach of the inner wall, a gap space formed of some 25 feet width, the rubble piled to a 7-foot height and spilling down the grassy slope into the middle courtyard. Through the ruination, you glimpse the inner courtyard where Castle Zagyg proper stands.

The debris is about 7 feet high within the gap space, though an additional 15 feet of debris must be negotiated on the west side due to elevation differential between the courtyards. The climb over the rubble takes about 12 minutes. The Inner Courtyard is treated in brief at the end of this book, and also in the next book, *The East Wall Towers*.

CURTAIN WALL EAST: This 30-foot-high, 10-foot-thick, machicolated wall is detailed in both *Book 3: The East Wall Towers* and *Book 4: The Castle Fortress*, as is its ruined portion, RW-10. This wall stands at the highest elevation of the bluff (80'), overlooks the False Urt River, and joins both the East Wall Towers to Castle Zagyg.



PART III. THE GATEHOUSES (BARBICAN) & DRAWBRIDGE

THE LAST MILE OF THE OLD CASTLE TRACK*:

*Some information is repeated from *Mouths of Madness* for ease of use.

If the PCs approach Castle Zagyg by way of the Old Castle Track, there are 8 BANDIT SENTRIES positioned along the last mile of the old overgrown cart path. There are 4 teams, each comprised of 2 carefully hidden sentries. These men will send a chain of warning arrows to alert their fellows at the barbican (#1) of approaching adventurers. They will not confront the PCs unless conflict erupts at the barbican.

BANDIT SENTRIES x 8: (They are 1st level, neutral evil, human fighters. Their vital statistics are HP 4, AC 12. Their primary attributes are physical. They have leather armor, longbow [+1 "to hit"; 1d6 damage], arrows x20, silver-tipped arrows x5, shortsword [+1 "to hit"; 1d6 damage], dagger, and 2d6 sp. XP: 5+1)

This outlaw company is unduly concerned about the WEREWOLF rumor (*Mouths of Madness* #A) which abounds here, hence their numbers positioned here. They are also inured to the potent *aversion* spell (again, see *Mouths of Madness*) Zagyg cast long ago upon the Old Castle Track.

1. OUTER GATEHOUSE (BARBICAN), 90'W X 50'D X 30'H

See *Upper Works Map & Illustration Booklet* for floor plan. Also see **PLAYER HANDOUT #9** for an illustration of this gatehouse.

There are 10 BANDITS lodged here, their numbers bolstered by the 8 BANDIT SENTRIES (see above) in the forest by nightfall. The barbican has a central portion 30' height, wings 25' height, and two front corner towers 38' height.

CK's Note: Attackers protected by merlons have 4 added to their AC. Attackers firing from a loophole are effectively AC 25 regardless of the armor they wear.

At the lip of a ravine that separates the mainland from the plateau on which Castle Zagyg is built, you see a barbican of solid stone, 90 feet wide by 50 feet deep, with a machicolated bartlement. Round towers project from the front corners of the structure, and bartizans loom above the arched entrance. Presumably one must pass through the gatehouse to achieve the castle precincts beyond. The portcullis is presently raised, though oaken gates, iron-banded and spiked, bar the way.

The bandits, "Cap'n Cooper's Merry Men," are loosely allied with the Gublinish tribe of goblins beyond. Unless the party has quickly dispatched or otherwise avoided the attention of the 8 sentries stationed along the Old Castle Track, consider the bandits of this structure forewarned. These outlaws prefer swindling over violence. They are fearful of the **LITTLE HILLWOOD WEREWOLF** (*Mouths of Madness* #A) that prowls the night forest, it having devoured more than a few of their band.

If the party approaches within 90 feet of the gatehouse:

The portcullis slams down before the oaken gates, and a surly looking man, lean of build emerges from behind the rooftop parapet, leaning on an embrasure. His hair is long and black, his face unshaven. He calls down:

"Ho, Strangers! Surely you seek the bounty of the ruined castle beyond. This is good! We are the gatekeepers of its precincts. We'd like to offer you safe passage through. All we require is a small toll paid for each person that would pass. The price? 10 silver coins per head. This small fee provides you with safe passage through this structure, across the drawbridge, and through the next gatehouse, where bloodthirsty goblins lies in wait. We alone can appease those foul humanoids, but only with silver and gold. A pittance when one considers the upkeep of this place — and the priceless value of personal safety, eh? Well, what say ye?"

This one is **LIEUTENANT SMITH**. He has 2 BANDITS behind him. Smith can be bartered down to 8 sp per head. The bandits actually pay down 4 sp per head to the goblins.

A pair of **RIDING HORSES** are corralled at the south side of the structure during the day, though they are brought in at night (to #1-B). In the corral there is usually a bale or two of hay as well as a trough of water. The bandits have lost their other animals to humanoids, griffons, and "PINKY" **THE OWLBEAR** (see *Mouths of Madness* #J).

The bandit roster is as follows:

CAP'N COOPER: (He is a 3rd level, neutral evil, human fighter. His vital stats are HP 25, AC 14. His primary attributes are physical. His significant attribute is strength 16. He is specialized in the longsword [+6 "to hit"; 1d8+3 damage]. He possesses scale mail, longsword, belt axe, 9 gp, 16 ep, 32 sp, a silver garnet ring worth 12 gp, and a 25 gp ruby in a false boot heel. XP: 75)

LIEUTENANT SMITH: (He is a 2nd level, neutral evil, human fighter. His vital stats are HP 10, AC 15. His primary attributes are physical. His significant attribute is dexterity 15. He is specialized in the crossbow. He has studded leather armor, mace [+2 "to hit"; 1d6 damage], light crossbow [+4 "to hit"; 1d6+1 damage], quarrels x30, 1 gp, and 18 sp. XP: 35)

BANDITS x 8: (They are 1st level, neutral evil, human fighters. Their vital statistics are HP 4, AC 12. Their primary attributes are physical. They have leather armor, longbow [+1 "to hit"; 1d6 damage], arrows x20, silver-tipped arrows x5, shortsword [+1 "to hit"; 1d6 damage], belt axe, and 2d6 sp each. XP: 5+1)

If the PCs agree to pay the toll, the oaken gates will swing inward and a pair of surly, black-toothed men will stand behind the portcullis to collect the fee. Once they've been properly paid, one will go up to inform Cap'n Cooper who will order the portcullis raised; the other bandit goes to the roof to inform Lieutenant Smith who will then signal the goblins of the Castle Main Gatehouse (#3) to let pass the travelers unmolested. The portcullis will then be raised, allowing the PCs to pass.

GROUND FLOOR (#1-A - D)

This floor has a ceiling height of 15 feet throughout.

1-A. BARBICAN FRONT GATE

At 1 foot inside the archway, an iron portcullis can be lowered. At 2 feet inside are oaken gates, iron-banded and spiked. These are of 7 feet total width (3.5 feet per door), 14 feet height, and 6-inch thickness. These inward opening valves can be barred and bolted across the middle and the bottom. When **LOCKED**: CL 15 to pick, CL 18 to break down.

1-B. CENTRAL PASSAGE (GROUND)

CK's Note: by night, the two **RIDING HORSES** (see above) are stabled here; their dung swept into the ravine each morning.

This cobbled passage is 16 feet wide by 50 feet long with a ceiling height of 15 feet. The passage is sprinkled with hay, with two bales of the stuff in one corner, as well as a wooden trough of 5-foot length filled with water, and a pair of brooms leaned beside it. Loopholes pierce each side of the passage, beyond which is open. There you spy a sharp ravine spanned by a lowered drawbridge.

See **PLAYER HANDOUT #10** (*Upper Works Map & Illustration Booklet*) for an illustration of this central passage.

There are also 8 loopholes, 4 on each side of the way. There are also 2 murder

holes above the passage, one at each end. 10-pound stones can be dropped from above, as well as crocks of boiling water or oil, and missiles fired.

Dropped stone (10-pound): 1d10 points of damage, AC of target bolstered by helm, if applicable.

Poured boiling oil: 1d6 points of damage, breath weapon save to avoid. If the oil is ignited an additional 1d6 points of damage are inflicted.

The east end of the passage opens to a PIER of 5-foot length on which rests the Drawbridge (#2) of the Castle Main Gatehouse (#3).

1-C. FLANKING HALLWAY

Each of these hallways is 5' wide, 120' total length. Each surrounds a walled-in chamber solid-filled with rubble and mortar. The passage exterior is pierced by loopholes all the way around.

An iron door, 2' x 5', is located at the east end of each passage. Each is LOCKED (CL 12 to break down, CL 3 to pick) and opens to a balcony of 5 feet width overlooking the ravine and connecting to the pier on which rests the drawbridge (#2).

The north-flanking hallway holds a 4' x 4' SECRET DOOR (CL 3) that has all the appearance of solid stone. The resident bandits are unaware of it. If compressed, it can then slide up (makes considerable grinding noise, however). Revealed is a 5 by 5 feet chamber within which a TRAP DOOR is set in the floor. The trap door is built of oak planks with a bronze pull ring.

If the trap door is pulled open:

You observe a 4 by 4-foot shaft of worked stone descending into a darkness black as pitch. Rusted rungs of iron are drilled into the shaft wall, providing a ladder. Dust and decayed cobwebs suggest no recent activity.

The shaft descends 35 feet before dropping into a tunnel of worked stone. Here lies the burnt stub of an old torch. The tunnel progresses east 350 feet, passing under the ravine, then sloping up gradually into the rocky bluff on which Castle Zagyg is constructed. A ranger, if tracking, will discern recent KOBOLD TRACKS, at least 3 such humanoids having traversed the length of this passage recently. The long passage ends at what amounts to a ONE-SIDED SECRET DOOR, this being the non-secret side as evidenced by the sturdy iron handles bolted into this side of the granite-carved portal.

Secret door at end of tunnel: This heavy granite door is round and must be pulled (minimum 30 strength required, two characters may combine) and then lifted into the wall. Heavy, it will drop down and lock back into place if not braced by something strong. Beyond lies the passage between Mouths of Madness #41 and #42.

1-D. CORNER TOWER

Each of these towers are 38 feet high with wall thickness of 5 feet. Spiral stairs span the interior of each, the stairs rising clockwise around a central pillar, ascending to the first floor and roof. Loopholes pierce each tower, these following the rise of the stairs and covering 270 degrees of exposed outer circumference. An iron door (2' x 5') feet tall opens to the gatehouse roof. The door is LOCKED (CL 7 to break down, CL 3 to pick).

From the roof, a ladder climbs to the top of the tower roof (the tower stands 13' higher than gatehouse wings). Each tower roof has a machicolated parapet of 3.5 feet height and merlons atop it, also of 3.5 feet height. The merlons are spaced at 3-foot intervals (embrasures).

FIRST FLOOR (#1-E - I)

This floor has a ceiling height of 15 feet in the central passage, 10 feet in the wing sections.

1-E. CENTRAL PASSAGE

This hall of 16 feet width and 40 feet length is notched with two loopholes overlooking the west and two mullioned windows overlooking the east, across the ravine. Two wooden-plank, trap door-covered murder holes are on either side of the passage, between which stones are piled. The north and south walls of this passage each open to obvious living quarters.

The murder holes are set over the ground floor central passage (#1-B). A hand crank for winding the portcullis (#1-A) is located on the west wall between the piercings. The stones are of c. 10-pound weight (see #1-B. for their use).

1-E. BARRACK QUARTERS (NORTH)

Twelve pallets line this chamber, each with its own tattered wool blanket. South of the pallets you note three oak chests, each with lids partially open due to excessive apparel crammed within. You note a bolt of cloth in one corner, two coils of rope in another corner, and a 30-gallon keg in a third. A fireplace on the east wall holds charred hardwood logs within. Loopholes provide a narrow view to the north and the west. There are three iron doors (2' x 5') within this chamber, two on the west side, one on the east.

- Oak chests x3 (3' x 1' x 1.5'): (no locks). Two are stocked with simple supplies (for cooking, mending, general repairs), and spare clothing and boots. The third holds 5 gp worth of dressed otter pelts.
- Ropes x2: 150-foot coils of stout hemp rope. Each weighs 30 pounds.
- 30-gallon keg: Broached, holds 14 gallons of stale beer.

1-G. BARRACK QUARTERS (SOUTH)

Twelve pallets are spread about this chamber, each with a ratty wool blanket. A rear fireplace contains ashes and charcoals with embers remaining within. Three oak chests are placed by the north wall, each one either open or ajar. In a southwest corner, you see a 40-gallon barrel, three 8-gallon firkins, and 2 wooden boxes. Loopholes provide a limited view to the south and west. Three iron doors (2' x 5') are within this chamber, two on the west side, on the east.

- Oak Chests x3 (3' x 1' x 1.5'): They are stocked with spare clothing and boots.
- 40-gallon barrel: Holds 18 pounds of salted fish and eels.
- Firkins (8-gallon) x3: One (unbroached) is filled with decent white wine; the other two (with removable lids) are filled with cooking oil and vinegar.
- Boxes x2 (2.5' sq.): one holds a cloth bag filled with 10 pounds of sun-dried fruit (strawberries, blueberries, crabapples), a cloth bag with 6 pounds of barley, and a half-gallon crock of honey; the other box contains 6 scrub brushes, 3 pounds of lye soap, a 1.5 gallon crock of ammonia (spirits of hartshorn, i.e. smelling salts), and several rags.

1-H. REAR BARTIZANS

These narrow towers extend from the first floor (starting at 16 feet above ground) to a pointed roof 16 feet high so the top projects 7 feet above the roof of each wing of the gatehouse. Each tower is of 8-foot interior diameter and is spanned by a clockwise rising spiral stair with three loopholes that stagger with the rise of the

stairs. The stairs lead to an iron door (2' x 5') that opens to the roof. Each door can be barred from the inside (*locked, CL 10 to break down, CL 2 to pick*).

1-I. FRONT BARTIZANS

The front bartizans are of 8 feet interior diameter and extend to a pointed roof. These overlook the gateway and thus the Old Castle Track all the way to where it emerges from the Little Hillwood Forest. Each is pierced by 3 loopholes. Each bartizan is accessed from the first floor, an iron door (2' x 5') that can be interior-barred (*locked, CL 10 to break down, CL 2 to pick*).

ROOF (#1-J)

1-J. ROOF:

This slate-tiled roof has a raised central portion and two wings. The entire roof is machicolated on all sides with a parapet of 3.5 feet in height and loophole-pierced merlons atop it, also 3.5 feet high. These merlons are spaced at 3-foot intervals (embrasures). As the central portion of the barbican roof rises 5 feet higher than its wing sections, stairs on each side provide access to the roof's center. Four iron doors (2' x 5') open to towers and bartizans of the front and rear. Also, iron ladders access roofs of the front corner towers.

CK's Note: As noted previously, target firing from a loophole such as these effectively grants an AC 25.

LIEUTENANT SMITH and 2 BANDITS are (as noted above) stationed on the roof by day. They are on lookout for arrow signals from the forest sentries, and on the watch for the LITTLE HILLWOOD WEREWOLF (see *Mouths of Madness #A*). They also keep an eye on the goblins, whom they do not trust.

2. DRAWBRIDGE

This heavy hickory-beam bridge, 24 feet long by 8 feet wide, spans the ravine, which is about 20 feet wide at this juncture. The drawbridge is set at a slight angle, as the castle side of the ravine is about 5 feet higher than the mainland side. Heavy chains of iron extend from the mainland-side corners of the drawbridge to narrow openings above the front gate of the castle main gatehouse across the ravine.

The timbers are solid and resistant to fire and rot. The drawbridge is connected to a windlass on the first floor of the Castle Main Gatehouse (#3-E). The bridge when lowered rests on a pier that extends 5 feet from the Outer Gatehouse (#1).

3. CASTLE MAIN GATEHOUSE

See *Upper Works Map & Illustration Booklet* for floor plan.

There are 28 GOBLINS lodged here: 1 chieftain, 2 lieutenants, 11 warriors, 8 females, and 6 young.

This battlemented gatehouse is built upon the ravine precipice. This 40 by 25 feet structure stands 35 feet high and is joined by the west curtain wall, which is 10 feet lower than the structure. The entry is flanked by bartizans that project from 16 feet above ground. Oak double-doors, iron-banded and spiked, are set within the archway, these of 7-foot width (3.5 feet per door) and 14 feet height.

Walls thickness: 2.5 feet throughout. Flooring (except for the ground floor of flagstone) is built of wooden planks nailed to heavy oak beams, the beams supported by corbels as well as some being set into putlog holes.

This is the "big castle" of GOBLIN CHIEFTAIN ZZUKK-ZZUKK. His tribe, the Gublinish, formerly controlled the Outer Gatehouse (#1) as well but

were routinely preyed upon by the LITTLE HILLWOOD WEREWOLF (see *Mouths of Madness #A*); consequently, Zzukk-Zzukk was more than happy to relinquish the barbican to the "stoo-pid hoo-mans." The bandits there exact a toll from those who would traverse the two gatehouses, paying down 4 sp per head to Zzukk-Zzukk. The goblin leader is led to believe this is an even split; on the contrary, it usually isn't.

The Gublinish maintain a strained alliance with the KREE-GUBS (see *Mouths of Madness #D*), the goblin tribe that occupies one of the caves in the ravine below. Of course, Zzukk-Zzukk conspires to one day unite the tribes under his supreme rulership, and the Castle Keeper is encouraged to develop animosity and tension between the rival tribes.

CK's Note: The Gublinish goblins are highly nocturnal, and they are light sensitive. Scarcely do they prowl about by day in their domain which is largely comprised of the lower courtyard of the ruined castle precincts. At night they will sometimes have feasts, lighting bonfires and beating drums. Female goblins will dance about, striped with ash and soot, while the males drink wine or beer. Such celebrations are often coordinated with full moons and new moons, and almost always the tribe is most quiet and vulnerable the next morning to day.

A Brief History of the Gublinish Tribe: Most goblins of the Gublinish share a common ancestor: THE GREAT GUBLIN. This legendary humanoid was torched by a lightning stroke during a most terrible storm. The Great Gublin not only survived but was endowed with powers preternatural, so speak the legends. Later in life he was killed while raiding a ranger's farm. These days, members of the tribe practice a form of ancestor worship at the GREAT GUBLIN SHRINE (see #37) and keep pieces of charred wood in their pockets, collected from trees struck by lightning. The charred wood is considered to be holy and provide good luck. When a thunder storm concludes, the goblins will scour the forest for a tree thus struck. Warriors will streak their faces with the stuff when preparing for battle, and females will stripe themselves to attract mates.

If the PCs have paid the toll to the bandits of the Outer Gatehouse #1 and the goblins have received the appropriate hand signal, the oaken gates will swing open, thus allowing passage; otherwise they will remain shut. The goblins will shrewdly assess the passersby, marking them for a possible return. Adventurers oftentimes assume return passage safely guaranteed. Not so!

GROUND FLOOR (#3-A - C)

Ceiling height of 15 feet throughout.

3-A. FRONT GATE

This gate is set in an archway of stone. An iron portcullis can be lowered from 1 foot within the archway. Oaken gates are set 2 feet within. The gates are iron-banded and spiked, of 7 feet total width (3.5 feet per door), 14 feet height, and 6-inch thickness. These inward opening valves can be barred and bolted across the middle and the bottom. When LOCKED: CL 15 to pick, CL 18 to break down.

3-B. CENTRAL PASSAGE

There are 2 murder holes above the passage, one at each end. Stones and/or boiling crocks of oil or tar can be dropped/poured from these. There are 3 loopholes on each side of the way. If the party has paid the toll to the bandits of #1, they will be allowed to pass unimpeded.

Murder Holes: Dropped stone (10-pound): 1d10 points of damage, AC of target bolstered by helm, if applicable. Boiling oil inflicts 1d6 damage, 2d6 if ignited. Boiling tar inflicts 1d4 on the 1st round and then an additional 2d4 damage on the second round of contact with a victim.

Eight adult female goblins and six young goblins dwell in this 16 feet wide by 25 feet long. The margins are lined with fetid furs and nests of straw between which are piles of junk and refuse, among which you note an open keg of sour-smelling ale. From the wall hangs an eviscerated swine presently infested with flies. A pile of chopped wood rests in the middle of the floor, a rusty wood axe, maul, and wood-splitter lay atop it. At the east end of the passage rests an iron brazier filled with charcoal. The ceiling of this passage is of 18 feet in height, blackened with soot, and the walls are pierced with loopholes. The youngsters snarl at you and make mocking gestures, and the females scowl fiercely.

GOBLIN FEMALES X 8: (These lawful evil humanoids' vital stats are HD 1d6, HP 3, AC 12, MV 20 ft. Their saves are physical. Their special ability is darkvision 60 ft. They have light sensitivity [-1 to attacks in bright light]. They carry 6-inch knives. XP: 3+1)

Females will fight only when cornered, and the young are helpless...for now. Observant characters (those looking up) will note the 2 murder holes. Half the loopholes are blocked by junk, however.

Amidst the piled junk and refuse there is:

- 1 cloth pouch packed with 2 pounds of shelled walnuts
- 2 small boxes of 6-inch (10 penny) nails (x 50 in each)
- 1 coil of hemp rope (50') (mouse chewed, will snap if bearing more than 150 pounds of weight)
- 1 tinderbox (packed with flint, paraffin and wood powder).

Buried deep under the furs, there is a mouse nest in which a GLOWING GOLD COIN is hidden. The coin is enchanted with a *continual light* spell.

3-C. FLANKING PASSAGE

6 GOBLIN WARRIORS occupy these passages (hence, 3 goblins in each passage), each passage of which is pierced with three loopholes facing the central passage (#3-B) and one that provides a glimpse over the ravine.

The goblins have amassed more clutter here, including some chopped

firewood, old, poorly dressed animal hides, moth-riddled bolts of cloth, trash, and old bones. Each flanking passage also holds an 18-gallon keg of watery small beer (made without hops). Spiral stairs of stone climb to the first floor.

GOBLIN WARRIORS X 6: (These lawful evil humanoids' vital stats are HD 1d6, HP 4, AC 15, MV 20 ft. Their saves are physical. Their special ability is darkvision 60 ft. They have light sensitivity [-1 to attacks in bright light]. They possess leather armor, short bow, arrows x12, belt axe, and 1d10 sp. XP: 5+1)

FIRST FLOOR (#3-D - E)

Ceiling height of 10 feet throughout.

3-D. FIRST FLOOR

This is where the GOBLIN CHIEFTAIN, **ZZUKK-ZZUKK** and his 2 GOBLIN LIEUTENANTS (his brothers Mukk-Mukk and Bukk-Bukk) dwell. If present, note their physical description in the first read-aloud boxed text below. If not, proceed to the next read-aloud boxed text:

You see a trio of goblins. The largest (and ugliest) is garbed in chain hauberk and wields a dimly glowing morningstar. His crudely painted shield portrays a blue field emblazoned with a yellow lightning bolt. The goblin's ugly prune-face is streaked black with soot and charcoal. A tattered eel skin cape with blue felt lining is clasped to his shoulder, the lining embroidered with a yellow lightning bolt. A lit cigar dangles from the side of the humanoid's slobbering mouth. Beside this one stands two goblin warriors, similar of countenance, garbed in horn-plate-reinforced leather and bearing morningstars and shields.

CK's Note: the chieftain will blow his war whistle should he feel the need to alert the tribe.

ZZUKK-ZZUKK, GOBLIN CHIEFTAIN: (This lawful evil humanoid's vital stats are HD 4d6, HP 18, AC 16, MV 20 ft. His saves are physical. His special ability is darkvision 60 ft. He does +2 damage with melee weapons due to exceptional strength. He has light sensitivity [-1 to attacks in bright light]. He has a chain hauberk, small shield, cape of electricity*, +1 morning star, and a dagger. In a cloth belt pouch he carries 5 gp, a silver whistle, a sapphire-encrusted gold ring worth 20 gp, and an iron key [to #11-A and #11-B]. XP: 94)



GOBLIN LIEUTENANTS x 2: (These lawful evil humanoids' vital stats are HD 2d6, HP 9, AC 16, MV 20 ft. Their saves are physical. Their special ability is darkvision 60 ft. They have light sensitivity [-1 to attacks in bright light]. They are equipped with studded leather armor, small shield, morning star, light crossbow, 6 bolts, and 2d6 sp. XP: 10+2)

* see APPENDIX B for more information.

Continue reading aloud, or simply begin here if the 3 goblins (chieftain + lieutenants) are not present:

There is a strong tobacco scent here. You see three wool-stuffed bed sacks (stuffing protruding through various holes) and three iron-banded chests, their locks seemingly hacked open. A pair of covered murder holes are located at each end of the floor's center, and a pile of stones sits in the northeast corner.

Two mullioned windows on the east wall provide a view of a cobbled courtyard east, it filled with buildings in various states of ruin and decay. Spiral stairs built into the wall thickness descend from both the north and south ends of the chamber, and a pair of front-facing bartizans is located on the west, spiral stairs ascending therein. Between the bartizans are a pair of loopholes, and between these is a small hand crank affixed the wall. Iron cressets protrude from the two west corners bearing thick, oil-soaked ropes.

The murder holes are covered by oak plank lids, and the bed sacks are lice-infested affairs. On the stone sill under one window is a small cherry wood cigar box. It contains 8 fine cigars and 12 phosphorous matches.

- *Iron-banded chests* x 3 (3' x 2' x 2'): contain boots, cloaks, linens, and other effects of little worth, save for one pair of dwarf-sized, hard-soled boots, blackened and waterproofed with clasps of silver (worth 10 sp). One well-worn goblin boot within is plugged with a rag. It contains 2 gp, 12 ep, and a silver necklace with a cabochon opal charm (worth 3 gp).
- *Hand crank:* controls the portcullis (#3-A).
- *Stones:* there are 12 of these, each c. 10 pounds.

3-E. FRONT BARTIZANS

These two overhanging structures begin at 15 feet building height and overlook the drawbridge (#2) and ravine. Each is notched with loopholes. The spiral stairs provide access the first floor, second floor, and roof; the last of which is accessed via an iron door (2' x 5') that can be LOCKED with an interior bar (CL 10 to break down, CL 3 to pick).

Note: The machicolated bartizan roof is accessed via an iron step ladder located at the roof level (#3-G).

SECOND FLOOR (#3-F)

Ceiling height of 10 feet. This level is joined by the west curtain wall via a pair of iron doors (2' x 5') that are usually LOCKED with interior bars (CL 10 to break down, CL 3 to pick open).

3-F. GATEHOUSE HALL

The center of this chamber is notable for its enormous oaken table, it being of 8 by 12 feet in size and stained green. The table legs, however, have been sawed down so as to accommodate small-sized persons. Upon the table lies the remains of a feast: a devoured boar carcass, its head and hooves being all that remains, though even its eyes have been devoured, and of course the tongue. Presently, flies dart in and out of those vacant eye sockets, and the smell of rot is prevalent. An 8-gallon cask rests on the table, among the boar's remains, as well as clay mugs, and rusty knives.

A crudely fabricated pennon (1' x 5') depends above the stone fireplace of the east wall, it presently containing charred wood. The pennon is dyed blue with a yellow, jagged stroke of lightning patch-sewn down the center. On either side of the fireplace you note single-bar mullioned windows overlooking the cobbled courtyard of Castle Zagyg. Also, a pair of bartizans project from the west wall, spiral stairs ascending and descending therein. A windlass for winding heavy chain is located by the east wall. Two iron doors, each of two by five feet in size, provide access to this chamber, one south, and one north.

This is the "big hall" of the chieftain, where he and his brothers hold feasts. The cask is empty (had small ale). This is where the chieftain makes all his biggest decisions and tells his biggest tales.

Iron doors (2' x 5'): Each can be LOCKED (CL 10 to break down, CL 3 to pick). These two doors each access the wall-walks of the parapet.

Windlass: the windlass reels the drawbridge (#2).

ROOF (#3-G)

3-G. CASTLE MAIN GATEHOUSE ROOF:

There are 5 GOBLINS stationed here, their orders being to patrol and watch for a signal from the bandits of the outer gatehouse (#1). Their height, however, makes them less than ideal watchmen, as the parapet is 3.5 feet height

GOBLIN WARRIORS x 5: (These lawful evil humanoids' vital stats are HD 1d6, HP 5, AC 15, MV 20 ft. Their saves are physical. Their special ability is darkvision 60 ft. They have light sensitivity [-1 to attacks in bright light]. They are equipped with leather armor, short bow, arrows x12, belt axe, and 1d10 sp. XP: 5+1)

The roof is accessed via the front bartizans (#3-E), these having iron doors (2' x 5'). If LOCKED they are CL 10 to break down, CL 3 to pick. An iron step ladder provides access to machicolated bartizan roofs (the bartizans extend 6 feet higher than the gatehouse roof).

The roof is slate-tiled and fenced by a machicolated parapet of 3.5 feet height with loopholed merlons of 3.5 feet height atop it. The merlons are spaced by embrasures of 3 feet width. There are several stones piled here, these of c. 10 pound size.

- *Stones:* two piles of 12 stones, each of c. 10 pound size.

CK's Note: As a reminder, a target in an embrasure protected by merlons has +4 armor class, while one seen through a loophole is effectively AC 25.

PART IV. COBBLED (LOWER) COURTYARD

THIS COURTYARD IS FENCED by four walls: Curtain Wall West, Curtain Wall North, Curtain Wall South, and Inner Wall West. Each of these walls are detailed in PART II above.

This courtyard is herringbone-cobbled, dark and light blocks alternating. It was surely a work of fine masonry in days of yore, but presently, ruin is widespread. Sunken cobbles present shallow depressions, while weeds push between other cobbles, their roots effecting cobble upthrust.

