

THE CASTLE TRISKELION

MEGA-DUNGEON



INNER WARD FIRST FLOOR
by **Tim Stypinski**

Triskelion – Inner Ward First Floor

The Contributors

Author: Tim Stypinski

Cover Artist:Robin Irwin

Editor/Layout: Bryan Fazekas

Editor:Handley Jackson



Cover art copyright 2014 Robin Irwin. Robin is a freelance illustrator utilizing both traditional and digital media based in Paducah, Kentucky. Robin is currently posting imagery at www.robinirwinart.blogspot.com. You may also contact Robin at robinirwinart@gmail.com.

Clip art from <http://etc.usf.edu/clipart/>

All other material, unless otherwise noted, copyright 2014 Tim Stypinski.

Publication Statement

The **Castle Triskelion** is a work of fiction. It is not based upon real people or situations, and is the work of the author, Tim Stypinski.

The *& Publishing Group* is the authorized distributor for the **Castle Triskelion** material. These publications are available for download at <http://www.and-mag.com/>.



This material may be freely distributed in its original form. It may not be sold. When distributing this material a link to <http://castletriskelion.blogspot.com> or <http://www.and-mag.com> would be appreciated, but it is not required.

I may be contacted at darnizhaan@hotmail.com or castletriskelion@gmail.com

Dungeons & Dragons™, *Advanced Dungeons and Dragons*™, *D&D*™ and *AD&D*™ are owned by *Wizards of the Coast* and their use here is not intended as a challenge to their ownership of that copyright. All materials are used here without permission. All other material is copyrighted to the listed author or artist, and used by permission.

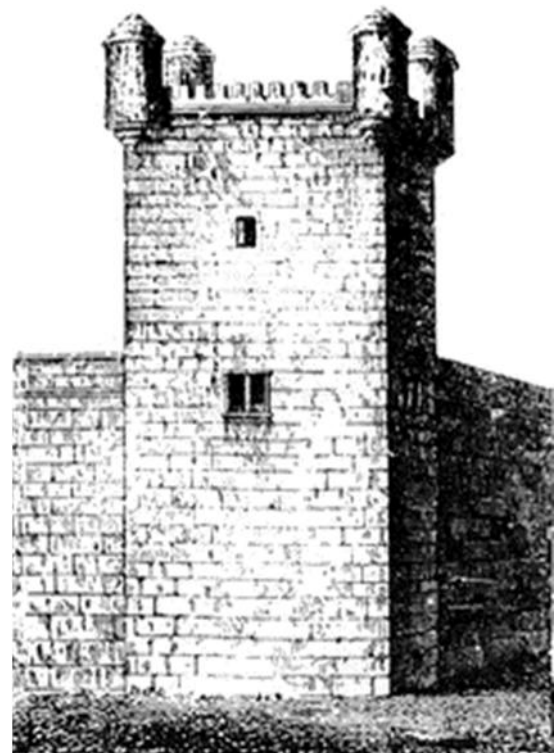
Nothing in this publication constitutes official rules additions or changes to the AD&D game. Use is at the discretion of the game master and the players of individual games.



Contents

Introduction	4
Documents Required.....	4
Basic Description	4
Monsters in this Level	4
Encounters and Dressings	4
Encounter Areas	6
1 Long Hall	6
2 Chapel of the Gray Worm.....	6
3 Long Hall	6
4 Guest Room	6
5 Guest Room	6
6 Bankers' Room.....	7
7 Master Mason's Room	7
8 Wash Room.....	7
9 Storage Room.....	7
10 Family Portrait Gallery.....	8
11 First Game Room	8
12 Second Game Room.....	9
13 Kitchen.....	9
14 Men's Bathing Chamber	10
15 Women's Bathing Chamber	10
16 Natatorium.....	10
17 Dusk Goblin Casino.....	11
18 Spare Room.....	14
19 Meeting Room	14
20 Class Room	14
21 Medical Suite	15
22 Sitting Room	15
23 Pazo's Room.....	15
24 Pazo's Sanctum.....	15
25 Celestina's Room.....	16
26 Spacious Family Room	16
27 Defago's and Grazia's Room	17
28 Nursery.....	17
29 Eldrid's Room	17
30 Master of Puppets	18
31 A Feast for Vermin.....	18
32 Antechamber	18
33 Tiziano's Room	20
34 Guard Room	20
35 Drawing Room	21
36 Lodovico's Room.....	21
37 Storage Room.....	21
38 Master Cooper's Room	22
39 Master Glassmaker's Room.....	22
40 Master Potter's Room.....	22
41 Tailor's Room.....	22
42 Master Candle Maker's Room	22
43 Decorated Chamber	23
44 Music Room	23
45 Kitchen.....	23

46 Elegant Dining Room	23
47 Gentlemen's Wash Room	23
48 Ladies Wash Room	23
49 Blue Room.....	24
50 Red Room.....	24
51 Yellow Room	24
52 Green Room	25
53 Locked Room	25
54 Laundry Room	25
55 House of Wax	25
56 Lower Ritual Room	26
57 Map Room.....	27
58 Corner Room	27
59 Locksmith's Room.....	27
60 Engineer's Room.....	27
61 Unfinished Room	27
62 Room of the Giant Floating Head	28
63 Room of Mystery.....	28
64 Maids' Chambers.....	29
65 Master Currier's Room	29



Introduction

Documents Required

Using this level of the Castle Triskelion requires the following documents, also free for download from the *& Publishing Group* site:

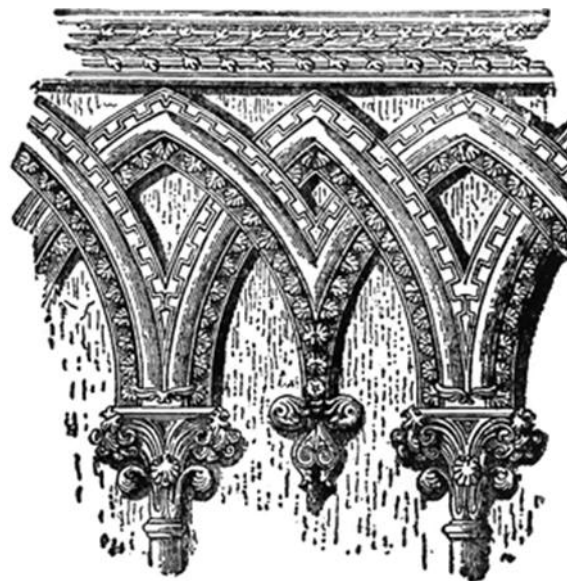
- Introduction
- Outer Ward Ground Floor, Lower Floor, First Floor, Second Floor, and Third Floor
- Inner Ward Ground Floor
- New Materials Volumes I and II

The **Introduction** and previous levels provide background and show the previous portions of the dungeon, while **New Materials Volumes I and II** provides descriptions of monsters, magic items, and other details unique to the dungeon. Monsters and magic found for the first time in this document will be tagged, informing the reader to look in *New Materials Volume II*.

Basic Description

The First Floor of the Inner Ward provided living quarters for several Triskelion family members and some of their most valued servants. The majority of the rooms are of dressed stone, with wooden beams supporting the ceilings. Ceiling height is generally sixteen feet. Interior light was generally provided by candles and there are mounted candle-holders on most of the walls in the corridors.

The north-facing portion of the Inner Ward on the Ground Floor was without windows due to the presence of solid rock where the castle was dug out of the mountain. The first and higher floors and the windows Library (Room 33, Ground Floor), however, are above the foot of the mountain and have north-facing windows. The ground terrain to the immediate north of the map is uneven and in some places shear rock face. This is not particularly conducive to travel by most adventurers, but flying (such as by magic item or spell) could allow travel between levels. Most windows in private rooms have glass, can be opened, and can be shut securely from the inside by means of a sliding bolt. Other windows, especially in more public areas and including most



stained glass windows, are not to be opened but must be smashed to allow access.

The First Floor directly connects to the Second Floor and the Ground Floor.

Monsters in this Level

Although the Red Leg bandits have a small presence on this floor in Room 13, this is really just a place to guard from attacks by wandering monsters.

There are no true factions on the level, although perhaps the medusa and her servants in Rooms 15 and 16 come closest. Rather, this level is more of a series of relatively unrelated encounters. As such, there will not be much in the way of reaction to the movements of adventuring parties, although areas cleared of monsters should certainly be re-populated as decided by the Dungeon Master.

Encounters and Dressings

Roll for random encounters using 1d6 once every six turns. On a 1, there is an encounter. Double the odds if the group is making a lot of noise or in similar situations.

Random Encounters

1d20	Description
1	1d3 butcher worms
2	1d2 carver bugs
3-5	1d4+4 dementings
6-7	1d3+1 giant centipedes
8	1 glutinous gunge
9	1 gray ooze
10	1d4 huge spiders
11-12	1d4+1 trigintipedes
13	1 screaming scum (<i>Triskelion - New Materials Volume II</i>)
14	1 wax golem "red"
15	1 wax golem "green"
16-17	Place creature from nearby room
18	Place creature from distant room
19	Place creature from adjacent level
20	Dungeon Dressing

Butcher Worm (AC 6; MV 9"; HD 2+3; #AT 1 bite; D 3-8; XP 35 + 3/hp)

Carver Bug (AC 5; MV 12"; HD 2; #AT 2 claws; D 2-9/2-9; SA +1 to hit, attacks as sword of sharpness; XP 28 + 2/hp)

Dementing (AC 8; MV 12"; HD 1d4 hit points; #AT 1; D 1-3; SD Immune to sight-based attacks; XP 7 +1/hp)

Giant Centipede (AC 9; MV 15"; HD 1d2 hit points; #AT 1 bite; D Nil; SA Poison; XP 30 + 1/hp)

Glutinous Gunge (AC 5; MV 3"; HD 3+2; #AT 1; D 2d4; SD Sticky; XP 85+4/hp)

Gray Ooze (AC 8; MV 1"; HD 3+3; #AT 1; D 2d8; SA Corrosive properties; SD Immune to spells, heat, cold; XP 200 + 5/hp)

Dungeon Dressing

1d10	Description
1	Strong ammonia smell
2	Heavy gust of wind
3	Small pink wooden figurine of a unicorn (non-magical)
4	Metal bucket of ashes
5	Sound like someone is drowning
6	A faint mist smelling of the sea
7	Living potted lemon plant, with fruit
8	Blue wax mask with a demonic visage
9	Small slip of green paper with indecipherable writing
10	Silver candle sniffer worth 1 silver spanner

Huge Spider (AC 6; MV 18"; HD 2+2; #AT 1 bite; D 1d6; SA Poison, leap, surprise on 1-5; XP 145 +3/hp)

Trigintipede (AC 7; MV 15"; HD 2; #AT 1 bite; D 1d4+1; SA Weakness; XP 65 + 2/hp)

Screaming Scum (AC 7; MV 6"; HD 4+1; #AT 1; D 1d4; SA Drain blood for 2d4; SD Scream; XP 110 + 4/hp)

Wax Golem "red": This wax golem wears red leather armor with a white three-legged triskelion design on the chest. Its face is impossibly thin, almost skeletal, with a thin layer of wax over the skull. Its mouth is a leer.

Wax Golem (AC 8; MV 12"; HD 4; hp 15; #AT 1; D Metal shod club for 1d6+1; SD Limited spell immunity; XP 145)

Wax Golem "green": This wax golem has green skin. Runny yellow wax drips from its body in a seemingly never-ending supply. It has no facial features and attacks with its hands only.

Wax Golem (AC 10; MV 12"; HD 5; hp 20; #AT 1; D 1d8; SD Limited spell immunity; XP 230)



Encounter Areas

1 Long Hall

The western staircase leads to Room 2 on the ground floor, while the eastern staircase leads to Room 1 on the second floor. A dozen large glass windows look to the north, while small decorative arched open windows look down upon the Feast Hall (Room 2, Ground Floor).

Between each window there are places for torches. An ornate suit of bronze plate armor stands in the northwest corner. Next to it is a small table and miniature ornate chest. Against the south wall near the eastern staircase is a small niche at about face level. This is at the secret door entrance to Room 2.

The suit of armor contains a pasty white wax humanoid figure, but is not animated. If sold the antique armor could bring 200 gold crescents. It encumbers as much as normal plate armor, but only improves armor class to 6.

The chest holds a thousand tiny gems, each flawed and worth a total of 10 gold crescents. The chest is made of silver and fine wood, however, and worth 100 gold crescents.

The niche in the wall over the secret door to Room 2 contains a small gray stone figurine of a woman in a hooded robe. It is worked into the wall, so it can't be easily removed unless broken. If the figure is rotated clockwise the secret door will slide open.

2 Chapel of the Gray Worm

Upon entering this room from the secret door, the characters will immediately notice the wall-mounted fonts immediately to their right and left. They will also notice the seven large stained glass windows to the east, the high ceiling (34 feet), and the large statue to the south. Two huge candelabra constantly burn tall black candles in the southeast and southwest corners. The candles give off dim unpleasant light and an acrid smell. The floor, walls, and ceiling are all made of a dark red wood.

The fonts are also filled to the brim with unholy water.

Each window is decorated by a strange ropy pattern of grays, blues, purples, and greens which resemble the limbs of an octopus or the body of a worm or snake. If any of them are observed closely, tiny figures of men and women appear to be struggling amongst the cords.

To the south is a strangely fleshy gray statue with a coiled shape. Upon closer observation, this appears to be

a worm-like figure. If approached within ten feet, it will animate and attack as a giant constrictor snake.

