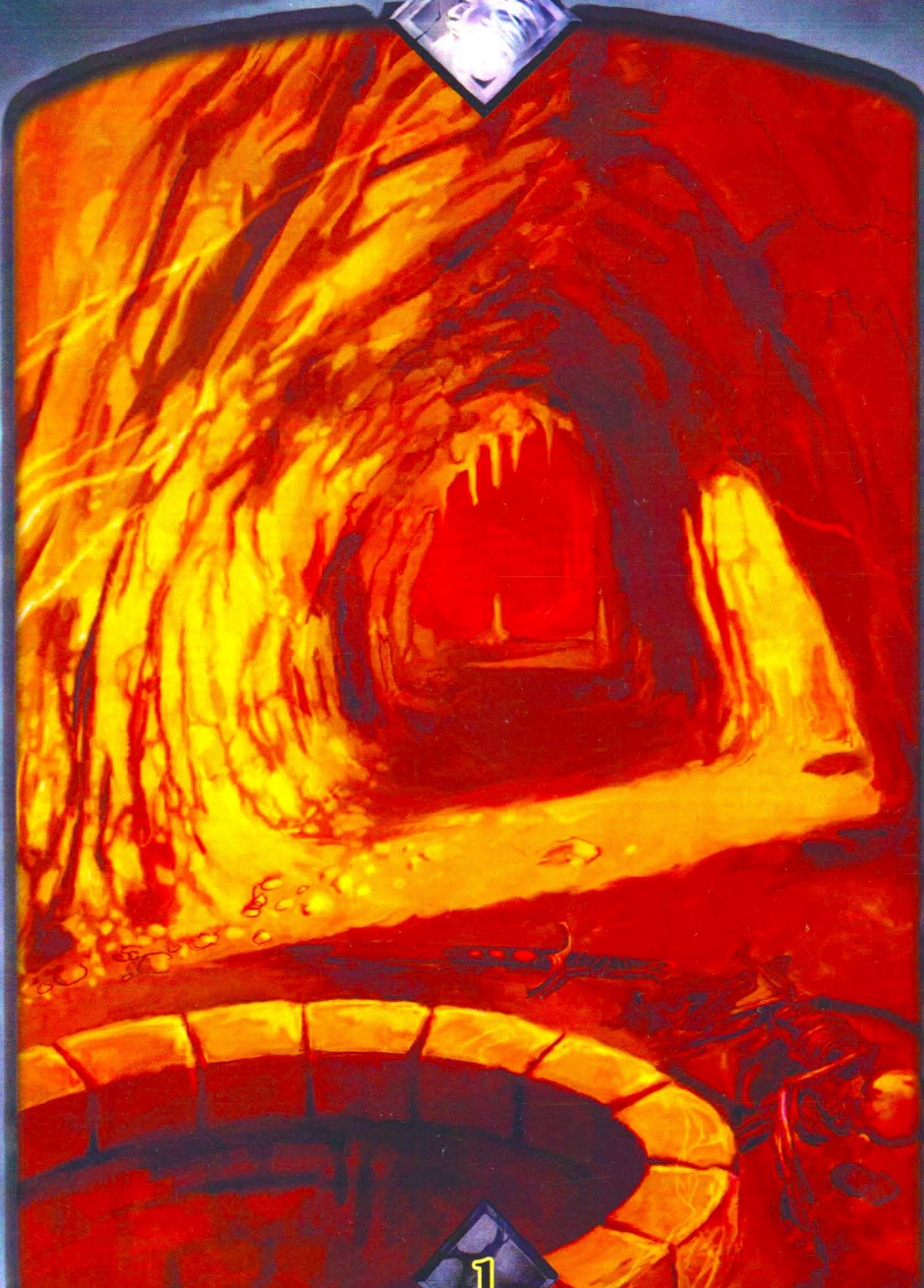


GARY GYGAX'S

CASTLE ZAGYG



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**MOUTHS OF
MADNESS**

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CASTLE ZAGYG™ - MODULE SERIES, VOLUME II THE UPPER WORKS BOOK 1: THE MOUTHS OF MADNESS BY GARY GYGAX WITH JEFFREY P. TALANIAN

PREFACE

THIS IS THE FOURTH and latest incarnation of my original castle and dungeon complex, Castle Greyhawk. As that name is now the property of another entity, the new material herein that is drawn from the old has a different name now, *Castle Zagyg*, for none other than that Mad Archmage Zagyg caused the construction of the place in its original form. Here is a synopsis of the development of the material and a bit of commentary about this version:

The work began with a single dungeon level in the late autumn of 1972, with the first exploration party being composed of characters created by my eldest son, Ernie, and my eldest daughter Elise. The very next day they adventured again accompanied by Rob Kuntz, eventually my co-game master, and his brother Terry, as well as my friend Don Kaye. As play was so intense I went to work immediately that night to create a second level, and to those two I added a new deeper level every few days. By the beginning of 1973 there was a map of the ruins of the upper works of the castle and eight levels beneath them. When summer came, the whole complex consisted of 13 levels of dungeons. Those served well for the dozen regulars and score of occasionals who were playing in the campaign, but as there was a constant influx of new players who would create characters and adventure for several sessions, then go forth to establish their own campaigns, the dungeons population of monstrous inhabitants was becoming depleted. I added a few side levels, but I couldn't keep up with work and play demands. Thus the second incarnation of Castle Greyhawk came about.

Rob, although then but a lad in his early teens, had been assisting me as co-DM because the number of players at some game sessions exceeded 12, ran up to 20 or more. Furthermore, there was demand for game sessions when I hadn't the time, so Rob would fill in as the solo DM. With that it seemed a good idea to merge his own dungeon levels with mine so as to have a much larger complex of mazes to explore. We suspended play for a week, managed a hasty meshing of my 16 or so level maps with his, then I drew an 18" x 22" map of the only semi-ruined upper works of the castle, and a like-sized new first level, many smaller new maps to flesh out the scheme. From that massive labyrinth there were stairs leading down to separate stacks of seven dungeon levels each, plus a few side ones, in the north, south, east, and west—those totaling around 36, and one of those levels were done in colored pencils so as to have a total of seven levels on that single page! At the center of the first level was a well-like staircase that went down to a ninth level. Along the way down the spiral steps there were entries to intervening levels—4.5, 5.5, 6.5, and 7.5. At the bottom one could then explore the ninth level to discover the means of going deeper, mostly in caves and caverns, all the way to level 30. In addition we devised separate adventure areas reached by magical transference. Three of these which I designed were published as modules by TSR—*Dungeonland*, *Land Beyond the Magic Mirror*, and *Isle of the Ape*. Those were the only portions of the setting that I created that were ever done commercially.

The last (third) incarnation of the dungeons before this one was a much abbreviated complex prepared around 1998. I went back, found my original first through fifth level maps, added a sixth "terminal" one I had done as special a split level in the late in the 70s at the "bottom" and used this diminutive collection for convention play, taking parties of player characters into the original Greyhawk Castle dungeons in truncated version, with a surprise ending level that only one party ever reached in some 30 such excursions. My player group eventually made it too, I must add. It is worth noting that younger players not inured to dungeon delving tended to have their PC party wiped out because they failed to flee from encounters that were too difficult for them to defeat. In the early days of the D&D game running away was a much-practiced tactic!

This latest version of the work that can only be termed as famed in FRPG circles is a distillation of all the former ones. It is not as large as the largest form, much greater in size and scope than both the original and the smallest one, and in all superior to its predecessors. Why? First and foremost because it has written details so as to be readily usable by all the Game Masters that so desire. Equally as important is because it contains all the best features of the former levels and is updated to include ideas that have developed during the decades since its origination. This brings us to a consideration of dungeons in general and this one in particular.



The first dungeons were very much akin to fun houses for heroic adventuring. The whys and hows of the monster population in the gloomy labyrinths were unimportant to all concerned. The sense of danger in mentally exploring a lightless maze filled with perilous traps and fell creatures of unimaginable sort was far more important than any rationale explaining the circumstances wherefore the whole came about. Only after several years were some voices raised calling for more realism. Of course, Greyhawk Castle had the answer to such demands...magic! After all, Zagyg the Mad Archmage not only saw to the construction of the whole complex, but he remained there to sustain it as he enjoyed the show put on by dungeon delvers and dark denizens therein alike. Granted, it is not particularly realistic, but it didn't get in the way of the fun of playing.

This more advanced version of the original work subsumes the initial premise; the whole place is the work of a very, very potent wizard who enjoys the zany. However, it bows at least a bit to those who demand more verisimilitude in their dungeons in that a sort of ecology is provided for. Thus the explorers will frequently discover such things as strange fungi (most borrowed from my latest RPG, the *Legendary Adventure™* system) and pools of water in which vegetation and fish flourish thanks to chemosynthesis of a sort connected to magical radiation and light emission from some vegetable growths of like nature. These food sources are augmented by scavengers such as giant rats and the subterranean array of reptiles and giant insects. Finally the truly demanding can assume that, even if not specified, many of the inhabitants foray from the depths to raid the surrounding land for all manner of loot and prey to supplement the fare gleaned in their underground habitat.

As an aside, has any reader ever wondered where dwarves got their food, ale, and cloth and leather garments, not to mention the wood they use for all manner of things? I for one have and never have I seen an answer in the written annals of dwarfdom. There needs be a brisk trade between above and below ground dwellers for such things to be able to justify the accepted habitat and lifestyle of dwarves and their fellow subterraneans.

To sum up, this work is pure fantasy, and it is aimed at the fun and enjoyment of dungeoneering. Enter, explore, engage in combat, gain experience points, go up a level, and so forth. While there is some recognition to a potentially viable ecology in parts of the many dungeon levels, that is secondary. The whole exists because of magic and is magically maintained. Those who demand realism in their fantasy gaming must make do with that, or play other adventure material.

Gary Gygax

2007

PART 1. INTRODUCTION

FOR THE CASTLE KEEPER

CASTLE ZAGYG IS PART of a fully developed setting described in *Castle Zagyg Volume I, Yggsburgh*. The Free Town of Yggsburgh provides an excellent launching point for the campaign, as well as a logical base of operations for the PCs. The place is loaded with politics, mystery, intrigue, and not a few adventuring opportunities as well—not to mention an urban alternative to dungeon delving.

KEEPING THE CASTLE: Use of this adventure requires a familiarity with its contents, layout, and design. It also assumes a familiarity with the basic rules of the Castles & Crusades game, though one might easily adapt this material to another class-based RPG system such as the one originally used in play. Therefore, the first step is to read these materials, jotting any pertinent notes as deemed necessary in order to provide the most entertaining game play. "Boxed text" to be read aloud is provided, though there are several encounters and variable occurrences that lack this utility, and here the Castle Keeper must extrapolate and improvise. Strive to stay two steps ahead of your players, Castle Keeper, and if a lack of material familiarization proves an impediment, simply "wing it" and reconcile your adjustments with the source material in between game sessions. Of course any Castle Keeper should feel at liberty to personalize this work to suit his or her own campaign milieu. Make changes, alterations, amendments and substitutions both encounter-related and conceptual, and Castle Zagyg becomes your clay to mold. Putting your personal stamp on a published work is not only encouraged, but indicative of a veteran game master!

TOO MUCH CASTLE TO KEEP!: The beleaguered Castle Keeper short of time is encouraged to use the device, *Zagyg's Curse of Fog & Frogs* to his or her advantage. The eldritch fog, as described in **APPENDIX A**, is a dwomeer of deital potency impossible to dispel or overcome. Thus contrived, this allows you, the Castle Keeper, the opportunity to run Castle Zagyg as modular as you are comfortable with. For example, you may wish to read and prepare for every portion of *The Upper Works*, thus receding the cursed fog and opening full access to each adventure portion contained in this set. Conversely, you may desire to open only one adventure portion at a time — *The Mouths of Madness*, followed by *Ruins of the Castle Precincts*, followed by *The East Wall Towers*, followed by *Castle Fortress*, and finally, *The Storerooms*. This device affords you the opportunity to prepare for as much or as little adventuring material as you are comfortable with or have time for (life is busy, Castle Keeper, and we understand this!). At its minimum, *Zagyg's Curse of Fog & Frogs* is a device that precludes advancement into adventure areas separated by publication schedules.

TIME KEEPING: It is prudent that the Castle Keeper carefully measure the passage of time when running a Castle Zagyg campaign. Player characters will spend large amounts of time in dungeons. They will explore, map, nurse injuries, rest, study spell books and pray to their deities, amongst many other actions. Of course tell them when two hours have passed, five hours, etc., and if they fail to note the passage of a day and wish for you, the Castle Keeper to instruct them so, be generous with young or novice players, less so with veteran players who should know better. Keep your players on their toes, Castle Keeper, and challenge them appropriately.

MAPPING: Mapping should not be taken lightly by the player characters, as getting lost is quite likely in the dungeon depths of Castle Zagyg. Even the most careful of mappers will find themselves befuddled and bemused by the many twists and turns, ascents and descents both subtle and obvious. And then there are the many transporters and trick devices, relocating and depositing the characters — often unbeknownst to them, as they will transport from one chamber to another of identical layout and proportion. Do not coddle your players by providing maps, for Castle Zagyg should be rife with confusion and dismay—it is the very spirit of the place! And just when they think they have you pegged and brazenly proclaim just so, keep your poker face, confirm nothing, and offer them but a playful smirk.

This drives even the most veteran of gamers mad! Of course, the most confusing of labyrinths and mazes will be introduced in future adventures; notwithstanding, even in this introductory module, in the caves known as the *Mouths of Madness* and furthermore in *The Storerooms*, there is ample opportunity for fledgling mappers to earn their stripes.

GLOSSARY OF PRODUCT AND GAMING TERMS AND ABBREVIATIONS: Abbreviations are common throughout this work. As Castle Keeper it is prudent that you be familiar with them. The following publications are referenced:

C&C = Castles & Crusades

CZY = Castle Zagyg, Vol. I: Yggsburgh

M&T = C&C: Monsters & Treasure

PHB = C&C: Players Handbook

The following terms are abbreviated throughout the text:

CK = Castle Keeper

CL = Challenge Level*

NPC = Non-Player Character

PC = Player Character

* CL is a product of the unique C&C SIEGE™ engine. It is the number used when one must make an attribute check or saving throw. Castles & Crusades characters have primary attributes and secondary attributes. Challenge Levels are added to a base number of 12 for primary attributes and 18 for secondary attributes. The player, when required to make such a check, makes a d20 roll and adds their level + attribute modifier, success determined by equalling or beating the total target number.

Example: a thief of level 2 experience and with 16 dexterity wishes to climb a wall of CL 3. This is a dexterity check. Dexterity is a primary attribute for the thief, so he needs a 15 (base 12 + CL 3). He rolls a d20, the result being 12. He adds his level (+2) and his dex modifier (+2) for a total score of 16. The thief successfully climbs.

Of course, players using another class-based RPG system can simply substitute the C&C SIEGE engine method with whatever methods those other systems use; for example, a thief climbing a wall in another system might simply require a % roll. However, in cases where the CL is high (say 6+), the game master might desire to impose a penalty on the check. Consider the following: CL 6-10 = -5% on check; CL 11-15 = -10% on check; CL 16+ = -20% on check.

Statistic blocks contain the following abbreviations:

HD = Hit Die

HP = Hit Points

AC = Armor Class

MV = Move

XP = Experience points (base + per HP)

Note on C&C stat blocks: C&C stat blocks note saving throws as *physical* and/or *mental*. This is another product of the C&C SIEGE™ engine, which is fully detailed in the C&C PHB. If you are using another class-based system such as the one originally used in play, adapting saving throws is a matter of simplicity. For example, a CL 3 poison save (constitution check) in this adventure might simply be a poison save in the class-based RPG system you are using. However, if you note a high CL, you might consider adapting the saving throw at a penalized roll, such as -1 save (CL 6 - 10); -3 save (CL 11 - 15); -5 save (CL 16+); or in whatever other manner as the Castle Keeper deems appropriate.

CASTLE ZAGYG MONETARY EXCHANGE SYSTEM: Money in the adventure is abbreviated as follows:

PP = platinum piece
GP = gold piece
EP = electrum piece
SP = silver piece
CP = copper piece

The Castle Zagyg campaign assumes the following monetary exchange of, this being used in the *24 Yggsburgh Town Expansion* modules published by Troll Lord Games:

1 GOLD PIECE = 2 ELECTRUM PIECES = 50 SILVER PIECES = 500 COPPER PIECES

Also, 1 PLATINUM PIECE is worth 1.5 times (150%) that of gold. This exchange is a deviation from the system originally used in play, where 1 gold coin was worth 10 times that of 1 silver coin. If you choose to utilize the original exchange, we suggest you increase the amount of gold discovered in the course of adventuring to as much as x5. You will also need to assign higher gp values to special items such as jewelry, gems, magic items, and so on.

Lastly, you might wish to consider the effect of Castle Zagyg on the local economy over time. The Free Town of Yggsburgh, for example, will indeed be affected by the influx of gold, jewelry and gems brought in by adventuring folk; likewise, the Free City of Dunfalcon might also be affected. This represents a boost to the local economy and could, should you the Castle Keeper wish to pursue such campaign developments, modify the exchange rates as illustrated above. Perhaps 1 gold coin becomes worth x40 that of silver, and so on.

Experience Point Awards for Monetary Gain: As a gold piece is worth a \$500* equivalent in this setting, there are far fewer gold pieces discovered in the course of adventuring. Rather than equating 1 gp to 1 XP, the CK is urged to use a ratio in which 1 gp = 5 XP. So, XP awards for money found in the course of adventure are:

- 100 cp = 1 XP
- 10 sp = 1 XP
- 2 ep = 5 XPs
- 1 gp = 5 XPs
- 2 pp = 15 XPs

Campaign Settings with Gold of Lesser Monetary Value: If, however, you are adapting this setting to one of your own in which gold is of lesser value (such as an equivalent to \$20*), you might wish to use the more traditional 1 gp = 1 XP. This is of course your purview, Castle Keeper, but do note that the authors of this work consider the above monetary exchange system (1 gp = 50 sp = 500 cp) to be a vast improvement to previous systems.

* For more on employing of the \$ system referenced above, refer to the *Gygaxian Fantasy World* series of hardbacks as published by Troll Lord Games.

Experience Point Awards for Other Actions: The Castle Keeper is completely free to award Experience Points (XPs) in whatever manner is desired. The following suggestions might be helpful in making campaign activity, but we encourage you to expand upon the below examples as you deem best. Examples include:

- **Game Participation:** Active participation in game sessions: 20 to 50 XPs per hour.
- **Combat:** Normal XPs for each creature (monster) slain is

divided amongst participants engaged in the combat. Division is by effective fighter level, viz. fighters, rangers, barbarians, paladins and knights each get 1 share per level; thieves, assassins, monks, and bards get 1 share per two levels; clerics and druids get 1 share per three levels; and wizards and illusionists get 1 share per four levels. *Example:* a party comprised of fighter 4, knight 3, thief 3, cleric 5 defeat a group of monsters that account for 230 XP. The fighter gets 4 shares, knight gets 3, thief gets 1, and cleric gets 1. So, that is 230 XP divided by 9 shares. This equals 26 XP per share to be distributed, so the fighter gets 104 XP, knight gets 78 XP, and the thief and cleric each get 26 XP.

- **Adversaries not killed in combat:** One-half normal XPs for each adversarial creature (monster) duped, captured, or driven away.
- **Meaningful weapon use:** For all fighter-type characters (fighters, rangers, barbarians, knights, and paladins), meaningful use of a weapon against an adversary: 10 XPs per character level of the fighter per battle.
- **Meaningful use of spells:** For spell-caster characters, successful and meaningful use of a spell: 100 XPs per spell level, 25 per 0-level casting. This might be spells cast in other-than-combat situations (i.e. where weapons are also used to eliminate the opponents), the caster gains experience provided the spell benefited another member of the caster's party or the party as a whole. For each level of such a useful spell cast the character so doing should be awarded 100 XPs, so a 1st level spell cast thus gains 100 XPs for the one so doing. *Examples include:* a deadly, insurmountable foe approaches the area where the party camps; the illusionist casts *rope trick*, and the party takes refuge in the interdimensional space provided, possibly saving their hides; a thief is confronted by a locked door of which, after a lengthy effort, he cannot pick, so the wizard casts *knock* and the door is opened; a fighting man resolves to cross a sweltering desert to reach an oasis where water may be gathered, but before he sets forth, his druid ally casts *endure elements* on him.
- **Meaningful use of class abilities:** For successful and meaningful use of a listed class function: 20 XPs per character level of the character class. *Examples include* rangers tracking, thieves moving silently, knights inspiring, druids using nature lore, etc.
- **Thieves and monetary gains:** For monetary value of treasure gained, thieves might get 2 shares of XP while all others classes receive 1 share apiece.

ALTERNATE METHOD FOR DISCOVERING SECRET DOORS

As indicated above, the Castles & Crusades role-playing game makes use of the SIEGE™ engine for situations in which a die roll is required to overcome some obstacle or to make a check that is instrumental to the success or failure of the party. SECRET DOORS are no exception to this universal game mechanic. You might wish, however, to make use of an alternative method, using a d6 to resolve the searching of secret doors. Any non-elf searching a 10' x 10' area for a secret door will be successful on a roll of 1; elves and half-elves being successful on a 1-2 on a d6. Throughout this adventure you will note that every SECRET DOOR is assigned a CL (challenge level). If the CL of a secret door is 6+, you might use a d8 instead of a d6; if the CL is 11+, you might use a d10; and if the CL is 16+ you might use a d12 on the check.

BACKGROUND FOR THE PLAYERS

The following text may be read aloud to the players as their characters prepare to embark on a Castle Zagyg campaign. The Castle Keeper may begin straight with this reading (and thus set the tone, as it were) or provide a more campaign specific scenario that caters to the how and why such information is gleaned; this, of course, being a matter of style and preference.

4 CASTLES & CRUSADES

The curse is finally lifting! Your party is among the first to learn that the dread fog that once enshrouded Castle Zagyg is dissipating. Revealed thus far are a multitude of caves that honeycomb the sheer bluff upon which the ancient edifice is built, these caves identified as the *Mouths of Madness*.

Evidence suggests that these caves are just the beginning! In nearly imperceptible degrees, the ruins emerge from the hazy gloom. Sages thus posit that Castle Zagyg and its myriad dungeons will soon be open to a new generation of intrepid adventurers. Indeed, one recent report tells of a fleeting glimpse caught of the castle fortress situated at the highest point of the rocky bluff overlooking the False Urt River: "...rising from the center of the structure and piercing the very sky, a magnificent spire of stone..."

For many years Castle Zagyg was heralded as a place of grand adventure, abounding with gold, treasure, magic, and mystery—with not a few tricks and traps as well. Of course it was also populated with a great many renegade and rogue humans, humanoids, fell beasts, eldritch horrors and powers malign. Stalwart adventurers would brave the ruins of that most zany of archmagi, some returning with vast treasures and even stranger tales, others thwarted to lick their wounds, and a great many more seen neither hide nor hair again. A place of derring-do told of in tale or verse, around the campfire or sung by tavern minstrel, the legend of Castle Zagyg was a thing of renown ever waxing. Great heroes flocked there: dragon slayers, wizards, thieves, and paladins of law to name a few. They cleared the castle's precincts and paved the way for subsequent expeditions. Likewise attracted, however, were the most corrupt of villains, cultists, and humanoids, such nefarious beings often replacing those vanquished—and in greater numbers. Behind it all was Zagyg, the zany Mad Archmage, architect and puppet-master supreme of a lunatic's game.

Then one day a curse was engendered. A vast mist rose up around the bluff on which the castle stands, engulfing the abandoned fortress and all its precincts, and those brave (or foolish) enough to approach it were either driven away by utter fear or transformed into frogs and transported far and away. Sages of Yggsburgh termed it *Zagy's Curse of Frogs & Fog*, for even the most potent of spellbinders failed to penetrate that dread and omnipresent fog. Contemporaneous to this deific curse was the return of nefarious beings teeming about the castle's wilderness environs, the Little Hillwood: human scum, monsters, humanoid tribes, and worse! And so it was that Castle Zagyg was thenceforth lost to its many seekers. Years passed and the place was scarcely sought—an enigma, a curiosity mentioned in passing if not plumb forgotten.

But now, most inexplicably, the curse lifts, or so the hushed whispers speak. The caves that dot the castle bluff are revealed, a series of gaping maws. The ruins of the castle precincts and the castle fortress itself remain shrouded in swirling mists of a most eldritch species, but for how much longer?

The call for adventure issues anew! Once again, bold adventurers seek untold wealth and power, as well as access to the legendary dungeons of the Mad Archmage. Tales of their exploits have reached far and beyond. Their tales have reached you, seeker! Adventure and derring-do beckons, though discerning individuals will no doubt note that a horrible death is as probable as attaining both fame and vast treasure. Are you and your fellow explorers brave enough to undertake the challenge, the mystery, the weird whimsy and lurking horrors that are Castle Zagyg?

ADDITIONAL BACKGROUND HISTORY: The following tale may be gleaned through painstaking research of a library or university stocked with tomes esoteric, such as the Yggsburgh Library (CZY #11) or the Yggsburgh College Library (CZY #18). Should the Castle Keeper require a check, this tale will take 1-2 days to uncover and piece together.

Once upon a time there was a Wizard. This Wizard mastered the art of dweomercraeft and was reputed to be brilliant beyond the ken of his peers. Even a most fastidious God of Magick smiled on this one, so they say, and at length the Wizard was classified as Archmage. Mortal men, however, often called this one "Mad Archmage," for he was most eccentric and had a strong predilection for mischief and practical jokes.

One day the Mad Archmage strolled into a land called the East Mark, a place of rolling hills, fertile grasslands, teeming wetlands, rivers abundant of fish, and forests plenty with game. He was fond of this East Mark and so decided to make a home of it. He chose to locate his dwelling within a little forest but a day's ride north of a small trading village located at the confluence of the two most prominent rivers.

The Mad Archmage had a fine manse built in the midst of that little and sometimes hostile forest, and for a time he was content, despite some troublesome local goblins. Before long, however, he was no longer amused by his manse. He thus resolved to effect something larger. Much larger. Thus was begun the construction of a great fortress atop a bluff overlooking a river that coiled through the little forest wherein he dwelled. Many years later he gathered his belongings and moved in.

The new castle was soon frequented by those whose hearts yearned for adventure for sake of weal. This amused the Mad Archmage, so he effected a dungeon beneath his holdings and stocked it with all manner of trap, trick, puzzle, monster, and no small amount of treasure and magic as well. More adventurers came. Then more, and more still, so the Mad Archmage created evermore dungeons, each one more elaborate than the next, stocked with horrors diabolical, eldritch, and grotesque. Just so, the seekers came in droves.

Once upon a time there was a Mad Archmage whose castle and dungeons were said to be synonymous with adventure. That castle, and its many and sundry dungeons, is called Castle Zagyg.

The following intelligence has recently been received by sages said to keep a close eye on happenings of or related to Castle Zagyg. This information may be gleaned via rumor at such places as **THE GREEN DRAGON INN** (CZY #57) or by consulting one who is sage in matters esoteric (Castle Keeper's choice):

There are several caves that dot the bluff on which the ruins of Castle Zagyg stand. Sages refer to them as the *Mouths of Madness*. In days of yore these caves were cleansed of their malign inhabitants by adventurers hearty and bold, intrepid seekers of Castle Zagyg. Then came the cursed fog and the *Mouths'* were swallowed. Now, as the cursed fog disperses, those gaping maws are revealed anew, some saying they are more numerous than before. Furthermore, they are re-populated with dangerous beasts, horrific monsters, and evil humanoids. Such dwellers have been attracted to Castle Zagyg ever since the Mad Archmage effected its existence, so it comes as no surprise that they have re-established themselves.

GETTING THE PLAYERS INVOLVED: If the mere prospect of adventure for adventure's sake is not enough to entice your fastidious players to seek Castle Zagyg, the following hooks are provided as incentives to involve the players. Use any of these, or extrapolate as you see fit.

- The **SAGES' GUILD OF YGGSBURGH** is aware that the caves that riddle the bluff on which Castle Zagyg is constructed may provide one or more means of ingress to the Mad Archmage's many and sundry dungeons. The PCs learn of a handsome reward and thus meet with a representative of this clandestine organization at the **YGGSBURGH COLLEGE LIBRARY** (CZY #18-L). In a private chamber, a black robed sage offers a gold ingot worth 100 gp and

a fine stallion (with saddle and tack) to each party member if a complete map of the caves is provided (they know there are at least 13 caves, perhaps more). However, the PCs must agree to have the veracity of their claim magically tested (i.e. *discern lie*).

- Long has the **MAGES' GUILD OF DUNFALCON** been covetous of Zagyg's knowledge and power. This notable organization seeks to employ bands of expeditioners to provide routine reports regarding the happenings about the Mad Archmage's domain, particularly in regards the recession of the fog. Such mercenary adventurers will at times have to agree to procure specific items for the guild (to be determined by the Castle Keeper). Payment includes free room and board (for 8 occupants' maximum, middle-rate rooms) at **THE OUTS INN** (CZY #80) which will also serve as a rendezvous point with a Mages' Guild representative, and 20 gp per informant per month. The guild representative should be a wizard of at least the 6th level, accompanied by two apprentices (1st to 3rd level wizards) and two body guards (3rd to 5th level fighters).
- **SIR ALEC OF GAXHILL** (CZY *environs* #48) is being adversely affected by the influx of humanoid activity in the Menhir Hills region. Trade suffers, and thus prosperity. His Steward, **OWEN BAILEY**, meets the party (the knight is a busy man) and informs them that many of these humanoids originate from the

immediate environs of Castle Zagyg— particularly the caves that dot the bluff on which the castle is constructed. Bailey, a veteran warrior of his own right, would have a raiding party infiltrate these so-called *Mouths of Madness*, not only by striking into their ugly heart, but also drawing a tally of the humanoid inhabitants, including racial derivation, population estimates, and an account of how many are vanquished in the course of such work. If the characters can demonstrate an effective offensive and accounting, the steward is authorized to provide land and title. This includes for each a modest (10 - 20-acre) piece of land at the periphery of Sir Alec's estates and status as a freeman in service to Sir Alec. The land offered is fertile of soil, though devoid of structures. Of course fealty to the knight is expected, and subsequent service will no doubt be required.

- An agent of one of the hostile nobles (CK's choice) adjacent to the lands of Yggsburgh offers the party complete equipment for each member if they will agree to explore and map the castle area now free from the cursed fog. They must note the sort of inhabitants dwelling in the area, including the caves, and bring all this intelligence back to the agent. Upon doing so each member of the party will be paid a handsome reward in gold, and offered the opportunity to earn far more by recruiting castle area dwellers as raiders of the surrounding lands.

RUMORS OF CASTLE ZAGYG: The following rumors may be gleaned in regards past and recent activity at Castle Zagyg. Any PC is capable of knowing at least one rumor at the start of play. PCs who have attended the **YGGSBURGH COLLEGE** (CZY #18) or frequent the **GREEN DRAGON INN** of Yggsburgh (CZY #57) may know 1-3 such rumors. Roll 1d20, re-rolling any duplicates.

