

GARY GYGAX'S

CASTLE ZAGYG



3

EAST WALL
TOWERS

CASTLE ZAGYG™ VOLUME II: THE UPPER WORKS — BOOK 3: EAST WALL TOWERS

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

BY GARY GYGAX WITH JEFFREY P. TALANIAN

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CASTLE ZAGYG™ MODULE SERIES, VOLUME II THE UPPER WORKS
BOOK 3: EAST WALL TOWERS BY GARY GYGAX WITH JEFFREY P. TALANIAN

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PART I. INTRODUCTION

THE EAST WALL TOWERS is Book 3 of the *Castle Zagyg, Vol. II: The Upper Works* adventure. It details the two massive towers that flank the fortress of the Mad Archmage. Your players' characters are now at the foot of the castle fortress, and should they directly approach that mysterious place, you must at once direct your attention to Book 4: *Castle Fortress*. However, should the PC party choose to investigate the two towers that flank the fortress, they will soon encounter all manner of weird and dangerous goings-on, such as the "Jekyll and Hyde" individual that dwells in the round tower, and the malign cultists that control of the hexagonal tower.

This book is closely tied to *Ruins of the Castle Precincts* and *Castle Fortress*. The Castle Keeper should have a working familiarity with those books before proceeding. However, if such prep-time is minimal, we suggest you employ the *Curse of Fog & Frogs* (see **Appendix A.**) to keep the castle

fortress enshrouded until such time that you feel prepared to part the veil (in dramatic fashion, of course, such as a cliffhanger at the end of a gaming session). If you choose to deny access to the fortress and thus keep it engulfed in those enchanted swirling mists that inspire fear and dread, you are safe to continue with this portion of the adventure. If, however, you desire to provide access to the Castle Fortress straight away, please refer to the introductory material as found in **PART I** of *Castle Fortress*. There you will find the read-aloud text that provides a physical description of that place, because whether the PCs approach the fortress or not, surely they will look upon it. Of course, as with all read-aloud text, you may read directly from such descriptions or extract as you see fit.

Finally, the Castle Keeper is advised to review the **NOTES FOR THE CASTLE KEEPER** as presented in **PART I** of *Ruins of the Castle Precincts*.

PART II. CASTLE COURTYARD AND PERIMETER

THERE ARE SEVERAL MEANS by which the PCs might achieve the Inner Garden Courtyard of Castle Zagyg. They might scale a bluff and climb through a wall breach. They might pass through the Pagoda Gate (see *Ruins of the Castle Precincts* #37), or perhaps they find some other means of ingress, magical or mundane. Such player ingenuity should not be discouraged; nor should the adventuring party be forced to adhere to some predetermined path. In playtesting these materials, the co-author's PC group often used ropes and grappling hooks to scale the inner walls, because they were duly concerned about the defensive structures adjoining. What follows is a presentation of the bluff, berm, and the castle walls that fence in the Inner Garden Courtyard and Castle Zagyg.

A. CASTLE BLUFF

Castle Zagyg is built on a bluff overlooking the False Urt River (q.v. *Mouths of Madness*). At its east end the bluff 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 could garner the attention of its occupant(s); likewise, rambling about the bluff base might also attract a random encounter, so the *Mouths of Madness* booklet should be at hand 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.

B. THE 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 the towers encroach. The berm is roamed by bandits, humanoids, and fell things moving in and out of the ruins. The random encounter information of the berm is also presented in *Ruins of the Castle Precincts*. For CK convenience, this random encounter information is duplicated below. Campaign activity, however, might well alter the encounter types; hence, it is advisable to revise and update the below list accordingly.

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. It has 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.

C. CASTLE WALLS

There are four walls that fence in the Inner Garden Courtyard and thus the Castle Zagyg Fortress. These are the Curtain Wall North, the Curtain Wall South, Inner Wall East, and Curtain Wall East, the last of which is in fact bisected by the fortress. Treated in depth in *Ruins of the Castle Precincts*, this component only covers those walls and their respective ruined portions that contact the Inner Garden Courtyard and the fortress.

Castle walls are laid with horizontally-fitted courses bound by mortar. The space between the courses is filled with 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 boiling oil 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.

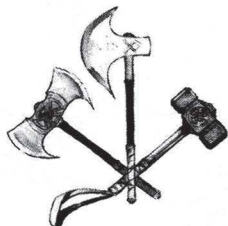
Breaches in the walls are detailed hereafter, as is the time that a party of exploring PCs will need to cautiously negotiate the pile of rubble that partially fills each such opening. If a single character is clambering over such a heap of broken masonry and rubble, the time required should be cut in 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 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 wall meets the Great East Wall Tower (#T1 of this booklet) and the Prison Tower North (see *Ruins of the Castle Precincts* #38).



#RW-4. RUINED WALL SECTION #4

At the foot of the massive round tower that marks the northeast corner of the castle complex, a portion of the battlement is broken, and the parapet and merlons demolished, thus exposing the mortar beneath. The damage is high up, perhaps 20 feet, and so the wall stands firm, albeit cracked and jagged.

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 of wall height. This wall meets the Hexagonal East Wall Tower (#T2 of this booklet) and the Prison Tower South (see *Ruins of the Castle Precincts* #39)

INNER WALL EAST

This machicolated inner wall separates the Grassy (Middle) Courtyard (see *Ruins of the Castle Precincts: Part V*) 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-foot height that meets the wall. The west side also has a 5-foot-thick base splay that tapers off at 5 feet of wall height. This wall meets the Pagoda Gate, Prison Tower North, and Prison Tower South (see *Ruins of the Castle Precincts* #37, #38, and #39, respectively).

#RW-9. RUINED WALL #9

South of a massive pagoda gatehouse you view a ruined section of the inner wall, a gap space formed of some 25 feet in width, the rubble piled to a 7-foot height and spilling down the grassy slope into the middle courtyard. Through the ruination, one may achieve the inner courtyard where the fortress of Castle Zagyg 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 20 minutes.

CURTAIN WALL EAST

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 of wall height. This wall overlooks the False Urt River and links *The East Wall Towers* (#T1 and #T2) to the *Castle Fortress* (#CT-3 and #CT-4).

Where the wall meets the rear corner towers of the castle, there are drawbridges of 12 feet in length, 10 feet in width. These can be raised to bar passage into the castle. Under the drawbridge is an 8-foot-deep drop with no bottom; the pit at a sharp slant that precipitates the fallen victim through the inner side of the curtain wall and into the moat below.

#RW-10. RUINED WALL #10

Between the Hexagonal Tower and Castle Zagyg proper the adjoining curtain wall presents appreciable damage, rubble and mortar bestrewn, among which lie the fragmented remains of a massive boulder, that which must have blasted open this curtain wall.

The debris is piled at about 5 feet in height within the gap space of c. 25 feet, and it will take explorers about 5 minutes to climb through. Denizens of the cult occupying the Hexagonal East Wall Tower (see #T2) closely observe those who traverse this breach.

D. INNER GARDEN COURTYARD

By whichever means the PCs achieve the Inner Garden Courtyard, the following read-aloud text applies. This might also be used should one view the place from the Pagoda Gate (*Ruins of the Castle Precincts #37*) or a nearby wall or tower that could afford one such a glimpse.

Two enormous towers stand sentry over the castle fortress they flank and its sprawling precincts below. The inner courtyard lies at the foot of the fortress and these towers that shoulder it. The courtyard is rank with weeds, grass, creepers, vines, and wild shrubs. A cobbled walkway divides the courtyard, but robust weeds have pushed and divided many of the cobbles, suggesting abandonment and neglect. An preternatural silence reigns.

No humanoids or monsters inhabit the Inner Garden Courtyard. The cobbled walkway leads to the castle's moat and the old stone bridge that spans it. Before the bridge stand a pair of grotesque statues. If the PCs approach the castle proper, its moat, or its old stone bridge, you must now refer to Book 4: *The Castle Fortress*. Otherwise, should the PC party opt to explore *The East Wall Towers*, you may proceed with this booklet.

CK's Note: A physical description of the fortress itself is found in the introduction of Book 4: *Castle Fortress*. If, however, you choose to keep the castle proper enshrouded by *Zagy's Curse of Fog & Frogs**, the deital curse that precludes PC advancement, you may simply describe the fortress as cloaked in a swirling eldritch mist that inspires fear and dread; at least until you are prepared to reveal it.

* see APPENDIX A.



PART III. THE EAST WALL TOWERS

WHAT FOLLOWS ARE THE two towers that flank Castle Zagyg's fortress. These are the Great East Wall Tower (#T1) and the Hexagonal East Wall Tower (#T2). The former is controlled by a diabolical wererat with a penchant for survival; the latter by a group of evil cultists, their agenda one of power and control.

T1. GREAT EAST WALL TOWER

A diabolical WERERAT by name of XerXere (pronounced "zer-zair") controls this tower with his army of GIANT RATS, mice, and other rodents (note his spies at *Ruins of the Castle Precincts #21*). This tower is infested with other vermin as well, such as GIANT CENTIPEDES, GIANT WASPS, and a GIANT COBRA. Also, a SMALL GRIFFON nests high up where the tower was punctured ages ago.

A round battlemented tower of stone looms north of Castle Zagyg it joining the north curtain wall and the east curtain wall. This enormous structure dwarfs the towers below it for not only does it stand atop the highest elevation of the bluff it also raises some 70 feet in height.

- If the PCs view this tower from outside, such as from the surrounding woodlands or the berm, they will note a large puncture high up the tower's length, perhaps attributable to some fantastic engine of war that struck a terrible blow. The party will also note the base of the tower is splayed 6 feet, tapering in at 6-foot wall height.
- If the PCs view this tower from the interior of the castle precincts, they will note an iron door (2' x 5') at the ground level, and like doors where the wall walks of the north curtain and east curtain walls join the tower at 30' height.

Tower Facts: Wall thickness is 5 feet. There is 10 feet of floor-to-ceiling space at 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 and some putlog holes. Interior doors are iron-bound oak and unlocked. Loopholes provide light and defense, and mullioned windows are single-barred. The Tower has a central, interior spiral stairway, cased in stone (also corbelled and with putlog holes) that ascends clockwise and provides accesses to each floor. Tower has an *enchanted roof cap** tiled in slate that rises over a machicolated parapet of 3.5-foot height with merlons of 3.5-foot height atop it at 3-foot intervals.

* *The roof is capable of folding and drawing like a great umbrella (see #T1-H).*

XerXere "Denis" the Wererat: This lycanthrope is a treacherous, split-personality creature, a sort of *Jekyll-and-Hyde*, if you will. As a human, he is True Neutral and goes by the name of "Denis." When in wererat form, he is Chaotic Evil and goes by the name "XerXere." Although he most often carries about in the submissive, "Denis" form, "XerXere" is the dominant personality, manifesting at will, watching through Denis's eyes, unbeknownst to Denis himself.

"Denis" has the appearance of a somewhat meek, willowy man wearing patched trousers, blouse, and a rope belt. Unkempt and dirty, he wears no shoes and has long brown hair that hangs shaggy in his eyes. He has a twitch, blinking spasmodically, and he stutters when he speaks. He will greet visitors who arrive at the ground floor (A) or the third floor (D). He presents as rather simple; his jaw slack, and will ask visitors if they be friend or foe, calling from a loophole or through the door.

"Denis" actually was once a Druid of The Old Faith, and when in human form he indeed registers as True Neutral to those who *detect alignment*, but his contraction of lycanthropy has resulted in a loss of his spiritual connection to nature; excepting the rats and mice he is able to speak with. Denis neither understands this, nor remembers how or why this is. He feels something might be amiss, but does not comprehend that he is XerXere, and in fact understands the wererat to be an enemy. Whenever he reverts to human form, the time he spent as a wererat is inexplicable to Denis, a memory lapse he can't explain. He will not understand that he has (if he has) attacked a party of PCs, and will only recall interactions from when he was Denis. In contrast, XerXere sees all through Denis's eyes, controlling, manipulating, and manifesting at will.

T1-A. GROUND FLOOR

8 GIANT RATS dwell here (#A-2, #A-3). There are also a dozen mice that will scamper off to warn the lycanthrope of approaching "guests." To access this floor, an iron door, 2' x 5' must be passed through. It is LOCKED (CL 12 to break down, CL 3 to pick). The wererat holds the key.