Animated Worm Statue (AC 5; MV 9"; HD 6+1; hp 25; #AT 1 constrict; D 2d4; SA Constriction; XP 425)

It lacks a mouth but does have two gems for eyes, each a golden yellow topaz worth 300 gold crescents.

The worm will give chase if the adventurers flee the room but if they make good an escape, it will return here, where it will return to its statue form immediately.

Resumption of statue form will heal the worm. If the worm statue is destroyed, the unholy water fonts will run dry and the candles will burn out. Otherwise these effects will remain constant, though they will not work if removed from the room.

3 Long Hall

Decorative open arched windows look down upon the Feast Hall (Room 2, Ground Floor) to the east.

4 Guest Room

This room was provided for visitors during feasts. There are twenty unmade beds here. Two large glass windows are to the northwest.

A slithering tracker has made its home under one of the beds. There is only a 5% chance of finding it, and only if the characters check under each bed. If the characters sleep here, it will attack one of them. Otherwise, there is only a 10% chance it will attack. If the characters leave without discovering it, there is a 90% chance that it will track them and attack a random character if they later sleep in the dungeon.

Slithering Tracker (AC 5; MV 12"; HD 5; hp 23; #AT 0; D Paralysis; SA Kill in 6 turns; SD Transparency; XP 395)

5 Guest Room

The door to this room has been gnawed from the bottom, creating a hole large enough for a man to crawl through. Inside there are nine normal-sized dementings and a huge bloated mother dementing.

9 Dementings (AC 8; MV 12"; HD 1d4 hit points; hp 4, 4, 4, 3, 3, 2, 1, 1; #AT 1; D 1-3; SD Immune to sight-based attacks; XP 11, 11, 11, 11, 10, 10, 9, 8, 8)

Mother Dementing (AC 6; MV 3"; HD 4+2; hp 21; #AT 2 claws and 1 bite; D 1d4+2/1d4+2/1d8; SD Immune to sight-based attacks; XP 235)

The room is similar to Room 4, except the dementings have torn up the beds and made foul nests. The creatures are attracted to valuable objects and they have gathered their treasure in a wooden box: 43 gold crescents, a sapphire worth 100 gold crescents, 67 silver spanners, and 41 copper pieces.

6 Bankers' Room

The door to this room is capable of being locked, but is not. This room belonged to two brothers who worked in Room 28 on the Ground Floor.

Two large tapestries are on the wall. Two beds are here, with blue sheets and gray blankets. The floor is completely covered by a thick blue rug. There are two dressers and a wardrobe.

One tapestry depicts a treasure chest, the other a mermaid.

The dressers contain clothing suitable for mid to upper class male citizens.

The wardrobe holds coats, belts and leather shoes. Worked into one of the doors of the wardrobe is a mirror. The other door has worked into it a leather "pocket" holding sundry items: wooden combs, a tin whistle, an empty potion bottle, 6 copper pieces in loose change, and a wooden box about the size of a shoe box.

The wooden box is trapped with a poison needle (save or take 1d20+5 damage). Within is small sheet of paper and a key. On the paper is scrawled "hidden vault key". The key fits Room 29 of the Ground Floor Inner Ward.

7 Master Mason's Room

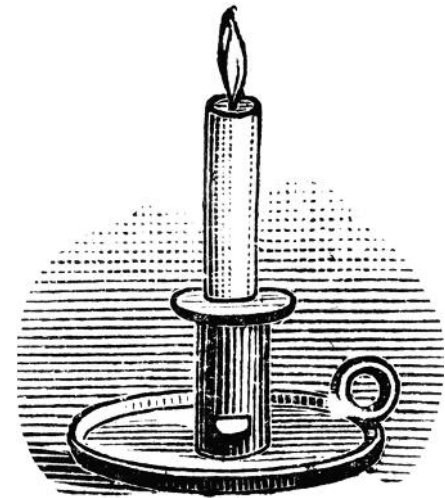
The door to this room is capable of being locked, but is not. This room once belonged to the master mason and his wife. The walls are decorated with woven hangings and the floors are dirty with grit. There is large bed near the north wall. Also present are a wardrobe, a freestanding mirror, and an unlit candelabra in each corner. A pair of dirty leather boots and a chisel are next to the door.

The bed is bowed in the center, as if it has been under a great weight. Sewed into the lining of one of the pillows are 13 gold crescents and 32 silver spanners.

A wardrobe holds plain and bright red festival clothes for both a woman and a man. All of the man's clothes are over-large, as if designed for a huge man, while the woman's clothes are all sized to fit a halfling or gnome.

8 Wash Room

A faucet is in the west wall and it is gushing icy cold water, which is leaking through the floor to Room 2 on the Ground Floor. The huge metal toilet is cast in the shape of a huge boar, with the mouth acting as the receptacle of waste.



9 Storage Room

The walls are rough stone and the wooden floor is stained and scraped by years of use. There are four cushioned armchairs, fifteen brass candelabras, a broken-down desk, and seven large wooden boxes which contain the following:

Box	Contents
1	413 green candles and 56 bars of soap
2	Alchemical glassware and a flask of rare wine (20 gold crescents value)
3	244 torches
4	814 sticks of incense and 301 blocks of incense
5	Chunks of gray and red clay hide a gold nugget (50 gold crescent value)
6	Thread and yarn, various colors, jumbled together
7	Thirteen grotesque fist-sized stone idols

Anyone who takes one or more of the idols will be cursed. The curse will have the following effect starting on the day after the idol has been taken. Each day the afflicted must make a saving throw versus spells at -1 on the die. A failure will cause the victim to take 1d4 points of damage from running sores, suffer -1 on all saving throws, experience unpleasant stomach cramping, and develop halitosis. If the character makes the saving throw

the next day, the curse will go into remission, but it may occur again the following day. Replacing or discarding the idol will have no effect. A *Remove Curse* will break the spell.

10 Family Portrait Gallery

The ceiling is white, but the outlines of three huge eagles have been painted on it in brown paint. This is actually **Moraxo's Magnificent Brown Ink**, and the decorations will come to life when they sense intruders. They will animate, peel themselves off of the ceiling, and fly to the attack as if they were real giant eagles.

3 Magnificent Eagles (AC 7; MV 3"/48"; HD 4; hp 18 each; #AT 2 talons and 1 beak; D 1d6/1d6/2d6; XP 222 each).

This room is the home to six paintings of Triskelion family members. Each has been signed by Patrizio Triskelion and is titled with the appropriate person's name.

Person	Appearance
Ruggero	Angry looking man with brown hair
Marcoh	Middle aged overweight man with black hair
Carlesimo	Older man with gray hair and mustache
Armand	Handsome man with long black hair and a grin
Alcadon	Young man with orange hair and face half hidden
Tiziano	Bald man with long black beard and gold crown

This room's walls are papered over in crimson. The archways are painted a matching color and there is a thick red shag rug. The room is lit by eight glass globes erected on metal stands. The glass globes each have been painted yellow-orange and a *Continual Light* spell has been cast on each of them.

11 First Game Room

Within Room 11 is the seated figure of a man. He faces west and ponders his next move over a chessboard on a small table. A goblin stands next to the man, watching the man and the chessboard intently. The room is fairly bare, with only a lit candelabra present in each corner.

The man is Stoff Juff and the goblin is named Binklet. Stoff Juff and Angrogar (see Room 12) are engaged in a cursed never-ending game of chess. About a year ago, while exploring the castle, they found the chess sets and

sat down to have a game. They have been here ever since. Binklet, their servant, also influenced by the *Charm* effect of the chess set, dutifully watches their moves, waiting his chance to play. While they (and anyone else) are in the room with the intact chessboard, they have no need for food, drink, or sleep. Also, as long as the cursed chessboard is functioning, the candelabras in the corners will never go out.

If any character touches the chessboard, a chess piece, or a creature affected by the *Charm* (successful melee attacks count as a 'touch' for this purpose), they will fall under the effect of the curse unless they save versus spells at -2 on the die roll. Affected characters will become eager spectators and wait their turn to play. The curse acts as a potent *Charm*, equivalent to the *Charm* ability produced by monsters such as nixies and vampires. See DMG page 65 for an explanation of the monster *Charm* power. Those under the curse will ignore anyone else in the room unless they are being attacked, as they are infatuated with the game, seeing it as the most entertaining spectacle ever to exist. If attacked, they will fight to the best of their abilities.

Because it is a *Charm* effect, elf and half-elf characters will have their usual resistance to it.

Breaking the curse is tricky. A *Wish*, *Exorcism*, or *Alter Reality* spell will do it, as will destroying both chessboards (this and the one in Room 12). On the *Saving Throw Matrix For Magical And Non-Magical Items*, DMG page 80, each chessboard saves as magical wood, thick. A *Remove Curse* spell might be effective: it has a base 30% chance of working, with an additional +10% for each level of the caster over five and an additional +1% for each point of intelligence of the caster. A *Dispel Magic* can also be used to temporarily negate the magic of the chessboard for one round, as per the description of the spell *Dispel Magic* in the PHB. This will free the affected person in the room from the curse. After the *Dispel Magic* spell wears off, however, the chess sets will again *Charm* anyone who touches them.

The chessboard is absolutely beautiful. It is made of fine lacquered wood, inlaid with gold and silver. The chess pieces are made of carved wood and decorated with semi-precious stones. There is another board just like it in Room 12. Each board is worth 1000 gold crescents. Each chess piece is worth 10 gold crescents, but if one set is sold intact it is worth 2000 gold crescents. Both intact sets sold together are worth 5000 gold crescents. A part of the magic of the curse of the chessboards is that a move made in one room is causes the pieces on the other board

to move, allowing the game to be played without need for the players to communicate.

Stoff Juff the Glorious, Lawful Neutral male human Magic-user (AC 10; MV 12"; MU3; hp 11; #AT 1; D Quarterstaff; SA Spell use; S 7, I 12, W 12, D 7, C 16, Ch 5; XP 169)

Magic user Spells: *Charm Person, Write, Darkness, 15' Radius*

Stoff Juff is an older man in his late fifties. He is dressed in a fine green robe embellished with patterns of silver comets and starbursts, with a matching hat. He is well-spoken, but with the speech pattern of a court dandy. He is a diplomatic person who tries to avoid offending others.

He has a small pouch containing pieces of coal for the *Darkness 15' Radius* spell. He also has a larger pouch holding 45 gold crescents, 34 silver spanners, 21 copper pieces, a piece of crystal for the *Read Magic* spell, and a flask of rare ink for the *Write* spell. The ink can be used to inscribe up to 3 spells and is worth between 200 and 500 gold crescents, if sold, depending on demand at the time.

Binklet the Goblin (AC 6; MV 6"; HD 1-1; hp 6; #AT 1; D Spear; XP 16)

Binklet carries a wallet with 3 silver spanners and 6 copper pieces. He wears a backpack holding 2 weeks' iron rations, seven torches, flint and steel, and Stoff Juff's and Angrogar's travelling spell books. The spell books each hold all the spells each magic-user has memorized, along with *Read Magic*.



12 Second Game Room

The setup of this room is very similar to that of Room 11, complete with the four candelabras and man sitting at a chess table. This magic-user is Angrogar, and he is facing east.

Angrogar the Believable, Neutral Evil male human Magic-user (AC 10; MV 12"; MU4; hp 10; #AT 1; D Dagger; SA Spell use; S 13, I 15, W 11, D 9, C 9, Ch 13; XP 215)

Magic user Spells: *Affect Normal Fires, Charm Person, Comprehend Languages, Fool's Gold, Invisibility*

Angrogar looks like he is about 60 years old. He is rough-appearing, disheveled, and unshaven. He wears open-toed sandals and a tattered gray smock tied at the waist with a dirty piece of rope. Angrogar is a dedicated liar. He enjoys lying to people just to see their reaction. He is somewhat overbearing and likes to voice his own opinion while ignoring those of others. Stoff Juff is well aware of Angrogar's tendency to lie and tends to ignore most of what he says.

Angrogar has a large sack in which he keeps several spell components and other items. The first item in the sack is a small felt bag which is filled with cotton and holds a prism of glass for the *Read Magic* spell. A second felt bag holds 21 copper pieces and 2 silver spanners. Next, he has an amber gemstone worth 100 gold crescents. Finally, he has seven labeled metal containers resembling test tubes:

Label	Contents
Charm bird	Potion of Animal Control (avian) blue, tastes of cheese
Charm man	Potion of Human Control (elves, half-elves, and humans) green and white striped, tastes of water
Fighting man strength	Potion of Super-Heroism , orange, tastes of pumpkin juice
Gum-gum	an eyelash encased in a piece of gum-arabic, useful for the <i>Invisibility</i> spell
Levitate	Potion of Levitation , orange, tastes of brine
Salt	Sea salt for the <i>Comprehend Languages</i> spell
Soot	Soot for the <i>Comprehend Languages</i> spell

13 Kitchen

The door to this room is barred from this side. The Red Legs feel they need to defend this room from invading monsters from the First Floor. The following five members will be on guard:

Giuseppe, Chaotic Evil male human Fighter (AC 4; MV 9"; F1; hp 9; #AT 1; D Scimitar or dagger; S 15, I 7, W 9, D 13, C 17, CH 9; XP 38)

Giuseppe is unusually tall at seven feet. He wears chain mail and uses a shield. His pouch holds 13 silver spanners and 23 copper pieces.

