

THE CASTLE TRISKELION

MEGA-DUNGEON



INNER WARD SECOND FLOOR

by Tim Stypinski

Triskelion – Inner Ward Second 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 2016 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

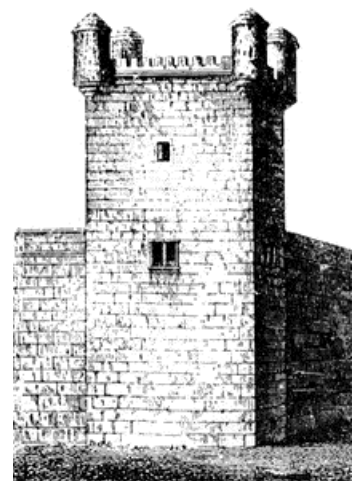
Dungeons & Dragons™, *Advanced Dungeons and Dragons*™, *D&D*™ and *AD&D*™ are owned by *Wizards of the Coast* and their use here is not intended as a challenge to their ownership of that copyright. All materials are used here without permission. All other material is copyrighted to the listed author 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	45 Study.....	19
Documents Required.....	4	46 Alfonsina's Room	19
Basic Description	4	47 Marcoh's Laboratory.....	20
Monsters in this Level.....	4	48 Marcoh's Room.....	20
Encounters and Dressings	4	49 Secret Hallway.....	20
Encounter Areas	6	50 Secret Laboratory	20
1 Reflecting Room	6	51 Salon	21
2 Weapon Locker.....	6	52 Dance Hall.....	21
3 Landing	6	53 Large Room.....	22
4 Vittorino's Antechamber	6	54 Banquet Hall	22
5 Vittorino's Bedroom.....	6	55 Grottesque Garden.....	22
6 Laboratory.....	6	55a Statue of Revolting Healing.....	22
7 Reading Room	9	55b Pool of Memories	23
8 Pulp Library.....	9	55c Cursed Tree.....	23
9 Bone Museum.....	9	55d Triskelion Statue	23
10 Flesh Golem Workshop.....	9	56 Exercise Room	24
11 Wax Golem Workshop.....	9	57 Corridor.....	24
12 Wax Storage Room.....	9	58 Study.....	24
Rooms 13 to 16 Drudge Hag's Lair	10	59 Sitting Room	24
13 Wash Room.....	10	60 Hidden Retreat	25
14 Servants' Play Room	10	61 Prop Room	25
15 Male Servants' Quarters	11	62 Golem Master's Room	26
16 Female Servants' Quarters	11	63 Room of the Pillars.....	27
17 Crossbow Collection.....	11	64 Orso's Herb Garden	27
18 Secret Corridor	11	65 Chamber of the Tree	27
19 Wash Room.....	11	66 Orso's Bedroom	27
20 Library.....	12	67 Tea Room	28
21 Calandra's Room	12	68 Ill Favored Room.....	28
22 Domestic Supplies.....	12	69 Upper Ritual Room	29
23 Dining Room.....	12	70 Tapestries	29
24 Wash Room.....	13	71 Guard Room	29
25 Room of the Fountains	13	72 Corner Room	29
26 Organ Room.....	13	73 Punishment Room.....	29
27 Secret Corridor	14	74 Frescoes	30
28 Wrap Around Storage Room.....	14	75 The Menagerie.....	30
29 Sauna	14	76 Supply Room	30
30 Open Room	14	77 Landscape Gallery	30
31 Musical Room.....	14	78 Aviary.....	30
32 Sergi's Room	14		
33 Sun Room.....	15		
34 Forgotten Room.....	15		
35 Another Chess Match.....	15		
36 Secret Room	16		
37 Arsene's Room.....	17		
38 Armand's Room	17		
39 Secret Temple of Mordag.....	17		
40 Governess' Room	18		
41 Common Room	18		
42 Nursery.....	18		
43 Wash Room.....	19		
44 Statue	19		



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, and First 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 Second Floor of the Inner Ward was the living quarters for several members of the Triskelion family, although there are a number of important specialty rooms and various work spaces used by the Triskelions to practice their professions or diversions.

The majority of the rooms are of dressed stone, with wooden beams supporting the ceilings. Floors are made of wood planks, except as noted elsewhere. Ceiling height is generally sixteen feet. Many rooms have cressets for torches or have candle-holders built into the walls, but unless noted these will not be lit.

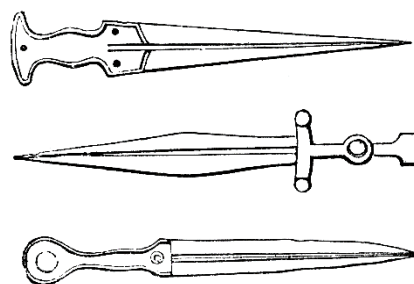
This level directly connects to the Third Floor, the First Floor, and the Ground Level of the Inner Ward and also connects to the Second Floor of the Outer Ward by means of a secret passage in Room 2.

Monsters in this Level

While there are no real factions of men or bandits on the level, there are two important encounters that set the tone for the level.

Remnants of the Ghoulish Cult. This level was where Armand Triskelion lived when he was above ground and he developed a secret temple in Room 39. Since his disgrace and defeat and the downfall of the castle, several of his ghouls and ghouls have returned to haunt the area, led by his former lover Margyre, now a ghoulish herself.

The Drudge Hag. In Room 14 dwells a terrible drudge hag who relies on her great strength and a magic item to protect herself and her servants from the undead who infest the level.



Encounters and Dressings

Wandering monsters are fairly rare on this level, with undead dominating as they roam at night. During the day, various scavengers can be found. Roll for random encounters using 1d12 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

1d12	Day Encounters
1	1d4 carver bugs
2	1 glutinous gunge
3	1 gray ooze
4	1 screaming scum
5	1d3 wax golem sentries
6-7	2d4 trigintepedes
8-9	Place creature from nearby room
10	Place creature from distant room
11	Place creature from adjacent level
12	Dungeon Dressing

1d12	Night Encounters
1	1d2 ghosts
2	1d6+2 ghouls
3	1d4+1 restless dead "The Hungry"
4	1d2 shadows
5	1d3 wax golem sentries
6-7	2d4+2 zombies
8-9	Place creature from nearby room
10	Place creature from distant room
11	Place creature from adjacent level
12	Dungeon Dressing

Carver Bug (AC 5; MV 12"; HD 2; #AT 2 claws; D 1d8+1/1d8+1; SA +1 to hit, attacks as sword of sharpness; XP 28 + 2/hp)

Ghast. These ghosts are marked by daubs of bright gold paint in odd patterns on their horrible bodies. (AC 4; MV 15"; HD 4; #AT 2 claws, 1 bite; D 1d4/1d4/1d8; SA Nausea, Paralysis; SD Limited spell immunity; XP 190+4/hp)

Ghoul. These ghouls are painted entirely in gold. They were imprisoned by Armand for his amusement but have since gotten free. (AC 6; MV 9"; HD 2; #AT 2 claws, 1 bite; D 1d3/1d3/1d6; SA Paralysis; SD Limited spell immunity; XP 65 + 2/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)

Restless Dead "The Hungry". The Hungry, Restless Dead (AC 8; MV 9"; HD 2+2; #AT 1 bite; D 1d8+1; SD Limited spell immunity; XP 50 + 3/hp)

The Hungry float about a foot above the ground. Their faces are a giant mouth with no other features and their arms are shriveled and useless. They attack by bending forward suddenly, biting to draw forth desired flesh. They are immune to *sleep*, *charm*, and *hold*, as well as cold-based attacks. They may be turned as if they were shadows.

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

Shadow (AC 7; MV 12"; HD 3+3; #AT 1; D 1d4+1; SA Strength drain; SD Magic weapon to hit, limited spell immunity; XP 255 +4/hp)

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

Wax Golem Sentry. They appear as gray skinned warriors with black-on-black eyes and faces lacking any sign of emotion. Metal plates are implanted in their bodies giving the equivalent of banded armor. They attack anyone not wearing an obvious Triskelion insignia (signet ring, uniform, etc.) on their clothes or person.

Wax Golem Sentries (AC 4; MV 9"; HD 4; hp 15 each; #AT 1; D Broad sword; SD Limited spell immunity; XP 145 each)



Zombie. These unfortunate ones have dozens of small and large rusty iron spikes driven through their bodies. A strange aesthetic choice by their creator, perhaps, but not one that hinders them. Zombie (AC 8; MV 6"; HD 2; #AT 1; D 1d8; SA Always lose initiative; SD Limited spell immunity; XP 20 + 2/hp)

Dungeon Dressing

1d10	Description
1	Everyone has a "pins and needles" sensation in their legs and fingers
2	Footsteps in the distance fade away into nothingness
3	Quiet sobbing, can't tell which direction its coming from
4	Puddle of rusty water
5	Bag holds writhing mass of maggots
6	Laughing/shrieking sound echoes and disappears
7	Gust of wind, it carries metallic grit which stings your eyes
8	Sudden cold spot about four feet wide, animals want to avoid it
9	Short stick holds odd runes written in blood
10	Whispering, sounds like a nursery rhyme

Encounter Areas

1 Reflecting Room

All the walls of the room are covered with normal mirrors, except for the five glass windows to the north. Even the door has a mirror on it.

2 Weapon Locker

The walls are stone and lined by wooden racks for holding weapons. There are seventeen glaives and forty-two spears here, all in good condition.

The secret door can be opened by a trick wooden latch on one of the weapon racks. It connects this room via a passage (area 21 of the Second Floor in the Outer Ward) to Room 20 of the Second Floor in the Outer Ward.

3 Landing

The floor is stone and four torches are set into the walls, but are unlit. A decorative gargoyle head is mounted above the archway and a normal Triskelion shield hangs on the east wall. The stairs go up to Room 1 on the Third Floor.

4 Vittorino's Antechamber

The door to this room is capable of being locked, but is not. This room was part of the skilled alchemist Vittorino Triskelion's habitation. The place is haunted by a wight, the undead remnant of Vittorino's apprentice, Bolivar.

Bolivar the Wight (AC 5; MV 12"; HD 4+3; hp 29; #AT 1; D 1d4; SA Energy drain; SD Silver or magic weapons to hit, limited spell immunity; XP 425)

Bolivar was attacked and killed by a wight while defending his master's laboratory. Since that wight was later destroyed, Bolivar has emerged as a full-strength wight and returned to haunt his previous place of employment.

The room is sparsely furnished, as Vittorino was more concerned with alchemical experiments and gathering data than he was with furnishing his antechamber. There are a few tables, chairs, and unlit candelabras. A pair of ordinary gray leather boots is next to the door.

5 Vittorino's Bedroom

This room is equipped with a lock, but is not locked. This room is currently inhabited by Vittorino's homunculus

Homunculus (AC 6; MV 6"/18"; HD 2; hp 14; #AT 1 bite; D 1d3; SA Bite causes sleep; SA Saves as MU16; XP 109)

The homunculus has a neutral alignment, like its creator. It cannot speak, so it carries around a tiny chalkboard that it uses to communicate. This creature will not attack the party but will ask that they all of respect Vittorino's possessions, including the materials in his laboratory. It is trapped here because it cannot get past the wight in Room 4. If convinced that the party has Vittorino's interests in mind and that they can reunite it with Vittorino, it may help them. If it is attacked it will attempt to flee. If the party kills the homunculus and later meets Vittorino, the alchemist will be very upset with the characters.

There is a comfortable but seldom used bed and a wardrobe with robes and cloaks with stars and moons on them. A spare wizard's hat rests on a nightstand next to a candle and a scroll of the third level magic spell *gust of wind*.

6 Laboratory

The door to this room is *Wizard-Locked* by a 16th level magic-user.

The walls of this room are plain dressed stone, though stained by the adverse effects of various alchemical experiments. The floors are wood with the occasional metal reinforcement or platform of flat metal to provide a tough surface in the event of spills. Five large plain glass windows are in the north wall. Four large glass orbs are suspended from the ceiling, each with a *Continual Light* spell cast upon it.

Along the north wall are a series of four workbenches.

The first workbench is in the northwest corner. The workbench space is limited and the majority of the area is dedicated to shelves featuring containers of various liquids. The following labeled liquids are here in glass flasks of varying shape, color, and size:

- vinegar
- aqua regia
- black dragon spittle
- troll blood
- vrock ichor
- **Potion of Healing** (blue liquid, tastes of apples)

- **Potion of Fire Giant Strength** (gray and cloudy, tastes like ash)
- olive oil
- giant squid sepia
- nixie tears
- rust monster blood
- 100 proof alcohol

There are also the following flasks without labels or with damaged, unreadable labels:

- ammonia
- chlorine
- cyanide (smells of almonds - treat as a **Potion of Poison**)
- mind flayer cerebrospinal fluid
- beholder vitreous
- **Potion of Delusion** (violet, tastes like rosewater)

In addition, there are four labeled vials of holy water and five of unholy water (each contained in a special leaded glass vial worth 4 gold crescents for just the vial).