When the PCs approach the iron door, a stuttering voice calls out from within:

"Huh-hello, suh-suh-strangers! Are you fuh-fuh-friend or fuh-fuh-foe?"

The man will invite friendly sorts inside for food and shelter, as long as they "... duh-duh-don't mind the muh-muh-mess." When asked who he is, he will stutter that he is "...Duh-Duh-Denis the Duh-Duh-Druid." If perchance a druid speaks to him in the secret Druidic Tongue, he understands the words but can not reply in kind, and will admit as much with embarrassment, blushing.

If the PCs are rude or threatening, he will not admit them, stuttering, "Suh-sorry, but you fuh-fuh-frighten muh-me." If they are kind and accept his invitation, he will admit them, leading them to #B-1 for dinner and shelter.

CK's Note: There is but one exception to the above conditions: if the PCs approach the Great East Wall Tower on a Full Moon night, XerXere is always manifest. In this form he will look for ways to surprise attack the PC party, always having his minions attacking first. He is less likely to flee on the Full Moon night (more on his treachery at #B-1).

#A-1. ENTRY CHAMBER

You are at once overwhelmed by the eye-watering stench of urine, feces, and mold. This 50-foot-diameter basement level with flagstone flooring is divided in two by an interior wall bisected by a spiral stair cased in stone. This basement chamber is littered with smashed crates and casks, shredded wool, rusty scrap iron, a broken loom, and not a few parched animal bones. Amongst this mess, you note many rodent droppings of small and large size. The spiral stair is flanked by oaken doors; also, a rust iron cresset is mounted by the spiral stair portal.

Careful inspection of the wall that divides this level will reveal several holes chewed through where wall meets floor, these of about 12 inches in diameter. The GIANT RATS use these to pass through.

If "Denis" leads the party through, he will show them to the spiral stair. If the PCs ask about the smell, he will say that it is the rats, that he has *charmed* them; that the rodents pose no threat as long as they are not disturbed.

- *Broken Crates & Debris*: yield nothing of worth. The old bones are of various rodents, but also a goblin, many of which, if inspected, appear to have been chewed. Mice might be seen darting to and fro. There is a trap door CONCEALED (CL 3) by the debris.

TRAP DOOR OF #A-1 (3' x 3'): Under wooden debris there is a heavy iron trap door, rust-mottled and set with a pair of iron rungs. The trap door has an iron frame (3' x 3') and is **MAGICALLY LOCKED**. A simple *knock* spell or *dispel magic* would open it; otherwise the dweomer is permanent. If the PCs open the door they will note a squared shaft 3' x 3' that descends into darkness. It is dusty and cobweb-filled, rusted rungs of iron drilled into the shaft wall.

The shaft descends 50 feet down to a dark, cobweb-filled tunnel of worked stone that is of 5-foot width for its first 50 feet before widening to 10 feet. This ultimately leads to a set of stone stairs. At the top of the stairs there is a stone door that opens to *The Storerooms #123*, where dwarves of a treacherous sort dwell.

- *Stone Door (4' x 8')*: This door (*The Storerooms #123-c*) is hewn of 4-inch thick black gneiss, has a Gothic-arch peak, and a ring-shaped iron knocker. It is **LOCKED** (*interior iron bar that bolts into hole; CL 5 to pick, CL 20 to break down*). Even when unlocked, it still requires an **OPEN DOORS (CL 3)** attempt due to its immense weight. The door etched in Dwarfish script: *Gold and Gems Swell the Coffers of the Dwarfish Soul. Nourish Those Lords Within and Know Safe Passage from Without.*

#A-2. STORAGE ROOM

This door is swollen (**STUCK**) shut (*CL 4 to shoulder open*). Within two minutes of the PCs entering, 4 **GIANT RATS** attack, leaping from the debris. There is a 4-in-6 chance they are joined 1-4 rounds later by their ilk at #A-3 (if not already encountered).

This storage room is piled with boxes, crates, barrels, and sacks, these spread about, most being broken and torn, a mess of wood, nails, and cloth. There is a sharp smell of rodent excrement and rotted grain here. You spy furtive movements flitting in and out of the debris, these accompanied by nasal squeaks.

GIANT RATS x 4: (*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, shields being ineffective as a defense against their attacks. XP: 3 each*)

Crammed inside a half-broken poplar box there is an old, shredded rope. Under which 1 **GIANT FEMALE RAT** nurses her 8 pup litter. The milk-bloated female (*stats as above, except AC 11*) will attempt to flee if discovered, her pups clinging to her nipples as she waddles off.

Within the debris can be found a gold-filigree, silver bowl, intaglio-etched depicting an axe-wielding Minotaur facing a bearded, spear-wielding warrior (*worth 25 gp*).

#A-3. STORAGE ROOM

This door is swollen (**STUCK**) shut (*CL 4 to shoulder open*). Within two minutes of the PCs entering, 4 **GIANT RATS** attack, leaping from the debris. There is a 4-in-6 chance they are joined 1-4 rounds later by their ilk at #A-2 (if not already encountered).

The acrid stench of urine is strong here. This chamber holds the shredded remains of what must have been flour sacks at one time, these now caked solid and moldy.

GIANT RATS x 4: (*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, shields being ineffective as a defense against their attacks. They have twilight vision. One is diseased, the effects of which the Castle Keeper may determine [fever, vomiting, lethargy, etc.], an incubation period of 24 hours at which time the PC must make a constitution save. XP: 3 each*)

Among the other items of this chamber is an old butter churn with a broken handle. Inside the churn are 6 **PINK GIANT RAT PUPS**, blind, and squeaking. A rusty bull's eye lantern hangs on a wall peg, its oil reservoir holding about 2 hours of fuel. There is also a footlocker within the debris.

- *Footlocker (3' x 2' x 1', unlocked)*: It contains a 2.5-gallon clay jug (empty), a pair of soft leather riding boots, a deerskin cloak (waterproof) with red felt lining, and a coat of plates (dwarf-sized) spotted with rust.

T1-B. LEVEL ONE

This level is where **XERXERE "DENIS" THE WERERAT** and his most robust soldiers (8 **GIANT RATS**) dwell.

#B-1. FIRST FLOOR ENTRY CHAMBER

You have arrived at rather untidy chamber that occupies perhaps two-thirds of this level. There is stench of spoiled meat here. Set upon an oaken workbench you note a bin of potatoes, carrots, and onions. Beside the workbench, there is an oaken table surrounded by 8 high-back chairs. The floor is littered with animal bones, broken boxes, shattered wine bottles and earthenware receptacles, and shredded lumps of cloth and hemp that might serve as pallets for rest.

There are two small closets located between the loopholes of the northeast wall, and an interior wall separates the western third of the level, one door providing access to that chamber. Set in the 5 feet thickness of the south wall, you see a 3-foot-wide by 5-foot-long passage opens to an obvious garderobe of 3.5 feet in diameter. And then there is the central spiral stair by which you arrived, it ascending and descending. About the littered floor you spy shadowy movements followed by a few sharp nasal squeals — giant rats!

The rats scurry away (for now) if the party has been brought here by Denis; otherwise they are quick to attack intruders.

- *Garderobe*: This 3.5' diameter garderobe has a 1-foot-square outflow shaft that empties on the east side of the bluff. In the back of the garderobe, behind a plank of wood there is a rough hole in the wall of about 18 inches in diameter. If the PCs look inside, they note a bored out tunnel chiseled through the curtain wall running south. The tunnel snakes to the northeast corner tower of the fortress, *Castle Fortress #CT-3B*. In this garderobe, leaning against a wall, XerXere keeps his **MAGICAL SPEAR** (see below).

Dinner with Denis: This is where “Denis” will lead his guests, offering them seating at the table while offering them a “...huh-huh-hot, huh-boiled dinner and huh-huh-bread.” Indeed, he will serve them soup (potato, carrot, and onion) and stale bread loaves. Dinner is prepared in his chambers (#B-2), so he goes back and forth while conversing with the PCs. In conversation he will say he’s been at this tower for several months now, even before the fog lifted. He says it was infested with rats when he arrived, and that he’s used his druidic magic to charm the animals, but that they are very untidy creatures.

Denis admits that life has been difficult here, as he’s been attacked by “...guh-guh-glory seeking adventuring huh-bands, evil guh-goblins, and an evil creature that huh-calls itself XerXere...an ugly, huh-hairy man-beast...” He might admit, if asked, that he is here by a calling he does not understand, but that this tower beckoned him. (Indeed, the tower’s strong connection to The Moon served as a magnet for the lycanthrope.)

Denis hardly sits still. While he talks, he often rises to stoke the fire at #B-2, (add a fresh log, gather more food for his guests, etc). An observant PC might note that Denis appears more nervous as time passes, beads of sweat collecting on his brow. He will invite the PCs to stay—and as often as they wish—because he enjoys the company.

Denis’s betrayal: When at length the PCs are at ease, Denis will at some juncture excuse himself to the garderobe, claiming to feel a bit ill. In the garderobe, XerXere manifests (transforms to hybrid form) and that one’s minions (8 GIANT RATS) will emerge from #B-3 and #B-4 to attack the PCs. The wererat will then emerge calling for the death of these intruders in a squealing, confident voice: “Denis is dead! I, XerXere, am the Rat King of Castle Zagyg! Die, you fools!” But he is a coward and will keep his back to the garderobe, spear set to defend himself (remember the garderobe passage is 3’ wide) and he is prepared to retreat. He waits at least 2 rounds, to see which way the wind blows. If the first 2 rounds prove a disaster, he will flee (in rat form) through the SECRET PASSAGE chewed through the back of the garderobe. If forced to retreat, XerXere’s black heart will pine for revenge (but “Denis” will remember none of it, only that he had guests and that he then felt ill).



See **PLAYER HANDOUT #19** (*Upper Works Map & Illustration Booklet*) for an illustration of the WERERAT, XerXere.

In hybrid form, XerXere, presents as a sort of “rat-man” with the legs and arms of a man and the head of a rat with beady black eyes and long whiskers. His torso bristles with coarse fur, and he has a long bald tail. He wields a spear that he once wrested from a fighting man who was on a mission to destroy the lycanthrope. XerXere fails to understand why the weapon has never worked as well for him as it did against him. This is because it is a *spear* +1, +3 vs. lycanthropes.

Also, if the GIANT RATS from #A-2, #A-3, #C have not been encountered, they are next to react, each group arriving in 3d4 rounds; thus effecting a staggered and seemingly constant assault from these fierce rodents. Also, normal rats of a number as deemed appropriate by the Castle Keeper might also arrive. This might be anywhere from 4-16 NORMAL RATS. As CK, you can either choose to roll the amount arrived or simply choose an amount to sufficiently challenge your PC group

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

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

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

RATS (NORMAL) x 4-16: (*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*)

#B-2. CAPTAIN'S CHAMBER

This is where XERXERE “DENIS” sleeps, usually from dawn to noon or so.

This bed chamber holds a straw pallet, maple dresser, stone fireplace, and a large copper kettle. Two iron chests are bolted into the floor, and a bearskin fur is spread before the straw pallet. A shuttered loophole is beside the stone fireplace, and by the door you note a peg rack hung with tattered cloaks of brown, green, and gray. A brass bull's-eye lantern hangs from an iron cresset.

- **Fireplace**: In the flue of the fireplace, hanging on a nail just within the reach of a man's arm is a CONCEALED (CL 2) soot-covered bronze key that opens both iron chests. Beside the fireplace is a 3-foot pile of broken wood planks and firewood.

CK's Note: the wererat has yet to plunder the following two chests, fearful of TRAPS (and with good reason!):

- **Iron chest #1**: This chest is LOCKED (CL 5 to pick) and TRAPPED (CL 3) with a scything blade. The blade springs to strike the one who is in front of the chest if that one has not depressed a stud on the side of the chest whilst opening the lid (1d8 damage). The chest contains 31 gp, 78 ep, 279 sp, a golden necklace with tiger-eye stone worth 10 gp, and a SCROLL with three clerical spells: *cure light wounds, protection from evil, and sanctuary*.
- **Iron chest #2**: This chest is LOCKED (CL 5 to pick) and TRAPPED (CL 3) with poison gas. If opened (even with the key), the gas will erupt and fill this entire level (unless the key is turned left, right, then left again; this sequence noted by a thief that succeeds on his traps check). The gas burns the ears, eyes, skin and nasal passages on contact for 3d4 points of damage, save for half damage. It holds a red silk kerchief within which is wrapped a *pearl of perception* (“Moon Pearl”)* and a gold medallion set with 7 tiny diamonds and etched with a crescent moon within which sits the figure of a man. A cleric might note this to be a holy amulet worn by priests of a notable celestial deity. This item is worth 50 gp.