Jiaco, Chaotic Evil male human Thief (AC 9; MV 12"; T1; hp 6; #AT 1; D Short sword or dagger; S 13, I 14, W 10, D 14, C 16, CH 10; XP 40)

Thief skills: PP 30%, OL 25% F/RT 20% MS 15% HS 10% HN 10% CW 85% RL -

Jiaco is unusually stout and has a thick beard. He wears leather armor. His backpack contains thieves' tools, 7 silver spanners, and 16 copper pieces.

Brigand (AC 8; MV 12"; HD 1d6 hit points; hp 4; #AT 1; D Short sword or dagger; XP 9) leather armor, 2 silver spanners, 7 copper pieces

Orc (AC 6; MV 9"; HD 1; hp 5; #AT 1; D Scimitar; XP 15) 5 silver spanners, 12 copper pieces

Orc (AC 6; MV 9"; HD 1; hp 6; #AT 1; D Battle axe; XP 16) 13 silver spanners, 7 copper pieces

This room originally served as an auxiliary kitchen for quick preparation of food on demand. There is a single brick oven and dozens of wooden cabinets, all of which have been looted. The walls are dressed stone and the floor is also stone. Four plain glass windows are to the north. During nighttime hours this room will be lit by four candelabras. The stairs lead down to Room 14 of the Ground Floor.

Among the Red Legs, the First Floor is rumored to be even more dangerous than the Ground Floor. Therefore, this post is undesirable and the Red Legs stationed here will be likely to flee downstairs at the first sign of difficulty. If the adventurers enter using the stairs coming from the Ground Floor, the Red Legs will not retreat into the corridors of the First Floor.

14 Men's Bathing Chamber

The stairs in the corridor outside Rooms 14, 15, and 16 ascend five feet, placing these three rooms higher than the remainder of the First Floor. As a result, the ceiling is only eleven feet high in Room 14.

The gray area in the center of the room represents a five-foot-deep bathing pool that is currently dry. It has a central drain and is filled with pieces of rubbish including broken pieces of wood, old clothes, a rusty

(and useless) short sword, and a torn boot. Pumps for hot and cold water are near the western portion of the bath.

15 Women's Bathing Chamber

This room is elevated in the same fashion as Room 14 and the ceiling is only eleven feet. The walls are tiled in pink and the floors are tiled in purple. Three lit candelabras hold perfumed candles. A five-foot-deep bath is in the center of the room. The water is clean, very warm, and smells of lavender. Bathing within is a medusa who will turn to greet her admirers with a snarling face.

Evadine the Medusa (AC 5; MV 9"; HD 6; hp 24; #AT 1; D 1d4; SA Gaze turns to stone, poison; XP 869)

She wears a wrought silver necklace in the shape of an amphisbaena (200 gold crescent value). There are pumps for hot and cold water near the eastern portion of the bath.

16 Natatorium

This very large room has a domed glass ceiling at a height of twenty-nine feet above the tiled floor. Three servants of the medusa, winged wags (*Triskelion - New Materials Volume II*) are here.

Winged Wag 1 (AC 7; MV 6"/12"; HD 3+4; hp 10; #AT 2 talons and 1 weapon; D 1d4/1d4 and broad sword +1 to damage due to strength; SD Surprised only on a 1; XP 100)

Winged Wag 2 (AC 7; MV 6"/12"; HD 3+4; hp 18; #AT 2 talons and 1 weapon; D 1d4/1d4 and morning star +1 to damage due to strength; SD Surprised only on a 1; XP 132)

Winged Wag 3 (AC 7; MV 6"/12"; HD 3+4; hp 16; #AT 2 talons or 1 weapon; D 1d4/1d4 or short bow; SD Surprised only on a 1; XP 124) 12 arrows in a quiver

Stairs ascend to open galleries on the Second Floor. In other words, people on the Second Floor of this room can see down onto the First Floor portion. A large fountain is near the south entrance. There are several pools in the room.

The bridge going from the East Tower to the Northwest Tower (at the level of the Fourth Floor) can be clearly seen in daytime if anyone looks up through the ceiling.

The stairs and the Second Floor overlooks are graced with metal railings to prevent falls. The wag with the short bow likes to grab onto one of the railings with his talons and shoot at opponents from this vantage point.

The fountain is a huge affair and is running with clean water. In the center of the fountain is a tripartite Triskelion statue, which looks just like a miniature version of the one seen in Room 5 of the Outer Ward Ground Floor.

All the pools have a depth of five feet. The southernmost pool holds icy cold water and has stepped sides, for easy access. Submerged in the center are two closed rusting iron trunks. Visible due to the clear water, this is the medusa's treasure. The first trunk holds 553 gold crescents and 10 light pink rhodochrosite gems worth base 10 gold crescent value. The second holds 435 gold crescents and 3 yellow-green chrysoberyl gems worth base 100 gold crescents each.

The smaller pools each are without steps and hold very warm water, except for the north-eastern pool marked with the letter 'G'. This pool holds a half-size gelatinous cube.

Gelatinous Half Cube (AC 8, MV 0"; HD 2; hp 9; D 2d4; SA Paralyzation; SD Immunity to some attacks; XP 91)

42 gold crescents and 3 base 100 gold crescent garnets have settled at its bottom. This translucent half cube is enough like water to not be immediately suspicious. Testing it with a pole or other item will reveal that it is not water, of course, and thoughtful adventurers might wonder why this pool does not give off heat like the other small pools.

The cube wandered into the area, fell into the pool, and can't get itself out. As a result, it cannot move (normal movement rate is 6") or attack by itself, but if someone reaches into or jumps (!) into the cube, it will automatically do 2d4 points of damage plus chance for paralyzation. The wags know what it is, of course, but won't tell the adventurers!

17 Dusk Goblin Casino

The door to this room is barred from within and painted bright red. The words "Knock For Entry" are written on it in white stencils and below this is a small sliding window which is used for vetting visitors. It is at eye level for a goblin or dwarf.

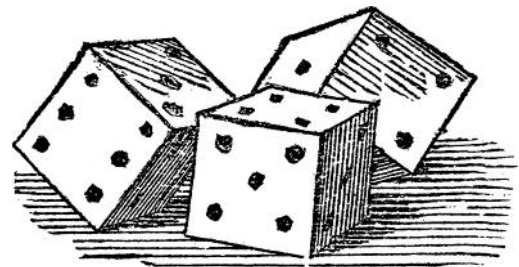
This room will look quite different in the day than at night, because the dusk goblins (*Triskelion - New Materials Volume II*) only inhabit it between dusk and dawn. During the day time visitors will see four bare tables in the room. There is an empty bar against the west wall, and four wooden boxes against the north wall that is shared with Room 18. There are several unlit candelabras and chandeliers. The water closet to the east is

unremarkable. It is outfitted with a sink and running cold water.

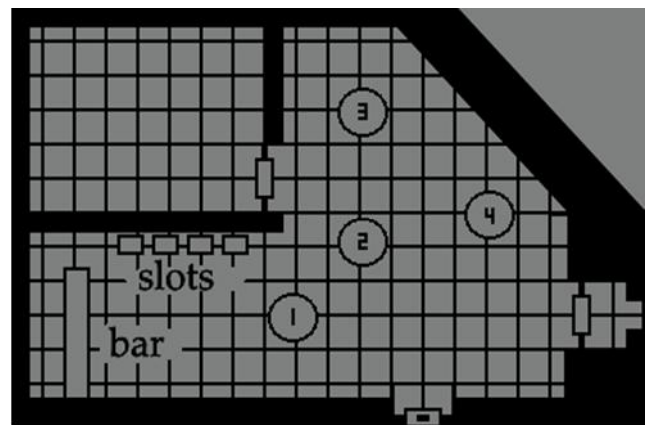
At night, the room comes alive as a troop of dusk goblins enter from the door to Room 18, a gateway to their home in the Dusk Realm. On any given night there will be a dozen dusk goblins working the casino along with the Lumpy the pit boss to give a lucky number 13.

Lumpy Wibblegripes (AC 8; MV 12"; HD 3; hp 15; #AT 1; D 1d2; SA Magic use; XP 135)

12 Dusk Goblins (AC 8; MV 12"; HD 1; hp 5, 1, 5, 8, 5, 6, 2, 6, 8, 4, 5, 6; #AT 1; D 1d2; SA Magic use; XP 50, 46, 50, 53, 50, 51, 47, 51, 53, 49, 50, 51)



Four of the dusk goblins man the gaming tables, three tend bar, three play bizarre otherworldly musical instruments, and two act as waiters. None of the goblins carry weapons or personal wealth. They avoid fighting, but if absolutely forced into combat, they can use improvised weapons, such as a chair or bottle of wine, for 1d2 damage. A dusk goblin can also *Polymorph* itself into a dog (AC 7; #AT 1 bite; D 1d4), goat (AC 7; #AT 1 butt; D 1d6), or monkey (AC 8; #AT 0; D Nil; SA Pick pocket as 5th level thief).



Should the adventurers knock on the door at night time, they will be questioned through the sliding window by Lumpy. Depending on their answers and Lumpy's assessment of them (reaction roll), they may be invited into the establishment. It should be noted, however, that Lumpy leans on the side of inclusion, and will really only bar prospective patrons that he feels are really dangerous.

If the characters are in the room at twilight, they will see the dusk goblins arrive. They set up the room quickly, producing tablecloths, drinks, etc. as if from nowhere. In seconds the room will be scrubbed and swept clean and lights will be lit, to give a cheery glow. The bar is cleaned and well-stocked, and the empty boxes have magicked into slot machines.

Each gaming table is capable of seating five persons, which means that there is room for five gamblers and a dusk goblin dealer, who stands on a giant stool.

Table	Game	Maximum Bet
1	Craps	2 gold crescents
2	Knuckle bones	10 silver spanners
3	Twenty-one (blackjack)	1 gold crescent
4	In-between	5 silver spanners

The goblins accept any coin indiscriminately, but they only pay out with Sarcoy currency, of which they will always have sufficient amount.

The slot machines are the slot variant type which accept and pay out in silver spanners. The information for the games and slot machines can be found on page 215 of the DMG.

The goblins have an inexhaustible supply of beverages. Salty nuts and pretzels are available for free. All drinks are served in pints. Visitors who ask for a drink at a gaming table will have it brought to them. Dusk goblins do not ask for tips, but they do not refuse them, either.

Drink	Price
Ale	1 silver spanner
Beer, small	5 copper pieces
Mead	5 silver spanners
Wine, Lumpy's select	10 silver spanners
Wine, sweet red	5 silver spanners
Pumpkin juice	2 copper pieces
Goblin grog	1 gold crescent

Most of the drinks are mundane. Lumpy's select wine is a potent stimulant. The first sip will heal 1d4 points of damage, but thereafter will have no healing effect for that drinker for a week. Goblin grog tastes like liquid gold but causes flatulence in non-goblins. It allows imbibers to speak *telepathically* to each other at a distance of up to one mile, for the next 7 to 12 (1d6+6) hours.

The dusk goblins will actually administer all games fairly. If any character is caught cheating, they will be escorted to the corridor and told to leave. Characters who resist, or who start a fight will be treated differently. The dusk goblins are poor combatants and avoid combat. Instead Lumpy will blow a special tin whistle which will summon a Dusk Realm stalker (*Triskelion - New Materials Volume II*), who will enter through the door that leads to Room 18.

Dusk Realm Stalker (AC 3; MV 12"; HD 6+6; hp 32; #AT 2 claws, 1 bite, and 1 weapon; D 1d4+3/1d4+3/1d8+1 and long sword; SD Magic weapons needed to hit; Size L; XP 731)

This stalker has the body of a giant monkey and the face of a vicious poodle. He uses his tail to wield the sword. It will obey Lumpy in combating troublemakers, but expects to be well-rewarded for his services. Now, it is certainly possible for a group of adventurers to prepare a full-on assault on the dusk goblins. The Dungeon Master should note, however, that there are likely to be gamblers about, see below, and these may support the dusk goblins, according to the Dungeon Master's discretion. If they are in dire straits, they will flee back to the Dusk Realm through Room 18.

A significant amount of treasure is recoverable from the room if the inhabitants are killed or driven off. A thorough search, requiring perhaps 2 or 3 turns, will yield 2044 gold crescents, 6064 silver spanners, and 8763 copper pieces. A more cursory search will yield a proportionally smaller haul. If all the beverages are taken as well, another 600 gold crescents can be recovered from their sale, although the goblin grog and Lumpy's special wine lose their extraordinary properties when taken from the room unless with the blessing of the dusk goblins.

The door to Room 18 appears different at night than it does by day. In daytime it is a simple wooden door, but at night it becomes midnight blue. Opening the door by day leads to a bare room (see the room description for Room 18), but opening the door at night reveals a weird wall of shifting color, the gate to the Dusk Realm. Unfortunately, this way to the Dusk Realm is not open to those not from there. Those from the world of Castle Triskelion trying to walk through the wall of color will disappear for a few minutes, and then be noticed coming back the way they came in, with no memory of the journey.

If the party arrives at night, there is a good chance that there are already patrons at the casino. There will be 0-3 (1d4-1) groups of gamblers. These gamblers will be intent on winning money and having a good time, for the most

part. They are not particularly interested in fighting the player characters. Reroll if duplication occurs.