There are four large labeled glass bottles containing:

- distilled water
- lamp oil
- basilisk bile
- salt water

Finally, there are six labeled metal flasks, each stoppered with a metal stopper:

- fire elemental phlogiston (hot to the touch)
- giant skunk spray (Treat as a giant skunk spray attack if broken, spilled, or used as a grenade-like weapon: save vs poison or blinded 1-8 hours, nausea causing retreat and ½ dexterity and strength for 2-8 turns, shunning by other creatures, and rotting of cloth, including magical cloth that fails a saving throw:).
- killer whale amniotic fluid
- hydra bone marrow
- vampire blood
- green dragon urine.

The second workbench is immediately adjacent to the first. It is primarily a workspace for managing fluids and

vapors. It is occupied with various alembics, tubing, flasks, test tubes, stirring rods, retorts, pipettes, and such items. It also holds an **Alchemy Jug**.

The third workbench was used for managing solid materials. It is covered with dishes, mortars, pestles, scales, crucibles, tongs, measuring spoons, and other similar equipment.

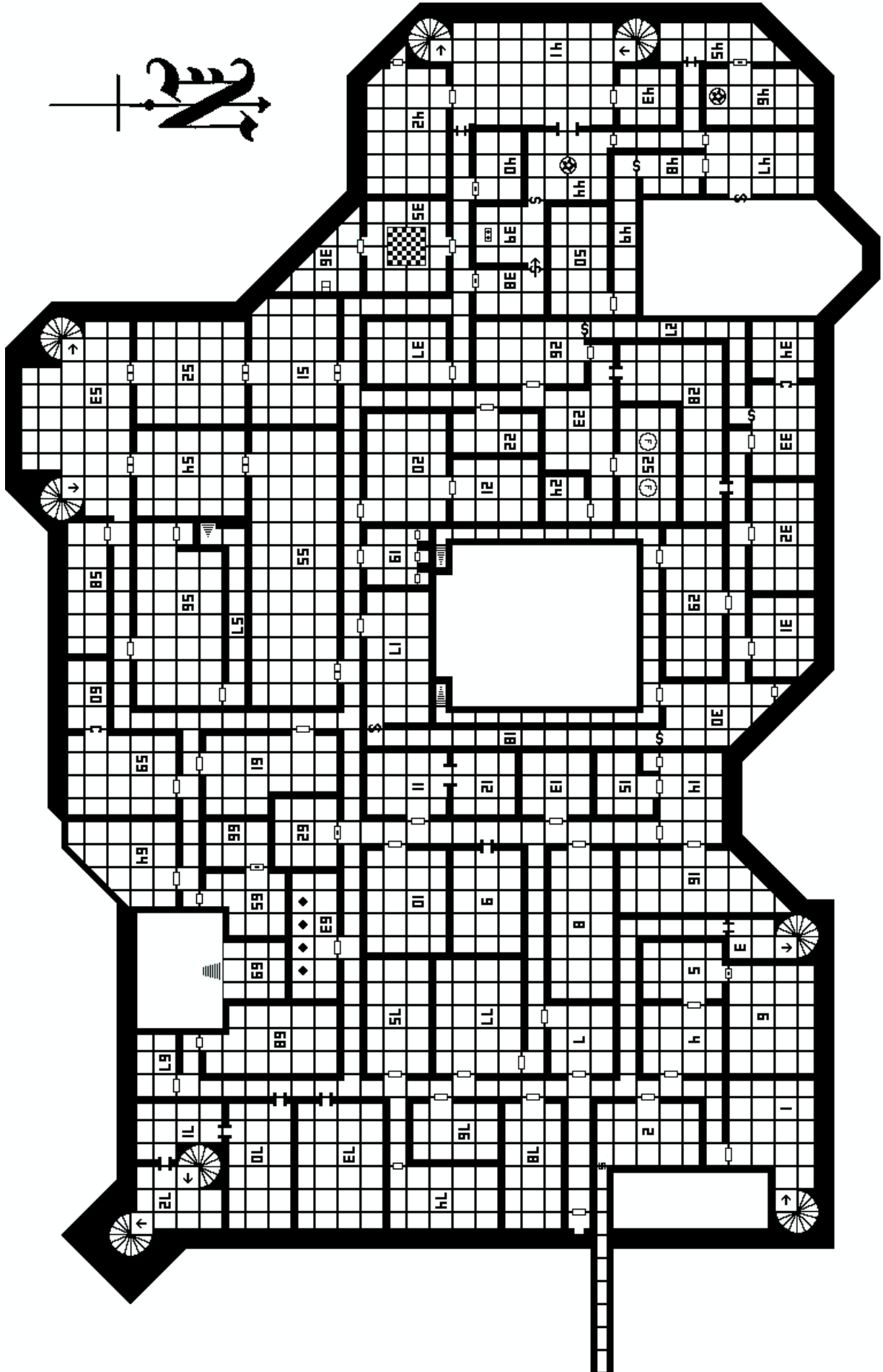
The final workbench, in the northeast corner, is used for storage of solids. Thousands of glass vials are here and the following are but a smattering of their constituents: bezoars, sea salt, brown sugar, lye, wolfsbane, manicomium, sulfur, cobwebs, newt's eyes, bat guano, and all of the herbs listed in Appendix J of the *Dungeon Master's Guide* (including garlic, belladonna, and mistletoe). In general, if the spell casters in the party need to find a spell component, it will probably be here, although valuable or living components (gems, powdered silver, live spiders or crickets, etc.) will not.

A massive brick oven is in the center of the room. Three braziers are nearby and heavy gloves, and spectacles are on a small table nearby. Aprons and other protective clothing hang from pegs in the west wall. It is obvious that it has not been used in some time.

A small bookcase against the east wall contains eleven large tomes.

- Seven are rare books on alchemy, some of them written by Vittorino himself (and each worth between 31 and 130 (1D100+30) gold crescents)
- One is a treatise on homunculi (containing the spells *mending*, *mirror image*, and *wizard eye*)
- Three are workbooks of potion recipes from Vittorino's personal collection. They are labeled III, VII, and VIII. Book III contains recipes for the following potions: **Bear Control**, **Diminution**, **Fire Resistance**, and **Healing**. Book VII contains recipes for **Fire Giant Strength**, **Philter of Love**, **Reptile Control**, and **Ghoul Control**. Book VIII is slightly damaged and only two recipes are legible: **Delusion** and **Heroism**.

The recipes allow a potion to be made by a 7th level magic-user without the need for an alchemist's input, and for half the normal price. Rules for potion making are on page 116 of the *DMG*. Having a recipe is not sufficient for making a potion. The character must still be of sufficient level and have the proper ingredients.



7 Reading Room

A comfortable chair and matching ottoman are in the center of the room. Sitting on the chair and reading a book is a particularly vile undead entity.

The Green Man, Restless Dead (AC 9; MV 12"; HD 6+3; hp 29; #AT 2; D 1d4/1d4; SA Cold touch for 1d4; SD Limited spell immunity; XP 747).

It has taken corporeal form resembling a brown-green man with empty black voids where its eyes should be. From its position it can see both doors. The Green Man is immune to cold and mind-influencing spells such as *Hold*, *Sleep*, and *Charm* but can be turned as a special undead creature. It attacks with two claw-like hands for 1d4 points of damage each round, and anyone struck by this horrible creature must save versus magic or suffer an additional 1d4 points of cold damage. Attacking the Green Man causes pieces of putrid-smelling flaky flesh to fly off and when it is reduced to 0 hit points it will collapse into disgusting paste, which will turn to foul smelling smoke and then dissipate.

The book is an incredibly long novel written in the Gothic style and is worth 2 silver spanners to a collector. A fireplace is in the west wall and a bear rug is on the floor. There is also a candelabra with yellow candles which smell of bergamot.

8 Pulp Library

This large room is paneled in wood. A fire place is in the east wall and several blue rugs are on the floor. There are several chairs and candelabras. The walls contain shelves filled with thousands of ribald and off-color books. Most of these are worth about 1 copper piece for every twenty.

9 Bone Museum

This room is dark and a thirty-foot-long skeleton of a dragon is facing the adventurers, likely resulting in a shock for the party. The two forward projecting horns help identify it as a black dragon, held together with wire and resin. Four additional labeled skeletal displays are here, one in each corner. They are: a giant boar in the northwest, a griffon in the northeast, a bear in the southeast, and a six headed hydra in the southwest. The griffon skeleton is animated and will attack if approached within 10'. If the party does not specifically say they are wary of it, it will surprise on a 1-4 in 6.

Griffon Skeleton (AC 5; MV 12"; HD 7; hp 32; #AT 2 claws and 1 bite; D 1d4/1d4/2d8; SD Sharp weapons score half

damage only, immune to sleep, charm, hold, cold; XP 606)

10 Flesh Golem Workshop

A large slab of granite (about twenty feet by twenty feet by one foot high) is in the center of the room. Four tables, each about nine feet long, are against the north wall. Upon one of them is the rotting corpse of an (un- animated) flesh golem. Six vats are against the south wall.

Various obscure alchemical and mystical sigils are carved on the granite slab. The other tables hold dirty surgical implements. The vats contain alcohol solution and recognizable body parts from humans, demi-humans, and humanoids.

11 Wax Golem Workshop

This room features a large slab of granite similar to the one found in Room 10, but different arcane symbols are carved on it. There is a large table against the west wall.

Upon the table rests four hermetically sealed leaded crystal bottles. Each contains four gallons of fluid: watery green fluid, yellow lamp oil, viscous orange fluid, and clear unholy water. The green and orange fluids are poisonous, if ingested (save or die).

12 Wax Storage Room

Twenty-three huge blocks of firm white wax are here. Six have been partially carved into shapes that correspond to human body parts and white shavings are all over the floor. One of these carvings is a giant-sized arm which will attack suddenly surprising on a 1-3.

Giant Wax Arm (AC 9; MV 1"; HD 7; hp 30; #AT 1; D 1d8 + 7 due to hill giant strength; SD Limited spell immunity; XP 590)

This arm should be treated as a wax golem and has their normal immunities and vulnerabilities (immune to cold-based and mind-influencing magic, fire causes +3 on attack dice to it.) The wax on the floor causes poor footing when fighting the giant wax arm. Melee combatants are at -1 on to hit rolls and have armor class worsened by 1.

Metal sculpting tools are on a short bench against the west wall and a few white smocks are on the floor, although there are hooks in the south wall upon which to hang them. The process for creating wax golems requires trace amounts of gold, and there are three gold wires on a shelf (15 gold crescents each).

Rooms 13 to 16 Drudge Hag's Lair

A drudge hag, see New Materials Volume II, has captured the little boy and girl servants who live here. For the last three years she has been terrorizing them and forcing them to clean all day, feeding them only gruel, yucky fish stew, and bland bread. The drudge hag is served by another new monster dingle mirks, dwarf-like creations of unwholesome aspect.



13 Wash Room

During the day four dingle mirks will be here guarding nine children who are scrubbing toilets, washing the floor, and generally cleaning up. During the night, the dingle mirks will be here alone making a mess for the children to clean the next day.

4 Dingle Mirks (AC 7; MV 12"; HD 2+1; hp 8, 12, 9, 4; #AT 1; D 1d6; SD Regenerate 1 hit point each round; XP 74, 86, 77, 62)

The children are between the ages of four and ten. Each will be clad in rags. They are frightened, cold, and tired from hard work but will be in good spirits if they sense the ability to be rescued. Older children will be able to give information about the drudge hag and dingle mirks in Room 15. They are afraid to run away on their own because of all the monsters wandering around.

In the center of the room is a large (eight-foot diameter) pool, with a centrally located pump for water. The pool was used by the servants to bathe. It is raised above the floor, with a lip to prevent spilling, and about a foot

deep. There are four small glass skylights and the toilets are worked into the walls.

14 Servants' Play Room

During the day, the drudge hag will be here scolding and criticizing the thirteen children who are cleaning the room, scrubbing clothes, washing windows, and otherwise performing for the evil hag's twisted enjoyment. This is made even more awful by the fact that this used to be the children's play room which has now become a room of sadness and drudgery. She has five dingle mirks to help her oversee the children.

At night, the hag will send the children to bed and assign dingle mirks to guard them in Rooms 15 and 16. She will usually remain here smoking a huge pipe and drinking whiskey.

Moigda the Drudge Hag (AC 6; MV 12"; HD 5+1; hp 30; #AT 1; D By weapon type + 3 to damage due to strength; SA Magic use; XP 705)

She will preferentially use her spell-like powers of *Polymorph Other* (to a normal rat), *Reduce*, and *Slow* before meleeing if she can. She will reserve her *Stinking Cloud* ability for last, hoping it will cover her retreat if things get desperate.

Moigda also carries the **Necromantic Needles of Nox** (see New Materials Volume II) and a fetish stick carved with the faces of demons and animals. The **Needles** are used preferentially against any undead opponents that she might encounter and she usually grasps them in her left hand with the fetish stick in her right hand. The fetish stick is used as a focus for her power and she stands a 20% failure rate for casting her spell-like abilities if it is lost or broken. She can also use it to strike in combat as if it were a club.

5 Dingle Mirks (AC 7; MV 12"; HD 2+1; hp 9, 6, 12, 7, 11; #AT 1; D 1d6; SD Regenerate 1 hit point each round; XP 77, 68, 86, 71, 83)

The dingle mirks are even more frightened of Moigda than the children are. They do not need to make morale saves in her presence.