D20 Rumor:

1. The fog that engulfs Castle Zagyg will turn you into a frog and send you faraway. The curse can only be broken if you are kissed by a princess. (*True on the former, false on the latter.*)
2. There are many caves at the foot of the castle. These Mouths of Madness may lead to the true dungeons where untold riches may be reaped. (*True*)
3. Zagyg actually died many years ago. That's why his castle fell to ruin. (*False*)
4. There is a friendly giant that walks the Little Hillwood. (*Somewhat true, see #43*)
5. Demons fly out from the fog and prey upon creatures of the forest. (*False. But gargoyles do.*)
6. There is a massive combat arena located among the subterranean depths below Castle Zagyg. (*True*)
7. Madness visits all who explore the eternal dungeon depths of Castle Zagyg. (*False*)
8. There is a man-like being made of gold and gems who races about the dungeon depths of Castle Zagyg. (*True*)
9. Even the gods have suffered at the hands of the Mad Archmage. (*True*)
10. A werewolf haunts the wilderness surrounding Castle Zagyg. (*True*)
11. The Green Dragon Inn is where many an expedition to Castle Zagyg hath begun. (*True*)
12. The Sages' Guild of Yggsburgh hide many important secrets regarding Castle Zagyg. (*False*)
13. The Mad Archmage and Lord Yggs (Lewis Garmonde) were once adventuring companions. (*False*)
14. Some say Zagyg abandoned his manse to build his castle about 200 years ago. Others insist it was but 50 years ago. (*True on both accounts. Time dilations of a most weird species affect the perceptions and realities of many whom have dealt with the Mad Archmage.*)
15. There is a lost map that shows all levels of the castle's dungeons. (*False*)
16. Some of the upper levels have no access to those below them. (*True*)
17. Each level has a mentor somewhere in its precincts to guide and direct the exploring party. (*False*)
18. Clerics have no business entering the dungeons. (*False*)
19. There is a great underground lake beneath the castle. (*True*)
20. There are almost one-tenth as many levels of the dungeons as there are planes of the Abyss—66 as compared to 666. (*False*)

PART II: RANDOM ENCOUNTERS

RANDOM ENCOUNTERS AREA staple of any wilderness campaign. As Castle Zagyg has a mystical lure about it, it attracts a substantial amount of activity. Random encounters should be modified by the Castle Keeper to challenge the party commensurate to their experience and ability. For example, 2 bugbears encountered by one adventuring party may be 1 bugbear for a small, 1st level party, or 6 bugbears for a larger, more experienced group, and so on. The Castle Keeper should of course ignore those random encounters that make obvious nonsense in the prevailing circumstances, treating such results as a non-encounter or by re-rolling the result.

There are four distinct wilderness areas where random activity occurs in this adventure module. These are the **OLD CASTLE TRACK**, the **LITTLE HILLWOOD**, the **FALSE URT RIVER**, and **OUTSIDE THE MOUTHS OF MADNESS** (*Castle Bluff and Ravine area*). Random encounters within the *Mouths of Madness* are found in **PART V** of this module.

HOW TO USE RANDOM ENCOUNTER TABLES. To determine if a random encounter occurs, first reference the area being traversed by the characters, and then the appropriate table. Each table has an associated Encounter Frequency (EF) and Encounter Determination (ED) category.

- **EF** = the number of times a random encounter check should be checked for, and the die type used for that check.
- **ED** = the result of the die roll.

There are three sub-tables following the random encounter tables. The first two sub-tables reference the activity and condition of certain monsters and animals encountered in the wild, as creatures are not always looking to kill adventurers — they groom, they mate, they fight amongst themselves, etc. The third sub-table is referenced when the ED calls for a randomly determined weather situation.

Do note that each random encounter table includes the category "Unexplained Noise." Inventive Castle Keepers are encouraged to utilize this to ramp up the tension and suspense, for a "what is worse than death but the very fear of it!" While play-testing this adventure, using the hoots and shrieks of brachiating losels proved quite effective in this regard. Screams and roars are also effective at making the group on edge.

The Castle Keeper should also strive to keep the wilderness alive with a variety of mundane creatures such as these listed below:

- | | | |
|--------------------------|---------------|---|
| ▪ Ants | ▪ Grouse | ▪ Skunks |
| ▪ Badgers | ▪ Hawks | ▪ Small birds (blackbirds, blue jays, chickadees, nuthatches, sparrows, swallows, etc.) |
| ▪ Bees | ▪ Hedgehogs | ▪ Small song birds (finches, mocking birds, robins, thrushes, warblers, wrens, etc.) |
| ▪ Beetles | ▪ Herons | ▪ Spiders |
| ▪ Bitterns | ▪ Hornets | ▪ Squirrels |
| ▪ Butterflies | ▪ Martins | ▪ Stoats |
| ▪ Caterpillars | ▪ Mosquitoes | ▪ Swans |
| ▪ Chipmunks | ▪ Moths | ▪ Toads |
| ▪ Cranes | ▪ Newts | ▪ Voles |
| ▪ Crows | ▪ Owls | ▪ Wasps |
| ▪ Ducks | ▪ Partridges | ▪ Weasels |
| ▪ Falcons | ▪ Peafowl | ▪ Woodcocks |
| ▪ Finches | ▪ Pheasants | ▪ Woodpeckers |
| ▪ Flies (and horseflies) | ▪ Porcupines | |
| ▪ Foxes | ▪ Rabbits | |
| ▪ Frogs | ▪ Rats | |
| ▪ Geese | ▪ Ravens | |
| ▪ Groundhogs | ▪ Salamanders | |

Finally, it is advisable that the Castle Keeper reward the PCs with an automatic random encounter of unpleasant sort should they exhibit a proclivity for stagnation.



TABLE 1. RANDOM ENCOUNTERS: OLD CASTLE TRACK

The Old Castle Track is among the most direct and practical means of approaching Castle Zagyg. For player characters that veer off the Old Castle Track by a minimum one tenth of a mile, refer to TABLE 2. (Little Hillwood).

EF: Check once per mile traveled in daylight, and 3 times in total at night (early, mid-, and late), d6.

ED:

1-5 / None.

6 / Encounter. Roll a d100 and consult the chart below.

D100 OLD CASTLE TRACK ENCOUNTER TABLE:

01-08	BANDITS, x 1-4 and 1 BANDIT LIEUTENANT. These evil humans prowl the Old Castle Track seeking to ambush travelers.
09-15	BRIGANDS, x 7-12 (includes 1 SERJEANT). These humans are either mounted or afoot, out pretending to be something they are not (soldiers, hunters, trappers, etc).
16-20	BLACK BEAR (SMALL) x 1. Roll on SUB-TABLE 1. and SUB-TABLE 2. for activity and condition.
21-25	BUGBEARS, x 1-3. Out hunting.
26-30	GNOLLS, x 2. Out patrolling, their camp located in the depths of the Little Hillwood.
31-45	GOBLIN PATROL, x 2-8. Representing a local goblin tribe.
46-50	HOBGOBLINS, x 1-4. Hunters and robbers out for game and loot.
51-60	LOSEL PATROL, x 2-5. Brachiating above (will stay high and away from trail) patrolling territory. They will not attack anyone on the trail. They may go unnoticed if choosing stealth; conversely, they can be fearsome if howling and shrieking. <i>Note:</i> for more information on losels, refer to PART III. THE WILDERNESS, encounter area #WD-2.
61-70	SNAKE, POISONOUS, x 1. Slithering through the underbrush and across the track; an encounter indicating that the reptile has either been stepped on or near enough to provoke attack; otherwise it slithers away.
71-80	STIRGES, x 3-6. Seeking for warm blood to nourish upon.
81-90	<i>Unexplained noise:</i> falling rocks, snapping branches, hushed whispers, a panting beast, a long howl, etc. At the Castle Keeper's discretion, a <i>nerve check</i> required, or characters suffer retreat back 1-4 miles.
91-98	WOLF PACK, x 2-5. Roll on SUB-TABLE 1. and SUB-TABLE 2. for activity and condition.
99-00	THE OGRE of #WD-4. He is on his way home from a recent raid, and in his basket he wears on his back, he carries a pair of young maidens, a gold ingot worth 100 gp, and two sacks of coffee beans.

TABLE 2. RANDOM ENCOUNTERS: THE LITTLE HILLWOOD

This table is comprised of activity taking place west of the False Urt River. Should the characters explore the east side of that waterway or otherwise attempt to reach Castle Zagyg by crossing through the eastern portion of that woodland, there will be far less humanoids and monsters encountered there, it being the dominion of wood elves who will not take kindly to adventurers traipsing through their homeland.

EF: 2 times in the day and 2 times at night, d10

ED:

1 / Weather Problem

2-8 / None

9-10 / Encounter. Roll a d100 and consult the chart below.

D100 LITTLE HILLWOOD ENCOUNTER:

01-05	ANIMAL HERD (5-20 bison, cattle, deer, or elk)
06-08	APE, CARNIVOROUS, x 1. Refer to SUB-TABLE 1. and SUB-TABLE 2. for activity and condition.
09-15	BANDITS, x 2-5 and 1 BANDIT LIEUTENANT. En route to prey the Old Castle Track, moving afoot.
16-17	BUGBEAR, x 1-3. Out hunting.
18-22	ELVES, WOOD, x 10-60. This is a patrol hailing from a camp east of the False Urt River. They are 50% bowmen, 25% spearmen, 25% swordsmen. One out of ten is a 3rd level individual. They report to Aldion Ashgrove (CZY environs #26).
23-25	GHOUL, x 1-2. (re-roll if daytime) Out seeking flesh and blood.
26-35	GOBLIN PATROL, x 4-6. These humanoids patrol a three mile perimeter of their humanoid hideout where another x 11-20 dwell, led by a 3 HD GOBLIN LEADER.
36-37	GRIFFONS, x 1-2. Flying about, looking to snatch a large herd animal for dinner.
38-40	HOBGOBLIN RAIDERS, x 2-5. These humanoids seek to kill losels but will prey on adventurers if they discern a tactical advantage (i.e. surprise).

- 41-45 HUNTER/TRAPPERS, x 7-12. Daring human hunter/trappers (woodsmen) seeking game.
- 46-55 LOSEL PATROL, x 2-5. This patrol brachiates above and will seek to ambush the party using hit-and-run tactics, collecting trophies (fingers) from their victims, or possibly kidnapping victims. *Note:* for more information on losels, refer to **PART III. THE WILDERNESS**, encounter area #WD-2.
- 56-60 MEN, WOODCUTTERS, x 5-30. This group of burly woodsmen is cutting select hardwoods to be skidded by an ox to a river barge for transport.
- 61-68 ORC RAIDERS, x 3-5. These orcs are from a larger, distant encampment. They seek to take a few heads and prove their mettle.
- 69-70 OWLBEAR (SMALL) x 1. Refer to SUB-TABLE 1. and SUB-TABLE 2. for activity and condition.
- 71-80 ROVING ANIMAL(S). Roll a 1d6. 1. Black bear, (1); 2. Boar, wild (2-5); 3. Lion, forest (1); 4. Snake, poisonous (1); 5. Wolf (1-2); 6. Wolverine, small (1). Next, refer to SUB-TABLE 1. and SUB-TABLE 2. for activity and condition.
- 81-83 SPIDER, GIANT (MEDIUM), x 1-3. Giant arachnids that string not webs, but hide between rock clefts and underbrush—and pounce!
- 84-85 STIRGES, x 3-6. Seeking for warm blood to nourish upon.
- 86-95 *Unexplained Noise*. Thrashing of trees and underbrush, buzzing, growling, howling, panting, strange rattling/vibration, etc.
- 96-98 WOLF PACK, x 3-6. Roll on SUB-TABLE 1. and SUB-TABLE 2. for activity and condition.
- 99-00 *The Little Hillwood Werewolf* (nighttime only, see *Mouths of Madness* #A). This notorious werewolf ranges the Little Hillwood from the False Urt River to as far west as the Menhir Hills Road. It terrorizes men and humanoids alike.

TABLE 3. RANDOM ENCOUNTERS: FALSE URT RIVER

This table deals with those encounters that occur on or in the False Urt River. Note that animals and monsters visiting the riverbank are likely there to groom or hydrate.

EF: On or in the river, check 2 times in the morning, 2 times at night, d10

ED:

1 / Weather Problem

2-8 / None

9-10 / Encounter. Roll a d100 and consult the chart below.

D100 FALSE URT RIVER ENCOUNTER:

- 01-08 BATRACHIANIDS, x 3-6. This band of "boggiwogs" from the Greypools Mire seek the glory of Castle Zagyg, for their legends speak of finding their deity within.
- 09-16 BATS, GIANT, x 2-20. From dusk to dawn (re-roll if daytime) these bats feed on fish in the river, attacking the party only if incited.
- 17-18 BOAT, SMALL, x 1. This 24-foot single-mast vessel is being sailed by 3-6 ADVENTURERS out to survey Castle Zagyg from a safe distance. They are a combination of 1st and 2nd level humans and demi-humans.
- 19-22 CANOE FLOTILLA, x 5-20 CANOES. Party of WOOD ELVES (x 2 per canoe) in birchwood canoes patrolling the perimeter of their domain, that being the eastern portion of the Little Hillwood. They are a combination of SPEARMEN and BOWMEN led by one 3rd level SWORDSMAN per 10 wood elves or fraction thereof.
- 23-32 FLOATING LOGS, x 1-4. Floating logs moved by the sluggish current.
- 33-40 LIZARDFOLK, x 2-5. These reptilian humanoids are out raiding.
- 41-50 MEN, x 7-10, ON BARGE. This barge holds woodcutters (woodsmen) and also a pair of oxen. The barge pulls hardwood logs recently harvested.
- 51-52 NIXIES, x 1-4. Faint and chittering voices laughing, these fairies are garbed in gossamer and cavort about. They will use their powerful *charm* ability to end fights before they begin, though they will usually retreat into the water first, swimming with webbed feet and hands.
- 53-60 OTTER, GIANT, x 1-2. Roll on SUB-TABLE 1. and SUB-TABLE 2. for activity and condition. Non-aggressive, fighting only when threatened or cornered.
- 61-65 PIRATES, RIVER (x 2-3 SMALL BOATS). Pirates, x 2-4 per boat (*use brigand stat blocks: crossbowmen and flailmen*). They loot and rob river travelers.
- 66-70 RAFT WITH FISHERMEN, x 3-6. Local fishermen trawl net and line.
- 71-80 RIVER RATS, GIANT, x 3-12. Foraging for scraps, able to swim across the sluggish river.
- 81-85 RIVERMEN, ON BARGE, x 7-12. These rivermen are smugglers of salt and spices. 50% chance that the "Swamp Rats*" are instead encountered (though only once per week) on their longship.
- 86-90 TURTLE, GIANT SNAPPING, x 1. This animal rests in shallow water, wagging its tongue, waiting for a fish to take bait. It will attack only if greatly disturbed; otherwise it ignores persons of around man-size but will attack a smaller humanoid such as a dwarf, gnome, or halfling.
- 91-98 *Unexplained Noise*. Splashing of water, strange gushing sound, ghostly wind or whispers, piercing howl, etc.
- 99-00 WATER NAGA, x 1. Dwells locally, and if approached will at once flee, fighting only if trapped or cornered.

* see APPENDIX D.

TABLE 4. RANDOM ENCOUNTERS: RAVINE AND BLUFF

These encounters occur outside the *Mouths of Madness*, in the ravine and along the bluff sides (north, south, east) of Castle Zagyg.

EF: 1 time per game time hour, morning and night, d6.

ED:

1-5 / None

6 / Encounter. Roll a d100 and consult the below chart.

D100 OUTSIDE THE MOUTHS OF MADNESS (RAVINE AND BLUFF) ENCOUNTER:

Note that if the party climbs the bluff or ravine and thus advance into the "berm" area outside the walls of the ruins atop the plateau, refer to Book 2 of this set, *Ruins of the Castle Precincts*, for activity and random encounters thereabouts.

01-05	BLACK BEAR, SMALL, x 1. Roll on SUB-TABLE 1. and SUB-TABLE 2. for activity and condition.
06-10	BRIGAND SCOUT (CROSSBOWMEN), x 2-5. They are scouting the area, gathering information for their band located 5-8 miles away, which is led by Red Bill Farmer (CZY environs #26).
11-15	BUGBEAR, x 1-3. Hunting and spying. Possibly will bolster numbers of Bugbear Cave (#Q).
16-20	GNOLLS, x 2-4. Patrol from Gnoll Lair (#S) or possibly come to bolster their numbers.
21-30	GOBLIN PATROL, x 4-6. One is a leader (corporal/2 nd level). These goblins can be from the Triple Dagger Clan (see <i>Dark Chateau</i> by Rob Kuntz) of the Little Hillwood, scouting enemy goblin tribes here; otherwise, they are a patrol from the Goblin Lair (#D) or of the Gublinish tribe of the <i>Ruins of the Castle Precincts</i> .
31-35	HOBGOBLINS, x 2-4. These mercenary hobgoblins have been assured status in the Gublinish Tribe should UG-MUK'PIK (<i>Ruins of the Castle Precincts</i> #9) effect his nefarious plans for a coup.
36-45	KOBOLD PATROL, x 5-8. From the Kobold Lair (#B), these kobolds march in formation, conducting a routine perimeter check. There is a 15% chance that "Charlie" the ogre from the Ogre Cave (#C) follows them — "Hey! Way youse guys goin'?"
46-50	LION, MOUNTAIN, x 1. Roll on SUB-TABLE 1. and SUB-TABLE 2. for activity and condition.
51-60	ORC PATROL, x 3-5. From Orc Lair (#H) or possibly come to join that tribe.
61-65	OWLBEAR (SMALL) x 1. Roll on SUB-TABLE 1. and SUB-TABLE 2. for activity and condition. 25% chance it is "Pinky" from Owlbear Den (#J).
66-75	SNAKE, POISONOUS, x 1 (33% of the deadly variety). Slithering through the underbrush; an encounter indicating that the reptile has either been stepped on or near enough to provoke attack; otherwise it will slither away.
75-80	STIRGES, x 2-5. Out from their nest seeking warm-blooded prey.
81-85	THIEF, SCOUT, x 1. This 2 nd to 4 th level scout represents an organization of the Castle Keeper's choice, such as a local Thieves' Guild, an NPC adventuring band, evil bandits, etc. He or she is investigating rumors of the lifting fog.
86-95	Unexplained noise: Falling rocks, crashing tree, hissing, slithering, gushing, whispering wind, grunting, etc.
96-98	WOLF PACK, x 3-6. Roll on SUB-TABLE 1. and SUB-TABLE 2. for activity and condition. These are wolves from the Wolf Den (#A).
99-00	The Little Hillwood Werewolf (nighttime only, see <i>Mouths of Madness</i> #A). This notorious werewolf ranges the Little Hillwood from the False Urt River to as far west as the Menhir Hills Road. It terrorizes men and humanoids alike.

RANDOM ENCOUNTER SUB-TABLES

The following three sub-tables are provided as tools for the CK. The first two determine the physical condition of an animal or monster and what activity it is engaged in when encountered, because animals and monsters are usually doing something other than wandering around looking for characters to kill. The Castle Keeper may either roll for a result or simply choose one to best facilitate game play. The third table is for the generation of notable weather activity.

SUB-TABLE 1. ANIMAL OR MONSTER PHYSICAL CONDITION:

D100 Condition

01-10	Large and very robust (+10% to +60% HPs; +1 to +2 on attack damage)
11-70	Normal
71-75	Injured (-10% to -40% HPs)
76-80	Wounded (-10% to -40% HPs) and enraged (+1 to +2 on attack "to hit" and damage scored)
81-85	Dying (40% chance from poison, 30% from injury, 30% from disease); -1 to -2 on attack "to hit", and damage scored.
86-90	Trapped (pit, snare, or other trap; injured (-10% to -80% HPs)
91-95	Rabid (+1 to +3 on attack chance "to hit" and damage scored); rabies transmitted to anyone bitten.
96-00	Starving or dehydrated (-10% to -40% HPs; -1 to -2 on attack chance and damage scored)

SUB-TABLE 2. ANIMAL OR MONSTER ACTIVITY

D100	Activity
01-08	Fighting with or running away from another animal or monster*
09-20	Hiding from or observing/stalking the characters
21-24	Dozing or asleep
25-27	Entering or settling into a den, lair, or like resting place
28-30	Grooming itself or another like creature
31-35	Engaged in mating display or else play activity
36-45	Roaming about at a walk or faster pace
46-55	Drinking water or at a salt lick
56-00	Eating or seeking to eat (browsing, grazing, foraging, hunting, fishing)

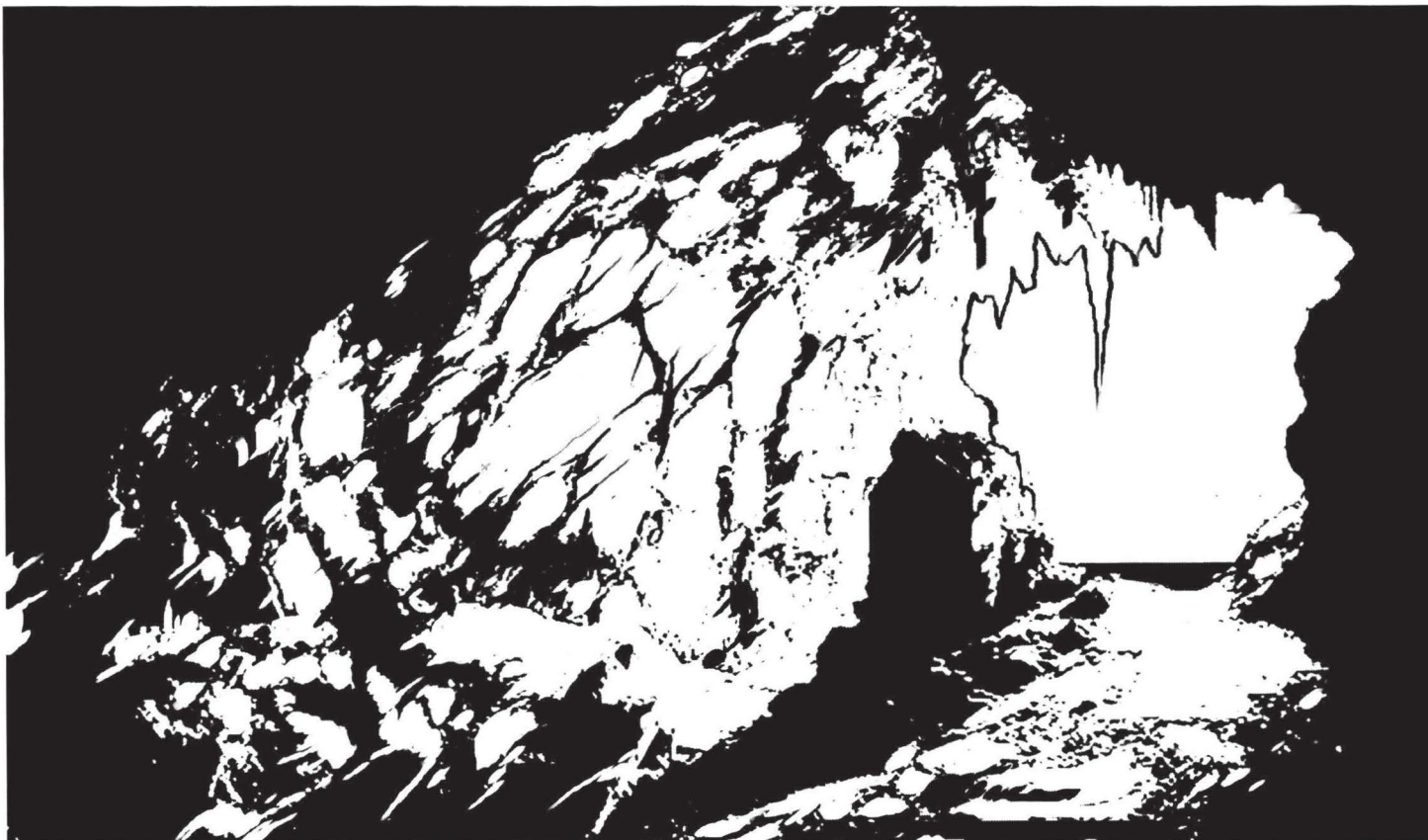
* If a normally non-aggressive creature, it is 90% likely that it will be encountered in flight from a predator. If this is a predator or aggressive animal, there is a (0-50%) chance it is fighting with another predator, or equal (51-00%) chance running away from another predator.

SUB-TABLE 3. WEATHER ACTIVITY

The CK is encouraged to use common sense when utilizing the chart below; i.e. a storm can indeed take a party by surprise, but in other cases a druid or ranger may likely detect the subtle signs of a shift in progress.

D100	Weather
01-30	Cold or heat (90% movement rate for the duration of the effect, d4 for days unless new problem replaces it)
31-35	Hail storm or downpour (no movement for duration, d3 for hours it lasts, and 50% movement for one hour after it ends)
36-50	Thick Fog (10% normal movement for duration of effect, d6 for hours it lasts)
51-70	Light persisting rain or sleet (75% movement rate for twice duration, 4d6 hours it lasts)
71-85	Rain or snow (50% movement rate for twice duration, 3d6 for hours it lasts)
86-90	Strong winds (25% movement rate for duration, d3 for hours it lasts)
91-00	Severe thunderstorm or blizzard (no movement for the duration, d3 for hours it lasts, 50% movement remainder of the day and the following day)

N.B. Wet weather affects bow and crossbow strings. Archery ranges are reduced by 20% in such conditions. Cold snow does not have such an adverse effect.



MEN AND MONSTERS RANDOMLY ENCOUNTERED

The following men and monsters are among those randomly encountered. Most monsters are fully described in *Monsters & Treasure*, though notable exceptions are indicated below. Also, you might note that many monster stat blocks throughout the Upper Works are slightly modified from the M&T source material to reflect the author's original vision of the various critters.

The Castle Keeper is encouraged to bolster or reduce monster stats and numbers to appropriately challenge the player characters. Hit Point totals are suggested values open to CK modification.

APE, CARNIVOROUS: (This neutral animal's vital stats are HD 4d10, HP 23, AC 15, MV 30 ft., 30 ft. climb. Its saves are physical. It attacks with two fist smashes that deliver 1d4 damage each, and it can also deliver an overbearing attack at the same time. If both fist attacks are successful, a grappling attack is allowed that, if successful, causes an additional 2d4 damage. Once an opponent is grappled, hugging damage continues until the character makes a successful strength save. This creature has a natural ability to hide, thus +5 to all hide checks, and receives a +3 to all surprise checks. XP: 80+4)

BANDIT: (They are 0th level, neutral evil, human fighters whose vital stats are HP 4, AC 13. Their primary attributes are physical. They have studded leather armor, battle axe [+0 "to hit"; 1d8 damage], short bow [+0 "to hit"; 1d6 damage], arrows x6, and 1d6 sp. XP: 5+1)

BANDIT, LIEUTENANT: (They are 2nd level, neutral evil, human fighters whose vital statistics are HP 14, AC 14. Their primary attributes are physical. They have scale mail, longsword [specialized; +3 "to hit"; 1d8+1 damage], short bow [+2 "to hit"; 1d6 damage], arrows x12, and 1d6 gp. XP: 10+2)

BAT, GIANT CAVE: (These neutral creatures' vital stats are HD 1d2, HP 1, AC 12, MV 5 ft., 50 ft. fly. Their saves are physical. They attack by swarming exposed portions of the body. Their attacks are in groups of four, and receive 1 attack for each 4 bats. If a hit is scored, 1 point of damage is inflicted from scratches and bites. They receive +3 to all "to hit" rolls. They attack for only 1d4 rounds before leaving. XP: 5+1)

BATRACHIANOID*: (These chaotic evil humanoids' vital stats are HD 1d8, HP 5, AC 14, MV 20 ft., 30 ft. hop, 40 ft. swim. Their saves are physical. They attack by weapon type. Their special abilities include a hopping attack for double damage [though -4 to their AC], and a chameleon ability that gives them +5 to hide checks and +10 to surprise checks. They have leather armor, spear, and 1d6 cp. XP: 11+1)

BEAR, BLACK: (This neutral animal's vital stats are HD 3d8, HP 15, AC 13, MV 40 ft. Its saves are physical. It attacks with two paws for 1d4+1 damage and a bite for 1d6+1 damage. If both claw attacks are successful in a single round, the bear's foe must make a strength save or be caught in its crushing hug for 2d4+1 points of damage. XP: 40+3)

BOAR, WILD: (This neutral animal's vital stats are HD 2d8, HP 8, AC 16, MV 40 ft. Its saves are physical. It attacks with a gore for 2d6 damage. Boars have twilight vision and attack as though they are 5 HD creatures. XP: 15+2)

BRIGAND, CROSSBOWMEN: (They are 1st level, neutral evil, human fighters whose vital stats are HP 5, AC 13. Their primary attributes are physical. They have studded leather armor, longsword [+1 "to hit"; 1d8 damage], heavy crossbow [specialized; +2 "to hit"; 1d10+1 damage; 1 attack per 2 rounds], 8 bolts, dagger, and 1d6 gp. XP: 7+1)

BRIGAND, FLAILMEN: (They are 1st level, neutral evil, human fighters whose vital stats are HP 5, AC 14. Their primary attributes are physical. They have scale mail, heavy flail [specialized; +2 "to hit"; 1d10+1 damage], belt axe, dagger, and 3d6 sp. XP: 7+1)

BRIGAND, SERJEANT: (They are 2nd level, neutral evil, human fighters whose vital statistics are HP 14, AC 15. Their primary attributes are physical. They have chain hauberk, shield, longsword [specialized; +3 "to hit"; 1d8+1 damage], light crossbow [+1 "to hit"; 1d6 damage], bolts x12, and 2d8 gp. XP: 10+2)

BUGBEAR: (These chaotic evil humanoids' vital stats are HD 3d10, HP 16, AC 16, MV 30 ft. Their saves are physical. Their special ability is darkvision 60 ft. They have patchwork ring mail armor, buckler, bastard sword, light throwing hammers x2—all weapons at +3 damage due to strength. They also carry 2d4 gp. XP: 30+3)

ELF, WOOD, BOWMAN: (They are 1st level, chaotic neutral fighters whose vital stats are HD 1d10, HP 8, AC 12, MV 30 ft. Their primary attributes are physical. Their significant attribute is dexterity 15. Their special abilities include hide, move silent, pass without trace, longbow training. They have padded armor, longbow [specialized; +4 "to hit"; 1d6+1 damage], arrows x12, short sword [+1 "to hit", and 3-18 sp. XP: 13+1)

ELF, WOOD, SPEARMAN: (They are 1st level, chaotic neutral fighters whose vital stats are HD 1d10, HP 8, AC 13, MV 30 ft. Their primary attributes are physical. Their significant attribute is dexterity 15. Their special abilities include hide, move silent, pass without trace, longsword training. They have leather armor, spear [specialized; +3 "to hit"; 1d6+1 damage], longsword [+2 "to hit"; 1d8 damage], and 2-12 sp. XP: 13+1)

ELF, WOOD, SWORDSMAN: (They are 1st - 3rd level, chaotic neutral fighters whose vital stats are HD 1d10, HP 5 per level, AC 14, MV 30 ft. Their primary attributes are physical. Their significant attribute is strength 15. Their special abilities include hide, move silent, pass without trace, longsword training. They have leather armor, shield, longsword [specialized; +4 to +6 "to hit"; 1d8+2 damage], dagger, and 2-12 gp. XP: 13+1; 16+2; 26+3)

GHOUL: (These chaotic evil undeads' vital stats are HD 2d8, HP 10, AC 14, MV 30 ft. Their saves are physical. They attack with 2 claws for 1d4+2 damage and 1 bite for 1d4+1 damage. Any living creature, other than an elf [they are immune], that is clawed or bitten by these monsters must make a save versus paralysis or become rigid [paralyzed]. This paralysis lasts 20-50 minutes [1d4+1 x 10], unless a remove curse or remove paralysis is cast. These creatures are immune to sleep and charm spells. Their killed victims will become ghouls unless a bless spell is cast. These monsters will not enter the magic circle of a protection from evil spell. XP: 30+2)

GNOLL: (These chaotic evil humanoids' vital stats are HD 2d10, HP 13, AC 15, MV 30 ft. Their saves are physical. They attack by weapon at +2 damage due to strength. Their special ability is darkvision 60 ft. They have patchwork leather armor, shield, throwing club, morning star, and 2d4 gp. XP: 12+2)

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

GOBLIN, LEADER (CORPORAL): (These lawful evil humanoids' vital stats are HD 3d6+2, HP 15, AC 16, MV 20 ft. Their saves are physical. Their special abilities are darkvision 60 ft., and light sensitivity [-1 to attacks in bright light], and high strength for an additional +1 "to hit" and +1 damage. They have breastplate, shield, belt axe, morning star, and 2d4 gp. XP: 20+3)

GRIFFON: (This neutral creature's vital stats are HD 7d10, HP 45, AC 17, MV 30 ft., or fly 80 ft. Its saves are physical. It attacks with two claws for 1d4 damage each and one bite for 2d8 damage. It has dark vision and twilight vision that allows it to see in the dark. XP: 270+7)

HOBGOBLIN: (These lawful evil humanoids' vital stats are HD 1d10, HP 8, AC 15, MV 30 ft. Their saves are physical. They attack by weapon at +1 damage due to strength. Their special ability is darkvision 60 ft. They have crude chain mail armor, composite short bow, x12 arrows, halberd, and 2d4 sp. XP: 7+1)

KOBOLD: (These lawful evil humanoids' vital stats are HD 1d4, HP 3, AC 15, MV 30 ft. Their saves are physical. Their special ability is darkvision 60 ft. and light sensitivity [-1 to attacks in bright light]. They have chain hauberk armor, javelins x3, shortsword, and 1d6 sp. XP: 5+1)

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

LIZARDFOLK: (These neutral creatures' vital stats are HD 2d8, HP 10, AC 15, MV 30 ft., 20 ft. swim. Their saves are physical. They attack with a spear, or two claws for 1d2 damage and a bite for 1d8 damage. XP: 10+2)

LOSEL*: (These neutral evil humanoids' vital stats are HD 1d8+4, HP 10, AC 14, MV 30 ft., 40 ft. climb or brachiate. Their saves are physical. Their special ability is darkvision 300 ft. They attack by weapon at +2 damage due to strength. Their long arms allow first strike against any creature of equal or smaller size, and they have the conceal ability as per the PHB ranger class. They have crude leather armor, stone clubs, and sinew necklaces laced with the fingers of those they have killed. XP: 18+1)

MAN, WOODSMAN (FISHERMAN/HUNTER/TRAPPER/WOODCUTTER): (They are 0th-2nd level, neutral, human fighters whose vital stats are HD d8, HP 5 per HD, AC 12. Their primary attributes are physical. Their significant attribute is strength 15. They have leather armor, battle axe [+1 to +3 "to hit"; 1d8+1 damage], heavy knife, and 1d6 sp. XP: 3+1, 5+1, 10+2)

NAGA, WATER: (This neutral creature's vital stats are HD 7d8, HP 35, AC 15, MV 30 ft., 50 ft. swim. Its saves are physical. It attacks with a bite for 1d4 damage, though is non-aggressive and will avoid combat. Its bite delivers a mild toxin that causes 1d4 additional damage, save negates. It also wields spells as a 7th level wizard, focusing on spells that promote protection and escape, such as dimension door, invisibility, shield, teleport, etc. If forced to fight it will use its constrict ability and drag the victim underwater. To constrict, the naga must make a successful bite attack. The next round it can make a grappling attack against the opponent. If successful, the defender is entwined and being constricted for 1d10+2 damage per round. Individuals with a 15 strength or greater can attempt a strength check to escape the naga's coils. XP: 540+7)

NIXIES (SPRITE): (These neutral creatures' vital stats are HD 1d4, HP 3, AC 14, MV 10 ft, 30 ft. swim. Their saves are mental. They attack by weapon type, though avoid direct confrontation if possible. They have daggers and javelins. They can cast water breathing at will and cast a powerful charm person spell that lasts for one year. XP: 15+1)

ORC: (These lawful evil humanoids' vital stats are HD 1d8, HP 5, AC 13, MV 30 ft. Their saves are physical. Their special abilities are darkvision 60 ft. and light sensitivity [-1 to attacks in bright light]. They have piecemeal armor, halberd, warhammer, short bow, 6 arrows, and 1d6 gp. XP: 5+1)

OTTER, GIANT: (This neutral creature's vital stats are HD 4d8, HP 21, AC 15, MV 30 ft., 40 ft. swim. Its saves are physical. It attacks with a bite for 2d6+5 points of damage. XP: 40+4.)