* see Appendix B.

#B-3. STORAGE ROOM

4 GIANT RATS dwell here (their stats at #B-2). This room is the source of the rotting meat smell at #B-1. The bottom of the door to this closet space has been chewed open, creating a crawlspace of about 8 inches. Contained here are a 18 clay jugs (3.5-gallon capacity). 10 contain a dried oil/tar residue, 3 contain lamp oil, 4 with vegetable oil, 1 with spoiled vinegar. All are stoppered with corkwood. There is also a 100 foot spool of thin wire, (#50 test). Under the rope lies the headless, boated, maggot-filled remains of a small demi-human, a halving by the look of its furry feet, the stomach and ribs of which have been devoured, as well as parts of its calves and shoulders.

#B-4. STORAGE ROOM

4 GIANT RATS dwell here (their stats at #B-2). The bottom of the door to this closet space has been chewed open, creating a crawlspace of about 8 inches. This closet holds 2 brooms, 2 mops, 10 wooden pails (stacked together), 1 stone jug of lye (3.5-gallon), and 1 stone jug of ammonia (3.5-gallon). In one corner leans about a dozen broken planks of wood, these pierced with bent and broken nails of 6-inch length. In a corner there a nest of shredded cotton and wool, within which is stored about 15 pounds of various seeds and grains.

T1-C. LEVEL TWO

This floor is populated by 6 GIANT RATS that serve XerXere the wererat. If they have not already reacted to activity below, they will be hidden amongst the debris of this chamber. They will attack intruders (or those who nose about) within 3 minutes, emerging from the crates described in the following read-aloud text:

The nauseating stench of urine and feces is heavy in the air of this pillaged and ransacked tower level. Dividing walls have long since been demolished here, though support pillars of heavy oak endure, albeit cracked, chipped, and warped. The result is one open chamber of 50 feet diameter pierced with loopholes and a stone fireplace at the west wall. Demolishment notwithstanding, it seems the lumber of those broken partitions has largely been removed. The floor is littered with urine-soaked shreds of fabric and raw wool, fragments of glass and earthenware, and various bits of scrap iron (broken and bent nails, hinges, and fasteners). Rodent droppings large and small are visible throughout, some of the “droppings” as large as those which a big dog would void.

GIANT RATS x 7: (*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*

8 CASTLES & CRUSADES

a bite for 1d2 points of damage, shields being ineffective as a defense against their attacks. One is diseased, the effects of which the Castle Keeper may determine [fever, vomiting, lethargy, etc.], an incubation period of 24 hours at which time the PC must make a constitution save. XP: 3 each)

There is a dented tin scroll case among the refuse, it having been urinated on. The case contains a brittle, yellowed parchment tied in a black silk ribbon with 7 silver stars embroidered thereon. The scroll reads in the Common Tongue:

Friend or stranger—

If you have sought and found me not, know ye that I have abandoned my sacred post. My reasons are just! Another band of intrepid adventurers arrived a sennight ago, and so I shared the last of my stores with them—stale bread, pickled eggs, salted eel, and wine. They were nursing wounds, these adventurers, having engaged in combat with the malign inhabitants of the lower courtyard, so I treated them with curative spells, poultices, and clean bandages. Undaunted and unfettered, they informed me of their intentions to depart come sunup, their common goal being this: to seek the legendary dungeons underneath the castle fortress. “Canon,” said they, “shall you not accompany us? There is naught for you to remain when humanoids and fell things plague you at every turn.”

Since I found little untoward about their company, I took tea and considered their invitation. I then ascended to the holy rooftop shrine. I raised my arms to the high heavens and prayed aloud to the multitude of stars etched in firmament. They burned more brightly than ever I had seen them before, revealing to my unworthy eyes a most dazzling array of colors: star rubies, star sapphires, and white diamonds. My path was made clear: I would join The Seekers. And so, gentle reader, if this note remains thus, understand that I have not since returned and likely shall nevermore.

—Pious Ian Talon, Canon Priest of the Celestial Father

T1-D. LEVEL THREE

A GIANT COBRA (SPITTING) dwells here.

This level can be accessed from the wall-walks of the Curtain Wall North (q.v.) and the Curtain Wall East (q.v.) through a pair of iron doors (2' x 5'), both of which are LOCKED (CL 12 to break down, CL 4 to pick), their keys held by the wererat.

If the PCs first arrive here (as opposed to the ground floor), refer to the text at #A regarding “Denis” and how he addresses them. “Denis,” if conveying guests to his below chambers from here, will advise them not to “...tuh-tuh-touch the tuh-trash. Suh-suh-something muh-might buh-bite.”

This level is large and open, of 50 feet in diameter. It must have served as a patrol hub at one point. Two iron doors, each 2 feet wide by 5 feet high are located at the south and west, these set within the 5-foot thickness of the tower walls. Several loopholes provide a glimpse of the wilderness without, while a mullioned window provides a glimpse of the inner courtyard of the castle proper. Debris litters the floor, including bits of wood and iron, as well as a few bones (possibly human or humanoid), and soiled gonfalons of indigo embroidered in gold. Piled before the south door, you see the remains of broken weapons racks, several broken hafted weapons, and more bones, white and parched.

The 12-foot-long, reticulated cobra is of yellow and rust-brown patterned coloration. It lairs beneath the broken weapons racks lying on the floor. The

snake is periodically fed by the wererat (see #B-1). The wererat feeds the snake rats that are old, weak, or otherwise poor breeding stock. It is thus well-sated, content to stay hidden for weeks, if not months at a time.

The cobra will not actively seek to attack unless its nest is disturbed. At such an instance it will rise from the debris to 6 feet height, flare its hood to 2.5 feet, and spit its venom from its fangs at the eyes of the perceived invader. This happens with lightning quickness, and surprise is quite likely. It will then remain upright, ready to strike the first one to menace it.

GIANT COBRA (SPITTING): (This neutral animal's vital stats are HD 4d8, HP 18, AC 15, MV 30 ft. Its saves are physical. It attacks with a bite for 1d4 damage. Its bite also delivers poison for an additional 1d6 damage, save vs. poison or the victim dies in 26-48 hours time [24 + 2d12 hours] if cure poison is not administered. Its special attack is a venom spit, 30-foot range, into the eyes of one opponent. This attack is made at an additional +2 “to hit” and if successful, does 1d4 damage and blinds the victim. If the poison is not washed from the eyes within 5 minutes the blindness is permanent. XP: 212)

Within the broken debris that is the cobra's nest can be found a few salvageable weapons amongst several more broken ones, including 13 arrows, 18 crossbow bolts, 3 spears, 5 javelins, and 2 glaive-guisarmes. There are four ripped and soiled gonfalons (banners that would hang horizontal from a bar or pole), each of indigo-dyed fabric tasseled in gold thread and likewise embroidered with a symbol (Zagyg's) consisting of four adjacent circles that interlock: one with an eye, one with a hand, one with a dagger, and one that is blank.

T1-E. LEVEL FOUR

This level is infested with 11 GIANT WASPS, easily stirred into a deadly swarm if disturbed. If the rune-inscribed door of E-4 is tampered with, they will attack. The wererat scarcely ventures here, though considers the wasps a viable tower defense.

#E-1. THE RUINED HALL

A vibrating hum can be heard here, several buzzing voices that rise and fall in crescendos in this seemingly ruined hall, which is covered in a fine orange film. The interior walls are damaged and in some cases collapsed and rotted. Above the scattered debris of the south quadrant, you note the source of the buzzing: from a thick stem attached to a joist hangs a massive cocoon, oval shaped, 5 feet long, and 3.5 feet radius at its roundest. It appears to be formed of a brown paper-like substance, smooth and winding like woven cloth. Twelve-inch long wasps of striking coloration — jet black bodied with thin yellow bands, diaphanous wings, and black antennae tipped orange — move in and out of the nest from an orifice at the bottom. Presently, one such insect emerges from a loophole and flies into the cocoon.

The wasps do not take kindly to intruders — they vigorously defend the nest by attacking anything that comes within 15 feet. In fact, the first PC to step out from the spiral stair will garner their aggressive attentions, the giant insects pressing to attack any and all in the spiral stair, and capable of stinging multiple times.

CK's Note: Combat in the spiral stair can present a unique challenge to those who bear weapons that require considerable space to wield effectively. If a large-sized melee weapon is used, a -2 penalty “to hit” and damage is not unreasonable.

There are 11 GIANT WASPS, 10 of which are workers (non-reproductive females) and 1 of which is the queen. The queen remains within as her workers build and defend the nest. She prepares to lay eggs that will hatch as reproductive females and males.



WASPS, GIANT X 10: (These neutral insects' vital statistics are HD 2d8, HP 9, AC 15, MV 40 ft. fly, 10 ft. crawl. They attack with a sting for 1d4 damage. The sting delivers a poison that paralyzes the victim for 24 hours, save negates. 1% of victims die in 6-10 minutes, such persons being allergic to the venom. The wasps have fire vulnerability, taking double damage from fire attacks, their wings melting easily. XP: 20+2)

The 1 **QUEEN** stays in the cocoon, she only attacks if the nest is struck.

QUEEN WASP: (Identical to those listed above, except that she has 15 HP and stings for 1d4+2 damage. XP: 50)

#E-2. MEETING ROOM

The door to this room is missing. This is a former meeting room for soldiers that has long since been abandoned. It has been stripped of its contents, but a few scraps of wood and trash remaining, the sparse contents coated in a thin orange film.

#E-3. EMPTY CHAMBER

The door to this chamber is open. This small chamber is empty, save for a broom, a mop, and a cracked stone jug, the surrounding floor of which is stained as though by some potent chemical.

#E-4. CAPTAIN'S QUARTERS

The door is not locked; in fact its entire latching mechanism has been removed.

There is a straw-and-feather stuffed pallet on one side of this chamber, and a battered maple dresser with shattered mirror on the other. The pallet has been slashed open, feathers littered about the floor. The dresser drawers are gone. A painting hangs above the bed, framed in pine. The entire chamber is thick with dust and an odd orange film.

The portrait has been despoiled of its former quality, knife-slashed. It portrays a bearded soldier wearing a full chain suit and holding a great helm in his arms. His smile is one of exaggerated joy that does not match his serious eyes and knotted brow. The painting is signed "Z". If the painting is lifted from its hook, an inscription may be read on the back. It reads:

To Captain Green:

May you forever "flame" any besieger of this, your appointed tower. I hope you enjoy your gift and this picture as well. Since you ever refuse to smile, I took it upon myself to portray you as a happier chap than you normally are. Be not so grim — laughter is medicine for the soul, my good man!

—Z

The contents of this room have otherwise been looted and vandalized.

#E-5. REINFORCED DOOR WITH ARCANE RUNES

This iron-banded door of oak is engraved with runes. Likewise, the closet exterior is encased in iron bands of 6-inch width, a mere 2 inches between each band.

The runes read in the dwarfish tongue: *Captain's Armory*. This door is **LOCKED** (CL 13 to break down, CL 8 to pick) and **TRAPPED** (CL 8), the key being forever lost. If the trap is triggered, a billowing **ORANGE POISON GAS** that fills the entire level (except perhaps E-3 and E-4 if their doors have been shut) and extending 5 feet up and down into the spiral stair.

Orange Poison Gas (CL 5): (This gas burns the ears, eyes, nasal passages and skin for 1d6+1 damage, and weakens the victim(s) for 2d4 points of strength (1 point recovered per hour), a successful save versus poison reducing each debilitating effect in half. Note that if the 10 **WASPS** (#E-1) have otherwise been calmed or avoided, they will now aggressively attack those who set off this trap.)

For additional security, the interior of this small chamber is banded in L-shaped strips of iron bolted to ceiling to walls, floor to walls, thus rendering circumventive thievery far the more challenging. Within the chamber:

This closet of 10 by 10 feet is fastened by strips of iron bolted to the floor and ceiling. The place is bare except for a sheathed dagger mounted on a wooden plaque mounted on the west wall. The scabbard is bejeweled with oval-shaped bloodstones; likewise, the pommel of the blade is set with a large, finely polished bloodstone.