1d10	Patrons
1	Atomies
2	Grey Elves
3	Hatchet-faced Goblins (<i>Triskelion - New Materials Volume II</i>)
4	Lizard Men
5	Talon Goblins
6	Limus
7	Droy
8	Boniface Beppe
9	Lisanna and Arabella
10	Malphaim Hedzel

Atomies

6 Atomies (AC 4; MV 12"/24"; HD 1 to 4 hit points; hp 4, 4, 2, 3, 1, 4; #AT 2; D by weapon type; SA Magic use; +1 to initiative, attack as 3rd level fighter; 90% likely to surprise; SD Only surprised 10% of time; MR 20%; XP 44, 44, 42, 43, 41, 44)

The atomies might be found playing at one of the tables, at the bar, or just listening to music. Each carries 2d4 (2d4) gold vinimes. Four use small spears (1d4 damage) and 2 use miniature swords (1d3 damage)

Grey Elves:

2 Grey Elves (AC 4; MV 9"; HD 1+1; hp 9, 7; #AT 1; D Longsword; SA +1 to hit with bow or sword; SD 90% resistant to *Sleep* and *Charm*; XP 38, 34)

They wear chain mail and have shields (decorated with a purple tree design). They have 30 platinum sirastars, 40 gold vinimes, and 64 silver tamos.

It is very unusual for grey elves to associate with non-elves, and these two brothers are here to arrange to buy a quantity of special wine from the dusk goblins. They will be by the bar waiting for Lumpy to meet with them.

Hatchet-faced Goblins:

3 Hatchet-faced Goblins (AC 5; MV 9"; HD 1+1; hp 7, 5, 6; #AT 1; D by weapon type; XP 34, 30, 32)

These three favor the knuckle bones table. The first hatchet face carries a broadsword, the second has a short sword and hand axe, and the third has a footman's mace. Together they have 27 gold crescents, 77 silver spanners, and 127 copper pieces.

Lizard Men:

5 Lizard Men (AC 4; MV 6"/12"; HD 2+1; hp 14, 11, 12, 5, 15; #AT 3 or 1; D 1d2/1d2/1d8 or club (treat as morning star) +1 to damage due to strength; XP 77, 68, 71, 50, 80)

These are evolved lizard men, who carry shields made from the shells of very large turtles. They might be found anywhere in the room and have 22 silver spanners and 93 copper pieces to spend.

Talon Goblins:

4 Talon Goblins (AC 6; MV 6"; HD 1-1 or 1; hp 8, 4, 6, 3; #AT 1; D Short sword; XP 18, 14, 16, 13)

The talon goblins love the slots. They have 38 silver spanners and 63 copper pieces amongst the lot of them.

Limus:

Limus the Pseudo-dragon (AC 2; MV 6"/24"; HD 2; hp 9; #AT 1 bite; D 1-3; SA +4 to hit with poison sting; SD Chameleon power, see invisible; MR 35%; XP 218)

Limus mostly hangs around the bar and bums free drinks and snacks.

Droy:

Droy the Green Slaad (AC 3; MV 9"; HD 9+3; hp 42 #AT 3; D 2d8/3-8/3-8; SA Magic use; SD Magic weapon needed to hit; MR 50%; XP 4938)

The above statistics are for Droy in his slaad form. While slumming at the casino he will have the appearance of a seven-foot-tall bald olive-skinned elf (50%) or a dwarf with a green beard (50%). In demi-human form he carries Eleanor, his **Long Sword of Wounding**, and does an additional +4 to damage due to his 18/76 strength. Droy carries a **Bag of Holding** (15 pounds, 250 pounds, 30 cubic feet) with his mad money: 1905 odd octagonal-shaped gold coins, each equivalent to a gold crescent in value. Droy might be found at any of the gaming tables, but his favorites are craps and twenty-one.

Boniface Beppe:

Boniface Beppe, Neutral Good male human Ranger (AC 7; MV 9"; R4; hp 24; #AT 1; D Battle axe, dagger, or short bow; SA Surprise on 3 in 6, +4 to hit giant class creatures; SD Only surprised on a 1 in 6; S 13, I 14, W 15, D 10, C 15, Ch 10; XP 250)

Boniface likes a good game of in-between and also greatly appreciates the establishment's bar. He wears studded leather armor and has a battle axe, a dagger, and a short bow with 16 arrows in a quiver. In his backpack are 2 weeks' iron rations, flint and steel, 4 torches, and an

empty water skin. He keeps 35 gold crescents, 12 silver spanners, and 13 copper pieces in his belt pouch.

Lisanna and Arabella:

These charming ladies will generally find themselves playing a game of twenty-one.

Lisanna, Chaotic Good female half elf Fighter/Magic-user (AC 8; MV 12"; F3/MU3; hp 11; #AT 1; D Dagger or dart; SA Spell use; S 10, I 16, W 9, D 13, C 1,4 CH 17; XP 194)

Lisanna is an unusually attractive woman. She wears dyed purple leather armor and carries 4 daggers and 6 darts. Her purse contains 88 gold crescents, 35 silver spanners, and 43 copper pieces. She does not have her spell book with her, but she does carry a **scroll** with 2 *Magic Missile* spells on it.

Magic user Spells: *Burning Hands, Charm Person, Forget*

Arabella Heimholt, Neutral female gnome Thief (AC 7; MV 6"; T3; hp 9; #AT 1; D Dagger; S 8, I 15, W 6, D 15, C 15, CH 14; XP 146)

Thief skills: PP 40%, OL 38% F/RT 40% MS 32% HS 25% HN 25% CW 72% RL -

Arabella wears leather armor and carries 3 daggers. She has 43 gold crescents, 76 silver spanners, and 74 copper pieces. She is friendly and quick to laugh, but has a low wisdom score, so she will probably end up betting more than she can afford.

Malphaim Hedzel:

Malphaim Hedzel, Neutral female human Magic-User (AC 10; MV 12"; MU4; hp 10; #AT 1; D **Magic Broom**, as **Quarterstaff +1**; SA Spell use; S 6, I 17, W 17, D 13, C 9, Ch13; XP 215)

Magic user Spells: *Magic Missile, Mending, Write, Detect Evil, Wizard Lock*

Malphaim sometimes likes to come here for some excitement. She is described in the Outer Ward First Floor, Room 18. She will be accompanied by her blue hedgehog familiar and two brandles acting as menials and bodyguards.

2 Brandles (AC 9; MV 12"; HD 1; hp 8, 5; #AT 1; D 1d6; SD Take half damage from most edged weapons, immune to sleep and charm; XP 22, 19)

18 Spare Room

The door to this room only allows entry during the day, as described in the entry for Room 17. The room's walls are paneled in dark wood, and a large wardrobe is

against the west wall, the only furnishing. Seven plain glass windows are to the north.

Inside the wardrobe are several fur coats.

19 Meeting Room

This large room is impeccably clean. There is a large broad table with seating for forty people. The dozen large glass windows in the north wall are scrubbed and the hardwood floor is spotless. Nine Triskelion shields featuring the white legs on a black field are hung on the south wall. Standing suits of man-sized plate armor are in the northwest and southwest corners.



This room is the home of a force equivalent to a *Permanent Unseen Servant*, except it is tied to the room instead of to a person. It will try to take the hat (or helmet) from any characters entering the room. Characters may assume they are being attacked *Telekinetically* or are the victim of a haunting. The *Unseen Servant* is also responsible for the room's neat condition. If the characters realize the nature of the force, it will take orders readily but cannot leave the room.

On the table are quill pens, ink bottles, sheets of paper, glasses and carafes. All the ink has dried and the carafes are empty.

The suits of armor are normal and in perfect condition.

20 Class Room

Various wooden toys and schoolbook primers are scattered about the floor. Six small wooden desks hold paper, quills and dried up black ink. A wooden clown doll with a jagged smile painted on its face sits at one of the desks. It will animate and attack if approached.

Creepy Animated Doll (AC 5; MV 18"; HD 4; hp 20; #AT 2; D 1d4/1d4; SA Paralyzation, Attacks as 8 hit die monster; SD Saves as 8 hit die monster; XP 265)

The doll can attack with its saw like hand and is so fast it attacks twice per round. Its paralyzation ability is like that of a ghaist, lasting for 6d4 turns.

21 Medical Suite

Six metal gurneys are in the room, each burdened with bodies under white sheets stained with blood and pus. One holds a normal (inanimate) human skeleton wearing a **Ring of Warmth**. The other five hold zombies who will attack if any of the gurneys are disturbed.

5 Zombies (AC 8; MV 6"; HD 2; hp 14, 11, 10, 8, 6; #AT 1; D 1d8; SA Always lose initiative; SD Limited spell immunity; XP 48, 42, 40, 36, 32).

This room is unlit. The room's perimeter is lined with metal worktables and cabinets, which contain ample supplies of bandages, needles, scalpels, and other surgical tools.

22 Sitting Room

A fireplace is in the east wall and two portraits hang on the wall. There are also two comfortable looking chairs, two lit candelabras giving off a soft pleasant light, and a small table near the north wall upon which rests a stuffed fox.

The portraits are of the following Triskelions:

Person	Appearance
Vosmus Triskelion	Grossly obese man with black hair, dressed in white
Paozo Triskelion	Middle aged man with uncombed black hair and malevolent expression

As is usual, each has been signed by Patrizio Triskelion.

A *Magic Mouth* spell will activate on the fox the first time that the characters enter the room. The *Magic Mouth* will say "I wouldn't go that way if I were you" only if the adventurers leave by a different door than the one they entered through. After this initial outburst, the fox will be forever quiet.

Even if the characters snuff the candles on the candelabra, they will find them lit upon reentering the room. The candles can even be taken and new ones will take their place within a day. If the candelabras are removed, they will be found to be completely normal.

23 Paozo's Room

The door to this room is locked. This is the former room of Paozo Triskelion, the crazed magic-user who practiced vivisection on captives, servants, and anyone else who he felt he could capture.

Thinking to return someday, Paozo left two withered husks (*Triskelion - New Materials Volume II*) as guardians within the chamber, who remain to keep his secrets safe.

2 Withered Husks (AC 7; MV 12"; HD 3+1; hp 18, 11; #AT 1; D 1d10; SA Fear; SD Limited spell immunity; XP 197, 169)

The walls are papered in green, blue, and red. The floors are wood, but carpeted wall-to-wall in blue and green. There is a large and comfortable looking bed, four candelabras, and a fireplace in the west wall. A wardrobe and a dresser contain old-fashioned, but rich, men's clothing. Along the north wall are four ropes which descend from the ceiling, each a different color.

Pulling each of the ropes will activate a different function:

Rope	Effect
Green	Choking gas fills the room, all must save vs poison or lose 2d6 hit points
Purple	Makes a horrible grinding sound, but does nothing
Orange	2 darts shoot at the rope puller, attack as 14th level magic-user for 1d4 damage each
Yellow	Opens the secret door

The secret door in the northwest corner can be discovered with normal chances, but can only be opened by pulling the yellow rope.

24 Paozo's Sanctum

A dissecting table is in the center of the room. Strapped to the table is a flesh golem. A scalpel is sticking out of its chest and many of the sutures have not been closed properly. Paozo was making the golem but was not able to enchant it properly.

Half Strength Flesh Golem (AC 9; MV 8"; HD 5; hp 20; #AT 2; D 1d8/1d8; SD Immunity to most spells; XP 265)

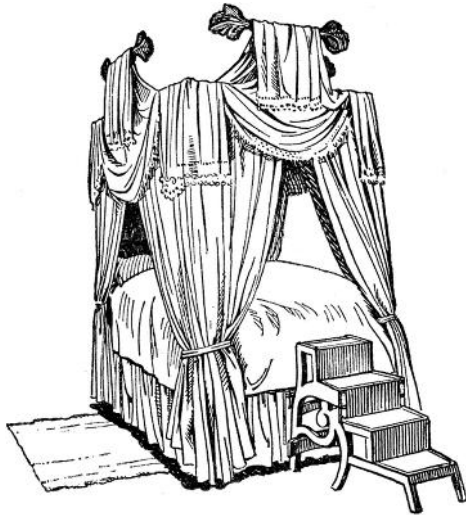
This creature has the normal spell immunities of a flesh golem, but is susceptible to normal weapons. Its bonds have weakened over time and when the characters enter the room it will break them and attack immediately. Because of the incomplete job, embalming fluids and

blood will squirt of its open wounds as it fights. It will attack until destroyed.

A candelabra with blood red candles is in each corner, but they are unlit. Along the north wall is a wooden table with various metal surgical tools (scalpels, bone saw, pickups, rulers, scissors, etc.) carefully laid out. Along the east wall are four sets of manacles. A fireplace is in the south wall and beside it is a small wooden treasure chest. Near the door is a hook with the keys to Room 23 and the chest hanging from it by a bit of ribbon.

The surgical tools are crafted masterfully and if the whole were collected and sold they would be worth about 90 gold crescents.

The locked chest contains finely made silver dagger with a gilded and bejeweled hilt worth 300 gold crescents, a ruby worth 500 gold crescents, and a red velvet bag holding old imperial Jalluxian coins: 58 silver stars, 13 golden dragons, and 3 platinum imperials.



25 Celestina's Room

This room once belonged to Celestina Triskelion, the mother of Vicenne and Emiliano. The door is capable of being locked, but is not. The room is decorated in blues, silvers and whites and furnished as a bedroom with dressers, hampers, a wardrobe, etc. A fireplace in the east wall and a small basket next to the fireplace holds a white towel marked by the hair of a black cat. An open chest near the foot of the bed holds a neatly folded green **Cloak of Feather Falling** (functions as the ring of the same name, sized as if to fit a man or elf).

26 Spacious Family Room

Seven humanoids have been looting the area and are taking a breather here. There are five hobgoblins and two goblins.