As before, the children are between the ages of four and ten. They are scared but will be ecstatic if rescued. If the characters succeed in getting them out of the castle alive, they will have relatives waiting for them in Sarcoy. At the discretion of the Dungeon Master, it is recommended that the party be rewarded with a 100 xp bonus per child rescued, assuming that the Player Characters are good, of course.

Moigda has a giant armchair that she sits in and takes her ease while watching others work. She has a giant meerschaum pipe (25 gold crescent value to a collector) and a supply of alcoholic beverages: thirteen bottles of whiskey, six of brandy, and seventeen of sour wine.

Hidden in the base of the chair is a compartment that can be opened by pressing a hidden stud on the armrest. Moigda believes it to be secret but all the children know it is there, and may reveal it – particularly if required to entice the party to return them to Sarcoy. It holds a 50 gold crescent onyx, a 1000 gold crescent black opal, and a tiny silver sarcophagus holding the body of a mummified monkey (sarcophagus 200 gold crescents; mummy no value).

Four plain glass windows are set in the north wall. A huge locked toy bin is here (Moigda has the key). It holds dolls and simple wooden toys like blocks and toy swords. The small closet in the southwest corner holds mops, brooms, soap, wash basins, and other cleaning supplies.

15 Male Servants' Quarters

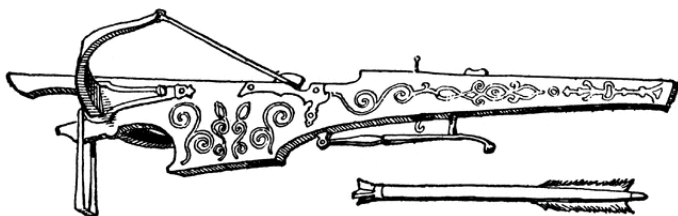
During the day this room will be deserted, but at night the twelve small boys who are prisoners of the drudge hag will be here. The hag will assign one of the dingle mirks from Room 14 to guard them to prevent an escape.

There are twelve small beds. A huge dresser against the west wall contains child-sized orange Triskelion uniforms. Near the north wall is a hamper.

16 Female Servants' Quarters

During the day it is very unlikely that anyone will be here. At night ten little girls sleep here, guarded by one of the dingle mirks from Room 15.

There are three large plain glass windows. There are ten small beds and a wardrobe against the east wall containing child-sized female clothing. A hamper is near the south wall.



17 Crossbow Collection

On a table against the north wall are five unique heavy crossbows displayed on specially made wooden stands:

Crossbow	Details
1	Finely made light crossbow in good condition, non-magical but gives +2 to hit when used by someone with crossbow proficiency. Worth 85 gold crescents.
2	Antique light crossbow, not functional, but carries the mark of a master craftsman. Worth 15 gold crescents.
3	Heavy Crossbow +1, cursed backbiter , akin to the cursed spear, appears to be a well-made crossbow worth about 8 gold crescents.
4	Non-magical black iron heavy crossbow. Twice as heavy but with a cunning spring that makes it twice as easy to load, can fire every round. Worth 90 gold crescents.
5	Heavy Crossbow of Speed , appears to be a well-made crossbow worth about 8 gold crescents.

A barrel near the southeast corner holds three hundred and fifty-six normal heavy crossbow bolts and two **Heavy Crossbow Bolts +1**. A second barrel holds five hundred and sixteen light crossbow bolts. A rack against the west wall holds eight normal heavy crossbows and ten normal light crossbows.

The secret door in the southeast corner can be opened by pulling on a handhold formed when a loose brick is removed.

18 Secret Corridor

This cramped corridor has a musty smell and the stone forming the walls is unfinished. Spy-holes allow observation into Rooms 11, 12, 17, and 30 of the Second Floor and the upper portion of Room 16 on the First Floor.

19 Wash Room

A giant snake has taken up residence here.

Giant Poisonous Snake (AC 5; MV 15"; HD 4+2; hp 22; #AT 1 bite; D 1d3; SA Poison; XP 275)

The bodies of two giant rats and a man have not yet been devoured. The man is dressed in normal chain mail armor and has 6 gold crescents, 64 silver spanners, and 16 copper pieces in his pouch. He also has a prosthetic peg-leg which is made of fine wood and inlaid with silver (worth up to 100 gold crescents to a collector of the bizarre or to a person with one leg).

This room is paneled in wood and is much nicer than most of the other wash rooms in the castle. The floor is tiled with brown stone and each stall is equipped with a

privacy door. These three stalls or water closets hold toilets equipped with running water and pulls for flushing. There are pumps and stone basins on both the east and west walls, providing warm and cool water. Wooden shelves in the main room hold fancy red and white towels. Lighting is supplied in the form of four crystal swans mounted on the wall. Each has a *Continual Light* spell cast upon it. In addition, there are two glass skylights in the ceiling.

20 Library

This room is capable of being locked, but is not. It was the personal library of the historian Calandra Triskelion. The walls are paneled in wood and the wood floor is graced by elegant red carpets with blue frayed trim. The room is lit by four crystal globes on metal stands, each with a *Continual Light* spell cast upon it. Two comfortable padded chairs, each with a matching ottoman, are here. About three hundred books are here, but they have been thrown about the room and most have been damaged. They all relate to historical topics, but several books describe a much different history than any the adventurers may know. Because of the damage and pillaging, use the following table to estimate the worth of any book:

d%	Details
01-60	Ruined and illegible, no practical value
61-94	Very limited worth, 1d6 copper pieces
95-97	Moderately valuable, 2d4 silver spanners
98-99	Valuable, 1d8 gold crescents
00	A rare find, 1d20+10 gold crescents

Any book that is taken will weigh between 11 and 30 gp weight (1d20+10).

21 Calandra's Room

The door to this room is capable of being locked, but is not. This room was the bedroom of Calandra Triskelion, and her desiccated corpse lies on the bed with a dagger embedded in her forehead, as if driven there by tremendous force. She clasps in her arms a golden book. If it is disturbed, she will rise and attack as a mummy.

Calandra Triskelion, Mummy (AC 3; MV 6"; HD 6+3; hp 24; #AT 1; D 1-12; SA Fear, paralysis, disease; SD Limited spell immunity; XP 1342)

Calandra's *Fear/Paralyzation* power will not take effect until she rises, of course. The book is a **Tome of Clear**

Thought. The dagger has a pommel inlaid with a semi-precious moonstone and it is valued at 90 gold crescents.

The walls are paneled in wood and decorated with maps and Triskelion banners. A wardrobe holds women's clothing and a standing mirror is here. A vanity with common toiletry items (combs, etc.) is also present.

22 Domestic Supplies

This room is not lit and the door to this room is hanging off of its hinges. This is the lair of a phase spider, and there is a 75% chance that it will be here.

Phase Spider (AC 7; MV 6"*15"; HD 5+5; hp 32; #AT 1 bite; D 1d6; SA Webs, poison; SD Phase; XP 892)

The walls are bare stone and there are dozens of cabinets holding bedclothes, towels, candles, soap, and similar necessities. Stuffed into a cupboard is the skeleton of a gnoll, a former member of the Red Legs. He has 12 silver spanners and 6 copper pieces on what is left of his person.

23 Dining Room

An unusually large dwarf is sitting down to a meal of iron rations.

Kooper Gil, Chaotic Good male mountain dwarf Fighter (AC 5; MV 6"; F6; hp 34; #AT 1; D **Hammer +2** and another +4 to damage due to strength; S 18/89, I 8, W 9, D 12, C 17, Ch 10; XP 225 + 8/hp)

He wears odd-sized chain mail armor and carries a silver dagger in addition to his magic sword. He wears a backpack holding 9 iron spikes, a small hammer, 3 weeks' iron rations, 2 metal containers each holding the equivalent of a flask of oil, flint and steel, and a small red felt bag with 9 gold mabans, 3 silver khurams, and 7 copper ganes. His helmet is missing and his head is bandaged. It is obvious that the wound is still bothering him, although he is otherwise in good health.

Kooper is very strange for a dwarf. He stands 6 feet tall and weighs more than 400 pounds. He is unusually talkative and friendly for a dwarf, assuming that the adventurers don't attack him. He is under a *Geas* to retrieve a magic item from the castle, but he has amnesia from his head wound and he cannot remember what the item is or who he came here with. If he is asked why he is so large he will tell a long story about falling into a magic cauldron when he was a baby.

If his memory is somehow restored (such as with a *Heal* or *Restoration* spell or any method which the Dungeon

Master allows), he will recall that he was sent to find one of these items (roll randomly):

1d4	Item
1	The Sword of the Hero Lofnar
2	The Midnight Shears
3	The Ring of Sprax
4	The Eye of the Sightless One

This room was usually used to serve informal breakfasts. It features a large oval wooden table and eight chairs. The walls are paneled in wood and the floor is carpeted in rich golden yellow with green trim. Six paintings of pastoral landscapes grace the walls. There are four lit candelabras with yellow and green candles (Koooper lit them).

24 Wash Room

This room is paneled in wood and lit by a skylight. A bath is against the west wall and a toilet is near the southeast corner. A pump faucet and basin are on the east wall. There is room for torches in sconces along the walls but none are present.

25 Room of the Fountains

Two magical fountains are here.

The east fountain is decorated with the statue of a beautiful nymph and has twelve gold crescents in it. Its water is clear and good to drink. If a gold crescent is thrown in the fountain, the statue has the power to cure 1d6+1 hit points, thereafter it will not so function for one day. If any coins are taken from fountain, they must be repaid twelve fold or the offender will be *cursed* as though affected by a **Stone of Weight** until the debt is cleared or a *remove curse* spell is applied.

The west fountain is decorated with the statue of a gargoyle. Its water is foul and green. If anything is thrown in the fountain, the statue will animate and attack.

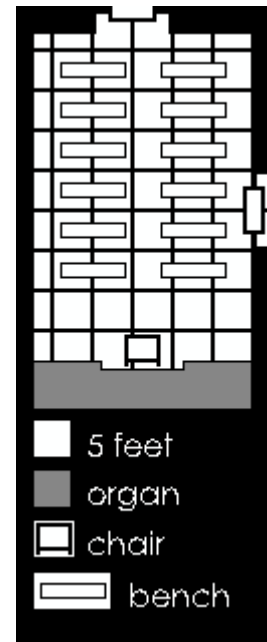
Animated Statue (AC 5; MV 9"; HD 4+4; hp 20; #AT 2 claws, 1 horn, and 1 tail; D 1d3/1d3/1d6/1d4; SD Magic weapon to hit; XP 265)

26 Organ Room

This room gives the general impression of a chapel. The walls are whitewashed stone and the floors are wood. Twelve benches are here, divided by a central aisle. The south portion houses a massive pipe organ of great

power. There are a total of sixty-six brass and wood pipes of varying sizes. There are three banks of ivory and jet keys, seven stops, and two great foot pedals. A large padded chair is present, for the comfort of the player.

Any untrained hand playing this magic instrument will cause a random effect to occur:



1d12	Effect
1	Smoke and gases billow out from the pipes and cover the entire room for five turns. Creatures therein cannot see and will be blinded for 1d6 rounds even when they step out of the room.
2	A shrieker (AC 7; MV 1"; HD 3; hp 18; #AT 0; D Nil; SD Noise; XP 23) grows and starts screaming.
3	A heavy rain falls for one round; the next round everything is dry except for the characters.
4	Streams of flies pour forth from the pipes and rise to the ceiling, turn into raisins and fall to the floor. If eaten they are harmless, but taste like peppercorns.
5	Very loud, everyone in the room must save versus breath weapon or suffer deafness for 1d4 hours. This noise will also call for an immediate roll for encountering wandering monsters.
6	Each creature in the room becomes one year younger (50%) or one year older (50%).
7	Organ player becomes invisible until he or she leaves the room, thereafter they will continue to believe themselves invisible for one hour.

1d12	Effect
8	Clothes, armor, possessions, etc. of organ player become invisible until he or she leaves the room, thereafter the organ player will believe the items are invisible for one hour.
9	Hair of organ player turns to leaves (or if bald, will grow leaves), these will fall off in one day and a new head of shock white hair will grow back normally.
10	A confused blink dog (AC 5; MV 12"; HD 4; hp 16; #AT 1 bite; D 1d6; SA Attack from rear 75% of time; SD Teleporting; XP 206) will appear, apparently summoned by the organ.
11	The secret door to Area 27 will swing open.
12	A loud "WHUMP!" sound is heard, everything will go black and the room's occupants will find themselves in Room 22 on the First Floor.

27 Secret Corridor

This hallway has a musty odor and is oddly decorated with green and purple diamond-shaped wallpaper. Spy-holes allow the viewer to peer into Rooms 26, 28, 33, 34, and 50 of the Second Floor and Room 33 of the Ground Floor (The Library).

28 Wrap Around Storage Room

On the north wall are three life-size paintings of green, glowing animals: a stag, a wild boar, and a wolf. As the room is entered, they will step out from their paintings, become three dimensional, and attack as though they were real animals. Upon being defeated they will collapse into globs of phosphorescent green paint.