This is a *flaming dagger* +2, "*Greentongue*"*. It was once owned by a Captain of the Guard who was so afraid of it being stolen that he had this chamber built by a dwarfish master locksmith/engineer, and so it remains.

* see **Appendix B**.

T1-E. LEVEL FIVE

#F-1. RUBBISH PILE

4 GIANT CENTIPEDES lair here.

A rubbish pile of 5 feet in height dominates this southwest quarter of the tower, this protruding from what was once a pair of chambers, the walls of which are broken and rotted. A cursory glance reveals shredded cloth, wood pulp and rope fibers, broken barrels, shards of glass, and moldy refuse that glistens with moisture. Notched in the wall above the rubbish you note a mullioned window, shutterless, overlooking the inner courtyard of Castle Zagyg.

The centipedes attack if any of the party trifles with the rubbish pile (their nest). These creatures are black with orange spots, of 1.5 feet length, and have gnashing pincers. There are about 12 young centipedes deeper in the nest, these of 3 inch length and harmless . . . for now.

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)

If the rubbish pile is sifted through for at least 10 minutes by 4 characters, a few items of worth may be discovered. These include a pair of gold filigree pewter goblets (worth 5 gp each), and an iron teakettle that, if *detect magic* is cast, registers a faint *dweomer*. It is a *kettle of boiling**.

* see **Appendix B**.

#F-2. ROOM WITH PARTIALLY COLLAPSED WALL

The wall of this doorless chamber is partially collapsed the wood suffering rot. Inside there is a stack of barrels of 18-gallon size, each leaking a black, viscous ooze. The floor is thick with this black, goeey substance.

There are twelve barrels, each containing oil that would have been used to defend against siege, but the stuff has congealed to black sludge that has compromised the integrity of the barrels, the oil having leaked between the barrel staves. Note that the rubbish pile of #F-1 extends here and if trifled with, the 4 CENTIPEDES of that encounter area will (if they have not already) emerge to attack.

#F-3. ARMORY

The door of this chamber is closed but not locked; in fact, its lock has been dismantled to inoperability.

A pair of large weapons racks occupies this chamber. The arms, however, have been removed except for the headless shafts of a few dozen arrows littered about the floor and about three dozen (mostly) broken javelins. A loophole looks out over the river.

There are 26 such arrow shafts (notched and feathered) stripped of their tips, though otherwise of military quality. 8 javelins are salvageable. A pot of hardened glue (1 gallon) also rests on the floor.

#F-4. TOWER BARRACKS

Two sets of double doors provide access to this chamber, both *STUCK (CL 2 to force open)*.

This large chamber takes up perhaps a third of the tower level. It appears to have served as a barracks at one time, straw pallets clustered within. Four large trunks rest on the floor, their removable lids having been cast aside perhaps by looters. A pair of loopholes admits air into the otherwise stale smelling chamber.

The pallets have been knifed open and shifted about. Small spiders (harmless) have since stretched webs over the gaps between the beds.

- *Trunks x 4 (1.5' x 1.5' x 3')*: These hold nothing of value, except for four pairs of high, hard-soled boots, some gray cloaks of heavy wool (moth riddled), and eight bed blankets of cotton.

#F-5. LIEUTENANT'S CHAMBER

The door to this chamber is closed, though its lock appears to have been dismantled. Inside there is a bed turned on its side, its wool-stuffed mattress slashed open. A small dresser topped by a cracked mirror of 2 x 3 feet is also within, though the drawers have all been pulled loose. The room appears to have been completely looted.

T1-G. LEVEL SIX

A SMALL GRIFFON nests here — an aggressive one at that with an appetite for equines, especially when adventuring sorts tether their steeds in the surrounding wilderness. If the PCs arrive from below they will at once note the smell of the outdoors even as they ascend the spiral stair.

The tower wall has been blasted open at this level, perhaps by some fantastic trebuchet hit launched ages ago. This level must have been an important place of defense, for it is of many loopholes, before which, lie the remains of at least 8 ballistae. A slate-tiled, low-rising platform of 20 feet in diameter surrounds the spiral staircase, though many of the slates are cracked and broken.

The northeast quarter is where the wall was punctured, and shards of broken stone and debris are scattered throughout. Among this substantial debris there lie about half a dozen armed and armored skeletons, some with limbs and skulls separated. The verge of the broken wall is heaped with branches, twigs, mud, and leaves — a nest from which emerges an angry griffon, protesting your presence with an angry screech!

GRIFFON, SMALL: (This neutral creature's vital stats are HD 4d10, HP 36, AC 15, MV 30 ft., or fly 60 ft. Its saves are physical. It attacks with two claws for 1d4 damage each and one bite for 2d6+1 damage. It has dark vision and twilight vision. XP: 244)

The griffon is just reaching maturity and seeks a mate. He is quite aggressive, though will take to flight if injured beyond 50% of its HP.

- *Six soldier bodies:* Among the deceased there are 3 suits of chain mail (ruined from rust), 5 shortswords, 6 belt axes, 3 glaive-

guisarmes, 3 longbows, 2 short bows, and 7 daggers. Each man has a pouch containing 2d6 sp. Each man has a dozen-quiver holding 2-12 arrows. One such quiver contains two +1 ARROWS.

T1-H. ROOF (FANE OF THE CELESTIAL DEITY)

The spiral stair ascends to an iron door (2' x 5', STUCK, CL 3 to force open) that opens to the roof of the Great East Wall Tower. One may, however, continue up the spiral stair to a 10-foot diameter landing of 5-foot floor-to-ceiling space. It is devoid of contents.

The roof of this tower once served as an outdoor fane dedicated to a Celestial Deity of the Castle Keeper's choosing, a former place of worship and star gazing. Legend speaks of such a deity having once been imprisoned by the Mad Archmage. Pseudo-scholars have attempted to assign motive, plot, and reason to Zagy's behavior in this regard. How absurd.

If the PCs gain the roof:

Above your head, a slate-tiled conical roof cap shields the battlemented roof of this massive tower. The cap is supported by a single rod of iron that rises from the top of the central turret. Peering up, you note that the underside of the cap is rather uncanny for its many thin bars of metal that crisscross it.

The roof floor is laid with black marble tiles graven with mysterious runes and symbols, these surrounded by a multitude of stars (6 to 12-inch diameter) etched and painted and aglow in lambent hues of amethyst, azure, emerald, pearl white, rose red, saffron, and silver. Even the 15-foot high central turret that supports the cap is tiled in black marble and graven with similar sigils and stars. Among these you observe the depiction of blazing comet with a silvery-blue tail. Riding the comet is the intaglio depiction of a tall, spare man wearing a long and tattered cloak. His eyes are like ebony disks that sparkle with mother-of-pearl points of light.

Otherwise, the rooftop is battlemented as many other towers of this castle are, it being fenced in by a 3.5-foot parapet from which rise loophole-pierced merlons spaced at 3-foot intervals. Also, chimney stacks rise from the east and west sides of the roof.

See **PLAYER HANDOUT #20** (*Upper Works Map & Illustration Booklet*) for an illustration of the roof of this tower.

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.

- **Black marble roof tiles:** Among the intagliocarved and multi-hued stars, the etched runes of the roof floor read in an ancient tongue of man: *Star Gazer sails across Astral Skies, and through his eyes we know Infinity.*
- **Enchanted Roof Cap:** A small bronze portal, 1' x 1', is affixed to the parapet where "X" is marked on the map. It has a small keyhole and is graven with ebony runes that glow with midnight blue radiance. The portal is **LOCKED** (CL 5 to pick, CL 5 to pry open) and **MAGICALLY TRAPPED** (CL 5) with a *paralyzation ray*, that can be disabled by a thief if a thread of copper inside the lock is snipped, it being the source of the enchantment. *Dispel magic* can also dismantle the trap. The ray emits a cone 5' at the base, 20' long, 20' wide at its terminus. It paralyzes the victim(s) for 10-40 minutes (*save versus paralyzation negates*). It also causes an alarm to sound: a thunderous peal of bell ringing that lasts for 5 minutes. This sound enrages the **GRIFTON** (see #T1-G), which will launch from its nest and attack whomever lurks by the parapet. It might even snatch up a paralyzed victim, drop that one to its death, and then snatch it up again to devour this sad victim back at the nest. The small door opens to a bronze box of 1-cubic-foot size. Inside there is an iron hand crank.

o **If the PCs turn the crank:** This effects the roof cap's enchantment. The entire roof cap will begin to fold like an umbrella, reeling to an impossibly narrow size. Lastly, the iron rod that supports the cap lowers into the central turret. If one were to open the iron door of the central turret and examine the 5-foot landing at the top of the spiral stair, they would find nothing, because the cap actually descends into an extra-dimensional space not unlike that effected by a *rope trick*.

- **Central turret:** This black, marble-tiled turret is 15 feet high, 12 feet in diameter, and built of 1-foot thick stone blocks. On the opposite side of turret from the iron door, there are small rungs of bronze. In a by-gone age, priests of the celestial deity would lower the roof cap. From the turret top they would perform ceremonies at each moon phase and also during the solstices and equinoxes. The top of the turret is fenced in by a low wall (1.5 feet). If the roof cap has been folded to its extra-dimensional space as noted above, the top might be observed as holding a concave stone basin of 6 feet in diameter, shallow, perhaps 18 inches deep at its center. The basin is edged by black marble tiles, these graven with 7 stars colored in radiant hues of amethyst, azure, emerald, pearl white, rose red, saffron, and silver. Each star is of variable shape and size. On midnight of the Full Moon night until dawn, the luminosity of these graven distant suns increases sevenfold, and the stone basin, *The Moon Well of the Celestials*, fills with a liquid best described as quicksilver. This **MOON WATER** swirls and sparkles with motes of brilliantly terrible white light. An ancient entity dwells in the pool, and in times past this Celestial Dweller was proffered living sacrifices by priests of the Celestial Father's faith.

The Moon Well:

If the weird liquid of this basin is physically touched by a cleric of the Celestial Deity to whom this fane is dedicated, that one will collapse into the basin, assuming a fetal position, all the "quicksilver" sucking into that one's mouth. The physical body of the subject now lies within the emptied basin while his *astral form** projects, the Moon Water now serving as that one's silver cord connection to the Prime Material Plane. Anyone who is upon the rooftop Fane of the Celestial Father also collapses and is drawn to the astral plane to meet whatever fate lies beyond, each with his or her own silver cord.

If this weird liquid is initially touched by one who is a cleric of the Celestial Deity to whom this fane is dedicated, that one is consumed by the Dweller in the Moon Well, an ancient and insatiable entity sucks in its victim and vampirically drains it in a silvery whorl of lambency through which swim a million motes of brilliant white light: *save versus death, CL 5, a successful save indicating that the victim pulled away before being consumed, though that one is drained of a hit die/level of experience. A failed save results in immediate death. The Dweller can be turned as though it were a lich, but it cannot be destroyed, and it will return come the next Full Moon.*

* **CK's Note:** The Castle Keeper should prepare for the possibility of such an excursion if a cleric of the Celestial Deity is among the PC party. The extent of the astral travel, the worlds and planes potentially encountered, must be determined by the CK. It can be as simple as a few encounters out on the Astral Plane, or the full exploration of some alternate world or outer plane.

View from the roof: A magnificent, panoramic view is provided, including first and foremost the castle proper with its roof nearly as high as the towers the flank it, but whose central spires of carved stone extend another 30 and 50 feet, respectively. Below, the PCs will note the various courtyards, walls, towers, and gatehouses. Perhaps they will see the movement of goblins about the cobbled (lower) courtyard, maybe some birds of prey scavenging something in the grassy (middle) courtyard, etc. They will of course see the surrounding wilderness, such as the sprawling Little Hillwood and the sluggish False Urt River curling around the bluff on which the Mad Archmage's castle complex is built.

T2. HEXAGONAL EAST WALL TOWER

This tower is controlled by an enclave of malign cultists who use this structure as a base of operations. The **CRIMSON HAND** desires to plumb the awesome depths of Castle Zagyg to secure artifacts of power and thus further the aims of their malign society.