The cobbled courtyard has a slight grade from west (25' elevation) to east (45' elevation). Thus, a 20-foot rise across 340 feet occurs. This translates to slightly more than a half-foot rise for every 10 feet of distance.

CK's Note: Although a great many of the outbuildings of this lower courtyard are controlled by the Gublinish tribe of goblins, it is not difficult for one to simply walk about here by day time. The goblins are highly nocturnal; their daytime watches often prone to inattentiveness, unless they are on alert for some reason or other.

4. SQUARE WALL TOWER (NORTH)

See *Upper Works Map & Illustration Booklet* for floor plan.

This tower is occupied by 9 GOBLINS: 3 male warriors, 4 adult females, and 2 young. If this structure is observed from the mainland side of the ravine, read the following text aloud:

North of the castle main gatehouse you note a 45-foot-tall square tower of stone joined by a curtain wall. The tower is 35 by 35 feet square, its roof a machicolated battlement, merlons rising from a low parapet. The base of the tower splays outward, adding 6 feet of thickness before tapering in at 6 feet height.

If the PCs view this tower from the castle precincts interior they will note a 2' x 5' iron door at the base of the tower. They will also note a wooden catwalk 25' above that curls around the back of the tower and joins the wall-walks on either side of the tower. Two more iron doors (2' x 5') can be accessed from this catwalk.

Tower wall thickness: 5 feet. There is 15' floor to ceiling space at the ground floor, 10' of space between each upper storey. Flooring (except for the ground floor of flagstone) is built of wooden planks nailed to heavy oak beams, the beams supported by corbels as well as some being set in putlog holes.

4-A. GROUND FLOOR (BASEMENT)

The iron door here is barred (LOCKED) 2-of-10 times with a thick, iron-shod board of oak: *CL 12 to break down, CL 3 to pick.*

This level is occupied by 4 FEMALE GOBLINS and 2 YOUNG. The males arrive only if alerted thus. If the PCs elect to smash down the door or otherwise prove noisy, the females and young will screech in the goblin tongue, "Help!"

This 25 by 25-foot chamber of 12-foot ceiling height is illuminated by a pair of iron cressets bearing flickering torches. There are 3 wooden chests, open and stacked with hides of leather. A wooden bench is likewise stacked with hides, along with sewing needles, about a dozen brass thimbles, and 3 balls of sinew. A spiral stair of stone is partially built into the center of the east wall.

Continue to read aloud if the characters have entered without thoroughly alarming the goblins within:

Working at the bench are four female goblins. Meantime, two young goblins run amuck, one chasing the other with a stick and shouting war cries. The females squint up from their work, and snarl at you.

GOBLIN FEMALES x 4: (These lawful evil humanoids' vital stats are HD 1d6, HP 3, AC 12. Their saves are physical. Their special ability is darkvision 60 ft. They have light sensitivity [-1 to attacks in bright light]. They wield 6-inch knives. XP: 3+1)

The females sew leather and cloth items for the tribe. The sinew balls contain 50 feet each (or thereabouts). In the bottom of one chest there are 59 copper pieces and a charred piece of crudely sculpted wood painted with a green, grinning face, yellow fangs, and red eyes (this a holy symbol of Gublinish, ancestor worship being commonplace amongst this tribe).

4-B. LEVEL ONE

This is where the tower's 3 GOBLIN WARRIORS normally dwell. If the goblins are present (about 50% of the time), read this text first; otherwise proceed to the next read-aloud boxed text:

A trio of goblin warriors rise to attention, drawing arms and cursing at you in their foul tongue! Their ugly faces are stained black with soot.

GOBLIN WARRIORS x 3: (These lawful evil humanoids' vital stats are HD 1d6, HP 4, AC 15, MV 20 ft. Their saves are physical. Their special ability is darkvision 60 ft. They have light sensitivity [-1 to attacks in bright light]. They have leather armor, short bow, arrows x12, throwing axe, and 1d8 sp. XP: 5+1)

Continue, or read this text first if goblins are not present:

This 25 by 25-foot chamber with 10-foot ceiling height is redolent of rotting flesh. Flies swarm about a dead dog depending from an oaken beam. In the center of the floor are three wool-stuffed bed sacks, each draped with linens tattered and stained. A firkin (8-gallon barrel) and a wooden box lay between the beds.

There is a stone fireplace on the north side of the room with copper cauldron set before it, green and tarnished. A 2.5-foot-wide by 5-foot-long passage on the south side opens to a garderobe of 3.5 feet in diameter. Five loopholes face the outside, while two mullioned windows face the courtyard east. You also observe a pair of wall cressets mounted on either side of the chamber, each devoid of fuel.

The garderobe is comprised of a bench of stone against the far wall (south) with a 10-inch-diameter hole set over a vertical shaft, the shaft being 1 foot square and built into the curtain wall with a ravine-side outflow. Hidden in the fireplace SECRET CUBBY (CL 3) behind a loose stone in the flue is a small, soot-stained iron box.

- *Firkin, 8-gallon:* Contains hard cider of decent quality.
- *Wooden Box (3' x 1.5' x 1.5'):* Contains 12 javelins, 37 arrows, and 1 throwing club.
- *Iron box:* contains 1 gp, 47 sp, 95 cp, and a gold ring worth 2 gp. Hidden under one bed is a 16-ounce, silver flask (worth 2 gp) engraved with a symbol of Thor's hammer, *Mjohir*. It is filled with very fine mead (spiced).

4-C. LEVEL TWO

If the PCs arrive here by way of the rear catwalk outside, they will find the 2' x 5' iron doors LOCKED (interior barred), *CL 12 to break down, CL 3 to pick.* Of course, breaking down the door will alert the goblins of this entire tower of intrusion.

Catwalk: This is 5 feet wide built of timber planks on projecting corbels as well as some beams being set into putlog holes, this catwalk recently repaired (albeit shoddily) by the resident goblins. Remove a few linchpins, and the catwalk can be pushed down.

Two weapons racks are mounted within this 25 by 25-foot chamber of 10 feet ceiling height. The rack on the south wall is crammed with tools; the rack on the north wall is stocked with weapons. Two iron doors flank the spiral stair of stone built partially into the wall, this ascending and descending, while loopholes provide a narrow glimpse of the ravine below and Little Hillwood west. On the floor lies a cedar box, about 1 cubic foot in size.

- *South weapons rack:* 3 hoes, 4 rakes, 4 shovels, 3 spades, 2 scythes, 2 pitchforks, a 10-foot pole, an adz, a wood saw, a metal saw, a heavy crowbar, and a small cedar box (see below).
- *North weapons rack:* 4 short spears, 28 arrows, 14 javelins, and 6 throwing clubs.
- *Cedar box (1' x 1' x 1'):* The box is stained with sooty goblin fingerprints. A simple brass clasp opens it, the clasp also stained black. The box contains pieces of charred wood, these having been harvested from a tree struck by lightning and considered holy to members of the Gublinish tribe.

4-D. LEVEL THREE

Two heavy crossbows are mounted in this 25 by 25-foot chamber of 10 feet ceiling height. The ballistae, however, are in a complete state of disrepair. Two iron boxes are set beside them, both closed. Loopholes overlook the wilderness without, while a pair of mullioned windows lacking interior shutters provides a glimpse of cobbled courtyard. Between the windows ascends and descends a spiral stair of stone built into the wall. The stairs ascend to a door of iron that obviously opens to the roof level. Two iron cressets are mounted within, these containing blunt torches of oil-soaked wood.

- *Iron boxes x 2, (3' x 1' x 1'):* The padlocks are missing from each box. One box contains a skewer of charred rats (x4) on a stick. The other box is empty.

4-E. ROOF

The roof is accessed by a 2' x 5' iron door at the top of the spiral stair, which rises to a turret with pointed roof. This door can be interior barred, but there is no bar about.

If the 3 GOBLIN WARRIORS are here (50% of the time, their stats at #4-B) it does not mean they are paying attention. They are often engaged in a game of *Gub-Bones, Gub-Bones*, a gambling game popular amongst males of the tribe. If the chieftain's whistle blows, however, they will be on full alert.

Two catapults are mounted atop this 42 by 42-foot machicolated roof, as well as two small piles of stones. The machicolation has a parapet of 3.5-foot height with loopholed merlons of 3.5-foot height atop it, these spaced by embrasures of 3-foot width. Machicolation gaps for dropping boiling liquid, stones, etc. upon besiegers.

The 34 stones (17 in each pile) are c. 10 pounds each. The catapults are non-functional due to weather exposure.

CK's Note: A target in an embrasure protected by merlons has +4 armor class, while one seen through a loophole is effectively AC 25.

If the PCs use the tower rooftop to view the surrounding area:

To the west, you observe a grassy expanse soon encroached by the tangled thickness that is the Little Hillwood Forest, where wild hoots and menacing shrieks resound. Immediately below, you note the narrow ravine, which runs north-south (perhaps 25 feet of gap space on average) and is shouldered by a pair of gatehouses.

To the east, within the confines of the castle precincts, you discern the walls, towers, and outbuildings of Castle Zagy, all in various states of ruin. A pylon gatehouse of sandstone bisects the inner wall that separates the cobbled courtyard below from the grassy courtyard east. Arresting your attention, high atop the east end of the plateau, you glimpse the massive fortress of the Mad Archmage, its central spires of stone piercing the sky. The castle is shouldered by a pair of massive towers, one round, the other hexagonal.

Also, patient PCs might note movement below in the Cobbled (Lower) Courtyard, the comings and goings of goblins.

5. SQUARE WALL TOWER SOUTH

See *Upper Works Map & Illustration Booklet* for floor plan.

This tower is occupied by 11 GOBLINS: 3 warriors, 5 adult females, and 3 young. If this structure is observed from the mainland side of the ravine, read the following text aloud:

To the south of the castle main gatehouse you note a square tower of stone looming above curtain wall it joins. This structure is perhaps 35 by 35 feet and 45 feet in height. The roof is a machicolated battlement, loopholed merlons rising from a low parapet. The base of the tower splays, adding perhaps 6 or more feet of thickness before tapering in at 6 feet of height.

If the PCs view this tower from the castle precincts interior, they will also observe

at the base of the tower a narrow door of iron (2' x 5'). Where the wall-walk meets the tower 25 feet above, a wooden catwalk curls around the back of the tower. This catwalk is removable and provides tower access by way of a pair of iron doors, also 2' x 5'.

Tower wall thickness: 5 feet. There is 15 of floor-to-ceiling space at the ground level, 10 feet of space between each upper storey. Flooring (except for the ground floor of flagstone) is built of wooden planks nailed to heavy oak beams, the beams supported by corbels as well as some being set into putlog holes.

5-A. GROUND FLOOR (BASEMENT)

This level is occupied by 5 FEMALE GOBLINS and 3 YOUNG. The iron door (2' x 5') is LOCKED with an iron-shod oak board: *CL 12 to break down, CL 3 to pick.*

This chamber of 25 by 25 feet with a 12-foot ceiling is heaped with piles of rubbish and debris (mostly splintered and rotted wood, shredded bits wool, and animal fur). The smell of excrement wafts heavy in the air. A pair of iron wall cressets are mounted here, a flickering hooded lantern depending from each.

If the party has quietly entered from above or through the door, continue to read the following read-aloud text; otherwise assume the 5 female goblins have fled upstairs to warn their mates while the 3 youngsters hide and cower.

In the northwest corner, sitting among the debris and rubbish you see five female goblins dressing out a deer, carving its flank and saving its bladder. Three young goblins roll about a rubbish pile, these ones covered with deer blood as they fight over a string of intestines.

GOBLIN FEMALES x 5: (These lawful evil humanoids' vital stats are HD 1d6, HP 3, AC 12, MV 20 ft. Their saves are physical. Their special ability is darkvision 60 ft. They have light sensitivity [-1 to attacks in bright light]. They carry 6-inch knives. XP: 3+1)

The debris will take 2 man-hours to sift through. Goblin youngsters may hide within, and if so might bite a searching hand (1 damage, 25% chance of subsequent infection). The rubbish pile consists of: splintered wood, broken wooden chairs, cloth sacks shredded and torn, broken mops and brooms, wool-stuffed cushions (riddled, stained, and infested with mice), a copper painting frame (18" x 24", worth 4 sp), an antique mandolin (scratched though properly strung, out of tune, valued at 1 gp), various soiled linens, and an iron frying pan (10" diameter).

5-B. LEVEL ONE

This is where the 3 GOBLIN WARRIORS normally dwell (50% of the time); otherwise they are usually at the roof (#5-E). If present, read the following read-aloud text first; otherwise proceed to the next boxed text description:

A trio of goblin warriors, seated on stools, before the fireplace of this chamber, jumps to their feet and speak in a crude common tongue: "What youse ugly faces want? Death?"

GOBLIN WARRIORS x 3: (These lawful evil humanoids' vital stats are HD 1d6, HP 4, AC 15, MV 20 ft. Their saves are physical. Their special ability is darkvision 60 ft. They have light sensitivity [-1 to attacks in bright light]. They have leather armor, short bow, arrows x12, hand axe, and 1d8 sp. One wears an engraved silver armlet worth 2 gp. XP: 5+1)

This chamber of 25 by 25 feet with 10 feet of ceiling height is notable for its stone fireplace on the south wall, before which 3 wooden stools and a large iron kettle are placed. Three pallets of straw are randomly spread about the center of the floor, each draped with stained coverlets. Two iron cressets are mounted on opposite walls, each with a slow-burning torch. An open crate brimming with beechwood cups rests in the corner.

On the north wall hangs an odd painting that has been used as a dartboard, it being riddled with puncture marks and presently stuck with 3 small darts. Besides the painting you see a 2.5-foot-wide by 5-foot-long passage that opens to a garderobe of 3.5 feet in diameter. It is presumably clogged, for the stench of humanoid feces is potent here. Loopholes provide a view of the Little Hillwood west, and two windows (their shutters closed) face the east. The spiral staircase of stone ascends and descends from this chamber.

Garderobe: This is comprised of a bench of stone against the far wall (north) with a 10 inch diameter hole set over a vertical shaft, the shaft being 1 foot square and built into the curtain wall with a ravine-side outflow. There is a dead goblin youngster stuffed in the garderobe shaft, and now goblin waste is piled atop it. A close inspection of the fireplace reveals charred rodent bones within.

- **Crate full of beechwood cups x 24:** These are of gnomish craftsmanship, valued at 8 cp each, the rune being the signature of gnomish woodcarver, Zwink Boxwood.

Frog Painting: If *detect magic* is cast, this painting resonates with a low-grade dweomer. It depicts a duck pond hemmed in by reeds and cattails. An odd looking green frog with yellow spots sits atop a lily pad. The frog has a large, human-like forehead, its lips pulled to a weird smile. The frog also wears gold-rimmed spectacles. *The enchantment is minor: when a dart targets it, the frog disappears and rematerializes on another pad.*

5-C. LEVEL TWO

This chamber can be accessed via the spiral stair or one of the two iron doors (2' x 5') that open to the catwalk that curls around the back of the tower. The doors are LOCKED with interior bars: *CL 12 to break open, CL 3 to pick.*

There are two empty weapons racks in this 25 by 25-foot chamber of 10-foot ceiling height: one on the north wall and one on the south. Both have been stripped of their shelves, perhaps for firewood. Loopholes face the ravine west and beyond, while two iron doors of 2 by 5-footsize flank the spiral stairs built partially into the east wall. A rectangular footlocker banded in brass sits on the floor under the loopholes.

- **Footlocker, 3' x 1.5' x 1.5':** Padlock missing. It contains a corked jar, an 8-ounce flask of whiskey, three rolls of gauze (5' each), and 2 POTIONS OF HEALING (2d4+2). The potions smell so awful the goblins believe them to be poison.

5-D. LEVEL THREE

This 25 by 25-foot chamber with 10 feet of ceiling height is mounted with two light crossbow artillery pieces (scorpions, firing short spears) facing the west. One of the weapons is missing several parts; the other seems well kept, perhaps a recent acquisition. In an open wooden barrel between the crossbows is a small supply of missiles. Two mullioned windows lacking interior shutters overlook the cobbled courtyard east. The spiral stairs ascend and descend, the ascending steps leading to an iron door that presumably opens to the roof level.

There are 12 javelin-sized, vaned quarrels in the box. A hit from one of these missiles inflicts d6+6 damage.

5-E. ROOF

If the 3 GOBLIN WARRIORS are here (50%, their stats at #5-B), they will likely be drinking and gambling (unless otherwise alerted to trouble). If the goblins are not here, proceed to the second read-aloud boxed text. If present and caught unawares, they are as thus:

You see a trio of goblins garbed in leather, axes hitched to their belts, short bows and quivers slung over their shoulders. The humanoids are squatted on their hams, huddled over a pile of old bones covered in powdered ash. Beside each goblin there is a small pile copper and silver coin. One goblin cries out in victory while the other two groan in defeat, their shoulders slumped.

Continue reading, or begin here if the goblins are not present:

A small wooden box banded in iron is near the center of this machicolated roof. The machicolation consists of a parapet of 3.5 feet height with loophole-pierced merlons of 3.5 feet height atop it, these spaced by embrasures of 3-foot width.

The goblins might not take up their arms at the sight of the party. They are more interested in gambling than battle and thus might say something like, "Youse ugly-faces comes to play Gub-Bones, Gub-Bones? Youse bring your silvers and coppers?"

- **Wooden box (2' x 1' x 1'):** Inside is a set of *Gub-Bones, Gub-Bones*, these being the femurs of various animals, each engraved with a rune, except for one (the trump bone). The ash is used to cover the bones, and the participants must take turns guessing at which one is the trump. The chest also contains a leather bag full of powdery ash.

CK's Note: For a rooftop view refer to the read-aloud text of #4-E.

CK's Note #2: A target in an embrasure protected by merlons has +4 armor class, while one seen through a loophole is effectively AC 25.

6. PENTAGONAL WALL TOWER NORTH

See *Upper Works Map & Illustration Booklet* for floor plan.

This tower is occupied by 14 GOBLINS: 5 male warriors, 6 adult females, and 3 young. If the characters view this tower from outside, read the following text aloud:

Where the curtain wall west meets the curtain wall north, you observe a 45-foot-tall pentagonal tower of stone that measures 30 feet point to point. Its roof is a machicolated battlement, while its base spans 6 feet, tapering in at 6 feet high.

If the characters view this tower from the interior of the castle precincts, they will note two iron doors (2' x 5') at the base of the tower. Looking midway up the length of the stone structure, they note two more doors of like composition, these accessed via a wooden catwalk that joins the wall-walks west and north. Since then north wall is 5' higher than the west wall, the catwalk has a short flight of stairs.

Tower wall thickness: 5 feet. There are 15 feet of floor-to-ceiling space at the ground level, 10 feet of space between each upper storey. Flooring (except for the ground floor of flagstone) is built of wooden planks nailed to heavy oak beams, the beams supported by corbels as well as some being set into putlog holes.

6-A. GROUND FLOOR (BASEMENT), 20' POINT TO POINT:

The more northerly of the two iron doors (2' x 5') is blocked by a pile of boulders and debris, and it cannot be accessed unless cleared out from within. The more southerly iron door is LOCKED with an interior bar, an iron-shod board of oak: *CL 12 to break down, CL 3 to pick.*

Listen check: A successful listen check at the barred door will reveal a horrible mewling within. (This is a goblin youngster; the listening PC, if conversant in goblin, may detect the familiar syllables of this one begging forgiveness.)

If the characters enter:

There is a strong fishy smell here. Ten goblins inhabit this ground floor of the tower, a five-sided chamber, 20 feet point to point with a ceiling height of 15 feet. Six female goblins are seated around a central workbench on which brown trout of questionable keeping are laid. A string of 4 more fish hang above, as does as a hooded lantern, lighting the chamber. Using an iron kettle of brine, the female goblins are salt-dipping the fish. Beside the bench a 10-gallon open barrel is filled with minnows, chubs, of a 3-inch variety.

Meantime, two goblin youngsters play a game of chase while a third one sits bound to a chair with hemp rope. It must have been a very naughty goblin.

A spiral staircase of stone built partially into the wall is flanked by the two iron doors that access the outside.

The females scream at the sight of intrusion, though their screams scarcely (1 chance in 6) garner the attentions of the males above; in fact, they are more likely to be alerted by silence. The goblin youngster tied to the chair is in trouble for eating a trout that the chieftain chose for his dinner.

GOBLIN FEMALES X 6: (These lawful evil humanoids' vital stats are HD 1d6, HP 3, AC 12, MV 20 ft. Their saves are physical. Their special ability is darkvision 60 ft. They have light sensitivity [-1 to attacks in bright light]. They carry 4-inch knives. XP: 3+1)

There is nothing of worth here, including the salted fish.

6-B. LEVEL ONE

The 5 GOBLIN WARRIORS are present 4-of-10 times. If not, they are at the roof (#6-E). If present, read the following boxed text aloud:

There are five goblin warriors lounging about this five-sided chamber, each garbed in leather, with bows slung over their shoulders and hand axes by their sides. Each of their faces is stained with soot.

GOBLIN WARRIORS X 5: (These lawful evil humanoids' vital stats are HD 1d6, HP 4, AC 15, MV 20 ft. Their saves are physical. Their special ability is darkvision 60 ft. They have light sensitivity [-1 to attacks in bright light]. They are equipped with leather armor, short bow, arrows x12, hand axe, and 2-12 sp. XP: 5+1)

Continue reading, or begin here if the goblins are not present:

This pentagonal chamber is 20 feet long per side and of 10-foot ceiling height. There are four pallets, a stone fireplace, and an iron-banded, oak chest here. Two iron cressets are mounted on opposing walls; these affixed with unlit torch stubs. Loopholes overlook the Little Hillwood forest while a pair of windows provides a glimpse of the cobbled courtyard. A spiral stair of stone ascends and descends, it being partially built into the wall. At the south wall there is a 3-foot-wide passage of 5 feet in length that opens to a garderobe of 3.5-foot diameter.

The fireplace presents signs of recent use: ashes, charred wood, and a few odd fish bones. The key to the chest (noted below) is hidden (CONCEALED, CL 1) on a small hook in the flue of the fireplace, though the goblins have never located it. They are convinced the chest is TRAPPED. It isn't. The garderobe is comprised of a bench of stone with a 10-inch diameter hole set over a vertical shaft with a ravine-side outflow.

- *Chest (2' x 3' x 3')*: is LOCKED (CL 5 to pick). The lock appears to have been tampered with. It contains a cloth bag of coffee beans (1-pound), a heavy wool blanket, two pairs of man-sized boots (high, hard-soled), a deerskin cowled cloak, and a first-aid kit (gauze, thread, needle, and a 4-application poultice used for burn wounds (+1 healing for burn wounds per application, per day).

6-C. LEVEL TWO

If the PCs approach from the 5' wide wooden catwalk outside, they are confronted by a pair of LOCKED iron doors, 2' x 5'. These are interior-barred with oak boards: *CL 10 to break down, CL 2 to pick.*

There are two wooden chairs set before the loopholes of this pentagonal chamber of 10-foot ceiling height and 20-foot length per wall. Loopholes face the woodlands without and a spiral staircase of stone ascends and descends. Iron doors, 2 by 5 feet, flank the stairs.

The doors access a 5' wide rear catwalk that joins the wall-walks north and west, the catwalk having a sort staircase that bridges the height differential (5') of the two curtain walls. There is no treasure or anything else of interest in here.

6-D LEVEL THREE

In the center of this five-sided is a dismantled ballista and several tools and parts including a hammer, pliers, metal file, and 2 coiled springs. The chamber is of 10-foot ceiling height, the walls each of 20 feet in length. Several loopholes provide a view over the woodlands northwest. The spiral stair ascends and descends from this chamber, the top of the stair leading to an iron door that must access the roof.

One of the goblins of this tower is repairing this ballista, fancying himself as “*Me big engineer!*” He is in fact the only skilled engineer of the tribe, but lacks a proper work ethic. Given time, he will at length rebuild some of the ballistae located throughout the towers this tribe controls. This will of course make the tribe more formidable, should the CK choose to have this transpire.

6-E. TOWER ROOF

The rooftop turret has an iron door that opens to the roof here. The door is always ajar, unable to close due to the turret being slightly tilted.

There are often (6-in-10, see their stats at #6-B) 5 GOBLIN WARRIORS here. They tend to bicker and scuffle a lot, often shirking their responsibilities.

You arrive at a five-sided battlemented roof. The roof is scattered with a few dozen stones of 5-to-10-pound size. The battlement consists of a parapet 3.5 feet high with loopholed merlons atop it of 3.5 feet height; these merlons spaced by embrasures of 3-foot width. Each parapet is of some 35 feet in length, point to point.

Continue to read only if the goblins are present:

Seated on stools beside the parapet west you see 5 armed goblins, their faces streaked black. Two of the four are engaged in a bitter and animated argument, while the other two smile at one another. By the by, it seems they are negligent of their duty.

CK's Note: For a rooftop view, refer to the read-aloud boxed text of #4-E.

CK's Note #2: A target in an embrasure protected by merlons has +4 armor class, while one seen through a loophole is effectively AC 25.

7. PENTAGONAL TOWER SOUTH

See *Upper Works Map & Illustration Booklet* for floor plan.

This ruined tower is occupied by 2 GIANT SPIDERS. If their webs are disturbed they move to attack. If the characters view this tower from outside, read the following text aloud:

Where the curtain wall west meets the curtain wall south, you observe a ruined pentagonal tower bereft of its rooftop battlement and left with no more than jagged teeth of stone at its five-sided peak. The tower stands perhaps over 35 feet in height, measures 30 feet point to point, and has a base splay that adds 6 feet of thickness before tapering in at 6 feet height. Two-thirds of the distance up the length of the tower you note a large hole seemingly punched through the 5 feet thick wall. Where the west curtain wall should touch the tower, the stone is crumbled to broken rock and mortar.

If the characters view this tower from within the castle precincts, they will note two openings at the base of tower where doors of 2' x 5' size once lay. Also observed from within the precincts, midway up the tower there are two iron doors (2' x 5') with no catwalk to lead to them. Corbels remain jutting, stubs of stone where wooden structures could be mounted. Nearby putlog holes in the wall show no evidence of beam ends in them.

Tower wall thickness: 5' throughout.

7-A. GROUND FLOOR (BASEMENT)

There are two open entries to this level; the iron doors, no longer present.

The five-sided ground floor of this tower is littered with an 8-foot mound of rotting wood, shards of stone, parched and broken bones, and debris. The interior is 20 feet point to point and was of 15 feet ceiling height at one time, this made evident by the jutting corbels and putlog holes. Looking up, you note the tower to be a hollowed vault, lacking flooring at any of its levels. Jutting corbels remain, but where they would have once supported timbers there now exists vast cobwebs anchored by strings as thick as fine ropes. The lack of flooring in this pentagonal tower does not, however, prohibit ascent, for the spiral stair of stone remains mostly intact.

These cobwebs above (they begin at level 1) are highly resistant to fire; direct flames can slowly burn a hole but the fire will not spread. Of course, a *fireball* can blast through the cobwebs. Note that any disturbance to the webs will attract the 2 GIANT SPIDERS (#7-C). Also, if touched by a character, treat these webs as the *web* spell in the C&C PHB.

7-B. LEVEL ONE

The corbels here are anchored with cobwebs (note their fire resistance at #7-A). The cobwebs if disturbed will attract the 2 GIANT SPIDERS from #7-C. Also, if touched by a character treat these webs as the *web* spell in the C&C PHB.

The cobwebs conceal a garderobe at the north wall, it being 3-foot-wide by 5-foot-long passage that opens to a chamber of 3.5-foot diameter. The garderobe is comprised of a bench of stone with a 10-inch diameter hole set over a vertical shaft with a ravine-side outflow.

A gem sits in the garderobe shaft, which is clogged with debris. It is a large RUBY, BRILLIANT-CUT (gem cut to sparkle brightly; shaped like two pyramids united at their bases, the top one cut off near the base to make what is known as the table, and the bottom one close to the apex forming what is called the pavilion, with many facets on the slopes). It is of deep crimson and radiates a moderate *dweomer* if *detect magic* is cast (more on this gem at #10).

See **PLAYER HANDOUT #11** (*Upper Works Map & Illustration Booklet*) for an illustration of this magical gem.

7-C. LEVEL TWO

This level is where the 2 GIANT SPIDERS dwell.

This level might be accessed by its iron doors, but it is not easy. First, the catwalk is gone, leaving corbels, jutting stubs of stone from the side of the tower where the wooden structures once lay, and putlog holes of about one-half foot square where beam-ends were set. If a thief climbs (CL 1) to one of these doors from the outside, scaling the wall and using the corbels and holes, that one will arrive at iron doors (2' x 5') that are LOCKED with interior bars (CL 3 to pick).

A gaping hole in the 5-foot-thick wall reveals the outside, but this hole is strung with a thick mesh of cobwebs that flexes with the breeze. Further webbing is strung about, thicker here than at any other portion of the tower's open length. Cocoons are balled up in the thickest of webbing here.

Some of the cocoons contain prey (birds, goblins, rats, etc), and two are egg nests that will (at the CK's option) eventually hatch dozens of little spiders. If any weight disturbs the cobwebs, 2 giant spiders emerge to attack! Also, if touched by a character, treat these webs as the *web* spell in the C&C PHB.