Hobgoblin Sergeant (AC 5; MV 9"; HD 1+1; hp 9; #AT 1; D Black iron long sword, black iron dagger; XP 38) 9 gold crescents, 14 silver spanners, 5 copper pieces

Hobgoblin 1 (AC 5; MV 9"; HD 1+1; hp 5; #AT 1; D Black iron footman's mace; XP 30) 6 gold crescents, 2 silver spanners, 7 copper pieces

Hobgoblin 2 (AC 5; MV 9"; HD 1+1; hp 6; #AT 1; D Black iron footman's military pick; XP 32) 6 gold crescents, 6 copper pieces

Hobgoblin 3 (AC 5; MV 9"; HD 1+1; hp 7; #AT 1; D Black iron battle axe; XP 34) 2 gold crescents, 4 silver spanners

Hobgoblin 4 (AC 5; MV 9"; HD 1+1; hp 8; #AT 1; D Black iron morning star; XP 36) 7 gold crescents, 3 silver spanners, 21 copper pieces

2 Goblins (AC 6; MV 6"; HD 1-1; hp 6, 4; #AT 1; D Short sword; XP 16, 14)

The hobgoblins and goblins still wear uniforms with the white three-legged Triskelion design on front. The goblins' are rust orange in color, while the hobgoblins' are black. The goblins are being treated as porters. The first holds a large sack with 24 silver spanners, 14 copper pieces, a quantity of fine silverware worth 28 gold crescents, and a silver chalice worth 150 gold crescents. The second goblin's sack holds 49 gold crescents, 2 silver spanners, 125 copper pieces, and a small wooden box. This box is locked and trapped with a poison needle pin (save or die). It holds almond candy and a miniature silver coffer embossed with tiny pearls valued at 50 gold crescents.

This room was the common room for the immediate family of Defago and Grazia Triskelion and their children. It was designed for comfort. There are couches, chairs, small and large tables, and candelabras. One large table near the east wall holds an antique great helm and several scale model replicas of sailing ships and buildings. There are dozens of framed hand-drawn architectural plans on the walls, representing buildings fanciful and absurd, but prepared as if the structures were actually going to be built. These are the works of Grazia Triskelion, a genius draftswoman and architect.

There are three large plain glass windows and a fireplace to the west while there are two large green and red stained glass windows in the northwest wall. The water

closet to the north is tastefully decorated and has a mirror, but there are no valuables there.

27 Defago's and Grazia's Room

The door is capable of being locked, but is not. The room is furnished to suit the needs of a nobleman and his wife, with a large bed, mirrors, nightstands, wardrobes, dressers, tables, hampers, etc. The entire south wall consists of a huge built-in bookcase holding thousands of leather bound volumes, but the other walls are paneled in wood. A glass chandelier hangs from the ceiling and there is a fireplace in the north wall.

The books are written in strange cipher. If a *Comprehend Languages* spell or similar magic is used, they will be found to consist of two basic types. The first group are transcribed works of noted sages and scholars who specialized in the study of philosophy. The next group are authored by Defago Triskelion and contain bizarre ramblings about the nature of the universe and man's place (or lack of a place) in it. They are Defago Triskelion's life's work and crowning achievement, although why he should choose to hide his works behind a code is a mystery perhaps explained only by the strangeness found in so many of the Triskelion family.

It appears as if this room has been visited by looters or adventurers, but not all valuables have been picked clean. The clothes alone in the wardrobes would fetch 200 gold crescents. There are several other valuable items scattered about: a silver letter opener (7 gold crescents), an antique snuffbox (4 gold crescents), and a jade duck statue (140 gold crescents). A hidden panel is present in the west wall and if the wall is tapped a hollow spot will ring out. Behind the panel is a bag holding 47 gold crescents and a tiger eye gem worth 300 gold crescents.

28 Nursery

This room is tainted with the awful smell of corruption. A dozen cadaver spiders are exploring the room and the rotting corpse of a gralkin.

12 Cadaver Spiders (AC 7; MV 9"; HD 1d4 hit points; hp 4, 4, 4, 4, 3, 3, 3, 2, 2, 2, 1, 1; #AT 1 bite; D 1d4; SA Pain; XP 11, 11, 11, 11, 11, 10, 10, 10, 9, 9, 9, 8, 8)

This room was used as a nursery for six children. The walls are paneled in wood and painted in sky blue. There are four large glass windows and a fireplace is in the south wall. Trees and hills have been painted on the walls. There are three cribs and three small beds. A hamper holds dirty child sized clothing while the dresser holds clean clothing.

Near the gralkin's body is a scimitar. The gralkin's head appears to be that of some type of songbird, but it is too decomposed to tell for sure.

29 Eldrid's Room

This was the bedroom of Eldrid Triskelion. The door to this room is capable of being locked, but is not. It is decorated with a stylized tiger of three heads.

A robed figure sits in a large green padded armchair near the west wall facing towards the fireplace and away from the entrance. This is the simulacrum of Eldrid Triskelion. He is smoking a pipe, drinking a glass of fine wine (which is resting on a table next to the chair), and reading a book about gardening. Anyone who has seen the portrait of Eldrid Triskelion (Inner ward, Third Floor, Room 74) will surmise that this is the same man. He is of middle height with greasy black hair. If the adventurers speak to him he will wave them away and tell them he does not want to be bothered. The simulacrum has only partial (about 45%) memories and absolutely no clue about the current sorry state of the castle. He is neither curious about the adventurer's nor aggressive. He just wants to be left alone. If the pestering continues, he will ask that the adventurers (whom he takes to be servants) get him something to eat. Since Eldrid was a nobleman of high rank, he will be expected to be obeyed instantly and he tends to take a haughty and superior tone. If attacked, he will defend himself as best he is able, while screaming for the guards to take away the intruders. The guards are long gone and will not come, of course.

Simulacrum of Eldrid Triskelion (AC 10; MV 12"; F3; hp 38; #AT 1; D Short sword; S 14, I 9, W 8, D 12, C 16, CH 16; XP 212)

This creature will appear to be a human in every way, but a *Detect Magic* spell or a *True Seeing* spell will instantly reveal it is not as it seems. The original Eldrid was a ninth level fighter lord and the simulacrum has only a vestige of his combat abilities and a fraction of his hit points. Should it be destroyed it will collapse into a pile of dirty snow.

The walls are blocks of purple and gray stone and the floors are carpeted in dark green. There are three large stained glass windows and a lit fireplace in the west wall. A metal tub holds a large supply of firewood. There is a large bed near the south wall, four unlit candelabras, a soiled bedpan, twelve crates of wine (each with twelve bottles, value 4 gold crescents per bottle), a standing mirror, and a wardrobe holding men's clothing. Eldrid's sign of the three-headed tiger is found on the bed, furniture, and windows.

30 Master of Puppets

The door to this room is capable of being locked, but is not. This was the bedroom and work shop of Jacopo Triskelion, the famous puppeteer.



A huge wooden puppet stage dominates the room. Three rows of wooden benches are placed before the stage. When the adventurers enter, a puppet show will start. It is a romantic comedy titled "The Leper Princess" and features the afflicted princess, Alabelle, and her true love, a goatherd named Giton. During the course of the story Giton must fight a giant wolf, a griffon, and a dragon in order to reach Alabelle. He defeats all his enemies but loses a body part to each one (a foot, a hand, and an eye). Giton worries that his true love will reject him because of his deformities. Finally, he reaches Alabelle, who because of her disease, has lost those very same body parts and the story ends happily. When the play has ended, or if it is interrupted by the adventurers, they will not find anyone behind the stage. The five puppets (Alabelle, Giton, the dragon, the griffin, and the wolf) are exquisite and each worth 81-100 (1d20+80) gold crescents to a serious collector.

The walls have been painted white and splashed with primary colors to create an odd but festive effect. There are two large stained glass windows in the west wall along with a fireplace. One window depicts a giant with a backwards facing head (you can tell he is a giant because he is taller than the trees in the picture), the other depicts an upside-down dog. A wardrobe holds odd frilled and spotted clothing used by Jacopo for

performances and a few somber black outfits for practicing mime. Four huge candelabras are present; they are already lit when the adventurers enter. Indeed, like in Room 22, the candelabras are always lit and shed light, not exhausting their wax. If they are taken from the room they will immediately extinguish, but will glow merrily if returned.

31 A Feast for Vermin

The door was once capable of being locked but is currently hanging off of its hinges due to a violent break-in. This bedroom belonged to Vosmus Triskelion, the celebrated gourmand.

The majority of the room is occupied by a banquet-sized **Table of Plenty**, see *Triskelion - New Materials Volume II*. Currently gorging on the lavish dinner are numerous monsters.

Cross Worm (AC 8; MV 10" HD 2+1; hp 12; #AT 1 bite; D 1d4+1; SA Webs; XP 86)

Giant Boring Beetle (AC 3; MV 6"; HD 5; hp 23; #AT 1 bite; D 5-20; XP 205)

3 Giant Centipedes (AC 9; MV 15"; HD 1d2 hit points; hp 2, 1, 1; #AT 1 bite; D Nil; SA Poison; XP 32, 31, 31)

6 Giant Rats (AC 7; MV 12"//6"; HD 1d4 hit points; hp 4, 4, 4, 3, 3, 3; #AT 1 bite; D 1-3; SA Disease; XP 11, 11, 11, 10, 10, 10)

2 Huge Spiders (AC 6; MV 18"; HD 2+2; hp 11, 8; #AT 1 bite; D 1d6; SA Poison, leap, surprise on 1-5; XP 178, 169)

Of course, normal-sized vermin are also here. These creatures are ignoring each other and will ignore adventurers unless approached within a few feet or fired upon, in which case they will attack.

The sloppy eating of the creatures has knocked seven silver candlesticks (10 gold crescents each) and silver utensils for eight (total of 25 gold crescent value) on the floor.

The room is decorated with paintings of gourmet dishes, plates of fruit, and scenes of picnicking. Two chandeliers hang from the ceiling and there is a bed (huge, as befits a corpulent resident). The room is otherwise outfitted as a bedroom, with wardrobes, mirrors, nightstands, etc.

32 Antechamber

The door to this room is capable of being locked, but is not. In the center of the room, five gralkin are in a pitched battle with three adventurers and two goblins.

The gralkin are led by Jackdaw, a former guardsman.

Jackdaw, Chaotic Evil male gralkin Fighter (AC 10; MV 12"; F4; hp 17 (normally 20); #AT 1; D Halberd +1 to damage due to strength; S 16, I 13, W 5, D 12, C 12, Ch 6; XP 175 (normally 190))

Albatross (AC 10; MV 12"; HD 1d6 hit points; hp 2; #AT 1; D Trident; XP 7)

Grackle (AC 10; MV 12"; HD 1d6 hit points; hp 5; #AT 1; D Broad sword; XP 10)

Mockingbird (AC 10; MV 12"; HD 1d6 hit points; hp 2; #AT 1; D Footman's flail; XP 7)

Partridge (AC 10; MV 12"; HD 1d6 hit points; hp 6; #AT 1; D Spear; XP 11)

The adventuring party consists of the following members:

Grodderok, Neutral Good male dwarf Fighter (AC 2; MV 6"; F3; hp 16 (normally 25); #AT 1; D Battle axe; S 15, I 15, W 11, D 9, C 15, Ch 6; XP 124 (normally 160))

Grodderok is middle-aged for a dwarf, but looks older. He is quiet and never drinks alcohol. He wears plate mail and uses a shield with a black bear on it. In his backpack are a small hammer, 12 iron spikes, 2 weeks' standard rations, flint and steel, and three torches. He has a belt pouch with 14 copper ganes and 16 silver khurams. Twenty feet of rope hang from his belt.

Adelais, Lawful Good female human Magic-user (AC 10; MV 12"; MU3; hp 8; #AT 1; D Dagger; SA Spell use; S 11, I 12, W 11, D 12, C 12, Ch 12; XP 182)

Magic user Spells: *Burning Hands, Message, Detect Invisibility*

Adelais is the older sister of Heloise (see below) and they are from the city of Fribourg. She never combs her hair or keeps her robe tidy. She tends to be a pessimist and gives away all of her extra money to the poor. She has a **Ring of Spell Storing** with the following spells: *Monster Summoning I, Shield*, and *Wall of Stone*, however she has already cast the *Monster Summoning I* to get the goblins to help her and she will not be able to recharge it. As spell components she keeps a short piece of copper wire for the *message* spell, vials of talc and powdered silver (2 silver spanners worth) for the *Detect Invisibility* spell, and a clear piece of crystal for the *Read Magic* spell. She has a labeled **Potion of Longevity** (purple and bubbly, smells like salt water) in a metal flask that she is planning on giving as a gift to Grodderok. She carries four daggers. Her traveling spell book is in a satchel. It contains all the above spells in addition to *Read Magic*.

Heloise, Chaotic Neutral female human Illusionist (AC 10; MV 12"; I2; hp 7; #AT 1; D Dagger; SA Spell use; S 8, I 15, W 9, D 16, C 15, Ch 14; XP 126)

Illusionist Spells: *Hypnotism, Light*

Heloise wears a dark blue robe with silver hearts. She has two daggers left (she already threw one at the gralkin) and has a satchel holding 17 Fribourg copper jackals, 3 Fribourg silver lions, 8 Fribourg gold griffons, and her travelling spell book with the above spells. Heloise loves her older sister but thinks she is too serious. She is talkative, funny, and always seems to know the latest clothing styles at the courts of Fribourg and Sarcovy.