Painted Stag (AC 7; MV 24"; HD 3; hp 14; #AT 1 antlers or 2 forehooves; D 2d4 or 1d3/1d3 ; XP 77)

Painted Wild Boar (AC 7; MV 15"; HD 3+3; hp 16; #AT 1 tusks; D 3d4; XP 149)

Painted Wolf (AC 7; MV 18"; HD 2+2; hp 11; #AT 1 bite; D 1d4+1; XP 68)

The other walls are lined by dozens of cabinets. They contain eating utensils, dishes, plates, glasses, extra bed sheets, evening gowns and bath robes, towels, and such items. A comprehensive search will reveal a rare wood and black iron statue of a dragon worth 50 gold crescents and a **Swan Boat** type of **Quaal's Feather Token**.

29 Sauna

This room is haunted by one of the restless dead, the Gray Lady.

The Gray Lady, Restless Dead (AC 0; MV 12"; HD 4; hp 19; #AT 1 scalding touch; D 1-12; SD Immune to fire and heat, limited spell immunity; XP 186)

When the room is entered, she will materialize as a cloud of gray vapor having the shape of a human female. She can be turned as a special undead, but she is unable to leave the room. She cannot be affected by *Charm*, *Sleep*, or *Hold* spells, but takes normal damage from cold. An *Exorcism* spell will destroy the Gray Lady.

The walls are thick wood panels and the floor is rough wood beams. There are eight coal burning braziers against the south wall and rough benches are along the remaining walls. Six empty wooden buckets are scattered about.

30 Open Room

There are two large plain glass windows. The small closet contains fourteen normal spears. The secret door to the south can be opened by a handhold that can be perceived when a loose block is removed.

31 Musical Room

When the adventurers approach the door to this room, they will be able to hear strange otherworldly music coming from inside, but when they open the door, the music will abruptly stop. Four chairs and stands with sheet music are here. Sitting on the chairs are a harp, lute, horn, and drum. The instruments are not magical and not particularly well-made, but are cold to the touch. Four stained glass windows are here depicting the same four instruments. One unlit candelabra with a bent rod is here.

Attempting to take an instrument out of the room will cause a shock of 1d4 hit points. If this is not enough to convince the person to return the instrument, they will be *Cursed* and suffer -1 on their saving throws until the instrument is returned. These effects are cumulative for persons removing more than one instrument.

If none of the instruments have been removed, the weird music will continue once the adventurers leave the room.

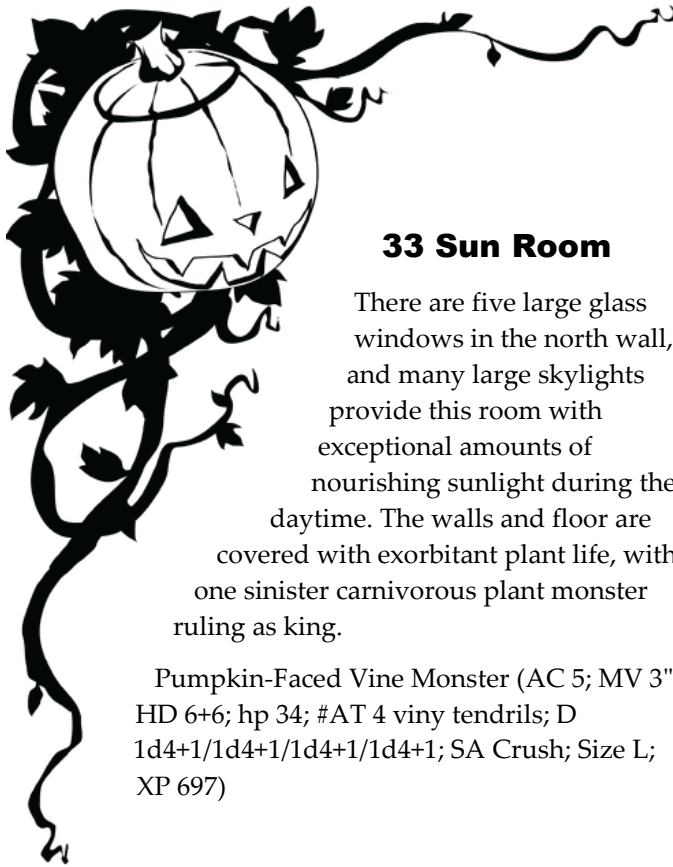
32 Sergi's Room

This room is capable of being locked, but is not. This room served as the home of the hunter Sergi Triskelion, and is decorated with exotic animal pelts. There is an unusual guardian in this room. A lion skin rug that decorates the floor will rear up and fill out, gaining the appearance of a real lion. It will attack ferociously, and will become a tattered skin again when defeated.

Lion Rug (AC 5/6; MV 12"; HD 5+2; hp 30; #AT 2 claws and 1 bite; D 1d4/1d4/1-10; SA Rear claws for 1d6+1/1d6+1; XP 480)

There are six beaver pelts (2 gold crescents each), four ermine pelts (4 gold crescents each), and three fox pelts (3 gold crescents each). There is a large hexagonal bed, a massive antique wardrobe, and a collection of 24 skinning knives. Three plain glass windows are to the north.

The functional (and heavily used) knives in the collection have no particular value, each being worth as much as a dagger. The clothes in the wardrobe are trimmed in fur and worth a total value of 470 gold crescents.



33 Sun Room

There are five large glass windows in the north wall, and many large skylights provide this room with exceptional amounts of nourishing sunlight during the daytime. The walls and floor are covered with exorbitant plant life, with one sinister carnivorous plant monster ruling as king.

Pumpkin-Faced Vine Monster (AC 5; MV 3"; HD 6+6; hp 34; #AT 4 viny tendrils; D 1d4+1/1d4+1/1d4+1/1d4+1; SA Crush; Size L; XP 697)

If the monster hits a man-sized or smaller individual with two tendrils in can automatically crush them the next round for 4d4 points of damage. The pumpkin monster is susceptible to spells which affect plants, such as *Anti-Plant Shell* and *Hold Plant*. It can survive on sun and water but hungers for fresh meat.

Tools, water sprinklers, and such items are arranged on shelves along the east wall, along with pump faucets for cold water. The secret door is operated from this end by means of a hidden switch located near the floor. The concealed door to Room 34 is hidden behind a wall of thick ivy.

34 Forgotten Room

This room is dusty and has obviously not seen any use in years. There are three small windows located near the ceiling and a large table near the west wall holds a sarcophagus.

Within is a human appearing skeleton made of gold. Each bone is inscribed with its name. The whole thing weighs about 2400 gp weight, but the complete skeleton would be worth 5000 to 6000 gold crescents to a purveyor of rare items.

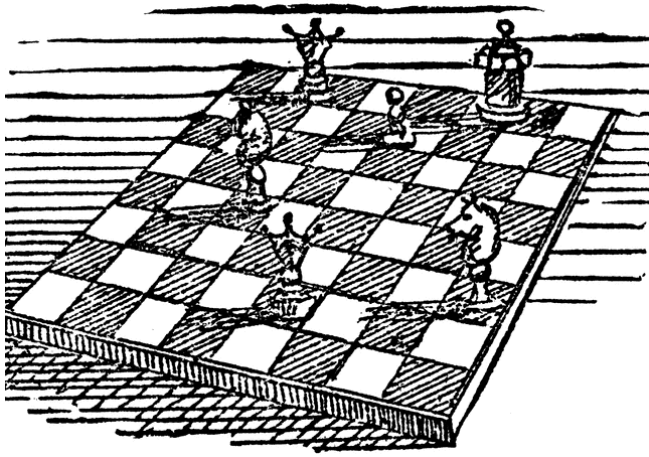
It was originally commissioned by Benedict Triskelion about fifty years ago. Benedict planned on giving it as a gift to Atlong Jargs, an evil high priest of a death cult to the west. However, when Atlong was betrayed and sacrificed by his own underlings Benedict had no use for the thing, so he had some servants put it here. Over time, everyone forgot about it.

35 Another Chess Match

The center of the room features a twenty-foot square carpet with a red and white checkerboard pattern and a low square table at its center, which is bedecked with thirty-two small (six to eight-inch-tall) miniatures which are battling and moving about on the table. The room is lit by four *Continual Light* globes suspended from the ceiling. Dozens of comfortable blue plush chairs are placed against the walls. The door in the south wall is not real, it is only painted on.

Anyone stepping onto (or even flying over) the checkerboard carpet will be transported and miniaturized to the small table to carry out a chess match as a white piece on the north side of the game board. Roll to see what piece they become. If the piece is not available (there is already a Queen for example) reroll. The game that was in progress will reset and begins anew as the first character enters. Other characters that enter later will experience the current game in progress.

1d20	Piece
1-8	Pawn
9-10	Rook
11-12	Knight
13-14	Bishop
15	Queen
16	King
17-20	Player choice



Affected adventurers (and adversaries) must move as their game pieces would in an actual game and fight their way to the opposite side of the board, there to be released. They find themselves dressed as the game piece (see below under descriptions of the adversaries). For purposes of the game, they may use restricted armor and weapons (for example, a magic-user cast as a rook may fire his or her heavy crossbow, and a druid cast as a queen may fire a *Magic Missile*). White goes first. Characters who enter the game can direct themselves (or sometimes other pieces) to make a move by consensus. If two or more characters do not agree on a move, the one who voices the move first takes precedence. If any character becomes the king, he or she may override other characters and force them to move.

Should one side win the game by defeating the opposing king (checkmate or death/destruction), then the game will also release the remaining combatants. Once released, survivors will get back all of their missing equipment.

Opponents may be attacked as per normal combat resolution, with the winner claiming the loser's square, except in the case of rooks and queens, who fire missiles at the opponent instead and can only be defeated if they are attacked. Once the rook is out of bolts, it too must attack hand-to-hand. Rooks and queens must still obey their 'moves', ie. Rooks can only fire along straight lines and queens can only fire in straight lines or diagonal. Attempting to do otherwise results in a lost turn (and loss of a bolt). Spell casters who bring their spells into the game may only use them on opponents that they can target based on chess rules. Doing otherwise results in a wasted spell.

Note that this method of combat resolution can actually move the adventurer backwards in some cases. The other white pieces do not move by themselves, unless it is impossible for a character game piece to make a move. The enemy pieces (south) are deep red in color.

Piece	Characteristics
Pawn	Skeleton (AC 7; HD 1; hp 5 each; #AT 1; D Short sword; SD Sharp weapons score half damage only, limited spell immunity; XP 19 each) wearing rotting leather armor
Rook	Wax Golem (AC 5; HD 4; hp 15; #AT 1; D Heavy crossbow or dagger; SD Limited spell immunity; XP 145) in chain mail, each carries twelve bolts at the start of the game
Knight	Wax Golem (AC 3; HD 4; hp 15; #AT 1; D Long sword; SD Limited spell immunity; XP 145) wearing banded mail with a horse shaped great helm and normal sized shield
Bishop	Wax Golem (AC 5; HD 4; hp 15; #AT 1; D Footman's mace; SD Limited spell immunity; XP 145) in chain mail with a great helm resembling a bishop's miter
Queen	Wax Golem (AC 10; HD 6; hp 25; #AT 2; D <i>Magic missile</i> ; SD Limited spell immunity; XP 375) wearing a gown and tiara
King	Wax Golem (AC 3; HD 7; hp 30; #AT 1; D Two handed sword; SD Limited spell immunity; XP 590) in plate mail armor and wearing an iron crown

Note that these opponents only exist in the game, and it is not possible for observers to interact with them. Observers will experience the game play in real time. Attempts to attack the game pieces using spells or missile weapons will land the adventurer inside the game, to be placed at the DM's discretion.

Experience point awards for defeating enemies are possible and will be earned entirely by the character in combat. Defeated foes, including defeated adventurers, disappear until the game is over. Any adventurers who are killed will reappear as mindless game pieces with the stats of the enemy in the place of the enemy who slew them the next time that the game starts

If the white side defeats the red king, the door to the south will transform into a real door, allowing entrance into Room 36.

36 Secret Room

A huge mahogany throne is against the east wall. The throne is flanked by two huge mirrors in wooden frames. Two waxwork mannequins flank the doorway. A curio cabinet is in the southeast corner and two framed scrolls are in the northwest corner. There are three large stained glass windows, each with a checkerboard of clear and deep red tinted glass.

Anyone sitting in the throne is immediately transported to the Throne Room, Room 48, of the Ground Floor of the

Inner Ward, as if *Teleported Without Error*. There is a 50% chance of landing in either the left or right throne, although the affect will not *Teleport* someone to an occupied throne.

Anyone looking into the north mirror will see The First Floor of the Inner Ward Room 15. If the medusa is still there, the viewer stands normal chances of being turned to stone. Anyone looking into the south mirror will see a view from the Outer Ward, Room 8 of the Third Floor, the Belfry. The view is looking out over the main approach the castle. This was a defense mechanism to allow the viewer to observe strangers as they approached the castle. These scrying devices will work if removed from the room, but always show the same places.

The waxwork to the west of the door is a white-bearded wizard wearing blue robes with silver stars, pointy shoes, a pointy hat, and **Bracers of Defense AC 4**.

The wax mannequin to the east is wearing man-sized **Splinted Mail +2** and holds a **Bastard Sword +1, +2 vs. Magic-Using & Enchanted Creatures**.