SPIDER, GIANT (MEDIUM-SIZED) x 2: (*These neutral creatures' vital stats are HD 3d8, HP 15,18, AC 15, Move 30 ft., 20 ft. climb. Their saves are physical. They attack with a bite for 1d6 damage. Their bite injects venom for 3d4 additional damage, save negates. If the first save fails, an additional save is required one round later. If the second save also fails, the victim suffers paralysis for 1d6 hours. XP: 52+3 each*)



One of the cocoons holds the corpse of a man wearing leather armor. Sheathed by this one's side is a bejeweled, rust-mottled cutlass, its pommel embedded with an emerald (worth 25 gp) coated in grime and filth. The sword betrays no magical dweomer unless the emerald is polished clean. If so, the blade begins to glow and the rust sheds off. This is a +1 CUTLASS OF HUMANOID DETECTION (25' cone, per the spell, usable once per day). The corpse also has a cloth backpack containing 3 gp, 38 ep, 64 sp, 93 cp, and a 16-ounce copper flask filled with a fine whiskey of peat-smoke flavor (scotch).

7-D. LEVEL THREE

Cobwebs span the open and jagged top of the roofless tower like a ceiling, a few openings leading to the floorless levels below. The thick cobwebs are stuck with various birds and insects. Anchored by strings of web thick as fine ropes, the webbing flexes with the breeze.

Treat these webs, if touched, as the *web* spell in the C&C PHB. A disturbance to the web will attract the 2 GIANT SPIDERS below (see #7-C) via vibration, the spiders being attuned to the differences between an inanimate disturbance and an animate one (living things will struggle). They often catch birds here.

8. GOD OF MAGICK CHAPEL

See *Upper Works Map & Illustration Booklet* for floor plan.

The following is a chapel dedicated to a GOD OF MAGICK of the Castle Keeper's determination as suits the individual campaign milieu, such as The Indifferent One worshipped by Zagy himself. The Gublinish tribe gives a wide berth to this location, utterly fearful of it.

This is a small chapel of 30 by 30 feet, wing sections of 12 by 15 feet extending to either side and of uniform 20-foot height. It is constructed of dressed stone embellished with grey marble edgework. From the center of the peaked, slate-tiled roof rises a 30-foot steeple, like a silent finger pointing to the Celestial Heavens. Stained glass lancets (narrow windows with pointed heads) surround the building, these of panes colored amber, mauve, midnight blue, and scarlet.

8-A CHAPEL ENTRY:

Five splayed granite steps ascend to a broad landing of 12-foot width and 3-foot depth. A statue grotesque upon a hornblende plinth is positioned on either side of a Gothic arch entryway. The statues are sculpted of onyx, each with the hooved legs of a goat, the bare torso of a heavily sinewed man bearing a trident, and the head of a ram. Half of a foot within the Gothic arch is a double door of carved walnut banded in bronze with door pulls of bronze as well. Fastened between the two door pulls you note a large padlock. The doors are also graven with a black pentagram set within a magic circle of 3 feet diameter. To open a door is to divide this arcane symbol in two.

The front doors are MAGICALLY LOCKED (see below) They are highly magical as well, and a close inspection of the lock will reveal faint, arcane symbols etched thereupon (*detect magic* will also reveal these symbols). Only the most adroit of thieves can pick this lock without invoking the dweomer; brute force ineffective.

Magical lock: CL 8 to pick. Failure to use the appropriate key results in a confusion ray (CL 10) that emits from the key hole, a cone 25 feet long, 5 feet at the base, 20 feet wide at its terminus. The BRONZE SKELETON KEY to the chapel is located in the castle fortress (see *Castle Fortress* #99).

A potent dweomer is resident about the entire chapel if *detect magic* is cast. The lancets are enchanted to the strength of steel (CL 15 to break) and also present with potent magic if detected for. Any attempt to burn

this location results in a repulsion of sorts, usually in the form of a backfire (hence, a *fireball* spell will be repelled to its caster, etc.).

Statues Grotesque: The statues grotesque can be poked, prodded, searched, etc. to no effect. They radiate no magic unless one attempts to vandalize this chapel in any way. If so, the statues animate to STONE GOLEMS, their eyes glowing red as they issue on stentorian voices a stern warning: "DAMAGE NOT THIS CHAPEL OR SUFFER THE CONSEQUENCES."

If the PCs obey, the golems stand motionless. Otherwise, they attack the offender until that one either flees or is rendered inert. They will never move more than 20 feet away from the chapel and will attack only those that have offended them. If destroyed they eventually regenerate to resume their vigil, unless *dispel magic* is cast on the remains within 5 minutes of their destruction.

STONE GOLEMS x 2: (These neutral constructs' vital statistics are HD 12d10, HP 100, AC 26, MV 20 ft. Their saves are physical. They attack with stone tridents for 3d8 damage. They can only be struck by +2 magic weapons or better. They have immunity to magic [except the following: rock to mud affects the golem as a slow spell for 2d6 rounds; stone to flesh destroys the golem]. Once every 2 rounds, any opponent standing before the stone golem is affected as if by a slow spell, strength save negates. XP: 2,420 each)

8-B. CHAPEL INTERIOR

Note that any vandalization of the chapel interior will cause the 2 STONE GOLEMS (#8-A) to animate and enter, issuing the warning as noted above, then attacking if not obeyed.

The chapel interior is illuminated in kaleidoscopic hues of amber, mauve, midnight blue, and scarlet. The light is emitted from the lancets (if daylight) and six brass lamps suspended from the vaulted ceiling, each with panes of stained glass dyed thus. Etched upon the flagstone floor your attention is at once arrested by a 6-foot diameter magic circle that encloses a pentagram. The symbol sparkles of silver and mother-of-pearl, and the arcane glyphs and runes appear to revolve, like a slow-turning wheel.

The chapel ceiling is a groined vault, 18-foot high and ribbed with arching support beams. There are no pews in the chapel; perhaps parishioners stood during services. At the east end, a semicircular pulpit rises above the nave. Here is located an altar of carved walnut, it being graven with all manner of symbols and glyphs of a most portentous species. Behind the altar looms an imposing statue carved of malachite set upon a plinth of grey granite. The statue portrays a robed figure holding a gnarled staff. Faceless, its head is tilted down so that its cowl obscures its countenance. To either side of the malachite statue, you note a trio of ambries (shallow wall recesses) in which brass candelabra are set. Each holds scarlet tapers, these flickering with flames. Branching left and right of the pulpit, archways open to transepts north and south. Each archway is hung with plum-colored velvet curtains.

See **PLAYER HANDOUT #12** (*Upper Works Map & Illustration Booklet*) for an illustration of the interior of this chapel.

The chapel is dust free and unnaturally quiet, enchanted too. Any who attempt to desecrate the chapel of the God of Magick will cause the statues outside to animate and enter to attack them.

God of Magick Statue: A banner-like plate of brass is mounted on the plinth. It reads the following motto: "Let Arcane Knowledge Flow."

Altar: Set within a cubbyhole in the altar is the CODEX ARCANA PROFOUND*, it being chained to the altar with links of a *xagium*, a rare metal of exceptional quality (CL 18 to break). Of course, any attempt to remove the codex will conjure the statues to enter and issue their stern warning.

* see APPENDIX B.

8-C. NORTH TRANSEPT

This was obviously a vestry, with large closets within, a holy water basin of alabaster (the bed of which is engraved with a red pentagram), a large cedar armoire, a writing desk, and a small shelf holding 3 brass urns. The closet doors and armoire doors and drawers are open; the latter's drawers devoid of contents.

The brass urns (empty) are engraved with pentagrams. Each is worth 2 gp. The writing desk has but one drawer, which holds a quill and a dried-up bottle of ink. The armoire is hung with 3 sets of finely tailored robes (man-sized) of purple velvet with gold trim. The closets are hung with moth-riddled woolen tunics.

8-D. SOUTH TRANSEPT

This transept is redolent of sweet tobacco. It appears to have at one time been a chapterhouse. A large chair of dark-stained pear wood upholstered in purple velvet affixed by buttons of brass is set in the far corner. A purple wool carpet (5' x 3') of half-inch pile is spread before the upholstered chair. The carpet is sewn with gold hieroglyphs along its border, tassels of gold sewn into each end. A stout hickory bookshelf forms an L-shape in the corner opposite the chair, though it is empty of volumes. On a pedestal in another corner you note a covered object set upon the marble plinth. The object is veiled by a sheet of silken cloth.

The object is a marble bust that depicts the wrinkled visage of a grouchy old man with bushy eyebrows. Within 1d6 rounds of the silk cover being removed from the bust, its brow furrows and its eyes take on a living semblance and begin shifting side to side as though it were reading. The eyes are bloodshot and intense. The bust clears its throat incessantly, as though it is about to speak, but can't find its voice. This curiosity is a simple animation, though could potentially sell for 50 gp to a curiosity shop.

9. BARRACKS

See *Upper Works Map & Illustration Booklet* for floor plan.

Here dwell 1 HOBGOBLIN and 16 GOBLINS: 5 warriors, 7 females, and 4 young, all occupying the ground floor.

The machicolated roof of this 40 by 60-foot, fortified structure is like a mouth bereft of its front teeth, several merlons knocked out. A pair of reinforced oak doors provides ingress, loopholes functioning as windows at the ground and first floor. A thin smoke issues from the east side of the battlemented roof, betraying this structure as inhabited.

This former barracks is occupied by the Gublinish tribe of goblins. The building is 20 feet high with 2-foot-thick walls. The hobgoblin, UG-MUK'TIK, is boss here, this one having risen to the rank of Captain. The females will not fight unless cornered, and the young are incapable of combat (for now).

Revolt Plot: The hobgoblin, Ug-Muk'tik, conspires to rule the Gublinish tribe. To effect this *coup d'état*, he plans to murder the chieftain, Zukk-Zukk (#3). He will then don Zukk-Zukk's cloak, proclaim himself chieftain, and summon his cohorts at #30 to serve as his Lieutenants. The play of these events — the if, how and when — is up to the Castle Keeper. Should the PCs become imprisoned by the Gublinish, such turmoil might provide ample opportunity for escape.

9-A. GROUND FLOOR:

The entry doors are never locked.

This cluttered chamber is populated by a large group of goblins engaged in various activities. A barrel-chested hobgoblin and 5 goblin warriors with faces painted black with soot dine on raw fish at the table closest to the lit fireplace. The 7 female goblins sit at the two other tables, these ones gutting out the fish and arguing amongst themselves, whilst slobbering. Meantime, 4 young goblins run about the chamber tossing stones at one another, one of them holding a bloody eye whilst screaming with an odd combination of pain and glee. There are four doors, two to the north, two to the south in this chamber. A large iron oven at the east side holds smoldering logs. To the left and right of the oven you note opposing flights of stairs.

CAPTAIN UG-MUK'TIK (HOBGOBLIN): (*This lawful evil humanoid's vital stats are HD 3d10, HP 25, AC 15, MV 30 ft. His saves are physical. His special ability is darkvision 60 ft. It attacks by weapon at +2 damage due to strength. It wears a breast plate and has a halberd, bastard sword, 2 gp, a platinum ring worth 20 gp, and a key. XP: 105*)

GOBLIN WARRIORS x 5: (*These lawful evil humanoids' vital stats are HD 1d6, HP 4, AC 15, MV 20 ft. Their saves are physical. Their special ability is darkvision 60 ft. They have light sensitivity [-1 to attacks in bright light]. They are equipped with leather armor, short bow, arrows x12, belt axe, and 2d6 sp. XP: 5+1*)

GOBLIN FEMALES x 7: (*These lawful evil humanoids' vital stats are HD 1d6, HP 3, AC 12, MV 20 ft. Their saves are physical. Their special ability is darkvision 60 ft. They have light sensitivity [-1 to attacks in bright light]. They bear 5-inch knives. XP: 3+1*)

The young will run upstairs at the first sign of trouble and hide in the nest, and the females will protect their young.

- **Footlockers x 6:** Each contains some or all of the following — soiled linens, rags, ill-made pottery, wooden bowls, tin cups, fur pelts of poor quality, pieces of charred wood (holy to these goblins) wrapped in wool, shoddy tools, and mending kits (needles, pins, thread, sinew).

STORAGE CHAMBERS (#A-1 TO #A-4): The following storage chambers have oak doors, KEY-LOCKED (CL 2 to pick). The chieftain of the Gublinish is stocking weapons and armor here in preparation to expand the tribe's domain. Each door is opened by the same key, which is held by the HOBGOBLIN, UG-MUK'TIK (see above).

#A-1: This chamber smells of paint. It is lined with racks from which shields and helms hang.

- 22 small shields* (round)
- 16 medium shields (kites)
- 12 helms (various sizes and styles)

* All these shields have been painted blue and emblazoned with a sloppy yellow lightning bolt.

#A-2: This chamber has long racks on which suits of armor are hung, all suitable for small humanoids or demi-humans (dwarves, gnomes, halflings), including:

- 4 suits of leather
- 2 suits of studded leather
- 2 suits of ring mail
- 1 chain mail shirt
- 1 full chain mail suit (slightly damaged, -1 AC penalty until repaired)

#A-3: This chamber has racks of weapons stocked with the following:

- 18 javelins
- 12 spears
- 4 spear-guisarmes
- 3 halberds
- 1 sword, bastard
- 2 swords, short
- 1 sword, two-handed

There is a tin tub with a gallon of weapon oil here, a box of rags, and an open crate with 3 metal files and a 5-pound whetstone. Beside the tin tub is an iron anvil (100 pound).

#A-4: This chamber is stocked with the following supplies:

- 2 kegs (18-gallon each) of white wine (herbal, fair quality)
- 2 firkins (9-gallon each) of olive oil
- 1 cloth sack of wheat flour (50 pounds)
- 1 cloth sack with 37 pounds of mixed nuts (chestnuts, hazelnuts, walnuts)
- 2 wheels (10-pound) of hard, sharp cheese
- 1 woven basket (2-gallon capacity) of dried legumes (field peas)

9-B. FIRST FLOOR:

Pallets are haphazardly spread about the north end of this pillared chamber. There is a large stone fireplace at the east wall. A nest in the southwest corner is built of shredded wool, and tattered linens. A table near the center of the room is surrounded by six stools. On the table is a map that shows the ravine. It is written in the goblin tongue. An iron ladder at the center of the west wall leads to a trap door that presumably opens to the barracks roof. The ceiling of this chamber has a large hole that appears to have been shoddily repaired, patched with wooden planks.

The floor below the patch is wet and moldy, and has thus attracted ants. The pallets are used by the hobgoblin and goblin warriors. The nest is used by the females and young. Three of the goblins have stuffed treasure in their pallets: 5d4 sp each. The map on the table appears to depict a narrow ravine with caves noted and a few words scrawled in primitive letters.

See **PLAYER HANDOUT #13** (*Upper Works Map & Illustration Booklet*) for an illustration of the above noted map.

9-C. ROOF:

The roof accessed via an iron ladder to a trap door at #9-B. It is slate-tiled and fenced by a machicolated parapet of 3.5-foot height and loopholed merlons of 3.5-foot height atop it, these spaced by 3-foot embrasures. The parapet has a broken portion at the west side. Also, a large hole in the roof is patched with pine planks randomly nailed together. A double chimney is located in the east side of the roof.

10. MARBLE STATUE

There is a 1-in-6 chance per day that **IGGY THE MAD** will be found here (see below).

Set upon a plinth of granite you observe a 6 feet tall, red, gray veined, marble statue. It portrays a robed man, his cowl parted to reveal a friendly visage, large of forehead and broad of bearded jaw. His lips form a whimsical half-smile as though he withholds the answer to a riddle. The figure grips a gnarled staff in one hand, the head of which is notable for its shallow, faceted recess; perhaps at one time a gemstone was set here and has since been purloined. The granite plinth upon which the statue stands is engraved with a symbol made up of four adjacent and interlocking circles: one with an eye, one with a hand, one with a dagger, and one that is blank.

See **PLAYER HANDOUT #14** (*Upper Works Map & Illustration Booklet*) for an illustration of this statue.

This is a statue of Zagy. If this statue is addressed by its name loudly — “Zagy!” — it will emit a chuckle (the voice has a microphone quality to it with static and feedback). It then clears its voice and says, “Ahem!” Next it will speak a meaningless though seemingly useful sentence — this but once per day. Below are eight (or ten) such suggestions, though the Castle Keeper is encouraged to expand upon these.

Roll a d8 (or d10, see below) to determine the Zagy Statue’s words:

D10* OR D8 STATUE’S WORDS

1. “He’s late, so late! Follow the White Wabbit or you will be too!”
2. “The answer? To the *deeee-pest* mystery? It’s the square root of nine, of course!”
3. “Grab a shovel! Dig a big hole! If you dig it deep, you’ll find Chin-wu, hoo-hoo, hoo-hoo, hoo-hoo! Big Trouble you will find, but do tell them I sent you — the plum wine is deadly, but the green tea is divine!”
4. “That one sparkles, oh, so bright! Chase him and he’s out of sight! Treat him nice, he will not bite, but his feet stick out of bed all night!”
5. “Go that-a-way boys!”
6. “Why are you expecting me to help you out of this mess?”
7. “Can’t a statue get a little peace and quiet in his own shrine?!”
8. “As I am feeling generous, I won’t blast you all to smithereens...”
9. “*This once I grant you a magical enhancement to the random determination of your choice.*”
0. “*Intolerable! Your random determination will be a magical diminishment of your choice.*”

* **CK’s Note on Random Determination:** A d10 should be only the first time a PC party encounters this statue. Thereafter it should be a d8 check, to prevent the potential abuse of the enhancement/diminishment. The random determination should be a one time bonus or penalty acquired by the PC. It is a +1 or a -1, depending on the result (enhancement/ diminishment). The player can choose “to hit”, damage, saving throw, initiative, etc. If the PC chooses to have his weapon enhanced or diminished, there is a 10% chance the effect is permanent. If the player fails to make an appropriate choice, the CK is at liberty to choose for him or her.

The missing gemstone: The missing gem is a large RUBY, BRILLIANT-CUT presently located in the garderobe of #7-B. If this gem is inserted in the staff of this statue (of Zagy), it will cause the entire statue and its plinth to tilt back. As the statue tilts back, its half-smile pulls to a full, toothy grin, its large forehead wrinkling with delight. A magical portal will then shimmer open

centered under where the plinth formerly rested, revealing a 3-foot diameter chute comprised of curiously smooth, bright red material — strong, durable, and very light of weight (it is akin to plastic, like a modern child's play slide).

If and when the first character descends, the statue cries most gleefully: "Wheeeeeee!!!" Any who slide down it will find themselves being corkscrewed down at an amazing and dizzying rate before ultimately being spilt through the dead end long north-south hall that provides access to *The Storerooms #146-149*. The PCs emerge from the south dead end of that passage (no damage, but dizziness causes -1 "to hit" and damage for 5 minutes). Ten minutes later, the statue tilts back up, closing the portal. Then the gem disappears, randomly relocating elsewhere within the Castle or its ruined precincts (a teapot in a cupboard, under the logs of a fireplace, nested inside a wall sconce, etc).

RUBY (BRILLIANT-CUT): This gem is worth 1,000 gp and is dweomered with potent alteration magic. Selling the gemstone must take place within a mile of the castle precincts, or it will disappear and relocate as indicated above. This of course makes for a difficult sale.

Iggy the Mad: There is a 1-in-6 chance per day (daytime only) that Iggy the Mad (see *Mouths of Madness #WD-3*) will be found genuflecting before this statue of Zaggy.

Iggy is a hunchbacked, one-eyed half-orc with skinny legs and bulging forearms. Local goblins fear Iggy. Once, while Iggy was praying before this very statue, they attempted to shoot him down. When the arrows found their mark, they simply bounced away, and the hunchback glowed with a golden halo. Now they avoid him.

Iggy is capable of guiding the party about the wilderness, but he's never been inside the castle nor its dungeons, and he avoids combat when possible. Should the party treat him politely and offer him any small recompense for his services, Iggy will agree to explore with them for one day of time. He tends to ramble nonsensically, and mostly enjoys hunting conies or spear fishing with his trusty trident. He is also given to bouts of shouting aloud or laughing wildly for no particular reason. However, those he accompanies will be granted a +2 *armor protection against normal missiles*.

IGGY THE MAD*: (He is a 3rd level, chaotic neutral, half-orc ranger whose vital stats are HP 22, AC 13, MV 30 ft. His primary attributes are strength and wisdom. His significant attribute is strength 18. His special ability is a permanent protection from normal missiles enchantment that, when invoked, causes a golden halo to surround him and also provides a +2 AC bonus to his allies vs., normal missiles if they are within 20'. He also has darkvision 60 ft. He has studded leather armor, +1 trident [+6 "to hit"; 1d8+4 damage], short bow [+2 "to hit"; 1d6 damage], arrows x12, 12-inch hunting knife, 12 cp, and a rabbit's foot dyed green. XP: 122)

* see C&C PHB for ranger abilities.

10-A. HOLE IN THE GROUND:

There are 4 GOBLIN SKELETONS here.

About a hundred feet away from the statue you note a patch of cobblestones seemingly pried loose, revealing a hole bored into the ground of some 12 feet depth. The floor of the hole is puddled with dirty water.

At the bottom of the hole there is a rough-hewn tunnel of 5-foot diameter that extends south some 15 feet south before ending. At the end:

You see the skeletal remains of small humanoids, probably goblins, scattered about the ground here, each wearing rotted leather. Each grips a rusted shovel or a pickaxe, as if they died whilst digging. A bone-chilling breeze whips up, and the skeletons spring to life, bearing their rusty tools as weapons!

SKELETONS x 4: (These neutral undead creatures' vital stats are HD 1d12, HP 8, AC 13, MV 20 ft. Their saves are physical. They attack with shovel or pick for 1d4 points of damage. Slashing and piercing weapons do half damage to these undead. XP: 10+1)

These goblins were killed then animated by a necromancer who commanded them to dig on his behalf; the necromancer was killed by Iggy the Mad (#10). The necromancer's dun-colored, tattered robes can be found under a few inches of muck, as well as his bones and some of his effects, including:

- 1 leather pouch containing 3 gp, 18 ep, 10 sp, 17 cp.
- 1 crystal vial of *hellfire* liquid (3 ounces)—explodes in a fiery burst for 3d6 when broken
- 1 silver vial of mercury (1 ounce)
- 1 RING OF PROTECTION +1
- 1 small SPELL BOOK bound in gargoyle skin, the spells of which are all destroyed except *speak with dead**. The book, except for its cover, is practically unsalvageable, and the remaining spell may be treated as a scroll.

* see C&C PHB. This 3rd level wizard spell functions as the 2nd level cleric spell.

Goblins of the local Gublinish tribe are aware of the curse in this hole and avoid it thus.

11. COMMON WAREHOUSE

See *Upper Works Map & Illustration Booklet* for floor plan.

3 GOBLIN WARRIORS are stationed in front if prisoners are within. They should be subtracted from area #15, if so.

This 30 by 40-foot building lacks a roof, and where its double door entry should be, there is none. The frame of the structure, built of heavy timbers and stone, remains intact, but the inside you see is piled with debris.

GOBLIN WARRIORS x 3: (These lawful evil humanoids' vital stats are HD 1d6, HP 4, AC 15, MV 20 ft. Their saves are physical. Their special ability is darkvision 60 ft. They have light sensitivity [-1 to attacks in bright light]. They are equipped with leather armor, javelin, throwing axe, and 1d6 sp. XP: 5+1)

This ruined building was once used by visiting merchants and travelers bearing goods in quantity. Inside there is a large heavy-iron cage, presenting surface rust, though quite sturdy notwithstanding. Goblins of the Gublinish tribe use this as their prison. The cage is 12' x 12' x 12'. The key is hung from a nail when there are no prisoners. If there are prisoners, a goblin guard keeps the key on his neck, depending from a thin brass chain.

Iron Cage (12' x 12' x 12'): CL 8 to bend bars; CL 5 to pick lock.

There is a 2-in-10 chance once per week that a prisoner will be jailed here. Roll a 1d6 and consult the following chart, though the CK may modify or expand this list:

D6 RESULT

- 1 **GOBLIN SCOUT:** From the Kree-Gub tribe of *Mouths of Madness* #D, captured spying.
- 2 **LOSEL MALE, YOUNG ADULT:** Captured by goblin hunting party.
- 3 **FOOTMAN, HEAVY (AXEMAN), HUMAN:** Was part of a unit hired by a wizard. Will serve rescuer for 6 months, free of charge, if food and equipment supplied.
- 4 **GOBLIN FEMALE TRIBESMAN:** Jailed for speaking blasphemously. She might be executed.
- 5 **WOOD ELF ARCHER:** Scout from Little Hillwood east, serving Aldion Ashgrove.
- 6 **MOUNTAIN LION:** Caught with nets along berm. Attempts to train it have failed.

ELF, WOOD, BOWMAN (OLIVER): (He is a 1st level, chaotic neutral fighter whose vital stats are HD 1d10, HP 8, AC 12, MV 30 ft. His primary attributes are physical. His significant attribute is dexterity 15. His special abilities include hide, move silent, pass without trace, longbow training, longbow specialization [if provided a longbow: +4 "to hit", 1d6+1 damage]. He wears a loincloth. XP: 13+1)

FOOTMAN, HEAVY (WILLIAM MERCER): (He is a 1st level, neutral good fighter whose vital stats are HD 1d10, HP 5, AC 10. His primary attributes are physical. His significant attribute is strength 15. He is specialized in the battle axe [+3 "to hit"; 1d8+2 damage]. He wears a tattered tunic. XP: 5+1)

GOBLIN FEMALE: (This lawful evil humanoid's vital stats are HD 1d6, HP 3, AC 12. Its saves are physical. Its special ability is darkvision 60 ft. They have light sensitivity [-1 to attacks in bright light]. It wears clothing and hides a 6-inch rusty knife. XP: 3+1)

GOBLIN SCOUT: (This lawful evil humanoid's vital stats are HD 1d6, HP 4, AC 15, MV 20 ft. Its saves are physical. Its special ability is darkvision 60 ft. They have light sensitivity [-1 to attacks in bright light]. It wears a loincloth. XP: 5+1)

LION, MOUNTAIN: (This neutral animal's vital stats are HD 4d8, HP 20, AC 16, MV 40 ft. Its saves are physical. It attacks with two claws for 1d3 points of damage and one bite for 1d6 points of damage. If both claws hit, they make two additional rear claw rake attacks for 1d4 points of damage each. XP: 60+4)

LOSEL WARRIOR: (This neutral evil humanoid's vital stats are HD 1d8+4, HP 2 of 12, AC 14, MV 30 ft., 40 ft. climb or brachiate. Its saves are physical. Its special ability is darkvision 300 ft. It attacks by weapon at +2 damage due to strength. Its long arms allow first strike against any creature of equal or smaller size, and it has the conceal ability as per the PHB ranger class. It is naked. XP: 18+1)

11-A. PRIVATE STORAGE #A

This was probably a location for private storage when Castle Zagyg was a relatively normal and bustling place. The oaken door is studded and banded in iron.

This storage shed is **LOCKED** (CL 3 to pick or break down). The **GOBLIN CHIEFTAIN** Zzukk-Zzukk (#3) holds the key. There are ten 30-gallon kegs of a tasty bitter ale kept here. The kegs are racked all on their sides.

11-B. PRIVATE STORAGE #B

NOTE: same read-aloud text as above applies.

This storage shed with iron-bound oaken door is **LOCKED** (CL 8 to break down, CL 3 to pick). The **GOBLIN CHIEFTAIN** Zzukk-Zzukk (#3) holds the key. Weapons and armor are stored here, haphazardly stacked on open shelves that occupy the chamber:

- 10 suits of leather armor (small)

- 3 suits of studded leather armor (small)
- 1 chain hauberk (medium)
- 3 battle axes
- 2 fauchard-forks
- 3 heavy maces
- 1 **IRON SCIMITAR***
- 18 spears
- 2 spear-staffs

There is also a wooden box of old boots (dozen pairs) in the corner, various sizes and make. One has a secret pocket sewn in the side, and a hollow heel that can unscrew to open it. A *detect magic* spell will reveal the presence of magic within the secret pocket. The **SCROLL** holds 3 spells: *burning hands*, *magic mouth*, *fly*.

* This cold-forged weapon is magical only in the hands of a druid. In the hands of a druid it is a +2 **SCIMITAR**.

12. COMMON STABLE

See *Upper Works Map & Illustration Booklet* for floor plan.

There are 22 **GIANT ANTS** nested here.

Here, under the west curtain wall, lies a ruined stable of 180 feet length and 30 feet depth, its lean-to roof mostly collapsed and in piles of rubble within its 20-foot-tall skeletal frame of heavy timber and stone. Charred planks and beams betray a fire suffered here some time ago, and the loft is all but collapsed.

The surviving stalls are empty, though several show the dark stains of dried blood indicating some species of slaughter that took place here long ago. The remaining loft portions have a 2-in-6 chance of collapsing if walked on by any PC of 185+ pounds. The loft remnants north and south each have hay loft doors, these damaged and hanging loosely.

The wood piled about the floor is wet and rotten and has attracted giant ants that chew several pounds of it per day. The area in the center marked "X" indicates the location of the giant ant nest, a 3-foot-high mound of 8 feet in diameter. There under the ground stretches a warren of tunnels and caverns, within which lies the queen guarding her eggs.

There are 22 **GIANT ANTS**, including 15 workers (1 foot length), 6 soldiers (1.5 feet length), and 1 queen (5 feet length). If threatened, the worker ants will retreat to the warren to defend the queen. Meantime, the six soldier ants will aggressively attack, fighting to the death. The queen will only attack if her eggs are threatened, and will otherwise remain in the warren below.