Goblin 1 (AC 6; MV 6"; HD 1-1; hp 4; #AT 1; D Short sword; XP 14) 4 silver spanners, 5 copper pieces

Goblin 2 (AC 6; MV 6"; HD 1-1; hp 3; #AT 1; D Spear; XP 13) 1 silver spanner, 9 copper pieces

These goblins have been summoned by Adelais using the power of her ring. They will remain for another 4 rounds to serve her.

There are 3 dead goblins and 2 dead gralkin (waxbill and pigeon).

This room looks like it was dormant as all of the larger pieces of furniture are covered with heavy white sheets to exclude dust. This includes two couches and a table near the center of the room, a long table near the north wall, and a large wardrobe near the northwest corner. The walls are decorated by banners displaying the Triskelion coat-of-arms and Tiziano Triskelion's personal emblem, a three headed eagle holding a lightning bolt in one claw and a sword in the other. Four large windows are in the south wall. The drapes are closed, keeping it somewhat dark even in the daytime. Also along the south wall is a fireplace and a metal rack for holding firewood (now empty). Twelve brass candelabras and a glass chandelier complete the furnishings.

The table near the couches holds a metal flagon containing 7 walnuts. Hidden among them is a small ruby worth 250 gold crescents.

On the north table are three worthless egg-shaped glass ornaments and a cask of good brandy worth 5 gold crescents.

The wardrobe holds the rotting corpse of a man in black Triskelion livery. He has been dead for a long time, but it may be possible to tell that his throat was slit. He has a single copper piece in his pouch.

33 Tiziano's Room

The door to this room is locked. This was Tiziano Triskelion's bedchamber. Tiziano was once a famous general and the leading force in several war campaigns. He retired to live in the castle among his family, and passed away before the troubles began. That is why Rooms 32 to 34 have been placed out of commission.

In the center of the room is a small round table and several high-backed chairs. Sitting in the chairs and facing the door are three fungoid zombies, who will rise and attack.

3 Fungoid Zombies (AC 8; MV 9"; HD 2+1; hp 15, 9, 10; #AT 1; D 1d8; SA Disease; SD Regenerate 1d4 hit points each round; XP 105, 78, 81)

All three are males wearing black Triskelion livery. These were servants and fled here after being infected, eventually succumbing to the affliction.

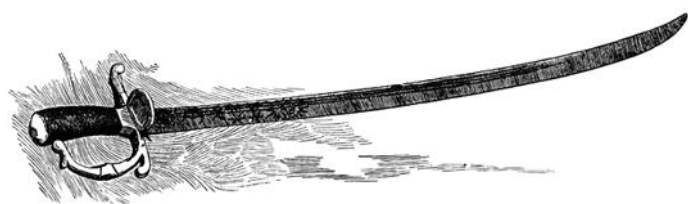
The cracks and crevasses of the room have become colonized by a purple fungus, which has released its spores into the air. Because of the huge concentration of spores, anyone entering the room must save versus poison or be overcome by immediate intense hallucinations, which will last for as long as the character is in the room and for another 1 to 4 rounds after leaving.

Feel free to add more in the same vein if the above do not prove numerous enough.

Hanging strapped to a wooden shield on the north wall are two crossed bastard swords. A fireplace is to the southwest and the west wall holds a beautiful stained glass window depicting Tiziano's three-headed eagle. The other furniture: a bed, dressers, nightstands, etc. have been covered with thick white cloths.

The bastard swords mounted on the wall are quite valuable. One is gem encrusted and worth 450 gold crescents. The second has a jade set into its pommel and the sword appears to be worth 100 gold crescents but it is in fact a **Bastard Sword +2**.

The water closet to the south is carpeted, but otherwise unremarkable. Oddly, it is free of the purple fungus.



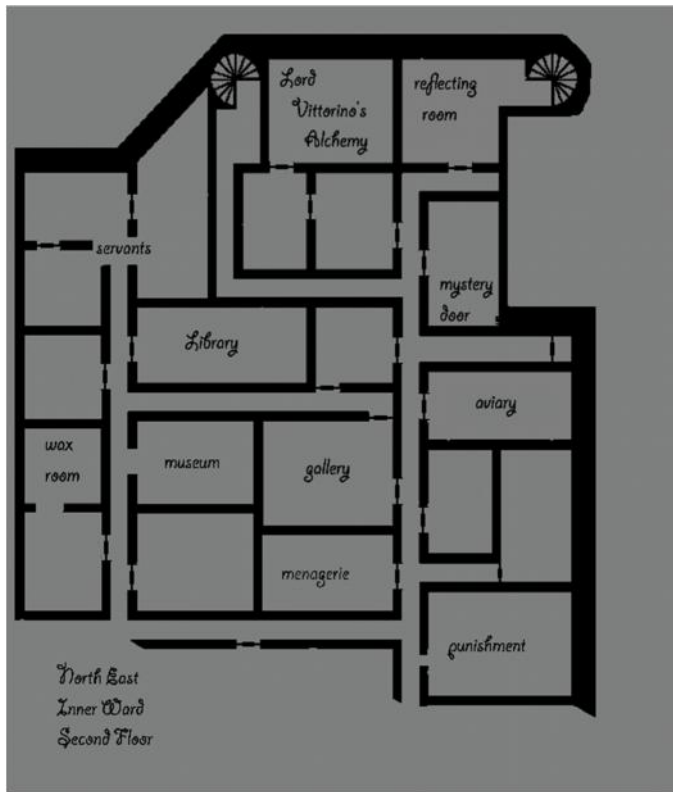
1d12	Hallucination
1	Character is in the middle of the ocean. Strips off any armor to keep from sinking, moves arms and legs as if swimming.
2	Scores of talking pimples erupt on the individual's skin. Character must talk to them to learn their wisdom.
3	All possessions have turned to green slime. Character must drop them before they infect him or her.
4	The world has sped up. Character acts as though <i>slowed</i> , but is otherwise alright.
5	The character's skin has turned to liquid. Reaches down to scrape it back up and put it on his or her body.
6	Everyone else has turned into the walking dead!
7	A purple worm has erupted through the floor. Character must attack it in preference to anything else.
8	The ceiling is descending. Character hides under furniture so as not to be crushed.
9	The air has turned to fruit juice. Character is preoccupied with drinking it up.
10	Character is a powerful wizard. If he or she really is a spell caster, they will begin casting random spells. If they are not, they will just pretend to.
11	Character is on a sheer cliff, must hold on to keep from plunging to his or her death.
12	Character is strangely confident. +2 to hit and saving throws for an hour.

34 Guard Room

The door to this room is capable of being locked, but is not. Paranoid, Tiziano had this room prepared for his bodyguards to use. As such the room is cozy but not ostentatious.

A fireplace and four plain glass windows are to the southwest. There are four beds, four footlockers, a wooden hamper, and a wardrobe holding black Triskelion uniforms.

Each of the footlockers is locked and contains various personal effects used by fighters (oil for polishing armor, whetstones for sharpening blades, knives, clothing, and so on). One also contains a false bottom and a map to the Second Floor of the Inner Ward detailing Rooms 1 to 16 and 73 to 78, including the secret door in Room 2.



35 Drawing Room

In the center of the room is the husk of a long-dead giant spider. In the darkness, it is possible that the characters may not realize that it is dead (2 in 6 chance of confusing it with a live giant spider).

Padded red armchairs, small wooden tables, and unlit candelabras make up the furnishings. The floor is littered with bones and husks of rodents, centipedes, insects, and other vermin. Among this debris can be found a bag of 53 gold crescents and a scroll with the **Cleric Spells** *Find Traps* and *Silence, 15' Radius* in a scroll case made from the horn of a minotaur (valued at 25 gold crescents). Two open windows give a view into the Throne Room (Ground Floor Room 48).

36 Lodovico's Room

The door to this room is not locked or barred, but will resist opening. A casual pull is not sufficient to open the door, but a hefty tug will do the trick (no roll needed). When it does open, it will swing wildly, causing the opener to save versus petrification or take a point of damage from its force.

This was once the room of Lodovico Triskelion and his portrait still hangs on the south wall: a heavyset man with full beard and crazed expression. Below the portrait is a small table with a gold goblet (40 gold crescents) and an hourglass made of a strange purple metal with silvery

grains of sand. This item is worth 200 gold crescents, but is also the key to Lodovico's imprisonment.

Lodovico angered a powerful cousin and has been trapped in his painting about five years or so suffering frustration and rage. No one particularly liked Lodovico due to his black moods and so he has never been set free. If the hourglass is touched the spell will be broken and Lodovico will leap from the painting and attack.

Lodovico Triskelion, Neutral male berserk human Fighter (AC 9; MV 12"; F5; hp 30; #AT 1; D **Morning Star** +1 and another +4 to damage due to strength; S 18(78), I 10, W 7, D 15, C 16, CH 9; XP 330)

He wears a gold torc valued at 150 gold crescents, a fur cape, and fur loin girdings. Because he is a berserker, Lodovico may attack at +2 to hit (in addition to his strength bonus of +2) or attack twice per round. He cannot be surprised but has a normal chance of surprising others (because leaping from a painting can be unexpected). He will fight to the death because he is just that kind of stubborn guy but if he is alive at the end of the combat (through being put to *Sleep*, *Held*, etc.) he can be reasoned with, especially if it is shown that it is in his best interest.

37 Storage Room

This room is stuffed with all sorts of wooden furniture and other odds and ends: tables, bed frames, posts, wardrobes, and even unused doors. The place is unlit and moving about could be dangerous.

Three tringitipedes have made this area their home and are quite adept at navigating the area. While in this room they have an effective armor class of 5 and attack at +2 to hit.

3 Tringitipedes (AC 5 (7); MV 15"; HD 2; hp 14, 13, 7; #AT 1 bite; D 1d4+1; SA Weakness; XP 93, 91, 79)

The dead bodies of two orc Red Legs and a half elvish magic user are stashed away near the eastern portion of the room, under a bookcase. The first orc corpse has a belt pouch with 13 silver spanners and 8 copper pieces. The second orc corpse has 4 silver spanners and 4 copper pieces. The magic user has 23 gold crescents and a **Magic User Scroll** with *Blink* and *Hold Person*.

In the south wall, there are two open windows which look into the Throne Room, Room 48 of the Ground Floor, suggesting that perhaps this room had a different purpose at one time.

38 Master Cooper's Room

The door to this room is capable of being locked, but is not. One corner has been entirely chewed off, allowing a person to pass without even opening the door. Inside, two carver bugs are looking around.

2 Carver Bugs (AC 5; MV 12"; HD 2; hp 15, 6; #AT 2 claws; D 1d8+1/1d8+1; SA +1 to hit, attacks as sword of sharpness; XP 58, 40)

This room is furnished as a bedchamber. The room appears to have been looted, as the bedclothes are torn away and the furniture is upended. A normal hand axe is embedded in the bed frame.

39 Master Glassmaker's Room

The door to this bedroom is capable of being locked, but it is now wide open. Many delicate glass ornaments hang by strings from the overhead wooden beams. Any light source will cause them to sparkle in a dazzling display. There is a bed with a nightstand and a candleholder. A dresser holds brightly colored and well cut men's clothing, as the glass blower considered himself a ladies' man.

40 Master Potter's Room

The door to this room is capable of being locked, but is not. Three large irregularly shaped pieces of clay are in the center of the room. The walls are decorated with four tapestries depicting griffins. A candelabra, a bed, and a footlocker with men's clothing are present. A rack holds aprons and work clothes smeared with clay. Two tall stoppered clay pots are against the south wall.

The pieces of clay are three killer klods (*Triskelion - New Materials Volume II*), which will unfold themselves and attack.

3 Killer Klods (AC 9; MV 9"; HD 2+1; hp 9, 9, 7; #AT 1 fist; D 1d8; SA Spit clay; SD Immune to blunt weapons; XP 77, 77, 71)

The master potter was something of a novice spell caster and gained the services of these three klods through shady deals. He used them as servants and guards. Embedded within the chest of the weakest is a sapphire worth 400 gold crescents.

Each tapestry is worth 50 gold crescents and weighs 200 gp weight. The pots hold soft clay, which the klods enjoy eating.



41 Tailor's Room

The door to this room is locked. When opened the room will have a charnel reek. The body of the tailor hangs from the rafters by a noose. Unfortunately, he could not escape un-death through suicide and he is now a thrashing zombie.

Zombie (AC 8; MV 6"; HD 2; hp 4; #AT 1; D 1d8; SA Always lose initiative; SD Limited spell immunity; XP 28)

The party is quite safe from the zombie unless they cut it down. If they destroy it while it is helpless it will not be worth any experience points.

The chair that he used to assist his suicide is on its side next to him. There is also a bed, a short table, and a footlocker (locked; contains a sewing kit, some shirts, and a bag of 5 silvers spanners and 57 copper pieces). The keys to the footlocker and the room itself can be found in the zombie's pockets.

42 Master Candle Maker's Room

The door to this room once was capable of being locked, but it is now hanging from its hinges. It was once the domain of the master craftsman responsible for making soap and candles, but now a giant weasel makes its home here.

Giant Weasel (AC 6; MV 15"; HD 3+3; hp 17; #AT 1 bite; D 2d6; SA Drain blood; XP 193)

The ruined remains of bed, chairs, wardrobe, and small table are scattered about the room. The weasel has made a nest of old clothing and blankets. The bodies of seven giant rats and a gnome are here. The gnome holds a

carnelian worth 40 gold crescents and a normal dagger with a tiger eye gem in its pommel valued at 15 gold crescents.