A massive, hexagonal tower of stone rises from the southeast corner of the castle grounds, it joining the South and East Curtain Walls. The tower rises some 80 feet in height, some 55 feet in diagonal diameter, and is notched with loopholes, its rooftop battlemented.

- If viewed from the exterior (such as from the woodlands, the river, the berm area, etc.) the party will also note the base of the tower is played 6 feet, tapering in at 6 feet wall height.
- If viewed from the interior (Inner Garden Courtyard, nearby wall, tower, etc.), an iron door (2' x 5') is noted at the base of the tower. Also, a wooden catwalk hugs the back of the tower at 30 feet height, this joining the east and south wall-walks.

Careful observation of this structure from the Inner Garden Courtyard will also reveal thus:

Ten feet above the iron door at the base of the tower, you note a window that appears to have been chipped around, its single mullion bent, perhaps by thieves long ago. Now that orifice (which could easily fit a man) is teeming with cobwebs.

The above is in relation to Level 1 (#T2-B, below).

Tower Facts: Exterior walls are of 5-foot thickness. The interior has floors of 10-foot height. Flooring (except the ground floor of stone) is constructed of wooden planks nailed to heavy oak beams that span the interior and are supported by corbels that jut from the walls, as well as putlog holes. Unless otherwise indicated, interior doors are of 3-inch-thick oak.

The Crimson Hand Cult: The cultists here are a contingent of the Crimson Hand, a far-reaching society of evil men who aspire for power, control, and the ascendancy of their race. Their goal at Castle Zagyg: to establish a base of operations (this tower) and to plunder the Mad Archmage's many and sundry dungeons for artifacts of power.

There are 18 CULTISTS dwelling here:

- 1 CULT LEADER (MONK, 4th LEVEL)
- 1 HIGH PRIEST (CLERIC, 5th LEVEL)
- 2 UNDER-PRIESTS (CLERICS, 1st LEVEL)
- 6 CULTISTS (ASSASSINS, 1st LEVEL)
- 8 LESSER CULTISTS (FIGHTERS, 0th LEVEL)

A direct assault of this tower by the rash and foolhardy will likely result in a sound thrashing delivered to the PCs. Clever adventuring parties, however, might find some measure of success.

Left unmolested and assuming the PCs continue to advance in class levels throughout the Castle Zagyg campaign; this cult should expand and advance in capability so as to present an adequate challenge to the PCs whenever they are confronted. Conversely, if the PCs clean out this tower, killing each of these evil men, a bonus 100 XP per adventurer, per level, should be awarded. If the cultists are defeated and at least one of their numbers lives to escape, that one will eventually report to his seniors and the PCs (described by that one to the best of his capacity) might become future targets of a revenge plot.

T2-A. GROUND FLOOR (BASEMENT)

To access the ground floor from the Inner Garden Courtyard, a LOCKED (CL 10 to break down, CL 5 to pick) and TRAPPED (see below) iron door, 2' x 5' must be passed through.

At the foot of the looming hexagonal tower you note an iron door two feet wide by five feet high with a keyed latch. The door, which is spotted with rust, is imprinted with a red hand, the digits of which are spread wide.

See **PLAYER HANDOUT #21** (*Upper Works Map & Illustration Booklet*) for an illustration of this door.

STONE BLOCK TRAP (CL 3): A loose, rectangular stone (6" x 6" x 36") appears to be part of an overhanging lintel. If the trap is triggered, the stone falls on the head of the one who opens the door for 2d6 damage (*half damage if PC wears helm*).

A successful *listen* check at the door will reveal the sounds of light hammering, metal filing, and sanding within, though not a voice.

#A-1 ATILLIATORS' WORKSHOP

There are 5 LESSER CULTISTS (0-LEVEL FIGHTERS) at work (and/or rest) in this workshop, building crossbows and siege engines, and conveying provisions to the above levels when called upon.

The cult is in the early stages of preparing to (if necessary) defend their staked claim (this tower) from local bandits, humanoids, and/or seekers of Castle Zagyg. So far they have completed 1 scorpion, it being mounted on the roof (I) of this tower, and they are nearing the completion of a second.

Five men of pallid, freckled skin and shaved heads are seated around a workbench in the middle of this flagstone floored basement, it being divided by an interior wall that touches the northeast and southwest points. The men are garbed in padded armor dyed rusty-black and are armed with short blades and arbalets. Dozens of tools and parts used to manufacture artillery lie before them, and 8 sleeping pallets neatly line the north wall. The men, alert to your intrusion, spring to action!

TACTICS: The lesser cultists will at once flip the workbench for cover (+4 AC), spilling tools and parts about the flagstone floor. They will aim crossbows at the intruders and begin shooting.

LESSER CULTISTS x 5: (These 0th level, neutral evil fighters have HD 1d6, HP 4, AC 11. Their primary attributes are strength, dexterity, and intelligence. Their significant attribute is dexterity 15. They have the Construction Ability [level 1] with a focus on Artillery. They wear padded armor and wield light crossbows [+1 "to hit"; 1d6 damage], 20 quarrels, shortsword [+0 "to hit"; 1d6 damage], and belt axe. They also carry 1d6 sp. XP 3+1)

The cultists build crossbows from personal size to larger artillery engines, such as the scorpion (ballista). Littered about this workshop there are many lumber pieces, screws, levers, stock pieces, tillers, nuts, springs, balled cords of sinew, hammers, nails, knives, rivets, fasteners, files, wood saws, metal saws, sandpaper, weapon oil, pots of glue, and bees' wax. There is also a half-barrel full of quarrels (x 80) and vaned javelins (x 33) the latter of which will be used to launch from the scorpion. Of the complete missile launchers (or, those not possessed by the atilliators) there are 6 light crossbows, 2 heavy crossbows. There are two cressets in this chamber, each of which burns a healthy reserve of lamp oil, and in a basket a collection of 6 thick torches.

- **Doors:** Each oaken door that flanks the spiral stair is closed, but not locked. If either is opened, a chilly exhalation issues from within.
- **Spiral stair:** built of solid stone ascends clockwise (thus favoring right-handed blades defending from above) to the levels above.

CK's Note: As pertains to the use of scorpions and like artillery engines, artilleryists (such as those noted above) are Fighters with added Construction Ability. Unless the crew manning an artillery engine are specially trained to operate it, the "to hit" roll is a straight d20. Regular artilleryists are at +1, Veterans at +3, and Experts at +5. Each two levels above the 1st moves the artilleryist up from regular to Veteran to Expert. The Castle Keeper should keep this in mind should this cult expand its crew and install additional equipment.

#A-2. FROZEN CHAMBER (262' AREA):

A SHADOW is charged with the protection of this *enchanted* storage chamber. The creature was summoned from the Negative Material Plane and bound here by a high priest of the Crimson Hand who helped establish control of this tower but has since traveled elsewhere. It will not attack the cultists. It passes effortlessly through the wall that divides this chamber from #A-3. The CK must determine straight away if the shadow is here (1-3 on a d6); if not, it will arrive within two minutes.

The preserved carcasses of 9 wild boars and 2 red deer bucks depend from the chains affixed to the joists of this dark and chilly (below freezing) chamber that comprises perhaps a third of the basement level. The boars might have once weighed 300 pounds apiece, while the deer might have weighed as much as 250 pounds. Each is skinned, eviscerated, and salt brushed. The periphery of this chamber is stacked with a pair of 40-gallon barrels.

The SHADOW will slip between the dangling carcasses, then attack. It is essentially *invisible* and can pass through the interior walls that divide this level.

SHADOW*: (*This chaotic evil undead's vital stats are HD 3d12, HP 25, AC 13, MV 30 ft., 40 ft. fly. Its saves are mental. It attacks with an incorporeal touch for 1d4 damage plus 1 point of strength drain. Creatures reduced to 0 strength become shadow spawns. Otherwise strength returns at 1 point per 2d4 turns. In darkness this creature is considered invisible [-10 "to hit" it], unless several bright light sources are used or a light spell is cast. This creature is instantly destroyed by sunlight. XP: 155*)

* see M&T for more information.

- **Barrels, 40-gallon, x 2:** these are each about half-filled with salt, beside which lies an open crate with brushes and rags, all of this used for curing the meat in this locker, though efforts in this regard have been minimal due to the refrigeration dweomer. A wooden mallet rests against one of the barrels for breaking up the salt when it cakes.

#A-3. REFRIGERATED CHAMBER

A SHADOW is charged with the protection of this *enchanted* storage chamber. It is the same shadow described at #A-2. It passes effortlessly through the wall that divides this chamber from #A-3. The CK must determine straight away if the shadow is here (4-6 on a d6); if not, it will be here within two minutes.

This cold chamber (above freezing) is racked with ten 30-gallon kegs (on their sides) and several more cloth sacks tied with hemp ropes and hung from pegs and hooks drilled into the joists. There are five smaller casks, firkins of 9-gallon capacity.

The SHADOW (see #A-2 for stats) attacks intruders. The shadow is essentially *invisible* and can pass through the walls that divide this level.

- **Kegs (30-gallon) x 10:** There are 5 kegs of wine (herbal chardonnay x 3, dry red x 2), 1 keg of pickled eggs, 3 kegs of pickled fish, and 1 keg of pickled vegetables.
- **Firkins (9-gallon) x 3:** vegetable oil (x 2), and vinegar (x 1)
- **Cloth sacks (3.5 cubic foot capacity each) x 15:** These contain apples, bread loaves, grains (barley and oats), legumes (wild peas, beans, lentils), nuts (pecan, walnut), oatmeal, and root vegetables (carrots, onions, radishes, etc.).

T2-B. LEVEL ONE

3 GIANT SPIDERS (MEDIUM-SIZED) inhabit this level. Note that the cobwebs are difficult to negotiate without touching (*same result as if passing through a web spell, as noted in the PHB*), though PCs that simply remain within the spiral stair are safe. When the attillators of the ground floor pass by this way, ascending the spiral stairs, they always keep a torch lit so as to prevent a spider attack. The Crimson Hand feels these monsters provide excellent security, and they intend to allow them to remain until more cultists arrive.

This large, cobweb-filled chamber appears to have been a feast hall. Through the webs you distinguish four large tables of oak and several stools and seating benches, most of which are broken and/or tipped over. A large, high-backed "throne" chair of mahogany also lies on the floor. You also note several loopholes and a stone fireplace built in the northwest point. Four square pillars help support the ceiling, and cressets project from four of the walls. Nearly all such appointments serve as anchor points for the ubiquitous webbing, which also spans loopholes and a web-filled window that presumably overlooks the inner courtyard.

Touching the web's strands causes one to become entangled in its gluey fibers. One must make a strength save (CL 3) or be stuck. These webs are somewhat resistant to heat, so burning the cobwebs is difficult, though not unreasonable. The webs burn at 1 square foot per round under direct flames, melting in effect to a grey, molten goo and issuing a foul-smelling odor; a FLAMING SWORD or like weapon will cut through with ease. The spiders are quick to react to the slightest disturbance:

SPIDERS, GIANT (MEDIUM-SIZED) x 3: (*These neutral creatures' vital stats are HD 3d8, HP 15, 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 paralyzation for 1d6 hours. XP: 52+3 each*)

The spiders keep cocoons of the various creatures that they have trapped recently, including rats, a goblin, and a raccoon that crawled down the fireplace flue.

- **Fireplace:** contains nothing more than the wood ashes of fires burned long ago.
- **Throne chair:** The back of this chair is engraved with a symbol that portrays four adjacent and interlocking circles: one with an eye, one with a hand, one with a dagger, and one that is blank.
- **Mullioned Window:** This has been punctured, its mullion bent aside, and the surrounding frame broken to a larger aperture; however, it is spanned by cobwebs.

T2-C. LEVEL TWO

There are 6 ZOMBIES here, these animated by the Crimson Hand priest, BROTHER OSSLO KROTHTEPSEN.

A fetid smell of death and decay lingers here. This level is large and open, with 4 square support pillars of oak. The center of the six-sided chamber is lined with a dozen untidy mounds of straw that might have at one time served as pallets, each one draped with ratty blankets of grey wool. Six battered footlockers are set between the straw piles. At the northwest point there is a stone fireplace thick with ash and dust, and a garderobe is built into the thickness of the north wall. Iron cressets lacking fuel project from the southwest and southeast points, and several loopholes provide a view of the wilderness, whilst one shuttered and latched window presumably overlooks the inner courtyard northwest.