The curio cabinet holds three shelves. On the top shelf is a stack of parchment scraps, a quill pen, and a silver letter opener worth 4 gold crescents. On the middle shelf is the skull of an owlbear and on the bottom shelf is a small locked chest with 58 gold crescents and a sapphire worth 200 gold crescents. The chest is trapped with a tiny needle that will inject purple dye into the hand of anyone who sets it off. Have the character roll a 1d20 as if for a saving throw, but ignore the result because the dye is relatively harmless. It will, however, slowly begin spreading all over the victim's body until all of their skin is purple. This will take about a day and it will fade after another week.

The first framed scroll has the illusionist spells of *Blindness*, *Deafness*, and *Fog Cloud*, while the second has the cleric spells of *Animate Dead* and *Snake Charm*.

37 Arsene's Room

The door to this room is capable of being locked, but is not. This was the bedroom of Arsene Triskelion, a sage whose special field was Geology & Mineralogy. A workbench and stool are near the south wall. A bed with white sheets is here, as well as a dresser and a wardrobe. The floor is carpeted in blue with a red fringe and a purple unicorn pattern.

The workbench holds flint and steel, several small hammers, picks, and exotic tools, along with various samples of crystals and rocks. Among the dross is a hunk of gold (worth 7 gold crescents), an uncut carnelian (100

gold crescents base value), and an uncut chalcedony (50 gold crescents base value). There are also several hunks of iron pyrite (fool's gold, 296 gp weight), which will appear as gold to the unwary or those in haste 75% of the time. Dwarves and gnomes will be immediately realize the true worthlessness of the iron pyrite.

The dresser holds white and tan loose fitting female human garments while the wardrobe holds similar clothing and 4 sets of good leather work boots.

38 Armand's Room

The door to this room is locked. This was once the bedroom of Armand Triskelion and it is currently occupied by a ghost.

Margyre the ghost (AC 4; MV 15"; HD 4; hp 27; #AT 2 claws; D 1d4/1d4; SA Nausea, paralysis; SD Limited spell immunity; XP 298)

Margyre was the leman of Armand Triskelion and suffered bitterly when he was defeated. This ghost is painted bright gold and has a golden spike (15 gold crescents) driven through her muzzle. She is *Cursed* and incapable of removing it herself. She keeps the key to the room on a string around her neck.

There is a bed, a prayer mat, a wardrobe, and four unlit candelabras holding amber-colored candles. A sacrificial dagger is on the floor (gold, worth 50 gold crescents, but useless in combat). An iron ring next to the door holds six leashes, which Armand used to attach to ghouls' collars. There are six brass wall decorations, each resembling a hideous face (two on north wall, two on south, and one each on east and west).

The bed has light fur sheets stained a golden yellow color. The wardrobe holds unremarkable clothing.

One of the brass wall decorations in the wall can be manipulated to open a one-way secret door by sticking fingers in its eye sockets.

39 Secret Temple of Mordag

Six ghouls occupy the room.

6 Ghouls (AC 6; MV 9"; HD 2; hp 12, 10, 9, 9, 8, 6; #AT 2 claws, 1 bite; D 1d3/1d3/1d6; SA Paralysis; SD Limited spell immunity; XP 65 + 2/hp)

They have each been painted gold and each is wearing a spiked gold collar worth 25 gold crescents.

The walls, floor, and ceiling are painted flat black. The south wall is also decorated with a painting of the god Mordag, who resembles an enormously fat ghoul. Before

the painting is an altar holding blood-encrusted cloth of gold drapings, a stone sacrificial knife, and a stone idol of Mordag. The drapings are worth 45 gold crescents if cleaned properly.

40 Governess' Room

The door to this room is locked. This is the home of Maria Tyus, a werewolf, formerly a governess whose job it was to take care of several of the Triskelion children.

Maria Tyus, Werewolf (AC 5; MV 15"; HD 4+3; hp 19; #AT 1; D 2d4; SA Surprise on 1-3; SD Silver or magic weapon to hit; XP 300)

She will be in her human form when first encountered, wearing a purple dress and leather shoes. She will either attack immediately or attempt to convince the party that she needs to be rescued depending upon how the party initially reacts to her. If accepted by the party, she will turn on them when they are in the middle of a combat or in some other difficult position. Maria carries a purse with 7 copper pieces, 2 gold crescents, and the key to her room.

There is a bed with purple sheets, a wardrobe, four lit candelabras with purple candles, a small table in the center of the room, and a large chest near the east wall.

The wardrobe holds a change of bedclothes and numerous dresses (most are purple, Maria's favorite color). The table holds cheese, wine, eating utensils, dishes, and a small oil lamp.

The chest holds more clothing, extra shoes, extra candles, flint and steel, lamp oil, and an elaborate wooden jewelry box worth 18 gold crescents. The jewelry box holds silver earrings (worth 5 silver spanners each), a pearl necklace (125 gold crescent value), and four identical silver necklaces (worth 25 gold crescents each). Maria refuses to wear the silver jewelry anymore because of the pain it causes her.

The room has wood paneled walls and numerous portraits of Maria's relatives. The wooden floor is decorated with a tan and purple woven rug.

Note that if Maria is somehow cured of lycanthropy she will revert to her normal lawful neutral alignment.

41 Common Room

The most striking thing about this room is the seven stained glass windows, each with a scene showing a tall unarmored man hunting a different creature. From north to south the adversary is: a boar of tremendous size, a polar bear, a black dragon, a giant rhinoceros beetle with

a blue and brown spotted carapace, a catoblepas, a horned devil, and a cloud giant. The man depicted is Benedict Triskelion, although this will not be obvious to a casual observer it will be known to all Triskelion family members.

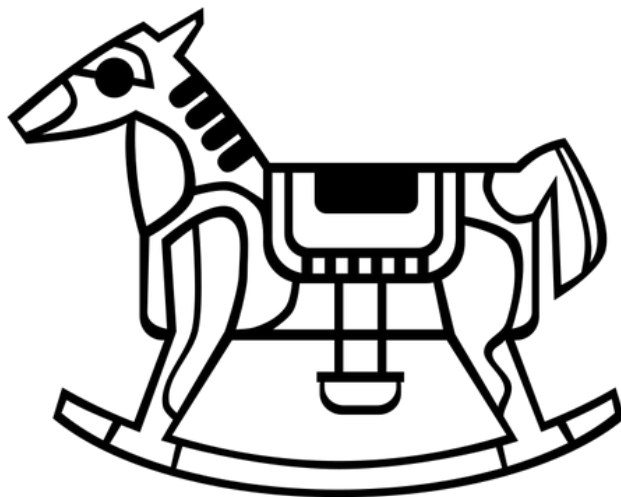
Two great braziers are near the east wall, along with four tubs of coal. In the center of the room is a carpeted area with three couches and four comfortable padded chairs, each with a gray and red striped pattern. In the center of this group is a short coffee table holding an empty pitcher and four wineglasses.

Three large black and red Triskelion banners hang from the east wall. Stairs descend to a corridor near Room 26 of the First Floor and ascend to Room 74 of the Third Floor.

42 Nursery

In the center of the room is a large wooden rocking horse. If approached by anyone other than a child it will animate and attack.

Animated Rocking Horse (AC 7; MV 15"; HD 3+3; hp 14; #AT 2 hoof thrusts and 1 bite; D 1d8/1d8/1d3; XP 116)



There are six small beds. There is a clothes hamper and two wardrobes. A wooden box is near the center of the room. A fireplace is against the south wall. Four stained glass windows are also to the south and one is to the southwest. The floors are carpeted with a thick blue shag rug.

Beneath one of the beds is a silver music box (15 gold crescent value) which plays rousing and happy melodies which remind characters of their childhood.

The wardrobes hold child sized clothing. The wooden box holds wooden and knitted toys of dragons, knights,

dolls, etc. The closet in the west wall contains bedclothes, towels, etc.

The south windows depict a dancing owlbear, a smiling female pixie, a mermaid splashing playfully, and a basket of baby griffons. The southwest window shows a princess in pink holding hands with a knight in black plate armor embossed with the three white leg Triskelion design.

43 Wash Room

This wash room has white tiled walls and floors decorated with gold dragon designs. A toilet is against the north wall while a basin with hot and cold pump faucets is against the west wall. The room is lit by two glass globes hanging from the ceiling. A *Continual Light* spell has been cast on each.

44 Statue

The room is dominated by a Triskelion statue that is similar to, but smaller than, the one in Room 4 of the Outer Ward Ground Level. The scowling face faces southeast, the laughing face faces west, and the crying face faces northeast. Three potted plants, now rotting, are against the east wall. The southernmost pot is actually attached to the wall, and if rotated, it will open the secret door. Astute adventurers may note grooves on the floor where the pot has been moved in the past.

45 Study

Alfonsina Triskelion was an expert mathematician and numerologist. She would spend days to weeks in her study and bed room devising formulae and algorithms that would never amount to any practical application.

There are five stained glass windows against the west and northwest walls. From south to north they are each marked by the following words:

The first reads: "THE LAW OF FIVES STATES:"

The second reads: "ALL THINGS HAPPEN IN FIVES,"

The third reads: "ARE FIVE'S FACTORS OR MULTIPLES,"

The fourth reads: "OR ARE APPROPRIATE TO FIVE."

The fifth (northwest) reads: "THIS LAW IS NEVER WRONG."

There is a desk and a comfortable chair to the south of the door leading to Room 43. The desk holds paper, five quills, four bottles of normal black ink, and a bottle of **Moraxo's Magnificent Silver Ink**. A candelabra with five

points holds white candles decorated with blue five pointed stars. There are several dozen books dealing with simple to advanced mathematics.

The sheets of paper have numbers and symbols scribbled across them, but no real sense can be made of the writings. Even a *Comprehend Languages* spell will not render them entirely understandable since they deal with obscure mathematical principles, astronomical movements, and oddball theories. The best that can be gleaned is that the number five figures prominently.

The whole collection of Alfonsina's books would be worth up to 30 gold crescents to a sage interested in such works. The collection will weigh between 600 and 1100 gp weight (1d6+5 x 100). Her personal writings, however, defy credibility and would be dismissed as nonsense.

46 Alfonsina's Room

The door to this room is locked. This was the bedroom of Alfonsina Triskelion and it is guarded by five wax golems. They each wear chain mail armor and have a mouth but no other facial features, except for a large number in the middle of the upper face.

Number	Gender	Weapon
0	Male	Long sword
1	Female	Military fork
2	Male	Scimitar
3	Female	Morning star
4	Male	Footman's flail

5 Wax Golems (AC 5; MV 12"; HD 5; hp 20 each; #AT 1; D by weapon; SD Limited spell immunity; XP 230 each)

Number 2 will speak immediately when the adventurers enter the room. He will say "All of us are whole, but only four of us are natural, which of us is not natural?" The correct answer is "zero", and if that number is spoken aloud, the wax golems will not molest the intruders. A wrong answer or attempts to avoid the situation will be met with an attack.

A bed is here, along with a candelabra which is identical to the one seen in Room 45. There are two thin plain glass windows to the northwest and three more to the north. Against the east wall is a fireplace and a bin with firewood. A table is against the south wall, holding a cushioned pillow and a golden sphere. Beside it is an odd statue. A wardrobe is also against the south wall.

Upon the gold sphere has been etched thousands of tiny numbers. This is the same globe pictured with Alfonsina

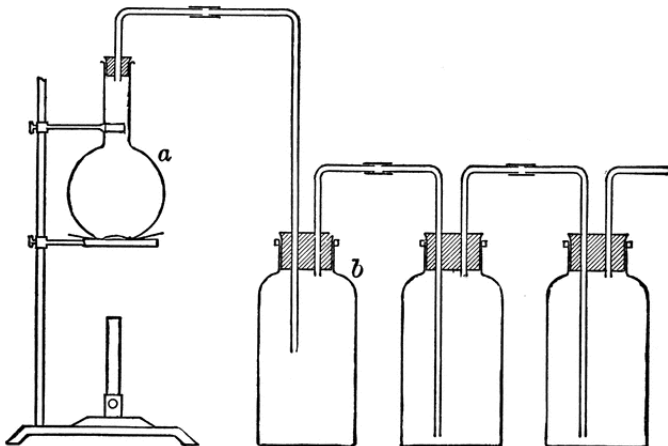
in Room 56 of the Outer Ward Ground Level. This item is worth 10000 gold crescents and weighs 100 gp weight.

The statue is a five-foot-tall stone Triskelion statue, but this particular statue has five bodies and five heads. In addition to the now-familiar scowling aspect with a staff, laughing aspect with a sword, and crying aspect with a nine-tailed whip, there is also a sleeping aspect with a hammer and a screaming aspect with a wand.

The wardrobe holds four white gowns decorated with blue five-pointed stars.

47 Marcoh's Laboratory

The door to this room is capable of being locked, but is not. This was the laboratory of Marcoh Triskelion the entomologist. There are three work benches. A bookcase is against the north wall and there is an adjacent display case. Against the west wall is a fireplace. Three glass globes with the *Continual Light* spell are suspended from the ceiling. There are three stained glass windows in the north wall depicting an ant, a beetle, and a locust. The walls are paneled in dark fragrant wood.



The first work bench holds glass jars containing multitudes of dead insects, both domestic and exotic.

The next work bench holds small surgical tools and a pair of **Eyes of Minute Seeing**. On the underside of the tabletop of this work bench is a tiny lever which will open the secret door to Room 33 of the Ground Level. Marcoh had this secret door built into the east wall so he would have easy access to the reference works in the library. Anyone going through this secret door will find that they are thirty-six feet above the floor and it is a difficult climb down unless one of the mobile ladders is in the correct position.

