

# THE CASTLE TRISKELION

## MEGA-DUNGEON



**NEW MATERIALS VOLUME 01**

**by Tim Stypinski**

# Triskelion –New Materials Volume 01

## Contents

Note To Dungeon Masters.....	3
New Monsters .....	3
Bumbo .....	3
Buttery Sprite.....	3
Cinnamon Spider .....	4
Fungoid Zombie.....	4
Itch Maggot.....	5
Topiary Animal.....	5
Trigintipede .....	6
New Magic Items .....	6
Bone Whistle .....	6
Broom of Brandles .....	6
Cat's Eye Ring.....	7
Lofnar's Sword .....	7
Triskelion Dagger.....	7
New Mundane Items.....	7
Candle.....	7
Triskelion Family Crest .....	7
Triskelion Family Portraits .....	7
Triskelion Statues.....	8
Currency.....	8
Dwarvish Currency .....	8
Elvish Currency.....	8

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# Note To Dungeon Masters

This document is the first of numerous supplements that will be produced for the Castle Triskelion mega-dungeon. Each may contain new monsters, new magic items, new mundane items, and new campaign specific information. In this supplement's case, the campaign

specific information is new currency used by the dwarves and elves.

Note that each module (segment) in the Castle Triskelion saga will note which supplements and modules are required to use it.

## New Monsters

### Bumbo

Frequency:	Rare
No. Appearing:	1d20
Armor Class:	7
Move:	15"
Hit Dice:	1
% in Lair:	10%
Treasure Type:	Individuals K; X in lair
No. of Attacks:	1 (or 2)
Damage/Attack:	By weapon
Special Attacks:	Berserk
Special Defenses:	Nil
Magic Resistance:	Standard
Save As:	Fighter 1
Intelligence:	Average
Morale:	See below
Alignment:	Neutral
Size:	S (2' tall)
Psionic Ability:	Nil
Level/XP Value:	I / 10 + 1/hp

Bumbos look just like blue-skinned leprechauns with bright orange hair. They are notoriously aggressive to the point of being foolhardy. Their battle lust allows them to strike twice per round, or once with a +2 to hit. They never need check morale.

They attack with a small sized weapon, usually a sword (treat as dagger) or polearm of some sort (treat as hand axe). Leader types will have improved armor class and higher hit dice and may have access to better weapons.

### Buttery Sprite

Frequency:	Very rare
No. Appearing:	1
Armor Class:	6
Move:	9" and see below

Hit Dice:	1
% in Lair:	100%
Treasure Type:	Nil
No. of Attacks:	1
Damage/Attack:	0 or 1
Special Attacks:	Elfshot
Special Defenses:	Invisibility, some poison immunity
Magic Resistance:	Standard
Save As:	Fighter/Magic-user 1
Intelligence:	Average
Morale:	50%
Alignment:	Neutral
Size:	S (2' tall)
Psionic Ability:	Nil
Level/XP Value:	III / 80 + 1/hp

This odd type of sprite does not inhabit idyllic glens and virgin woodlands, instead choosing to live in the storerooms, cellars, or butteries of dishonest innkeepers. When a buttery spirit discovers an innkeeper serving stolen, rotten, adulterated, or watered-down food and beverages it takes up residence and feeds on the illicit goods. In fact they are able to eat and enjoy even rotten food and spoiled drinks. Because of this, buttery sprites are immune to ingested poisons and unaffected by even massive amounts of alcoholic beverages (which they love).

They have an evil reputation, but honest people are actually safe from the buttery sprite, instead it punishes thieves, unruly drunks, and, of course, the tavern owner. The buttery sprite can be mischievous at times, but its tricks do not usually cause permanent harm. In the company of their peers (sprites, pixies, brownies and the like) they are known for their tall tales and boasting.

Like other sprites, this creature can turn invisible at will. It can detect good/evil at a 3" range, and move silently. The buttery sprite lacks wings, but can jump to a height of up to 20 feet, and never takes falling damage from landing unless it falls from a height of greater than 40

feet. It never uses this to attack, however, as it abhors melee.