The zombies attack if the central pallets are disturbed:

ZOMBIES x 6: (These neutral evil undeads' vital stats are HD 2d12, HP 12, AC 12, MV 20 ft. Their saves are physical. They attack with a slam 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)

- **Footlockers (2' x 2' x 3') x 6:** If the party is in need of boots, blankets, belts, cloaks, tunics, or trousers, there are plenty of these to be found in the footlockers, though most are in a state of decay, moldy and moth riddled.
- **Garderobe:** This is a 3-foot-wide by 5-foot-long passage that opens to a 3.5-foot-radius chamber with stone bench and outflow shaft below that empties into the False Urt River. An air vent within is not unlike a small loophole. Upon the bench lies the dismembered, skeletal remains of a gnome thief. This one was attempting to spy on the Crimson Hand. Using his *potion of diminution*, he climbed up the garderobe outflow shaft from the riverside but was killed by the zombies. Surviving are a matching pair of +1 *throwing knives* (5" blades) each tucked into an otherwise ruined boot, a leather belt case with the aforementioned *potion* (has 2 draughts remaining, 50% decrease in size, 10 minute duration), a shortsword, thieves' tools, a tinderbox (contains flint, steel, and wood powder), and 32 sp. The Crimson Hand are unaware of the body . . .
- **Shuttered window:** is a 1' wide by 2' long window with a single mullion of iron dividing the space (CL 10 to bend).

T2-D. LEVEL THREE (PATROL HALL)

A wooden catwalk curls around the back of the tower and joins the wall walks of the of the Curtain Wall South and the Curtain Wall East. The iron door (2' x 5') that accesses the catwalk and the iron door that access the East Curtain Wall are both LOCKED (CL 12 to break down, CL 5 to pick key lock, CL 3 to pick shot bolt of steel; thus, 2 pick locks checks required).

There are 4 ARMORED SKELETONS here.

Mounted to either side of the north door, you note wall sconces of iron that contain thick stubs of oil-soaked rope. These burn slowly, illuminating this tower level that must have served wall patrollers in the past. Four square pillars of oak support the ceiling. Before each of these you note wooden pedestals upon which are mounted assembled suits of full plate armor with great helms. Each armor-statue stands rigid, facing one another, gripping glaive-guisarmes in their steel gauntlets.

Several loopholes pierce the walls, and a stocked weapons rack is mounted by the northwest door of iron. Three ironbound, oaken chests and 1 large boxwood crate are placed under the loopholes overlooking the wilderness south.

The skeletons attack after 2 minutes if the requisite signal is not issued: a vocalized hiss followed by three loud clucks of the tongue. Executed

correctly, this precludes the skeletons from attacking, causing them to remain motionless. Otherwise, the metal of the plate mail "statues" begins to creak as the undead spring to attack bearing their pole-arms. Until one is vanquished, the PCs might not realize these are undead, except for the strange rattling of the metal as these vile creatures move. A cleric may well determine something is amiss here, something unnaturally charged with negative energy.

SKELETONS (ARMORED) x 4: (These neutral undead creatures' vital stats are HD 1d12, HP 7, AC 19, MV 20 ft. Their saves are physical. They attack with a glaive-guisarme for 2d4 damage. They wear full plate armor and great helms. Piercing and slashing weapons do half damage to these undead. XP: 15+1)

- **Weapons racks:** holds 15 spears, 2 glaive-guisarmes, and 2 halberds.
- **Chest #1 (3.5' x 1.5' x 1.5'):** This chest is unlocked but is TRAPPED (CL 3). If one opens the lid of this chest, 3 poison darts shoot from within, automatically striking whoever stands before the chest. If more than one character stands before the chest, simply divide the missiles up in whatever manner is desired. Each dart does 1d4 points of damage, and 1d6 poison damage (save versus poison, CL 3, save negates). Inside this chest is 322 cp and 2 vials of poison (each vial is metal with cork stopper and holds 1 draught of contact poison, 1d6 damage, save versus poison, CL 3, or additional 1 point of damage per round for 2d6 rounds)
- **Chest #2 (3.5' x 1.5' x 1.5'):** This chest is unlocked. It holds 48 vaned javelins*.
- **Chest #3 (3.5' x 1.5' x 1.5'):** This chest is unlocked. It holds 48 vaned javelins*.
- **Wooden crate (4' x 3' x 3'):** holds 5 bottles (64-ounces each) of weapon oil, rags, and small sharpening stones, as well as a few ballpeen hammers, metal files, a small anvil, some clamps, a wooden mallet, and other tools used for weapon repair and general maintenance. The stock is of decent military issue, signs of recent sharpening and repair being evident to any skilled weaponsmith.

* The men working at the ground floor will soon be installing a pair of ballistae here. When complete, these will function as the scorpion presently mounted on the roof (#T2-1) of this structure. The vaned missiles are prepared for the scorpions.

T2-E. LEVEL FOUR (MEETING HALL)

This level is occupied by BROTHER OSSLO KROTHTEPSEN and his 6 SKELETON GUARDIANS. Osslo curate priest of the Crimson Hand (he is here 3-of-6 times during the day; otherwise he is at the laboratory at #H-2). Osslo is the spiritual leader and second in command of these cultists, his master being the monk, SUPERIOR KOVOSKO.

#E-1. PILLARED HALL

This four-pillared chamber is lit by 4 flaming wall cressets, one mounted on each of the four square pillars in the center of the room. Between these pillars you see 3 pinewood coffins, the pine so fresh it leaks sap. A walled-in chamber of about 15 feet wide and 10 feet deep occupies the east point, its oaken door closed, the 3 coffins laid neatly before it.

An oval dining table surrounded by three high-back chairs is located by the north wall whose loopholes provide a view of the castle proper. On the table you note a brass candelabrum with black tapers, a censer containing bitter incense, and 2 gold filigree pewter goblets. Beside the table there is a stone fireplace at the northwest corner, it betraying recent use. Additional loopholes provide a view over the wilderness without.

2 skeletons lurk in each coffin, so 6 SKELETONS in total. Each coffin is drilled with several small holes from which the lambent green eyes of these undead observe. Unless the Crimson Sign is issued — a sharp hiss followed by three loud clucks of the tongue — they will emerge within 60 seconds to attack

intruders nosing about. If **BROTHER OSSLO** is in his chamber (see #E-2), he will look through a spy hole and determine quickly whether he should flee through the **SECRET DOOR** in his chamber or join the fray.

SKELETONS x 6: (These neutral undead creatures' vital stats are HD 1d12, HP 8, AC 13, MV 20 ft. Their saves are physical. They attack with a glaive-guisarme for 2d4 damage. They wield shortswords. Slashing and piercing weapons do half damage to these undead. XP: 10+1)

- *Gold-filigree pewter goblets* x2:* These are engraved with thorns and vines, valued at 12 gp each.
- *Candelabrum*, brass:* worth 10 sp.
- *Censer of incense*:* worth 10 sp.

* Each of these religious items resonate Neutral Evil if *detect evil* is cast.

#E-2. PRIEST'S QUARTERS

The door is **LOCKED** (CL 7 to break down, CL 3 to pick).

There is a 3-in-6 chance (1-3, d6) that the high priest, **BROTHER OSSLO KROTHTEPSEN** will be here; otherwise (4-6, d6) he is engaged in research at his laboratory at #H-2. However, if it is the midnight hour, Osslo will be at #F-1 presiding over a ceremony.

There are two bronze wall sconces in this room, each cast to the shape of a goat's skull and afflcker with blue-white flames — though you discern no fuel source. This place is appointed with a bureau, writing desk, a bed with an iron-banded chest at its foot, and a rosewood armoire of floral motif.

On a white marble pedestal in the corner you note a 24" granite statue, painted, it portraying a skeletal figure swathed in an ebony cloak and clutching a scythe with silver-painted blade. The cowed skull of the figure, as well as the boney hands that clutch the haft of its reaper, are of deep crimson. In the black pits of its eye sockets you note sparks of green glowing faintly.

Brother Osslo is a long-headed man with sandy-blond, tonsured hair, sunken blue eyes, and high cheekbones. He wears black velvet robes with silk trim of rust-red embroidered with silver runes and sigils. He is a follower of a Deity of Death & Darkness (as determined by the CK) and other powers malign.

TACTICS: If the CK has determined that Osslo is present, it is not likely he will be taken by surprise. Likely, he will have joined his 6 **SKELETONS** of #E-1, or he will have fled through the **SECRET DOOR** (see below).

BROTHER OSSLO KROTHTEPSEN (HIGH PRIEST): (He is a 5th level, neutral evil, human cleric of [CK insert appropriate deity of Death & Darkness] whose vital stats are HP 30, AC 16. His primary attributes are dexterity, intelligence, and wisdom. His significant attributes are wisdom 15 and dexterity 15. He is equipped with a steel breastplate, a +1 scythe [+3 "to hit"; 2d4+1 damage], a ring of 6 keys*. Clerical spells: 0-4, 1st-4, 2nd-2, 3rd-1. Typically he has the following spells memorized: *cause light wounds x2, command, sanctuary, darkness, speak with dead, cause blindness.*)

* *Ring of 6 keys:* 1 key to desk, 1 key to chest, and 1 key to the oaken door of this chamber; also 1 key that unlocks the 3 chests of #D-1, 1 key to #H-2, and 1 key that locks/unlocks each iron door of this tower.

- *Wall sconces:* these are enchanted with *continual flames*.
- *Death & Darkness Deity Statue:* This granite statue (of a Death & Darkness deity as determined by the CK) if destroyed, will effect a *curse* upon its defiler. That one will suffer nightmares of his or her own horrible death each night until sleep becomes a luxury no longer enjoyed, which means reduced HP recovery from injuries

and decreased spell memorization capability, as the CK determines appropriate. Insanity, over time, is quite possible, though all such deleterious effects can be ended with a *remove curse* spell cast.

- *Bureau:* The bureau is stocked with undergarments of a typical sort, though a chain of raw ruby prayer beads (worth 50 gp) can be found in a small velvet pouch in one drawer.
- *Writing desk:* has a single drawer (**locked**, CL 1, or a PC with 10 strength can force it open). It contains a quill, 8-oz ink bottle, 12 sheets of vellum, and a tin scroll tube holding a clerical scroll of *detect magic, detect secret doors, detect traps*.
- *Iron-Banded Chest (2.5' x 2.5' x 1.5')*: The chest is **LOCKED** (CL 5) and **TRAPPED** (CL 5) with *nerve gas* that **PARALYZES** for 3d4 minutes (*save versus poison to negate*, CL 5). Anyone in the room and 5 feet beyond is affected. Inside the chest is 195 sp, a *silver ceremonial dagger* (resonates intense evil if detected for), and a small brass coffer (6" x 6" x 6") wrapped in black velvet. The coffer contains 2 bottles of *unholy water*, a small brass bell, a cloth pouch of putrid incense (dried skunk cabbage leaves), and a small, petrified bat with tiny rubies (3 gp each) in its eye sockets.
- *Armoire:* The rosewood armoire closet portion is hung with three spare robes of identical to those which Brother Osslo wears, and 3 light wool tunics of dun color. There are two drawers under the closet portion. One drawer holds two pairs of soft leather shoes, the other holds a book of prayers to the deity of Death & Darkness that this evil cleric serves. The armoire's legs are bolted into the floor.

There is a **SECRET DOOR** (CL 4) inside the armoire, a door that folds open (like an accordion) to reveal a small secret chamber with an ascending iron ladder bolted into the wall. Note that this door is obvious from the secret passage side of the door, no check required. The ladder climbs to **SECRET DOORS** (also obvious from the inside) of #G-4 and #H-1. Also note the small door in this shaft, this leading to a secret passage that leads to another **SECRET DOOR** (CL 3) of #F-2d.

T2-E LEVEL FIVE (SHRINE OF DEATH & DARKNESS DEITY)

A set of bronze-banded double doors, unlocked, open to the evil shrine.

#F-1. SHRINE OF DEATH & DARKNESS DEITY:

You have entered what appears to be a shrine dedicated to some malign entity or entities. The pillared nave lies before you, running east-west, the pulpit located at the east end. The nave lacks pews, and its oak-planked floor is heavily scratched and worn. To the right, south of the aisle, you note a pair of iron-barred cells from which the braying of a lamb resounds. To the left, north of the opposite aisle, you note a heavy curtain of black felt.