The last work bench holds stoppered funnels and several unlabeled jars, each holding a different colored fluid. All of these are paralytics for use on small creatures such as

insects, but will only cause localized numbness if tested by an adventurer.

The bookcase near the north wall holds numerous books about insects. This collection is not particularly valuable, but a sage with interest in the field might be willing to pay up to 25 gold crescents for the lot. The collection weighs 120 gp weight.

The display case contains hundreds of dried insects pinned to cork boards under glass.

48 Marcoh's Room

There is a bed, a wardrobe, and a hamper. A single glass globe with a *Continual Light* spell cast on it hangs from the ceiling.

On the inside of the door is the phrase "The child will show the way" engraved on a metal plaque. Arranged around the room are six metal figurines attached to the walls. They are a wasp, a scorpion, a maggot, a tick, a dragonfly, and a mosquito. Pressing the maggot figure (the "child" or immature form of animal) will open the secret door to the south. Pressing any other figure will cause an electrical shock of 1 hit point.

The wardrobe contains white work smocks and lab jackets. The hamper contains soiled versions of the same.

49 Secret Hallway

The walls are paneled in attractive red wood and the hallway is lit by two *Continual Light* globes suspended from the ceiling in the usual manner.

50 Secret Laboratory

This room is where Marcoh went for privacy to study and conduct his bizarre experiments. There is a single huge glass bell-shaped case in the center of the room. The interior is cloudy, but when the room is breached the cloudy gas will disappear, the glass will shatter, and two aggressive giant wasps will emerge from anesthetic stasis.

2 Giant Wasps (AC 4; MV 6"/21"; HD 4; hp 21, 14; #AT 1 bite and 1 sting; D 2d4/1d4; SA Poison; XP 404, 376)

Two *Continual Light* spheres illuminate this room. There is a work bench along the west wall. It holds an oil lamp, fifteen unlabeled flasks holding alcohol solution for preserving specimens, a pot of lamp oil, ink pots and quills, papers with illegible scribbles, small tools, eighty seven unlabeled jars of insect parts, and six labeled potion bottles containing the following potions:

Label	Potion	Color	Taste
Wall Walking	Climbing	Green	Vomit
Mind Master	Animal Control	Yellow	Honey
Beetle	Polymorph (Self)	Gray	Vomit
Fly	Flying	Black with yellow chunks	Vomit
Ruined	Poison	Clear	Cherries
Ant	Diminution	Black	Acidic

Each potion does indeed have the listed effect, however, each does so in an insect-related way.

The **Potion of Climbing** turns the user's hands and feet into insect like claws for the duration of the potion.

The **Potion of Animal Control** allows control only over normal sized or giant sized insects, arachnids, or myriapods. The user will emit insect-like clicks.

The **Potion of Polymorph (Self)** allows the user to polymorph into any sort of normal or giant beetle only.

While using the **Potion of Flying**, the drinker will give off a humming sound like a giant fly or bee.

The **Potion of Diminution** not only shrinks the user but gives 18/00 strength for the duration.

In a drawer in the work bench there is some string, a razor, rotting food, and six small beetle statues (one each of bombardier, boring, fire, rhinoceros, stag, and water) made of gold, each worth 30 gold crescents.

51 Salon

This room was obviously once opulently furnished. Now it has gone to ruin. The white plaster walls are dirty. The red carpeting is torn and shredded, revealing the scuffed wooden floor below. Couches and end tables are broken and sagging. A filthy large glass window is in the southwest corner. The ceiling is dominated by a monstrous cast iron chandelier featuring six snake-like heads. Immediately below the chandelier are three dead men and a heavy chest.

If the characters approach the center of the room, the chandelier will animate and attack as though it was a six-headed hydra. It cannot move, but its heads can extend and reach every part of the room.

Animated Chandelier (AC 5; MV 0"; HD 6; hp 48; #AT 6 bites; D 1d6 X 6; SA 1d4 attacks on same opponent; SD All heads must be killed to slay; XP 513)

The three men were adventurers who found a heavy treasure chest and were heading for the stairs in Room 53 when they were killed by the chandelier.

The first adventurer wears leather armor and had a normal sized shield, a scimitar, and wore a backpack containing two weeks' standard rations (now ruined), thieves' tools, a metal cup, twenty feet of rope, flint and steel, three torches, and two metal vials containing one dose each of type A insinuating poison. His belt has a silver belt buckle worth 5 gold crescents. In his belt pouch are 21 gold crescents, 13 silver spanners, and 15 copper pieces.

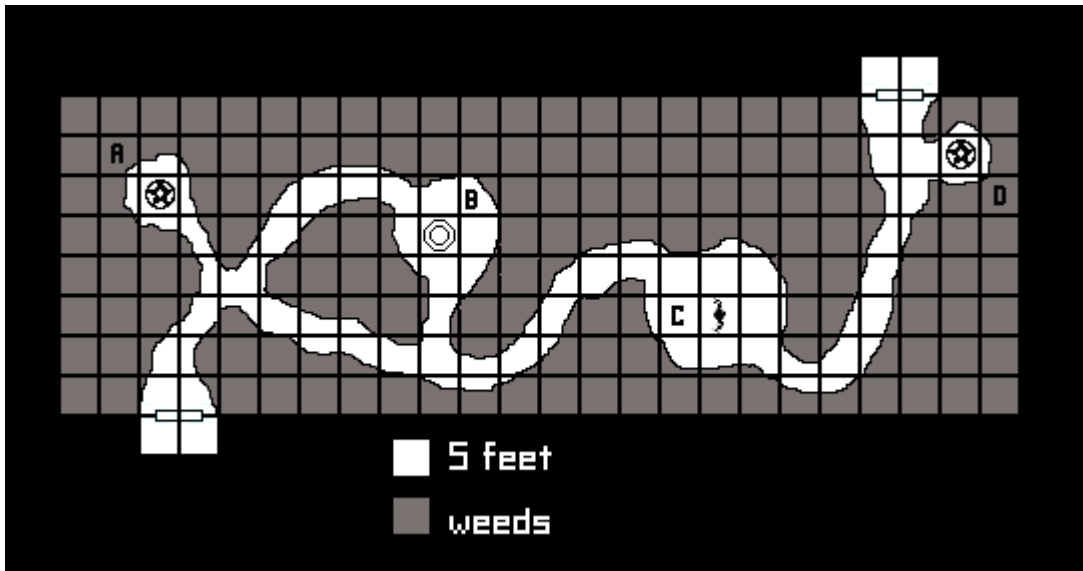
The second adventurer wears plate mail armor and had a two-handed sword with a moonstone in its pommel (sword valued at 150 gold crescents). In a pouch around his neck are three bloodstones worth 50 gold crescents each and 6 silver spanners.

The third adventurer wears a bright yellow robe with white pentacles on it. He had a silver dagger, three darts, and a lantern. In his belt pouch is a small glass prism, 25 gold crescents, 19 silver spanners, and 2 copper pieces.

The treasure chest is locked and trapped. If opened without disarming the trap, a dark green gas will seep out and everyone in a 10' radius must save versus poison or take 1d8+2 points of damage and lose 1d6 points of strength for 1d4+1 hours). If strength is reduced below 3, the individual may not move under his or her own power until the effect wears off. The treasure chest holds 2056 gold crescents, a large ornamental gold pin depicting a four horned goat (35 gold crescent value), and a **Magic-User Scroll** (*Clairaudience*, *Forget*, and *Jump*) in a silver scroll case (20 gold crescent value)..

52 Dance Hall

The first time the characters enter this room, they will view a ghostly dance. About two dozen faintly glowing yet transparent couples, dressed in impeccable finery, are dancing to eerie music. The dancers are completely incorporeal, and cannot be affected by the characters in



any way whatsoever short of *Exorcism*. Any attempts to touch the dancers will be met with no resistance and the adventurers may walk through the dancers if they choose. The dancers will take no notice of the characters and will continue dancing as long as the characters remain in the room.

The second time that this room is breached, the dancers will have disappeared. One of the adventurers (chosen at random) will still be able to hear a few snatches of the ghostly music before it disappears altogether. Each subsequent time that the same adventurers enter the room, there will be absolutely no trace of the dancers. If new members have been added to the party, these newcomers will be able to see the dancers, however.

The room is grand, with wooden floors and ornate moulding. A huge glass chandelier is here, but sheds no light. A fireplace is in the west wall, along with eight glass windows. The walls are faded yellow plaster.

53 Large Room

There are two large stained glass windows to the east and five more to the south, each displaying a white Triskelion three-legs coat-of-arms on a red background. Along the north wall are Triskelion banners. There are also two large coal-burning braziers, three empty metal tubs once used for holding coal, and two freestanding sets of black iron plate mail each with a black iron footman's mace wired to the right hand and a Triskelion design on the chest.

Stairs go down to Room 44 of the First Floor and up thirty feet to Room 106 of the Third Floor. Wandering monsters commonly frequent this area, roll immediately

for random encounters each time the room is entered. On a roll of 1 or 2 in 6, there will be an encounter.

54 Banquet Hall

A banquet sized **Table of Plenty** (see *New Materials Volume II*) is in the center of the room and twelve skeletons are gorging themselves on rich cuts of meat and select desserts into their bony jaws, only to have it land in their rib cages. If disturbed, they will attack with cutlery for 1d6 damage each.

12 Skeletons (AC 7; MV 12"; HD 1; hp 8, 8, 7, 7, 6, 6, 6, 5, 5, 4, 4, 4; #AT 1; D 1d6; SD Sharp weapons score half damage only, limited spell immunity; XP 22, 22, 21, 21, 20, 20, 20, 19, 19, 18, 18, 18)

The floors are graced with elaborate red and gold carpets, now horribly stained from years of rotting food. There are a dozen skylights and eight glass chandeliers.

55 Grotesque Garden

This room is open to the sky. It is a hideously overgrown garden filled with noxious weeds reaching well over seven feet in most areas. A red brick path winds its way from one set of double doors to the next. There are four areas of special interest listed on the map as A to D.

55a Statue of Revolting Healing

This is a statue of a woman with the head of a toad. Her hands are cupped together, and a small spring of water jets from the center of her hands to land on the ground and then into a drain. The first person to drink from the spring will gain 2d6 hit points immediately, but also

suffer from severe stomach spasms and violent retching. The jet of water will then stop and it will be another 24 hours before it starts again. It will take the afflicted an hour or so to recover from the discomfort.

55b Pool of Memories

This raised red brick pool contains milk-white liquid. Anyone drinking from this pool will remember the last 24 hours in vivid detail. This may greatly aid in mapping. If the drinker is a spell caster, they will gain back 1 spell chosen at random that they have cast in the last 24 hours. The drinker will also become bioluminescent, giving off light up to 20'. This effect will last for one day. The light will obviate the need for torches, but prevent thieves from hiding in shadows. Multiple drinks from the pool are not cumulative with regards to regaining spells. If the characters leave and come back to the pool it will be empty, and the liquid will only reappear each time it is visited on a 1 in 6 chance.

55c Cursed Tree

This grey splotchy tree appears dead. It has the shape of a gnarled man, twisted and stunted, but if approached it will attack.

Horrid Tree Monster (AC 5; MV 3"; HD 5; hp 24; #AT 2 claw-like branches; D 2d4/2d4; SA Blood drain; Size M; XP 250)

If the tree man strikes a man-sized or smaller opponent with both branches, thorns will embed themselves in the victim's flesh and drain blood for an additional 1d6+2 points of damage automatically. When struck it bleeds red blood; and when killed its gives off a strangely man-like groan.

55d Triskelion Statue

This tripartite Triskelion statue is 7' tall and similar in appearance to the one in the Outer Ward Ground Floor Room 4, except as described below.

It is divided into three sections. The top section includes the fused heads. The middle section includes the torso and arms. The lowest section is the pelvis and legs, standing atop a small base or pedestal. The top two portions can be freely rotated, while the lowest portion is set in place. The statue always appears off-set when first approached.

If either of the top two portions is rotated, *both* will spin around, eventually settling on a new position, as described below. The initiator of the spinning will face the consequences.

1d10	Face	Implement	Effect
1	Scowling	Staff	Shows character how others see him or her, +1 to wisdom.
2	Scowling	Sword	Gains 1 weapon proficiency. *
3	Scowling	Nine-tailed whip	<i>Polymorphs</i> , see the Polymorph sub-table. Saving throw is allowable.
4	Laughing	Staff	Raises Level by 1.
5	Laughing	Sword	Any sword held is now a +1 weapon. If it was of greater magic, the wielder gets a saving throw versus spells to resist.
6	Laughing	Nine-tailed whip	Shows character the joy of hedonism, -1 to wisdom.
7	Crying	Staff	Lowers Level by 1.
8	Crying	Sword	Loses 1 weapon proficiency.
9	Crying	Nine-tailed whip	Fires electrical shock for 2d6 damage, save versus spells for half damage.
10	Off-set	Off-set	A small door opens at in the base of the statue, roll on the Small Door sub-table below to see what is inside. When the item is removed the door will close again.