ANTS*, GIANT (WORKER) x 15: (These neutral creatures' vital stats are HD 1d6, HP 2, AC 16, MV 50 ft., 20 ft. climb. Their saves are physical. They attack with a bite for 1d3 points of damage. XP: 5+1)

ANTS*, GIANT (SOLDIER) x 6: (These neutral creatures' vital stats are HD 1d8, HP 5, AC 16, MV 50 ft., 20 ft. climb. Their saves are physical. They attack with a bite for 1d4+1 points of damage. Their special ability is an acid sting. The ant must make a successful bite attack first. On the following round it may attempt a sting attack at +3 "to hit" and 1-2 points of damage and 1d4 points of acid damage, constitution save for half. XP: 20+2)

ANT*, GIANT (QUEEN): (This neutral creature's vital stats are HD 5d8, HP 25, AC 16, MV 50 ft., 20 ft. climb. Its saves are physical. It attacks with a bite for 1d8 points of damage. XP: 80+5)

CK's Note: Workers and soldiers killed will be replaced at the rate of 1 worker per day and 1 soldier every 3 days.

* See M&T for more information.

Area X. Giant Ant Nest: The nest extends beneath the ground floor, a five-tier network of 2.5-foot diameter tunnels, and caverns of 5 to 8 feet height and length of around 22-40 feet. There are various caverns and connecting tunnels.

- **Storage:** Where wet and regurgitated wood gathered from above is stored, with one such storage chamber always near the queen.
- **Resting area:** Resting places for the workers.
- **Nursery:** Where workers care for the newly hatched (and help-less) young larvae and pupae (numbering about 20).
- **Winter Chamber:** Where worker ants will hibernate.
- **Queen's Cavern:** The deepest cavern houses the queen and her eggs. There are 12 eggs, each of 8-inch diameter. These may sell for 1-2 gp each to a menagerie or like establishment.

13. CAVALRY STABLE

See *Upper Works Map & Illustration Booklet* for floor plan.

There are 18 GOBLINS quartered here: 4 warriors, 5 females, and 9 young.

Beneath the north curtain wall you see a magnificent stable of timber and stone, it being some 180 feet long, 30 feet deep, and 20 feet tall where its lean-to roof nearly abuts the wall under which it is constructed. Remarkably preserved as compared to other castle precincts structures, one can only imagine the prestige this castle once enjoyed.

This stable nearly touches the curtain wall, a 3-foot-wide gangway running between the two. This location is important to the CHIEFTAIN ZZUKK-ZZUKK (#3) and he may be found here on occasion (1 in 10). First, all the goblin youngsters here are his offspring — hence the progeny of the Great Gublinish! Also, WAR DOGS are bred here. The dogs have an acute sense of smell, and will bark if they smell human or demi-human. If the dogs begin to bark, the goblins will shout and crack a whip. If the dogs persist, the goblins will gather the animals to have a look about.

13-A. GROUND FLOOR:

There are two opposing rows of stalls; 15 stalls per row, so 30 stalls total. Wood shavings and straw cover the floor and several stalls are set with racks and mangers.



The 4 GOBLIN WARRIORS usually sit on chairs and debate simple matters. Their job is to care for the war dogs (mastiffs). There are 12 dogs penned here, of which there are 3 WAR DOGS (the remainder being females and pups). The animals respond to commands in the goblin tongue alone.

GOBLIN WARRIORS X 4: (These lawful evil humanoids' vital stats are HD 1d6, HP 4, AC 15, MV 20 ft. Their saves are physical. Their special ability is darkvision 60 ft. They have light sensitivity [-1 to attacks in bright light]. They have leather armor, javelin, 6' whip, and belt axe. XP: 5+1)

MASTIFFS X 3: (These neutral creatures' vital stats are HD 3d8, HP 24, AC 14, MV 40 ft. Their saves are physical. They attack with one bite for 2-8 points of damage. XP: 20+3)

13-B. LOFT:

Dwelling here are 5 FEMALE GOBLINS and 9 YOUNG, their dwelling built of hay bales. Zzukk-Zzukk (#3) the chieftain visits his "wives" here when not otherwise busy. He favors one above all others and has gifted her with a gold filigree silver torque set with fire opals (20 gp value), which she wears proudly.

The loft is stacked with old bales of hay and tubs filled with dozens of pickled eels, fish, and frogs in a soupy mixture of brine and vinegar. There is also a 10-gallon keg of water and a 10-gallon keg of beer. Shuttered windows along the south length of the stable are mostly nailed shut, these goblins being averse to bright light. Hay loft doors (east and west) are latched shut from the inside (CL 0 to pick, should a thief scale the stable).

GOBLIN FEMALES X 5: (These lawful evil humanoids' vital stats are HD 1d6, HP 3, AC 12. Their saves are physical. They have light sensitivity [-1 to attacks in bright light]. They each carry a 5-inch knife.)

Hidden (CONCEALED) inside a hollow bale is an oak box with iron hinges:

- Oak box, 1' x 1' x 1': contains 6 gp, 42 sp, 432 cp

14. GRANARY

This brick and timber structure of 15 feet height lies in ruin. Its north end devastated and its south end somewhat intact. The building is a former granary, as betrayed by the many tubs and bins within, though seemingly emptied of their contents long ago.

This place is infested with mice and rats, a few dozen bats, and a wise old BARN OWL that makes its nest in the rafters.

The barn owl, "Sir Mousebane," was once the companion of a druid named Xor-al ("That One Who Spake with Trees"). It is of a hefty 26-inch length with brown, tan, and white plumage, has a heart-shaped face, and beady black eyes. The owl is domesticated and will gravitate to the company of a druid (or possibly a ranger). It will not, however, dungeon delve or enter buildings unless caged and covered.

BARN OWL "SIR MOUSEBANE": (This neutral creature's vital statistics are HD 1d8, HP 8, AC 15, MV 50 ft. fly. Its saves are physical. It attacks with talons and beak for 1-3, 1-3, and 1 damage. When diving from high above [50+ feet] its attack is at an additional +2 "to hit" and damage is doubled. It has dark vision and dusk vision and can see with great visual acuity during the night. It also has acute hearing and is almost never surprised, thus +10 versus surprise checks. XP: 17)

15. WORKERS' COTTAGES

About 50 GOBLINS dwell here: 18 male warriors, 15 females, and 17 young. All are accustomed to the barking of dogs at the stables (#13) and will not respond to conflict there unless combat spills outside of said location. If observed long enough, some amount of activity from cottage to cottage will be observed, such as young goblins running about.

You see two rows of cottages, six in each row, built of mortar and fieldstone with thatched roofs from which stone chimneys emerge. Obviously not well kept, grass and weeds grow from the thatch of several cottages. The cottages are in variable states of condition, the most damaged of which exhibit shoddy repair.

These are the former residences of castle laborers, now populated by goblins of the Gublinish tribe. The males will rise to arms should the call sound, such as the war whistle of **ZZUKK-ZZUKK** the chieftain (#3). Several of these humanoid are responsible for wall duty, though laziness and dereliction is commonplace.

In each cottage there are 1-2 capable males warriors, 1-2 adult females, and 1-2 young. The young are helpless, the females fighting only when cornered thus.

GOBLIN WARRIORS x 18: (These lawful evil humanoids' vital stats are HD 1d6, HP 4, AC 15. Their saves are physical. Their special ability is darkvision 60 ft. They have light sensitivity [-1 to attacks in bright light]. They have leather armor, javelin, throwing axe, and 1d6 sp. XP: 5+1)

GOBLIN FEMALES x 15: (These lawful evil humanoids' vital stats are HD 1d6, HP 3, AC 12. Their saves are physical. Their special ability is darkvision 60 ft. They have light sensitivity [-1 to attacks in bright light]. They carry a 5-inch knife. XP: 3+1)

COTTAGES #A-L: Each is a wood-floored structure with three rooms: kitchen/living area with a central hearth of stone, two bedrooms, and a pantry/workroom. Above the living area is a quarter-loft under the thatch. Each cottage has hidden somewhere within it 3d6 cp, 1d4 sp.

- **Kitchen/living area:** might contain furnishings and appointments of plain wood — bench, chairs, bench or two stools, table. Some cottages might have a cupboard and/or a cabinet; these now stuffed with the sort of worthless refuse only a goblin would deem valuable.
- **Pantry/workroom:** might have a workbench, one or two 20-gallon barrels (beer, ale, water, wine, or vinegar), and foodstuffs — spoiling meat (such as squirrel on a stick) or fish, uncooked and unpreserved, possibly some unshelled nuts, dried fruit, root vegetables, and even some honeycomb.
- **Bedrooms:** are lice-infested affairs, with straw mattresses or nests of straw gathered in a corner.
- **Quarter-loft:** is usually occupied by the young goblins, and the stench of excrement is potent there.

The following spaces are provided for the Castle Keeper to jot down any other pertinent details regarding each these units and their occupants:

15-A _____
 15-B _____
 15-C _____
 15-D _____
 15-E _____
 15-F _____
 15-G _____
 15-H _____
 15-I _____
 15-J _____
 15-K _____
 15-L _____

16. TRADER

There are 3 GOBLINS here, Grud-Grum the Trader and his 2 despicable sons.

This two-storey, L-shaped, timber and stone structure is hung with a large wooden sign by the front door that reads "TRADER" painted in crude red letters in the common tongue, the letter "E" backwards. The structure along with the others that share its row, is in remarkably good shape.

This location of 1000 square feet actually maintains its original function: to trade goods. Of course, the trader is a goblin and there are no transactions that include rare woods and the imported herbs and spices as there once might have been.

GROUND FLOOR (#16):

This former place of commerce lies in disarray, with broken boxes and crates, piles of junk and refuse, some stacks of furs and a dead boar hung from its hind legs, under which a tin tub is filled with sticky blood. A long counter of battered pine lies relatively clear of clutter. Behind it stands a dwarfishly square-built goblin with beady black eyes and a moustache of rusty nostril hair. He is garbed in studded leather armor and carries a shortsword by his side. A set of stairs behind the counter ascends to the first floor. An open door beside the stairs leads to a storage room where two more goblins stack baskets of mushrooms and fruits.

The goblin is **GRUD-GRUM THE TRADER**. He will speak with anyone, and harbors no ill will toward any race or creed. He is most interested in making money (he will not answer the chieftain's war whistle, caring not for that one at all).

Grud-Grum buys fish and game from humanoid hunters, any gathered foodstuffs (berries, fruits, honey, mushrooms, nuts) or firewood and turns over a profit by selling to the denizens of Castle Zagyg's dungeons. He sells preserved fish, meat (including rats and pigeons), and mushrooms at 5 cp per pound. He also sends goblin youngsters out to gather crabapples, wild turnips, skunk cabbage, wild onions, mushrooms, walnuts, chestnuts, and watercress. He pays them an iron coin (valued at about one tenth of copper) for every basket gathered, and will sell honeycomb at 1 sp per pound, berries, fruits, and nuts at 4 cp per pound, and vegetables at 3 cp per pound. Wood for burning sells at 1 cp per 5-pound bundle.

In front of the counter where Grud-Grum typically stands, there is a 10' x 10' x 10' SPIKED PIT TRAP (see below). There is so much clutter and refuse here; there is nowhere else to stand except for on the lid of this pit. If things go badly, the goblin pulls a lever behind the counter, dropping his victim(s) into the pit. He will then raise the lever, closing the lid.

Pit, 10' deep, spiked (CL 5, save versus traps [or petrification] to avoid): 1d6 damage (fall), 1d6 damage (spikes). The lid locks in place, trapping the victim(s), CL 5 to pick open.

GRUD-GRUM, GOBLIN TRADER: (This lawful evil humanoid's vital stats are HD 2d6, HP 10, AC 16. Its saves are physical. Its special ability is darkvision 60 ft. It does +1 damage with melee weapons due to his exceptional strength. It has light sensitivity [-1 to attacks in bright light]. It has studded leather armor, small shield, shortsword, and dagger. In a leather belt pouch it carries 2 gp, 13 sp, and an iron key. XP: 20)

GOBLIN WARRIORS x 2: (These lawful evil humanoids' vital stats are HD 1d6, HP 4, AC 15. Their saves are physical. Their special ability is darkvision 60 ft. They have light sensitivity [-1 to attacks in bright light]. They are equipped with leather armor, shortsword, hand axe, and 1d8 sp. XP: 5+1)

The storeroom out back is presently stocked with the following:

- 1 basket of crabapples (8 pounds)
- 2 small baskets of edible mushrooms (3 pounds each)
- 1 small cloth sack with 5 pounds of chestnuts
- 1 small cloth sack with 3.5 pounds of walnuts
- 1 cask (5-gallon) with 4 pickled catfish
- 1 dried and smoked wild boar ribs (12 pounds)
- 1 barrel (40-gallon) pickled rats
- 1 keg of vinegar (25 gallons)
- 1 keg of cooking oil (20 gallons)
- 1 small box honeycomb (2.5 pounds)
- 2 cloth sacks each with 25 pounds of flour
- 1 sack turnips (40 pounds)
- 1 sack onions (10 pounds)
- 1 sack oatmeal (10 pounds)
- 10 bundles of windfall branches for firewood (c. 5 pounds each)

Most of the above are stocked on wooden shelves, the larger items on the floor. A pair of semi-tamed wildcats are kept back here to keep mice away.

WILDCATS X 2: (These neutral animals' vital statistics are HD 1d6, HP 4, AC 15, MV 30 ft. climb 20 ft. Their saves are physical. They attack with a claw/claw/bite for 1-2/1-2/1 damage. If the two forepaws strike, they make two additional rear claw rake attacks for 1d2 points of damage each. XP: 3+1)

FIRST FLOOR (OF #16): This level is cluttered with all manner of junk and refuse (broken furniture, crates, cloth, raw wool, broken glass and earthenware, etc.). In one corner are a three pallets, a table and three stools near to that. Under an old, two-seat sofa with wool-stuffed cushions lies a small iron chest with KEY-LOCKED lid (key held by the goblin trader). There are six shuttered windows, all bolted shut.

Grud-Grum is slowly clearing away the refuse, bundling the broken furniture into his firewood stocks, making bales of raw wool and cloth to sell as bedding, etc. He plans to keep some small livestock here—pigeons and rabbits—to sell.

- *Iron chest, 1' x 1' x 1.5':* chest is LOCKED (CL 2) and TRAPPED (CL 2). It contains 12 gp, 78 ep, 267 sp, 214 cp, and 5 assorted gems valued at 1-6 gp each.

17. PROVISIONER

You see a building of timber and stone set between two others. The front door is missing as are the window shutters. Within the open door you note a place devoid of contents, save for a few scraps of refuse and what appears to be the skeletal remains of a small animal. Dried blood stains pool the floor and splatter-paint the walls.

GROUND FLOOR (OF #17): This area has been stripped of its contents, even its paneling and moldings removed, leaving bare walls, scarred and cracked. A side stair flight, old and rickety, leads to the first floor. This was once the establishment of a local provisioner who supplied equipment to travelers and, later, seekers of Castle Zagyg. Now it is used by goblins of the Gublinish tribe for gambling and sport. Once per week they will bring in rats, woodcocks, pigeons, etc. and place bets on which war dog from #13 can kill the most. The when, who, and how such affairs commence is the purview of the Castle Keeper.

FIRST FLOOR (OF #17): The upstairs is comprised of two large chambers, each about 20' x 20'. Both are empty, bits of broken glass, empty glass bottles, rotted

wood, and patches of mold (the roof leaks). On nights of sport and gambling, the goblins will place kegs of ale or wine up here, sending their young up to fetch drinks. Sometimes they will play gambling games up here as well.

18. TAVERN

This two-storey structure of timber and stone is bereft of the double doors that once served its front entrance. The two windows that flank the entrance are likewise shutterless, and so you observe the contents of the ground floor, it being littered with bits of metal, stone, and glass. Fire damage is evident throughout the place, the battered oak floor charred throughout. The lay of the floor suggests a former tavern.

There is nothing of worth here GROUND and FIRST FLOOR alike. The ground floor backroom, a former buttery, is littered with broken barrels and other rubbish, and is infested with a robust species of cockroaches.

19. TRAVELER'S INN

There are 4 GIANT CENTIPEDES laired here.

This long building of timber and stone lies in complete ruin, blasted and destroyed many years ago. Shattered stone and rotted wood remain, such ruin extending to the building immediately east.

There is naught of worth to be had here. Structural remnants betray this as an inn once comprised of a large common room, several side rooms (perhaps used for meetings) and perhaps about 20 small apartments in the upper storey.

PCs that choose to pick and search about this ruin will within 11-20 minutes happen upon a nest of 4 GIANT BLACK CENTIPEDES. These creatures are black with orange spots, of 1.5 feet length, and have gnashing pincers. There are about 10 YOUNG CENTIPEDES deeper in the nest, these of 3 inch length and presently harmless.

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

20. GUILD HOUSE

Only the east end of this two-storey building timber and stone remains, the west end having suffered devastation. The hanging east portion appears ready to collapse as wood rot spreads.

There is nothing of worth to be found here. Fire damage is extensive. Foolish young goblins often frolic about here, making mock war with splintered boards. The place has a normal rat warren beneath it, so the young goblins also spend time trapping these rodents—for sale to Grud-Grum, as tasty snacks, or for the rat-killing arena.

21. CRAFTSMEN'S WORKSHOPS (WEST)

Beneath the west curtain wall, you see a long, two-storey, row house building of 20 feet height with slate-tiled roof. The building is in a sorry state — sagging and punctured roof, collapsed walls, missing doors, and hanging shutters. The south end of the structure is in ruin, for the west curtain wall has been blasted through, the wreckage carrying through.

Once upon a time, when Castle Zagyg was a (relatively speaking) normal and thriving place, craftsmen plied their trades and resided here. Each unit is 20 feet wide by 30 feet deep and of two stories.

24 CASTLES & CRUSADES

The GROUND FLOOR typically has two rooms: a small front room (18' x 8') and a larger workshop (18' x 20') out back, though further interior divisions are not uncommon. In the backroom there is a door that opens to the gangway of 3-foot width that runs between the row house and the west curtain wall.

Gangway: There are 4 GIANT RATS lurking back here, stealing in and out of the ruined workshops. These rats function as spies for the WERERAT XerXere of the Great East Wall Tower (see *East Wall Towers #T1*)

GIANT RATS X 4: *(These neutral animals' vital stats are HD 1d4, HP 4, AC 13, MV 30 ft., 15 ft. climb. Their saves are physical. They attack with a bite for 1d2 points of damage. They have twilight vision. There is a 10% chance per bite that a disease will be contracted, resulting in a permanent -1 to constitution until cured, poison save negates. XP: 1+1)*

The FIRST FLOOR is typically accessed via a backroom stair. These would have housed the families and (in some cases) a small back room apartment where the apprentice(s) would have dwelled.

21-A. CARTWRIGHT

The front door of this end-unit craft shop appears to have recently been replaced. A tin bell with bell pull is mounted by the door, a wooden sign hangs above it.

The sign reads "Cartwright" in fancy letters, albeit faded and chipped. This unit is being repaired by a GOBLIN CARPENTER. The roof has several leaks, and water damage is extensive. The ground floor and first floor also present fire damage and rot, much which is in the midst of repair.

GROUND FLOOR (OF #21-A): This is a 2-room affair (front 18' x 8', back 18' x 20') littered with rubbish, most of which has been pushed into the corners. Several tools have been left about the ground floor, including: a 1.5-foot wood saw, 2 iron hammers, 1 wooden maul, 1 adz, 1 wood plane, 4 wood chisels, 2 wood clamps, a brace with four bits of varying size, a pot of glue, a box of 3-inch nails (x34), a rusty crow bar, a pair of saw horses, and a stack of pine and hickory planks.

FIRST FLOOR (OF #21-A): This 4-room upper storey is where the goblin carpenter dwells, an elderly humanoid that sleeps significantly. Amongst a litter of rubbish and debris, he sleeps on a pallet of straw in one of the bedrooms, beside which he keeps a firkin (8-gallon barrel) of potent dwarven whiskey. He is non-combatant and cowers and soils himself when threatened, a wrinkled old thing with no teeth. Under his pallet he hides a leather purse that holds 3 gp, 53 sp, and an ivory comb set with turquoise (1 gp value).

YIG-GUB, THE GOBLIN CARPENTER: *(This lawful evil humanoid's vital stats are HD 1d6, HP 1, AC 10. Its saves are physical. They have light sensitivity [-1 to attacks in bright light]. It wears a finely-crafted dwarven tool-belt of leather with various pouches and holsters. XP: 4)*

21-B. BREWMEISTER

The oaken front door of this unit hangs precariously on its rusty hinges. The front window is blown out, and the interior appears charred and in a state of ruin.

The ceiling of this unit is mostly collapsed, the charred remnants of timbers and floor boards scattered about in heaps, as well as chunks of brick. This place appears to have endured a violent explosion, and a large hole in the wall opens to the next unit south #21-C. The source of the explosion, if examined for, was the brick kiln. Broken bits of apparatuses are strewn about—pots, kettles, and kegs that indicate this to have been a small brewery in days of yore. There is no treasure to be found here, and there is no first floor.

21-C. PLUMBER'S WORKSHOP

There is no front door to this unit. The ground floor interior is seemingly devoid of contents. A large brick kiln is located near the remnants of the wall that once separated this location from the unit north of it.

GROUND FLOOR (OF #21-C): The north wall of this former workshop is blasted open to #21-B. The smaller front room is empty, save for debris; the larger backroom holds two long workbenches and an empty rack where tools at one time hung. A stack of twenty-four lead pipes of 6-inch diameter and nine feet length are stacked in one corner, as well as a box of lead pipe fittings beside it. (Each pipe weighs 180 pounds and is worth as many cps.) Mostly short pieces of iron pipe ranging from 1 to 2-inch diameter are scattered about, most of the longer ones bent. A staircase leads to the first floor.

FIRST FLOOR (OF #21-C): This floor has been stripped of its contents save for bits of rubbish and debris here and there. One of the four chambers now home to 30 small brown bats that fly in and out of the first floor open windows. They are harmless insectivores. At night they will be out feeding; during the day they roost here.

21-D. LIMNER'S SHOP

The front door of this shop is missing, and part of the wall is crumbled. Within you observe an abandoned location with wooden floors suffering substantial rot and decay.

GROUND FLOOR (OF #21-D): Russet colored mold grows fuzzy throughout the small front office (18' x 8') to the larger back room 18' x 20' where old, dried vats hold paint flakes. Behind a battered counter of maple rises a curving stair that accesses the first floor.

FIRST FLOOR (OF #21-D): The floor is damp and moldy, russet colored mold prevalent throughout, with portions of the floor and wall presenting decay. There is a 1 in 6 chance that the floor gives out under the weight of a heavy (250+ lbs) character traipsing about, such a victim falling to the ground floor for 1d6 damage, traps save (CL 1) to avoid.

21-E. WEAVER'S SHOP

An ALLIP haunts this location.

The front door of this shop is boarded over with planks of oak. To the side of the door, strange letters of a primitive sort are sloppily painted. The windows are also boarded.

In goblin the words read "STAY OUT" and "BAD PLACE." If one successfully listens (CL 1) at the door, they might hear a machine-like whirring sound and a faint, sweet humming, like a young girl singing.

GROUND FLOOR (OF #21-E):

You have entered the 18-foot-wide by 8-foot-deep front office of what was once a shop. The place is cluttered with rubbish and debris. Above the counter hangs a slanted painted wood sign. It reads, "Weavers for Weal." Behind the counter there is a stair that curves up to the first floor. Beside the stair there is a door ajar behind which a whirring sound is heard, the creaking of gears and the sweet voice of a maiden singing and humming.

If the PCs enter or otherwise observe the back room:

The back room of the abandoned weaver's shop is cluttered with debris and rubbish, the remnants of broken looms, crates, boxes, cloth, wool and yarn rotten and moldy. Your attention is arrested by a singular sight: the ethereal image of a young maiden seated at a likewise ghostly spinning wheel. She pedals the wheel with machine-like efficiency, the distaff wrapped with ghostly flax that she spins into fine, ghostly threads. The girl has long coppery-gold curls, small, upturned nose, and bright glowing eyes. She appears blissful. She wears a blue dress of ghostly gossamer and a similar bonnet on her head.

If observed for more than 30 seconds her spinning slows and her brow becomes knitted. She slowly turns her head (her legs still pumping at the treadle, the wheel still spinning). Her eyes glow crimson and her countenance, formerly delicate, serene, and pretty, take on a most demonic appearance, her hair standing as if blown by a gust of wind. She speaks in a voice deep and reverberating: "Stop looking at me this very instant — or else I will become very, very cross with you!"

Her name is Vivian, and she is an ALLIP (see M&T pg. 9) that was once a very sad girl. The cause of her death was suicide at the age of 14. Vivian does not like to be disturbed, and if left to her own devices will continue to spin and sing. There is but one way to win her favor and few have determined this: if one brings her raw cotton, spools of silk, wool etc. to work with, she will become most gleeful, stepping away from the spinning wheel, performing a slight curtsy, taking the material, and returning to her work. Such a gift will set her in a gay mood, and (while ever spinning) she might speak but in vague terms, answering what her name is, not really knowing or remembering anything else, shrugging and smiling like a shy girl, if not somewhat embarrassed at being spoken to.

Observers that annoy and continue to annoy Vivian will inspire her anger; she will cause doors to open and slam shut, things to move, slide, lift in the air, and drop. Vivian will not attack unless one attempts to disrupt her work in some way, such as a cleric attempting to turn her. She will begin to babble first, commanding her victims to be gone (as opposed to joining her as the M&T describes). She will next use her wisdom drain.

VIVIAN THE ALLIP: (This neutral evil undead's vital stats are HD 4d12, HP 25, AC 15, MV 30 ft. fly. Its saves are mental. She makes a touch attack that drains 1d4 points of wisdom temporarily, petrification save to avoid. The wisdom drain results in x2 HP restoration to the allip. PCs drained to 0 Wisdom are permanently driven insane. She also has a babble attack. Any creature within 30' to hear her ramblings must make a spell save or become hypnotized [as the spell] for 2d4 rounds. Any attempt to use a telepathic, mind-controlling or mind-affecting attack will cause the originator to lose 1d4 wisdom for 1 turn, no save allowed. This creature is incorporeal and normal weapons will not harm it, but magical weapons will. XP: 270)

FIRST FLOOR (OF #21-E): This level is infested with mice that have built nests of old yarn under the rubbish. As Vivian the ghostly weaver girl does not visit here, and since the goblins fear the girl, this location has not been pillaged; two of the three bedrooms have beds, dressers, and bureaus stocked with clothing, boots, and other common effects. In the bottom of a pottery vase in the dining room there are 30 sp and a SCROLL OF MENDING (as per the cantrip).

21-E. CARPENTER'S WORKSHOP

The front door of this end unit is missing, exposing the looted interior of a former workshop. The place is damp with rot and mold and festooned with cobwebs.

GROUND FLOOR (OF #21-F): Here are the remnants of rotted lumber, wooden boxes full of rusty nails, and the broken shafts of old tools and implements. A side stair leads to the first floor.



FIRST FLOOR (OF #21-F): The three apartments and kitchen/dining room have been looted of their contents, with rubbish and broken pottery and glass being all that remains. Pallets of straw remain in the master bedroom. Also, in the master bedroom under a loose floorboard, a cracked leather purse contains 1 gp, 27 sp, and a ring with fine opal (4 gp). A ranger, if tracking will note this room has been recently occupied and not by the goblins; rather, by humans and/or demi-humans (adventurers?).

21-G. SADDLER, 20' X 30':

This unit is now the end unit by default due to the devastation of the west curtain wall that presses through the former south end of this building. A battered front door of oak remains.

The front door is swollen and jammed shut (*stuck*, CL 3 to force open).

GROUND FLOOR (OF #21-G):

This was obviously a saddler that also made tack and harness at one point, the prices of his wares posted on a painted sign mounted in the front office. Behind the counter you note a stair that rises to the first floor. A larger backroom workshop appears to have been ransacked years ago. The entire south wall sags inward, timbers cracked and slanted and exhibiting rot and decay. Floor boards are swollen, and rusted nails protrude from the woodwork.

There is nothing of worth to be found here, save bits of leather, rubbish, splintered wood, and stone.

FIRST FLOOR (OF #21-G): The three bedrooms and dining/kitchen area are thoroughly ransacked, the south portion exposed to the elements due to holes in the wall and ceiling and now nested with small birds.

21-H. APOTHECARY (RUINED):

Note the GIANT SPIDER lurking in the ruined wall portion #RW-2. What was once an end unit apothecary is now a mass of broken stone, sand, and mortar. It would take 24 man hours of excavation to reveal the nature of what once lay here, this made apparent by the ruined bottles, beakers, alembics, vats, cauldrons, etc.

22. CRAFTSMEN'S WORKSHOPS (SOUTH)

Beneath the south curtain wall, lies the ruin of a long, two-storey row house building, its remnants suggesting a former length of 160 feet, a width of 30 feet, and height of 20 feet. The basic framework of the structure remains, but a blast through the south curtain wall has laid waste to the bulk of these spaces, likely once workshops.

Like #21, craftsmen once resided in these buildings back in the days before Castle Zagyg fell to ruin.

The GROUND FLOOR typically has two rooms: a small front room (18' x 8') and a larger workshop (18' x 20') out back, though further interior divisions are not uncommon. A door in the backroom opens to a gangway of 3-foot width that runs behind the row house.