OWLBEAR (SMALL): (These neutral monsters' vital stats are HD 3d10, HP 19, AC 15, MV 30 ft. Their saves are physical. They attack with two claws for 1d4 points of damage and one bite for 2d4 points of damage. If the owlbear strikes with 2 claws, it pulls the victim to itself, hugging and dealing an extra 2d4 points of damage, save versus strength to avoid. Additional strength saves are allowed each round, if trapped thus. The owlbear can automatically squeeze for 2d4 damage and bite for 2d4 damage a hugged victim each round. XP: 40+3)

RATS, RIVER (GIANT): (These neutral animals' vital stats are HD 1d4, HP 2, AC 13, MV 30 ft., 15 ft. climb. Their saves are physical. They attack with a bite for 1d2 points of damage, a shield's AC bonus not applicable. They have twilight vision, and 10% will be diseased, the effects of which the Castle Keeper may determine. XP: 1+1)

RIVERMEN: (They are 0th level, chaotic neutral, human fighters whose vital stats are HD 1d8, HP 5, AC 11. Their primary attributes are physical. Their secondary skill is Nautical Ability, which is described in the CZY Appendix. They have waterproofed leather coats, spears [+0 "to hit"; 1d6 damage], and 12-inch knives. XP: 5+1)

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

SNAKE, POISONOUS (DEADLY): (This neutral animal's vital stats are HD 2d6, HP 7, AC 14, MV 20 ft. Its saves are physical. It attacks with a bite for 1 point of damage. Its bite delivers poison for 1d4 points of additional damage for 10 rounds, save versus poison reduces damage to 1 point per round. XP: 20+2)

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

STIRGES: (These neutral creatures' vital stats are HD 1d6, HP 3, AC 16 Move 10 ft., 40 ft. fly. Their saves are physical. They attack with a sting for 1d3 points of damage. Their special abilities include attach and blood drain for 1d4 points of damage per round. XP: 15+1)

THIEVES:** (They are 3rd-4th level, alignment variable, race variable—human, dwarf, elf, half-elf, halfling—thieves whose vital stats are HP 4 per level, AC 14. Their primary attributes are physical. Their significant attribute is dexterity 16. They have leather armor, longsword [+1 "to hit"; 1d8 damage], and throwing daggers [+3 "to hit"; 1d4 damage]. They also carry thieves' tools, 50' rope, grappling hook, 6-inch iron spikes x4, and 3d6 gp in mixed coin. XP: 50+3; 120+4.)

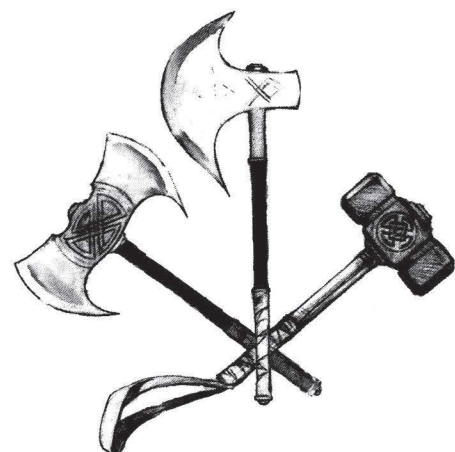
TURTLE, HUGE SNAPPING: (These neutral creatures' vital stats are HD 5d8, HP 20 AC 19 shell, 12 head, limbs, and tail, MV 3 ft. land, 6 ft. swimming. Their primary attributes are physical. They attack with a bite for 2d4+10 points of damage. Once the huge snapping turtle has successfully bitten a victim it does not have to strike again. Each round thereafter the turtle inflicts 2d4 points of damage per round. Also, the turtle may attempt to drag creatures into the water where they can drown. To escape, the turtle must be killed or suffer the loss of 50% of its hit points, or the victim must make a successful strength save to break free. XP: 100+5)

WOLF, GREY: (These neutral animals' vital stats are HD 2d8, HP 9, AC 13, MV 50 ft. Their saves are physical. They attack with a bite for 1d4+3 damage. Their special abilities include a trip attack, superior sense of smell, and twilight vision. XP: 10+2)

WOLVERINE (SMALL, NORMAL): (This neutral creature's vital stats are HD 3d8, HP 16, AC 15, MV 20 ft. Its saves are physical, and all attacks are made as though it were 3HD higher than it is. It attacks with two claws for 1d4 points of damage and one bite for 1d4+1 damage. It can release a musk spray 10' wide by 30' long, saving throw versus breath weapon or victim is blinded for 1-2 hours; regardless of save, any creature in the spray's area of effect is sickened and suffers -2 strength, dexterity, and constitution for 2-8 turns. XP: 50+3)

* see APPENDIX C.

** refer to PHB "rogue" for various class abilities.



PART III: THE WILDERNESS

CASTLE ZAGYG IS ACCESSED via the *Old Castle Track*, which cuts through the *Little Hillwood* and is located on a rocky bluff overlooking the *False Urt River*. Despite the surrounding wilderness being relatively small and already populated with its share of malign and monstrous inhabitants, the domain of the Mad Archmage has an allure about it, hence attracting substantial activity.

OLD CASTLE TRACK

Refer to TABLE 1. (Page 8) for random encounters on the Old Castle Track.

The Old Castle Track wends east-west through the Little Hillwood. This old cart path is *cursed*, however, and those who traverse its length must make a series of *nerve checks* (see below) or suffer the consequences. When the characters reach the end of the Old Castle Track, refer to PART IV. APPROACHING CASTLE ZAGYG.

This winding, rutted track is narrow and spotted with weedy overgrowth. Tangles of small trees and underbrush encroach upon its verge, nigh-impenetrable because of briars, thorn bushes, and heavy vines. The looming trees are large and heavy-limbed, and their foliage makes the way dim and shadowy. Their boughs creak and groan—even when there is not but a breath of air—and the leaves rustle faintly. Traversing the ancient path, you begin to suffer a distinct pang of unease, a quickness of the heart. You have a sneaking suspicion that the trees have eyes . . .

Of course such a setting makes it nearly impossible to note dangers lurking in the murky woods around the pathway, and it seems to those venturing along it that something fell is watching them always, some unseen foe that is poised to strike. This omnipresent anxiety and disquiet is inescapable; thus the way is generally shunned by all save the heartiest adventurer . . . or malign predator.

Nerve Check: The first time the route is taken, travelers are required to make a *nerve check* (fear save, see below) at every mile to proceed unruffled. This is the result of a potent *aversion* spell engendered by the Mad Archmage.

First Nerve Check: is a *fear save* (CL 0). If a failure results, the character may proceed (albeit nervously) but is affected with -1 "to hit" and damage, and -3 on all surprise checks. This effect lasts until a successful "nerve check" is made.

Subsequent Nerve Checks: these are also *fear saves*. If the previous check resulted in a failed save, the CL for subsequent saves increases in difficulty by 1 (thus, CL 1, CL 2, etc.); otherwise it reverts to CL 0.

If the saving throw is failed three consecutive times: the character loses nerve and flees back to the Menhir Hills Road (or whichever direction they had approached from). The only way such an individual will set foot on the pathway again is if a *remove curse* spell is cast upon him or her.

Once a player character has succeeded in traversing the Old Castle Track from the Menhir Hills Road to Castle Zagyg, no further *nerve check* is required; that person is thenceforth inured to the effects of the curse.

MOVEMENT ON THE OLD CASTLE TRACK: Traversing the Old Castle Track progresses at a rate of about 2 miles per hour walking afoot, unencumbered. Moving off the beaten track is at one-tenth the normal movement rate (one-quarter if a druid or ranger), and that speed assumes cutting away foliage with a heavy blade.

THE LITTLE HILLWOOD

Refer to TABLE 2. (Page 8) for random encounters within the Little Hillwood.

This woodland lies along the southern portion and towards the middle of the Menhir Hills. Its southern verge begins near the Menhir Hills Road, about 16 miles north of Yggsburgh as the crow flies. Both the Urt River and the False Urt Rivers pass through its north and central regions. Along those waterways, and where the woodland borders the Greypools Mire, the trees are mainly great willows with some aspen, birch, and tamarack. Elsewhere, its growth is of typical forest hardwoods—primarily ash, chestnut, elm, hickory, maple, oak, and walnut. The understory is choked with small trees, underbrush, briars, thorn bushes, poison ivy and poison oak (CK's option as to effect of touching, but a 10% penalty to performance is a good rule of thumb), and heavy vines. Its fauna includes everything from shrews, moles, and mice, on through squirrels and rabbits and various birds, to large game such as wild swine, deer, elk, and aurochs. As well, there are predators such as eagles, giant owls, bears, big cats, wolves, and wolverines (gluttons) to be found within its precincts.

West of the False Urt River (Castle Zagyg's side of the waterway) the hilly woodland is populated by large numbers of humanoids, bandits, and monsters. Demi-humans (predominantly wood elves) have established a foothold east of the river and thus repel bandits, raiding orcs and their ilk. These elves are chaotic in nature and will treat any intruders—good or evil—with hostility. This may include imprisonment, followed by blindfolding and being marched eastwards out of the forest.

MOVEMENT IN THE LITTLE HILLWOOD: Moving across this tangled woodland is at one-tenth normal rate (one-quarter if a druid or ranger), and that speed assumes cutting away foliage with a heavy blade. That means unencumbered characters moving afoot will progress 0.2 miles per hour, with occasional breaks in the foliage that allow double this compromised movement rate; off-track movement being impossible for most horses.

THE FALSE URT RIVER

Refer to TABLE 3. (Page 9) for random encounters on or in the False Urt River.

The False Urt River lies at the foot of the rocky bluff upon which is built Castle Zagyg. This river is substantial in breadth but shallow and sluggish in flow (except during spring flood season). Its channel is no more than two miles distant from that of the Urt in this region, and no more than five miles further north. At one time the two rivers were thought to be one, but careful mapping has made the difference between them distinct.

Although the upper reaches of the river are wild and dangerous, boats and barges can navigate the False Urt, from some 75 miles northwards all the way downriver to the marsh known as the Grey Pools Mire. In the Mire, only very shallow-draft watercraft can pass through to gain the actual Urt River. The banks of the False Urt River, like the Urt, are lush with long stretches of willow bushes and other shrubs thickly clustered along its shores. Many copses and groves of large willows, or trees of other kinds, are found on or near the waterway's banks. These verges are generally seven to ten feet high, though greater where the river cuts through the more rocky and precipitous hills.

As noted, the False Urt River feeds the Greypools Mire, a marsh of some 42 square miles. It is from this vast swampland that raiding parties of batrachianoids and lizardmen originate, attracted to Castle Zagyg as many other humanoids are, though they usually cling to the west side of the waterway, avoiding the wood elves of the eastern portions of the Little Hillwood. The Grey Pools Mire is also where the rivermen known as the SWAMP RATS* keep camp.

If the characters approach Castle Zagyg by way of watercraft on the False River Urt:

From your craft you note a rocky bluff looming some 80 feet above the False Urt River. Atop it you glimpse ruins—walls, towers, gatehouses. The castle fortress stands above said ruins, it being flanked by an enormous pair of towers, one round, the other hexagonal. A hazy mist clutches the fortress and through this you catch glimpse of a turret here, gallery of windows there, and extending to the sky above—two ominous spires of stone.

Castle Pier: If the PCs study the banks they may spot a pier to which they can moor their vessel. This pier is periodically (about weekly) utilized by the **SWAMP RATS***, rough rivermen who trade with the bandits that occupy the postern gate (*Ruins of the Castle Precincts* #36) and thus the band that occupies the castle fortress. These bandits are inured to the effects of the cursed fog that once bound this place.

* SEE APPENDIX D.

You see a wooden pier supported by heavy posts. The pier is T-shaped, about 30 feet wide along the bank, extending another 20 feet long by 10 feet wide into the sluggish water. Inland, about 90 feet northwest of the structure, you note the ruins of an old watch tower, but a pile of debris being all that remains of it. The ruined tower lies at the foot of a switchback stair carved into the side of the bluff on which Castle Zagyg is built. The stairs climb 30 feet to a landing, then another 30 feet to a second landing. The stairs, however, have also suffered significant ruin and thus present a difficult negotiation. At the top lies the postern gate of Castle Zagyg.

CK's Note: If the PCs elect to approach the ruined watch tower, the switchback stairs carved into the bluff face, or the postern gate, please turn to *Ruins of the Castle Precincts*, encounter area #36.

WILDERNESS SET ENCOUNTERS

The wilderness surrounding Castle Zagyg is populated by monsters, humanoids, and dangerous beasts—many of which will be randomly encounters as noted in the above encounter tables. Here follows a list of set encounters in the wilderness. Creative Castle Keepers are encouraged to expand upon these selections as suits the individual campaign, whether through preparation or some good old-fashioned seat-of-the-pants improvisation.

WD-1. DARK CHATEAU

This is the location of the former manse of the Mad Archmage, located at the end of an overgrown cart path. *Castle Zagyg: Dark Chateau* is an adventure written by Rob Kuntz and available from Troll Lord Games.

WD-2. LOSELS OF THE FOREST

Two miles southwest of Castle Zagyg, among the tallest oaks dwell green-skinned, ape-like humanoids called losels, a degenerate crossbreed of gorilla and orc. Their leaders are abominations even more despicable—crossbreeds of gorilla, orc, and human.

The hoots and chirping shrieks of simians resound from high above within the upper boughs of massive oaks and ash. Looking up you see a cluster of arboreal huts, these built some 60 to 80 feet above the forest floor. The vague shapes of simians can be seen swinging from branches and vines high above.

The losels of this arboreal village will range far from their tribal community; however, an enchantment prevents the humanoids from setting foot on the Old Castle Track (an annoyed Mad Archmage once cursed them thus for destroying his shipment of wine and spirits). These humanoids

will brachiate high above the Old Castle Track where the tallest of trees form a canopy; otherwise they shun the path entirely. Should the party draw attention to themselves, the losels will flank and follow, swinging limb to limb. They bide their time, waiting (hoping) for the characters to step off the rutted, overgrown path by 100 feet minimum. They will then attempt to capture the party using lassos and bring them back to the community to be boiled alive and eaten, or sacrificed to the demon they worship. The losels will stop about a half-mile before the Old Castle Track meets Castle Zagyg's precincts, utterly fearful of that place.

The arboreal village is comprised of **110 LOSELS**: 40 male warriors, 35 females, 15 elderly, and 20 young. If under attack, both males and females will protect the village, it being a cluster of about 10 huts woven of sticks and vines and perched among the sturdiest limbs. The huts, being 60 to 80 feet off the forest floor, are joined by suspended bridges of spliced vines, though remote huts must be brachiated to and from. Each hut is presided over by a sub-chief.

CK's Note: As this is a large number of adverse creatures, it is urged that you keep track of their losses. When the male population is below half (at 19 or fewer) you might wish to increase it by having new losels move in, 4-6d6 males, 2-4d6 females, but replacing lost old and young members of the tribe only over time.

The **CHIEFTAIN** of the tribe is **GRIMLOCK MANFACE**, a heavily scarred, ape-man who wears a splint mail, great helm, and wields a magical heavy flail. Depending from his neck is a string holding no less than a hundred fingers, these being the digits of those he's slain in combat.

Grimlock's **SHAMAN** (and advisor) is **Ji'GUN-TIMA**, an elderly female of potent sort. Ji'gun-tima is a blonde-haired simian woman with a blue-green, wrinkled visage and ice-blue eyes. She wears a string of shrunken human heads around her neck that clatter as she moves about, and she carries a gnarled staff of oak topped with a bronze skull, the skull embedded with a faceted sapphire in the center of its brow ridge. Ji'gun-tima is treated with complete deference by all—even her chieftain. She is a worshiper of **MANDRILLAGON**, a monstrous, blue-faced demon with massive yellow-gray fangs. This denizen of the Abyss is said to be served by an army of flying demon-monkeys. The shaman makes live sacrifices (human, demi-human, or humanoid) to her demon lord at every full moon as the tribe, painted and



ecstatic, beats goblinskin drums and caper about feverishly. Grimlock, the chieftain, observes the spectacle from his wooden throne, drinking blood wine from a bronzed kobold skull, his females sprawled before him.

See **PLAYER HANDOUT #1** (*Upper Works Map & Illustration Booklet*) for an illustration of the losel chieftain and his shaman.

Further development of this tribe, its customs, and its holdings are the responsibility of the Castle Keeper. The chieftain hoards a treasure of perhaps 2,000 gp worth of gold, gems, and jewelry; likewise, his shaman may have a few scrolls such as *cause fear*, *magic missile*, and *mirror image*, amongst other bizarre and frightening curiosities (shrunken heads, human face-masks, jellied organs, pickled elf ears, etc).

There are smaller tribes scattered about the Little Hillwood Forest, and when an adolescent male is ostracized by the tribe (usually after losing a fight over mating rights), he may join one of these or likely perish alone; otherwise, outside tribes are treated with hostility. The Castle Keeper must choose where these are located, though it is possible that they are migratory.

GRIMLOCK MANFACE (LOSEL CHIEFTAIN): (*This neutral evil humanoid's vital stats are HD 4d8+4, HP 32, AC 16, MV 30 ft., 40 ft. climb or brachiate. His saves are physical. His special ability is darkvision 300 ft. He attacks by weapon at +4 damage due to strength. His long arms allow first strike against any creature of equal or smaller size, and he has the conceal ability as per the PHB ranger class. He wears splint mail armor and wields a +1 heavy flail [specialized; +6 "to hit"; 1d10+6 damage], lasso*, belt axe, and dagger. He also wears a sinew necklace laced with 100 fingers, and a gold amulet worth 125 gp. XP: 268*)

JIGUN-TIMA (LOSEL SHAMAN): (*This neutral evil humanoid's vital stats are HD 4d8+4, HP 25, AC 12, MV 30 ft., 40 ft. climb or brachiate. Her saves are mental and physical. Her special ability is darkvision 300 ft. Her attacks are at +2 damage due to strength. She has a +1 dagger [+5 "to hit"; 1d4+3 damage], +1 staff of protection mounted with bronzed skull head, and a shaman's rattle**. She can cast a mixture of cleric and wizard spells at a 5th level ability. She typically has the following spells memorized: 1st level—*cause fear*, *cure light wounds*, *magic missile*, *sleep*; 2nd—*hold person*, *mirror image*; 3rd—*curse*. XP: 260*)

LOSEL SUB-CHIEFS X 10: (*These neutral evil humanoids' vital stats are HD 2d8+4, HP 16, AC 14, MV 30 ft., 40 ft. climb or brachiate. Their saves are physical. Their special ability is darkvision 300 ft. They attack by weapon at +3 damage due to strength. Their long arms allow first strike against any creature of equal or smaller size, and they have the conceal ability as per the PHB ranger class. They have chain mail armor, heavy flail [+2 "to hit"; 1d10+3 damage], lasso*, and sinew necklaces laced with the fingers of those they have killed. XP: 40+2*)

LOSEL WARRIORS X 30: (*These neutral evil humanoids' vital stats are HD 1d8+4, HP 10, AC 14, MV 30 ft., 40 ft. climb or brachiate. Their saves are physical. Their special ability is darkvision 300 ft. They attack at +2 damage due to strength. Their long arms allow first strike against any creature of equal or smaller size, and they have the conceal ability as per the PHB ranger class. They have crude leather armor, stone clubs [+1 "to hit"; 1d6+2 damage] and/or long bow [+1 "to hit"; 1d6 damage] with 12 arrows, and sinew necklaces laced with the fingers of those they have killed. XP: 18+1*)

LOSEL FEMALES X 35: (*These neutral evil humanoids' vital stats are HD 1d8, HP 6, AC 12, MV 30 ft., 40 ft. climb or brachiate. Their saves are physical. Their special ability is darkvision 300 ft. They attack at +1 damage due to strength. They have the conceal ability as per the PHB ranger class. They wield clubs [+1 "to hit"; 1d6+1 damage]. XP: 9+1*)

**Lasso*: Experienced losels are adept in the use of lassos made out of strips of leather and vines. These weapons deal no damage but the victim is immobilized as follows: if used against a small or medium-sized opponent, the user must

strike an AC 15 or better (AC modified by strength and dexterity), size modifiers not applicable. A lassoed victim is prone (+5 "to hit") and cannot act except to break the hold. To break the hold, a strength check is required, the challenge level equal to the HD of the lasso user. Otherwise, the lasso has HP 3 with an AC 10 plus the wielder's dexterity bonus (if applicable).

** see APPENDIX B.

WD-3. ROCKY OUTCROP (IGGY THE MAD)

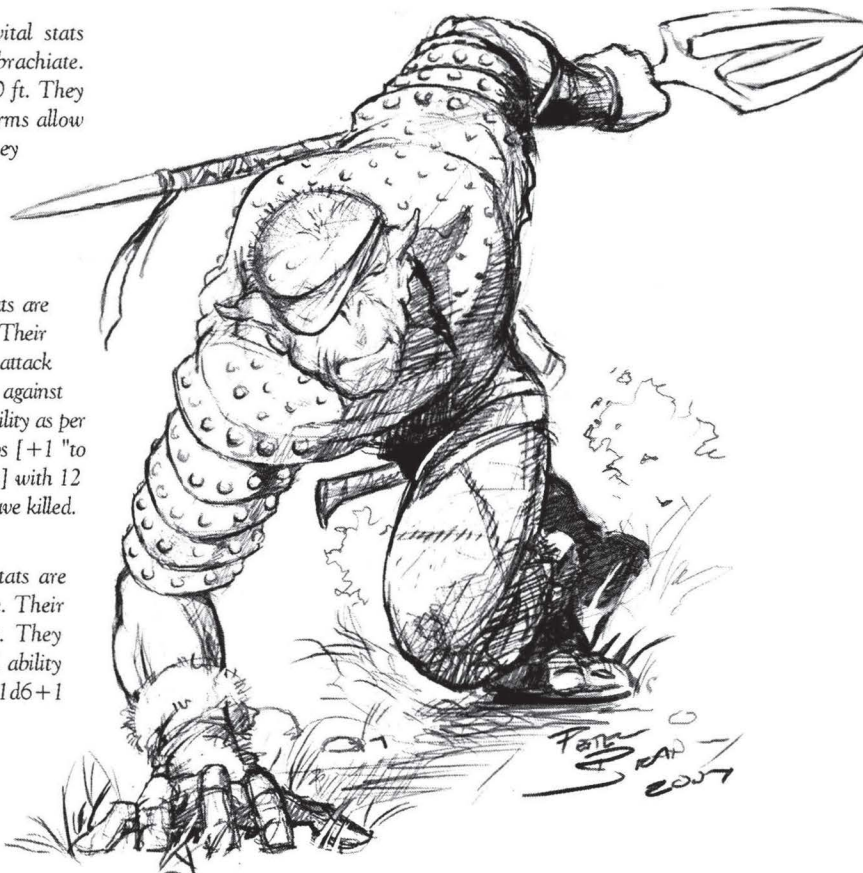
A light footpath in the forest leads you to an outcrop of rock upon which stunted trees and brush grow. At the base of the outcrop a cleft opens to what appears to be a cave.

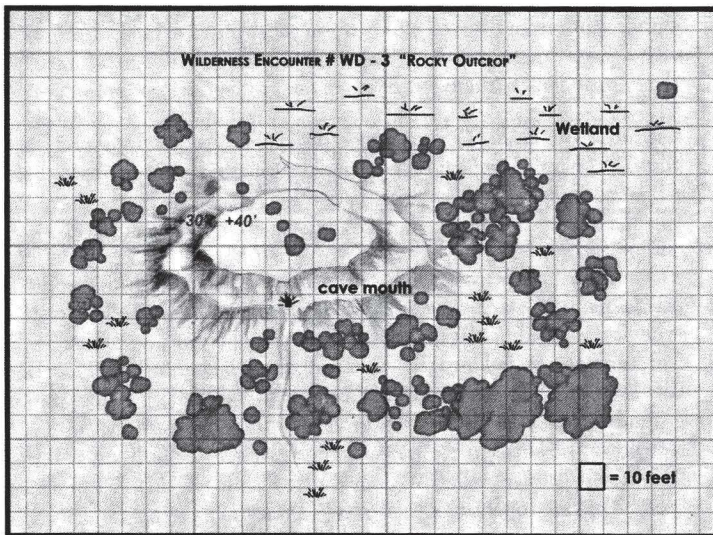
A ranger will note the cleft opens to a cave. The cave is a 30-foot-diameter interior with variable (8 to 12 feet) ceiling height. This is the lair of Iggy the Mad, a half-orc hermit who lives here alone. Iggy is a hunchbacked, one-eyed half-orc with skinny legs and bulging forearms. He often roams about the area spear fishing (with his trident), bow hunting, or traipsing the ruins of Castle Zagyg's precincts, so he is scarcely about by day (20%) but almost always by nightfall (95%—he's a bit afraid of the dark).

See **PLAYER HANDOUT #2** (*Upper Works Map & Illustration Booklet*) for an illustration of Iggy the Mad.

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

* see PHB for full list of ranger abilities.





one of which leads to the dungeons of Castle Zagyg one mile to the south. These dank underground passages were partially bored out by evil gnomes many years ago. There are several collapses within, and fungal growth is widespread—particularly *glowlichen*—which provides lambent illumination. Giant snails and slugs are many—so populous as to preclude even the most determined of adventurers from utilizing many of these passages. In addition, thousands upon thousands of cave bats lurk here, as well as giant rats, giant toads and giant snakes. These places are also populated by black puddings, gray oozes, green slimes, ochre jellies, and violet fungi. The caverns gradually descend in depth, some becoming more wet as one descends. One such passage leads to a rune-engraved stone archway whose ancient dwarvish script indicates, *THE CATACOMBS*, which will be presented in a future volume of this series. There is also a connection to the *WATERY CAVERNS* as alluded to in *Dark Chateau*. For now, the Castle Keeper is advised to avoid the discovery of the concealed tunnel, but if you are determined to develop such lengthy caverns, you can simply reconcile your developments with the forthcoming work.

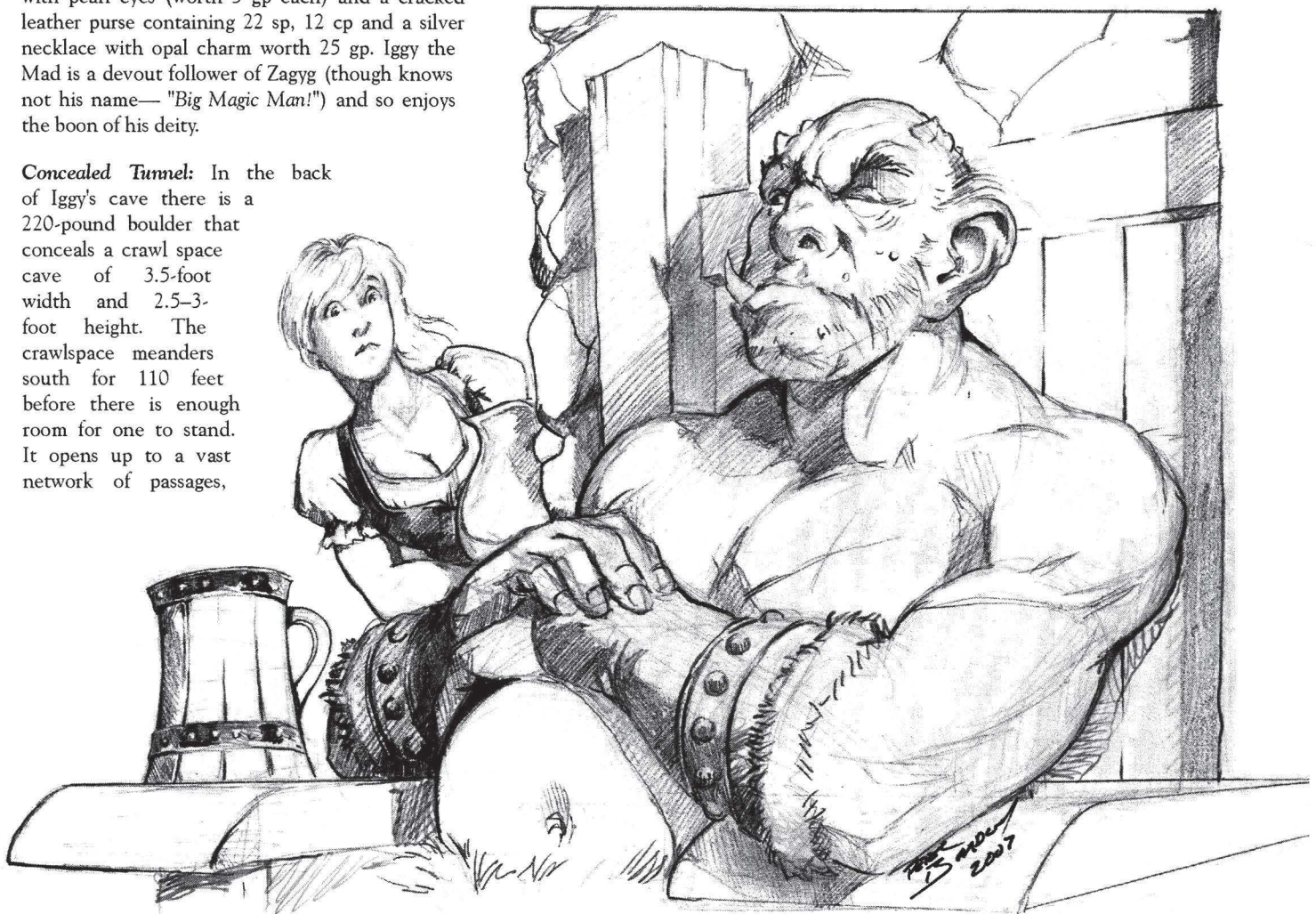
WD-4. STONE COTTAGE

A beaten footpath leads to this 20-foot-tall structure located within a shallow vale nestled between thickly wooded hills. The structure is built of boulders and fieldstones with a thatch roof, a fenced-in yard and a crudely-built barn of timber logs beside it. The fenced in area is planted with crops.