*See **Player's Handbook** pages 19 and 37. If the character already has maximum number of weapon proficiencies, for example a magic-user who can use the dart, dagger, and staff, they may now use weapons in two different hands with no penalties. See **Attacks with Two Weapons**, *Dungeon Master's Guide* page 70.

Polymorph Sub-Table

1d6	New Shape
1	Lion
2	Carver Bug
3	Mule
4	Giant Weasel
5	Gorilla
6	Horrid Tree Monster (see 55c)

Small Door Sub-Table

1d8	Item
1	Bag of 100 gold crescents
2	Black knitted sweater with three-legs Triskelion design on front
3	Potion of Poison
4	Miniature version of this statue, 6" high, freely rotates but no special properties, worth 5 gold crescents to a collector of odd things
5	Pack of playing cards, heads of face cards replaced by those of birds
6	Steaming cup of bitter tea
7	Gutter Gremlin (AC 6; MV 15"; HD 1d6 hit points; hp 4; #AT 0; D Nil; SA Magic use; SD Never surprised, save as 11th level magic-user/thief; XP 34)
8	Bottle of whiskey, half full

56 Exercise Room

This room smells of stale sweat. It is littered by wooden practice weapons, shields, and weights used in strength training. Large circles have been painted on the floor for use in determining boundary marks in pugilistic bouts. The walls are gray brick and the floors are wood. The place is lit by several skylights and three *Continual Light* globes hanging from the ceiling.

The small closet in the northwest corner is piled high with iron dumbbells and weights. If anyone opens the door, the weights will come crashing out, causing 4d4 points of damage to the door opener. If a saving throw

versus petrification is made, they avoid the worst of it and take half damage.

57 Corridor

A gelatinous cube patrols this hall.

Gelatinous Cube (AC 8; MV 6"; HD 4; hp 16; #AT 1; D 2d4; SA Paralyzation, surprise on 1-3; SD Immunity to some attacks; XP 214)

The cube holds 12 copper pieces, 13 silver spanners, and 7 gold crescents. The stairs go up very steeply thirty feet to Room 106 of the Third Floor.

58 Study

There are a dozen wooden chairs and desks with paper, quills, and ink. A bottle of **Moraxo's Magnificent Brown Ink** has spilled next to one of the desks, releasing a brown ink-based life form which will attack as though it was a 4 hit die ochre jelly.

Magnificent Brown Stain (AC 8; MV 3"; HD 4; hp 14; #AT 1 touch; D 2d4; SD Lightning divides in half; XP 116)

The walls are paneled in wood and the floors are wood decorated with rich red and purple carpets. Two portraits adorn the north wall and there are five stained glass windows in the south wall.

The first portrait is titled "Calandra Triskelion" and depicts an elderly woman with remarkably white hair. The next is titled "Jareel Triskelion" and shows a thin man wearing a silver crown. Each is signed by the now familiar Patrizio Triskelion.

The stained glass windows along the south wall depict the following, from west to east: a minotaur holding a goblet, a sylph holding a staff, a cluster of grapes, an ice devil holding a book, and a dwarf holding a birdcage with an owl inside.

59 Sitting Room

This irregularly shaped room is inhabited by two jackalwere in human form:

Titus Americus, male jackalwere (AC 4; MV 12"; HD 4; hp 17; #AT 1 bite or 1 weapon; D 2d4 or **Short Sword +1, +3 vs. Regenerating Creatures**; SA Gaze causes sleep; SD Magic, cold-forged iron, or black iron weapon needed to hit; XP 868)

Felicia Dandronica, female jackalwere (AC 4; MV 12"; HD 4; hp 23; #AT 1 bite or 1 weapon; D 2d4 or **Scimitar +1**; SA Gaze causes sleep; SD Magic, cold-forged iron, or black iron weapon needed to hit; XP 892)

They will pretend to be adventurer's "taking a break" and will attempt to join the party. If accepted by the party they will bide their time and turn on them in a dangerous situation. Titus wears a black cloth vest and long black trousers. He will claim to be a thief and carries a set of thieves' tools, although he has no thief skills. Felicia wears a long blue robe and will claim to be an illusionist who is out of spells. She carries a **Potion of Gaseous Form** (cloudy gray, smells and tastes like molasses) in a simple unlabeled potion bottle and will drink it to escape if she is in real danger.

There are six couches and nine armchairs, along with several ottomans and small tables. The wood floors decorated with rich gray and purple carpeting. The room is lit by four torches mounted in cressets, burning merrily. There are three large plain glass windows and a fireplace to the south. The fireplace is lit and makes the room slightly over-warm.

Five tapestries are arranged on the walls, showing scenes of a blizzard, a volcano, an earthquake, a tornado, and a huge meteor strike. Each is worth 300 gold crescents and has a weight of 500 gp weight. Behind the tapestry of the volcano is hidden the door to Room 60. If the tapestry is moved, the door can be easily seen and opened.

60 Hidden Retreat

This room's original purpose has been lost and the jackalweres use it to store their victims and valuables. There are several tiny windows located high up on the south wall. There are three partially eaten corpses, two wooden chests, and an iron box.

The corpses are a hobgoblin male wearing black Triskelion livery, a human female wearing chain mail, and a male elf wearing a green robe with pale yellow moons.

The chests and box are locked. The keys to the locks are hidden behind a loose stone in the south wall.

The first wooden chest contains a black iron footman's mace, a sling with twelve bullets, 16 silver spanners, 25 gold crescents, 12 copper pieces, and a green wizard's hat with pale yellow moons.

The second wooden chest holds a bag of 167 gold crescents, a bag of 269 silver spanners, and a bag of human finger bones.

Finally, the iron box is armed with a mechanical finger smashing trap which will cause 1 point of damage and cause the temporary loss of 1 point of dexterity until the adventurer regains normal hit points. It contains the rotting head of a talon goblin. Inside its mouth is a moonstone worth 250 gold crescents.

61 Prop Room

This large, irregularly shaped room has walls of dressed stone and a dark wooden floor. There is a large display stand, four large wardrobes, a huge wooden chest, and four unlit candelabras

The display stand in the center of the room holds fourteen stylized masks, sized to fit over a human head like a helmet:

Mask	Appearance	Effect
Age	This pale yellow mask is wrinkled and the expression is sad.	Anyone wearing the mask must save versus spells or age 1d10 years and gain 1 point of wisdom permanently. The mask will then immediately turn to dust (while still being worn). The aging can be counteracted if a <i>Restoration</i> spell is cast on the afflicted, however, the point of wisdom will also be lost.
Anger	Red with an expression of great fury.	Anyone wearing the mask must save versus spells or attack the nearest character immediately for 1d4 rounds. If they make the saving throw, they are merely very angry and will berate a random person for 1d4 rounds. If removed from the room, it will turn to mud after three days.
Child	Pink, has the chubby face of a child.	Anyone wearing this mask must save versus spells or speak only in baby-talk for 2d4 hours. This mask will immediately turn to ordinary cheese (gouda) if taken out of the room.
Death	White skull face.	Anyone wearing this mask can cast a <i>Fear</i> spell as if they were a 16th level magic-user, no material components required. After three such uses, the mask will shatter, causing 1 point of damage to the wearer.
Dragon	The head of a red dragon.	Anyone wearing this mask may breathe fire as a red dragon, doing damage equal to their current hit points. After three such dragon breaths, the mask will turn into red paint adorning the character's face.

Mask	Appearance	Effect
Featureless	Plain white, without openings for a mouth or eyes.	If it is put on, the mask will adhere to the skin of the wearer and the unfortunate victim will find himself or herself unable to see and unable to breathe. They will begin thrashing about, as if drowning. A character may hold his or her breath for a number of segments equal to his or her constitution score. After that, the character will begin to smother. This takes 3d6 additional segments, in which the character cannot aid in helping himself or herself. Each segment spent in this fashion costs a hit point of damage, even if the character is rescued. If not rescued within that time the character is dead, but can be revived by any <i>Cure Wounds</i> spell if cast within 5 minutes. This will bring the individual to the 1 hit point level. The mask can be removed by force causing the victim 2d4+2 points of damage as their flesh tears loose.
Hero	Face of a handsome warrior.	Anyone donning the mask will be affected as if they drank a Potion of Super Heroism . Naturally non-fighters will not gain the benefit. The effect may be used three times. Thereafter the mask will crumble to ordinary wood shavings.
Illness	Pale green face in a grimace of pain.	Anyone wearing the mask must save versus spells or contract a random disease as found in the <i>Dungeon Masters Guide</i> , page 13. Anyone who makes the save suffers only 1d4 hit points and is violently ill as they empty the contents of their stomach. If taken from the room, this mask will turn into green slime (AC 8; MV 0"; HD 2; hp 5; #AT 1; D Turn to slime in 1d4 rounds; SA Corrosive properties; XP 620).
Joy	Smiling face.	The wearer of this mask will collapse to the ground in ecstasy for 2d4 rounds. Thereafter he or she must save versus spells to take it off, as the artificial joy is highly addictive. Anyone succumbing to the mask will resist attempts by others to remove it. A person afflicted with joy will be unable to fight, cast spells, or perform tasks requiring concentration, including eating and drinking. The wearer may walk, with assistance, and the mask can be removed by force or while the wearer is asleep. However, once the mask is removed, the afflicted must again save versus spells, and if they fail they will do anything to get the mask and put it back on again (treat as if under a <i>Geas</i>). No matter what happens, this mask will turn to pink smoke three weeks after being taken out of the room.
King	Tin mask depicts a regal visage with a stylized wooden crown.	Whoever wears this mask must save versus spells or become infected with <i>Delusional Insanity</i> (see <i>Dungeon Master's Guide</i> page 83). The wearer will believe that he or she is a monarch, and expect that others will obey him or her. This condition will persist and the mask cannot be removed until a <i>remove curse</i> spell or similar curative (<i>heal, restoration, wish, etc.</i>) is employed. If it is successfully removed, this mask will turn into a real gold crown worth 900 gold crescents.
Madness	Bright orange with an expression of terror.	Whoever dons this mask must save versus spells or become infected with <i>Hallucinatory Insanity</i> (see <i>Dungeon Master's Guide</i> page 84). The <i>Dungeon Master</i> will decide the form and effect of the hallucinations. This condition will persist and the mask cannot be removed until a <i>Remove Curse</i> spell or similar curative (<i>Heal, Restoration, Wish, etc.</i>) is employed. If it is successfully removed, this mask will turn into a writhing pile of maggots.
Maiden	Silver mask depicts the face of a pretty young girl.	It has no special properties, but is made of silver and worth 175 gold crescents.
Sheep	Resembles the face of an ewe.	Anyone wearing this mask is automatically affected as if by a <i>Symbol of Hopelessness</i> , as cast by a 18th level magic-user, except the effect will last for a whole day. After the day is over, or if the mask is removed, it will turn to sheep dung. Removing the mask does not reverse the <i>Symbol</i> .
Tiger	Resembles the face of a tiger.	It is only a paper tiger mask.

The wardrobes hold colored cloaks and robes, none of which is particularly valuable.

The large wooden chest holds stage makeup and several pieces of worthless costume jewelry (six necklaces, eight pairs of earrings, twelve rings, four bracelets, two crowns, three medallions, and six scepters).

62 Golem Master's Room

The door to this room is locked. This was once the bedroom of Torenzion Triskelion and it is guarded by two wax golems who lack noses but have bright red eyes. They have tiny mouths but their elongated black tongues

hang down in a grotesque fashion. The first carries a scimitar and the second a footman's flail. Their weapons and chain mail armor are painted deep crimson.

2 Wax Golems (AC 5; MV 12"; HD 6; hp 25 each; #AT 1; D 1d8 or by weapon; SD Limited spell immunity; XP 375 each)

There is a large bed near the south wall, a nightstand, a wardrobe, and a bookcase. The walls are dressed stone and there is a single skylight. Two candelabras are present and the floor is carpeted in red and black.

The wardrobe contains red and black robes. The bookcase contains reference books on human anatomy and a magic user's spell book with the following spells:

Spells: *Detect Magic, Mending, Protection From Evil, Read Magic, Unseen Servant, Continual Light, Knock, Magic Mouth, Shatter, Explosive Runes, Slow, Enchanted Weapon, Wizard Eye*

63 Room of the Pillars

Within the room are four pillars, each of which has a bizarre wax golem wrapped around it.

4 Wax Golems (AC 4; MV 12"; HD 5; hp 20 each; #AT 1; D 1d6+1; SA Constriction; SD Limited spell immunity; XP 270 each)

The wax golems have the bodies of great snakes and pasty white human-like heads with fang-filled mouths and forked tongues. Their eyes are either set very deep or are simply hollow black areas. They wear no armor, but have reptile-like scales made from brass implanted in their skin. They do not bite but attack by constricting much like a giant snake, each attack doing 1d6+1 points of damage. Once they hit a man sized or smaller opponent, they will continue to do 1d6+1 points of damage thereafter, no longer requiring a "to hit" roll.

Lying on the floor is the rotting corpse of a male human. It wears a green cloak and has a red felt pouch holding a turquoise worth 200 gold crescents, 14 Sealean gold harps, 18 Sealean silver lutes, and 21 Sealean copper zithers. Near the corpse is a dagger and short sword.