Gangway: The gangway behind this mostly ruined structure is clogged with dirt, debris, broken stone and mortar, rotted wood, and even shards of glass.

The FIRST FLOOR is typically accessed via a backroom stair. These would have housed the families and (in some cases) a small back-room apartment where the apprentice(s) would have dwelled.

22-A. LEATHERWORKER'S SHOP

The front door is LOCKED. There are 7 GOBLINS dwelling here: 2 male warriors, 3 females, and 2 young.

This end unit appears in decent shape, perhaps the best of the row. Its shutters are latched shut, its oaken front door closed. The front door is tacked with a square of old, cracked leather.

GROUND FLOOR (OF #22-A): The front door is LOCKED (CL 5 to break down, CL 2 to pick). This leatherworker's workshop has been claimed by the Gublinish. There is a small front office (8' x 8') and the rest of the floor is occupied by a large workroom subdivided into workstations. The goblins are never in the front, but a string of bells jingle from inside the door should one open it, alerting them to visitors.

The workshop contains long benches, pots of glue, glue brushes, turpentine thinner, boxes of rivets and staples, cobbler's hammers, punches, straight and hooked awls, tongue oil, wax, leather dye, free-standing racks, and barrels of tanning mixture (including dog feces of course), wire brushes, knives, large shears, pliers — virtually everything possibly needed to repair and rebuild armor and objects of leather. A large brick oven for boiling liquid, oil or water, is also within. This is where the Goblin "master" leatherworker (his skill is that of a human apprentice) oversees the repair and restoration of leather items, some of this work sent out to be sewed by various females of the tribe. The leatherworker is a captain. He has 2 assistants, 3 wives, and 2 children.

GOBLIN "MASTER" LEATHERWORKER: (This lawful evil humanoid's vital stats are HD 2d6, HP 10, AC 16. His saves are physical. His special ability is darkvision 60 ft. He does +1 damage with melee weapons due to his exceptional strength. He has light sensitivity [-1 to attacks in bright

light]. He has studded leather armor, small shield, heavy mace, belt axe, 1 gp, 8 sp, and an iron key to this location. XP: 20)

GOBLIN WARRIORS x 2: (These lawful evil humanoids' vital stats are HD 1d6, HP 4, AC 15. Their saves are physical. Their special ability is darkvision 60 ft. They have leather armor, shortsword, hand axe, and 1d8 sp each. XP: 5+1)

The back door is also LOCKED (CL 5 to break down, CL 2 to pick). It opens to a 3-foot-wide gangway that runs between the row house building and the south curtain wall. The gangway, however, is blocked with debris that falls into the workroom if this door is opened from within; otherwise it is entirely blocked from the gangway side.

FIRST FLOOR (OF #22-A): There are four chambers: 3 bedrooms, 1 kitchen/living area. Coming up the stairs, one enters a kitchen/living area. The goblins have filled these chambers with junk and debris. The Captain claims 1 bedroom, the 2 assistants another, and the 3 females and 2 young occupy another room. The females and young will be in the kitchen area 6 in 10. Here they prepare food and sew leather. Otherwise they are in their bedroom.

GOBLIN FEMALES x 3: (These lawful evil humanoids' vital stats are HD 1d6, HP 2, AC 12. Their saves are physical. They have light sensitivity [-1 to attacks in bright light]. They each carry a 5-inch knife. XP: 3+1)

In the kitchen/living area, the following can be found:

- 2 runlets (18-gallon barrels) of white, herbal wine (one is half-empty) of passable quality
- 2 runlets (18-gallon barrels) of dry red wine of poor quality
- 1 firkin (8-gallon barrel) of brandy of fair quality
- 1 sack (10 pounds) of wheat flour (caked solid)
- 1 sack (1-cubic foot) of unshelled walnuts
- 1 sack (1-cubic foot) of lentils
- 1 tin cylinder (5-gallon, with top lid) half-filled with cooking oil

In the largest bedroom (the Captain's chamber) there is a loose floorboard. Under it can be found a leather bag with 3 gp, 18 ep, 122 sp, and a +1 SILVER DAGGER.

22-B. CUTLER'S WORKSHOP

The front door of this unit is marked with charcoal stripes.

The door is unlocked.

GROUND FLOOR (OF #22-B): It is large and open here, the dividing walls broken and riddled with holes. Refuse piles litter the place: splintered wood, shards of slate, broken glass, and dirt. Wires and rusty hooks hang from the rafters. A round sharpening stone set with pedals and seat (the stone is pedaled to turn) is located near the center of the littered floor. There is a tin bucket near to it that is filled with what appears to be dirty water. A side stair curves up to the first floor. A back door (jammed shut) opens to a 3-foot-wide gangway between the workshops and the south curtain wall that is presently clogged with debris.

The sharpening stone is used by local goblins. There is a 10% chance per day (or night) that 1d3 goblins from the Barracks (#9) will come here to sharpen weapons and/or tools.

FIRST FLOOR (OF #22-B): These five rooms—kitchen and bedrooms—have been thoroughly looted of their contents, all furniture either broken or hauled out.

22-C. BOWYER/FLETCHER'S WORKSHOP

The latch of this door has been dismantled, perhaps by a thief. Painted on the oaken door you note a green longbow; under it you see five crossed arrows of green shaft and yellow fletchings.

GROUND FLOOR (OF #22-C): This workshop has a small front room with cabinets and display counters battered, ruined, and looted of any archery equipment. In the larger back workshop there remains an old cloth bag (2-cubic foot) of goose feathers (fletchings), the bag placed in a tin tub with bung. A back door in the workshop (LOCKED, CL 3 to pick) opens to a rear gangway. The door is blocked by debris (broken rock and other rubble).

FIRST FLOOR (OF #22-C): These 5 rooms contain ransacked bureaus, desks, and cabinets. Some small amount of undergarments and socks may be located here, albeit moth-riddled or mouse-chewed. A desk in an old study holds a ledger of accounts — knights, huntsmen, soldiers that bought, paid for, and/or owed money for archery equipment. Dates seem to indicate such transactions as having taken place some 250 years ago. Bedrooms hold mattresses knifed open, loose floorboards pulled up, etc, as if someone sought something special here.

22-D. SHOEMAKER/COBBLER'S WORKSHOP

A single GOBLIN-FEY resides here alone.

The front door of this location is painted green, seemingly in fine shape. Tacked to the door is a pair of bronzed shoes. A slanted wooden 'OPEN' sign hangs under the shoes, and hanging from the sign is a string of small bells. The door is flanked by a pair of windows with shutters closed tight. To the left of the door there is a large copper bell, and by its bell pull a sign reads "Ring bell for Fine Shoes & Cobbling!"

This location's proprietor, **EGGLER GREGGLE GLEGLER** (otherwise known as EGG), has been here for perhaps centuries, a cobbler of remarkable skill. He is, however a goblin, but unlike and unassociated with any goblin hereabouts. He is in fact part fey. The Mad Archmage long ago met this curious creature at the annual Goblin Faire deep in the Wychwood. So impressed was Zagyg with EGG's wares after enchanting some of them into various items such as **BOOTS OF DANCING** and **SLIPPERS OF SLIPPERINESS**, that he purchased all his stock and offered him an opportunity to work here at Castle Zagyg — with all his unenchanted stock back for free! And so it went, and so he remains, the good EGG selling leather footwear.

If the PCs ring the bell a small peeping slide opens up on the door, and a pair of beady black eyes peer out. "Come for cobbling?" he will cry in a high-pitched voice. If the PCs seem genuine and courteous, he will let them in.

GROUND FLOOR (OF #22-D):

This service and sales shop is 18 by 8 feet. The place smells of leather and polish. Dusty and dimly lit, the walls are neatly racked with hundreds of pairs sandals, slippers, shoes and boots. A long battered counter of oak separates the front sales shop from the larger back workshop. The sales counter is about 4 feet high. Seated on a stool behind it is a most curious creature of 3-foot height. This one drums its three fingered hands impatiently. He has a wrinkled visage, long, pointy ears and nose, black, beady eyes, and a shock of bright blue hair. Gold-rimmed spectacles rest on the end of his long nose, the great nostrils from which long blue hair hangs in braids. He wears a leather apron stained with oil, boot polish, and dyes.

EGGLER GREGGLE GLEGLER: (This neutral fey-goblin's vital stats are HD 5d6, HP 21, AC 22, MV 20 ft. His saves are mental. His significant attribute is dexterity 20. His special abilities include confusion 3/per day, invisibility 3/per day, and sanctuary [at will]. He is equipped with a +2 dagger, +3 ring of protection, dust of disappearance, 5 gp, and gold-rimmed spectacles valued at 1 gp. XP: 150)



Should any character or group of characters actually attack this goblin-fey, he will curse them so that the offending person or persons will immediately suffer from painful corns on their soles and move at half normal speed thereafter until a clerical *remove curse* alleviates the condition. Should Egglar be slain by a character or character party, Zagyg will know of this deed and thereafter cause magic items gained by the offending party to be of the cursed sort 50% of the time. This malediction will remain in effect until the guilty party actually encounters the Mad Archmage in the dungeons far beneath.

Egglar is a gruff little creature, single-focused. He will point out his wares for sale, racked about the front shop, and will assist in the sizing of finely crafted shoe for an interested client, but scarcely suffers those who linger about or ask questions unrelated to the purchase of footwear. EGG soon complains that he doesn't have all day, as he is short on staff. He will suggest that seekers of tall tales look elsewhere. He may warm up to regular customers, but remains crotchety, notwithstanding.

GOODS AND SERVICES	PRICE
Boots, high, hard-soled	1 gp
Boots, high, soft-soled (riding)	1 gp
Boots, low, hard-soled	40 sp
Boots, low, soft-soled	45 sp
Slippers	15 sp
Sandals	10 sp
Shoes	23 sp
Cobbling (heels)	8 cp
Cobbling (soles)	5 sp
Cobbling (stitching or patching)	7 cp

If any character purchases his goods, he will thank that individual gruffly, but add, "If you should come across any enchanted footwear I will gladly identify it for you... for a fee, of course." This goblin-fey can tell the nature of any magical footwear, and as noted he will do so for the price of a pair of good boots: 1 gp.

The backroom is where the fey-goblin works night and day making and repairing boots and shoes (he sleeps about 2 hours per day, in 15 minute cat-naps). The place is filled with tools (lasts, hammers, nails, leather cutters, knives, rivets, fasteners, files, and sandpaper), leather bends and hides, softening oil, pots of glue, heavy threads, bees' wax, polishes, dyes, buckles, and various sorts of needles, punches, and awls. Within this clutter of things there is a pallet of goose down in the corner where the goblin takes an occasional nap.

Beside his bed he keeps a large basket woven of hemp. Within it is the goblin's fortune: 49 gp, 87 ep, 342 sp, 607 cp. A stair along the back wall leads to the first floor, but it must be cleared as it is stacked with a variety of tools, rolls of supple leather and sundry things. A back door is LOCKED (CL 3 to pick) opens to the rear gangway, but even from the inside it will not open, jammed and blocked by 750 pounds of shattered rock and debris.

FIRST FLOOR (OF #22-D): There are five rooms up here, except for the kitchen each vacant and spotless, the goblin having never found much use for them. The kitchen is stocked with various exotic foodstuffs, cooking utensils, and dining utensils. There is a small stove with a tea-kettle on it, and the large teapot on the table is half full of cold but still aromatic tea. A cupboard is filled with bottles of liquor and liqueurs, cordials and brandies, as the old fellow is fond of a tipple.

23. OLD WATER WELL

Below the ruined south tower you note a well, it being of 3 feet inner diameter, its shaft built of stone blocks of 1-foot thickness. The well lacks the usual windlass and bucket. You note a species of eldritch runes graven upon the stonework of this well.

See **PLAYER HANDOUT #15** (*Upper Works Map & Illustration Booklet*) for an illustration of this well.

The runes are letters of an ancient language that pay homage to the Elemental Plane of Water. The well is 200 feet deep and slick with green-black moss (CL 15 to climb). It opens to an underground stream that ultimately feeds the **BLACK RESERVOIR** below Castle Zagyg. The Black Reservoir will be detailed in another volume of this series.

The underground stream is comprised of a carved out passage roughly 8 feet in diameter, the water depth allowing for perhaps 5 feet of headroom in the best conditions, no headroom at the worst (springtime flooding). The stream flows from west to east; however, a **HEAVY GRATING OF BLuish METAL** bars passage to the east (downstream). It radiates intense magic if *detect magic* is cast.

Blue Metal Grating: This is composed of an extremely rare metal known as XAGIUM. The xagium bars (3" diameter bars) are spaced narrow, 5 inches between each bar. The grating prevents advancement through its incredible strength (CL 20 to bend bars) and also a *magical force field* that shocks (6d6+6 damage, no save). The bars begin to shoot sparks as one draws within 15 feet of the xagium grating (thus 185 feet down the well shaft), and there is a slight electro-magnetic pull felt if one wears or carries any metal. Fish and things that attempt to pass through the bars are instantly killed by the field, their bodies ultimately feeding the inhabitants of the Black Reservoir beyond (this might be observed by the PCs, thus serving as an adequate warning).

Of course, the PCs might well contrive another means to bypass the bars to access the flow east. If so, the CK is encouraged to devise some other means to preclude advancement, such as *Zagy's Curse of Fog & Frogs** viewed just beyond, a billowing green mist churning and coiling. The fog will effect a random *teleportation* back to the Old Castle Track, coupled with *sleep* or *confusion*, or, if the PCs are unlucky, transformation into a frog.

Should the PCs elect to explore the water source west (upstream) away from the castle, they might be allowed to reach the bottom of the old stone well behind the **OGRE'S COTTAGE** (see *Mouths of Madness #WD-4*). The flow of this river, the streams that feed it, and other features under the Little Hillwood will be presented in the next module of this series.

* see **APPENDIX A**.

24. BLACKSMITH/ARMORER

See *Upper Works Map & Illustration Booklet* for floor plan.

There are 3 **GOBLINS** dwelling here. The double door of this unit is LOCKED (CL 8 to break down, CL 3 to pick).

This fortified structure is constructed of stone blocks stained black with soot. The building is about 40 by 40 feet and 18 feet tall. Two smokestacks are at the south end of the battlemented roof, one of which presently emits tendrils of thick, black smoke. Iron-banded double doors are set within an arch at the north face of the structure, and loopholes pierce the walls. A hammer rings within, its rhythm repeating.

This is a single-storey structure of high ceiling, with wall thickness of 2.5 feet. A loft of half the floor space is open and overlooks the shop, this accessed via two ladders, the roof likewise accessed from the loft.

A trio of goblins are stationed here. One is a "master" blacksmith (his experience being akin to a somewhat skilled apprentice). The other two are his "apprentices." They are presently forging spear heads from scrap metal. The blacksmith, "Dur-Gub," is a squat goblin of slumped and heavy shoulders and forearms like a dwarf. He is practically deaf, and easily surprised.

GOBLIN "MASTER" BLACKSMITH: (*This lawful evil humanoid's vital stats are HD 2d6, HP 12, AC 16, MV 20 ft. Its saves are physical. Its special abilities include darkvision and +1 damage on all attack rolls due*

to strength. It has light sensitivity [-1 to attacks in bright light]. He has a chain hauberk, battle axe, throwing axe, 32 ep, 12 sp, and a silver armband set with 4 with topaz stones worth 2 gp. XP: 39.)

GOBLIN WARRIORS x 2: (These lawful evil humanoids' vital stats are HD 1d6, HP 5, AC 15, MV 20 ft. Their saves are physical. Their special ability is darkvision 60 ft. They have light sensitivity [-1 to attacks in bright light]. They have leather armor, shortsword, javelin, throwing axe, 3d6 sp, and each wears a key to this location. XP: 5 + 1)

GROUND FLOOR (OF #24): This is occupied by a forge, including apparatus thus associated, including bellows, tongs, hammers and anvils. Here armor, weapons, and tools of humanoid quality are manufactured. A pair of loopholes are notched in each wall, the forge occupying the south end. Items of interest include:

- 1 man-sized suit of full chain mail
- 1 small-sized suit of scale mail
- 1 man-sized suit of plate mail (unassembled, complete)
- 20 arrow heads
- 10 daggers
- 6 hand axes
- 12 javelins
- 2 shortswords
- 2 boxes of 100 nails (6-inch)
- 1 spool of light chain, 80 feet
- 10 ingots (50-pounds each) of pig iron

LOFT (OF #24): The loft is about 35 by 17 feet, open and overlooking the forge below. Thoroughly ransacked and formerly subdivided into four rooms, it is now occupied by the goblins and littered with junk and refuse. The blacksmith often engages in trade for his wares, so there are sundry strange and worthless things about, such as used and battered furniture, animal trophy pieces (fangs, claws, and skulls of animals), bolts of stained silk, barrels of poorly preserved food, etc. A ladder leads to a trap door that opens to the roof.

ROOF (OF #24): A machicolated parapet runs along the verge of the roof. The parapet is 3.5 feet high, with loopholed merlons atop it also 3.5 feet high, with embrasures of 3 feet width. A pair of smokestacks rise from the south end.

25. BAKE HOUSE (RUINED)

There are 60 RATS nesting in this ruin.

Here lies the ruin of a building of stone and mortar foundation that suggests a former size of 30 by 30 feet. Crumbled brick and bits of rock remain, as well as shattered tiles of slate. Heaping piles of such rubble range from 2 to 5 feet height.

This is the ruin of a bake house that once served the Travelers' Inn (#19) and the Guild House (#20). Rats nest deep under the rubble and half of them will swarm to attack only if their nest is greatly disturbed; otherwise they hide and scamper at more casual disturbances. Goblins of the Gublinish tribe often spear-hunt these vermin for dinner. Goblin young set snares for them.

RATS x 60: (These neutral animals' vital stats are HD 1d4, HP 2, AC 12, MV 30 ft., 15 ft. climb. Their saves are physical. They attack with a bite for 1 point of damage. They have twilight vision. XP: 1 + 1)

26. MIDDLE GATE PYLON TOWER, 50' X 30' (BASE), 40'H

See *Upper Works Map & Illustration Booklet* for floor plans.

The following creatures dwell in this tower: 1 CORPSE CREEPER, 3 GHOULS, and 3 ZOMBIES.

What follows is a structure that resembles the towers of ancient Egypt. Wall thickness is 5 feet at the base and narrowing to 2 feet at the top. Loopholes are cleverly CONCEALED between the relief carvings and intaglio, nigh impossible to discern unless carefully inspected for (*wisdom*, CL 3).

The following read-aloud text assumes the PCs are observing this structure from the cobbled courtyard. The same description applies to its view from the grassy courtyard east, except for the ramp and statues; also, rear doors of iron (5' x 2') are observed from the grassy courtyard.

Bisecting the inner wall west looms a pylon tower carved of red sandstone. The structure is some 40 feet high, a tapering structure 50 by 30 feet at its base, 40 by 20 feet deep at its top. The structure is etched with bas-relief carvings: hieroglyphs, symbols, and creatures' grotesque; all of which frame a trapezoidal gateway flanked by statues.

See **PLAYER HANDOUT #16** (*Upper Works Map & Illustration Booklet*) for an illustration of the pylon tower.

26-A. ZIGZAG STONE RAMP:

A zigzag ramp leads to a trapezoidal-shaped gateway. The ramp is 10 feet wide with walls of 4 feet high and 1 foot thickness. The walls of the zigzag ramp are likewise carved in bas-relief with hieroglyphs and grotesques. Figures of humans, their heads bowed in supplication, form a line, marching in procession along the ramp walls and ultimately to the trapezoid-shaped entrance which is flanked by statues.

A cleric or one steeped in religious studies might discern the portrayed figures as those of departed souls lining up for judgement. The ramp rises 2 feet per 10 feet of length; thus a 10-foot rise in total. This is due to the next courtyard being tiered and at a 10-foot higher elevation.

At the top of the ramp:

The pylon's trapezoidal entry is flanked by a pair of stone statues, each depicting a man with the head of an ibis. The statues sit on their respective pedestals, facing one another, their backs rigid and erect. One statue holds a scale in its hands; the other holding a stone tablet in one hand and a quill in the other.

The statues at the top of the ramp way portray THOTH, the KHEMITIC GOD OF WISDOM, patron of such intellectual arts as writing, astronomy, mathematics, law, magic, and healing. Thoth's role in the Underworld (the *Duat*) is to oversee the scales on which the souls of the dead are weighed to determine virtue or guilt. Thoth is a coeval of the sun god Ra and as mighty a deity, Thoth's significance is scarcely overlooked.

GROUND FLOOR (#26-B - E)

Ground floor is 15 feet of ceiling height throughout.

26-B. ENTRANCE TO MIDDLE GATE PYLON:

The following read-aloud text applies to front (west) or rear (east) entry. The front is accessed from the Zigzag Stone Ramp (#26-A). The rear is accessed from the Cobbled Path (#31) of the Grassy (Middle) Courtyard.

The trapezoidal entrance to the Pylon Gate is 12 feet high, 10 feet wide at the base, 7.5 feet wide at the top. A flat lintel projects from the top. Carved in limestone bas-relief above the lintel is an 8 by 4-foot portrayal of a majestic, falcon-headed man in a crescent-shaped boat. The figure bears upon its head a solar disk.

26-C. CENTRAL PASSAGE

A **CORPSE CREEPER** lurks here by night. Six loopholes (3 on each side) line this passage, carefully notched between intaglio carvings wrought within. A pair of murder holes, narrow, for missiles, is likewise cleverly hidden (CONCEALED, CL 3) above.

On the floor of the west end of this passage you note a mass of solid stone, like hardened mud. The passage is 12 feet wide and 30 feet long, its ceiling of 15 feet height, its floor of flagstone. The walls and ceiling are intaglio-carved and painted (albeit chipped and cracked). Your attention is at once arrested by a large pile of skulls in the center of this passage, it forming a makeshift pyramid. Beside it the flagstones are cracked and upheaving.

See **PLAYER HANDOUT #17** (*Upper Works Map & Illustration Booklet*) for an illustration of the central passage here.

If the PCs examine the walls and ceiling:

Painted intaglio hieroglyphs and grotesque beings loom over naked human supplicants. The grotesques are composed of human bodies with animal heads such as lion, ibis, falcon, cobra, and ass. Some hold sacred objects in their hands such as golden coffers, scepters, staves, and shining ankhs. Others show a more involved motif: a hawk-headed king lounges upon a massive throne, human supplicants placing a dead lamb at his feet; an elaborate funeral procession marches toward a jackal-headed man holding a feather in his hand; hundreds of slaves, noblemen, and perhaps even a king look to the sky, transfixed upon a shining oval object with bird-like wings smoking down from the heavens toward a chain of mountains.

The pile of skulls has been deposited by various goblins, either from slain opponents or from those they have otherwise found and deposited here. A **CORPSE CREEPER** of nocturnal predilection has been attracted to this odorous collection; at night there is a 50% chance it is about.

The goblins are aware of the monster and only make "deposits" during the day; however, there is an ongoing bet involving skulls found: if one is brave enough to make the "Skull Run" at night whilst the creature is presumed to be slithering about that one will (if it survives be considered brave. Thus, there is a 1 in 10 chance that if the 'creeper is not encountered; a single goblin (scared to death) is instead seen approaching this area at half speed or less. Any movement or noise will frighten it away 19 in 20 times.

The **CORPSE CREEPER**, if encountered, will emerge from the rubble of the broken flagstones an 8.5 feet long, multi-segmented cephalopodic worm, it having an underground lair some 18 feet below.

CORPSE CREEPER*: (*This neutral aberration's vital stats are HD 3d10, HP 21, AC 17/13, MV 30 ft., 30 ft. climb. Its saves are physical. It attacks with 8 tentacles that paralyze the victim for 1d2 days, save versus paralysis negates. It bites paralyzed victims for 1d4 damage. XP: 118*)

* See **APPENDIX C**.

Corpse creeper's lair: If a few of the upheaved flagstones are pried open, and a small-sized person dares crawl into the monster's burrow, that one will discover a hollowed out lair of 6 feet diameter by 3 feet height. If it has not already been encountered, the creature will be here, prepared to defend its lair. Within is a pile of parched bones among which can be gathered 17 gp, 42 ep, 133 sp, 211 cp, a pink sapphire worth 50 gp, a **POTION OF HEALING** (2d4+2 healing), a **WAND OF MAGIC MISSILES** (has 18 charges, a rune-engraved bone wand with topaz tip, trigger word "shoot!" is revealed if runes read via *read magic*), and a **RING OF FEATHER FALL**.

26-D. NORTH CRYPT

3 **GHOULS** are within. They attack upon the slightest disturbance. This location must be entered from the rear of the structure, via an iron door (2' x 5') by way of the grassy courtyard east. The door is unlocked, possibly ajar. It is lightless within.

There is a sharp smell of decay here, that of spoiled meat. This chamber appears to be a crypt, carved and painted in hieroglyphs, pictographs, and creatures' grotesque from walls to ceiling. Stone pillars support the floor above, these also carved in relief. A trio of stone sarcophagi, shaped to human contours, lines the center of the floor. One is adult sized, while the other two are small, as though fashioned for children. All three have lids ajar, each sarcophagus carved and painted in hieroglyphic design. Built in the north wall is a spiral stair of stone.

The sarcophagi contain a family of 3 **GHOULS** (mother and her 2 children: boy, girl) that prowl the grassy courtyard for prey by night, before dawn returning here to rest again. Sometimes they devour victims here (or portions of them) before retiring to their coffins. The ghouls are not active during the day, unless disturbed. Each wears a tight-fitting, tattered tunic (formerly white, now stained with dirt and blood), their skin tight and dark gray, smelling of must and foul decay.

In the bed of the adult-sized sarcophagus, in the midst of the tattered rags, parched bones, and slithering centipedes, there lies a magical scarab of gold crafted to the likeness of a beetle. It is +1 **SCARAB OF PROTECTION**.

MOTHER GHOU (ADULT): (*This chaotic evil undead's vital stats are HD 2d8, HP 15, AC 14, MV 30 ft. Its saves are physical. It attacks with 2 claws for 1d3 damage and a bite for 1d6 damage. Its special abilities include darkvision 60'. Any creature other than an elf that is clawed or bitten must make a save vs. paralysis or be paralyzed for 1d4+1 turns. They are immune to sleep and charm spells. XP: 60*)

GHOU (CHILDREN) x 2: (*These chaotic evil undeads' vital stats are HD 1d8, HP 5 AC 14, MV 30 ft. Their saves are physical. They attack with two claws for 1d2 damage and a bite for 1d4 damage. Their special abilities include darkvision 60'. Any creature other than an elf that is clawed or bitten must make a save vs. paralysis or be slowed* for 1d4 rounds. They are immune to sleep and charm spells. XP: 20 each*)

* As per the reverse version of the *haste* spell in the PHB.

26-E. SOUTH CRYPT

This location must be entered from the rear of the structure, via an iron door (2' x 5') on the grassy courtyard side. The door is unlocked, possibly ajar. There is no light within.

There are 3 **ZOMBIES** lurking here (one in each sarcophagus), ready to emerge if this crypt is molested. They are particularly robust due to their preservation.

This chamber appears to be a crypt, carved and painted in hieroglyphs, pictographs, and creatures grotesque on walls and ceiling alike, and the six stone pillars within are similarly embellished. A trio of human-shaped stone sarcophagi are scattered across the floor, each one carved and painted with hieroglyphs and like designs, the head of each one fashioned to a bearded visage accoutered in fancy headdress. Built into the south wall a spiral stair of stone ascends.

There is a zombie in each sarcophagus. They emerge in unison once any of the three sarcophagi are tampered with, thrusting the coffin lids off and rising to attack, instinctively returning here and pulling the lids back in place.



ZOMBIES X 3: (These neutral evil undeads' vital stats are HD 2d12, HP 24 AC 14, MV 20 ft. Their saves are physical. They attack with claws for 1d8 damage. These undead never gain initiative and always act last in any given round. They are immune to sleep, charm, and cold-based attacks. Holy water vials do 2d4 damage to them. XP: 44 each)

Each zombie has gold coins embedded in their eye sockets. Each coin is of strange and foreign mint, a pyramid stamped on one side and an ankh on the other. These 6 coins are worth at least 1.5 gp each to a coin collector.

The center sarcophagus is bolted into the stonework and cannot be moved. That is because it holds a **SECRET DOOR** (CL 5). A false bottom must be pried loose, revealing a narrow stair, 3.5 feet wide and descending into darkness. The stairs are coated with dust that swirls to life, prompting a sneeze or two. These stairs descend, steep and curling, down to the dungeons below castle Zaggy. The third step (and each step beyond it) is **TRAPPED** (see below).

TRAPPED SECRET STAIRCASE INSIDE SARCOPHAGUS (CL 10): If the 3rd tread or beyond is stepped on, the entire staircase shifts into a rounded, slippery chute of 3.5 feet diameter. The stairs' transformation to chute also invokes a potent *dweomer* in which 10 feet of solid stone at the bottom of the chute (c. 18 feet below) becomes insubstantial (the actual wall seen as opaque) until the entire PC party has passed through it. If there are PCs in the room with the sarcophagi, they will be sucked in by a weird, magical vacuum effect (to prevent party separation). This chute deposits its sliders to *The Storerooms #150* at the south end of this long hall where it turns east (*crash landing on stone floor does 1d3 damage*). Once the PCs are there, the wall solidifies and cannot be passed through by means magical or mundane. Glowing letters light the wall previously passed, these lasting for about 15 seconds. They read in the Common Tongue: "If you liked my slider, wait until you see my fastball! —Z."