43 Decorated Chamber

The walls of this room are decorated with red banners and Triskelion coat-of-arms. Three large plain glass windows are to the west and another five to the south. Flanking the double doors to Room 44 are two sets of black iron plate armor set upon wooden supports. Each suit of armor holds a black iron lochaber axe. Stairs descend to a corridor near Room 67 of the Ground Floor and ascend to Room 53 of the second floor.

44 Music Room

If the characters enter through the double door, they will see a young woman turn to look at them, then climb out through one of the four open windows in the north wall which open into the Throne Room (Room 48) of the Ground Floor. If the characters enter the room through different means, vary the encounter accordingly.

Valphebe, Neutral human female Thief (AC 5; MV 12"; T3; hp 8; #AT 1; D Short sword or dart; S 8, I 13, W 12, D 17, C 11, Ch 12; XP 117)

Thief skills: PP 45%, OL 43% F/RT 30% MS 32% HS 25% HN 15% CW 87% RL -

She wears leather armor and carries a short sword and 5 darts. In her pack are thieves' tools, a silver holy symbol to the God of Thieves (30 gold crescent value), 95 gold crescents, and a wrought silver and gold necklace (240 gold crescents).

The rest of Valphebe's adventuring party has succumbed to the dungeon and she is trying to get out. If unmolested, she will climb down into the Throne Room and attempt to escape the castle through the Outer Ward Ground Floor. She is normally a happy-go-lucky person but is currently very scared.

The room is crowded with chairs and musical instruments. Three large stained glass windows are to the west and three large tapestries are on the east wall.

Three harps, a lute, and numerous flutes are here, but each has been smashed and is quite unusable. A drum has been smashed open and contains a rotting human head.

The tapestries are each valued at between 151 and 250 (2d100+50) gold crescents and each weighs about 500 gp weight.

The stained glass windows show scenes of musicians entertaining with ladies dancing.

45 Kitchen

This small kitchen is rather plain, with a stone floor. Eight dementings are here, making a ruckus throwing around pots and pans. As such, it is impossible for them to surprise the party.

8 Dementings (AC 8; MV 12"; HD 1d4 hit points; hp 4, 4, 4, 3, 3, 3, 2, 2; #AT 1; D 1d6; SD Immune to sight-based attacks; XP 11, 11, 11, 10, 10, 10, 9, 9)

They will attack with kitchen implements such as steak knives and cleavers, doing 1d6 points of damage. If disarmed, they will revert to 1-3 points of damage/attack.

There are three large glass windows to the south, along with a brick oven. Also along the south wall is a pump faucet with cold water. A bin holds firewood. The north and west walls contain cupboards with common spices, dishes, cutlery, bowls, and other necessities.

46 Elegant Dining Room

This room is dominated by a huge table with seating for forty. At the head of the table, to the east, is a massive wooden chair with arms and a carved Triskelion crest. If someone sits in this chair, a secret panel will slide out from the right side. It holds a gold necklace decorated with a ruby (750 gold crescents).

The room has stone walls and a stone tile floor. Nine large glass windows are to the south and the north wall is hung with red banners with the three-legged Triskelion design. Three elegant glass chandeliers hang from the ceiling.

47 Gentlemen's Wash Room

This room is not dissimilar to most of the others found in the castle with regards to function, although it is a lot classier. Five itch maggots are here.

5 Itch Maggots (AC 8; MV 3"; HD 1+4; hp 8, 7, 7, 6, 6; #AT 1 bite; D 1d4+1; SA itching bristles; XP 44, 42, 42, 40, 40)

Pump faucets supply hot and cold water. In the center of the ceiling is a hemispherical glass ornament upon which a *Continual Light* spell has been cast.

48 Ladies Wash Room

The walls of this room are decorated with a mural of pink and blue dolphins and fish. Elaborate dolphin headed faucets supply hot and cold water. In the center of the

ceiling is a hemispherical glass ornament upon which a *Continual Light* spell has been cast.

49 Blue Room

The door to this room is painted blue while the interior walls, ceiling, and floor are painted light and dark blue with a swirling pattern.

In the center of the room is a shallow fountain which contains clear odd-smelling liquid and a small blue key. When the door to the corridor shuts, the stopper on the bottom of the fountain will be pulled out and the key will soon be sucked down the drain. Give the characters about 1 minute in real time to choose how they want to get the key; a stopwatch may prove useful here.

The trouble is that the liquid in the pool is actually clear acid. A splash will cause a point of damage, while inserting a hand or other body part will cause 1d4+1 points of damage. Drinking will cause 2d4 points of damage and requires a saving throw versus poison if death is to be avoided. Weapons or other objects dipped in the acid are entitled to a saving throw, see page 80 of the *DMG*.

There is no reason that the players cannot use the acid for combat or other uses if they have a container that the Dungeon Master decides is adequate, but the fountain will not renew itself. Rules for using acid as a weapon are on page 64 of the *DMG*. Several gallons of the stuff are present. The blue key is itself impervious to the acid, and shows no sign of harm.

Assuming they manage to get the key, it will open the locked blue door to Room 53 together with the red, yellow, and green keys. Only the keys can open this or the other doors to Room 53, although multiple *Knock* spells will work for this door or the other doors leading to Room 53. One *Knock* is required for every lock on the door for which a key is not possessed.

50 Red Room

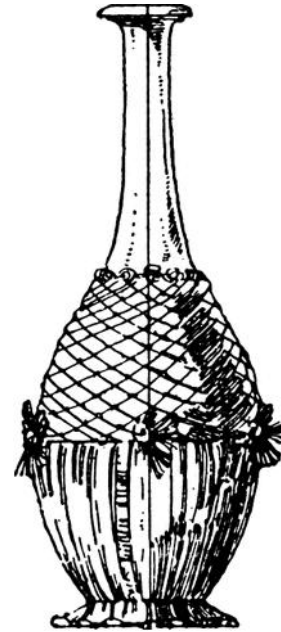
The door to this room is painted red. The ceiling and floor are flat black, while the walls are painted in shades of red in an irregular, chaotic pattern.

An upright standing iron brazier burns with great intensity in the center of the room. Three large iron urns are arranged around the brazier.

A soot terror (*Triskelion - New Materials Volume II*) resides in each urn. Should the brazier or one of the urns be disturbed, the soot terrors will billow forth and attack.

3 Soot Terrors (AC 0; MV 9"; HD 3; hp 18, 15, 14; #AT 1; D 3-8; SA Surprise on a 1-3; SD Magic weapon to hit; MR 30%; XP 174, 165, 162)

Beneath some coals at the bottom of the brazier is an ornate red key. It will take a full turn before it will be cool enough to handle with bare skin. Together with the blue, yellow, and green keys it will open the red door to Room 53.



51 Yellow Room

The door to this room is painted yellow. The walls and ceiling are bright yellow, while the floor is fine yellow sand. Near the center of this irregularly shaped room, a statue of a contemplative gnome sits on a stone box.

The sandy floor acts as an extremely efficient form of quicksand that offers less resistance than water. If the characters state that they are probing the floor with a pole or weapon, it will be obvious that it is not solid. Anyone stepping into the room will have a chance to save versus paralyzation (at -4 penalty) to grab hold of the door or floor, otherwise they will drop into the sand. Anyone running or jumping into the room will not have such recourse. Falling will cause no damage due to the softness of the sand, but the victim will begin to suffer the effects of drowning.

The real floor is fifteen feet below the apparent floor. A character engulfed in the sand may hold his or her breath for a number of segments equal to his or her constitution score. Recall that a segment is equal to 6 seconds, so a character with a constitution of 10 can hold his or her breath for one minute (one round).

After 10 segments (in that character's case), the character would begin to drown. This takes 3d6 additional drowning segments, in which the character cannot aid in helping themselves. Each segment spent drowning costs a hit point of damage, even if the character is rescued. If not saved from the sand within that time the character is dead, but can be revived by a *Cure Wounds* spell if cast within 5 minutes. This will bring the individual to the 1 hit point level.

The statue and box rest on a narrow pedestal which gives the impression that they are on the sand. The statue is somewhat heavy at 3000 gp weight, but can be toppled off the pedestal if struck with sufficient force. Note that it will be problematic to simply lift the statue, as the lifter will not have anything nearby to brace themselves with.

The box contains a large yellow key. Together with the red, blue, and green keys, the yellow key will open the yellow door to Room 53.

52 Green Room

The door to this room is painted green. The walls and floor are painted jade and dark gray-green in a checkerboard pattern. A freestanding variant of the **Mirror of Opposition** is bolted to the center of the room.

A green-skinned duplicate will appear for each person who states that they look in (or at) the mirror. It will take several seconds for them to materialize from green smoke, so it is possible for several characters to look before the first duplicate appears.

Each duplicate will have the hit points and armor class of the original, strike once per round with a normal version of the original's weapon, and attack as a 4 hit die monster. They will not have the special abilities (spell-casting, backstab, etc.) of the original but are 50% magic-resistant. Each is worth 125 points of experience plus an additional 4 per hit point.

Once the last (or only) duplicate is defeated, it will disappear in a cloud of green smoke, leaving behind a green key. Together with the red, yellow, and blue keys it will open the green door to Room 53.

53 Locked Room

The color scheme of this room reflects the rooms around it. Thus the door, floor, ceiling, and walls in the southwest corner is blue, the northwest is red, and so on. The guardian of the room is an imposing seven-foot-tall wax golem.

Wax Golem (AC 4; MV 9"; HD 7; hp 30; #AT 1; D **Footman's Mace +1**; SD Limited spell immunity; XP 590)

Its face is hidden by a great helm, and it wears **Chain Mail Armor +1**. It guards a chest containing 8000 gold crescents, a jar of **Keoghtom's Ointment**, a **Periapt of Health** (appears as a 100 gold crescent carnelian), and five applications of **Dust of Appearance**. The dust is encased in small tubes made of bone, meant to be blown on the target whose visibility is desired.

54 Laundry Room

This out of the way room has four large glass windows and a fireplace. It was generally used for scrubbing and hanging drying laundry. Hooks on the wall and rope-like clotheslines are present. Scrub boards and wash tubs are here, along with soap. Several washing women slept in this room and there are five small beds. Stairs descend to Room 60 of the Ground Floor.



55 House of Wax

This strange museum-like room is decorated by thirteen wax statues irregularly placed throughout the room. The floor is purple-stained hard wood, and footsteps echo eerily. Torchlight will cause the wax figures to glisten and make the eyes seem to move.

Figure 1: This waxwork figure is a man in black Triskelion livery. He is displayed in a menacing fashion, with hands raised as if to pounce. He wears a wax wolf mask over his wax face and holds a silver dagger.

Figure 2: This waxwork is a smiling woman wearing a red gown and black pointy witch hat. She has a black-bristled broom as well.

Figure 3: This stylish waxwork woman wears a white evening gown. Her gold earrings are worth 40 gold crescents each.

Figure 4: This is a wax golem which resembles a man in a yellow tunic holding a horseman's flail. His face looks like the angry Triskelion. His Phrygian style cap is made of gold and worth 290 gold crescents.

Wax Golem (AC 10; MV 12"; HD 4; hp 15; #AT 1; D Horseman's flail; SD Limited spell immunity; XP 145)

Figure 5: This odd looking waxwork man has purple skin, small antennae, and wears a green toga.

Figure 6: This is a very realistic waxwork troll.

Figure 7: This femme fatale wax golem has small bat wings. She is dressed in a purple jumpsuit. Her **Dagger of Venom** carries the standard 6 doses.

Wax Golem (AC 10; MV 12"; HD 5; hp 20; #AT 1; D **Dagger of Venom**; SD Limited spell immunity; XP 230)

Figure 8: This waxwork man has only a blank space where the face should be. He wears leather armor decorated in zebra-like bands of lime green and electric blue. In his left hand is a scroll with the magic-user spell *Write*.

Figure 9: The waxwork appears to have been defaced – literally! The jaw appears to have been ripped clean off, perhaps by vandals. He wears a white smock splattered with red paint and carries a butcher's cleaver.

Figure 10: This waxwork is a caricature of a vampire, with classic high-collared cape and formal evening wear.

Figure 11: A wax golem with the appearance of a clown, complete with rainbow wig and white face paint. Unarmed, it strikes with its fists.

Wax Golem (AC 10; MV 12"; HD 4; hp 15; #AT 1; D 1d8; SD Limited spell immunity; XP 145)

Figure 12: This wax golem has the appearance of a blond woman. She wears long black judge's robes and carries a hammer slightly altered to resemble a gavel.

Wax Golem (AC 10; MV 12"; HD 4; hp 15; #AT 1; D Hammer; SD Limited spell immunity; XP 145)

Figure 13: Bugbear waxwork figure. It wears all white leather armor and carries a silver chalice (35 gold crescent value)

The wax golems are instructed to attack as a group if touched or targeted by missile weapons or ranged spells. The other figures described as 'waxwork' are not animated.

56 Lower Ritual Room

The exterior surface of the entry door and a portion of the adjacent wall has a magic circle of protection inscribed upon it in yellow paint. Opening the door will 'break' the circle, freeing the monsters trapped inside.

2 Lemures (AC 7; MV 3"; HD 3; hp 15, 13; #AT 1; D 1-3; SD Regenerate 1 hit point each round, limited spell immunity; XP 110, 104)

The ceiling of this room is thirty-four feet high and stairs lead to Room 69 of the Second Floor. The staircase is eighteen feet high and very steep. The two rooms are open to each other. In other words, there are no walls to prevent one from stepping from the upper room and falling into the lower room. Biding its time in the upper room is an imp in the shape of a raven.