The buttery sprite instead employs elfshot, small gray pebbles which it keeps in a small satchel. The sprite can throw the elfshot with the same range as if it were using a sling, and attacks as a 4 hit die monster when doing so. The sprite can choose what happens when the shot strikes the target. The sprite doesn't actually want to kill people, so the vast majority of time the shot will cause a painful sting but no real damage. If it so chooses, however, the elfshot can cause a single point of damage. In addition, the victim must save versus spells or be forced to speak only the truth for the next 2 to 4 (1d3+1) hours.

The buttery sprite never seems to run out of elfshot. Spent elfshot rapidly evaporates into grey mist.

Description: Buttery sprites appear similar to other sprites, but have odd, pinched features and long noses. They prefer to wear yellow garments, pointed hats, and pointed shoes.

## Cinnamon Spider

Frequency: Rare  
 No. Appearing: 1d4  
 Armor Class: 4  
 Move: 15"  
 Hit Dice: 4+2  
 % in Lair: 60%  
 Treasure Type: O  
 No. of Attacks: 1  
 Damage/Attack: 1d6+1  
 Special Attacks: Euphoria  
 Special Defenses: Dust  
 Magic Resistance: Standard  
 Save As: Fighter 5  
 Intelligence: Semi-  
 Alignment: Chaotic evil  
 Size: M  
 Psionic Ability: Nil  
 Level/XP Value: V / 205 + 5/hp

The voracious cinnamon spiders are not web-builders. Instead they stalk a defined area and they will stake a claim to a lair where they will take helpless prey to devour. They rely on an odd attack method to render their victims unprepared to fight back.

The bite of a cinnamon spider does not carry a poison, but instead delivers a potent stimulant. Victims of a bite attack must save vs poison at -2 or experience intense

euphoria. Those succumbing to the venom will react as follows:

1d00	Action
01-10	Wander away for 1 turn
11-60	Stare aimlessly into space for 1 round
61-80	Lie down on floor and giggle for 1 round
81-00	Begin shedding clothing/armor/equipment for 1 round

The effect lasts for 1d6+1 melee rounds. The victim must make a new saving throw each round, again at -2, unless they are caused to "wander away for 1 turn" in which case they will travel in a random direction, as conditions permit. Affected creatures act according to the table of actions shown above, but saving throws and actions are checked at the beginning of each round. Those affected by the venom are unable to defend themselves.

Once per day, the spider may squirt a blast of choking dust from a pore located on its abdomen. It usually does this as a last-ditch self-defense when planning on fleeing. The dust cloud smells of cinnamon and covers an area of 1" radius about the monster. Everyone within the area of effect must save versus petrification or be blinded for 1d4+1 rounds. It is during this time that the spider will attempt to escape. Those who fail their save also take 1d4 points of damage, as the dust is an irritant to the respiratory system.

The cinnamon spider is edible, and is in fact sought after by adventurers and dungeon predators. The eyes are said to taste of marshmallow and the guts to taste of pumpkin pie.

## Fungoid Zombie

Frequency: Rare  
 No. Appearing: 1d10  
 Armor Class: 8  
 Move: 9"  
 Hit Dice: 2+1  
 % in Lair: Nil  
 Treasure Type: Nil  
 No. of Attacks: 1  
 Damage/Attack: 1d8  
 Special Attacks: Cause disease  
 Special Defenses: Regeneration  
 Magic Resistance: Standard  
 Save As: As non-intelligent monster  
 Intelligence: Non-  
 Alignment: Neutral  
 Size: M

Psionic Ability: Nil  
Level/XP Value: III / 60 + 3/hp

These walking corpses look much like a zombies, but they are actually infected hosts of a fungal organism. When encountered. their heads will have cracked open like eggs and purple branch-like tendrils of fungoid material will have blossomed.

They attack once per round for 1d8 hit points of damage. The quick growing fungus repairs its host for 1d4 points of regeneration each round. They are not slow like regular zombies and cannot be turned. Treat them as fungus with regard to spell effects on them, noting that they are susceptible to spells which affect plants.

Anyone killed by the fungus will rise as a fungoid zombie. A cure disease spell will stop the process. Anyone who takes half or more of their hit points in damage from the fungoid zombies must save vs poison or develop an acute severe respiratory disease within the next day (as DMG, p 14). Though the character may fear they will become a fungoid zombie, they will recover.