Iggy's lair consists of a pallet of straw, a flat rock he uses as a table (wooden bowl and spoons atop), a high-back oak chair with a broken leg, and a central fire pit that vents out through cracks in the ceiling. In the corner he keeps a 10-gallon keg of brandy, a bucket of water, and an old broom. On his pallet he keeps a braided tress of blonde hair, this once given to him by a maiden he rescued from the ogre of WD-4. He sleeps with the braid at night, it being his most treasured possession—any harm done to this thing will send him into a fit of rage (+2 attacks "to hit" and damage).

Under Iggy's pallet is a child's doll (missing an arm) with pearl eyes (worth 5 gp each) and a cracked leather purse containing 22 sp, 12 cp and a silver necklace with opal charm worth 25 gp. Iggy the Mad is a devout follower of Zagyg (though knows not his name— "Big Magic Man!") and so enjoys the boon of his deity.

Concealed Tunnel: In the back of Iggy's cave there is a 220-pound boulder that conceals a crawl space cave of 3.5-foot width and 2.5–3-foot height. The crawlspace meanders south for 110 feet before there is enough room for one to stand. It opens up to a vast network of passages,



This cottage is owned by a 9.5-foot tall, hairy, pot-bellied OGRE of nasty disposition. The ogre is here 85% of the time, cracking the whip on the 3-6 HUMAN CHILDREN whom he has enslaved; otherwise he is out on a raiding mission for loot or more slaves.

THE OGRE: (This chaotic evil humanoid's vital stats are HD 4d12, HP 27, AC 16, MV 30 ft. Its saves are physical. It attacks with a giant spiked club for 1d8+4 damage or by slamming with its fists for 1d10+4 damage [attacks at +4 damage due to size and strength]. It has a giant spiked club, a hand axe the size of a normal battle axe, a 25' whip, and a key to the barn padlock. XP: 178)

CHILDREN X 3-6: (They are neutral and/or good human boys and girls, HD 1d2, HP 2, AC 10.)

The cottage has a large front door (10-feet) and a similar side door. A single window, shuttered, stands 6.5 feet from the ground, left of the front door. Inside the cottage there are two rooms (kitchen/pantry and living area) and a quarter loft under the thatch.

- **Kitchen/Pantry:** The single window of this structure provides light to the kitchen/pantry area. Here the ogre keeps a large table. There is a stone fireplace, a green copper boiler of 3 feet diameter, a shelf, a cupboard, a 30-gallon keg, and a 5-gallon bucket of water. The shelf is stacked with a variety of wooden and iron utensils, earthenware, a silver goblet (12 gp), and a tin mug. Among these is an ENCHANTED LADLE, dweomered to float in the air, perfectly still WHEREVER it is placed. The cupboard holds 20 bottles of wine, these being of various vintages (worth 2-40 gp each). The keg rests upon a stone pedestal, is broached and filled with cheap ale.
- **Living Area:** The living area contains a big chair, a small round table, and a bear-pelt rug spread across the floor.
- **Loft:** The quarter-loft is under the thatch, tight for an ogre, and overlooking the living area. It is accessed via a stepladder. The loft is infested with fleas and smells like . . . an ogre. The ogre's pallet is but a pile of straw loosely strung together. Underneath the pallet the ogre keeps a sack of 211 sp, 65 ep, 47 gp, and an 8-ounce silver flask (worth 25 gp) filled with fine whiskey.
- **Barn:** In the log barn, which is a bit smaller than the stone cottage, there are 7 swine (1 boar and 6 sows) and two large troughs. Crude implements of stone are kept within, including a hand plough for turning over the garden (the ogre grows cabbage and carrots). The children sleep in the loft of the barn. They are locked in every night, the doors chained and PADLOCKED (CL 12 to break, CL 5 to pick). Notwithstanding, escapees almost never survive this hostile wilderness, and thus the orphans are hopelessly bound to this monster.

The ogre usually sits at his table, drinking wine and yelling out the window for the children to work harder. Sometimes he comes out to whip them. He always has a girl ready to refill his flagon. When he is out and about, he travels the OLD CASTLE TRACK (q.v.). He ignores the humanoids and bandits, and they likewise avoid him due to his size and brutal nature. He travels as far as the Menhir Hills Road to raid merchant wagons and pilgrims—not just for spoils, but to enslave more children. He wears a large wicker basket on his back, within which he will cram his spoils (including the children, having made orphans of them). These latter he will bring back to his cottage to serve as slaves. Boys will care for the swine, turn over the soil, repair the thatch,

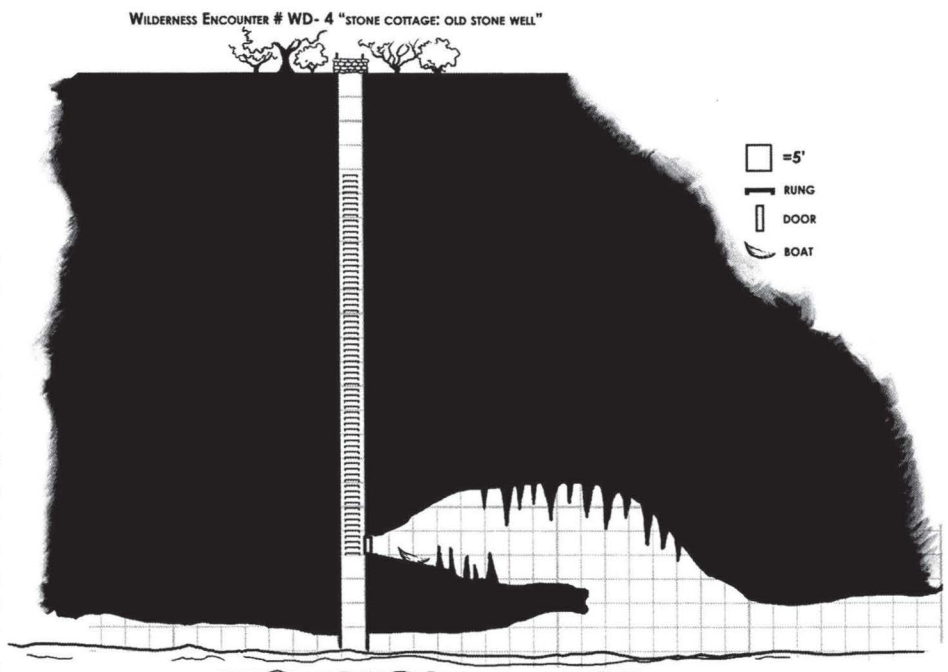
gather water from the well and perform other physical labor; the girls will clean the cottage, serve him his wine, and cook. The ogre scarcely eats the imprisoned children, but does mistreat them terribly.

Old Stone Well behind Ogre's Cottage, 6' dia.: Fifty feet southeast of the ogre's cottage, concealed by briar bushes, an old rosebush, and grape vines, there is a covered stone well. The well predates the ogre, the ogre having chosen this location because the ruins of an old foundation were already in place.

The well is of 6 feet diameter, 4 feet interior diameter. If the iron lid is pried open (pry bar required, one is hidden in the brush), a winch is revealed, it having a large hook at the looped end to which one may affix a bucket. Iron rungs are bolted into the inner wall, these beginning at 20 feet down the shaft and descending into darkness. This well sinks 120 feet into the ground and taps an underground river flowing northeasterly. A hundred feet down, however, there is small iron door set in the shaft, it being 2 feet wide by 4.5 feet tall. This door is rusted shut (*stuck*, CL 2 to shoulder open). The door opens to a LIMESTONE CAVERN.

Limestone Cavern (40' x 30' x 15'h): This is a toothy maw of stalactites and stalagmites overlooking the subterranean river. Iron cressets are spaced along the walls the cavern, but these are rusted and lack fuel. There is an old rowboat down here, its wood wet and rotted, though its oak frame remains sound. It can be repaired, though one must bring down the lumber one piece at a time. A ranger will find no recent tracks here; seemingly this secret launching point has not been utilized in decades.

The wending subterranean river ultimately feeds the BLACK RESERVOIR of Castle Zagyg. The river ranges from 20-45 feet in width, but the headspace is low. In fact, during spring flood seasons there is no headroom whatsoever. It will take a skilled boatman to negotiate the river's ebb and flow so as not to get sucked into a portion of which there is no headroom. These can lead to a quick death for the foolhardy, so caution should be exercised. Using this underground river to access the Black Reservoir should be avoided by the Castle Keeper until the next volume of this series is published. Simply eliminating headspace in the tunnel will likely avert even the boldest of expeditioners.



WD-5. FEN MOUND

You note a broad fen, thick with reeds, cattails, and moss. The fen is about 90,000 square feet in area, a place of pools and hummocks. In the center of the fen rises a mound of 20-foot height and roughly 45 feet in diameter, it being gripped with green, spongy moss.

Here dwells a tribe of 20 batrachianoids or "boggiwogs" as they are more commonly called. They are largely nocturnal in nature and will not trouble with individuals moving about the fen by daylight—unless such individuals approach their mound.

Under the moss-gripped mound is a maze of muddy burrows (tunnels of c. two feet in diameter) and two dens (hemispherical earth caves of c. 12 and 16 feet in diameter and six and eight feet in height). If disturbed, 6 boggiwog warriors will slither up from the muck using their *hide* and *chameleon* abilities. They will then spring forth to assail the intruders while the remainder of the tribe hides in the lair.

BATRACHIANOIDS* x 6: (These chaotic evil humanoid's vital stats are HD 1d8, HP 5, AC 14, MV 20 ft., 30 ft. hop, 40 ft. swim. Their saves are physical. They attack with javelins and spears. Their special abilities include a hopping attack for double damage [though -4 to their AC] and a chameleon ability that gives them +5 to hide checks and +10 to surprise checks. XP: 11+1)

* see Appendix C.

In the larger of the two lairs there are 2 MORE BOGGIWOG WARRIORS (as above), 3 FEMALES (equal to the males, except of 4 HP each), 8 YOUNG (non-combatant, 1 HP each), and 1 CHIEFTAIN, **BLOOK-GLOOK**. The two warriors and chieftain win initiative versus any opponent that crawls into the fen mound of these batrachianoids.

BLOOK-GLOOK (BATRACHIANOID CHIEFTAIN): (This chaotic evil humanoid's vital stats are HD 3d10+4, HP 20, AC 14, MV 20 ft., 30 ft. hop, 40 ft. swim. Its saves are physical. It attacks by weapon type at +2 damage due to strength. Its special abilities include a hopping attack for double damage, though -4 to his AC, and a chameleon ability that gives him +5 to hide checks and +10 to surprise checks. It has a +1 spear [+4 "to hit"; 1d6+3 damage]. It also wears a diamond-studded gold necklace worth 1,000 gp. XP: 95)

Hidden in this larger den, under a slab of stone lies the chieftain's treasure in a wooden barrel: including 111 cp, 185 sp, a gold ingot worth 100 gp, a potion of cure critical wounds, potion of cure poison, and a ring of water walking.

WD-6. COBWEBBED AREA

The trees of this area are strung with thick layers of cobwebs. Perhaps these are from the nests of tent caterpillars infesting the area.

2 GIANT SPIDERS have spun a nest of webs between the trees and underbrush here, occupying an area of 120 square feet. On the ground, under dead leaves and conifer needles, lies a pile of parched bones and scraps of metal. Among these is a +1 WARHAMMER OF LESSER UNDEAD DETECTION. This intelligent weapon glows with an indigo-blue light in the presence (50-ft. radius) of lesser undead (zombies, skeletons, ghouls — anything HD 2 or less). The hammer will urge its wielder to destroy such foul vermin, "...in the name of Thor!" Other items include a rusted suit of chain mail, a cracked kite shield emblazoned with a green dragon, and the buckles and clasps of garments long since rotted.

SPIDER, GIANT (MEDIUM-SIZED) x 2: (These neutral creatures' vital stats are HD 3d8, HP 13, AC 15, Move 30 ft., 20 ft. climb. Their saves are physical. They attack with a bite for 1d6 points of damage. Their bite injects venom for 1d6 additional damage, save negates. If the first save fails, an additional save is required one round later. If the second save also fails, the victim suffers an

additional 1d4 damage and paralyzation for 1d6 hours. These spiders also can throw a web 8 times per day as per the web spell*. XP: 52+3)

* see PHB for more information.

WD-7. THE OLD BLACKJACK OAK

You note a massive, gnarled blackjack oak tree has massive roots, a 7.5-foot diameter bole, and pear-shaped leaves with golden hairs on the underside.

Nested high in the boughs dwells a HARPY. She has a strangely attractive appearance when viewed from afar (100+ feet), though is hideous upon closer inspection. Once she spots a potential victim(s), such as those who veer off from the Old Castle Track (perhaps to camp, etc.), she will position herself at a slightly visible distance and then sing her lamenting, *captivating* song. She will lure her victims close, then take one back to her nest to be tortured and devoured. She is not of mind to fight a party of adventurers, preferring to steal one away, though she will defend her nest if the blackjack oak is ascended, for she places a great value on her treasures.

HARPY*: (This chaotic evil humanoid's vital stats are HD 3d8, HP 13, AC 13, MV 20 ft., 50 ft. fly. Its saves are physical. It attacks with 2 claws for 1d3 damage each. Its special ability is its 300-foot range *captivating* song, charisma save negates. Captivated victims will walk toward the harpy. The victim will stand motionless 5 feet before her, offering no resistance to her attack. XP: 79)

* see M&T for more information.

Her nest, 55 feet high in the limbs of the old blackjack oak, is built of thorny briars and vines. Within she has collected various baubles including a +1 PONIARD in an amethyst-studded scabbard (scabbard worth 200 gp), 3 rubies (100, 250, 750 gp), a sapphire (500 gp), a huge tiger-eye stone (worth 50 gp), and a diamond-studded bracelet worth 500 gp. All these valuables are carefully layered in the vines and briars, and thus concealed, it will take 15-30 minutes of careful sifting and unraveling to reveal them.

WD-8. SPARKLING STREAM

Here dappled sunlight illuminates a tree-lined stream of clear and gentle flow. Lush green moss grips stones, and tree roots are thick with beefy fungi. A copse of alder saplings encroaches the brook's bank, and all seems pleasant.

Hidden in the alders is a nest of three giant ticks of 2.5-foot length. These mega-insects will bide their time, crawling under leaves, between stones, preying on creatures that drink of the sparkling water.

TICK, GIANT x 3: (These neutral creatures' vital stats are HD 2d8, HP 11, AC 15, MV 10 ft. They attack with a bite for 1d4 points of damage. Their saves are physical. Their special ability is blood drain for 1d4 damage per round, each point of blood drain also healing the creature if it is damaged. Once the tick drains the victim of hit points equal to its own hit point total, it will release the victim and crawl away, bloated and moving half speed with a -3 AC penalty. XP: 20+2)

A careful search of the area will reveal a pair of goblin skeletons under the leaves of the alder trees. One wears a waterproof leather backpack containing a corked bottle of weapon oil, 13 gp, a moonstone (worth 20 gp), a fine set of thieves' tools, and a POTION OF HEALING (2d4+2).

WD-9. RED BILL FARMER'S CAMP

Here is located the encampment of the BRIGANDS led by RED BILL FARMER (see CZY environs #26).

WD-10. TAMARACK STAND

This portion of the Little Hillwood is notable for its large stand of tamaracks, pine trees of reddish brown bark and crowded, spiral clusters of blue-green needles. Woodpeckers drill at the trees, this apparent by their tell-tale hammering.

The sound is not of woodpeckers; rather it is wood elf scouts alerting one another of the trespassers. A ranger or druid (perhaps even a thief) may note this if they listen carefully to the sound (*successful listen check*). Deep within the tamarack stand lies a camp of wood elves.

The wood elves that control the eastern half of the Little Hillwood consider this their danger zone, for their domain between the Urt River and False Urt River is constantly being challenged by humanoids, monsters, and other fell things. The camp consists of a log cabin with thatch roof, it being well camouflaged (concealed, CL 5) by the surrounding trees and rocky outcrops. The timbers of the cabin are laced with vines and leaves and moss and so it is impossible to locate via casual observation unless specifically sought.

There are 7 traps (CL 5 each) laid about the area of the log cabin. None are deadly. They consist of snares that will hoist one by the feet/legs to hang from the limbs of trees, and nets that do the same. The traps range from 10–60 feet away from the cabin, spread about as the CK desires, all of them being moderately difficult to search for and/or escape from.

There are 12 WOOD ELVES stationed here. Every day they send out a team of 4 to patrol the east bank of the False Urt River, and wear armor laced with leaves and twigs, their faces painted green and brown, whilst doing so. So, if it is daytime, there is a 75% chance only 8 of the 12 elves will be present here. Of those present, 4 will be spread about the verge of the tamarack stand. By night, all are here. The wood elves are led by one **EMBER RAVENTREE**, who answers directly to **ALDION ASHGROVE** (CZY environs #26).

WOOD ELF SCOUTS x 11: (They are 1st level, chaotic neutral fighters whose vital stats are HD 1d10, HP 8, AC 12, MV 30 ft. Their primary attributes are physical. Their significant attribute is dexterity 15. Their special abilities include hide, move silent, pass without trace, longbow training. They are equipped with padded armor, longbow [specialized; +4 "to hit"; 1d6+1 damage], arrows x12, short sword, and 3-18 sp. XP: 13+1)

EMBER RAVENTREE (WOOD ELF LEADER): (He is a 4th level, chaotic neutral fighter whose vital stats are HD 4d10, HP 22, AC 16, MV 30 ft. His primary attributes are physical. His significant attributes are strength 17 and dexterity 17. His special abilities include hide, move silent, pass without trace, longsword training. He is equipped with an elven cloak, +1 leather armor, shield, longsword [specialized, +8 "to hit"; 1d8+3 damage], dagger, composite longbow [built for strength; +6 "to hit"; 1d8+2 damage], 12 arrows, 35 sp, and a golden armet with agate worth 100 gp. XP: 166)

Ember is a pale-skinned wood elf with coppery-hair, hazel eyes, and corded muscles. He has a quiet resolve about him and is equally capable of kindness as he is brutality. His function is two-fold: 1.) to scout the perimeter of the wood elf domain, confronting hostiles/intruders when the odds are favorable (using "hit-and-run" tactics). 2.) to defend this stand of tamaracks, as the wood is valuable to the main wood elf tribe further east. (Its inner bark is used as a poultice [effects +1 healing per application, per day when applied by a proficient healer] to treat cuts, infected wounds, frostbite, and boils.)

TACTICS: The wood elves are not of immediate mind to kill intruders, though they are not averse to the idea. They might send out a speaker to warn intruders that they are being observed by a host of elves prepared to riddle the PCs with arrows should they refuse to leave the eastern half of the Little Hillwood; or they might send a warning arrow that an elf will easily identify as thus. If combat results and the elves are victorious, they

will bandage the wounds of survivors, then blindfold and march those ones out of their domain to a location of the CK's choosing.

WOOD ELF LOG CABIN (15' x 30' x 15' HIGH): The cabin contains a stone fireplace, 6 leaf and vine hammocks, and a weapons rack loaded with finely crafted arms. In one corner there is a wooden crate, 2 kegs (30-gallon), 1 cask (10-gallon), a spool of rope, and 3 leather sacks (half-bushel capacity). There is an oval pinewood table of short legs in the center of the cabin, it being surrounded by mats of soft pine needles and fern twigs.

- **Crate (3'x3'x3'):** holds 3 sets of spare boots (high, hard-soled), and 2 spare outdoorsman outfits (function as padded armor) of narrow chest, 4 bedrolls, a ball of sinew (65-foot length), and a box of tools (small hammer, pliers, 4 wooden spikes, small wood axe, hand saw (wood), and a 6-inch knife).
- **Kegs (30-gallon) x 2:** contain mulberry wine (wood elvish), each valued at 50 gp.
- **Cask (10-gallon):** contains smoky whiskey (Scotch), valued at 120 gp.
- **Rope:** 200 feet of silk rope on a spool.
- **Sacks (half-bushel capacity):** one with shelled walnuts, one with sun-dried salmonberries, one with wheat flour.

Weapons rack holds:

- 4 longbows (yew)
- 160 arrows
- 12 spears
- 2 longwords

Outside the cabin, hidden under a tarpaulin of waterproofed leather (covered with leaves and twigs), there are 3 canoes of birch that will each hold up to four men and their usual gear. Also, in the northern portion of the tamarack stand, there resides an old one-eyed **RAVEN**, quite ornery, though wise and intelligent. It conveys messages between Ember Raven-tree and Aldion Ashgrove (both of whom understand its tongue).

Raven "One-Eye": (This neutral animal's vital statistics are HD 1d2, HP 2, AC 14. Its saves are physical. It has twilight vision and is incapable of combat, fleeing from danger. It possesses rudimentary language skill, an odd pidgin of various elvish dialects. XP: 7)



PART IV. APPROACHING CASTLE ZAGYG

THE LAST MILE OF THE OLD CASTLE TRACK

CK's Note: Below bandit information repeated in *Ruins of the Castle Precincts* for ease of use.

If the PCs approach Castle Zagyg by way of the Old Castle Track they will at length approach the Outer Gatehouse (barbican) (*Ruins of the Castle Precincts* #1). **BANDIT SENTRIES** x 8, however, are positioned along the last mile of the Old Castle Track. There are four teams, each comprised of two carefully hidden bandit sentries. These sentries will send a chain of warning arrows to alert their fellows at the barbican of approaching adventurers. They will not confront the PCs unless conflict erupts at the barbican.

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

This outlaw company is unduly concerned about the werewolf rumor (*Mouths of Madness* #A) which abounds here, hence so many of their group positioned here. Also note that they are inured to the potent *aversion* spell (see above, **PART III: THE WILDERNESS, OLD CASTLE TRACK**) Zagyg cast long ago.

This part of the module assumes the PCs approach Castle Zagyg from the Old Castle Track. Read the following text aloud when the party has reached the end of the old cart path:

As your party emerges from the tangled brush, briars, and vines that fence the Old Castle Track, in the east you observe the sprawling ruins of an enormous castle complex comprised of walls, towers, gatehouses, and a massive keep flanked by a pair of awesome towers. This can be none other than the fabled Castle Zagyg. A narrow ravine precedes the bluff. On the west side of the ravine you note an outer gatehouse built of solid stone.

The Outer Gatehouse (barbican) is encounter area #1 of *Ruins of the Castle Precincts*. If the PCs approach the barbican, please refer to Book 2 of this set. If the PCs elect to explore the surrounding bluff, such the ravine, and the bluff, you may safely continue using this book, *Mouths of Madness*.

THE RAVINE

Refer to **TABLE 4.** (Page 10) for random encounters in the ravine.

This ravine forms a natural barrier west of Castle Zagyg. It is spanned by the Drawbridge (*Ruins of the Castle Precincts* #2), which connects The Outer Gatehouse (*Ruins of the Castle Precincts* #1) and the Castle Main Gatehouse (*Ruins of the Castle Precincts* #3). This narrow rent runs generally north-south, and is pocked with caves that comprise the *Mouths of Madness* (caves #A - F).

This gloomy chasm is craggy and sparse of growth, its bed dotted with prickly shrubs, thistle, and saw-toothed sedge. The wind whistles through in ghostly tones that alternate between mock laughter and rueful moans. Amongst the shards of rock and debris that litter the floor you see the half-buried skeletal remains of small animals, though not a few parched skulls of men and humanoids are spread about as well. Midway down the ravine you note the drawbridge that spans the gap between the outer gatehouse and the inner gatehouse, each of these structures built to the verge of the ravine.

The ravine, a former tributary to the **FALSE URT RIVER** (q.v.), has long since gone dry. It provides a natural barrier separating the rocky bluff on which the castle proper is constructed from the mainland. The ravine is intermittent as a tributary, flooding briefly during only the rainiest of spring seasons, perhaps once every five to ten years and generally bringing death and mayhem to cave occupants.

The bluff side of the ravine (east) is of higher elevation than the mainland side of the ravine (west). The west side of the gap is a 20-foot drop from top to bottom; the east side is 25+ foot drop from top to bottom. The walls of the ravine are nearly sheer, the slope being about 2 feet broader at the base than the top.

Scaling the ravine: Descending or ascending the ravine without the benefit of a rope or like aid requires a successful *climbing* or *scaling* check (CL 3). A failure by 5 or more on the check indicates the PC has slipped and fallen. A fall inflicts 1d6, 2d6, or 3d6 damage (determined by the Castle Keeper). Scaling the ravine successfully will place the PCs on a **BERM** area, which is also part of *Ruins of the Castle Precincts*.

CASTLE BLUFF

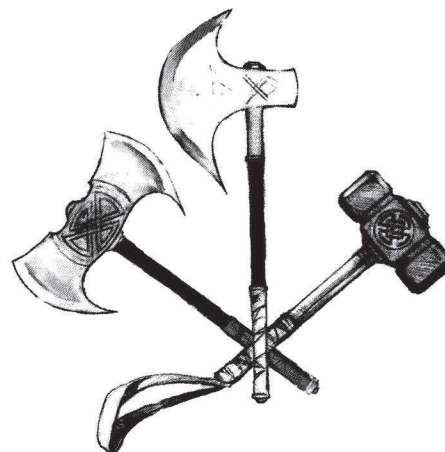
Refer to **TABLE 4.** (Page 10) for random encounters at the base of the bluff.

This is the rocky bluff upon which Castle Zagyg is built. It gradually slopes from west to east, the curtain walls (see *Ruins of the Castle Precincts*) somewhat matching the contour of the bluff. A ravine (see above) forms a natural barrier at the western end.

The elevation of the bluff is about 25 feet at its western end (ravine floor to bluff top), and 80 feet at its eastern end (overlooking the False Urt River). The north and south faces thus gradually slope from the west to east as noted on the area map.

The rock faces are nearly perpendicular, the slope inward being about 1 foot for every 10 feet of elevation from base than the top; thus the eastern end of the bluff at 80 feet elevation naturally splays about 8 feet. The faces of the bluff, like the ravine, are honeycombed with caves, these being part of the *Mouths of Madness* (caves #G - S).

Scaling the bluff: Descending or ascending the bluff without the benefit of a rope or like aid requires a successful *climbing* or *scaling* check (CL 3). A failure by 5 or more on the check indicates the PC has slipped and fallen. Scaling the bluff successfully will place the PCs on a **BERM** area, which is part of *Ruins of the Castle Precincts*.



PART V. THE MOUTHS OF MADNESS

WITHIN THE MOUTHS OF MADNESS dwell disparate groups of humanoids and monsters. For those who question the ecological implications of such, do note that Castle Zagyg is an attractor of not only fell monsters and humanoids, but of animals of many sorts (mundane and magical), all of which continue to flock here. Such creatures have been migrating to Castle Zagyg ever since the Mad Archmage effected its existence. They are in constant competition with each other; as a result, power shifts are likely to transpire, and often, particularly if intrepid adventurers clear out one or more of the cave complexes.

For example, if the gnolls of #S are eliminated and their dwellings left vacant, the hobgoblins of #R will stake a claim at first opportunity, and so on. Over time the Castle Keeper should repopulate these areas with more of the surviving humanoids and more dangerous foes to challenge the party commensurate to their ability; likewise, warfare can have weakened such bolstered areas in the event that inexperienced expeditioners arrive, and so on.

GENERAL INFORMATION

- **DEPTH:** These caves, except where noted, run along the base of the bluff on which Castle Zagyg is built.
- **SCALE:** One square equals 10 feet.
- **PASSAGES:** Normal passageways are 10 feet wide, 10 feet high at the verge, and rise to a 14-foot ceiling at the apex.
- **DOORS:** Unless otherwise specified, normal doors are 3 feet wide, arch at the top to 8 feet, and are built of iron-banded and like-studded hardwood of 3 to 4-inch thickness. All such doors resist normal opening (*stuck*, CL 0-2). Denizens of the caves are so familiar with such doors within their domain, that they expend little effort to open them. Also, some doors will be **LOCKED**, these individually noted in the text.
 - **CK's Rules Variants:** Optionally, a d6 might be used to resolve **STUCK** doors, a 1-2 result indicating success for most average to above average PCs; a 1-3 result indicating success for an 18 strength character. If the noted CL is 6-10, a d8 might be used; if the CL is 11-15, a d10 might be used; if the CL is 16+, a d12 might be used. Likewise, many RPGs utilize a percent score to resolve a **PICK LOCKS** check. If using such a convention, consider the following: CL 6-10 = -5% on check; CL 11-15 = -10% on check; CL 16+ = -20% on check.
- **CHAMBERS:** Unless otherwise specified, chambers and rooms have flat walls 10 feet high, then a vaulted ceiling that is another 8 feet above that, so the apex is usually 18 feet above the floor.
- **WALLS AND FLOORS:** Walls and floors are usually of hard, close-fitted and mortared stone blocks, the walls generally rough-faced, not chiseled smooth.
- **LIGHT:** Light is not generally present, although in some specified areas there is illumination.

SYMBOLS

- **g.** is a **GUARD AREA**. Check the appropriate encounter areas it is near to determine the composition of the guard(s) stationed thus.
- **S** is a **SECRET DOOR**, which amounts to a wisdom check when searched for, the Challenge Level (CL) indicated in the respective text. Refer to the encounter area closest to a secret door for specific information regarding it.
 - **CK's Rule Variant Option:** You might desire to use a d6 to resolve the searching of secret doors. Any non-elf searching a 10' x 10' area for a secret door will be successful on a roll of 1; elves and half-elves being successful on a 1-2 (if searching

or a 1 simply by passing by such a portal (CK makes a secret roll). If the indicated CL of a secret door is between 6-10, you might use a d8 instead of a d6. If the CL is 11-15, you might use a d10. If the CL is 16+, you might use a d12.

- **X** is an **OPEN PIT TRAP** (CL 1, *no check necessary if light and careful advancement is made*). The pit is the width of the passage, 10 feet deep. Falling in results in 1d6 damage.
- **[X] in a box** indicates a **COVERED PIT TRAP** (CL 2) the width of the passage. Unless otherwise indicated, it triggers 3 of 6 times when stepped on, resulting in a 10 foot drop for 1d6 damage.

RANDOM ENCOUNTERS WITHIN THE MOUTHS OF MADNESS

The *Mouths of Madness* are inhabited by many monsters and humanoids, most of which arrived during the time that the cursed fog (see **APPENDIX A**) enveloped this place. For random encounters in the wilderness just outside the caves, refer back to **TABLE 4**. (Page 10). The following random encounters apply to those that occur within the caves.

Check for random encounters for every hour in which the PCs linger in a hall or passage. Roll a d6, a result of 6 indicating an encounter. Next use a d10 to roll on the chart below, or simply use the dwellers of a nearby encounter area as the random encounter. Surprise should almost always be checked for both parties when a random encounter occurs.