CK's Note: If perchance a PC makes it to the bottom of the stairs some 18

feet below and they have not triggered the 3rd stair or beyond (using *levitate*, *gaseous form*, etc.), they will arrive at a dead end, a wall of solid stone.

FIRST FLOOR (#26-F)

26-F. PRIEST'S CHAMBER

Once the chambers of a Khemitic priest, this place has been thoroughly looted.

The stench of rodent droppings is strong in this chamber of 12-foot ceiling height. Pillars carved with hieroglyphs line the center of the chamber. Straw and splintered pieces of wood are spread about the stone slab floor, and a small pile of round, 10-pound stones is likewise sprinkled with straw. Loopholes provide glimpse to the cobbled courtyard west, and shuttered windows overlook the grassy courtyard east. Two narrow murder holes mark the central portion of the floor, these positioned over either end of the central passage below. In the center of the floor you note a spiral stair with rails of bronze rising to the floor above.

This floor is infested with normal rats. They take scraps here from below. If the characters attempt to sleep here, they will eventually attract the attention of the **GHOULS** and **ZOMBIES** below.

SECOND FLOOR (#26-G)

26-G. THE CHAMBER OF RA

This floor is joined by the Inner Wall West, with 2' x 5' iron doors accessing the wall-walks.

The tapering ceiling of this chamber is painted with an image of a massive, blazing winged sun disk framed by hieroglyphs. Loopholes overlook the paved courtyard west and windows overlook the grassy courtyard east. Iron braziers are in each of the four corners these being caked with resin.

A simple praise of **RA** spoken aloud in this chamber will cause the solar disk, symbol of the minor deity **HETI**, painted on the ceiling to glow as a *light* spell for one hour. A prayer takes the form of hieroglyphics on the glowing surface of the solar disk. These are writings in the ancient Khemitic script. The spell *comprehend language* will reveal the prayer; otherwise a thief might use *decipher script* (CL 7). It reads:

Litany of Ra:

*Golden chariot burning bright,
consuming dark, effecting light.*

Oh, eternal torch!

*Rise from east, sink in west,
emerge anew from Duat's nest.*

Spoken by a cleric of the Khemitic (Egyptian mythology) faith, this prayer effects a *blessing* to the entire PC party as per the *bless* spell for a 24 hour period. It functions once per day, and but once per character's lifetime.

27. ROUND INNER WALL TOWER (NORTH)

See *Upper Works Map & Illustration Booklet* for floor plan.

This is the hideout of 3 **HUMAN THIEVES**. They are present 3-of-4 times. Otherwise, they make routine excursions into the dungeons of Castle Zaggy. Local denizens believe a group of "tough hobgoblins" control this tower, for such hobgoblins have been seen entering, though scarcely leaving. **CHIEFTAIN ZZUKK-ZZUKK (#3)** has actually petitioned them for an alliance, but they have ignored him. The thieves might befriend the PCs if it is to their advantage but will not offer their tower as a place of refuge. In particular, they seek an illusionist to enhance their ruse.

A round stone tower joins the north curtain wall to an inner wall that divides two of Castle Zagyg's courtyards. The tower is 40 feet tall and of 20-foot diameter, its roof a machicolated parapet.

Because the grassy (middle) courtyard is 10 feet higher than the cobbled (lower) courtyard, this tower stands atop a walled-in escarpment of 10-foot height. Thus, the inner wall west is 40 feet high on the west side, 30 feet on the east side. The cobbled courtyard side of the wall has a base splay of 5-foot thickness that tapers off at 5-foot height. If the tower is approached from the grassy (middle) courtyard an iron door (2' x 5') is observed at the tower base.

Tower wall thickness: 5 feet. There is 10 feet of space between each storey. Flooring (except for the ground floor of flagstone) is built of wooden planks nailed to heavy oak beams, the beams supported by corbels as well as some being set into putlog holes.

27-A. GROUND FLOOR (BASEMENT), 10' DIA.:

The iron door is LOCKED (CL 9 to break down, CL 3 to pick) and TRAPPED (CL 3), a double spear trap that snaps down from above, stabbing the first person within 5 feet of the open doorway for 2d6 damage. The triggered trap also springs a small ball peen hammer to strike an iron bell with a loud Ping! that alerts the thieves. The key to this door is held by "Captain" Sten.

You have entered a 10-foot-diameter chamber with flagstone flooring. Here you note two 30-gallon kegs, three 18-gallon runlets, 2 cloth sacks, 1 crate, and one spool of hemp rope, all neatly arranged. A 2.5-foot-wide stone stair circles along the inner wall, accessing the level above.

This is a storage room for the resident thieves. It contains:

- 1 keg (30-gallon) of white herbal wine, broached (half full)
- 1 keg (30-gallon) of pickled fish
- 1 runlet (18-gallon) of dark ale (unbroached)
- 1 runlet (18-gallon) of beer (broached, 2/3 full)
- 1 cloth sack (2 cubic feet, 25 pounds) full of wheat flour
- 1 cloth sack (1 cubic foot) full of shelled walnuts and raisins
- 1 crate (contains a 3-gallon jug of cooking oil, a 3-gallon jug of vinegar, various rags, some pots, pans, and earthenware bowls.
- 1 spool (120') of hemp rope.

27-B. LEVEL ONE

This is where the 3 THIEVES rest.

Three neatly arranged straw-filled pallets line this 10-foot-diameter chamber, each with its own woolen blanket. A peg rack is hung with an assemblage of cloaks, one of marten fur. Loopholes provide a narrow glimpse of the wilderness north and the two courtyards this tower stands between. Narrow stair flights (2.5' wide) of stone overlap, ascending and descending, curving along the south wall. Under the ascending flight, you note an iron-bound, oaken chest.

"Captain" Sten Edgewood is the leader, a tall, spindly man with long black hair and a crooked nose. His underlings are Smith and Oaks. Sten is recruiting. He seeks an illusionist to further the ruse of his band. He might be convinced to take on a thief or two as well. Sten and his men hail from a land north of Dunfalcon where various baronies are controlled by bandit lords. Sten's goal is to attain power and wealth. He is calm, controlled, and manipulating, a man who began his youthful studies in dweomercraft but soon switched to thievery.

Captain Sten and his men utilize his GEM OF SUBTERRANEAN TRANSPORTATION*

to teleport themselves to the dungeons of Castle Zagyg (Level 3, *The Dungeons*, being the most common result; however, until the module with level 3 is released, only Level 1, *The Storerooms*, should be accessed). To do so, they angle the enchanted fire opal before a loophole as the sunlight slants through, then touch the gem simultaneously to thus effect transportation.

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

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

- Iron-banded oak chest (1' x 2' x 2'): LOCKED (CL 5) and TRAPPED (CL 5, poison needle, 2d6 damage, save versus poison or take an additional 1 point of damage per round for 3d4 rounds). "Captain" Sten holds the key to this chest. 18 gp, 112 ep, 156 sp, 332 cp, 5 assorted opals (worth 15 gp each), and one SPELL BOOK. His spell book contains the following spells: detect magic, light, charm person, spider-climb.

* see APPENDIX B.

27-C. LEVEL TWO

The floor here is littered with scraps of wood and bits of scrap metal. An open box of nails and iron spikes sits on the floor as well as a wooden crate brimming with apparel and footwear. Loopholes provide views outside the castle walls and within, and narrow (2.5' wide) stair flights of stone circle along the south wall, overlapping, ascending and descending.

- Box of nails (1' x 1' x 1'): holds 265 nails (6-inch), 12 iron spikes (8-inch), and 5 pitons.
- Wooden crate (4' x 3' x 3'): contains common various clothes as well as hobgoblin disguises (humanoid manufacture boots, humanoid garments of sinew stitched leather, and 3 wool cloaks (each crudely embroidered and pinned with goblin symbols), and a small cherry wood box with brass turn-clasp. The box contains theatrical makeup, fake ears and noses, adhesives, etc.

27-D. LEVEL THREE

This level access the wall walks of the North Curtain Wall and Inner Wall West via 3 iron doors (each 2' x 5'). Each door is LOCKED (CL 9 to break down, CL 2 to pick) and TRAPPED (CL 3). Each is set with a snapping double javelin, striking the first target in the doorway for 2d4 damage. Each trap also springs a ball peen hammer to strikes an iron bell, alerting the occupants of this tower. "Captain" Sten holds the master key to these doors.

This 10-foot-diameter chamber smells of cooked fish. A weapons rack holding 12 spears is mounted on a wall, two straw pallets abut the wall, and an iron brazier is set in the center of the floor, it filled with coals. There are three iron doors here, 2' x 5' each. Stairs of stone, narrow (2.5 feet wide) descend from this level, and an iron ladder bolted into the east wall ascends to a trap door.

The trap door of iron-bound oak is LOCKED (CL 7 to break down, CL 0 to pick). It opens to the roof.

27-E. ROOF

A trap door (LOCKED, see above) opens to the slate tiled roof. The roof is a projecting machicolation, its parapet of 3.5 feet height with loopholed merlons 3.5 feet height atop it, these spaced at 3-foot intervals (embrasures). Here the thieves keep an upward firing ballistae, and a pair of 15' yew poles strung together by 12.5 feet of heavy wire to stop swooping attacks. Beside the poles is a 6' long, iron-bound box.

- **Ballistae:** This specially-designed missile weapon is built to swivel up and target aerial opponents. It shoots small spear-sized missiles for 1d10+6 damage each to a range of 300' (normal), 600' (medium, -2 "to hit"), and 900' (long, -6 "to hit"). It takes 3 rounds to reload, if manned by three men (4 rounds if two) to a maximum range of 750'.
- **Box (1' x 1' x 5'):** holds 24 small spears (for the ballistae).

CK's Note: Concerned about recent activity, the thieves are manufacturing a POISON JAVELIN TRAP (CL 5) to be triggered by a pressure plate on the roof. Once built, it will affect a 5' x 5' area by the trap door, 6 javelins firing from the surrounding merlons at the one who steps on the plate, 1d4 damage each, each javelin tip hollowed out and filled with a SLEEP TOXIN (CL 3, SAVE VERSUS POISON NEGATES) that lasts 1d4 hours.

28. ROUND INNER WALL TOWER (NORTH-CENTRAL) (RUINED)

See *Upper Works Map & Illustration Booklet* for floor plan.

There are 5-8 STIRGES (1d4+4) roosting here. The smell of blood or sweat will stir them to excitement.

This tower lies in ruin, though amazingly half still stands, a leaning remnant that refuses to collapse. Its interior is thus exposed, a hollowed out shell. While portions of stone stairs remain (these of 2.5-foot width and built into the wall), none of the flooring survives. The ruined tower stands atop a walled in escarpment, the cobbled courtyard west being 10 feet lower than the grassy courtyard east. The destruction carries through the inner wall this tower joins; thus, rubble and debris spill from the jagged ruin down to the cobbled courtyard and spread across the grassy courtyard as well.

The debris at the foot of ruined tower is about 8 feet high. An additional 10 feet of debris must be negotiated on the west side due to the courtyard elevation differential. The climb takes about 10 minutes if done with great care. The stirges roost near the roof of the ruin on the underside of a spiraling flight of stone stairs.

STIRGES x 5-8: (These neutral creatures' vital stats are HD 1d6, HP 3, AC 16 Move 10 feet or 40 feet flying. Their saves are physical. They attack with a sting for 1d3 points of damage. Their special abilities include attach and blood drain for 1d4 points of damage per round. XP: 18 each)

29. ROUND INNER WALL TOWER (SOUTH-CENTRAL)

See *Upper Works Map & Illustration Booklet* for floor plan.

A nest of 12 GIANT CENTIPEDES lies within this tower.

South of the pylon gate you note a round tower of 40-foot height, 20-foot diameter.

The tower surmounts a walled-in escarpment of 10 feet height, as the cobbled (lower) courtyard is 10 feet lower than the grassy (middle) courtyard. The wall has a base splay that of 5-foot thickness, the splay tapering off at 5-foot height. If the PCs approach from the grassy courtyard side, an iron door, 2' x 5' is observed at the base of the tower.

Tower wall thickness: 5 feet.

29-A. GROUND FLOOR (BASEMENT)

The iron door at its base is STUCK (CL 4 to force open). 12 CENTIPEDES have made a nest within.

The flagstone floor is piled with rotten wood — broken beams and shattered planks — along with leaf litter, the whole spongy with mold and fungi. You can see all the way to the roof of the tower, 40 feet above. There are three stair flights of stone 2.5 feet wide that wind along the inside of north side, but these flights do not connect, and the flooring that would allow one to move from one to the next is absent, its rotten remains piled here.

If the PCs nose around the rotten wood they will find a maggot-infested corpse about 2 weeks old (*man in common clothes, rusty knife sheathed in belt, 2 ep and 30 sp in pouch*). Inspecting the wood and/or the body, the PCs are attacked by centipedes!

- **Round 1 (or surprise round):** 1d4 giant black centipedes emerge.
- **Round 3:** 1d4 more emerge.
- **Round 5:** 1d4 more emerge.
- **Round 7:** the remainder (if any) emerge.

CENTIPEDES, BLACK, GIANT x 12: (These neutral creatures' vital stats are HD 1d4, HP 4 x 2, 4 x 3, and 4 x 4, AC 18, MV 25 feet. Their saves are physical. They attack with a bite for 1d2 points of damage. If the bite attack is successful the victim must save versus poison or take another 2d6 points of damage. XP: 7+1)

CK's Note: there are no floors in this tower, though the loopholes, putlog holes, and jutting corbels remain that at one time supported (at every 10 feet) the flooring of the level one, level two, and level three. These might be used by one that wishes to access the stair flights.

29-B. LEVEL ONE

Nothing remains here except for the stone stairs of 2.5 feet width built into the wall.

29-C. LEVEL TWO

Nothing remains here except for the stone stairs of 2.5 feet width built into the wall.

29-D. LEVEL THREE

Two iron doors (2' x 5') provide access to the wall walk of the inner wall west. The doors are unlocked. Although there is no floor, the 5 feet long doorway of 2.5 feet width can be traversed, as it pierces stone. This allows one to look down the open shaft of the tower to the debris filled ground floor, or up at a roof that is cracked and sinking. A rusty iron ladder is mounted on the east side of the wall. It climbs to the roof by way of a trap door opening, the door missing.

29-E. ROOF

2 GREY HAWKS roost here.

A large nest of sticks, twigs, and leaves occupies the western third of this tower's slate tiled, machicolated roof, which is cracked and concave as though some great weight at one time impressed itself atop the structure.

The trap door is missing. The projecting, machicolated parapet is 3.5 feet height with loopholed merlons of 3.5 feet height atop it, these spaced at 3-foot intervals (embrasures). Machicolation spaces are about 1' x 3' size.

A mating pair of grey hawks roost here. This species of hawk is large, of 2.5 feet body length with a 5 feet wingspan. They are of slate colored plumage with dove gray barring, their tails banded black and gray. Their song is a series of loud descending mournful whistles: "kree-eee-eee." The hawks fly off if approached. They have, however, collected a few baubles, these located inside their nest:

- 1 ancient gold coin stamped with five-pointed crown (worth 25 gp)
- 1 silver ear-ring with a golden beryl (worth 5 gp)
- 1 large aquamarine stone (worth 12 gp)
- 1 gold ring with a large black pearl (worth 50 gp)

If left undisturbed (save for looting the baubles) and checked monthly, there is a 10% chance per visit that something of 1-5 gp value (gem, coin, jewel, trinket, etc.) is found in the nest. In spring there may be 2 or 3 eggs (2-inch, bluish white) in the nest; juveniles leave the nest about 30 days after hatching. Otherwise, a PC party might sometimes note the presence of one or booth grey hawks wheeling about in the sky, their looming presence incontrovertible.

GREY HAWKS x 2: (These neutral animals' vital statistics are HD 2d8, HP 12, AC 14, MV 5 ft., 60 ft. fly. Their saves are physical. They attack with two talons for 1 point of damage each and a beak for 1d2 damage. If they plummet to attack talon damage is 1d2 +1 per talon. Their special abilities include twilight vision and dusk vision. XP: 34 each)

30. ROUND INNER WALL TOWER (SOUTH)

See *Upper Works Map & Illustration Booklet* for floor plan.

This tower is inhabited by 3 HOBGOBLINS. They are here 7-of-8 of times; otherwise 2 are off hunting and gathering. These are cohorts UG-MUK'tIK (#9), hobgoblin Captain of the Gublinish tribe. That one promises this trio the rank of lieutenant if and when he should effect his *coup d'état* of the Gublinish tribe. But they must be prepared to act when he calls them.

CK's Note: This tower is reputed to be haunted. Indeed, SPRIGGANS (sometimes called "Tommyknockers") once dwelled here, driving local humanoids mad, but the diabolical feys have since moved on to Castle Zaggy (see *Castle Fortress #26-27*) where they no doubt cause further mischief.

This round tower of stone joins the south curtain wall to the inner wall that divides the courtyards of Castle Zaggy. This structure is 40 feet height and 20 feet diameter, its roof projecting and machicolated.

The tower surmounts a walled-in escarpment of 10-foot height with a 5-foot-thick base splay that tapers off at 5-foot height. The cobbled (lower) courtyard is 10 feet lower than the grassy (middle) courtyard; thus the inner wall is 30 feet high on the east side, 40 feet high on the west side. An iron door (2' x 5') is viewed at the base of the tower on the grassy courtyard side.

Tower wall thickness: 5 feet. There is a 10-foot space between each storey. Flooring (except for the ground floor of flagstone) is built of wooden planks nailed to heavy oak beams, the beams supported by corbels as well as some being set into putlog holes.

30-A. GROUND FLOOR (BASEMENT)

The 2' x 5' iron door is LOCKED via an interior bar (CL 7 to break down, CL 2 to pick). Undue noise will attract the hobgoblins from above. Also, if the PCs have incited the Gublinish tribe, the hobgoblins here are likely alerted to potential danger and thus on alert.

This 10-foot-diameter chamber of flagstone flooring contains a 30-gallon keg, a cloth sack, and a 100-pound, partially-smoked, wild boar hung by a hook from a ceiling beam. Flies buzz angrily about the dead animal, under which rests an iron brazier of faintly smoking charcoal. A flight of stone stairs of 2.5-foot width winds along the wall to the level above.

- 30-gallon keg: broached, half-filled with semi-sweet red wine, poor quality
- Cloth sack (2-cubic feet): filled with oatmeal (c. 6 pounds)

30-B. LEVEL ONE

There is nothing of significance here, the battered and scratched floor empty. Stone stairs spiral along the north side, ascending and descending. Loopholes overlook the courtyards and wilderness south.

30-C. LEVEL TWO

A workbench is set in the middle of the floor. The table is blood-stained, and bits of bone are scattered atop it. A set of thin (1/4-inch) wooden plaques, 3 by 5 inches, is stacked here. A single wall sconce is jammed with an old torch. Loopholes pierce the walls, overlooking two courtyards and the wilderness south.

Wooden plaques: This is a set of 40 card-like playing tiles, each engraved with symbols and pictures. The set is complete and worth 25 sp.

30-D. LEVEL THREE

This is where the 3 HOBGOBLINS dwell. If they have not been already alerted to the presence of the PCs, they will be here, and they will attack, unless sorely outnumbered. The three iron doors (2' x 5') that access the wall walks are always LOCKED via interior bars (CL 2 to pick, CL 10 to break down).

The center of the floor here is heaped with piles of wool, bedding apparently, surely hopping with fleas. A flight of stone stairs descends, while an iron ladder accesses a trap door of iron bound oak.

HOBGOBLINS x 3: (These lawful evil humanoids' vital stats are HD 1d10, HP 10, 8, 7, AC 15, MV 30 ft. Their saves are physical. Their attacks are at +1 damage due to exceptional strength. Their special ability is darkvision 60 ft. They wear chain shirts and carry halberds, composite short bows, x 12 arrows, 1d4 ep, 1d8 sp. XP: 7+1)

In a leather sack under one of the bed heaps is their joint treasure: 11gp, 24 ep, 67 sp, 117 cp, and a large gold ring with a blue spinel (worth 20 gp).

30-E. ROOF

The trap door that accesses the slate tiled roof of this tower has a dismantled lock; thus, it is always unlocked. The roof is a projected machicolation, its parapet of 3.5 feet height with loopholed merlons of 3.5 feet height atop, these spaced at 3-foot intervals (embrasures). Machicolation spaces are of 1' x 1' size. A pile of 21-40 stones (c. 5-10 pounds each) is collected here. If given opportunity, the hobgoblins will employ the stones as dropped missiles.

PART V. GRASSY (MIDDLE) COURTYARD

This courtyard is choked with enormous milkweeds, mutant dandelions, dense thistle, wild daisies, and patches of coarse, saw-toothed grass. Bushes, shrubs, and a few trees grow here as well, while broad-leafed vines creep across the cobbled walkway that snakes between the pylon gate west and the pagoda gate east, the latter of which (and the wall it bisects) stands atop a grassy slope of some 15 feet in height. Between the rank grass and shrubs you also note an adjunct cobbled path that branches from the main one. It leads to a fortified postern gate that joins curtain wall south.

Note that any search about the grassy slope that precedes the inner wall east will yield the remains of stands where folks once sat to observe the jousting competitions. Just a few posts in the ground remain.

There are two dangerous plant species thriving in the grassy courtyard. They are **WAYLAY WEEDS** and **RED FERNS**; the former marked 'X' on the map, the latter marked 'Y'. Waylay weeds are of variable patch size, 5-20 feet in diameter (thus 1-4 HD). The Castle Keeper should choose to appropriately challenge the PCs, or roll a 1d4 for patch size.

WAYLAY WEEDS*: (These neutral plants' vital stats are HD 1-4d6, HP 3 per HD, AC 11, MV 0 ft. Their saves are physical. They will grab any creature that moves into their patch, dexterity save to avoid. Dexterity saves must be made for each round spent in the patch. A creature grabbed will take 1 HP of damage from spiny cockleburrs pressed into them. Held victims suffer -2 to attack rolls and -4 to effective dexterity. A strength save is required to break free, otherwise victims are released 7-10 [d6+4] rounds later, the plant relaxing. XP: 22)

RED FERN*: (These neutral plants' vital stats are HD 2d8, HP 9, AC 8, MV 0 ft. They attack with a 2d4 damage thorn burst when a warm-blooded creature approaches within 5 feet: 2d4 damage, 20 ft range maximum, save versus breath weapon for half damage. XP: 3+1)

* see APPENDIX C for more information.

WILD BOARS of a hoary sort also prowl this area and are sometimes hunted by local **GOBLINS** (men generally shun the animals due to their ferocity).

RANDOM ENCOUNTERS:

For every 30 minutes spent here, the Castle Keeper should roll a d6, a result of 6 indicating an encounter. If an encounter results, and it is day, proceed to roll a second d6; if it is night, roll a d8. Of course, the CK should alter this list as the campaign develops to avoid predictability and stagnation.

D6 (DAYTIME) OR D8 (NIGHTTIME)	ENCOUNTER
1	goblin hunters (1-4)
2	wild boars (1-2)
3-4	snake, poisonous (1)
5-6	spider, giant (medium) (1)
7*	ghouls (3) or zombies (3) from Middle Gate Pylon Tower (#26).
8*	huge wolverine (see #35)

*These creatures prey only at night.

GOBLIN, HUNTERS: (These lawful evil humanoids' vital stats are HD 1d6, HP 4, AC 14, MV 20 ft. Their saves are physical. Their special ability is darkvision 60 ft. They have light sensitivity [-1 "to hit" in bright light]. They have leather armor, belt axe, boar spear, and 3d6 sp. XP: 5+1)

BOAR, WILD: (This neutral animal's vital stats are HD 2d10, HP 11, AC 16, MV 40 ft. Its saves are physical. It attacks with a charging gore for 2d6 +2 damage against one or two opponents in a line. It has twilight vision and attack as though they are 5 HD creatures. XP: 20+2)

SNAKE, POISONOUS: (This neutral animal's vital stats are HD 1d6, HP 4, AC 14, MV 20 ft. Its saves are physical. It attacks with a bite for 1 point of damage. Its bite delivers poison for 2d4 points of additional damage, save versus poison negates. XP: 9+1)

SPIDER, GIANT (MEDIUM-SIZED): (These neutral creatures' vital stats are HD 3d8, HP 15, AC 15, MV 30 ft., 20 ft. climb. Its saves are physical. It attacks with a bite for 1d6 points of damage. Its bite injects venom for 3d4 additional damage, save negates. If the first save fails, an additional save is required one round later. If the second save also fails, the victim also suffers paralyzation for 1d6 hours. XP: 52+3)

31. COBBLED PATH

A herringbone-patterned cobbled path connects the gatehouses that access this middle courtyard. The path is about 20 feet wide, though widens to before the broad stairs of the pagoda gatehouse. The cobblestones of this winding path, once laid by masons of no little skill, now suffer the effects of neglect. Robust weeds push between the cobbles, their roots tilting and upheaving the stones.

The random encounters of the Grassy Courtyard also apply here, with one exception — **GOBLINS** encountered on the cobbled path are 3 in 6 likely to be en route to or from the Pagoda Gate (#37) instead of hunting. Still, they carry boar spears in case they're attacked.

32. JOUSTING FIELD

This flat level ground of 200 feet by 40 feet is all but indistinguishable, it being a former jousting field once used by knights in days of yore. From the cavalry stables (#13), knights of that bygone age would march their horses through the Middle Gate Pylon (#26) to this location, matching lances in highly anticipated competitions that even the Archmage attended.

32-A. SNAKE PIT:

This pit is laired by 7 **POISONOUS SNAKES**.

A 5-foot diameter hole slants 45 degrees into the ground here to a depth of 7 or so feet.

CK's Note: A ranger or druid carefully inspecting will no doubt note the wisps of snake skins here, betraying a species of deadly variety.

The pit's end is pocked with holes. There are 7 reticulated poisonous (deadly) snakes laired here. Disturbing their pit will undoubtedly attract 1-2 snakes every other round. Each snake is about 2 to 3 feet in length, green-black of color with a ruddy, diamond pattern of scales along the spine. The snakes are of aggressive temperament. Humanoid bones can be unearthed in the pit, as well as 6 gp, 12 ep, 52 sp, and 59 cp, though only after 1-2 hours of digging.

SNAKES, POISONOUS (DEADLY) x 7: (These neutral animals' vital stats are HD 2d6, HP 7, AC 14, MV 20 ft. Their saves are physical. They attack with a bite for 1 point of damage. Their bite delivers poison for 1d4 points of additional damage for 10 rounds, save versus poison reduces damage to 1 point per round. XP: 20+2)

33. STONE CHIMNEY

Where the broken masonry of the west inner wall spills over the grassy courtyard, you note a chimney of loosely fitted stones of 3-foot height, each stone blackened with soot, a burnt, pungent smell redolent within.

This is in fact the chimney of the cavern of the HILL GIANT, Wily Wil (see *The Storerooms #139-A*). The chimney shaft interior is 2.5 by 2.5 feet, descending c. 40 feet.

34. THE OUBLIETTE

A GIANT SPIDER (MEDIUM-SIZED) lurks here, alert and ready to pounce.

Between the rank grass and bristling shrubs you discover an iron grill door set upon a stone verge of 4 by 4 feet, and 2.5 feet high. The grill is ajar, vines clutching the bars and holding it firmly open.

This is a former oubliette, a type of prison dungeon. The iron grill door (rusted firm to its present position) opens to a 6' x 6' shaft cased in rough stone that descends 10 feet to a circular cell of 15-foot diameter, of 15-foot ceiling height. The circular chamber contains an ANTI-MAGIC FIELD. No magic will function in this pocket of space, and magic weapons are rendered mundane. The floor of the oubliette is of heavy slabs of flagstone. The circular stone walls rise vertically 8 feet, then funnel up to the central shaft, thus giving the cell the semblance of a bell-shape.

If one or more of the characters descend:

Bones and skulls litter the floor of this bell-shaped dungeon, along with various articles of clothing and leather in varying stages of decay. There are three cocoons, these holding the bodies of those unfortunate creatures that presumably wandered too close to a spider's lair.

A giant spider lurks here. It preys on medium-sized or smaller mammals. It bites its prey, paralyzing the victim, then wraps it in a cocoon and conveys it to the bottom of the oubliette. The spider is of rusty brown coloration is of 3.5-foot diameter, quite hairy and brown, with a dozen black eyes.

SPIDER, GIANT (MEDIUM-SIZED): (*This neutral creature's vital stats are HD 3d8, HP 15, AC 15, MV 30 ft., 20 ft. climb. Its saves are physical. It attacks with a bite for 1d6 points of damage. Its bite injects venom for 3d4 additional damage, save negates. If the first save fails, an additional save is required one round later. If the second save also fails, the victim also suffers paralysis for 1d6 hours. XP: 97*)

Among the bones and debris that litter the floor can be recovered 4 gp, 32 ep, 98 sp, 197 cp, a gold necklace (2 gp), a silver ring with moonstone (1 gp). A few weapons and tools can be recovered, but these are rusted to ruin. There are three bodies presently wrapped up here: 1 YOUNG BOAR, 1 GOBLIN, and 1 HALFLING. The halfling is alive!

WICK FOXGLOVE is a halfling thief from Yggsburgh. He is paralyzed (another hour or so duration). Wick is the owner of a candle shop in the Free Town. He is a whimsical fellow, and thought to gain the favor of the Thieves' Guild by way of an impressive scouting report of Castle Zagyg. He wears a red wig and often uses an alias surname such as Moles, Smith, or Underwood. He can easily be convinced to join a party of adventurers but will desert them as soon as he manages to net about 50 gp in coin, gems, or jewelry. Wick has a wife and children in a small village called Coverdale (he will not mention this, but it may be later discovered), but spends the bulk of his time in Yggsburgh.