## Itch Maggot

Frequency: Uncommon  
No. Appearing: 3-12  
Armor Class: 8  
Move: 3"  
Hit Dice: 1+4  
% in Lair: 90%  
Treasure Type: Nil  
No. of Attacks: 1  
Damage/Attack: 1d4+1  
Special Attacks: Itch  
Special Defenses: Nil  
Magic Resistance: Standard  
Save As: Fighter 2  
Intelligence: Semi-  
Alignment: Neutral  
Size: S (up to 4' long by up to 1-1/2' wide)  
Psionic Ability: Nil  
Level/XP Value: II / 28 + 2/hp

These foul grubs live in piles of refuse, offal, carrion, or rotting organic materials. They avoid the light of the sun, but are not harmed by it.

The itch maggot has a pale segmented body that reminds one of cadaverous flesh. The face is strangely expressive for such a creature, and their pale blue eyes are startlingly man-like. Their dozen or so paired feet remind the viewer of a caterpillar. The mouth is like a fetid cave in the face, and it contains dozens of sharp yellow teeth.

The body is marked by coarse black hairs, which are scant about the body, but which are clustered about the head.

They have a nasty bite, but it is their hair filaments that make this monster such a dreaded foe. A successful attack will cause a burning itch as the bristles irritate skin. This will cause a loss of 1 point from dexterity for each strike unless a save versus poison is made. Lost points of dexterity are regained in 1d4 turns.

These monsters are sometimes mistaken for larvae by the ignorant. They are generally avoided by dungeon denizens due to their awful taste and irritating bristles.

## Topiary Animal

Frequency: Very rare  
No. Appearing: 1d12  
Armor Class: 8-7  
Move: 15" to 24"  
Hit Dice: 1-5  
% in Lair: Nil  
Treasure Type: Nil  
No. of Attacks: Variable  
Damage/Attack: Variable  
Special Attacks: Nil  
Special Defenses: See below  
Magic Resistance: Standard  
Save As: Fighter 1 to 5  
Intelligence: Animal  
Alignment: Neutral  
Size: S, M, or L  
Psionic Ability: Nil  
Level / XP Value: 1 HD: I / 10 +1 / hp  
2 HD: II / 20 + 2 / hp  
3 HD: III / 35 + 3 / hp  
4 HD: III / 60 + 4 / hp  
5 HD: III / 90 + 5 / hp

Topiary animals are magical creatures sculpted from trees, such as yew, holly, myrtle, or privet. While topiary animals can be found in the form of any sort of beast, the most common ones, and those described above, are made from herd animals, such as antelope, deer, cattle, oxen, and so on.

Attacks vary by type of creature which the topiary animal is modeled after, for example a topiary antelope or deer will have strong exposed branches serving as antlers. Despite this, as a rule they are shy and avoid conflict. They do not need to eat, instead getting their nourishment from the sun, earth, and water. When resting they extend roots into the soil.

For physical characteristics (size, hit dice, number of attacks, damage, etc.) use statistics for the real creature most similar to the topiary animal. Note that topiary animals do not have the special abilities of real animals. For example, a topiary bear can make no hug attack and a topiary tiger has no rake attack.

Topiary animals are somewhat vulnerable to fire. Against magical fire, dragon breath, etc. assume that they automatically fail their saving throw. These creatures are affected by spells which target plants, but not against spells such as sleep, hold, or other mind-affecting spells as ruled by the DM.

## Trigintipede

Frequency:	Rare
No. Appearing:	2d4
Armor Class:	7
Move:	15"
Hit Dice:	2
% in Lair:	Nil
Treasure Type:	Nil
No. of Attacks:	1

Damage/Attack:	1d4+1
Special Attacks:	Weakness
Special Defenses:	Nil
Magic Resistance:	Standard
Save As:	As non-intelligent monster
Intelligence:	Non-
Alignment:	Neutral
Size:	M (5' long by 1-1/2' wide)
Psionic Ability:	Nil
Level/XP Value:	III / 65 + 2/hp

These thirty legged myriapods enjoy feeding on cellulose and cloth, as well as on fresh meat or carrion. They are extremely aggressive and will bite without provocation. Their bite causes weakness if a saving throw vs poison is not successful. Victims will lose 50% of their strength, with a 3 being the minimum. Treat those with 18% strength as 18 for this effect. The effect is not cumulative, so those bitten by the trigintipede twice need not fear further strength reduction. Strength will recover at the rate of 1 point per turn.