D10 ROLL	ENCOUNTER
1-2	BATS, CAVE, GIANT, X 11-30 (D10+20): roosting above, disturbed by passersby.
3	CENTIPEDES, BLACK GIANT, X 1-4 (D4): trying to construct a nest of rotted organic material.
4	FIRE BEETLES*, GIANT, X 2-5 (1D4+1): scurrying about, scavenging and aggressive.
5-7	RATS, GIANT X 5-8 (D4+4): hunting and scavenging for prey.
8	SNAKES, POISONOUS X 1-2: slinking out from a hidden den.
9	SPIDER, GIANT X 1-3: lurking in the arch, corner, or nook.
10	TICKS, GIANT X 1-4: emerge from a damp cleft, hungry for blood.

MONSTERS RANDOMLY ENCOUNTERED WITHIN THE MOUTHS OF MADNESS:

The following creatures are among those randomly encountered inside the *Mouths of Madness*. Most are fully described in *Monsters & Treasure*, though notable exceptions are indicated below, including some slight modifications to the M&T critters. The Castle Keeper is encouraged to bolster or reduce monster stats and numbers to appropriately challenge the player characters. Hit Point totals are suggested values open to CK modification.

BAT, CAVE: (*These neutral creatures' vital stats are HD 1d2, HP 1, AC 12, MV 5 ft., 50 ft. fly. Their saves are physical. They attack by swarming exposed portions of the body. Their attacks are in groups of four, and they make 1 attack for each 4 bats. If a hit is scored, 1 point of damage is inflicted from scratches and bites. They receive +3 to all "to hit" rolls. They attack for only 1d4 rounds before leaving. XP: 5+1*)

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

FIRE BEETLES*, GIANT: (*These neutral insects' vital stats are HD 1d10, HP 6, AC 16, MV 30 ft. Their saves are physical. They attack with a bite for 2d4 damage. Their special ability is darkvision 60'. They glow red in a 10-foot radius. XP: 7+1*)

RATS, GIANT: (These neutral animals' vital stats are HD 1d4, HP 2, AC 13, MV 30 ft., 15 ft. climb. Their saves are physical. They attack with a bite for 1d2 points of damage, a shield's AC bonus not applicable. They have twilight vision, and 10% will be diseased, the effects of which the Castle Keeper may determine. XP: 1+1)

SNAKE, POISONOUS: (These neutral animals' vital stats are HD 1d6, HP 4, AC 14, MV 20 ft. Their saves are physical. They attack with a bite for 1 point of damage. Their bite delivers poison for 2d3 points of additional damage, save vs. poison reduces damage to one-half [1d3]. XP: 9+1)

SPIDER, GIANT (MEDIUM-SIZED): (These neutral creatures' vital stats are HD 3d8, HP 13, AC 15, Move 30 ft., 20 ft. climb. Their saves are physical. They attack with a bite for 1d6 points of damage. Their bite injects venom for 1d6 additional damage, save negates. If the first save fails, an additional save is required one round later. If the second save also fails, the victim suffers an additional 1d4 damage and paralysis for 1d6 hours. These spiders also can throw a web 8 times per day as per the web spell [as found in the PHB]. XP: 52+3)

TICK, GIANT: (These neutral creatures' vital stats are HD 2d8, HP 11, AC 15, MV 10 ft. They attack with a bite for 1d4 points of damage. Their saves are physical. Their special ability is blood drain for 1d4 damage per round, each point of blood drain also healing the creature if it is damaged. Once the tick drains the victim of hit points equal to its own hit point total, it will release the victim and crawl away, bloated and moving half-speed with a -3 AC penalty. XP: 20+2)

* see APPENDIX C.

A. WOLF DEN

If the characters actively search this portion of the ravine, or if there is a ranger or druid in the party, this cave will be discovered.

You see somewhat protruding from the face of the ravine here, a pair of flat rocks standing perpendicular, though somewhat slanted. These are capped by a third rock, oval shaped, and gripped by thorny vines. Between the slanting rocks you discern a dark, narrow cleft.

The cave mouth is 2.5 feet wide by 3 feet tall. The tunnels between the three caves are wide (10 feet) though low (3.5 – 4-foot height).

5 WOLVES lair within, and this may be discerned by a ranger or druid if the thorns are observed closely (bits of fur indicative of lupine occupation, the scent of these animals, etc.). These wolves range about an area of 20 square miles north of Castle Zagyg and may be encountered here in the day, though from evening to morning they hunt without. They will eventually return, however, howling and barking at intruders, becoming aggressive if they have a litter of pups (under 2 weeks) within their den (see #1 below).

The **LITTLE HILLWOOD WEREWOLF**, a diabolical creature that terrorizes local humans and humanoids alike, has taken to lairing here (20% chance of being about), and nary an alpha male or female contests his presence.

WOLVES x 5: (These neutral animals' vital stats are HD 2d8, HP 9, AC 13, MV 50 ft. Their saves are physical. They attack with a bite for 1d4+2 damage. Their special abilities include a trip attack, superior sense of smell, and twilight vision. XP: 10+2)

1. PUP CAVE

This cave is about 12' x 12', with a ceiling height ranging from 3 to 4 feet. This is where the mother wolf will nurse her pups, though all the pack bears responsibility for the pups. There are 5 PUPS here. Their age and development must be determined by the Castle Keeper, assuming they were born in late spring and reach adult size by early winter. After two to three weeks of age they will not stay at this location while the pack hunts; rather, they will remain at a rendezvous site, sleeping and playing until the pack returns. By two years of age the wolves go off to find a new pack to join.

2. DEN

This cave of about 600 square feet (about 20' x 30') has a domed ceiling, perhaps 8 feet high in the center, 5 feet at the edges. This is where non-breeding adult wolves will often rest, curling up together after a long night of hunting and gorging on meat.

3. WEREWOLF'S CAVE

This cave of 400 square feet (20' x 20') is where the Little Hillwood Werewolf dwells when lairing with this pack. Evil and manipulative, this shapechanger sleeps alone here and keeps little material wealth. He lives as a beast with the cunning intelligence of the most treacherous man. A dominant force amongst the lupine packs of the region, the werewolf is here but 20% of the time (one week per five).

The floor of this 17-foot-high, roughly 400-square-foot area, natural cave is littered with the parched bones of animals and humanoids. In one cubby space to the west there is a nest of leaves, moss, and downy fur, it crawling with fleas. A pyramid assembled of skulls is centered on the cave floor.

THE LITTLE HILLWOOD WEREWOLF*: (This chaotic evil shapechanger's vital stats are HD 4d8, HP 25, AC 15, MV 30 ft., 50 ft. as wolf. Its saves are physical. It attacks with a bite for 2d4 points of damage. It can only be harmed by magical weapons of +1 or greater, silver weapons, or spells. It gains a +3 bonus to surprise rolls. If a human is bitten by and reduced to 50% total hit points or less, and not killed, that one is affected with lycanthropy. If belladonna [wolvesbane] is ingested within 1 hour of the attack, there is a 1 in 4 chance of curing the affliction, but either way this will incapacitate the person for 1d4 days. Otherwise, a cure disease spell cast by a 12th level cleric or druid must be placed on the afflicted person or that one becomes a werewolf within 1d6+8 days. It can assume a wolf form or hybrid form and can telepathically communicate with any wolf within 1 mile. It is also able to summon 1-6 wolves to its location, the wolves arriving 2d6 turns later. It can also assume human form once per day and is immune to all polymorph attacks or effects unless wishing to be affected. XP: 250)

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

The skull pyramid is comprised of human and goblin skulls. A search of the cave will yield the shards of a broken mirror and a red silk dress (ripped as though by claws, the rips accentuated by old bloodstains). The red silk dress once belonged to the wife of PRISONER #5 of encounter area #20. She is dead, and if the dress is brought to that one's attention, there is a 50% chance he will become suicidal, wandering off into the forest to meet whatever gruesome fate will have him.

WEREWOLF'S TACTICS: The werewolf only engages enemies on its own terms and will not defend its lair unless completely taken by surprise (a silent, invisible foe of no scent, for example). If heroes intrude, the werewolf assumes a hybrid form and retreats through a narrow crawlspace (4' dia.) tunnel northeast to a SECRET TRAP DOOR (CL 5 to discover; from the outside) in the forest. The werewolf will eventually return to drink in the scent of those who defiled its lair, a vile hatred consuming the beast as it pines to exact vengeance!

B. KOBOLD LAIR

Militant KOBOLDS dwell here, clever and nefarious; hence their knack for survival despite their diminutive nature. They've even made an unwitting ally of the OGRE (#C) next door.

You see the mouth of a cave that is closed by a pile of carefully selected stones, leaving but a narrow opening at the base through which only a small creature could pass.

This cave mouth is naturally taller and wider (c. 10' x 10'), but the kobolds have piled rocks within and around it and left but a narrow aperture. Any attempt to clear the rocks will be met by tactical hostility by the covertly observing kobolds (see #4 below). Note that this entire lair is without firelight, not mounted with a single sconce or cresset, as the kobolds possess *darkvision*.

This easterly passage of 10-foot width is 20 feet long, then dips southeast another 10 or 12 feet to an intersection.

4. GUARD POST

There are 3 KOBOLDS here. They have a hole drilled into the wall, and through it they covertly observe the cave entrance for activity. They also keep a well-trained GUARD DOG (MASTIFF). Two of the kobolds are guards, while the third is a fast-running youngster.

TACTICS: Any intrusion will result in the kobold youngster running to alert the kobolds of rooms #7, 8, and 9. First it will traverse a board that spans the PIT [X], then pull the board with him, thus effecting the trap. Meantime, the two kobold guards will use blowguns to attack intruders, then javelins. These darts are laced with a *sleep* toxin. If an intruder gets by, the kobolds will unleash the guard dog on them. The kobolds will attempt to take prisoners whom they will then ransom for 10 gp each, such prisoners being sequestered in the chieftain's chamber (#9).

KOBOLD GUARDS x 2: (These lawful evil humanoid's vital stats are HD 1d4, HP 3, AC 15, MV 30 ft. Their saves are physical. Their special ability is *darkvision* 60 ft. and light sensitivity [-1 to attacks in bright light]. They have leather armor, javelins x3, dagger, blowguns, 2 needles, and 1d6 sp. The blowgun needles hold a *sleep* toxin, save versus poison [CL 3] or fall into a slumber for 4d4 rounds. XP: 9+1)

Mastiff: (This neutral creature's vital stats are HD 3d8, HP 15, AC 14, MV 35 ft. Its saves are physical. It attacks with a bite for 2-8 points of damage. XP: 75)

5. STORAGE ROOM

This chamber is LOCKED (CL 1 to pick, CL 8 to break down). Only the 2 KOBOLD SERJEANTS (#7, #8) and the CHIEFTAIN (#9) hold the key.

This 20-by-30-foot chamber has three large iron hooks drilled into the ceiling. From these is hung (mostly) smoked meat, such as a skinned deer, a horse's hind leg, and the head of a wild boar. An open wooden crate holds limp carrots, and two small (1 cubic foot) cloth bags, one of wheat flour, the other full of chestnuts. There are three 10-gallon casks here, one of which is broached.

The unbroached barrels hold river water, while the broached one is filled with cheap brandy. Also here are stored a broom, three wire brushes, and a bucket full of knotted rags. One of the rags is folded over a 10-pound chunk of rock salt.

PIT TRAP: [X] In the passage between rooms #5 and #6 there is a PIT TRAP (CL 2) that triggers 5 of 6 times if crossed. The kobolds keep a board on top of this, but pull it away at first sign of intrusion (see #4). The pit has a lid that collapses open, dropping victims 10' deep for 1d6 points of damage. The lid then springs shut. Unless the front line of the party is using something to probe the floor (such as a 10-foot pole), they might not discover the trap.

6. ARMORY

There is 1 KOBOLD here. The door is LOCKED (CL 2 to pick, CL 5 to break down).

This 30 by 30-foot chamber contains three weapons racks, these mounted on the north, south, and east walls. Immediately to your right, along the west wall, there is a pile of straw upon which sits an old, wrinkled kobold. The diminutive humanoid glares at you and snorts!

This room is where the kobolds keep their weapons supply. One of their more elderly fellows dwells here, this one being skilled in repairing and resizing weapons and armor gained from humans and humanoids. The racks contain:

- 3 hand axes
- 48 javelins
- 4 spears
- 2 clubs
- 2 shortswords
- 5 helms (small)
- 4 suits of leather armor (small)
- 1 chain hauberk (medium)
- 5 small shields
- 5 pints of weapon oil
- 1 half-pound sharpening stone
- 2 metal files
- 2 wooden mallets
- 1 keg (3-gallon) of wood alcohol (highly flammable)
- 24 one-pint ceramic bottles
- pile of cloth strips (50)

The old kobold, FEKK, is ornery and doesn't care if he dies. He will respond with spitting nastiness to any intrusion no matter how menacing they appear; he is much the same to his brethren, but they tolerate him due to his skills.

CK's Note: If the PCs use flaming missiles against the kobolds, the humanoids will remember what the wood alcohol and bottles are for and retaliate with like "grenades." It is suggested that damage from a direct hit be d6 per round for 3 rounds or until the fire is extinguished, splash damage causing d4 for 1 round only.

FEKK: (This lawful evil kobold is non-combatant, HP 2, AC 10, saves physical. It wears a silver armlet worth 5 gp, has a key to the door of this room, and 3 cp. XP: 3)

7. KOBOLD LIVING AREA

The door is unlocked. Here lay the living quarters of 6 MALE KOBOLDS, 7 FEMALES (non-combatant), and a litter of 7 KOBOLD YOUNGSTERS. The males will rise to arms should trouble present. Note that these males, if previously alerted by the caller of #4, will either not be present (having already confronted the party) or they will be prepared for battle.

This 15 by 30-foot room is populated by several kobolds and littered with torn scraps of cloth and raw wool, bits of animal fur, and straw.

KOBOLD WARRIOR x 6: (These lawful evil humanoid's vital stats are HD 1d4, HP 3, AC 15, MV 30 ft. Their saves are physical. Their special ability is *darkvision* 60 ft. and light sensitivity [-1 to attacks in bright light]. They have leather armor, javelins x 3, dagger, and 1d6 sp. XP: 5+1)

KOBOLD SERJEANT x 1: (This lawful evil humanoid's vital stats are HD 2d4, HP 6, AC 15, MV 30 ft. Its saves are physical. Its special ability is *darkvision* 60 ft. and light sensitivity [-1 to attacks in bright light]. It has

chain hauberk armor, javelins x 3, shortsword, keys to room #5 and #6, and 1d6 sp. XP: 22)

The room is infested with fleas. If a party of four sifts through the litter for 30 minutes, a small leather sack will be found. It belongs to the serjeant and contains 12 gp, 18 ep, 22 sp, a jade statuette of a squat, toad-like man (25 gp), and an engraved silver ring (15 gp).

8. KOBOLD LIVING AREA

The door is unlocked. Here is the living quarters of 5 MALE KOBOLDS, 4 FEMALES (non-combatant), and a litter of 5 KOBOLD YOUNGSTERS. The males will rise to arms should trouble present, though it is possible they have already met the party in battle if the caller of #4 already gathered them.

This 20 by 30-foot chamber is littered with torn scraps of cloth and raw wool, bits of animal fur, and straw. A few bales of straw with wool scraps draped over them serve as humanoid beds.

KOBOLD WARRIOR x 5: (These lawful evil humanoids' vital stats are HD 1d4, HP 3, AC 15, MV 30 ft. Their saves are physical. Their special ability is darkvision 60 ft. and light sensitivity [-1 to attacks in bright light]. They have leather armor, javelins x 3, dagger, and 1d6 sp. XP: 5+1)

KOBOLD SERJEANT x 1: (This lawful evil humanoid's vital stats are HD 2d4, HP 6, AC 15, MV 30 ft. Its saves are physical. Its special ability is darkvision 60 ft. and light sensitivity [-1 to attacks in bright light]. It has chain hauberk armor, javelins x 3, shortsword, a key to room #5, and 1d6 sp. XP: 22)

This room is also infested with fleas. If a party of four sifts through the litter for 40 minutes, a small cloth pouch will be found stuffed inside a bale of straw. It belongs to the serjeant, and inside it is a silk cloth, folded over 18 ruby pebbles (90 gp total).

9. KOBOLD THRONE ROOM

The door is LOCKED (CL 2 to pick, CL 7 to force open). This is where the KOBOLD CHIEFTAIN "KING GRIGGLE-GRUK" dwells with his pregnant MATE and his 2 KOBOLD BODYGUARDS.

Militant and proud, the kobold chieftain is self-impressed by his own wit and guile. He may be found as described below if the party penetrates this lair without his prior knowledge, or if the Castle Keeper chooses to play him as too proud and stubborn to budge; otherwise he will either join the fray with his minions or possibly retreat through the secret passage (though taking his chances with the ogre of #C). If the last of these is chosen, this chieftain will make a fine future adversary of the party, seeking revenge against them. He might even take refuge with the OLD GUARD KOBOLDS of The Storerooms, his prowess soon gaining him high rank.

See **PLAYER HANDOUT #3** (Upper Works Map & Illustration Booklet) for an illustration of King Griggle-gruk, the KOBOLD CHIEFTAIN.

This south side of this 40 by 20-foot room is dominated by a crudely fashioned throne of rough-hewn stone set upon a semi-circular, two-step dais. Upon it sits a snarling, heavily whiskered kobold that wears an iron crown slightly too large for its head, and thus tilted askew. He wears plate mail armor and a ragged red cape clasped to one shoulder. This obvious leader is flanked by two kobold warriors wearing chain mail.

In the northwest corner there is a 10 by 10-foot iron jail cell, within which an emaciated goblin is imprisoned. The east side of the room is piled with raccoon skins and wool. Lying upon the furs is a round-bellied female kobold.

KING GRIGGLE-GRUK (KOBOLD CHIEFTAIN): (This lawful evil humanoid's vital stats are HD 4d4, HP 14, AC 17, MV 30 ft. Its saves are

physical. Its attacks are at +2 damage due to its strength and ferocity. Its special ability is darkvision 60 ft. and light sensitivity [-1 to attacks in bright light]. It wears plate mail armor and has javelins x 3, +1 shortsword, keys to rooms #5, #6, #9, and to the jail cell in this chamber. In a pouch it carries 18 gp. XP: 72)

KOBOLD BODYGUARDS x 2: (These lawful evil humanoids' vital stats are HD 2d4, HP 7, AC 15, MV 30 ft. Their saves are physical. Their special ability is darkvision 60 ft. and light sensitivity [-1 to attacks in bright light]. They have chain hauberk, javelins x 3, dagger, and 1d6 sp. XP: 9+1)

Throne secret compartment (CL 2): The 5-inch-thick seat of the throne lifts like a trunk lid on hinges, revealing the chieftain's hoard in a 2-cubic-foot cubby. Inside there is a cloth sack containing 62 gp, 133 ep, an agate cameo (20 gp), and a POTION OF ALTER SIZE (reduce, 50%).

The female is "QUEEN GRIGGLE-GRUK" and she is soon to lay no less than a dozen eggs in her clutch of furs. Under her nest she keeps her favorite prize wrapped in cotton cloth: a crystal ewer (worth 15 gp). This item is also prized by "Charlie" the ogre (cave #C).

Kobold Jail, 10' x 10' x 8' (CL 3 to bend bars, CL 3 to pick lock): The bars of this cell are of crude iron and can be bent. Though any such escape attempt (if caught) will be met by javelin thrusts from the chieftain or one of his lackeys.

The GOBLIN PRISONER is a spy from #D who was captured when he snuck in between a shift change and fell in the pit trap. He is being ransomed for 10 gp but the goblins have not paid the price. Soon he is likely to become dinner for the kobolds.

GOBLIN PRISONER: (This lawful evil humanoid's vital stats are HD 1d6, HP 4, AC 14, MV 20 ft. Its saves are physical. Its special abilities are darkvision 60 ft. and light sensitivity [-1 to attacks in bright light]. It wears a loin cloth. XP: 5+1)

If any of the PCs are captured, their possessions, after the chieftain takes his pick, will be brought to the armory #6. The goblin spy will attempt to bribe the PCs with false promises should they free him. He has observed the SECRET DOOR but will only allude to it unless the PC(s) help him escape.

Secret Door (CL 2): The kobolds use this secret door to sneak into the ogre's cave (#11) while he is out and steal things from him. The ogre actually believes the kobolds are his friends and calls them his "little buddies," and should he ever learn of their treachery, he will surely desire to kill them each and all in a fit of unbridled rage. He actually believes it is the GOBLINS (#D) that have been stealing from him, though he's never observed it. He is particularly incensed over losing his crystal ewer, now owned by the "Queen" kobold.

CK's ADDITIONAL NOTE: King Griggle-gruk despises the goblins of the Gublinish Tribe (see Ruins of the Castle Precincts) and presently formulates a plan to take their North Pentagonal Wall Tower (Ruins of the Castle Precincts #6). He wishes to take them from underneath, boring up into the floor of the tower and executing the goblins there. If and when he engages in such an offensive is the purview of the Castle Keeper.

C. OGRE CAVE

The mouth of this cave is 6 feet wide by 10 feet tall. A terrible odor ebbs from within, that of rot and excrement. A big cowbell hangs from a frayed rope, the rope knotted around a jutting stone beside the mouth.

This is the lair of a simple-minded OGRE who calls himself "Charlie." Charlie was once incredibly shrewd and evil until some kobolds dropped a boulder on his head. Now he is simple and decidedly more kindly of disposition. If the PCs approach him with friendly intent (summoning him by ringing his cowbell), he will respond in kindness with a "Pull me finger and old Charlie show youse a magic trick. Yup!"

He has no wisdom to impart, save his like for his "little buddy" kobolds. He doesn't like most others here, especially the OWLBEAR (#1) which once bit him (he will show the scar on his forearm): "See what dat big, feathered bear do? Nasty thing needs killin'!" He will, however, lose his temper should anyone laugh at him or refer to him as "stupid" or "dumb"—and he might attack (25% chance per insult).

"CHARLIE" THE OGRE: (This chaotic neutral humanoid's vital statistics are HD 4d12, HP 20, AC 16, MV 30 ft. Its saves are physical. It attack by weapon at +3 damage due to its size and strength. It attacks with a giant, spiked club [+4 "to hit"; 1d10 +3 damage]. XP: 112)

10. FORE-CAVE

This roughly 144-square-foot cave (about 12' x 12') with 15-foot ceiling height is the source of a most horrible stench, because the ogre often relieves himself here when he is too lazy to leave his cave.

11. OGRE'S CAVERN LAIR

This is where "Charlie" the ogre dwells, present 50% of the time; otherwise he is out hunting in the woods somewhere.

This cave is an oval of roughly 900 square feet (about 30' x 30') with a domed center of perhaps 18-foot height, 10 feet at the edges. The south side is piled with undressed animal furs smelling of rot and buzzing with flies. An open, 60-gallon barrel of water is stuck in the nook of the west wall. There is a crude wooden table with cracked pottery piled atop of it. Against a wall is a battered, old chest of drawers whose partially-open drawers show dirty cloth and food items. In the center of the cave there is a fire pit filled with charcoaled wood. Suspended above it is an iron cauldron, rusty and dented. It has the remains of some sort of unpleasant stew inside. An iron kettle is at the pit's side.

If the ogre is home, he will likely be sleeping, snoring loudly. He has a good sense of smell and will soon snort and rise should any intruder remain present for more than three minutes. He will be angry that they did not ring the bell. "Hey! Youse guys beat it, get outta me house! If youse guys wanna come back for tea and jam, youse gotta ring da bell fuhst!"

If he is obeyed and they depart his chambers to ring the cowbell, he will come out and greet them as if he'd never met them before. "Duh...hello youse guys. Me looking for shiny glass with pretty, pretty colors. Youse guys see dat thing? It make rainbows in the light. Me thinks the goblins tooked it. Nasty, nasty goblins!" He will then invite them in for tea and jam, asking them to tell him a story. He may become upset if there is no story or if the story is too complicated for his simple mind to grasp.

There is nothing of worth kept here, as anytime the ogre appropriates something, it is soon stolen by his neighbors. He does however keep a stack of 8 pottery mugs and a small wooden box full of common herbs he uses to make tea. He used to have jam, but the kobolds stole it; nor does he have bread, anyhow.

SECRET DOOR (CL 2): This portal is small, only 2.5' high x 1.5' wide. The ogre is unaware of the secret door the kobolds (see #9) have built here, and if he learns of it, he will wish to kill them all—especially if he learns it was they who stole his precious crystal ewer (see #9).

D. GOBLIN LAIR

The yawning mouth of this cave is 6 feet in diameter. Fifteen feet within, it opens to an intersection of worked stone.

Note the 4 GOBLIN GUARDS (see #12) stationed at the east end of the intersection.

This is the cave lair of the goblin tribe known as the KREE-GUBS. The Kree-Gubs have a tenuous alliance with the GUBLINISH TRIBE of the ruins atop the castle bluff (see *Ruins of the Castle Precincts*). They have too many common enemies to afford otherwise, with humanoid factions competing for the caves and ruins, though it is quite likely that they will eventually war with one another. Both tribes have recently been terrorized by the *Little Hillwood Werewolf* (cave #A).

The Castle Keeper should be careful to not maintain this lair as a set of "static encounters" with room occupants simply waiting for intruders to arrive; rather, the goblins can and should move about, and if the alarm sounds (see below), those within appreciable range will respond accordingly. Also, do note encounter #17 (The Chapel) as many of the goblins of this tribe attend midnight services.

The Kree-Gubs are not averse to taking prisoners, and if combat occurs in which they are victorious, they will convey living prisoners (even binding wounds) to #20. They will then attempt to ransom the party, or save them as a sacrifice to their evil deity.

GOBLIN PATROL: The halls of this lair are patrolled by units of 5 GOBLIN WARRIORS, these goblins also functioning as conveyors of various goods. It takes this patrol 10 minutes to do a complete circuit of the lair, so the Castle Keeper should roll a 1d6 for every 20 feet traveled in this lair, a 6 indicating an encounter with the patrol. These humanoids, if encountered, will attack any intruders, letting loose their battle cry, "KREE-AHK!"

GOBLIN PATROL WARRIORS x 5: (These lawful evil humanoids' vital stats are HD 1d6, HP 4, AC 14, MV 20 ft. Their saves are physical. Their special abilities are darkvision 60 ft. and light sensitivity [-1 to attacks in bright light]. They have leather armor, javelin, dagger, and 3d6 cp. XP: 5+1)

12. INTERSECTION

4 GOBLIN GUARDS sit on a stone bench at east branch (a 20-foot-long dead end) of an intersection of roughly 20 by 20 feet. The intersection also extends 20 feet north to a door (#13), and 20 feet south to a door (leads to #14).

The goblins observe the cave entrance for intruders. They will step forth to confront anyone who enters the cave, and if these be uninvited guests, they will cry, "You make go 'way now! Or we kill, kill, kill you!" If they are not obeyed, the goblins will shout their battle cry (and alarm), "KREE-AHK!" and proceed to attack.

There is a 3-in-4 chance the goblins from #13 will respond to the hue and cry of these guards. As 1d4 of the goblins at #13 will be sleeping, the CK should stagger their arrival.

GOBLIN GUARDS x 4: (These lawful evil humanoids' vital stats are HD 1d6, HP 4, AC 14, MV 20 ft. Their saves are physical. Their special abilities are darkvision 60 ft. and light sensitivity [-1 to attacks in bright light]. They have leather armor, throwing axe, short sword, and 3d6 cp. XP: 5+1)

To the north and south of this rough-hewed, 20 by 20-foot intersection you see iron-bound doors of oak. The passage west, also rough, comes to a dead end of 20 feet in length.

Neither door is presently locked, but they can be BARRED (CL 3 to pick, CL 8 to break down, if so) from the opposite side.

13. GUARD ROOM

The door to this room is STUCK (CL 0 to shoulder open). There are 6 GOBLINS here, 1d4 of them sleeping, the remainder eating and talking. They will attack any intruders, though sleeping goblins automatically lose the first round of initiative.

There are six goblins in this 35 by 20-foot room, which is centered by a rectangular oak table, the legs of which have been sawed down to shorter length. A big, half-eaten raw fish lies atop the table. A large keg is placed in the southwest corner, and beside it stands a barrel filled with javelins. Along the east wall there are six pallets of straw.

The goblins will be gathered around a table, eating fish and talking, on break from patrolling. 1d4 of them will be sleeping on one of the six pallets of straw that line the east wall. These goblins will relieve patrol group (above) every four hours.

GOBLIN PATROL WARRIORS X 6: (These lawful evil humanoids' vital stats are HD 1d6, HP 4, AC 14, MV 20 ft. Their saves are physical. Their special abilities are darkvision 60 ft. and light sensitivity [-1 to attacks in bright light]. They have leather armor, javelin, dagger and 3d6 cp. XP: 5+1)

- Open barrel: holds 18 javelins
- 20-gallon keg: half-filled with sour, watered down red wine.

PIT TRAP [X]: In the hallway between areas #12 and #14 there is a PIT TRAP (CL 1), the lid of which collapses open 3 of 6 times when stepped on, dropping victims 10' deep for 1d6 points of damage. A small hole inset in the wall is located about 2.5 feet off the ground on each side of the pit. A trigger within, once depressed, locks the lid for ten seconds, allowing the goblins to press the butt end of a javelin in it, then crossing the covered pit before time expires. Unless the front line of the party is using something to probe the floor, they might not discover the trap.

14. OAKEN DOUBLE DOORS

Note the SECRET SPY HOLES drilled in these doors. The doors are usually unlocked, but if the battle cry "KREE-AHK!" sounds, the goblins will LOCK (CL 6 to break down, CL 3 to pick) them with iron-shod bars of oak.

You see a set of sturdy, oaken double doors banded in iron and framed in stone. They are some 7 feet wide by 9 feet high.

A dwarf PC will at once note these doors as dwarfish craftsmanship (built by dwarf slaves long ago).

Four spy holes are drilled into the doors (2 on each) with apertures below sized perfectly for the thrusts of the javelins these goblins employ. The goblins of #15 will relentlessly jab their javelins at intruders attempting to break down the doors. Until watched for the goblin attacks in this manner are at +2 "to hit".

15. COMMON ROOM

There are 3 doors that access this room. The double door (see #14) and 2 oak doors (both unlocked). There are 8 GOBLIN MALES, 13 FEMALES, and 9 YOUNG (non-combatant) present here.

This room is crowded with goblins! At the south end of the 60 by 30-foot room there are two long benches, six stools, and a tool rack, and a 5-gallon cask. The north end to the central area is littered with beds of torn cloth and heaped straw. Goblin children (all males) run amuck, wrestling with one another. Three iron cressets hold burning torches (north, south, east), and a 30-gallon barrel of water sits along the center of the east wall, flanked by a pair of doors spaced apart by some 25 feet. The main access appears to be the set of double doors set in a 10-foot deep by 18-foot wide recess in the middle of the west wall.

This is where the goblins work — preparing food, mending things, carving, sharpening blades and other menial tasks. The males will rush to

attack intruders while the females and children cower, the females only attacking if threatened. The children are helpless now but will mature rather quickly.

CK's Note: for more on the double doors of the west side, see #14.

GOBLIN MALES X 8: (These lawful evil humanoids' vital stats are HD 1d6, HP 3, AC 14, MV 20 ft. Their saves are physical. Their special abilities are darkvision 60 ft. and light sensitivity [-1 to attacks in bright light]. They have leather armor, clubs, daggers and 2d6 cp. One male wears a gold chain worth 50 gp. XP: 5+1)

GOBLIN FEMALES X 13: (These lawful evil humanoids' vital stats are HD 1d6, HP 2, AC 12. Their saves are physical. They have 6-inch knives. XP: 3+1)

- Tool Rack: holds an assemblage of crude hammers, hand saws, pliers, pincers, tongs, carving knives, some earthenware mugs
- 5-gallon cask: holds watery beer

Hidden among the heaps of bedding and things, one of the more dominant males of this location has a small leather bag that contains 72 ep. Another such male has an 8-ounce flask of fine whiskey.

16. GOBLIN DEVIL STATUE

This 4-foot, crudely chiseled statue of malachite is positioned in an alcove at the end of this passage. Set upon a square plinth of greenish limestone, it is sculpted to portray a devil-goblin gripping a spear and shield and poised in an attitude of attack. Although goblinish of countenance and build, this malign image has small horns protruding from its forehead, a forked tongue, and a long tail, scaly and barbed.