WICK FOXGLOVE*: (*He is a 4th level, chaotic good, halfling thief whose vital stats are HP 23, AC 15. His primary attributes are strength and dexterity. His significant attribute is dexterity 16. He is equipped with +1 leather armor, +1 shortsword, ring of trap detection [18 charges], thieves' tools, and a belt pouch with 1 gp, 25 sp.*)

* This character is also presented in the module *Yggsburgh Town: Grand Temple & College District*.

35. WOLVERINE BURROW

A HUGE GLUTTON (WOLVERINE) is laired here. It remains in its burrow by day, emerges to hunt by night.

Under the shrubs and grass of the grassy slope that precedes the inner wall east, you discern a hole of about 3.5 feet diameter, its depth indeterminate, though seemingly deep. A rank musky odor emanates from this opening.



This is the burrow of the huge wolverine. Its tunnel leads down to *The Storerooms #115-B*. This 5-foot-long, 300-pound carnivore is violent and kills for sheer pleasure, though it generally avoids blade-bearing adventuring parties. The wolverine is feared by local goblins, and their attempts to slay the beast have been met with failure. It possesses limited intelligence and is quite clever. It is particularly devious at hunting and killing.

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

* see APPENDIX C. for more information.

CK's Note: Exercise judgement when using this terrible creature, because it is capable of effecting a total party kill if encountered by inexperienced adventurers. The creature will avoid conflict, generally scampering off at the sight of adventurers. It might spray its musk at a perceived threat, and then undulate away. If the PCs insist to harry or give chase, then of course suffer no pangs of guilt as you TPK them; in fact, feel at liberty to laugh with glee at their foolhardiness.

36. POSTERN GATE

See *Upper Works Map & Illustration Booklet* for floor plan.

There are 4 BANDITS (1 CAPTAIN, 3 REGULARS) dwelling here. During the day (4 in 6), 1-2 watch from the roof; otherwise they are at their first floor dwelling. This should be determined before the PCs approach.

Projecting from the south curtain wall, you observe a 35-foot-tall stone fortification with battlemented roof. Its rounded towers encase a passage sealed by an iron portcullis behind which lies an oaken gate of 6-foot width by 12-foot height. The gate is spiked and iron-bound.

If viewed from the wilderness without, continue to read:

A long switchback stair is carved into the cliff side, large portions of which have been devastated and reduced to rubble. As such, ascending will require careful negotiation. At the ground level, at the bottom of the stairs you note the ruins of an old watchtower.

36-A. RUINED SENTRY TOWER:

This former sentry tower has been demolished, nothing of value remaining. A cart path leads to an old pier at the bank of the False Urt River (q.v. *Mouths of Madness*). Switchback stairs ascend to the gate.

36-B. SWITCHBACK STAIR:

These stairs are 8' wide. One must ascend 55 feet west to a landing, then 50 feet east to the landing at the top of the buff. The stairs, however, present a large amount of ruin, and thus must be carefully negotiated. Any who choose to rush through this climb should be required to make a climb check or possibly fall if failing by 5 or more; otherwise, a failure of less than 5 means they have reached an impasse.

Trap (T): This is a cleverly hidden tripwire (CL 5) that, if triggered, releases a small pile of stones (held by a net above on cliff) to cascade down upon a 10' radius area: 2d6 damage, trap or petrification save for half damage. This trap will be reset by the bandits one the day after it has been triggered.

36-C. POSTERN:

Walls are of 5-foot thickness, with loopholes throughout. The 4 BANDITS (1 SERJEANT, 3 REGULARS) are agents of the gang headquartered in the castle fortress (see *Castle Fortress* ground floor). These bandits are charged to oversee the False Urt River, conducting transactions with local rivermen, the *Swamp Rats* (see APPENDIX D.), and to defend this location from intruders.

These ne'er-do-wells will defend this location though they will attempt to avoid combat by issuing a warning: "You can not pass here. Turn back, or else!" They may also fire a few warning shots (crossbow bolts).

SERJEANT LOUIS: (He is a 3rd, chaotic evil, human thief. His vital stats are HP 15, AC 14. His primary attributes are strength, dexterity, intelligence. His significant attributes are strength 16, dexterity 16. He has leather armor, +1 longsword, light crossbow, 20 bolts, belt axe, iron key, and a belt pouch with 2 gp, 8 ep, 14 sp, 5 cp. XP: 45)

BANDITS (REGULARS) x 3: (They are 1st level, neutral evil, human fighters. Their vital statistics are HP 4, AC 12. Their primary attributes are physical. They have leather armor, shortsword, light crossbow, bolts x 12, belt axe, and 1d6 sp each. XP: 11 each)

CK's Note: If this postern is overtaken by the PC party, the main force of bandits at the Castle Fortress will be wroth, seeking to reclaim their holding at first opportunity.

GROUND LEVEL (#36-C1 - C3)

Floor to ceiling space of 20 feet.

36-C1. GATE:

One foot inside the gateway, an iron portcullis bars your passage. Two feet beyond the iron grate is an iron-banded and spiked gate of solid oak planks.

The bandits raise the portcullis only when the rivermen come and show the appropriate hand sign. The iron-banded, spiked oak gates are of 6-foot total width (3 per door), 12-foot height, and 6-inch thickness. These are barred and bolted across the middle and at the bottom (if LOCKED, CL 10 to pick, CL 18 to break down). These valves open inward.

36-C2. CENTRAL PASSAGE

This 20-foot-high passage is a 10 feet wide by 20 feet long, though both ends narrow to 6 feet wide. The floor is of flagstone, and arrow slits pierce the walls on either side.

In addition to the loopholes, there is a centrally-located murder hole above from which stones can be dropped.

Dropped stones: 1d10 points of damage, AC of target bolstered by helm, if applicable.

36-C3. FLANKING HALLWAY

These hallways are lined with loopholes. Each has an iron door (2' x 5') at their respective north ends. These are BAR-LOCKED (CL 10 to break down, CL 3 to pick). Spiral stairs built into the wall provide access to the first floor.

FIRST FLOOR (#36-D)

36-D. FIRST FLOOR

There are 2 or 4 BANDITS here (2 by day, 4 by night). They will run down to use the loopholes of #36-C if necessary.

This 15-foot-high chamber of about 275 square feet contains 2 kegs (30-gallon), 3 wooden crates, and a wooden box. Four cots are within: one at the east end, three at the west. There is a stone fireplace before which an old and dented copper kettle rests. Beside the fireplace you note a small pile of stones and some firewood. Loopholes provide a glimpse to the south, while two mullioned windows overlook the grassy middle courtyard of Castle Zagyg. Spiral stairs built into the northwest and northeast corners descend and ascend.

The stones are c. 5-10 pounds each, these set beside a covered murder hole above the central passage (C-2). A winch on the south wall controls the portcullis. Serjeant Louis' cot is the single one at the east end. Louis resents his present assignment, believes a man of his talents deserves better.

- *Kegs (30-gallon) x 2:* contain bitter ale, one of which is broached and half-empty.
- *Crates x 3 (3' x 3' x 3'):* hold shabby garments, grey cloaks, old boots, and shoes.
- *Wooden box (4' x 4' x 4'):* holds a 2.5-gallon jug of water, a 5-pound cloth bag of flour, 8 pounds of smoked beef on a stick, a cloth bag with 5 pounds of dried crabapples and shelled walnuts, a cloth bag filled with 5 pounds of dried navy beans, a small cloth bag containing 2 pounds of salt, a small pouch of sun-dried spearmint, and a cloth roll of random utensils (wooden).

ROOF (#36-E)

36-E. ROOF

There are 0 or 2 BANDIT REGULARS here (2 by day, 0 by night).

The machicolated roof is accessed via the spiral stairs (turret holds an iron door, 2' x 5') or the wall walks of the south curtain wall (5 feet of stairs on either side). The parapet is 3.5 feet high with loopholed merlons rising another 3.5 feet, these spaced by 3 feet (embrasures).

The bandits have TRAPPED (see below) the two points where the wall-walk stairs climb to the roof of this structure. The iron doors of the turret are LOCKED (CL 10 to break down, CL 3 to pick). SERJEANT LOUIS holds the key.

Trap (T): This fishing line trip wire triggers a TRAP (CL 3), a scything blade that arcs at the legs for 1d8 damage.

37. PAGODA INNER GATEHOUSE ("LITTLE CHIN-WU")

See *Upper Works Map & Illustration Booklet* for floor plan.

The following tale might be gleaned by adventurers seeking knowledge of Zagyg in a library or other place of esoteric study such as the university in Yggsburgh:

Long ago when Zagyg journeyed to the Far East, he attracted a small cult of devout enthusiasts, monks of yellow-hued skin and slanting eyes. They spoke a strange, sing-song language and wore tawny yellow robes of silk, with sashes of forest green and ocher red. They shaved their heads and wore long moustaches and chin beards. Zagyg enjoyed the company of these curious monks and so encouraged them to return with him to the East Mark and build a pagoda where his new castle was already well underway. He called the pagoda "Little Chin-wu," and it was among his favorite places to visit and take tea. The fate of those monks is something of a mystery . . .

These days the pagoda is frequented by local GOBLINS that have designated it a place of their own vile worship. The CK should determine beforehand if there are GOBLINS at A-4 and/or A-5 (see those respective encounter areas below).

PAGODA GENERAL INFORMATION:

- *Doors:* All doors are of 3-inch thick solid wood. They part in the middle and slide into the walls (pocket spaces), unless otherwise indicated.
- *Walls:* The ground floor walls are of 5-foot thickness, including 2.5 feet of bricks that enclose a mortar-filled space. The walls of the upper stories are of 2.5-foot thickness, solid brick.
- *Stories:* Each storey is of 10-foot floor-to-ceiling space.

Bisecting the east inner wall rises an impressive, Hepagoda gate of 55-foot height. It is constructed of patterned russet brickwork, each storey proportionately diminished in area so that the wall that bisects it appears to arch in to meet it. Each storey of the pagoda also has its own progressively smaller, projecting, citrine-hued, tile roof; the lines of which curve upward at the edges. Wooden beams of thick oak support each such projection. The crowning roof is four-sided and of similar slope, the center from which extends a 15-foot mast that pierces three round discs. Granite stairs funnel up to the pagoda's main entry gate. The stairs are 20 feet wide at the base, 10 feet at the top. At the top, a pair of 9-foot-tall statues carved from serpentine stone flank the entry.

See **PLAYER HANDOUT #18** (*Upper Works Map & Illustration Booklet*) for an illustration of this pagoda gatehouse.

STATUES: Each is carved of variegated green serpentine. Each is somewhat cracked and chipped.

- *The Dragon (left):* A long snake-like dragon standing upon its tail. The creature is four-legged, bearded, has glaring, bulging eyes, tight-knit brows, and a toothy grin. Each of its 5-taloned claws holds the facsimile of a pearl. This is **THE DRAGON** ("lung").
- *The Phoenix (right):* An odd amalgamation of a creature portrayed. It has the breast of a goose, the hindquarters of a stag, a snake's neck, a fish's tail, the down of a duck, the marks of a dragon, the shell of a tortoise, a swallow's visage, and a cock's beak. This is **THE PHOENIX** ("fenghuang").

While neither statue is magical, per se, one who deigns to ruin these holy sculptures might suffer some type of curse or bad luck as the CK determines appropriate.

37-A. GROUND FLOOR

This level, in addition to functioning as a passage to the Inner Courtyard (see *Book 3: The East Wall Towers*) of Castle Zagyg, was also the location of two temples, one being dedicated to The Dragon ("lung"), the other dedicated to The Phoenix ("fenghuang").

#A-1. FRONT GATE & ENTRY CHAMBER:

FRONT GATE

This is a double-door of rare carved teakwood, battered and scratched, of 8-foot width by 8-foot height. The doors are engraved with the images of two flying creatures that chase the tails of one another, thus forming a circle. One is an obvious dragon, the other a strange amalgamated creature, a grotesque phoenix of Eastern sort.

The images portrayed are The Dragon ("lung") and The Phoenix ("fenghuang"), similar to the statue descriptions found at the start of this encounter area. The teakwood doors are 5 inches thick and slide into the walls. They can be LOCKED (CL 12 to break down, CL 7 to pick) with a large latch of iron that must be turned into place, though it is usually open, providing access to the entry chamber:

ENTRY CHAMBER

This 5-foot-deep by 10-foot-wide foyer has a soiled, low-pile, wool rug of Chinese red (vivid orange-red) and jade green on the floor. Another set of teakwood doors are here, these also sliding into the walls, each door engraved with orchids, albeit scratched and gouged. Loopholes left and right are notched in the walls here.

#A-2. CENTRAL PASSAGE

Note that the following passage is pierced with 4 loopholes and has 1 murder hole above.

You have entered a central passage 10 feet wide by 40 feet long. The walls are paneled in whitewashed wood that might be bamboo (though scratched and gouged), and candle sconces of bronze line the passage, each taper reduced to globs of wax.

The ceiling is painted in striking mural, portraying a powder blue sky across which cirrus clouds scuttle. A jade palace of many spires rises from a thunderhead, and bearded, snake-like dragons slither through the air.

The floor is tiled in a mosaic of stone—sky blue and jade green marble intermixed with alabaster and sandstone of yellow ochre—depicting an airborne dragon of Eastern sort with flames of red carnelian limning its taloned feet, mane, spine, and tail tip, while obsidian jets shoot from its mouth.

The tiled floor is littered with scraps of broken wood, glass, bits of metal, and earthenware shards. Also, many of the tiles are cracked and chipped. At the middle of the passage you note an intersection with passages branching north and south.

CK's Note: A murder hole is positioned in the center of the passage ceiling.

If magic is *detected* for, the mosaic figure of the dragon on the floor will glow and it will turn its head as if looking at the party. Any character that speaks respectfully to the figure will hear a voice speak in his head: "Will you have the power to breathe a black cloud of stupor? Or would sending forth a gout of flames be your desire?"

If the character hearing this enchanted voice opts for either he or she will be empowered as follows. This magical capacity is endowed only once to the first character accepting one or the other power.

- **Black Cloud of Stupor:** A cloud of cone-shape emanating from the character's mouth to a distance of 40 feet, 1 foot wide at the beginning and 25 feet wide at its terminus. All breathing creatures within the cloud are instantly stupefied and comatose for 1d6+6 rounds, save vs. breath weapon (CL 8) equals slowed to half normal speed for that many rounds. Usable only one time
- **Gout of Flames:** A 1-foot wide tongue of fire emanating from the character's mouth to a distance of 10 feet. Any subject struck by the flame will suffer 2d4+2 damage, save vs. breath weapon (CL 8) reduces this to 1d4+1. Usable 6 times.

#A-3. REAR GATE & ENTRY CHAMBER

Rear Gate:

This is a double-door of carved teakwood, battered and scratched, of 8-foot width by 8-foot height. The doors, presently parted by about 12 inches, are engraved with the images of a dragon and a grotesque phoenix of Eastern sort that chase the tails of one another, thus forming a circle; albeit, said circle is parted by the opened doors.

THE DRAGON ("lung") and **THE PHOENIX** ("fenghuang") portrayals are identical to those found at #A-1. The teakwood doors are 5 inches thick and slide into the walls. They bear no locking mechanism.

Joss: If any character closes the doors so as to complete the circle, the two figures will glow with a green-gold radiance for a moment, and that individual will know he has been granted 6 hit points (any such points above the normal total accrue to a false total that are lost first when damage occurs) from the phoenix and the knowledge of *joss* — 6 points that the individual can use to adjust any die or dice rolls upwards or downwards until all the *joss* points are used thus. This function occurs only once for the party.



ENTRY CHAMBER

This rear foyer is about 10 feet wide by 5 feet deep. To the left and right (north and south) are ascending switchback flights of stairs.

#A-4. SHRINE OF THE GREAT GUBLIN (FORMERLY A SHRINE OF LUNG WANG)

There is a 2-in-10 chance that 3-6 GOBLINS (d4+2) are here.

You have entered what appears to be some type of primitively renovated shrine now dedicated to a diabolical, preternatural being of humanoid worship. The nave is lined with six battered pews of oak flanked by stone pillars carved to represent various horned and bearded dragons, curling snakelike up the length of each pillar, each dragon holding a pearl in its right fore claw. These carvings, however, have largely been defaced, gouged and scratched as though with blades and chisels. On the pulpit stands a tremendous, upright log, charred black. The log is painted with a crude, toothy grin and is decorated with various skulls and bones. Two fireplaces are set in the north wall, these set behind the pulpit, and each bears charred logs that betray recent usage.

This shrine was once dedicated to the *Lung Wang*, the four greater deities that are the Kings of Dragons. Surviving symbols of each may be found depicted as mighty golden dragons with many horns that resemble a crown, and in the right 5-taloned fore claw of each is held a pearl of the color of his kind—lilac, blue-green, beige, and silvery.

Now, however, this is a shrine dedicated to the GREAT GUBLIN, the ancestor of goblins that have settled the Castle Ruins, these being Gublinish, led by Zukk-Zukk (#3). They practice a form of ancestor worship, this worship having spread to other goblin tribes of the Little Hillwood. The Great Gublin perished some 50 years ago while raiding a ranger's farm. Goblins routinely make offerings here usually in the form of treasures mundane, but nosey characters may find a few trinkets of worth. These include:

- 1 cloth pouch with 5 dead snakes inside
- 1 green copper vase stained with wolf's blood
- 1 head-sized chunk of moss agate (worth 15 gp)
- 1 leather pouch of jade marbles (x 22, each worth 1 sp)
- 1 sheep's bladder sewn with sinew and stuffed with owlbear feathers
- 1 silver whistle (worth 4 sp)
- 1 skull of an ogre with candle inside
- 1 stoppered flask (16-ounce capacity) of sour red wine

If present, the goblins are chanting and praying loudly, bowing in supplication, their faces smeared black with ash and soot. Every full moon, the chieftain, presently ZZUKK-ZZUKK (#3), presides to conduct an animal, human, or demi-human sacrifice, his two brothers by his side.

GOBLIN WARRIORS x 3-6: (These lawful evil humanoids' vital stats are HD 1d6, HP 4, AC 15. Their saves are physical. Their special ability is darkvision 60 ft. They have light sensitivity [-1 "to hit" in bright light]. They have leather armor, shortsword, boar spear, belt axe, and 1d10 sp. XP: 5+1)

#A-4. (A, B, C) MEDITATION CELLS:

These were once meditation cells. Each is empty, save for a braided horsehair mat on the floor, each of which smells of humanoid urine. Note that B. and C. have loopholes that look in on the central passage. There are bloodstains smeared across the walls of C., a murder most foul having recently transpired here.

#A-4 (D.) DRAGON ROBE CHAMBER

Long ago when the monks of this pagoda enjoyed peace and prosperity, this is where priests hung their ceremonial robes. All that remains is a pile of rotted rags and broken and empty wine bottles. A loophole pierces the south wall looking in on the entry room of the central passage.

#A-5. SHRINE OF TUKRUSH (FORMERLY A SHRINE OF FENGHUAN)

There is a 2-in-10 chance that 3-6 GOBLINS (d4+2) are here (see below).

This former shrine originally dedicated to deities of distant lands appears looted and pillaged. Now the place is cluttered with broken boards, shattered tiles, debris, and glass. Some of the pillars are toppled as well, resulting in a sagging ceiling, including a large hole in the southeast corner of it. The south end of the shrine is dominated by a crude monument erected no doubt by savage humanoids. At the fore of a heap of rocks rests a massive boulder, smaller rocks are heaped around it. Flanking the monument north and south you note stone fireplaces, each of which betray recent usage.

The 400-pound boulder represents TUKRUSH, a goblin deity of War and Mayhem. It is in goblin legends that Tukrush stands against the onslaught of his enemies like a rock remains unmoved in a storm. His followers therefore use smaller rocks to represent themselves, thus the reason for the preponderance of rocks piled here.

Goblins (if present) seen here might be re-enacting their battle oaths while holding aloft or throwing about various sized rocks, whilst chanting, "I be Tukrush in me! I slay many! All in madness flee!" One might even bear his own comrade with a stone, prompting a scuffle or two.

GOBLIN WARRIORS x 3-6: (These lawful evil humanoids' vital stats are HD 1d6, HP 4, AC 14. Their saves are physical. They attack with increased battle lust, +1 damage with melee weapons, [AC has been penalized as a result]. Their special ability is darkvision 60 ft. They have light sensitivity [-1 "to hit" in bright light]. They have leather armor, shortsword, boar spear, belt axe, and 2d6 sp. XP: 5+1)

37-B. FIRST FLOOR

The four main chambers here were once the lodgings of the 4 masters who ruled the pagoda temple. Tiger maple flooring throughout.

#B-1. CENTER PASSAGE

Stone statues stand on granite pedestals at the east and west ends of this central passage. Stairs along the west side of the passage ascend.

Statues: Each is identical, 3' tall and depicting a slant-eyed warrior clad in laminar armor with two swords strapped to his back, arms rigid by his sides, back straight and erect. The warrior has a broad jaw line and wears a dome-shaped helmet. Each statue is chipped and cracked. Stones of small size are scattered about the base of each pedestal. Goblin children often throw stones at these statues while their elders perform rites below.

CK's Note: A murder hole (18" x 10") is positioned in the center of this passage, it providing a view of area #37A-2.

#B-2. MASTER'S CHAMBER

The sliding doors of this chamber are swollen and STUCK (CL 2 to pull apart).

The floor of this chamber is collapsed, the wood rotted and crawling with ants. A stone fireplace is located at the south side of the room.

A section of the floor will, 3-in-4 chance, collapse if any weight greater than 250 pounds crosses, depositing the victim to the temple (A-5) below for 1d6 damage.

#B-2 (A.) CLOSET

This closet contains an empty clay jug and a small heap of broken wood. There is a SECRET DOOR (CL 3) here, a false panel that slides up if gripped from the bottom. A 3-foot-wide switchback stair ascends to a secret sanctuary (#C-7).

#B-3. MASTER'S CHAMBER

This room has been ransacked, with the remnants of a bed, dresser, and desk spread about the floor, a toppled bookshelf, and a broken chair. A stone fireplace is located at the south side of the room.

If the PCs pick through the debris they will, within 10-40 minutes discover a leather-bound volume written in an incomprehensible language of the Far East. It is a book of poetry entitled *Peach Tree*. If a *comprehend languages* spell is used to decipher the book it will convey 1 point of Wisdom to the first person reading it only. None other will gain this magical benison.

#B-3 (A.) CLOSET

This closet is empty, save for a few bits of shredded cloth and a worn pair of felt slippers. If someone places stockings or bare feet into these slippers a brown recluse spider in the toe of one of them will bite the wearer.

BROWN RECLUSE SPIDER*: (This tiny-sized, neutral insect's vital stats are HD 1d2, HP 1, AC 12, MV 5 ft. [crawl or climb]. Its saves are physical. It attacks with a poisonous bite, no save. The bite is painful but causes no initial damage. Damage from the bite occurs 10 minutes thereafter, but 1 HP. This damage repeats every 10 minutes, 3d4 additional times, or until a cure poison is cast upon the victim. XP: 9+1)

* see APPENDIX C.

#B-4. MASTER'S CHAMBER

In the center of the floor of this chamber sits a man of yellow-hued skin and slanting eyes. He wears a robe of tawny yellow silk of many pleats and a cape-like collar with flaring set-on epaulets. The robe is embroidered in green depicting a bearded dragon, wavy and slithering. The man looks up at the source of the disturbance (you), his countenance betraying annoyance. At once, his narrow eyes gush flames. He opens his mouth, revealing a forked, black tongue, and begins to hiss, "Get out!"

This is an *illusion* (CL 8, *save versus magic if disbelieved*) that inspires *fear* (CL 8) placed here long ago by a wizard of the Far East. Indeed, the goblins that frequent the ground floor below have seen the illusion and come here no longer. Long ago, however, a thief arrived, and that one recognized the illusion for what it was and proceeded to loot this chamber clean of anything valuable. The bed is neatly made, though, and the dresser contains tunics and pantaloons.

If a careful examination is made of the floor where the illusion appears the searcher will discover a bronze coin. It radiates magic, and if a character able to employ *illusion magic* studies the characters upon the disk it will be revealed that this object will contain an *illusion spell* cast upon it. This is a **BRONZE COIN MEDALLION OF ILLUSION GENERATION**.*

* see APPENDIX B.

#B-4 (A.) CLOSET

This closet is hung with normal sheepskin cloaks (warm indeed) and on a floor rack are three pairs of leather sandals.

#B-5. MASTER'S CHAMBER

This ransacked chamber appears to have at one time served as the quarters of an artist, this made evident by the broken easel, frames and shredded canvasses that litter the place. A straw pallet appears to have been knifed open, straw presently littering the place.

This is the work of goblins. In the torn asunder pallet, however, they failed to discover a cloth satchel that contains a **POTION OF CURE POISON** and a **VIAL OF DEADLY SNAKE VENOM** (CL 3, *save versus poison or die in 2d4 rounds if ingested*). If used to *envenom a blade*, the effects are lessened: 1d6 damage +1 per round for 6 rounds; *save reduces initial damage by half and negates subsequent damage*.)

#B-5 (A.) CLOSET

There is a desiccated goblin corpse in this closet, its skull embedded with a belt axe of humanoid manufacture.

37-C. SECOND FLOOR

#C-1. SECOND FLOOR HALLWAY

This hallway has three sets of sliding doors. Sconces of bronze are melted over with old candle wax. Another staircase climbs to the next level above.

#C-2. KITCHEN

This obvious kitchen area is tiled in slate, its large cupboard broken into bits and scattered about the floor. Earthenware dishes and mugs lie broken and shattered as well. The smell of mold is strong here. A large oven of bricks is where the servants of this location presumably cooked the meals. A basin of iron lies under the single window, and in it lies the bones of a duck, made obvious by its bill.

Searching about, the PCs may gather basic utensils: spoons, pots, pans, etc.

#C-3 SERVANTS' DINING ROOM

This room is charred black, seemingly having suffered a fire, its maple floors and paneled walls scorched.

#C-4. PANTRY/BUTTERY

The scorched door to this chamber emanates a distinct chilliness and if *detect magic* is cast, it resonates a faint *dweomer*. The door is **LOCKED** (CL 3 to *break down*, CL 3 to *pick*). The cold has been enough to keep the goblins away. It is, however, a simple refrigeration *dweomer* to maintain a constant cool temperature. If the PCs gain entry:

The sourness of rotten vegetal matter is strong here. This chamber holds five 30-gallon kegs and seven 8-gallon firkin (all unbroached) as well as a dozen cloth sacks depending from wall pegs.

- 5 kegs (30-gallon): contain rice wine, quite aged and potent.
- 7 firkins (8-gallon): contain spoiled soy sauce (x3) and good fish sauce (x4).
- 12 cloth sacks (2.5 cubic feet of capacity each): contain the following — rice x 3 (fine), black beans (good), garlic buds, mushrooms (black, moldy), onions (rotted), radishes (rotted), soy beans, tiger lily bulbs, bok choy (a mess of rotted cabbage leaves), and water chestnuts (very spoiled).

#C-5 (A. - E.) BROTHERS' (SERVANTS) QUARTERS

This paneled hall with tiger maple hardwood floor has been scorched by fire, the flooring charred and brittle to the beam. A series of narrow cells, each of 8' x 5' and also having suffered the effects of fire, each partially or wholly open, presenting cells scorched and blackened, the only apparent furniture being a wooden slab that presumably functioned as a bed.

#C-6. MASTERS' DINING ROOM

This chamber with hardwood flooring has a low-set central table (15" legs) of oval shape. The table is set with teakwood bowls and is surrounded by horsehair mats. Bronze wall sconces are affixed to each wall. The west wall presents evidence of fire damage that seemingly stopped here. Seven paintings adorn the torched wall, each portraying serious-faced men of yellow pallor, slanting eyes, wing-like eyebrows, and wispy beards and/or mustachios, though each has suffered appreciable fire damage, devaluing them thus.

There is nothing of value here.

#C-7. SECRET SANCTUARY

This 5' x 3' secret chamber is where Master Monks of the Far East sequestered themselves to contemplate.

This tiny, fruitwood paneled chamber contains a braided horsehair mat set upon the floor. On the mat you see a pair of brown river stones smoothly polished and of oval shape.

The river stones, **STONES OF TIEN HOU***, are magical.

* see APPENDIX B.

37-D. THIRD FLOOR AND ATTIC

#D-1. DOJO

There are 5 SKELETONS here. This level of the pagoda was once utilized by patrolling guards of the Inner Wall (East) and also served as a dojo for sparring monks. The north and south walls each have an iron door (2' x 5') both of which have been LOCKED (CL 10 to break down, CL 2 to pick).

This chamber of 15 by 30 feet has hardwood floors that present appreciable wear across the middle, which is the direct path between an iron door north and an iron door south, each door of 2 by 5-foot size. Six loopholes, most seemingly plugged with ragged cloth, pierce the west wall, and two windows overlook the inner courtyard preceding the massive fortress that is Castle Zagyg. An oak ladder is mounted on the east wall, ascending to a trap door of what must be the attic. Weapon racks are hung on the north and south walls, each stocked with 6 tasseled spears and 6 fighting staves. Leaning beside one of the racks is a trap door cover of hardwood that might be placed over the floor where the stairs descend.