Agyrfals the Imp (AC 2; MV 6"/18"; HD 2+2; hp 11; #AT 1 tail; D 1d4; SA Poison, magic use; SD Regenerate 1 hit point each round, magic or silver weapon to hit, immune to magical cold, fire and electricity, save versus spells as 7 HD creature; MR 25%; XP 341)

Agyrfals can also turn into a large spider (AC 8; MV 6"*15"; #AT 1 bite; D 1; SA Poison). He will observe the character's struggle with the lemures and attack if he thinks he can easily defeat them. Otherwise, he will try to avoid the characters and escape from the room in his raven form after they leave or while they are distracted. Agyrfals is more interested in escape from the room than he is in killing a few random adventurers. If able to escape, he will do his best to cause mischief and may be encountered allied with a tougher monster or evil Triskelion family member in another part of the castle or dungeon.

This room and the Upper Ritual Room were used as summoning chambers for Triskelion family members. They were also used to carry out foul rites by evil clerics in the family. Part of the magic of the two rooms is that they act as barriers to the egress of summoned or conjured monsters.

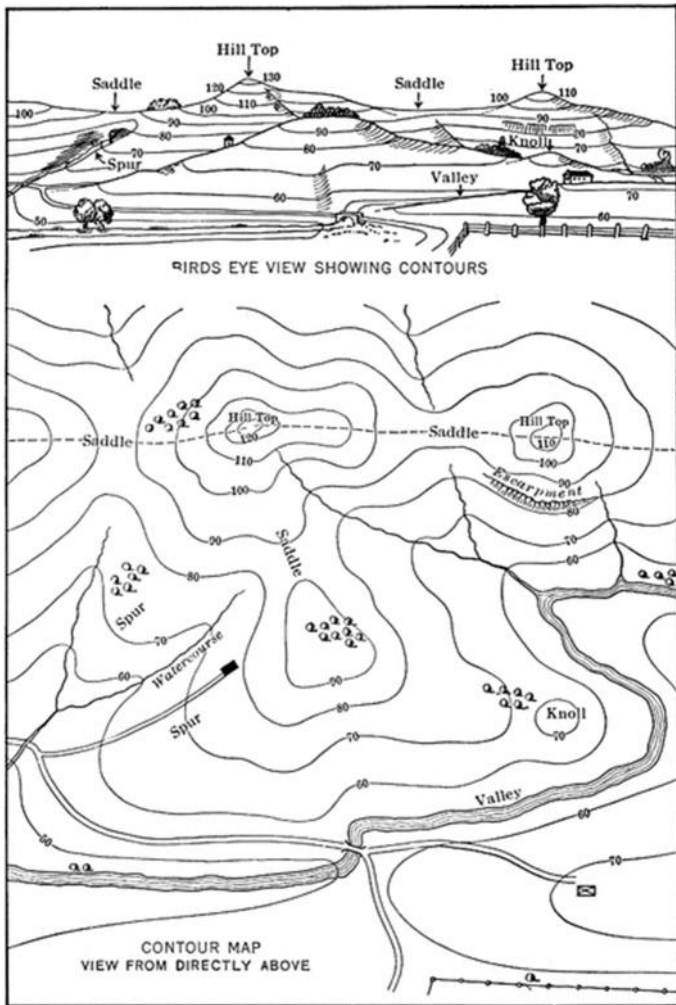
Five large stained glass windows are in the south wall. These depict the following monsters: a night hag, a vroock, a barbed devil, a blue slaad, and a mezzodaemon. Each window also has a circle of protection, thus preventing the imp from smashing the windows and flying out. The floor is a single massive stone block upon which three more magical circles of protection have been carved. The lemures and imp do not need to avoid these areas since they have not been activated. Eight tall black candles supported by freestanding holders are present. Near the west wall is a wooden table holding a bloodstained bowl

and a selection of a dozen cruelly shaped knives. A secret trapdoor is present in the ceiling. It connects to Room 28 of the Third Floor, but it is not visible from this side, either. It has also been ensorcelled to prevent exit by summoned beings.

57 Map Room

Dozens of large maps hang from the walls covering every surface except for four large glass windows in the south wall. Several smaller maps are spread out on a large table in the middle of the room.

Most of these maps describe the areas surrounded the castle within about 100 miles, naming local cities and strongholds with fair accuracy.



Also represented are apparently fanciful maps labeled 'Fairyland', 'Cloud World', 'Gargog's Realm', and so on. One map even shows the surface of the moon complete with names of cities and craters. Quality is highly variable from one map to the next and several are incomplete as well. Some of the maps are written in shorthand or alien languages and impossible to decipher without a *Comprehend Languages* spell.

If the maps are removed and sold, they could command a good sum of money, perhaps 1500 gold crescents for the full collection and a proportionately lower value for a partial collection. Of course, that is supposing that an interested buyer could be located, such as a sage, library, retired adventurer, etc.

58 Corner Room

This room is empty. There is one plain glass window to the east and another to the south. Stairs lead up to Room 72 on the Second Floor and down to Room 58 on the Ground Floor.

59 Locksmith's Room

The lock on this door has a metal eagle's head design and is especially difficult to pick (-30% chance) but may be opened easily by the key in the locksmith's office in Room 7 Upper Dungeons Level 1.

This room was used by the resident locksmith and engraver. The quarters are rather plain. The walls are stone and the three windows are barred from the inside. The bed is simple and fitted with white sheets and blankets. A locked footlocker holds shirts, trousers, and the key to itself. A locked wardrobe holds shirts and black leather armor. There is a desk holding a quill pen, some ink (dried up), and a dagger. A candelabra, and a small table complete the furnishings. Hidden beneath a floorboard is a small locked chest holding 85 gold crescents, an emerald (500 gold crescent value), a spare set of thieves' tools, and a black kid leather pair of **Gauntlets of Dexterity**.

60 Engineer's Room

The door to this room is capable of being locked, but is not. The walls are stone and undecorated. A candelabra, a bed, and a footlocker are present. The footlocker contains work clothing.

This room belonged to the engineer-architect responsible for making additions to the castle and lending his advice to the mason's and carpenters to keep the place in good repair. The engineer was a wealthy man, but his room has been searched thoroughly and the valuables taken long ago.

61 Unfinished Room

The door to this room is stuck tight, as it is warped. An 'open doors' roll is sufficient to allow entry. Inside the floors are made of rough boards. Glass windows to the east look towards the Outer Ward, while small decorated

arched open windows to the west look upon the Feast Hall (Room 2, Ground Floor). Various rusting carpentry tools and few warped boards lie carelessly strewn about this long dusty room.

Against the north wall, there is an odd machine. This metal and stone box-like structure stands eight feet tall by four feet square at the base. A coin slot is present on the front and there is a pull-out shelf at the bottom (like a vending machine).

If a gold crescent is inserted in the slot, the machine turns it into a tiny but beautiful gold statue of a swan worth 20 gold crescents and deposits it on the shelf. Similarly, it will turn a silver spanner into a small silver spider statue worth 2 gold crescents. Should a copper piece be submitted it will flatten it and put a Triskelion stamp on it. This has little value except as a souvenir. Other currency will not work, it will just slide down through the guts of the machine and end up on the shelf. The machine is old and has not been serviced in years, so there is a 5% cumulative chance, starting with the third use, that a coin will jam the machine and it will be forever broken.

62 Room of the Giant Floating Head

As soon as the characters open the door, they will see a giant floating head that opens its eyes and yell "**Who Dares Disturb My Slumber?**" Whether the characters answer or not, it will continue: "**Begone And Return No More Or Face My Wrath!**"

The face is stern, with a bald head and pointy brown beard. Its voice is regal and very loud, and an immediate roll should be made to determine if any wandering monsters have taken notice, with a 1 or 2 on a six sided die indicating that this is the case.

The head is actually a complex *Permanent Programmed Illusion* capable of adapting to repeated interruptions. If the characters leave but enter again later, it will become more animated and angry, belching flame and smoke. It cannot actually do any harm. Should the characters touch it, it will disappear, only to reappear the next time the room is visited. The place is otherwise empty.

63 Room of Mystery

This room will appear differently each time it is visited. Roll a 1d20 to determine what room is found each time the door is opened.

Room 1: The room is 10'x10'. A throne holds a diamond resting on a plush red cushion; it is actually a glass fake.

Room 2: A 5'x2½' broom closet with brooms and mops.

Room 3: There is no room, the doorway is blocked with red bricks.

Room 4: The room is 20'x20' a pool of pink syrup is here. A drink will heal 3d4 hit points to the first character who tries, then the liquid will turn into green slime.

Green Slime (AC 8; MV 0"; HD 2; hp 13; #AT 1 (drip); D Turn to slime in 1d4 rounds; SA Corrosive properties; XP 626)

Room 5: The room is 20'x25', it is a library but the books are filled with blank pages.

Room 6: There is no room. The door opens into outer space and galaxies, stars, planets, and comets can be seen. Strangely, the characters are completely safe unless they step out into the void.

Room 7: The room is 30'x40', it is the den of two giant scorpions.

2 Giant Scorpions (AC 3; MV 15"; HD 5+5; hp 17 each; #AT 2 claws and 1 sting; D 1d10/1d10/1d4; SA Poison sting; XP 752 each)

Room 8: The room is a 10'x10'. A real diamond sits on a plush red cushion on a throne. Its value is 7500 gold crescents.

Room 9: The room is 20'x35', a painting of a clock is against the far wall, the handles of the clock are moving and it is the correct time.

Room 10: The room is 10'x10', an envelope sits on the floor. It holds a currently due and bona fide tavern bill for one of the characters (3 silver spanners, roll character randomly). They will be forced to pay it as if *Geased*.

Room 11: The room is a water closet, 10'x10'.

Room 12: The room is 30'x40', it holds a giant floating head identical to the one in Room 62, except it is real.

Giant Floating Head (AC 7; MV 3"; HD 6; hp 40; #AT 1; D Small *Fireball* for 3d6; SD Immune to fire; XP 565)

The giant floating head will not give chase if the party flees.

Room 13: The room is 10'x30', it is a pantry filled with jars of pickles.

Room 14: The room is 20'x25', a silver flute (30 gold crescents) and sheet music is on a table.

Room 15: The room is 10'x25', a swinging log trap launches itself towards the party. The persons in the first row must save vs petrification at -4 to dodge or take 4d4

points of damage. The persons in the second row must save vs petrification or take 2d4 points of damage.

Room 16: The room is 30'x40', but the ceiling is 50' high. A wooden wand is in the middle of the floor. It is a fake, but written on it is the word "Caramel". A key is on a hook 40' off the floor, above the doorway. A cupboard is located 30' off the floor, located on the far wall. The cupboard is locked, but can be opened by the key. It contains a real **Wand of Frost** (75 charges), which works when the command word "Caramel" is used.

Room 17: Two skeletons are sparring with longswords. If interrupted, they will attack the adventurers. The room is 20'x20'.

2 Skeletons (AC 7; MV 12"; HD 1; hp 8 each; #AT 1; D Longsword; SD Sharp weapons score half damage only, limited spell immunity; XP 26 each)

Room 18: A djinn lives in this 20'x30' room. He will magically create any one food each adventurer wishes before disappearing. The food is delicious and nourishing (heals 1d4+1 hit points, or heals any one disease or curse that the character has). He is affable but will perform no other service.

Djinn (AC 4; MV 9"/24"; HD 7+3; hp 33; #AT 1; D 2d8; SA Whirlwind, magic use, SD Resist air-based damage; XP 890)

Room 19: The room is 25'x35'. A structure in the center of the room resembles a raised ship's wheel turned on its side so it is horizontal. If all the adventurers enter the room and close the door, the room will begin spinning wildly. Anyone who does not grab onto the wheel must save versus petrification be thrown against a wall and suffer 1d4 damage.

When the room stops spinning the door will open by itself, and the adventurers will find themselves in a cave located 1 mile from the castle. No return trip is possible by means of the door in the cave, as it now opens onto solid rock. A cave entrance is present, however, and the party may exit that way.

Room 20: The room is 10'x10'. If all of the adventurers enter the room and close the door, they will feel the room rise (50%) or descend (50%), like an elevator. When the room stops, the door will open by itself, revealing one of the other 19 rooms in this list. If the door is closed and opened again, it will lead to the hallway.

The Dungeon Master should not reuse the rooms, or do so sparingly. If the Room of Mystery is visited more than 20 times, you are encouraged to add rewards and dangers of your own devising.

64 Maids' Chambers

This dark place has become a refuge for four female ghouls dressed in dirty maids' uniforms.

4 Ghouls (AC 6; MV 9"; HD 2; hp 12, 10, 9, 8; #AT 2 claws, 1 bite; D 1-3/1-3/1d6; SA Paralysis; SD Limited spell immunity; XP 89, 85, 83, 81)

The ghouls hide here by day and hunt at night. There are eight beds, three wardrobes holding more uniforms, and three unlit candelabras. The floor is littered with bones but no wealth.

65 Master Currier's Room

The door to this room is capable of being locked, but is actually wide open. An undersized ochre jelly has made its home here.

Ochre Jelly (AC 8; MV 3"; HD 6; hp 18; #AT 1 touch; D 3d4; SD Lightning divides in half; XP 258)

The room was used by the master currier and his family. The walls are decorated by woven red and green hangings. Two candelabras, a large bed, a dresser, a standing mirror, a wardrobe, and two cribs are here. The dresser and wardrobes contain a few articles of men's and women's clothing and a small purse with 16 silver spanners and 14 copper pieces. A wooden fork and bowl are on the ground.