See **PLAYER HANDOUT #4** (Upper Works Map & Illustration Booklet) for an illustration of this goblin devil statue.

This statue is of the GUBEEZABLU, a Goblin Devil of Power and Cunning. The sculpture enjoys a most diabolical CURSE, thus invoked only if it is molested in some way. Such an offender(s) will be *cursed* with goblin aggressiveness. For the remainder of that one's life, he or she will be marked as the racial enemy of all goblins and hobgoblins, such humanoids meeting him or her with increased battle fury (+2 damage on melee attacks) and increased attention during combat (i.e. that one will attract more attacks from goblins than his allies). A *remove curse* will dispel the hex.

17. DEVIL GOBLIN CHAPEL

There are midnight services at this chapel daily, with up to 20-70% OF MALE TRIBESMEN present, but never those goblins stationed at #12 or those on patrol. The SHAMAN (#21) conducts these services, and the CHIEFTAIN (#23) is present for 25% of them. All female goblins and young are required to attend each and every service.

This chapel is hewn from a deposit of green stone (serpentine), the floor (covering a T-shaped area comprised of 1,600 square feet) of heavy flagstones. Black marble pillars veined green support a 12-foot arched ceiling of chiseled limestone painted a putrid green. The columns lead to an eastern altar set upon a semi-circle dais. The altar is likewise of serpentine stained brown with blood, and upon it is set a bronze goblet, also stained. Behind the altar, carved in bas-relief, there is an image of a devil-faced goblin, identical to that of the statue outside.

During a service the females and young will stand in the side chambers and hum (swaying side to side, arms clasped at the elbows, groaning rough and guttural syllables), while the males will stand between the pillars and crash their javelins together and hop about in dark fervor.

When a ceremony is not in session, this chamber is empty. Only the shaman (#21) will visit from time to time. The blood-stained bronze goblet radiates lawful evil, though is otherwise not magical. The bas-relief portrays GUBEEZABLU, the Goblin Devil of Power and Cunning.

There is a SECRET DOOR (CL 3) in the southeast corner, a sliding wall that leads to a narrow, wet tunnel of stone, stairs carved into the floor. The tunnel is 5 feet wide, 5 feet high, and 20 feet long. This leads to the watery cave (#28). Only the shaman is aware of this passage, and he will use it as an escape route if necessary, chancing it with the OOZE he knows to be lurking there.

18. STORAGE ROOM

The door to this room is LOCKED (CL 8 to break down, CL 3 to pick). Note the intersection north of this location. Located at AREA #G (between area #19 and #20) there are 4 GOBLIN GUARDS. They monitor this room. Their SERJEANT holds the key.

This room is messily stacked with bales of cloth, boxes of earthenware plates and mugs, crates of dried and salted fish, strings of sausage, hard biscuits, barrels of wine, sacks (cloth) of grain and flour, and a spool of hemp rope, 300 feet. This is where the goblins store loot, imprison bound adventurers, and if those adventurers have useful supplies, these might be placed here as well.

19. SECRET CAVE

There are two points of ingress to this cave. Both are through SECRET DOORS:

The first SECRET DOOR (CL 3) accesses the west side of the cave from the Goblin Lair (#D). Pressure must be applied in the seam of the floor below the secret door. This triggers a small, rectangular stone slab door (2' x 4') to click open.

The second SECRET DOOR (CL 3) is in the southeast corner of this room and is accessed by way of a secret tunnel (see below) that curls southeast to #36 of the Orc Lair (#H). It is of similar design.

This cave of roughly 700 square feet appears to have been recently chiseled out, its floor concave. Stony and uncompromising, the clay floor must be here, this betrayed by the poor shape of the shovels and picks, hammers and chisels leaned against the wall. The tools are bent and chipped. In the center of the floor there lies a bin full of dirt and rock shards.

The goblins of this tribe are aware that their neighbors, the orcs of #H, have tapped a nearby vein of silver. After attempting to mine silver here, the goblins have desisted; instead, they have taken measures to steal from the orcs.

Secret Tunnel between #19 and #36: This bored out passage of 150-foot length is 5 feet in height and has a variable width of 5 to about 15 feet. The tunnel has SECRET DOORS at each end. The northerly one is described in the text above. The southerly one is a ONE-WAY SECRET DOOR, meaning, it is obvious from this side, hidden on the other side (#36) where the orcs mine for silver.

AREA #G: There are 3 GOBLIN WARRIORS that keep watch on the prison (#20) and the storage room #18. If trouble presents they will shout their battle cry ("KREE-AHK!") thus alerting the SHAMAN (#21) and possibly a GOBLIN PATROL (see introductory material of this lair, #D). Their serjeant holds both the key to the prison and the key to the storage room (#18) on a brass belt ring.

GOBLIN WARRIORS x 3: (These lawful evil humanoid's vital stats are HD 1d6, HP 4, AC 14, MV 20 ft. Their saves are physical. Their special abilities are darkvision 60 ft. and light sensitivity [-1 to attacks in bright light]. They are equipped with leather armor, belt axe, shortsword, light crossbow, 6 bolts, and 1d6 sp. XP: 5+1)

GOBLIN SERJEANT: (This lawful evil humanoid's vital stats are HD 2d6, HP 11, AC 16, MV 20 ft. His saves are physical. His special ability is darkvision 60 ft., light sensitivity [-1 to attacks in bright light], and +1 damage on attacks due to high strength. He wears a breastplate and is equipped with a shield, morning star, shortsword, whip, a brass belt ring with keys to #18 and #20. He also wears a silver amulet [worth 5 gp] and has 3d6 sp. XP: 32)

20. PRISON AND TORTURE CHAMBER

Note the guards positioned at AREA #G (above). There are 5 PRISONERS here, though the CK is encouraged to alter the number and composition to match the progression of the campaign.

This barred off cave/jail is 25 feet in diameter, it being roughly round in shape with a domed ceiling 12 feet high at the center, 8 feet at the verge, with a key-locked iron gate. There are twelve sets of manacles (wrist and ankle) bolted into the stone wall, spaced evenly around the chamber. Five are occupied by prisoners, each of these in a sorry state of existence. There is a central fire pit of stone, a pair of oaken chairs, and a box of torture instruments, including a fire poker, pincers, and pliers.

See **PLAYER HANDOUT #5** (Upper Works Map & Illustration Booklet) for an illustration of this prison and its prisoners.

- **Manacles:** are forged of iron (when locked, CL 10 to break, CL 3 to pick).
- **Bars/gate:** are forged of iron (when locked, CL 10 to bend, CL 5 to pick).

CK's Note: prisoner #5 (the fat merchant) is most vocal at first, demanding his immediate release!

- **PRISONER #1: GOBLIN FEMALE.** During a recent (and secretive) raiding mission, this female of the Gublinish Tribe (*Ruins of the Castle Precincts* #15) was pulled from her cottage, abducted for information. She has been able to give no information about the military prowess of her tribe, but does state that their chieftain is the descendant of a god, and that he has visited her with affection in the past. She is scheduled to be sacrificed to Gubeezablu in the chapel #17.
- **PRISONER #2: AN ELDERLY ORC.** This wizened orcish engineer (*weak and non-combatant*, HP 2, AC 10) is from the orc tribe at #H. Several moons ago, he walked in on goblins stealing raw silver ore at the orc mine (#36) and so they knocked him out and abducted him. Weak and easily bullied, the goblins have learned much of the tactical prowess and routines of their orcish enemies, the SKULL KRUSHERS (#H). This old orc (if he survives much longer) is scheduled to be sacrificed to Gubeezablu in the chapel #17.
- **PRISONER #3: HUMAN BOY.** This boy, ROBERT COOPER, was abducted a fortnight ago while tending a pair of fine stallions in the forest nearby. The boy serves a knight to whom he is esquired, and thus comports himself with the precepts of gallantry. Although Robert is but 14 summers, he possesses the heart of a champion and has revealed nothing to these evil goblins. To a good party, if rescued, he will present himself as horseman to SIR GALVINDE, a knight who came to investigate Castle Zagyg with his staunch and rugged ally, MORGAN, a barbarian of the northern woodlands. Robert fears the worst for those two men, because they'd assured him of their return within 24 hours and by the time he was captured by the goblins, a sennight already had passed. This boy is scheduled to be boiled and eaten during a coming goblin feast.

ROBERT COOPER: (This lawful good, 0th level, human knight's vital stats are HP 2, AC 11. His prime attributes are as yet undeveloped.)

- **PRISONER #4: THE DWARF.** This doughty dwarf formerly served as a mercenary crossbowman for a group of gnomish prospectors seeking iron ore deposits in the region. The contingent became lost, then subsequently attacked by humanoid ape-men (losels), suffering terrible losses.

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The survivors later stumbled upon Castle Zagy. “We saw the fog lifting right before our very eyes! Yari!” In the ravine outside the castle bluff, they were attacked by goblins, and this dwarf, **ONI BLACKBEARD**, is the last of that group. Oni will take service with his rescuers for one year, requiring room and board alone—if provided with armor and weapons. Oni sees no redeeming qualities in his fellow prisoners, except the boy, whom he will request be rescued first and foremost, even shedding a tear about that one: “They burned him with a hot poker, yar. And the boy, he never gave them the satisfaction of a whimper. The heart of a lion, that one, yar.” This dwarf is scheduled to be sacrificed to Gubeezablu in the chapel #17.

ONI BLACKBEARD (DWARF CROSSBOWMAN): (This chaotic good, 2nd level, dwarf fighter's vital stats are HP 18, AC 10, MV 20 ft. His prime attributes are strength and dexterity. His significant attribute is dexterity 16. He is specialized in the crossbow [+5 “to hit”]. He wears a loin cloth.)

- **PRISONER #5: FAT SPICE MERCHANT.** This is Wilbur Hornblower. This man's wagon was assaulted by the Little Hillwood Werewolf (#A) ten miles away on the Menhir Hills Road. His guards were killed, their throats torn, and his plump wife, who was wearing her finest red silk dress, was carried off by the shapechanger while the fat man cowered under a blanket. In the aftermath, he found the courage to take up the sword of one of his guards and venture down the Old Castle Track. There he avoided a ravenous owlbear, was hounded by ape-men (losels), and eventually was captured by goblin raiders of this tribe. Wilbur is a fat, bald man with rosy cheeks and fleshy jowls. He demands to be rescued first, citing himself as a nobleman of great wealth (a lie). He will offer 100 gp for his rescue and return to Yggsburgh, another 100 gp for the rescue of his wife, Gertrude (she is dead). This man is scheduled to be sacrificed to Gubeezablu in the chapel #17.

WILBUR HORNBLOWER: (This neutral, 0th level, human commoner's vital stats are HP 2, AC 8. His prime attributes are mental. He has Business Ability at Level 3.)

21. SHAMAN'S CHAMBER

The door to this chamber is kept **LOCKED** (CL 3 to pick, CL 7 to break down). Only the shaman holds the key. The 4 skeletons stand on either side of the entry, hidden in shallow alcoves. The shaman is always here during the daytime when he is sleeping, wrapping himself deep in his pile of purloined silks and satins. He wears a tattered robe of olive green velvet and black leather boots (soft).

If it is evening: The shaman can be found in the chambers of the **CHIEFTAIN** (#23)

If it is midnight: He is always at the chapel (#17).

If the alarm sounds: He falls back to #23 to protect the **CHIEFTAIN**; though he is not adverse to saving his own hide, fleeing to the chapel and using the **SECRET DOOR** there—if the situation appears desperate.

If this room is entered, read the following text aloud, noting mentally the above information on the whereabouts of the shaman and the skeletons:

This 30 by 30-foot room is somewhat posh in appearance as compared to the other locations of the goblins' lair. There is a nest of soiled silks and satins in southeast corner, a writing desk with a half-burned candle atop, a tin wash basin filled with yellowish water, and an oaken dresser. A brass brazier with coals within sits atop the dresser, wafting a nauseating, sulphurous odor. Adorning the walls, depending from poles of brass, are two tapestries of Eastern design, these somewhat soiled, though otherwise of fine weaving. A plush rug of wool is centered on the floor, it being dyed red though dark brown stains mar it. On a small shelf above the silk beddings, there is placed a small obsidian idol sculpted to portray a leering goblin devil, it having the general appearance of a goblin, though with small horns protruding from its forehead, a barbed tail, and a forked tongue.

If the PCs enter the room, the 4 **GOBLIN SKELETONS** emerge from shallow alcoves (2 in each alcove) on either side of the door, dry bones springing to animated state, grabbing their spears and attacking. The skeletons will surprise the unwary. If the shaman is here when intruders present, he will cast *protection from good*, then burst out from the silk beddings and cry “KREE-AHK!” thus summoning any surrounding goblins to assist.

GOBLIN SHAMAN: (This lawful evil humanoid's vital stats are HD 4d6, HP 15, AC 10, MV 20 ft. Its saves are mental and physical. Its significant attribute is wisdom 18. It has darkvision 60' and light sensitivity [-1 to attacks in bright light]. It carries a bronze-hilted +1 poniard, potion of extra healing [3d8+3], a dragonhide spell book with each of the below spells contained therein, a scroll of cause paralysis, a pouch with 30 gp, a gold ring with ruby worth 250 gp, and a key to door #21. The shaman typically has the following spells prepared: detect good x 2, detect magic x 2, protection from good x 2, cause fear, cause paralysis, hold person. XP: 200)

GOBLIN SKELETONS x 4: (These neutral undead's vital stats are HD 1d12, HP 8, AC 13, MV 30 ft. Their saves are physical. They attack with spears for 1d6 damage. Their special ability is they take half damage when attacked with slashing or piercing weapons, while blunt weapons do normal damage. XP: 10+1)

TACTICS: The shaman will cast his second *protection* spell on the chieftain if that one arrives or is otherwise with him.

One of the skeletons is the deceased advisor of the former chieftain. If *speak with dead* is cast on it, it will waspishly utter the phrase, *Greebah gruk grool*! (see #22, below) after answering the question, though it will not divulge what this means, nor does it recall.

If the characters inspect the room

- **Silk bedding:** These, if well laundered, are worth 10 gp total.
- **Writing desk:** A candle is set on the desk. The single drawer holds 12 pieces of parchment, a quill, an 4-ounce bottle of ink, a 5-ounce stoppered vial of blood (boar's), and a 5-ounce stoppered vial of quicksilver.
- **Tin water basin:** Holds stale water.
- **Oaken dresser:** Contains a few extra sets of worn, olive green robes, and one set of black robes embroidered with goblin runes of an unholy species.
- **Tapestries:** These 3' x 5' antique textiles from the Far East were stolen from the pagoda of the Castle Precincts. They contain silver and gold threads and are worth 40 gp each to a collector. Each weighs some 12 pounds.
- **Obsidian Idol:** This statuette is of **GUBEEZABLU**, the Goblin Devil of Power and Cunning. This **CURSED OBJECT** is enchanted so that if touched by anyone save a goblin or hobgoblin, it will *paralyze* that one (*save versus paralysis*, CL 4, *save negates*). Otherwise, the victim will forever remain immobile in a paralyzed state until a *remove paralysis* or *remove curse* spell is cast upon him.

22. FORGOTTEN TREASURE ROOM

The **SECRET DOOR** (CL 4) to this room is magical, though its magic cannot be detected. If the correct phrase is spoken in the goblin tongue—*Greebah gruk grool*!, the door opens; otherwise, it is **LOCKED**, and only the most expert of locksmiths can open it and the most potent of strongmen can break it down (CL 10 to pick, CL 15 to break down).

A past goblin chieftain once used this roughly 15-foot diameter chamber as his secret treasure room, though the secret died with him and his most trusted advisor (though that advisor is now a skeletal servant of the **SHAMAN** at #21).

Inside there is a pile of 329 gp, 3 gold ingots worth 25 gp each, a *javelin of lightning*, and a reinforced, **IRON CHEST** of 2 cubic-foot size. The chest is **LOCKED** (CL 3 to pick) the key forever lost. It is also **TRAPPED** (*traps*, CL 3) and if opened a *laughing gas* billows forth, engulfing this chamber and ten feet beyond the **SECRET DOOR** (unless it was closed).

Laughing gas: (CL 3, poison save negates. Victims that fail the save proceed to laugh, cough, and speak loudly for 2-8 rounds, and cannot move more than 5 feet per round whilst doing so.)

Iron chest: This contains a velvet pouch with 20 small spinels of various color worth 5 gp each, a set of 6 bronze rings with pentagonal settings of jet (worth 5 gp each), a large carnelian (so called for the Kornel cherry, a red semi-precious quartz stone, worth 150 gp), and an IOUN STONE* (dusty rose prism, +1 insight bonus to AC.)

* see M&T for more information.

23. CHIEFTAIN'S CHAMBER

There are 2 GOBLIN GUARDS stationed at the top of the 8 stairs (a 7-foot rise total) to this room. They will throw javelins down at intruders from their high vantage point (+1 "to hit" from above) and shout, "KREE-AHK!" During the evening hours (say 7 to 10 pm) the chieftain is often (75%) attended by his SHAMAN (see #21 for stats).

GOBLIN WARRIORS x 2: (These lawful evil humanoid's vital stats are HD 1d6, HP 6, AC 14, MV 20 ft. Their saves are physical. Their special abilities are darkvision 60 ft. and light sensitivity [-1 to attacks in bright light]. They are equipped with leather armor, belt axe, shortsword, javelin x 2, and 1d6 sp. XP: 5+1)

This is the lair of GRUZZ KREE, chieftain of the Kree-Gub tribe. He is almost always here, lounging like a spoiled king with his 6 CONCUBINES. He is a capable warrior and will even join the occasional raiding mission or wilderness hunt. Gruzz Kree infrequently attends ceremonies at the chapel (#17), so there is a 25% chance he is not present here during the midnight hour and perhaps an hour or two beyond. Gruzz Kree will of course be alerted to action should his stationed guards be confronted—unless they are silenced before he is cognizant of the intrusion. Otherwise, he is usually positioned thus:

At the top of the stairs you arrive at a large chamber, 30 feet wide by 50 feet long. At the north end there is a two step stone dais upon which a chaise lounge is placed, like a makeshift throne. The lounge is upholstered in purple velvet.

If the goblin "king" is present and has not been alerted to action, continue reading; otherwise skip ahead to the next boxed text:

Reclined on the divan is a battle-scarred goblin with a chest as broad as a dwarf's. Sprawled about the dais are his concubines, six scantily clad goblin females, green and wart-ridden.

Continue reading:

Other furnishings here include a long, walnut table (goblin-sized) along the east wall, with many low chairs surrounding it. The table is littered with beechwood plates and cups. Upon a beechwood platter are scraps of half-eaten fish and sausages that buzz with flies. The west wall is heaped with piles of silk and raw wool shaped like a giant bird's nest. There is a wine bar on the south wall, this board fashioned of mahogany (though heavily scarred), and behind it there is a stack of six kegs. On the bar there is a crystal carafe and six battered silver goblets.

Of course the chieftain will attack any intruders, his concubines cowering in fear and attacking only if cornered thus.

GRUZZ KREE (GOBLIN CHIEFTAIN): (This lawful evil humanoid's vital stats are HD 4d6, HP 18, AC 18, MV 20 ft. Its saves are physical. Its special abilities are darkvision 60 ft., light sensitivity [-1 to attacks in bright light], and +1 attack damage due to high strength. It is equipped with a breast plate, shield, +1 spear [+5 "to hit"; 1d6+2 damage], morning star and dagger, 12 gp, 10 ep, and a gold ring with pearl worth 50 gp. XP 132)

GOBLIN FEMALES x 6: (These lawful evil humanoid's vital stats are HD 1d6, HP 2, AC 12. Their saves are physical. They have 5-inch knives, XP: 3+1)

18-gallon kegs x 6: 3 of dry red wine (decent) and 3 of sour purplish wine.

The silver goblets on the wine bar are worth 10 gp each, the crystal carafe worth 25 gp.

There is a SECRET COMPARTMENT (CL 3) in the dais. A stone drawer can be slid out, it containing 167 gp, 233 sp, and a velvet pouch that holds 3 large garnets (worth 50 gp each) and an aquamarine stone (worth 100 gp).

E. BAT CAVE

24. LARGE CAVE WITH GALLERY

This cave is the dwelling of about 80 CAVE BATS and about 100 FLESH BEETLES.

You see a short yet broad-mouthed cave entrance, 3 feet tall by around 6 feet wide. A strong odor of ammonia wafts out from within, the sharp smell of guano. Beyond, a tunnel of 8-foot width narrows to 6-foot width as it curves north, its ceiling height perhaps one foot taller than the cave mouth.

The passage is narrow, opening to a cave measuring around 35 by 40 feet with a 20-foot high ceiling that is filled with bats. The description below is intended for daytime exploration; at night the bats are out. Encountering the bats is not very likely unless the characters light a large fire or otherwise attempt to disturb them. Another possibility is probing about this cave at dawn or dusk when the bats migrate to and from their roost.

CAVE BATS x 80: (These neutral creatures' vital stats are HD 1d2, HP 1, AC 12, MV 5 ft., 50 ft. fly. Their saves are physical. They attack by swarming exposed portions of the body. Their attacks are in groups of four, and receive 1 attack for each 4 bats. If a hit is scored, 1 point of damage is inflicted from scratches and bites. They receive +3 to all "to hit" rolls. They attack for only 1d4 rounds before leaving. XP: 5+1)

This cave area of roughly 1,400 square feet (about 35' x 40') is illuminated in a bluish glow. The cave is 20 feet high, seemingly composed entirely of limestone with toothy stalagmites rising from the floor, stalactites thrusting down from the ceiling; some of these joining as one. A gallery extends along the north wall, it being 13 feet above the damp, guano covered cave floor and of 3- to 8-foot depth. Chittering resounds from above, and there you note movement, small winged bodies shifting and repositioning. Indeed, scores of cave bats roost among the stalactites.

The glow stems from a various patches of *glowlichen**. A careful inspection of the gallery, which may (25% chance) stir the bats into a frenzy will reveal a 3-foot diameter circle engraved on the ledge. This is where a druid once came to pray, that one being friend to the resident bats. Never does the guano settle in this circle, always deflecting away. In the center of the circle there is a SMALL GOLD SICKLE (worth 300 gp), once consecrated by a Druid of the Old Faith.

* *Glowlichen*: A phosphorescent subterranean lichen that emits a bluish radiance. See Appendix C for more information.

The inches-thick layer of guano on the cave floor is crawling with large about 100 FLESH BEETLES that devour these droppings, as well as other insects that come here and young and sick bats that drop onto it from above. Moreover, the decaying bat droppings give off ammonia, so after 5 rounds in this place, each PC must SAVE VERSUS POISON (CL 0) or grow dizzy and fall down. After another 5 rounds a failed save means the PC is passed out, unconscious until removed from the cave and in fresh air for 10 or more minutes.

Any PC passed out or otherwise crawling on the guano will suffer d6 damage per round so doing (nibbling FLESH BEETLES), as well as having a 25% chance per round of contracting a fatal disease that will have an onset in 2d8 days and cause the loss of 1 HP per day thereafter until the character dies or a cure disease spell is successfully cast upon him.

FLESH BEETLES* x 100 (C.) (These neutral insects' vital stats are HD 1d2, HP 1, AC 11, MV 10 ft. Their saves are none. They bite for 0-1 points of damage, eating 6 points of flesh damage until sated. XP: 1+1)

* see APPENDIX C.

F. SNAKE PITS

25. CAVE WITH POOL

This cave, formerly occupied by a bear, has a 12-foot-wide mouth, 5 feet high. It is infested with POISONOUS SNAKES. A careful search (or casual for a druid or ranger) will reveal several snake skin wisps clinging to rocks. If the characters enter the cave read the following text aloud:

This cave of about 770 square foot area (c. 35' long x 22' wide) is slick with moisture, its southwestern end dominated by a pool of black, rancid-smelling water around 20 feet long by 12 feet wide. The floor and walls are riddled with small holes of three-to-five-inch diameter. The cave's ceiling drips steadily in two places, *ker-plink*, *ker-plunk*, onto the floor thus feeding the black pool.

One minute here, and 1d6+2 SNAKES will slither out from the holes. They are 3.5 to 4.5 feet long and of black coloration, with yellow underbellies and orange markings along their vertebrae. They seek prey (mice, voles, etc.) While the snakes only consume small mammals, they are aggressive toward intruders.

SNAKES, POISONOUS: (These neutral animals' vital stats are HD 1d6, HP 4, AC 14, MV 20 ft. Their saves are physical. They attack with a bite for 1 point of damage. Their bite delivers poison for 2d3 points of additional damage, save versus poison reduces damage to one-half [1d3]. XP: 9+1)

At the bottom of the pool in the cave, nine feet under the water, there lies the skeleton of a halfling. The halfling skeleton that wears a bronze helm with a visor set with an amethyst sight. This is a HELM OF DARKVISION (120)*. The helm is quite corroded, and although it exudes a moderate dweomer if detect magic is cast, it needs to be polished in order to function again. The remainder of the halfling's possessions—dagger, backpack with provisions, and belt pouch of thieves' tools—are beyond salvation.

* see APPENDIX B.

G. WATERY CAVES

The tunnel just beyond the entrance of this 5 feet wide by 6 feet tall cave slopes slightly downward, with various ankle-deep puddles. The walls are thick with mold. You note bones scattered about, possibly human or humanoid. The smell of rotting flesh mingles with the pungent odor of mold spores.

The tunnel is dark and wet. It is laired by slimes and vermin, so local humanoids shun the place. The orcs of #H will sometimes toss their vic-

tims in here to be devoured. Descriptions found in the boxed text below assume that the PCs possess a light source, such as a torch or lantern.

26. CENTRAL CAVE:

This natural cave of approximately 1,000 square foot area (about 40' x 25') has a lumpy floor upon which are collected several shallow puddles. The walls are slick with moist mold. There is a gnoll corpse wearing banded mail in the middle of the floor, partially decayed, its eye sockets hollow and chewed, a spear resting by his side. Green goo fills the skull openings. Narrow passages descend north, east and west, while the south climbs 30 feet to the outdoors.

A GREEN SLIME colony infests the body of the gnoll, the humanoid having been tossed here by rival orcs. Its eyes have been chewed out by rats. There is nothing of value here.

GREEN SLIME: (This neutral creature's vital stats are HD 4d8, HP 16, AC 10. Its saves are none. It has no attack; rather it reacts when its colony is touched, converting organic or metallic matter to slime, or it drops down from above, sensing the vibrations of its victim. When a slime adheres to its victim, it causes 2d6 constitution damage per turn until at 0 con it turns its victim into green slime. If done quickly, it can scraped off [the item used must be discarded], extracted, burned off or frozen. Otherwise, it can only be destroyed by the use of a remove disease spell. No other attacks—including weapons, spells, and magic effects not described above—will harm the creature. XP: 184)

27. WEST CAVE

The 40-foot-long passage to this cave is 8 to 10 feet wide, sloping down 25 degrees from area #26. GIANT RATS dwell here.

This moldy cavern of some 900 square feet (approximately 30' x 30') is redolent of a sharp, peppery smell. A shallow pool of about 500 square feet has collected here, and along its bank you see several small mushrooms, bright yellow in coloration, with an upturned, concave cap. There is a fat rat lying beside one such mushroom patch, breathing steadily, seemingly unaware of your approach, its instinct and senses obviously failing it. You glimpse a slight movement in the pool, a fist-sized dark shape slowly inching deeper into the water's depth.

The pool is of 2.5 feet in depth. Its water is stagnant, the walls a sheen of rust-brown mold. GIANT RATS (variable in number, as they scavenge outside as well) nest here in the various cubbyholes, these rodents conditioned to avoid the resident green slime of #26. They thus enjoy the "clean" parts of bodies tossed into this cave. The rats, however, will sometimes chew on the mushrooms, these being *sunset mushrooms**, which have a soporific effect.

RATS, GIANT x 3-12: (These neutral animals' vital stats are HD 1d4, HP 2, AC 13, MV 30 ft., 15 ft. climb. Their saves are physical. They attack with a bite for 1d2 points of damage, a shield's AC bonus not applicable. They have twilight vision, and 10% will be diseased, the effects of which the Castle Keeper may determine. XP: 1+1)

Dozens of BIG SNAILS crawl about the shallow pool, these being no larger than a fist, though edible if purged in clean water and then boiled. They may be seen inching in and out of the water.

* **Sunset Mushroom:** Sunset mushrooms have a soporific toxin, and eating one causes the consumer to fall into a comatose slumber for 7-12 hours. For more information, see Appendix C.

28. NORTH CAVE

The irregular, 25-foot-long passage that leads to this cave ranges from 8 to 10 feet in width, a slope of some 35 degrees downward.

You arrive at a large, natural cavern of about 2,000 square feet (roughly 40' x 50') with a domed ceiling of 22 feet at the center, 8 to 10 feet at the edges. Within, you note what is likely a deep pool of black water collected, it comprising about 1,200 square feet of area (about 40' x 30') and fenced by a ledge of rock some 3 to 8 feet wide. Light glints off what might be several gold coins at the northern verge of this basin of water.

This large cavern is home to a **SMALL GRAY OOOZE** that lurks just inside the pool by the tunnel leading north via a narrow flight of steps to the goblin chapel #17. It blends with its surroundings, waiting for some hapless creature to come within its striking range. It strikes like a serpent.

GRAY OOOZE (SMALL): (This neutral creature's vital stats are HD 2d10, HP 15, AC 12, MV 10 ft. Its saves are physical. It attacks with an acid slam for 1d8 points of damage. This acid corrodes metal at a rate of 1 round for chain mail, 2 rounds for plate mail. If the armor is magical, each +1 adds another round before the armor is corroded. Its acid does not harm stone or wood. It is not harmed by spells, cold effects, or fire/heat effects. Electrical attacks do full damage. Weapons do normal damage but may corrode or break if metal. Corrosion is per the CK's discretion — a sword might corrode in 1 round, a battle axe in 2, a warhammer in 3; every magical +1 adds an extra round to the weapon's survival. XP: 95)

At the edge of the pool's north side, just inside the water, there is an engraved white jade **RING OF LIMITED INVISIBILITY*** among a mix of coins (2 gp, 2 ep, 2 sp, 2 cp).

* see **APPENDIX B**.

In the northeast corner there is a narrow, wet passage, 5 feet wide by 5 feet high, with ascending stairs carved in the floor. These seemingly arrive at a dead end. There is in fact a **SECRET DOOR (CL 3)** here, a sliding wall that opens to room #17 of the goblin lair. Only the **GOBLIN SHAMAN (#21)** of that place is aware of the existence of the secret door and passage beyond.

The Pool: The 100 square foot pool is deep, 18 feet at its center. At the bottom of the pool there is a 4-foot-wide tunnel descending another 18 feet. It then loops up, leading to the pool of a **SECRET CAVERN**.

#28-A. Secret Cavern, 30' diameter: This cavern is 30 feet in diameter with a domed ceiling of 10 feet in height at the center, 6 feet at the verge. Two-thirds of the cavern is occupied by its pool (it being roughly 20 feet in diameter, 10 feet deep.) with a stone ledge overlooking the water. An iron door (2' x 5') is framed into the north wall of the ledge of this otherwise natural cavern. The door is rusted **STUCK (CL 2 to shoulder open)**.

Behind the door, stone stairs descend into darkness black as pitch. Twenty-five feet down there is stone archway etched with strange runes of silvery-green radiance. The first PC to pass through the archway causes in the entire party to be sucked through, even those who still linger within #28-A. They are transported outside the door of **The Storerooms #109**.

29. EAST CAVE

There are 5 **GIANT BLACK CENTIPEDES** here.

Passage to this cave: The narrow, 75-foot-long tunnel that leads to this cave is slick with mold, the final 25 feet sloping down at 35 degrees. Any characters failing to take appropriate precautions

will fall and slide down the slope and are precipitated into the 600 square foot, shallow pool of 1-foot depth.

Wet and vulnerable, such victims will at once be attacked by the resident centipedes. The huge centipedes have a nest located at a position of the Castle Keeper's choosing. These creatures are black with orange spots, of 1.5 feet in length, and have gnashing pincers. There are about 20 **YOUNG CENTIPEDES** here, these of 3-inch length and harmless . . . for now.