Read the following once the party has entered:

Suddenly something crashes down from a loophole that pierces the west wall. It is the skeletal remains of a man wearing orange robes tattered and burned. The remains, a clatter of bones, at once spring to their feet, animated, and assume a defensive attitude bearing an iron-shod quarterstaff. In a blink, this occurs four more times — skeletons of blackened bone and burned robes crashing out from loopholes to the floor and tumbling to their feet, bearing quarterstaves. Your party is attacked!

SKELETONS x 5: (These neutral undead creatures' vital stats are HD 1d12, HP 8, AC 13, MV 20 ft. Their saves are physical. They attack with a staff for 1d6 damage. Slashing and piercing weapons do half damage to these undead. XP: 10+1)

Unless *remove curse* is cast on the defeated bones of these skeleton monks, or the skeletons are destroyed (not *turned*) by a cleric or paladin, the skeletons will at length reform. They are monks of a bygone age destroyed by an evil wizard's fireball.

#D-2. ATTIC

The attic is accessed via the wooden ladder from #D-1. The trap door in the ceiling is a 4' x 4' wooden panel with handle. It must be slid open. An IMP dwells here.

This is a dusty attic of limited floor space, with about 4 feet of headroom at the verge, and 12.5 feet at the peaked center, four sloping roof lines meeting there. Rafters and crossbeams are hung with many and sundry items, the floor stacked with 6 wooden crates on one side, and a long, squat bookshelf on the other. Fishing gear (nets, poles, etc.) is hung about the rafters. There is a deep musty smell and the hint of something bitter. A buzzing emits from the peak of the chamber at which the base of the rooftop mast is bolted into the trusses.

The buzzing is but a simple bees' nest, though large in size. **BON-PO, THE IMP** dwells in this attic. The imp's first compulsion is to play a trick, using *ventriloquism* or a causing one to trip (pulling a fishing line at the right moment, etc). The imp appears as a 12-inch tall caricature of men of the Far East — exaggerated slanted eyes, a forked white beard, yellow, wrinkled skin, sharp pointed teeth, pig-like snout, and tiny red horns.

Bon-po was bound here by a curse long ago. It fears violence and will submit at first injury, begging for release from this place, promising servitude for one year. The following words must be spoken: "I (insert name) hereby *willingly take the imp, Bon-po, under my care, custody, and control.*"

If the party elects to attack the imp, it will turn *invisible* and hide in the trusses, using *ventriloquism* to bounce its voice around, pleading for mercy and forgiveness, citing utter boredom as the reason for its bothersome ways. If the party agrees to release the imp from its bondage, they will come to rue the decision. While Bon-po will at first prove somewhat helpful, the imp will at length betray the party (alerting enemies, steering them to a trap, etc). Anytime the imp is accused of wrongdoing, it will grovel on the ground, begging forgiveness, claiming it was an accident or done in jest. It will inform the PC that has taken custody of it that all they need so is speak the following: "I (insert name) hereby *release the imp, Bon-po, from my care, custody, and control.*" Bon-po, thus released, will be free but may effect further trouble down the road, as the CK sees fit.

BON-PO, THE IMP*: (This lawful evil extraplanar creature's vital stats are HD 1d8, HP 8, AC 15, MV 20 ft., 60 ft. fly. Its saves are mental and physical. It attacks with a bite for 1d4 damage and a stinger for 1 point of damage. Its special abilities include darkvision 60 ft., spell resistance 3, invisibility, and regeneration at 1 HP per round. It can only be hit by silver or magic weapons. If it makes a successful tail stinger attack, a successful poison save must be made or the victim suffers 2 points of damage for 4 rounds; also, the wound site becomes so swollen as to render the affected body part useless until the swelling subsides. XP: 37)

* see M&T for more information.

ATTIC CONTENTS:

- **Wooden crates x 6:** Each of wood, nailed shut. Each contains 2 orange frocks (wool), each with a small packet of dried herbs and flower petals stuffed in a pocket so as to keep moths and bugs away.
- **Fishing gear includes:** Fishing net, 12 bamboo fishing poles, one 10-foot bamboo pole, 1 gaff hook (4-foot haft), and a small backpack pierced with assorted fishing hooks (contains bobbers, leader wires, 25 pound test line).
- **Book case:** Holds eight small leather-bound volumes containing what appears to be a set of illustrated children's stories, most of which are of transmogrification themes — an emperor who becomes a fish, a boy who becomes a frog, a peasant girl who becomes a swan, and so forth. There are eight such volumes, each of about 1.5-pound weight, the entire set valued at 12 gp to a book collector.

There is a CONCEALED DOOR (CL 2), a cubbyhole in the wall behind the

bookcase. Inside there is a 7-inch tall golden statuette. It portrays a man sitting cross-legged, the man being of round belly, burly beard, and a large, wrinkled forehead. He wears a frock, a fedora (with feather), and a corn cob pipe dangles from his whimsical, smiling mouth. This is a *Statue of Zagig-E* (worth 125 gp).

38. PRISON TOWER NORTH

See *Upper Works Map & Illustration Booklet* for floor plan.

This tower is occupied by 1 **BUGBEAR** and his 6 **KOBOLD** minions. By day the kobolds are always here; by night there is a 1 in 4 chance they are elsewhere hunting, foraging, or stealing. The bugbear is always present.

This 50-foot-tall, 35-foot-diameter stone tower joins the Inner Wall East to the North Curtain Wall. From inside the grassy middle courtyard, the tower stands atop a 15-foot slope and is splayed at the base to 6-foot thickness that tapers in at 6-foot wall height. A bartizan rises from the tower's bluff side beginning at 20-foot height, it rising to a pointed roof 15 feet above the tower's machicolated roof.

At the Inner Garden Courtyard, an iron door (2' x 5') is observed at the base of the tower. The door is **LOCKED**, interior-barred (CL 9 to break down, CL 2 to pick). Any noise will alert the kobolds of the first floor, which will send a runner to the fourth floor to alert the bugbear.

Tower wall thickness: 5 feet. There is 10-foot space between each storey. Flooring (except for the ground floor of flagstone) is built of wooden planks nailed to heavy oak beams, the beams supported by corbels as well as some being set into putlog holes.

38-A. GROUND FLOOR (BASEMENT)

The flagstone floor of this chamber is piled with 12 bolts of silk. Built in the south wall there rises a spiral stair of stone. Cressets are mounted on the wall north and south. A four by four feet trap door of iron-banded oak is bolted into the center of the flagstone floor, a heavy padlock affixed to it.

- *Cloth bolts* x5: Each is of finished silk, 90 sq. feet (20 gp value each).

TRAP DOOR: *locked by padlock; CL 3 to break, CL 4 to pick.* This leads to the sub-basement (prison, #38-B) where **MORGAN, BARBARIAN OF THE NORTHERN WASTES**, is sequestered. The bugbear holds the key (iron).

38-B. SUBBASEMENT (PRISON)

If the trap door is opened:

Below you note a 10-foot-deep square shaft of 3.5 by 3.5 feet. It opens into an obvious prison chamber. Your senses are assaulted by the stench of rot, mold, and waste. Bones and scraps of leather lie scattered about the flagstone floor.

If the PCs enter:

This 12-foot-diameter prison has rounded, stone block walls that funnel up to 12 feet height, 8 feet at the verge. Lying on the floor is a heavily sinewed man wearing naught but a loincloth. He is riddled with cuts and bruises and scars of old. He lies face down on the flagstone floor, his long black hair a tangle that conceals his features. The man is alive! In fact, he snores with deep resonance.

This is **MORGAN, BARBARIAN OF THE NORTHERN WASTELANDS**. He will prove difficult to rouse, as he has been fed heavy doses of soporifics daily.

Morgan's story: Morgan hails from an icy wasteland of the far north. He ventured here with the honorable knight, **SIR GALVINDE**, and the knight's

squire, **ROBERT COOPER***. Morgan understood little of his comrade's objectives; for his own part, he came to Castle Zagyg for the battle and the glory. After leaving the boy to tend the horses in a glade outside the castle, the knight and the barbarian entered the ruins. At this tower they were met by the kobolds and their poisoned javelins. The barbarian succumbed to the deleterious agent plied by those diminutive humanoids, and so slumped to his presently maintained stupor. Through fading eyes he saw Sir Galvinde match steel with an enormous, barrel-chested humanoid with a pumpkin-shaped a head. This bugbear caught the knight with a mighty sweep of its battle axe, sending the man over the curtain wall's battlement, likely to his death.

If freed, Morgan might join a party of adventurers, as long as they explore Castle Zagyg, as he seeks his friend Sir Galvinde, but he expects a fair share of the treasure. He will no doubt also seek the missing boy*. Morgan prefers the battle axe and hide armor, and he is fond of whiskey. He follows Odin, and will cry out the name "Gro-og!" when in battle, the name by which his clan understands Odin. He is, however, distrustful of magic and will soon depart a PC party composed of magic-using types.

* For more on the boy, Robert, see *Mouths of Madness* #20.

MORGAN THE BARBARIAN: (*He is a 3rd level, chaotic good, human barbarian* whose vital stats are HP 33, AC 13. His primary attributes are strength, dexterity, and constitution. His significant attributes are strength 18 [thus, +3 "to hit" and +3 damage], dexterity 18, constitution 17, intelligence 7. He wears a loincloth.*)

* see PHB for barbarian class abilities.

38-C. LEVEL ONE

This chamber is occupied by 6 **KOBOLDS**.

There are two pallets here, between which is spread a deerskin alive with lice. The spiral stair of stone ascends and descends from the south wall of the chamber, and surrounding loopholes notched in the wall provide a view over the courtyards within and the wilderness without. A pair of iron cressets are mounted on the wall, both devoid of fuel.

KOBOLDS x 6: (*These lawful evil humanoids' vital stats are HD 1d4, HP 3, AC 15, MV 30 ft. Their saves are physical. Their special ability is darkvision 60 ft. and light sensitivity [-1 to attacks in bright light]. They have chain hauberk armor, javelins x3, shortsword, a steel vial each with 2 applications of soporific fungi juice [induces sleep for 1-6 hours, save versus poison, CL 0, save negates], and 1d6 sp. XP: 5+1*)

TACTICS: When engaging foes, the kobolds will dip the tips of their javelins in the soporific fungi juice, in tubes at each their belts. The time required causing them to go last in the first round. The poison remains efficacious until it either strikes an opponent or 20 minutes of air exposure has elapsed.

38-D. LEVEL TWO

This unoccupied chamber is littered with the bones of birds, fish, and various small animals amongst the rubbish covering its floor. On a crude rack of wood you see five 30-gallon kegs stacked on their sides, and 6 smaller firkins (8 gallons each). Loopholes provide a glimpse of the courtyards within and the wilderness without. There are two spiral staircases: one built in the south wall that descends, the other ascending from within a bartizan projecting from the north side. At the west side of the chamber, a narrow passage of 3-foot width and 5-foot length opens to a 3.5 diameter chamber with a bench, this an obvious garderobe by the stench.

- *Kegs (30-gallon) x 5:* red wine (common, sour)

- *Firkins* (8-gallon) x 6: barley whiskey (harsh, 150 proof*)

* *The whiskey will burn as does lamp oil so is usable for that purpose as well as for flaming missiles.*

The garderobe has an outflow shaft that descends to a berm-side cesspit.

38-E. LEVEL THREE

Any noise here may garner the attention of the **BUGBEAR** above (#38-F). If the PCs approach the tower by way of an adjoining wall-walk, they will arrive at one of the three iron doors, each 2' x 5', **LOCKED** with interior bars (*CL 10 to break down, CL 3 to pick*).

A purple banner, stained and tattered, depends from the south wall of this chamber above a heavy oak table. The banner is embroidered in gold thread, its symbol consisting of four adjacent circles that interlock: one with an eye, one with a hand, one with a dagger, and one that is blank. Under the banner, at the head of the table, is a big oak chair; it is flanked by wood stools, six in total. The table is littered with beechwood cups and plates, small bones, and hunks of fur and jellied guts about which flies dart. Beside the table is a 30-gallon broached keg.

A pair of cressets are mounted on opposite sides of the room, each with oil soaked ropes, while loopholes provide a view over the courtyards within and wilderness without. The spiral staircase of the north bartizan ascends and descends, and three iron doors of 2 by 5 feet size exit this chamber, east, west, and south, each interior barred.

The **BUGBEAR** routinely holds meetings with his 6 **KOBOLD** "soldiers" here. If the Castle Keeper chooses to play out such a meeting, the bugbear will be eating the best food (a rabbit, a brace of woodcocks, etc.) while the kobolds eat stale bread and eye the bugbear's meal enviously. He will be instructing them on their next raid.

- *30-gallon keg*: is broached and half-filled with red wine (foxy, poor quality).

38-F. LEVEL FOUR

This level is divided into two (formerly three) separate chambers, the spiral stair accessing the mail hall portion (F-1).

#F-1. MAIN HALL

This hall is pierced with arrow slits overlooking the wilderness north of Castle Zagyg. Mounted here are various game trophies: the heads of a wild boar, an aurochs, a wolf, and a mountain lion. Poorly preserved, and propped by spears and frayed ropes, these trophies smell of rot, and flies swarm about each one. Two oak doors lead south, these separated by about 10 feet.

The spiral stair climbs to a capped bartizan roof. An unlocked iron door, 2' x 5' opens to the battlemented roof of the tower.

#F-2. CAPTAIN'S QUARTERS

This is where **GRUG-MUCH THE BUGBEAR** dwells. Formerly there were two chambers, but the bugbear took down the separating wall. Neither door leading to this chamber is **LOCKED**, but unless carefully negotiated, each will groan when opened, stirring the bulky humanoid to wakefulness (he sleeps by day, rises by night).

There is a sour, humanoid stench here. This cluttered chamber comprises half the fourth floor and contains two weapons racks, each stocked with spears. Interior shuttered windows presumably overlook the castle's courtyards, though the shutters are presently clasped shut. There are two stone fireplaces. A large pallet is positioned between them, it being draped over with sheepskins and deerskins crawling with lice.

If it is daytime and the bugbear is present (and has not otherwise been alerted), continue to read:



Upon the pallet lies a monstrous humanoid, its skin a putrid yellow, its hair wiry and of ruddy coloration. The humanoid has a pumpkin-shaped head — no, not an actual pumpkin, although its features are worse than that of a most fearsome jack-o-lantern of frowning countenance. The monster is otherwise garbed in animal hides sewn with rings of metal. It snores with deep resonance. Beside its pallet you note an old battle axe that holds a dull glow.

GRUG-MUCH “PUMPKIN-HEAD” THE BUGBEAR: (*This chaotic evil humanoid’s vital stats are HD 3d10, HP 21, AC 17, MV 30 ft. Its saves are physical. It makes melee attacks at +3 damage due to strength. Its special ability is darkvision 60 ft. This bugbear has patchwork ring mail, +1 battle axe, 2 throwing axes, a heavy boot knife, 2 gp, 12 ep, a gold armband worth 5 gp, a bronze key and an iron key. XP: 93*)

Each weapons rack holds 8 spears. A +1 COMPOSITE LONGBOW is hung on the side of one rack, beside it hangs a score quiver with 18 arrows. Under the pallet is an iron box.

- **Iron box (1' x 1' x 1'):** is KEY-LOCKED (CL 2 to pick) and TRAPPED (CL 2). The trap releases a dart for 1d3 damage. The bugbear holds the key (the bronze one). Inside there are 2 pp, 9 gp, 17 ep, 222 sp, and a ruby worth 50 gp.

CK’s Note: Grug-much is *curse*d. A shaman of his former tribe turned his visage into one resembling a pumpkin jack-o-lantern (a simple *remove curse* can remedy the situation). Disgraced, Grug-much took refuge here at Castle Zagyg. He has recently forged a tentative alliance with the bugbears that have settled the cave below on the cliff face (*Mouths of Madness #Q*), and looks forward to choosing a mate when the rest of the tribe arrives. The arrival of such a tribe — the number, the when, the how, etc — are the purview of the CK.

38-G. ROOF

The roof is accessed via the spiral stair of stone, a turret projecting from the north side of the roof with an iron door (2' x 5'). The door is LOCKED (interior barred) (CL 8 to break down, CL 3 to pick). The roof has a machicolated parapet 3.5 feet high with *loopholed merlons** atop it at 3.5 feet height, the merlons spaced at 3-foot intervals. The remains of a scorpion missile launcher litter the rooftop. There are four 15'-poles of yew between which is strung a hemp net to perhaps capture or stop aerial attacks. Also, two chimneys rise behind the parapet.

* **CK’s Note:** As noted previously, target firing from a loophole such as these effectively grants an AC 25.

View from roof:

From the roof of this high tower you observe the howling wilderness of the Little Hillwood, the broad yet slow-flowing False Urt River that curls around the east end of the bluff, and finally, the sprawling ruins of castle precincts.

The grassy middle courtyard lies below, choked with weeds and shrubs and fenced in by curtain walls suffering ruin. These walls are spaced with towers, also in variable states of ruin. The inner wall west is remarkable for its sandstone pylon gate, while inner wall east is bisected by a pagoda gate. At the south verge of the courtyard lies the postern gate.

Castle Zagyg lies immediately to the east within the confines of the inner courtyard, and ensconced by a moat of greenish black water. The edifice of the Mad Archmage is flanked by a pair of massive towers: one round, the other hexagonal. Four round towers mark the corners of the castle fortress. The central section, seemingly carved of solid stone, rises above its wing sections, and from it extends two enormous spires also hewn from the living rock.

39. PRISON TOWER SOUTH

46 CASTLES & CRUSADES

See *Upper Works Map & Illustration Booklet* for floor plan.

This tower is occupied by 2 ORC UNDER-PRIESTS and their 12 ZOMBIE guardians.

This 50-foot-tall by 35-foot-diameter stone tower joins the Inner Wall East to the South Curtain Wall. If viewed from inside the Grassy Courtyard, the tower is noted as standing atop a 15-foot slope, and has a base splay of 6-foot thickness that tapers in at 6-foot height. At 20-foot height on the south side, a bartizan rises to 15 feet above the machicolated roof, the bartizan having a pointed roof.

At the Inner Garden Courtyard side, there is an iron door (2' x 5') at the tower base. If viewed from the Berm (q.v.), the PCs will note a large puncture beside the turret, as though assaulted by siege engine.

Tower wall thickness: 5 feet. There is a 10-foot space between each storey. Flooring (except for the ground floor of flagstone) is built of wooden planks nailed to heavy oak beams, the beams supported by corbels as well as some being set into putlog holes.

39-A. GROUND FLOOR (BASEMENT)

The iron door is LOCKED (interior barred) (CL 8 to break down, CL 2 to pick).

Broken boxes, crates, and splintered keg staves litter the flagstone floor. Among the shredded remains of cloth, rats scamper about. Cressets are mounted on the walls north and south, and a 4 by 4-foot trap door of iron-banded oak is set in the flagstone floor below the north cresset. It appears to have no lock, though a large boulder is placed atop it.

Trap Door: The boulder is 110 pounds. This door leads to the subbasement (prison).

39-B. SUBBASEMENT (PRISON)

Below, you note a 10-foot-deep square shaft of 3.5 by 3.5 feet. It opens into an obvious prison chamber. There is an earthy smell here, and you note the remains of a skeleton on the floor.

Closer inspection (or entering) reveals:

This 12-foot-diameter prison has rounded walls that funnel up to 12-foot height, 8 feet at the verge. The skeleton appears to be that of a man.

The skeleton has shackled wrists and ankles, its mouth bound with a rusty band of iron clamped snug around the back of its skull. This was once a priest of Poseidon who served here when the orcs led by Sty-Eye first won the tower. They bound his mouth and allowed him to starve to death. Fearful of divine retribution, they have never opened this subbasement since.

If the PCs enter, the skeleton’s eyes glow with a greenish hue. Ghostly features begin to surround its bones, revealing an aquiline visage of tremendous, wavy beard. The thing speaks, still lying there on the floor, its voice deep and reverberating: “Give me peace, if men of honor you be. Take these bones and drop them in yonder river so that I, Theseus, may swim to the River Styx.”

If the PCs agree and deposit THESEUS’ BONES in the False Urt, they will each receive a blessing (per the *bless* spell) for 24 hours, and 100 XP each. If they refuse or otherwise ignore the skeleton, it will groan and howl and at length animate to a 7-foot tall skeleton bearing a rusty trident.

SKELETON, LARGE: (*This neutral undead creature’s vital stats are HD 3d12, AC 15, HP 25, MV 20 ft. Its saves are physical. It attacks with a trident for 1d8+2 damage. Slashing and piercing weapons do half damage to this undead creature. XP: 105*)

39-C. LEVEL ONE

As one ascends the spiral stair to this level, a *magic mouth* spell is triggered, illusory giant lips appearing upon the rounded inner wall of the spiral stair. They cry, "Post *Secundus!* Password?" There is no password, but this *dweomer* has proved effective in deterring unwanted visitors.

Loopholes pierce the walls of this empty chamber of 25 feet in diameter. Two wall cressets are mounted on opposite sides, each holding an oil-soaked heavy rope as a wick. You note that oak beams that support the floor of the level above are cracked and depressed. Fresh air wafts down the ascending spiral stair of stone built in the north wall.

There is nothing of value here.

39-D. LEVEL TWO

The southeast wall of this chamber has been blasted open. Shards of stone and rubble litter the floor, among which you note a large, cracked boulder, rather round of shape. Loopholes notch the surviving walls. At the west side of the chamber, a narrow passage 3 feet wide and 5 feet long opens to a 3.5-foot diameter chamber with a bench, this being an obvious garderobe. In the north side, spiral stairs built into the wall descend, while at the south side, a *bartizan* contains its own ascending spiral stair.

The remains of a hit with boulder from a large trebuchet lie within. The largest piece of the cracked boulder weighs 200 pounds. If the boulder is moved, a mashed human skeleton is revealed. If checked, an **IRON KEY** (which radiates a nearly imperceptible *dweomer* if detected for) is found, it fitting the lockbox of #39-E.

Garderobe: has been used recently, the scent of humanoid waste being obvious to any ranger worth his salt. The outflow shaft empties to the berm outside the castle walls.

39-E. LEVEL THREE

Here dwell 12 **ZOMBIES** created by Sty-Eye the Orc Priest (his body at #39-F) who led the assault on this tower many years ago (how long ago, even his under-priests can fathom no more). If the PCs have arrived at this tower by way of one of the three adjoining wall walks, they will arrive at an iron door (2' x 5') interior-barred (**LOCKED**) (CL 9 to break down, CL 3 to pick).

The smell of death and decay is redolent in this chamber of three iron doors and littered with 5-foot-high piles of rubbish and debris (cloth scraps, broken tools, rotting food, etc.). A lazy scraping of heavy-soled boots sounds across the floor as a dozen zombies emerge from behind the refuse.

ZOMBIES X 12: (These neutral evil undeads' vital stats are HD 2d12, HP 13, AC 12, MV 20 ft. Their saves are physical. They attack with claws for 1d8 damage. These undead never gain initiative and always act last in any given round. They are immune to sleep, charm, and cold-based attacks. Holy water vials do 2d4 damage to them. XP: 15+1)

- **Iron lockbox** (1' x 1' x 1'): Under a heap of shredded cloth infested with a colony of mice there is an iron lockbox bolted into the northern wall 3.5 feet from the floor, it being **MAGICALLY LOCKED**. The key from the skeleton of Level Two (#39-D) unlocks it. Inside are 2 gp, 12 ep, 75 sp, 289 cp, and a **BLACK PEARL***.

* see APPENDIX B.

39-F. FOURTH FLOOR

This level is divided into three parts. (#1, #2, #3). Here reside 2 **ORC UNDER-PRIESTS**, aged and emaciated.

#F-1. MAIN HALL:

A skeleton lies supine in the center of the floor here, an arrow shaft lodged between the wide ribs, its skeletal arms spread wide. The skull is broad and flat with a pronounced brow ridge, the legs thick-boned and bowed. Meticulously assembled stones and pebbles form concentric circles around the skeleton, between which are engraved strange runes. A pair of old, emaciated orcs garbed in dun-colored, tattered robes kneel on either side of the skeleton. The humanoid^s are bare-footed, their eyes rolled back, their green tongues lolling as they chant eldritch syllables, high-pitched and warbled.

THYN and **THYNNER** by oath guard the body of their fallen leader, Sty-Eye. They have done so for years (how long, they can no longer fathom), staying here as per their leader's request to leave his body where it fell and to set a permanent honor guard about it. They react with rage (+1 "to hit," +1 damage) to any intrusion as they now consider this level a sacred site. The orcs will at once become aware of the slightest intrusion, brandishing their daggers and crying from toothless mouths: "Die, vile [insert race], in the name of Sty-Eye!" Both fight to the death.

THYN, ORC UNDER-PRIEST: (This is a 4th level, lawful evil orc shaman whose vital stats are HD 4d8, HP 25, AC 12, MV 30 ft. Its saves are mental and physical. Its attacks are with rage: an additional +1 "to hit" and +1 damage. It has clothing and a dagger. Spells prepared: create food & water, cause light wounds, and levitate. XP: 160)

THYNNER, ORC UNDER-PRIEST: (This is a 4th level, lawful evil orc shaman whose vital stats are HD 4d8 HP 25, AC 12, MV 30 ft. Its saves are mental and physical. Its attacks are with rage: an additional +1 "to hit" and +1 damage. It has clothing and a dagger. Spells prepared: create food & water, magic missile, magic mouth. XP: 160)

The skeleton of Sty-Eye the Orc Priest is seen lain at rest upon the center of the floor where he fell at many years ago. A pouch at his side contains a **POTION OF HEALING** (2d4+2), 49 sp and a long crooked +1 **IRON DAGGER** (brittle, a 1 in 6 chance of breaking each time it strikes something).

#F-2. CAPTAIN'S QUARTERS:

This wedge-shaped bedroom chamber has a stone fireplace, a cot, dresser, and an armoire. The wall is pierced by a mullioned window.

This, the former quarters of a tower captain, is now the bedroom of Thyn. His possessions are minimal, consisting of a few dun robes and cloaks and boots. Scarcely does he nap on the bed here, ever vigilant of Sty-Eye's remains. The window overlooks the inner courtyard of Castle Zagyg, the massive fortress looming, flanked by the massive towers of the East Wall.

- **Dresser**: Besides old blouses and pantaloons, Thyn's **SPELL BOOK** is in the top dresser drawer. Its cover is bound in gargoyle skin and edged in copper. It contains the spells he knows (see above). Even a practitioner of the arcane will find these spells difficult to transcribe, requiring double the standard time to learn and also requiring literacy with the orc tongue. The bottom drawer of the dresser holds an old, elfskin-bound volume banded in strips of bronze. This is the **TOME OF ORCISH DEVOTION***.

* see APPENDIX B.

#F-3. LIEUTENANT'S QUARTERS:

This wedge-shaped bedroom chamber has a stone fireplace, a cot, dresser, and armoire. The wall is pierced by a window, its interior shutters closed.

This, the former quarters of a tower lieutenant, is now the bedroom of Thynner. His possessions are minimal, consisting of a few dun robes. He is seldom here, ever vigilant of his fallen leader, Sty-Eye.

Thynner's **SPELL BOOK** is under his bed. Its cover is bound in gargoyle skin and edged in copper. It contains the spells he knows (see above). Even a practitioner of the arcane will find these spells difficult to transcribe, requiring double the standard time to learn and also requiring literacy with the orc tongue.

39-G. ROOF

The roof is accessed via the spiral stair of stone, a turret projecting from the roof an iron door (2' x 5') opening to it. The door is **LOCKED** (CL 10 to break down, CL 2 to pick). If the PCs open the door or otherwise achieve the rooftop:

The cackling laughter of a dozen mocking voices erupts, this followed by wings beating madly. A flock of pigeons takes to the air, descending south toward the tree line of the Little Hillwood, their cacophonous laughter persisting all the while. The machicolated roof is painted with layers of pigeon waste. The parapet is 3.5 feet high with loopholed merlons atop it at 3.5-foot height, with embrasures of 3-foot width. Two chimneys rise behind the parapet.

These birds, a flock of some 23 grey and white pigeons, are the descendents of Zagyg's own carrier pigeons. They are of remarkably keen intelligence, and each is touched with not a small amount of madness. Notwithstanding, they are easily trained to become carrier pigeons of exceptional quality, but they will always return to this location. Their numbers have of late been reduced by the 2 **GREY HAWKS** roosted at #29-E.

CK's Note: As noted previously, target firing from loopholed merlons effectively grants an AC 25.

CK's Note #2: For a description of the view from this tower's roof, refer to #38-G.



PART VI. INNER GARDEN COURTYARD AND BEYOND . . .

Unless the PC's access this courtyard so as to approach the Pagoda Gate (#37), or one of the Prison Towers (#38, 39), the Castle Keeper must now turn to third volume of this set, for the Inner Garden Courtyard is treated in *The East Wall Towers*. For general purposes, the following may be read aloud:

This courtyard lies under the looming fortress of the Mad Archmage, it being ensconced by a semi-moat of greenish black water over which a lowered drawbridge lies. A paved walkway crosses from the pagoda gate to the castle fortress and is flanked by patches of tall grass, brush, bushes, thorny vines, and wild flowers. Under the imposing shadow of Castle Zagyg and its massive flanking towers, one round, the other hexagonal, all seems to be calm within the Inner Garden Courtyard. Perhaps too calm . . .



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www.trolllord.com

PO Box 251171, Little Rock, AR 72225

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