The malachite altar is triangularly set with nine 12-inch bronze statuettes. At the point there are two notable figurines: one is a bloated, barrel-chested devil with an unusually small head and beady eyes, whilst the other is displayed with one hand raised, its fingers outspread. The seven remaining devil statuettes appear somewhat crouched, with goat-like legs, pointy teeth, forked beards, and spiral horns. These latter figures grip spears in their hands. Set behind the altar and illuminating its array of statuettes you note a candelabrum containing black tapers that flicker with violet flames. A copper gong depends from the east point of this unholy shrine, directly behind both altar and candelabrum.

See **PLAYER HANDOUT #22** (*Upper Works Map & Illustration Booklet*) for an illustration of this evil shrine.

This shrine is dedicated to a deity of Death & Darkness of Castle Keeper's choosing and the other lesser devils to whom the Crimson Hand pay

homage. Unholy rituals are performed here, as well as sacrificial offerings. If *detect evil* is cast, this place radiates an intense evil.

Generally, this area is uninhabited unless one or more members of the Crimson Hand have arrived to meditate or pray. At midnight, every night, the enclave gathers for a one hour prayer service, **BROTHER OSSLO** (see #E-2) leading the ceremony and assisted by his 2 **UNDER-PRIESTS** (see #H-2). Once per month (at each New Moon phase) there is a ritual sacrifice performed here, this usually in the form of an animal, though it is not unusual for a human, demi-human, or humanoid to be offered to the evil death god that empowers these cultists. Such sacrificial ceremonies may last until dawn when the fabled Witch's Moon reveals herself.

If at all desecrated, there is a 1-in-10 chance per minute (cumulative) of desecration that a **GREATER IMP** will arrive to confront the infidels. This minor devil is 3 feet tall, is of goatish countenance with pointed teeth, has a scaly torso, two spiny tails (each with a stinger) of 5 feet length, and possesses black-furred legs with clawed, pink feet. From its lower abdominal area protrudes a dozen or more pink tentacles of 12-inch length.

IMP, GREATER: (This lawful evil extraplanar creature's vital stats are HD 4d8, HP 25, AC 16, MV 30 ft., 50 ft. fly. Its saves are mental and physical. It attacks with a bite for 1d8 damage and 2 tail stingers for 1d6 damage. 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 additional rounds; also, the wound site becomes so swollen as to render the affected body part useless until the swelling subsides. The imp can only be hit by silver or magic weapons. Magical attacks involving cold, fire, and electricity do not affect it. Its special abilities include darkvision 60 ft., spell resistance 3, invisibility at will, and regeneration at 1 HP per round. It can shapechange to a goat or vulture at will, and it can detect good and detect magic at will. XP: 180+3)

- **Malachite Altar:** A prayer book with a dryad-skin cover is placed in a cubby space in the back of the altar. This 5-pound tome with velum pages sewn into a supple leather backing contains prayers to the Deity of Death & Darkness, as well as various devils of high and low rank.
- **Bronze Devil Statues x 9:** These evil relics might fetch up to 20 gp apiece at a curiosity shop, though most would shun them as malign relics.
- **Candelabrum:** This evil altar piece is not actually lit with natural fire, but rather small *continual flames* of violet-blue hue.
- **Copper Gong:** A padded mallet lies on the pulpit floor under this 4' diameter gong. This instrument is used throughout various ceremonies and rituals by the malign cultists here.

#F-2. PRAYER CELL

These four cells (A, B, C, D) are accessed through parts in the black felt curtain that spans the north end. Each is quite small and framed in wood with whitewashed fruitwood paneling within. A sheepskin mat is spread on each floor.

These are prayer cells where members of the enclave pray and reflect, gripping prayer beads and often lashing their backs with a rose-thorned switching stick. There is a stale smell of sweat and blood here.

There is a **SECRET DOOR** (CL 3) in D. It opens to a secret passage in the wall that leads to a small door. This door opens to the shaft that house the iron ladder which accesses #E-2, #G-4, and #H-1. The secret doors of each those encounter areas are obvious from the shaft side.

#F-3. TWO JAIL CELLS

Detained here are the sacrificials used for the various ceremonies held by the evil cultists. Although votive offerings are usually limited to lambs, goats, and sheep, it is not unusual for an intelligent creature to be held here, forced to watch the dark ceremonies and awaiting their time of sacrifice.

The bars are of dense iron, with an entrance to each cell. One is used for animals, the other for intelligent captives. Presently, 2 lambs are in CELL A.

On PC capture and imprisonment: Should the PCs find themselves in this cell, they will have been stripped of their arms, armor, and equipment, these being placed in #G-2 or #G-3 for later study. Prisoners will be placed in CELL B. They will later be questioned as to their reasons for invading this tower and offered a chance at redemption should they swear their very souls to the devils this cult worships. Otherwise, they will be sacrificed to those same malign entities come the next New Moon.

Escaping: Breaking out is difficult (CL 13 to bend bars, CL 5 to pick the lock — *providing a thief somehow has a pick*). Fortunately for the victims, the cultists are so confident of this cell's stability, they do not keep a constant vigil here.

Other captives: With so many goblins populating the ruins of the lower courtyard area, the Crimson Hand has found little trouble in capturing these humanoids. There is a 1-in-6 chance per week that a goblin will be found in the jail, it being stripped down to a loin cloth. The goblin might beg for its life; conversely, it might scream an alert if it notes an escape attempt, thinking it might gain favor from its captors (of course this is untrue).

GOBLIN: (This lawful evil humanoid's vital stats are HD 1d6, HP 4, AC 14, MV 20 ft. Its saves are physical. Its special ability is darkvision 60 ft. It wears a loin cloth. XP: 5+1)

T2-G. LEVEL SIX

This level is occupied by 1 **GREATER ZOMBIE**, 1 **CULT LEADER (MONK)**, and 6 **CULTISTS (ASSASSINS)**.

#G-1. LECTURE ROOM

There is 1 **GREATER ZOMBIE** here. However, if it is dawn, the **CULT LEADER** and his 6 **CULTISTS** will be here (see CK's note below).

A 9-foot-tall zombie swathed in strips of black cloth stands motionless in the center of this 15-foot-wide by about 22-foot-long chamber. The zombie's flesh is sewn and stitched with cord. It stands wide-legged upon a shaggy rug of scarlet upon which is centered a lectern of cherry wood engraved with a red-painted skull and a scythe, the haft of which is painted black, the blade silver. The undead abomination's chin rests on its chest, as though it were sleeping.

CK's Note: If it is the dawn hour, the leader (see #G-4) will stand at the lectern and address the 6 **CULTISTS**. He will instruct them in discipline, obedience, virtue, and single-mindedness to their greater cause. He will speak of the impurity of men that are not of their race, of the demi-human threat, and the need to subjugate the humanoid populace. He will instruct them to kill or be killed, and never to jeopardize the cause, choosing suicide first, which is the most honorable way to perish. He will lead them in chants, deep meditations, and other malign disciplines of the mind, body, and spirit.

TACTICS: Unless the requisite signal is issued — a sharp hiss followed by three loud clucks of the tongue, the **GREATER ZOMBIE** opens its mouth to an impossible degree, points its thick gray-black finger, and lets loose with a screech to raise the hackles of even the most stout of heart. It then attacks, soon joined by the 6 **CULTISTS**. THE **SUPERIOR** (see #G-4), however, will observe the conflict through the peep-hole of his quarters, assessing his chances before engaging the enemy.

GREATER ZOMBIE (OGRE): (This large-sized, neutral evil undead's vital stats are HD 4d12, HP 30, AC 13, MV 20 ft. Its saves are physical. It attacks with a 2-fisted slam for 1d8+3 damage. This undead never gains initiative and always acts last in any given round. It is immune to sleep, charm and cold-based attacks. Holy water vials do 2d4 damage to it. XP: 60+4)

CULTISTS x 6: (These 1st level, lawful evil human assassins are HD 1d6, HP 5, AC 13. Their primary attributes are strength, dexterity, and intelligence. Their significant attribute is dexterity 15. They attack with ranged weapons at +1 "to hit" and melee weapons at +0 "to hit". They have the full range of class abilities available to a 1st level assassin*. They each wear leather armor and wield light crossbows [+1 "to hit"; 1d6 damage], shortswords [+0 "to hit"; 1d6 damage], and 8-inch throwing knives x 2. XP: 12+1)

* Review the PHB assassin character class for full range of skills. It is likely that 1 or 2 will stand back to assess, preparing to make a death attack.

#G-2. STORAGE AND DINING

This chamber has loopholes that provide glimpse of the inner courtyard, the castle, and the river. It contains a large oval table surrounded by 8 high back chairs. Wooden plates and tin mugs are set about the table, the center of which holds a bowl of wild strawberries and a bowl of nuts. The west side is stacked with nine 30-gallon kegs, four 9-gallon firkins, three large cloth sacks, some crates and other supplies cluttered about a workbench.

- 4 firkins (9-gallon casks): water
- 5 kegs (30-gallon): watered-down ale and beer
- 2 kegs (30-gallon): pickled eels
- 2 kegs (30-gallon): red wine (dry, herbal), fine quality
- 3 large cloth sacks (3 cubic-foot capacity): wheat flour, barley, and oatmeal
- 3 bolts: cloth (90 square feet each)
- 1 spool (150') of rope: 2-inch hemp

Workbench: The workbench is cluttered with rags, rivets, a peen hammer, glue pot, wire brush, pincers, hand drill, box of c. 100 nails (3 and 5-inch), a 65-foot spool of #50 test wire, and several pieces of thick leather.

#G-3. BARRACKS

6 CULTISTS (APPRENTICE ASSASSINS) dwell here. (see their stats at #G-1)

There are three bunk beds in this chamber. Narrow footlockers of wood and framed in iron are tucked under each bottom bunk (so, 3 in total).

- **Footlockers (1' x 1' x 3') x 3:** Each is clasped shut and contains folded clothing, such as outdoorsman outfits, tight-fitting black garments, soft shoes, soft boots, hard boots, belts, etc. There is no wealth to be found here, but in one locker there is a **DAGGER OF VENOM** (holds 6 doses of soporific poison, save versus poison, CL 4, or enter a catatonic sleep 11-20 hours). One of the cultists stole it from a superior and keeps it hidden.

#G-4. SUPERIOR'S QUARTERS

The door to this chamber is **LOCKED** (CL 3 to pick, CL 5 to break down) and **TRAPPED** (CL 3). The key must be turned in a precise, winding sequence or the trap is triggered: a **NEEDLE DART** jabs the first on in front of the door (1d6 damage, save versus poison, CL 3, or additional 1 point of damage per round for 2d6 rounds).

Within is the monk, **SUPERIOR KOVOSKO**, leader of the cultists stationed here, though of relatively low rank among his secret society.

This neatly kept apartment is sparsely appointed: a stone fireplace, a writing desk with a high back chair set before it, a bed draped with a blanket of wool. Beside the bed there is a chamber pot and a ceramic vase. Beside the desk there is a small cupboard. A bronze wall sconce by the writing desk is lit with pale green flames of a magical species, no fuel source apparent.

TACTICS: It is almost impossible for the PCs to catch The Superior unawares. If alerted by the screech of his **GREATER ZOMBIE** (see #G-1), he will look through a peep-hole to assess the capabilities of the intruders before engaging them. If he ascertains the intruders to be formidable, he will attempt an escape through his **SECRET DOOR** (see below fireplace description). The only way the PCs might catch the monk unawares is by arrival through said secret door via magical means. Note that the monk will commit suicide (see below) if cornered and desperate.

Superior Kovosko is a pale-skinned, freckled man, tall, gangly, and corded with muscle. He has a shaved head and pale blue eyes. He wears rust-red robes and leather sandals that strap to his calves. He has an **ENCHANTED TOOTH** that (if desperate) he will bite and thus detonate a small **fireball**, committing suicide and possibly taking down his enemies.