64 Orso's Herb Garden

The door to this room is unusually stout, but not particularly difficult to open. This is a garden terrace under an open sky. To the south is a four-foot-high metal bannister and planted before it is a barrier of holly bushes in large red pots. In the east wall is a cold water pump. The floor is tiled in gray slate and the walls are the same type of gray dressed stone as the exterior of the castle. In

addition to several buckets, extra clay pots, and gardening tools, the area contains several wooden tables holding labeled potted plants. All of the plants listed in Appendix J of the *DMG* can be found here. They are all quite alive and doing well, and indeed, any plants placed or planted in this area will grow at an accelerated and remarkable pace until they reach full bloom, at which point they will maintain their state of good health, regardless of maintenance.

65 Chamber of the Tree

Any person who has studied the druidic arts will immediately recognize that this is a sacred place. The room is dominated by a miniature oak tree with mistletoe growing upon its branches. It has been planted in a raised dirt enclosure flanked by wooden beams. Any druid harvesting the mistletoe will find that it works as *Greater Mistletoe*, regardless of the time of day, season, or method of retrieving it. Four skylights provide natural light.

66 Orso's Bedroom

The door to this room is locked. This room was once the bedroom of Orso Triskelion, however it is now occupied by his daughter Sanibel.

Sanibel Triskelion, Neutral female half-elf Druid (AC 6; MV 12"; D3; hp 17; #AT 1; D Scimitar; SA Spell use; S 14, I 14, W 16, D 11, C 11, CH 16; XP 153)

Spells: *Faerie Fire, Shillelagh, Obscurement*

Sanibel carries a scimitar, an oak club for the *Shillelagh* spell, and a silver sickle for harvesting mistletoe (worth as much as a silver dagger). She uses elf-sized **Leather Armor +1** and a wooden shield with a green leaf on an orange field. She carries a bag of *Greater Mistletoe* in quantities sufficient to cast up to fourteen spells. She has an equal amount of holly leaves. She also has a bag containing 18 silver tamos and the key to this room.

Sanibel will be quite willing to join the party, as she wishes to escape the castle. She was not raised here, and she is only passingly familiar with the castle layout. She does not know where her father is, but would dearly like to find him.

There is a wardrobe, a large bed, and two small tables. There is a skylight and four candelabras with fragrant green candles. The wardrobe holds brown robes, sandals, and rope belts. One of the tables is a small foldable **Table of Plenty** (like a foldable card table). The second table holds two crystal glasses and a **Decanter of Endless**

Water, which Sanibel knows how to operate. Note that Sanibel considers these items to be her property.

Decanter Command Words

Command word	Effect
Fallon	Salt water stream
Gelim	Fresh water stream
Jerim	Salt water fountain
Korun	Fresh water fountain
Lottim	Salt water geyser
Matrim	Fresh water geyser
Haltim	Water ceases

67 Tea Room

In the center of the room is a low-set round table. The walls are wood-paneled and there are three stained glass windows featuring abstract patterns of orange and red. The floors are wood, with a green and orange carpet.

The table is set with a red tablecloth and place settings for four. When the characters enter the room, piping hot

tea will be present in a silver pot (20 gold crescent value). One cup is here for each member of the party. The tea is delicious and not harmful. Sugar cubes and cool cream are here for those who would like it. The teapot will pour an infinite amount of tea, as long as it is in this room. If removed, it is a normal teapot of the stated value. If returned to the room, it will function as before.

If the characters leave the room, close the door, and return again, fresh tea and cups will be here and any mess will be gone, as long as the teapot has been left here. The characters may visit as often as they like. No wandering monsters will be encountered in this room unless the teapot is no longer present.

68 III Favored Room

Fifteen zombies are here, milling about. Each of the zombies has had its head replaced with the rotting head of an animal, sewn by rough strips of soiled leather. Each zombie has had numerous rusty iron spikes driven into and through their body parts.

15 Zombies (AC 8; MV 6"; HD 2; #AT 1; D 1d8; SA Always lose initiative; SD Limited spell immunity)

Number	Head	Gender	Hit Points	Experience Points
1	Pig	male	15	50
2	Wolf	female	14	48
3	Ape	male	14	48
4	Goat	female	13	46
5	Goat	female	12	44
6	Wolf	male	12	44
7	Donkey	female	12	44
8	Deer	male	10	40
9	Goat	male	10	40
10	Lioness	female	9	38
11	Wolf	male	9	38
12	Goat	female	9	38
13	Wolf	male	8	36
14	Goat	male	7	34
15	Bear	female	5	30

The walls of the room are plastered over, dirt-encrusted, and painted rusty orange. Painted on the north wall is a fourteen-foot-tall muscular man with a tan loincloth and a featureless face. The floors are wood and stained the

same drab orange color. There are six large rusty braziers burning wood and coal. The entire room is dirty and stained by soot.

69 Upper Ritual Room

The imp described in Room 56 of the Inner Ward First Floor, Agyrfals, is here.

Near the northwest corner is a desiccated male human corpse wearing a red robe and a red mask with a diabolic visage. He carries a gold unholy symbol of uncertain denomination, but worth 45 gold crescents. He has a pouch with two amethysts (base value 100 gold crescents) and he wears a gold chain valued at 28 gold crescents.

The walls are undecorated stone with fake stained glass windows in the north wall. These depict the following monsters: a succubus, an efreet, a bone devil, a nightmare, and a rakshasa. They are each back-lit by a *Continual Light* spell over a pane of pale green colored glass, causing them to glow eerily. The floor is a single stone block upon which a magical circle of protection has been carved. Eight tall black candles supported by freestanding holders are arranged around the circle. This room is open to, and the stairs lead down to, Room 56 of the First Floor.

70 Tapestries

There are six tapestries arranged around the walls, each worth between 101 and 200 gold crescents (d100+100) and each weighing about 300 gp weight. The tapestries have the following scenes: a green dragon fighting a knight in red, a pastoral paradise, an ocean scene showing a dragon turtle, a host of men wearing Triskelion armor, an elderly woman spinning on a wheel while children play about her feet, and a fountain with a lion face design.

There are three plain glass windows and six unlit candelabras with red and white striped candles are here.

71 Guard Room

Two pale men wearing black Triskelion livery over banded armor are here. These are actually wax golems. They will attack anyone who is not wearing Triskelion livery.

2 Wax Golems (AC 4; MV 9"; HD 4; hp 15 each; #AT 1; D Guisarme-voulge; SD Limited spell immunity; XP 145 each)

A red Triskelion banner hangs from the west wall and there are three red tinted glass windows to the south.

72 Corner Room

A red Triskelion banner hangs from the east wall. There is one red tinted glass window to the south and another to the east. Stairs descend to Room 58 of the First Floor and ascend to Room 29 of the Third Floor. In the southwest corner is a barrel holding rotting apples and small fruit flies are buzzing about.

73 Punishment Room

During the day time there will be between 11 and 20 (d10+10) zombies congregating here. Each zombie is perforated by many rusty iron spikes. At night they disperse and wander the halls.

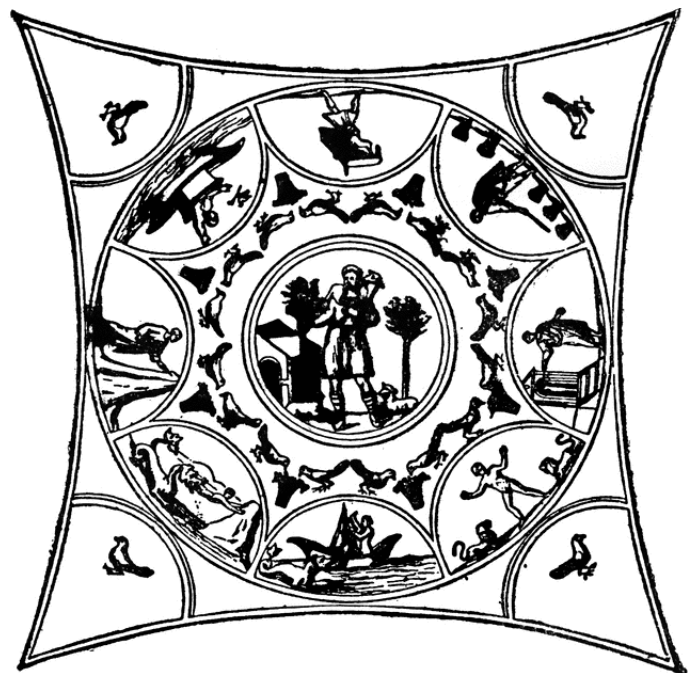
Zombies (AC 8; MV 6"; HD 2; #AT 1; D 1d8; SA Always lose initiative; SD Limited spell immunity; XP 20 + 2/hp)

This room is marked by a special dark dweomer. Within this room only, the zombies should be treated as wights for purposes of turning, controlling, or destroying.

A large table is in the center of the room. There are several barrels. Three large windows are in the east wall, but they have been clumsily bricked up.

The table is stained with clotted blood and pieces of flesh and bone. An iron mallet rests on it, along with a dozen or so rusty iron spikes. Treat the mallet as a **Hammer +1, Cursed**, see **New Materials Volume II**.

The barrels are in a wide range of sizes. They contain more rusty iron spikes.



74 Frescoes

The door to this room is breached. A three-foot diameter circular hole with smooth edges is present about one foot from floor level. Within the room is the cause of the destruction, an eight-foot-long worm with green skin, looking much like a miniature purple worm, but lacking the stinger on the tail.

Green Worm (AC 4; MV 9"; HD 6; hp 31; #AT 1 bite; D 2d4 damage; SA Acidic saliva for an additional 1d6 damage; Size L; XP 411)

This room is decorated with painted frescoes on the plaster walls and ceiling. The west wall is decorated with a large tree, with animals, men, demi-humans, and humanoids living in its branches.

The inside of the door and the east wall is decorated with a mountain range with dragons and other bizarre creatures flying about and giants fighting below.

The north wall is painted as an ocean with whales, mermen, and sea monsters frolicking about.

The south wall is painted as a pastoral paradise with herd animals, shepherds, and villages, along with satyrs and nymphs hidden in hard-to-spot areas. A road winds through the scene and upon the road is a thin man in a gray cloak holding a scroll. The man's face cannot be seen, but the scroll can be read by a person using **Eyes of Minute Seeing**, or other means that the Dungeon Master allows. It holds the *wish* spell.

The ceiling is magical. At night, it glows with small glowing stars, while during the daylight hours a sun will be present. If adventurers leave the room and come back, the sun will have moved, although it will not move while anyone is present.

75 The Menagerie

Sixteen metal cages are here, each has been opened and they are all empty except for scraps of hide, dung, fur, and bones. Two giant ticks cling to the walls above the door. They will attempt to drop on party members as they enter.

2 Giant Ticks (AC 3; MV 3"; HD 4; hp 18, 15; #AT 1; D 1d4; SA Blood drain for 1d6 points each round, Disease; XP 182, 170)

76 Supply Room

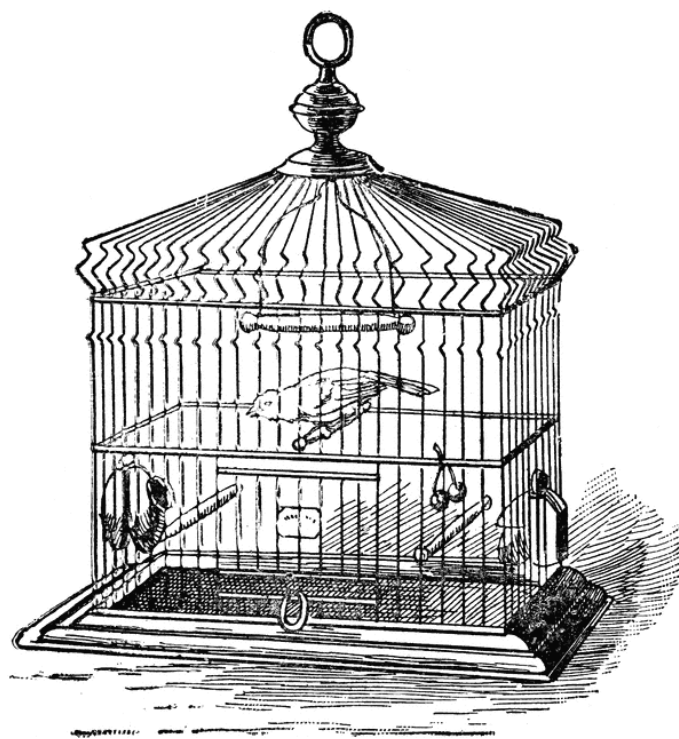
The door to this room has a small window at face-level with a rusted iron grate. Inside, there are six heavy

wooden tables. Along the wall next to the door is a row of metal hooks, each holding an empty sack.

Each table holds four large sealed metal bins and scoops. The bins hold mouldy grain, rotting vegetables, and spoiled meat.

77 Landscape Gallery

There are a total of fifty-three landscape paintings in this room, each signed by the artist Patrizio Triskelion. The landscapes generally feature rolling hills, but a few are ocean scenes, and mountain and wild forest scenes are also represented. There are relatively few animals in the paintings, but those that are present all have the heads of birds, except for actual birds, which have the heads of people.



78 Aviary

Hundreds of open bird cages are suspended from the ceiling. Most contain only droppings and feathers, but one contains a **Figurine of Wondrous Power**, a **Serpentine Owl**. There are three plain glass windows to the east.