BLACK CENTIPEDES, GIANT X 5: (These neutral creatures' vital stats are HD 1d4, HP 2, AC 18, Move 25 feet. Their saves are physical. They attack with a bite for 1d2 points of damage. If the bite attack is successful the victim must save versus poison or take another 2d6 points of damage. XP: 7+1)

This natural cavern is roughly 1,050' square feet in area (about 30' x 35') with a domed ceiling of 15 feet of height at the center, 10 feet at the edges, which surround a central round pool of about 600 square feet in area. You hear soft, squishy sounds within.

H. ORC LAIR (& THE CURSED CAVES)

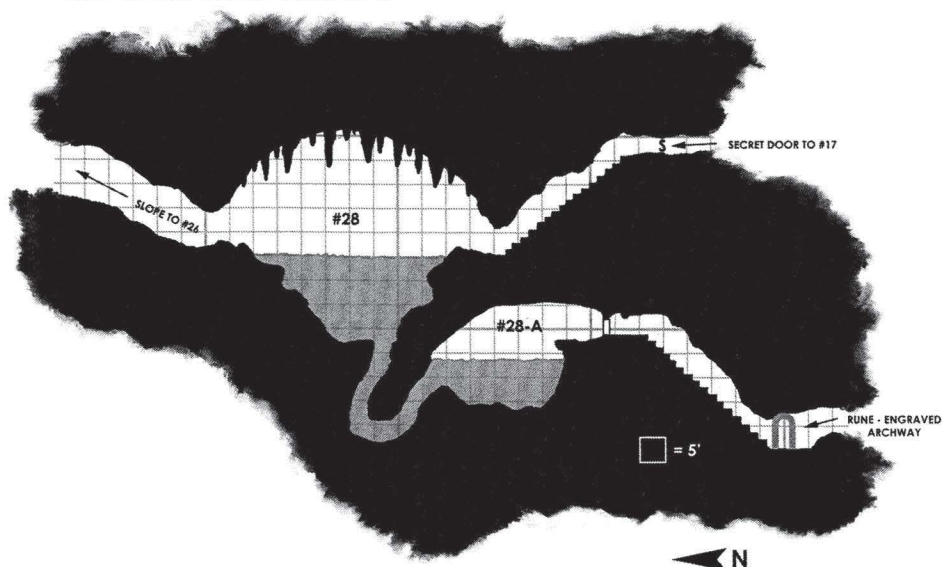
The **SKULL KRUSHER** tribe of orcs dwell in this cave lair, notorious wielders of war hammers and the crest they paint on their shields—a skull set between the crossed shafts of a pair of war hammers. Although this tribe is small, they are brutal and have carved out a defensible position here. They have also struck a vein of silver whilst attempting to bore their way down to the dungeons of Castle Zagyg.

The 10-foot diameter mouth of this cave at once opens to a long hall, 70 feet in length, of worked stone extending north. The passage bends west, and where it does, burns a torch set within a sconce of iron.

PIT TRAP [X], (CL 1): 60 feet down the hall, there is a pit trap with a collapsing lid. If stepped on, the lid collapses open 4 of 6 times, dropping victims 10' deep for 1d6 points of damage. It also triggers the toll of a bell down the hall and alerting the guards at **AREA #G**. Unless the front line of the party is using something to probe the floor (such as a 10-ft. pole), they might not discover the trap. The lid is spanned by a heavy board when the orcs traverse this hall. The pit can be locked in place by turning the wall sconce at the end of the hall.

AREA #G: There are 3 **ORC GUARDS** stationed at the end of this 40-foot-long hall. An iron bell with a chain pull that threads into the stonework is set on the wall here, it tolling when the **PIT TRAP [X]** above is triggered.

NORTH CAVE #28 & SECRET CAVERN #28-A



If alerted by the bell, 2 of these orcs will rush to jab their spears at the pit trap victims while the third will alert the guards at #30.

ORCS x 3: (These lawful evil humanoid's vital stats are HD 1d8, HP 5, AC 14, MV 30 ft. Their saves are physical. Their special abilities are darkvision 60 ft. and light sensitivity [-1 to attacks in bright light]. They have piecemeal armor, shield, spear, war hammer, and 1d6 ep. XP: 5+1)

30. GUARD ROOM:

The door is unlocked. There are 4 ORCS GUARDS here. They will rush to the hue and cry of battle should intruders present.

ORCS x 4: (These lawful evil humanoid's vital stats are HD 1d8, HP 5, AC 14, MV 30 ft. Their saves are physical. Their special abilities are darkvision 60 ft. and light sensitivity [-1 to attacks in bright light]. They have piecemeal armor, shield, spear, war hammer, and 1d8 ep. XP: 5+1)

This room of 50-foot width and 30-foot length contains a central table of pine surrounded by four high-back wooden chairs. There is a bench along the west wall. Over the bench there is a rack holding 12 spears. On either side of the east door there are peg racks hung with gray, tattered cloaks and other ragged apparel. An open barrel of water rests in the southeast corner, an iron ladle hanging from a hook attached to it.

There is nothing of value or interest in this room.

31. STORAGE CHAMBER

Each door of this 30 by 30-foot room is LOCKED (CL 4 to break down, CL 2 to pick).

Within, there are 3 kegs (30-gallon), 2 cloth sacks, 4 shields, an open barrel holding 12 spears, and a rusty iron box. A skinned and salted boar as well as a string of thick sausages hang from a hook drilled into the ceiling. The kegs hold watered-down red wine of poor quality. One sack is filled with lentils, the other with oat meal. The four shields are painted with the crest of this tribe, a central skull set between the crossed shafts of two war hammers. The iron box holds paint supplies for limning, as well as the materials for stirring up yellow, red, gray, and black paints.

PIT TRAP [X] (CL 2): 30 feet east of the intersection where the doors of #31, #32, and #33 face, there is another pit trap that triggers 3 of 6 times if crossed. It is identical to the one near the cave mouth, except it has no alarm bell attached. A scone in the hall west of the pit can lock the lid in place.

32. COMMON ROOM:

Both doors to this room are unlocked. There are 18 ORCS quartered here: 6 male warriors, 5 females, and 7 young. The females and young are non-combatant.

Amongst the heaps of fur and cloth littered about this 40 by 60-foot chamber, there is a large group of orcs quartered here, these engaged in the mending of clothes and armor, the salting of meat, and the nursing of young. At the west end of the chamber there is a great table surrounded by twelve chairs. Two doors access this chamber, one to the east and one to the south.

The males will rise to arms upon intrusion, issuing their hue and cry, and possibly (1-in-4 chance) summoning forth the chieftain, KING KRUSHER (#35).

ORCS x 6: (These lawful evil humanoid's vital stats are HD 1d8, HP 5, AC 14, MV 30 ft. Their saves are physical. Their special abilities are darkvision 60 ft. and light sensitivity [-1 to attacks in bright light]. They have piecemeal armor, shield, spear, mace, and 1d8 ep. XP: 5+1)

33. COMMON HALL

This is where general meetings are held and gatherings prior to a religious ceremony. There are 2 ORC GUARDS stationed here. They stand in the 10-foot-long passage at the north side, thus protecting the door to the chieftain's chamber (#35). They will not be immediately observed if the PCs enter this chamber, potentially surprising the party. Unless silenced before they are aware of the PCs, they will have let loose their battle cries and thus alert the chieftain of intrusion

ORC GUARDS x 2: (These lawful evil humanoid's vital stats are HD 1d8, HP 7, AC 14, MV 30 ft. Their saves are physical. Their special abilities are darkvision 60 ft. and light sensitivity [-1 to attacks in bright light]. They have piecemeal armor, shield, short bow, arrows x 6, war hammer, and 1d8 ep. XP: 5+1)



This funnel-shaped room of about 1,350 square feet is frescoed about its southeast and southwest walls, the art portraying massive orcs bearing hammer or mace and shield, and crushing the skulls of their opponents—a host of men, dwarves, and elves. In the center of the room there is a large oaken table of triangular shape, with rounded corners east, west, and south. The table is littered with wooden plates upon which lay raw fish, salted meat, limp vegetables, and wooden mugs stained with wine. A large chair of dark-stained ash is at the head of the table (north), this chair being graven with a skull set between the shafts of crossed warhammers. There are doors to the north, east, and west. To the south you note an arched hallway of 20 feet length that concludes at another archway, this one opening to what appears to be a place of vile worship.

There is nothing of value here.

34. CHAPEL OF ORCISH LORDS

This is where the orcs come to give homage. The room is usually empty, as it is typically male warriors that come here prior to going on a raiding mission or other act of war. There is no priest or shaman of the Skull Krusher tribe, but should you, the CK, endeavor to expand this encounter area with more orcs, a shaman will take residence here.

This 50-foot-wide by 20-foot-long chamber is hung with gray wool curtains, tattered and spotted with brown stains of blood. At the south end of the room there stands an altar of grey-black granite, upon it a bronze chalice with gold filigree and studded with onyx.

As there is presently no tribal priest to hold ceremonies, only the orc leader, **KING KRUSHER (#35)** is sanctioned to stand behind the altar and speak, leading blood-thirsty war chants. Warriors will clash their shields and weapons here and cry praise to the Orcish Lords, particularly those of war . . . and skull crushing!

Unholy chalice: This chalice is worth 250 gp. It is used when an important enemy is slain in battle, that one's blood emptied into the chalice and shared by the male orcs of this tribe. Though it is not magical, it radiates **LAWFUL EVIL**.

35. CHIEFTAIN'S ROOM

The door of this room **LOCKED** (CL 3 to pick, CL 8 to break down). It is guarded by the 2 **ORC GUARDS** of room #33. This is where the orc leader, **KING KRUSHER** resides, a massive orc who earned his leadership by way of combat and murder. Krusher is cruel and sadistic. His tribe is small, but he is quite ambitious, believing he will build a greater force and soon conquer his humanoid rivals, such as the goblins (#D) and the kobolds (#B). He has a mind for expansion above as well, to claim a tower of the Castle Precincts.

KING KRUSHER (ORC LEADER): (This lawful evil humanoid's vital stats are HD 3d8, HP 20, AC 18, MV 30 ft. His saves are physical. He does +2 damage on all attacks due to high strength and ferocity. His special abilities are darkvision 60 ft. and light sensitivity [-1 to attacks in bright light]. He is equipped with plate mail armor, shield, +1 war hammer [+4 "to hit"; 1d8+3 damage], dagger, key to #35, key to #36, and 30 gp. XP: 100)

This flagstone-floored room of 30 feet by 30 feet is filled with the spoils of many a raid. Contained within are 12 kegs, a pallet of furs, and 5 cloth bolts. In the center of the room there is a four-poster, draped with stained silks.

The **CHIEFTAIN'S MATE** is usually lying under the sheets of the four-poster. She is a round, voluptuous creature with a protruding lower jaw from which large fangs jut. She wears an obscene white silk dress, torn and stained. She cowers in the face of danger, begging for mercy.

34 CASTLES & CRUSADES

ORC CHIEFTAIN'S MATE: (This lawful evil humanoid's vital stats are HD 1d8, HP 4, AC 12, MV 30 ft. Its saves are physical. Its special ability is darkvision 60 ft. It carries a 4-inch knife, and 100 gp worth of gold jewelry. XP: 9)

- **10-gallon kegs, x 12:** These 10-gallon kegs each contain white wine of fine quality, valued at 50 gp each. An iron pry bar is nestled between the kegs (see below).
- **Pallet:** There are 13 undressed pelts lain atop this pallet: 4 beaver (12 gp each), 4 ermine (5 gp each), 2 fox (25 gp each), and 3 giant otter (18 gp each).
- **Cloth bolts:** Each of these 5 bolts is of high-quality, finished silk, 90 square feet (100 gp each).

There is a **SECRET COMPARTMENT**, a loose flagstone under the bed (CL 2, scratches around edge of flagstone, these from the pry bar used to lift it). Under it is a 2 cubic foot hole in which a leather sack is placed. The sack contains a gold ingot (worth 100 gp), 201 ep, 103 sp, and a silver chain with peridot charm (worth 85 gp).

36. SILVER MINE

The door to this cave is **LOCKED** (CL 8 to break down, CL 2 to pick). The **ORC LEADER (#35)** and the **LIEUTENANT** (below) both hold a key. Formerly a storage chamber, the orcs began to excavate here so as to bore their way down to the dungeons of Castle Zagyg. To their surprise, they discovered a vein of silver. A small deposit, they have nearly exhausted it, the silver ore being sold off for weapons and shields.

Recently, the orcs' only skilled engineer mysteriously disappeared (see #20), so the orcs have doubled their guards here. Thus there are 4 **ORC WARRIORS** and 1 **LIEUTENANT** here at all times.

ORCS x 4: (These lawful evil humanoids' vital stats are HD 1d8, HP 5, AC 14, MV 30 ft. Their saves are physical. Their special abilities are darkvision 60 ft. and light sensitivity [-1 to attacks in bright light]. They have piecemeal armor, shield, short bow, arrows x 6, war hammer, and 1d8 ep. XP: 5+1)

ORC LIEUTENANT: (This lawful evil humanoid's vital stats are HD 2d8, HP 12, AC 14, MV 30 ft. Its saves are physical. It does +1 damage due to strength. Its special abilities are darkvision 60 ft. and light sensitivity [-1 to attacks in bright light]. It has piecemeal armor, shield, war hammer, whip, dagger, key to #36, and 30 gp. XP: 34)

This cavern of approximately 3,900 square feet in area (around 60' x 65') is used for mining as made obvious by the large amount of excavated materials. There are 8 prisoners here, each shackled at the ankles. There are five large bins holding shards of stone and dirt. The ceiling is about 12 feet high throughout, though with several domes along its length that allow a ceiling space of up to 20 to 30 feet.

The 8 **PRISONERS** are a combination of dwarves (x 2), gnomes (x 4), and humans (x 2), all in sorry shape (suffering malnutrition), all having suffered under the whip of the lieutenant. Their job is to mine silver. The vein has indeed nearly gone dry, but the orcs persist in their efforts. These slaves work with shovel, pick, hammer, and spike, and are afforded meager rations and limited water; they will die soon, like their predecessors. Commoners each and all, these were passengers on a barge en route to Yggsburgh when they were waylaid by river pirates and sold into slavery.

The bins full of rock that when smelted yield only one or two ounces of silver in each 100 pounds. The leader blames the lack of further silver discovery on the loss of his engineer (again, see #20).

SECRET DOOR (CL 3): The secret door here (2' x 4'), is very well camouflaged. It is the work of the crafty goblin tribe #D. The orcs are unaware of its presence. If discovered, conflict is inevitable between the Skull Krushers (#H) and the Kree-Gubs (#D).

Secret Tunnel between #19 and #36: This bored out passage of 150 feet in length is 5 feet in height and has a variable width of 5 to about 15 feet. The tunnel has SECRET DOORS at each end. The southerly one is a ONE-WAY SECRET DOOR, meaning, it is obvious from the tunnel side, hidden on the silver mine side (#36). The north end of the tunnel appears to be a dead end. There is a SECRET DOOR (CL 3) here as well, leading to encounter area #19. Pressure must be applied in the seam of the floor below the secret door. This triggers a small, rectangular stone slab door (2' x 4') to click open.

37. BOULDER CLOGGED PASSAGE SOUTH

When the Skull Krushers claimed the caves that comprise #H, they were quick to block this haunted passage after a few frightening incidents.

This 10-foot-wide passage is piled with large rocks and boulders from floor to ceiling. Crudely painted on the wall beside it you read the following words in the Common Tongue: *Beyond lies the Cursed Caves where the living dead walk freely.*

It will take 10 man-hours to clear a way sufficient enough for a human to pass through to the cavern beyond. This first cavern, comprising some 600 square feet, is empty, though the undead of areas #38 and #40 will slowly rise upon the sealed passage being first opened (that is, if the PCs arrive from the south), fresh air wafting into the adjoining caves.

38. ZOMBIE CAVE

The passage to this cave is about 7 feet wide and 10 to 12 feet high.

There are 6 ZOMBIES in the cave. Long ago a necromancer held dominion over much of what is now called *The Mouths of Madness*. His name was MAKAAR THE WICKED, and after a time his servants betrayed him. The fate of the necromancer remains a mystery, though the undead of this unhallowed place remain a shadow of his legacy.

This roughly 35 by 30-foot cave's floor is lumpy and dimpled, covered by many shallow pits and humps, with a ceiling height ranging from 8 to 12 feet. The stench of rotting flesh is strong here, permeating the place.

At first glance the PCs will see nothing, as the undead are squeezed into the various natural alcoves of the cave. If the characters begin to inspect this place, they will emerge within 2-8 rounds. The CK should make a secret roll to determine how long before the zombies emerge.

If the characters bypass this cave and continue north, the zombies will still react in that same time, following the party wishing to devour their flesh at first opportunity. The zombies are dressed in grey (formerly white), tattered gowns, leather sandals that strap high to the calf, and a torque of twined silver and gold stylized as silver and gold snakes intertwined.

See **PLAYER HANDOUT #6** (*Upper Works Map & Illustration Booklet*) for an illustration of these ZOMBIES.

ZOMBIES x 6: (These neutral evil undeads' vital stats are HD 2d12, HP 12, AC 12, MV 20 ft. Their saves are physical. They attack with a slam for 1d8 damage. These undead never gain initiative and always act last in any given round. XP: 15+1)

Each torque is worth 35 gp.

39. EMPTY CAVE

This large cave of some 1,400 square feet (about 40' x 35') with ceiling of some 16 feet in height is littered with the bones of creatures large and small alike, mostly animal though not a few unlike those of human, demi-human, or humanoid. The glint of metal can be seen mixed within.

There is some wealth to be found in this chamber, including a magic ring buried one foot under dirt and debris, the ring still on the finger of a skeletal halfling hand. For every ten minutes searching and sifting here per character, there will be 1d4 gp, 1d8 ep, 1d8 sp, and 1d20 cp discovered, this money exhausted at a maximum of 50 gp, 80 ep, 160 sp, and 400 cp. The ring is an ARCHER'S RING +1*.

As the PCs sift through, they will soon be confronted by the ZOMBIES of #38 and the SKELETONS of #40 if they have not already dealt with one or both groups.

* see APPENDIX B.

40. LARGE CAVERN

You have entered a large, rocky and lumpy cavern of approximately 2,400 square feet (roughly 40' x 60'), it being covered with dirt and debris.

There are 8 SKELETONS haunting here, and they bear rusty shortswords. They will emerge from the dirt, debris, and various surrounding alcoves in 1d4 rounds if the PCs enter from area #41. Otherwise they will file down the narrow tunnel to #39 if the characters begin a search of that place, or to #38 or #37 if the characters linger very long there. There is nothing of value to be found here, except for the skull of each of these 8 skeletons, these being inset in the center of the brow ridge with a small red garnet (worth 20 gp each).

SKELETONS x 8: (These neutral undeads' vital stats are HD 1d12, HP 8, AC 13, MV 30 ft. Their saves are physical. They attack with shortswords. Their special ability is they take half damage when attacked with slashing or piercing weapons, while blunt weapons do normal damage. XP: 10+1)

41. BOULDER CLOGGED PASSAGE NORTH

This 10-foot-wide passage that flares to about 20 feet width is piled with large rocks and boulders from floor to ceiling, its length indeterminable due to the barrier.

If the characters arrive from the north: It will take 12 man-hours to clear a way sufficient enough for a human to pass through to the cavern beyond. This first 300-square-foot area cavern is empty, though the undead of areas #38 and #40 will slowly rise upon the sealed passage being first opened, fresh air wafting into the adjoining caves invigorating them.

If the characters arrive from the south: Upon clearing the way the PCs encounter an ascending set of stairs carved into the solid rock, this follow by a second and third set as the passage ascends. At the second landing there is a SECRET DOOR.

SECRET DOOR (CL 8): this heavy granite door is round and must be pressed (minimum 30 strength required, two characters may combine) toward the sloping passage side (west) and then lifted into the wall. Heavy, it will drop down and lock back into place if not braced by something strong. Note that this is a ONE-WAY SECRET DOOR, it being obvious on the west side of the portal. Beyond lies the sloping passage (slopes down from here) of some 350 feet in length, a secret tunnel that leads to the outer gatehouse (see *Ruins of the Castle Precincts #1*).

42. PASSAGE BEYOND

The passage zigzags to a rune-engraved archway that leads to *The Store-rooms #150*, that portion of the dungeon controlled by the OLD GUARD KOBOLDS. These kobolds have recently discovered the secret door at #41 and soon might well make a move to take over the Outer Gatehouse (barbican) (*Ruins of the Castle Precincts #1*).

I. HILL GIANT'S LAIR

The following cave leads to the southwest corner of *The Storerooms* of Castle Zagyg (see *The Storerooms* #139). It is the domain of the HILL GIANT, Willy Wil, Giant of the Hill. Note that the hill giant is seldom about (1-in-6 chance). If the CK determines that the giant is about, he might be getting ready to cook some game or sleeping. A ranger checking for tracks might note the footprints of a large and bow-legged giant having traversed this passage many times, and recently at that (usually within 24 - 72 hours).

You see a cave situated about 15 feet up from the base of the bluff. The mouth of the cave is a gaping maw, some 12 feet wide by 12 feet high, its peak coming to an off-centered point. The ledge before the cave is perhaps 50 feet wide and 8 feet deep in the middle, tapering off at the edges like a crescent.

If the characters ascend to the mouth and enter:

You observe the gaping mouth of a cave, the mouth being 15 feet wide by 18 feet high. A mere 20 feet within you note an archway of carved granite, it being 12 feet wide and 15 feet high at its peaked apex. The archway is graven with all manner of runes and glyphs that glow with silver-green radiance. The passage beyond the archway stretches into darkness black as pitch.

The runes of the archway can be read via *read magic*. A thief might also be able decipher script as though this were a scroll of arcane script. The runes read: *Welcome Seekers Brave and Meek, Strong and Weak, Feathered and Beaked to The First Level: The Storerooms*. Another 70 feet beyond the archway the 15 feet wide passage opens to a large cave lair (*The Storerooms* #139). This is preceded by an iron portcullis of heavy iron that the hill giant alone can lift (minimum 19 strength required).

If you, the CK, wish to have the PC party encounter this giant, his stat block is presented here as well as at his lair. Do take the time to review his encounter information in *The Storerooms* before doing so.

WILLY WIL, GIANT OF THE HILL: (*This chaotic neutral humanoid's vital stats are HD 9d12, HP 63, AC 17, MV 40 ft. His saves are physical. He attacks with 2 fists for 1d8+8 points of damage each, a giant club for 2d8+8 points of damage, or he can hurl a boulder up to 330 feet for 2d8+8 damage. Note that all his attacks are at +8 damage due to vast strength. He wears hide armor and carries a large leather sack that contains two boulders, a soiled pair of underdrawers, a huge old ham, a comic scroll, 3 lumps of rock candy, and other assorted trash. XP: 1,113*)

J. OWLBEAR DEN

An OWLBEAR nests here.

This 6 by 6-foot cave mouth is somewhat round and seemingly carved out by enormous claws.

This is the den of "Pinky" the deranged owlbear. Pinky is a one-armed owlbear, notorious for her horrible shrieks. She prowls the forest for prey, including animals and the occasional goblin, though rarely targets creatures of medium size or larger.

Pinky appears to have suffered terrible burns (she in fact was blasted by a *fireball* spell). Her left foreleg is a limp, shriveled, pink thing, lacking feather or fur, and half her beaked face and part of her torso is likewise pink, scarred, and bubbled. Notwithstanding that, she is a wrath, fearsome opponent, and reckless as well. If one approaches her, she will attack. If one runs from her, she will pursue, screeching all the while. Only if one stands motionless will she possibly ignore that one—unless they are of small size and she is hungry.

44. PINKY'S CAVE

You see a cave lair of roughly 480 square feet in area (about 12' x 40') littered with the bones of humanoids, animals, and fish. The east end of the cave is dominated by a massive nest comprised of dead leaves, twigs and sticks, fur, feathers, and moss.

Pinky is in her lair during the day resting, though quick to react to intrusion, screeching maniacally. At night she prowls the banks of the False Urt seeking prey. If a PC enters her cave, Pinky will pick up on that one's scent, possibly following him or her. She avoids the postern gate bandits (see *Ruins of the Castle Precincts* #36), for those ones have riddled her with missiles in the past.

See **PLAYER HANDOUT #7** (*Upper Works Map & Illustration Booklet*) for an illustration of this deranged OWLBEAR.

"PINKY" THE OWLBEAR: (*This neutral monster's vital stats are HD 4d10, HP 27, AC 13, MV 40 ft. Its saves are physical. It attacks with one claw for 1d6 points of damage and one bite for 2d6 points of damage. Pinky cannot perform any hug attacks as normal owlbeards do, but as she is quite frothing mad, she attacks at +2 "to hit" on all attacks, though this comes at her obvious AC penalty. XP: 168*)

Among the bones and dirt can be found 25 sp, 19 cp, a longsword, a broken halberd, and a tin flask (12-ounce) half-filled with brandy.

CONCEALED DOOR (CL 5): Behind the massive nest there is a 500-pound boulder that conceals a passage (see *The Storerooms* #141-A) once used by the HILL GIANT, Willy Wil (see #43 of this book, or *The Storerooms* #139). The giant considers the owlbear a decent guardian to his "back door".

CK's Note: The nearby PIER which is located on the bank of the False Urt River is fully described in the "False Urt River" portion of **PART III. THE WILDERNESS**, above. Note that this pier is monitored by the bandits of postern gate (see *Ruins of the Castle Precincts* #36.)

K. ELF AND HALF-ORC ENTRANCE TO CASTLE ZAGYG

You see an arched cave entrance of 10 feet high and like width that opens onto a tunnel of worked stone. The walls within are lined with cressets of iron mounted in staggered positions. These are lit with pale green flame, with no fuel source apparent. A short ways within (about 20 feet) you note a set of stone stairs carved into the bedrock. These climb to a height of 5 feet. Another 40 feet in, you see another set of stairs, beyond which your view is hindered.

45. LONG TUNNEL OF WORKED STONE

Elves and half-orcs of disreputable appearance control this tunnel, their hide-out within *The Storerooms* (#136) of Castle Zagyg. It has been a long time since they have emerged from their lair, as they are engrossed by the business of the dungeons below Castle Zagyg.

The tunnel is 200 feet long total with five sets of stairs (5 steps each, nearly a 1-foot riser). Any molestation of a wall cresset will cause a *burning hand* to spark forth striking the offender (and anyone within 5 feet) for 1d2+4 damage, after which the cresset no longer functions. If the party climbs all the stairs, the following read-aloud text applies:

At the top of the fifth set of stairs, you observe a Gothic stone archway of 10-foot width and 10-foot height at its apex. The archway is graven with runes and glyphs that glow with silver-green radiance. Within the arch you note an oaken double door, iron banded and spiked. Hinged between the doors you note a great bronze knocker.

The runes may be read if *read magic* is cast, resolving to say: *The Storerooms: Knock for service*. A thief may also attempt to *decipher script* these runes as he or she would a wizard's scroll.

DOUBLE DOOR: The double door is of 6-inch thickness, nearly flush with the floor, and with no keyhole apparent. The doors are *wizard locked*, and can only be opened via the *knock* spell (or *dispel magic*) and so the graven runes are of double meaning, so to speak. Once the appropriate spell has been used to open the portal, the dweomer will re-effect itself after 20 minutes have elapsed. The double door can, however, be opened from within; that is to say, this is a one-way magical lock. Beyond lies the elf and half-orc hideout of *The Storerooms* (#136). If the bronze knocker is used to rap upon the door, the denizens within will not respond unless the knocking is incessant; a few mere taps will not garner their attention.

L. BEAR DEN

This is the den of a **BLACK BEAR** and her **2 CUBS**.

The mouth of this cave is 6 feet wide by 3 feet high, a dark rent between the boulders and rocks here.

46. BLACK BEAR DEN

The dark tunnel slopes up about 7 feet and opens to a cave of 4.5 feet high, and about 25 feet diameter. Within, the sounds of buzzing flies can be heard.

A large female **BLACK BEAR** and her **2 CUBS** dwell in this cave. There is a 70% chance the bears are out foraging by the river, as the cubs are a year old and learning how to hunt for food—squirrels, beaver, fish, tender grass, pine nuts, honey, etc. The mother bear has learned her lesson with her neighbors, the **RATS** of cave #M, and no longer hunts them, unless particularly desperate.

BLACK BEAR: (*This neutral animal's vital stats are HD 3d8, HP 15, AC 13, MV 40 ft. Its saves are physical. It attacks with two paws for 1d4+1 damage and a bite for 1d6+1 damage. If both claw attacks are successful in a single round, the victim is caught in a crushing hug for 2d4+1 points of damage. As she is protecting her young, she is very aggressive and attacks at a +2 "to hit."* XP: 95)

BLACK BEAR CUBS x 2: (*These neutral animals' vital stats are HD 1d8, HP 6, AC 12, MV 30 ft. Their saves are physical. They attack with a bite for 1d4 damage. XP: 5+1*)

The bears sleep in a spot of the Castle Keeper's determination, a cool earthy place where they may curl up together. If it is deep winter, a period of only about a month, the bears may be hibernating; thus, they will be present here 100% of the time as opposed to 30%.

M. CAVERN OF RIVER RATS

A colony of **RIVER RATS** lair here. They scavenge the riverbank, and have been seen swimming across the river to scavenge the other side.

This 2.5-foot-radius hole is 5 feet up from the base of the bluff. The smell of rodent droppings is redolent here.

47. RIVERSIDE CAVERN

This cavern of roughly 600 square feet in area (roughly 20' x 30') is of many lumps, nooks, natural alcoves, and shallow sinkholes. Ceiling space is no greater than 7 feet high, the majority being about 4.5 feet. In the shadows, small creatures scurry about.

There are a large number of river rats dwelling within, c. 40 in total, though it is the purview of the Castle Keeper to determine how many of these will be both present and/or agitated by the actions of the PCs. The CK should assign an appropriate number of rats to challenge the party, starting easy, perhaps 1 rat for every PC, but more rats joining the fray. Never will all 40 rats of this lair be present at once.

RIVER RATS, GIANT x 40: (*These neutral animals' vital stats are HD 1d4, HP 2, AC 13, MV 30 ft., 15 ft. climb. Their saves are physical. They attack with a bite for 1d2 points of damage, a shield's AC bonus not applicable. They have twilight vision, and 10% will be diseased, the effects of which the Castle Keeper may determine. XP: 5+1 inside cave, 1+1 outside.*)

CK's Note: any small-sized PC can fight unimpeded here, as long as they do not wield a large melee weapon; medium-sized PCs or larger, however, are at a distinct disadvantage: rats thus add an additional +2 "to hit" and no dexterity bonus to armor class applies to such PCs. Such PCs are also at a -2 "to hit" whilst attacking and cannot use large-sized weapons except for perhaps a long spear to thrust, etc. (use common sense, Castle Keeper!)

Not a few of the rats of this location exhibit a predilection for shiny gold coins. A careful search and sift will yield 15 gp and 35 ep, if a total of four man-hours are spent. During this time, a **POISON SAVE** (CL 0) must be made every ten minutes, or the PCs will become nauseated by the sharp stench of rat droppings. Also, the more the characters search, the more likely there are to be attacked by rats.

N. FLOATING FUNGI CAVES

The narrow mouth of this cave is 13 feet tall and 2.5 feet wide. It glows within, a pulsing blue radiance. Squinting, you note movement inside.

If the PCs enter the cave:

Entering, you see a pair of caves, one of about 150 square feet in area (10' x 15') to the north, the other (to the southwest) of about 625 square feet (roughly 25' x 25'). The caves are joined by a narrow tunnel of about 5 feet wide, 7 feet high, and 15 feet long. Puddles are scattered in random patterns about the floor, these being of about ankle-deep. Peculiar mice scamper about, many of these glowing with an eerie, bluish radiance. Likewise, the walls of each of these caves are patchy with lichen that emits a similar bluish radiance. Something arrests your attention: floating things in the larger of the two caves, the one southwest of your position.