SUPERIOR KOVOSKO* (CULT LEADER): (He is a neutral evil, 4th level monk whose vital stats are HP 20, AC 16, MV 40 ft. His primary attributes are strength, constitution, and wisdom. His significant attributes are dexterity 15, constitution 15. He has the secondary skill of military leadership—level 2. His special abilities include mind over body [+2 saves vs. paralysis, polymorph, petrification, and death], stunning attack [4 per day], unarmored defense, deflect missiles, fast movement, ki strike, and slow fall. He attacks with cestus-wrapped fists for +3 "to hit" and 1d6+1 damage. He wears robes, bracers of protection +3, and a cestus on each fist. In a belt pouch he carries a key [to this chamber] and a key that opens each of the iron doors of this tower, and 10 pp. In his mouth he has an enchanted tooth. If he bites this tooth it detonates a fireball that kill him [explodes his head] and does 3d6 damage to all within a 20' diameter, save versus spell for half damage, CL 3. XP: 185)

- **Bronze Sconce:** holds a continual flames spell.
- **Cupboard:** contains a spare set of rust-red robes, neatly folded, leather sandals, 3 leather-bound volumes. These books contain prayers and poetry of malign sort related to racial superiority, domination, and death, darkness, and devil worship, with disturbing illustrations of devils performing acts lewd and torturous to men and women.



- **Writing desk:** The drawer holds a leather-bound journal within. Parchment pages are sewn into a supple leather backing glued to the spine. Next to the volume there is a quill and a corked, 8-ounce bottle of ink. Although most of the entries are of spiritual (malign) and personal reflections, there are a few entries of interest. However, all the writings are not of the Common Tongue; rather, they are of the ancient and esoteric language employed by the Crimson Hand. Unless the characters have some specialized knowledge of this language, a *decipher script* check (thief) or a *comprehend languages* spell must be cast. Entries of interest read as follows:

"...another foray into The Deep Cellars, another brush with death. I was exploring a curiosity that triggered a poison gas trap that subdued me. I awoke to discover a dozen fist-sized slugs affixed to my legs, these fattening themselves with my life-blood. Lethargic, I attempted to scrape them off, but to no avail. My hands shook as I attempted to light my torch, and at length I was able to burn the wretched things away. My legs will long bear the scars..."

"...I thought I could negotiate with the Old Guard Kobolds of The Storerooms today, perhaps garner myself a place of sanctuary with the vile, diminutive humanoids, but ultimately I was met with failure and must forthright consider them my enemy..."

"...I have once again drawn the ire of the Elves of the Store-rooms. Now, like the dwarves before them, I am no longer permitted to pass through their domain. Those fools will pay dearly for what they alleged regarding The One True Path. Foul demi-humans! I will boil them alive and drink the fat from their bones! I fear I must now establish amicable relations with the withered old sorcerer, but that one is frightening even to me..."

- **Fireplace:** In the flue of the fireplace there is a chain that would appear to close a baffle. But there is no baffle. If this chain is pulled a SECRET DOOR (CL 3) is activated: the back wall of the fireplace slides up, revealing a shaft in the wall through which one might ascend or descend via an iron ladder bolted into the wall. One can ascend to #H-1 or descend to #F-2d (small door here, 10 feet down the shaft from the monk's level), or descend further to #E-2. All SECRET DOORS from inside the shaft are obvious (i.e. they are one-sided secret doors) from within the shaft.

T2-H. LEVEL SEVEN

#H-1. LONG SIX-SIDED HALL

This hall, which is accessed via any one of the 4 spiral stairs, runs along the six-sided walls, these pierced with loopholes. The hall surrounds a central chamber with rounded corners, it having doors east and west. Scones of bronze are mounted on the exterior of each the four walls of that squared central chamber these lit with *continual flames* of bright green hue.

Built into the west point there is a spiral stair that descends to the lower levels or accesses the roof level (I) turret which has an iron door, 2' x 5'. This door is usually kept LOCKED via an interior bar of iron-shod oak (CL 12 to break down, CL 4 to pick).

A SECRET DOOR (CL 3) is built in the east point. a wedge of 3' x 4' that slides up into a pocket of the stonework above. Inside is a shaft within which is mounted an iron ladder. This ladder descends to #G-4, #F-2d, and #E-2. Note that the SECRET DOORS this shaft accesses are all obvious from inside the shaft (thus, they are one-sided secret doors) and that at Level 4 a small door leads to a secret wall passage to #F-2d.

#H-2. LABORATORY

2 UNDER-PRIESTS, BROTHER KEROPKO and BROTHER DROKKENSTEN dwell here. There is a 3-in-6 chance that BROTHER OSSLO KROTHTEPSEN is here (his stats at #E-2). If it is midnight, all 3 priests perform a ceremony at #F-1.

This is where the high priest of this cult practices necromancy with the

assistance of his acolytes. The doors are of iron-bound oak, each LOCKED (CL 8 to break down, CL 3 to pick).

You have discovered a small laboratory of some 25 by 20 feet. The place is noisome of chemical solutions, dyes, and putridity. The periphery is lined with a score of 10-gallon casks (set in racks on their sides), metal shelves stocked with all manner of laboratory equipment, maple cabinets and cupboards of many small, knob-pull drawers such as those used by an apothecary. The slate-tiled floor is lined with four large metal tables whereupon lie the prostrate forms of large, humanoid figures (8' - 10' long, perhaps 350 to 400 pounds apiece), though each is shrouded by a sheet of dun-colored cloth. A large brazier of iron stands upon a tripod mount near the center of the chamber. It is alight with bright green flames, though no fuel source is apparent.

Continue to read if you have determined that the acolytes are indeed present:

A pair of pallid faced, freckled men stand over a metal table where an alembic of red liquid froths with pink bubbles. They are garbed in black robes with rust-red trim, wear leather sandals, and have shaved heads. They glance up from their occupation to the parted door.

TACTICS: One will whistle loudly, causing one of the prostrate giants to rise, the sheet crumpling to the floor as an enormous zombie moves to attack the intruder(s), while the other begins chanting incantations.

BROTHER DROKKENSTEN (UNDER-PRIEST): (This 1* level, neutral evil cleric of [CK insert appropriate deity of Death & Darkness] has vital stats of HP 6, AC 11. His primary attributes are intelligence, wisdom, and charisma. His significant attributes are dexterity 15, wisdom 15. He wears robes and carries a staff [+0 "to hit"; 1d6 damage]. In a pouch he has 12 sp, 10 cp. Cleric spells: Oth x3, 1st x2. He typically has command and protection from good memorized. XP: 13)

BROTHER KEROPKO (UNDER-PRIEST): (This 1* level, neutral evil cleric of [CK insert appropriate deity of Death & Darkness] has vital stats of HP 7, AC 11. His primary attributes are intelligence, wisdom, and charisma. His significant attributes are dexterity 15, wisdom 16. He wears robes and carries a staff [+0 "to hit"; 1d6 damage]. In a pouch he has 19 cp. Cleric spells: Oth x3, 1st x2. He typically has cause light wounds and command memorized. XP: 14)

GREATER ZOMBIE (OGRE): (This neutral evil undead's vital stats are HD 3d12, HP 25, AC 13, MV 20 ft. Its saves are physical. It attacks with a slam for 1d8+3 damage. Each time this zombie strikes an opponent for damage, there is a 25% chance it loses an arm. If it loses both arms, it will attempt to bite its foes for 1d4 damage, with a 10% chance of subsequent disease and infection (poison save negates, CL 3). This undead never gains initiative and always acts last in any given round. It is immune to sleep, charm, and cold-based attacks. Holy water vials do 2d4 to it. XP: 20+3)

- **Metal Shelves:** Stocked about the metal shelves can be found alchemical equipment such as bellows, decanters, funnels, kettles, pans, scales, and strainers. Stocked here are many bizarre and sundry items including the following:
 - o 3 bottles of blood (aurochs, lion, wolf)
 - o cloth bag full of porcupine quills and stirge needles
 - o glass box (with ventilated lid) crawling with hairy spiders chasing grasshoppers
 - o glass box of sand containing burrowing larvae
 - o glass box, mossy within and filled with beads of condensation; small slugs inch within
 - o glass jar of amphibian eyes in an oily solution

- o glass jar with goats' tongues
 - o glass jars (x 5) of honeycomb
 - o jar of green-black blood (green dragon's blood)
 - o pussy willow switches, x 12 (3' long) bound with string
 - o 1 steel phial of yellow powder (pure sulfur)
 - o wings of a faerie tacked to a thin sheet of pine (2' x 2')
- *Apothecary Cabinets*: these contain some of the following items: alembics, jars, beakers, bellows, crucibles, cusps, funnels, measuring spoons, spatulas, strainers, tongs, tweezers, and vials of copper and glass. Some of these remain from when some erstwhile wizard served here in the past. There are 3 POTIONS: HASTE, HILL GIANT STRENGTH (*strength 20*), and INVISIBILITY in one such drawer. In another drawer can be found pouches containing figwort, ginseng, and belladonna (wolvesbane). And in another can be found a 5-ounce stoppered vial of quicksilver.
 - *Casks (10-gallon) x 20*: these hold various dyes, alchemical solutions, alcohol, alkaline brine salts, and vinegar. Several are quite flammable.
 - *Metal tables x 4*: The ogre-like bodies under each the sheets are dead, of course, but perfectly preserved. The necessary rites required to raise 3 of them have yet to be performed; thus, only 1 poses a threat. Unless the priests are present to call it forth and command it, even the GREATER ZOMBIE will lie still—unless it is poked and prodded.

T2-I. HEXAGONAL EAST WALL TOWER ROOF

There are 3 LESSER CULTISTS (FIGHTERS) watching here and reporting on witnessed activity to the SUPERIOR. They are very astute, keeping tabs on activity within and without, and are no likely to be surprised during daylight hours.

The following read-aloud text assumes that the 3 lesser cultists have been dispatched in some manner or other:

The roof of this hexagonal tower is fenced by a machicolated parapet of 3.5-foot height and merlons of that height atop it spaced at 3-foot intervals. Loopholes are notched in each merlon, and thus there is ample cover for tower defenders. A scorpion (ballista) is mounted here. Beside the scorpion there rests a pair of long and narrow wooden boxes. The scorpion is directed within the castle courtyards presently.

These cultists are skilled in the function and use of the scorpion (see CK's NOTE #2, below). They will not, however, use it unless pressed.

LESSER CULTISTS x 3: (These 0th level, neutral evil fighters have HD 1d6, HP 4, AC 11. Their primary attributes are strength, dexterity, and intelligence. Their significant attribute is dexterity 15. They have the Construction Ability [level 1] with a focus on Artillery. They wear padded armor and wield light crossbows [+1 "to hit"; 1d6 damage], 20 quarrels, shortsword [+0 "to hit"; 1d6 damage], and belt axe. They also carry 1d6 sp. XP 3+1)

CK's Note #1: A target in an embrasure protected by merlons has +4 armor class, while one seen through a loophole is effectively AC 25.

- *Scorpion*: An easily movable war engine manned by a crew of three when in action. One fires vaned missiles of spear size to a range of 900 feet, plus one foot for every foot of height above the ground it is on when firing at a ground target. One can be aimed upwards as well as outwards. One can be reloaded and fired in three rounds, four rounds if only two men are operating it, and six rounds if one person is doing it all. Base chance to hit a target of any armor class is 13 at close range, 15 at medium range, and 19 at long range. This is a straight d20 roll, unmodified. Only a skilled artilleryist* can make use if this engine with bonuses to hit. Damage inflicted by a hit depends on proximity and target size:

SCORPION

RANGE PROXIMITY	TARGET SIZE (SMALL TO MEDIUM)	TARGET SIZE (LARGE)
Up to 300 feet (AC 13)	4-16	5-30
301 to 600 feet (AC 15)	3-12	4-24
601 to maximum range (AC 19)	2-8	3-18

CK's Note #2: Artillerists are Fighters with added Construction Ability. Unless the crew manning an artillery engine are specially trained to operate it, the "to hit" roll on the above chart is a straight d20. Regular artilleryists are at +1, Veterans at +3, and Experts at +5. Each two levels above the 1st moves the artilleryist up from regular to Veteran to Expert.

- *Boxes (6' x 1' x 1') x 2*: each holds 24 vaned scorpion missiles of javelin size

View from Tower Roof: The roof of the Hexagonal East Wall Tower provides a magnificent vista of the castle, its walls, towers, courtyards, and other buildings. One can also glimpse the False Urt River as it wends from the north, and even the Urt River beyond that. The view of the Little Hillwood is splendid, and miles away to the south can be seen a vast swampland, The Grey Pools Mire.





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