The lichen is *glowlichen**, the mice, having nibbled at it, glow also.

* see APPENDIX C.

48. BLUE MICE CAVE

This little cave of some 10 by 15-foot dimensions is nested with hundreds of tiny mice, many of which glow from nibbling on the resident glowlichen. The stench of urine and excrement is eye-watering here. These mice have unwittingly effected an alteration of their place in the food chain, i.e. most of their natural predators being intimidated by their strange glow, will not eat them. As there is plenty for them to eat here, they have multiplied far beyond normal limits.

49. AIR FUNGUS CAVERN

This cavern is trapezoidal in shape, approximately 625 square feet in area (about 25' x 25') with a ceiling height of 25 to 30 feet. It is awash in bluish glow, this emitted from the strange lichen that grows upon the walls in three large patches: the south wall, the west wall, and the high ceiling. The glowing fungi illuminate other fungi of an equally singular species: a spherical growth that floats in the air, bumping into one another and the walls. There are dozens of these strange growths floating about, each of about 1 to 3 feet in diameter.

The floating fungus is *Air Fungus** of an edible species. Contact with flame (such as a torch) will cause one to explode, this explosion inflicting d6 damage to all within a radius of 3 feet per 1 foot of diameter (each fungus being 1 to 3 feet in diameter.) If there are other air fungi in this radius they too will explode thus, possibly causing a chain reaction. There will be 0-3 (d4, 1=0, etc.) within range during such an incidence.

* see APPENDIX C.

O. DWARF ENTRANCE TO CASTLE ZAGYG

Before you, set in the very face of the rocky bluff on which the Mad Archmage's castle is built, looms an 8-foot-tall by 6-foot-wide double door of iron, steel-banded, and of many studs. Each door has a low-set pull handle of polished steel. The doors are graven with bold runes.

This is the cave entrance to a dwarven lair in the first dungeon below Castle Zagyg, *The Storerooms*.

The runes are dwarfish. They read: *The Dwarfish Lords dwell within the deeps of the Mad One's edifice. Enter if you are a friend of honor, courage, and dwarven bravery! Flee to from whence you came if not—or else, coward!*

The doors require a 45 strength total to pull open; up to 4 PCs can contribute to the effort if two grasp each handle.



The stonework within is smooth and polished, the grade perfectly balanced. It is dark inside, but you discern three flights of ascending stairs, your observation hindered beyond the elevation of the second staircase, perhaps 40 feet within.

The hall is about 80 feet long to the pillared staircase.

50. PILLARED STAIRCASE

You arrive at a staircase that is flanked by opposing rows of rounded, wall-abutting pilasters ranging from floor to ceiling, these of black granite, speckled white. The stairs ascend to a stone double door 8.5 feet wide by 10 feet high. The double door is set in a rune-engraved, stone archway of 1-foot thickness, the runes of which emit a silvery-green glow. The doors are joined by a large locking mechanism of steel with notable key insert.

Double Door (rune-engraved): The runes are not dwarfish, but are of an ancient magical variety undecipherable to any PC. The stone doors radiate a powerful dweomer if *detect magic* is cast, and open only when the dwarfish key master (on the other side) uses his key; otherwise the LOCK (CL 20 to pick, CL 12 to force open) is almost impossible to pick. Any skilled locksmith (or a dwarf wise to such things) will note this sort of lock can be used on both the outside and the inside (similar to a modern day *deadbolt*).

Beyond these doors there is another passage that at length terminates at a door hewn of stone:

Stone Door (beyond rune-engraved double door): The door is 4' x 8', its peak a Gothic-arch. It is composed of black gneiss, is 4 inches thick, and is bolted with a ring-shaped iron knocker. The door is graven with a message, it chiseled in dwarfish script: *Exalt the Dwarfish Lord who Dwells in the Glittering Hall of Gold!*

The door is LOCKED (*interior iron bar that bolts into hole; CL 5 to pick, CL 20 to break down*). Even when unlocked, its sheer weight requires an OPEN DOORS check (CL 3 to push open).

Here reside evil dwarves and gnomes of a treacherous nature, though seemingly of friendly and helpful bent. They are hiding out in their lair (see *The Storerooms* #123, door B.) and scarcely do they ramble about. They might open the doors if the seekers proclaim themselves friends to dwarves.

P. STIRGE DEN

You see a toothy maw of a cave some 60 feet above the base of the bluff.

The cliff is nearly sheer, impossible for the unskilled to scale, save rangers and thieves (CL 3), without the aid of appropriate climbing gear. Once the cave entrance is achieved, a tunnel of 8 feet in diameter, 20 feet in length is observed; this, opening to a larger cave.

51. TOOTHY CAVE

8 STIRGES roost here.

You have entered a limestone cavern of approximately 350 square feet (roughly 10' wide x 35' long) and 18 feet of ceiling height, where stalactites hang pointed, and stalagmites similarly reach from the floor. In the eastern corner you spy two people, one small and one medium-sized, each lying in a roll of wool.

A stirge nest lay within. In mere seconds, warm-blooded creatures will be attacked by the swarm, these small monsters driven to a frenzy by the sweet smell of mammal sweat and blood.

STIRGES x 8: (These neutral creatures' vital stats are HD 1d6, HP 3, AC 16 Move 10 ft., 40 ft. fly. Their saves are physical. They attack with a sting for 1d3 points of damage. Their special abilities include attach and blood drain for 1d4 points of damage per round. XP: 15+1)

Recently a pair of thieves (a human and a halfling) sought to make this place their hideout. Having appropriated a few pints of whiskey, they drank themselves to a stupor and fell asleep in the back of the cave. When the stirges returned to their nest, they proceeded to suck the two dry of their lifeblood. Now, their dried corpses sit rolled in the very wool blankets they brought with them.

- **Human body:** Cloth backpack includes 115 gp, 78 sp, ruby (100 gp), flask of whiskey, waterskin, torch, 50 foot spool of #20 test fishing line, 3 iron spikes, thieves' tools, and a bar of hard soap. Also: 50' rope (affixed to side of backpack), 3 daggers (tucked

in belt), and 3 throwing knives (strapped to left leg).

- **Halfling body:** Small leather sack holds 56 gp, 99 sp, 39 sp, SCROLL OF REINCARNATION; belt pouch with secret pocket (holds 3 antique gold coins stamped with a falcon on one side, a keep on the other, each coin worth 10 gp to any collector). The corpse wears leather armor (ruined), shortsword, a bag of 12 hard biscuits, and a 3-foot length of fine wire affixed to a pair of wooden handles (a garrote).

Q. BUGBEAR CAVE

3 BUGBEARS dwell here. They are in their lair 35% of the time. If a noisy party arrives, they will lie in wait. Should the party discover the rope ladder (see below) the bugbears will cut the rope once they are about 20 feet up.

BUGBEARS x 3: (These chaotic evil humanoids' vital stats are HD 3d10,



HP 17, AC 16, MV 30 ft. Their saves are physical. Their special ability is darkvision 60 ft. They attack by weapon at +2 damage due to strength. They have patchwork ring mail, buckler, bastard sword, light throwing hammers x 2. They also carry 3d6 gp each. XP: 20+3)

You see an arching cave mouth some 30 feet above the base of the bluff. The climb to the cave is nearly sheer. Thin, leafy vines cling to the wall in patches here about the face of the cliff here, but these seem too delicate to provide any suitable means of ascent.

The vines are indeed too fragile to be used for climbing, unless the climber is perhaps an armorless halfling or gnome (i.e. 50 pounds or less). However, the vines CONCEAL a knotted rope ladder, it laced with leaves and painted green and brown. If the vines are searched, the rope ladder can be discovered (CL 1 to discover; though automatic success should an exhaustive effort be made).

These bugbears are preparing for the eventual arrival of the rest of their tribe, some 25 more bugbears in total. Their goal: to conquer and expand the caves surrounding Castle Zagyg!

If the characters ascend to the cave:

Inside the mouth of the 12-foot-wide by 10-foot-high cave, you see a winch bolted into the stone floor. It consists of a winch with a hand crank, pawl, and ratchet, and a tightly wound coil of wire long enough to reach the bottom of the bluff. There are a few implements that can attach to the looped-and-fastened end of the cable, including a large hook, net, 3-foot-square platform, and an iron cage (4' x 4' x 4').

These ambitious bugbears use the winch and its various extensions to convey goods to and from their cave lair. There is a TRAP set 10 feet inside this cave.

TRAP (CL 3): This trap consists of a plate concealed by a thin slab of rock. If the plate is depressed (i.e. stepped on), there is a 4-in-6 chance it is triggered: 4 spears launch down from the ceiling at a 45-degree angle, targeting the one that stepped on the plate and possibly any within 10 feet of that one. The Castle Keeper should randomly determine the target(s). Each spear does 1d6 damage.

52. LARGE CAVERN

This is where the 3 BUGBEARS dwell. If they are present (again, 35% of the time; otherwise they are off hunting or looting) they will at once confront intruders.

This cavern is over 1,100 square feet in area and has a 15-foot ceiling, its natural formations chiseled out providing a more or less even floor. Centered in the cavern you see a smoking brass brazier set on an iron tripod. There are three large straw pallets on the west side. Beside the crude beds rests a trunk and a large coil of hemp rope. The east end of the cavern, which narrows like a bottleneck, is barred off. This appears to be an empty prison cell, its door padlocked, the key inserted in the lock. Along the south wall you see a trunk, 5 kegs of 20-gallon capacity and 3 smaller casks (firkins) of 8-gallon capacity. Beside these containers is a large, heavy, wooden crate, a large tarpaulin of leather draped over it.

Prison cell: iron barred (CL 10 to bend) with padlock (CL 12 to break, CL 4 to pick).

Trunk (3' x 3' x 2.5'):

- 1 suit of ring mail (large)

- 1 jug (4 flask capacity) of weapon oil
- 2 sharpening stones (small)
- 2 ball peen hammers
- 2 wooden mallets
- 1 leather carrying case with leather straps. It contains: a metal file, pliers, scissors, a wire brush, a 100-foot ball of #50 test wire, and a few rags.

20-gallon kegs x 5: each hold white wine (dry, herbal) of fair quality.

8-gallon firkins x 3: contain brandy (distilled from white wine) of decent quality.

Tarp covered, large wooden crate: 4 rolls of flax cloth, 4 feet wide by 80 feet long, tightly wound, and 200 feet of coiled hemp rope. Inside one of the cloth rolls is hidden a golden statuette.

Golden Statuette: This is the 8" figure of a man with slanting eyes seated cross-legged, his arms extended so that the backs of his hands touch his knees, palms upturned. The man wears an open robe, his large belly protruding. His face suggests inner amusement, his long hair tied in a bun atop his head. This small idol is a piece of antiquity from the Far East and is valued at 500 gp.

CK's Note: The hobgoblins (#R) next door seeks to employ these bugbears, forming an alliance of sorts, but the bugbears have other plans in mind. They view these attempts of diplomacy as cowardice and intend to invade the lair of the hobgoblins and claim it as their own. The bugbears have, however, forged an alliance with the cursed bugbear known as GRUG-MUCH (*Ruins of the Castle Precincts* #38), promising that one mating rights in exchange for periodic surveillance reports.

R. HOBGOBLIN LAIR

This is the lair of a small band of HOBGOBLINS (x 23) including 8 male warriors, 9 females, and 6 young. They realize their hold is tenuous here and seek to make alliances with their neighbors; the bugbears (cave #Q). They recently experienced a conflict with their neighbors, the gnolls (cave #S), and suffered a most terrible loss: 5 males killed, and not a single gnoll defeated. Since that time, a few demoralized males have defected, one of these being UG-MUK'TIK (see *Ruins of the Castle Precincts* #9).

80% of the time only 6 of 8 male hobgoblins are in the lair (the others off hunting); otherwise they are all present.

The mouth of this cave is 10 feet wide and naturally arched, coming to an off-center point of 10-foot height.

When the party enters the cave continue reading aloud:

At about 20 feet within this 10-foot-wide hallway of worked stone there is an intersection at which stands two heavily armed hobgoblin warriors. Beyond the intersection, 10 feet to the south, you see an oaken door. Mounted on the wall beside them is an iron bell with a chain pull.

AREA #G: There are 2 HOBGOBLIN SENTRIES posted here at all times, alert and prepared for a gnoll invasion. They will ring the bell violently should anyone arrive, friend or enemy. This does not necessitate combat, as these hobgoblins might well seek to negotiate in their present, vulnerable position, calling for parley*.

HOBGOBLIN SENTRIES x 2: (These lawful evil humanoids' vital stats are HD 1d10, HP 8, AC 15, MV 30 ft. Their saves are physical. Their special ability is darkvision 60 ft. They attack by weapon at +1 damage due to strength. They wear chain mail armor and wield composite short bows, x12 arrows, battle-axes, and 2d4 gp each.)

* **Negotiation with the hobgoblins:** This could entail an invitation to visit with the chieftain (PCs instructed to sheathe their weapons). At least 2 to 4 hobgoblins (from #53) will accompany the party, though sentries will not abandon their post. The chieftain, **HUB-GUB THE BLOODY** will attempt to create an alliance with the PCs (see #56).

53. COMMON CHAMBER

The oaken door to this room is unlocked, though it can be barred from within (if so, CL 5 to break down, CL 2 to pick).

There are several hobgoblins gathered in this chamber of 30-foot width by 55-foot depth, mostly females and young. You see a litter of shredded cloth, straw pallets tied with string, and various clay jugs stacked about (several cracked or broken). A small deer is hung on the east wall, as well as two skinned rabbits, smoked. The smell of urine is strong here.

This is where the bulk of the tribe dwells, including 2 OR 4 MALE WARRIORS (see above note on hunters), 9 FEMALES, and all 6 YOUNG (non-combatant). The youngsters are all the offspring of the chieftain, **HUB-GUB THE BLOODY** (#56).

HOBGOBLIN MALES x 2 OR 4: (These lawful evil humanoids' vital stats are HD 1d10, HP 6, AC 15, MV 30 ft. Their saves are physical. Their special ability is darkvision 60 ft. They attack by weapon at +1 damage due to strength. They wear crude chain mail armor, wield halberds, and carry 2d4 gp each. XP: 7+1)

HOBGOBLIN FEMALES x 9: (These lawful evil humanoids' vital stats are HD 1d6, HP 3, AC 12, MV 30 ft. Their saves are physical. Their special ability is darkvision 60 ft. They have heavy knives. XP: 5+1)

The females will attack only if attacked; otherwise they are non-combatant. The clay jugs hold either water, watered down wine, or urine for dye making (indigo).

There is a SECRET DOOR (CL 5) in this room, but the hobgoblins are unaware of it. It consists of two small, thumb-sized pits in the wall, spaced 2.5 feet from each other, 3 feet off the floor. If pressure is applied to each of these simultaneously, the door will release, a pressured breath of stale air resulting.

54. EXCAVATION AREA

You see a large chamber perhaps 1,200+ square feet in area (roughly 30' x 40'), seemingly of recent excavation with picks and shovels, hammers and chisels lined along the walls. The floor is concave, a resulting ceiling height of about 18 to 20 feet.

This cavern was formerly a small weapons closet of 10 feet square. The hobgoblins have opened it up, digging toward the dungeons of Castle Zagy, seeking power and glory within.

55. STORAGE CHAMBER AND ARMORY

The door is LOCKED (CL 7 to break down, CL 4 to pick). The CHIEFTAIN holds the key (see #56). This chamber of 20-foot width and 30-foot depth contains barrels, boxes, crates, and sacks strewn about in disarray. The majority of containers hold cloth and foodstuffs (salted dried meat, pickled eggs, and dried lentils); the barrels are filled with ale, beer, and sour red wine. These are of no particular worth. This place also contains arms and armor, including:

- 1 suit of dwarf-sized plate mail
- 4 suits of ring mail (medium)
- 6 suits of leather armor (medium)
- 5 medium shields
- 10 helmets (sizes vary)

- 300 arrows* (short)
- 2 broadswords
- 12 short bows
- 3 composite short bows
- 5 battle axes
- 5 daggers
- 4 halberds
- 10 spears

* There are two +1 ARROWS among these easily discovered if detect magic is cast, both also of short length, thus only useable by short bow users.

56. HOBGOBLIN CHIEFTAIN'S CHAMBER

There are 2 HOBGOBLIN GUARDS, 1 HOBGOBLIN LEADER, and 3 HOBGOBLIN FEMALES here. The door to this chamber is LOCKED (CL 5 to break down, CL 1 to pick) via a simple oak bar on the inside. The 2 guards stand by the door, answering all calls. Each, however, is quite consumed by the leader's concubines, and thus spends more time ogling than being vigilant.

HOBGOBLIN WARRIORS x 2: (These lawful evil humanoids' vital stats are HD 1d10, HP 8, AC 15, MV 30 ft. Their saves are physical. Their special ability is darkvision 60 ft. They attack by weapon at +1 damage due to strength. They have crude chain mail armor, halberd, broadsword, and 2d4 gp. XP: 7+1)

If the PCs gain entry:

This 30 by 30-foot chamber is cluttered with all manner of used and broken furniture, an eclectic array of antique chairs and finely upholstered lounges and sofas (albeit soiled and stained).

If the PCs have been conveyed to this chamber to negotiate with the chieftain (or, assuming the chieftain is unaware of intrusion) continue reading the following boxed text:

Upon the largest chair—a veritable throne of oak upholstered in padded red velvet—rests a massive, scar-riddled hobgoblin with features severe even for a hobgoblin. He has a snarling, olive-yellow countenance with beady black eyes and thin purple lips glistened with drool. Lying upon a plush sofa nearby are 3 hobgoblin females, scantily clad in appalling, yellow-green silk costumes.

See **PLAYER HANDOUT #8** (Upper Works Map & Illustration Booklet) for an illustration of the HOBGOBLIN CHIEFTAIN.

These are the quarters of the hobgoblin leader. His two finest (surviving) warriors guard the door, quick to alert the chieftain should the bell be rung by the guards at AREA G.

HUB-GUB THE BLOODY (HOBGOBLIN CHIEFTAIN): (This lawful evil humanoid's vital stats are HD 3d10, HP 18, AC 16, MV 30 ft. Its saves are physical. Its special ability is darkvision 60 ft. Due to its strength and brutality, all melee damage is at +2. It wears full chain mail armor and wields a +1 halberd [+4 "to hit"; 1d10+3 damage], broadsword [+3 "to hit"; 2d4+2 damage], composite short bow, and 12 arrows. In a pouch it carries 12 gp and an iron key to #55. XP: 84)

HOBGOBLIN FEMALES x 3: (These lawful evil humanoids' vital stats are HD 1d6, HP 3, AC 12, MV 30 ft. Their saves are physical. Their special ability is darkvision 60 ft. They carry daggers. Each wears an engraved silver armband worth 2 gp. XP: 5+1)

The furniture collection is the pride of the chieftain, believing it marks

him as a wealthy and powerful ruler. The females are the chieftain's favorite mates.

Negotiation with the hobgoblin chieftain: This ferocious humanoid is looking for help, and may seek to win the favor of adventurers. On one side, in a cave high up on the bluff, he has the bugbears (#Q) who thus far refuse to negotiate; on the other side there are the gnolls (#S) who have delivered a sound defeat of the hobgoblins during a recent clash. Hub-Gub the Bloody will offer 50 sp for each gnoll head brought to him, 50 gp for the head of YEEXUUL the gnoll chieftain.

Under a sofa there is hidden an iron box (3' x 1.5' x 1.5'). It holds 447 gp, 509 sp, 634 cp, a big green spinel (100 gp), and a POTION OF REMOVE DISEASE.

S. GNOLL LAIR

You see a narrow cave opening, 3 feet wide by 7 feet high. Within, you see a 50-foot-long passage, the first 20 feet or so appearing natural, the remainder of worked stone, with a the ceiling height about double that of the cave mouth. Eyes glow from within. A pair of huddled bipedals rise tall, snorting, yipping, and outright barking at you.

AREA #G: There are 2 GNOLL SENTRIES posted here, both of which hide themselves in the nooks and alcoves near to where the natural part of this cave terminates. When a creature approaches the mouth of the cave, they begin to yip, bark, and howl terribly. This is usually enough to drive most potential intruders away, particularly their kobold neighbors (cave #B). It also keeps the wolves (cave #A) at bay, and frightens the hobgoblins (cave #R) as well, the latter having recently suffered terrible losses at the hands of these gnolls. 30 feet south of their position is a STUCK (CL 2 to force open) oaken door, iron-bound.

GNOLL SENTRIES x 2: (These chaotic evil humanoids' vital stats are HD 2d10, HP 12, AC 15, MV 30 ft. Their saves are physical. They attack by weapon at +2 damage due to strength. Their special ability is darkvision 60 ft. They each have patchwork leather armor, shield, throwing club x 2, morning star, and 2d4 gp. XP: 12 + 2)

CK's Note: There is one distinct type of howl these humanoids will let loose should a threat prove tangible. This will alert the MALE GNOLLS of #58 and the CHIEFTAIN (with his guards) of #59 to come forth in 1d4 rounds.

57. STORAGE ROOM, 30' DIAMETER:

The door to this room is LOCKED (CL 6 to break down, CL 3 to pick). Only the CHIEFTAIN (#58) holds the key. Beyond, a 10-foot-long hall opens to a 30-foot-diameter room. Here are neatly stacked 3 kegs (30-gallon), 4 boxes (wooden), 5 crates, 2 rope spools and 3 leather sacks. Hanging from a wall on pegs are 12 throwing clubs, 2 morning stars, and 4 shields.

- kegs (30-gallon) x 3: beer that is strong and drinkable.
- boxes (2' x 2' x 2') x 4 and crates (3' x 3' x 3') x 5: clothing of a normal, basically-worthless sort to adventurers.
- spools of rope x 2: hemp, 200 feet per spool.
- leather sacks, (2.5 cubic feet capacity) x 3: one is filled with oats, one with flour, and one with turnips.

58. GNOLL COMMON ROOM

This place is the quarters of most of the tribe, including 6 GNOLL MALES (though 2 of these being the sentries at AREA G), 5 FEMALES, and 11 YOUNG.

The door to this room is unlocked unless the howl of area G is noted; if such is the case, the males rush to battle as the females LOCK (CL 5 to break down, CL 1 to pick) the door with a bar and prepare to defend. If caught unprepared, the males and females rush to attack intruders; the young do not fight.

42 CASTLES & CRUSADES

This 30 by 50-foot-long room is occupied by several humanoids: gnolls. In the center of the room there is a large brazier of iron, the dish being some 5 feet diameter, and set on a tripod of sturdy iron. The periphery of the chamber, particularly the corners, is heaped with furs, cloths, twigs, leaves, and odd pieces of broken furniture assembled to form makeshift dens.

GNOLL MALES x 4: (These chaotic evil humanoids' vital stats are HD 2d10, HP 12, AC 15, MV 30 ft. Their saves are physical. Their special ability is darkvision 60 ft. They attack by weapon at +1 damage due to strength. They each have patchwork leather armor, shield, throwing club x 2, morning star, and 2d4 gp. XP: 12 + 2)

GNOLL FEMALES x 5: (These chaotic evil humanoids' vital stats are HD 1d10, HP 5, AC 12, MV 30 ft. Their saves are physical. Their special ability is darkvision 60 ft. They have clubs, heavy knives, and 2d4 sp. XP: 5 + 1)

There is nothing of value to be found here.

59. GNOLL CHIEFTAIN'S QUARTERS

GNOLL CHIEFTAIN YEEXUUL, dwells here. He has 2 GNOLL GUARDS.

This room is accessed via an oaken door. When the chieftain is present, the door is LOCKED via interior bar (CL 3 to break down, CL 2 to pick). Behind the door in the 20-foot-long passage stand the guards of the gnoll chieftain.

Yeexuul is a terrible warrior with plans for expansion, beginning with the hobgoblins (cave #R) and eventually the bugbears (cave #Q). Once he has secured this significant portion of the Mouths of Madness, he intends to take on the more tactically-minded KOBOLDS (#B). He will be here only if taken by surprise; otherwise he will have joined his tribesman to meet intruders. He has two guards that stand vigilant in the 20' passage that leads to his chamber.

GNOLL GUARDS x 2: (These chaotic evil humanoids' vital stats are HD 2d10, HP 14, AC 15, MV 30 ft. Their saves are physical. Their special ability is darkvision 60 ft. They attack by weapon at +1 damage due to strength. They have chain hauberk armor, halberd, morning star, and 2d4 gp. XP: 10 + 2)

YEEXUUL (GNOLL CHIEFTAIN): (This chaotic evil humanoid's vital stats are HD 3d10, HP 20, AC 17, MV 30 ft. His saves are physical. They attack by weapon at +1 damage due to strength. His special ability is darkvision 60 ft. He wears plate mail armor, and wields a throwing club, morning star, and 10-inch knife. In a pouch he holds 2 keys [to rooms #57 + #59] and 24 gp. XP: 100)

This chamber of 30-foot width and 50-foot depth is sparsely furnished. It contains a great bed, a dresser, an iron-bound trunk, and a long copper mirror bolted to the south wall. In the center of the room there is a tripod-mounted iron brazier, smoking coals set within.

- **Bed:** The bed holds a wool-stuffed mattress infested with fleas and lice.
- **Dresser:** The dresser is of battered elm and holds various garments of thick cloth and leather, such as those worn by gnolls.
- **Trunk (3' x 4' x 4'):** The trunk holds a spare suit of studded leather armor (large) and a stack of steel plates from a dismantled suit of plate mail. The plates are of exceptional quality, and they radiate a nearly imperceptible magic if *detect magic* is cast. If pieced together by an armorer of skill, the suit indeed proves to be +1 PLATE MAIL. The trunk has a false bottom (CL 3) and under it is kept the chieftain's riches: 110 cp, 58 sp, 78 ep, 138 gp, 10 moss agates worth 5 gp each, and a gold armband worth 60 gp.
- **Mirror (4' x 1.5'):** The mirror is of polished copper, though grimy, dirty, and scratched. It hides a SECRET DOOR (CL 7)

that swings open to reveal a tunnel beyond. The chieftain is unaware of its existence! To open it, one must depress the four studs that mark the corners of the mirror's brass frame. Note that simply removing this mirror will not reveal the passage. The secret door is built into the wall.

60. THE LOST CAVE

This cavern is long forgotten, knowledge of its location lost.

This cave of roughly 750 square feet (23' x 30' approximately) and 11 feet in ceiling height is dark as pitch, dry and dusty, the floor thick with ruddy colored dirt and debris. An old well of 6-foot diameter and 3 feet in surrounding wall height is located here; the masonry is dry and cracked. A tunnel 6 feet wide and 9 feet high slopes 25 degrees down to the west, rough-hewn stone steps carved into the tunnel floor, these layered in a fine red dust.

The Well: There is no windlass or crank, only the rusty brackets remaining to indicate the former presence of such. 20 feet down the well, rusty iron rungs can be glimpsed (if a torch or other light source is used to look), these immediately giving way to a rich, rolling mist, churning and twisting. This is *Zagyg's Curse of Fog & Frogs* (see APPENDIX A.), the deital dweomer that precludes all possible advancement. This well once tapped an underground stream, one of several that fed the **BLACK RESERVOIR**

deep below Castle Zagyg. **CK's Note:** The fog will recoil upon the release of the module that contains the Black Reservoir.

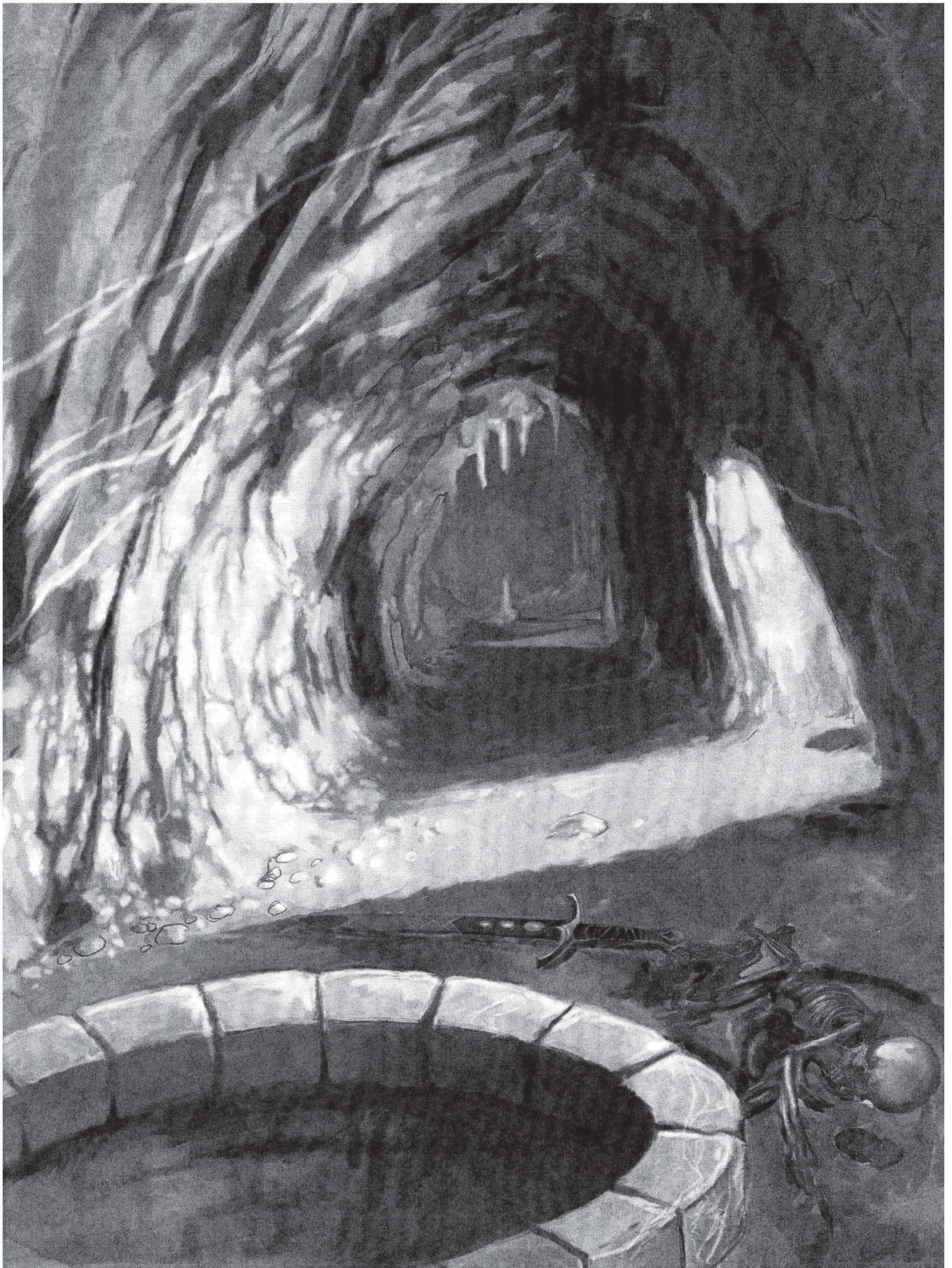
Behind the well lies the skeletal remains of an elf, all its accoutrements gone save for a bejeweled scabbard holding a +2 **FLAMING LONGSWORD**.

61. GATEWAY TO THE RED PLANET

You have entered a cave of about 400 square feet (20' x 20') in floor space, the ceiling about 12 feet high. The stone here is dry and red, cracked and coated with a fine red dust.

This cave is filled with an odorless, colorless **SLEEPING GAS** that affects all who enter it within 5-10 minutes (d4+6) of breathing in the air. There is no save, the effect lasting for 10-40 minutes (or more, should you, the CK, desire to create a larger passage of time).

If the CK desires, this cave can serve as a gateway to a **SMALL RED PLANET** (not unlike Mars), where a lesser gravity is in effect and where 4-armed green giants, blue men resembling plants, huge albino apes, and six-legged riding beasts dwell; the world by and large ruled by the green giants and various colors of humanoids. The Castle Keeper can either develop such a setting whole cloth, utilizing any and all appropriate fictional resources as inspiration (such as the novel *John Carter of Mars* by E.R. Burroughs) or wait until such a supplementary adventure to the Castle Zagyg product line is released.





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