Trigintipede body segments have alternating coloring in yellow, red, and black. The head is always red with beady black eyes.

## New Magic Items

### Bone Whistle

This is a seven inch long whistle which appears to have been carved from bone or ivory. It makes no sound to the human ear, although canines will hear it. The first time the whistle is blown, it will summon a bone hound.

Bone Hound (AC 7; MV 12; HD 2+2; hp 12; #AT 1 bite; D 2-8; SD Normal skeleton immunities; Size S)

The skeletal dog will loyally follow and be affectionate towards the whistle-blower, who has now become the owner. It may be turned as a wraith.

If the dog is destroyed, it may not be summoned again for one week. If the whistle is destroyed, the dog will fall to pieces and is effectively done for. This item may not be transferred to another except in the case of the owner's death. The dog and whistle simply won't work for anyone else while the owner is alive.

GP value: 2,000; XP value 200

### Broom of Branches

This magic broom is only usable by magic-users and illusionists. It acts as a **Broom of Flying** and can also be used as a **Quarterstaff +1** in combat. In addition to this, it has one other function. With a command word it will allow the creation of branches.

Branches must be made from broken broomsticks. They appear as headless stick figure men with rude limbs. As many branches can be created and controlled as the user has points of intelligence, given that sufficient materials are present, but the broom of branches can only be used to create a branch once per day. Once a branch is made, it is faithful to its creator, even if that person goes on to lose the broom.

Each branch is AC 9, HD 1, MV 12", and attacks once per round for 1d6 damage. They are immune to mind-affecting spells, such as sleep and charm and take only half damage from thrusting weapons in much the same way that animated skeletons do. They are normally mindless (non-intelligent), but each time a branch is

created, there is a 5% chance that it will have AC 5, HD 4, and attack for 1d10+2 damage. If this is the case the brandle will have average intelligence. Such a special brandle will be 50% likely to attack the user at once and 50% likely to be a generally reliable servant.

GP Value: 25,000; XP Value: 7,000

## Cat's Eye Ring

This ring is fashioned of silver and is decorated with a green gem with a black slit resembling a feline eye. The wearer gains infravision to 90' and can speak with felines of all types, including fantastic monsters that are part feline such as dragonnes, chimerae, and sphinxes.

GP Value: 6,000; XP Value: 1,250

## Lofnar's Sword

This short sword is rumored to have belonged to the fabled hero Lofnar. It is fashioned from a strange bluish purple metal. The grip is black leather and the pommel features the face of a lion. Written in black letters on the blade is the word "Lofnar". It has the following characteristics:

- Intelligence of 12 and ego of 7, neutral good
- **Sword +1**, but in the hands of a neutral good person it is always +3 to hit as well

- It can communicate through a strange form of telepathy (if it chooses) and sounds like a young child, though it can only "talk" when being held by the grip.
- The user may also detect magic in a 1" radius for one turn, twice a day.
- Anyone holding the sword is also capable of talking with Lofnar's dragon.
- Unlike many other magic swords, it does not shed light.

GP Value: 4,000; XP Value: 900

## Triskelion Dagger

There are rumored to be three of these blades. Into the pommel of each is carved the three Triskelion faces (crying, laughing, and scowling). They function as +1 daggers and have the added function of giving +1 to armor class and saving throws. This effect is cumulative with armor, rings of protection, etc. In the hands of a blood member of the Triskelion family they become +3 daggers, granting +3 bonuses to armor class and saving throws.

As with other magic daggers, when the holder desires they shine with light to 10'. A Triskelion holding the weapon may increase this to 30'.

GP Value: 12,000; XP Value: 2,500

# New Mundane Items

## Candle

While not as effective as a torch or lantern in providing illumination, candles are common, lightweight, and can be useful in a number of situations. Candles give good illumination to 5', and a normal taper candle found in Castle Triskelion will last for 3 turns (one half hour) for each inch in height. Special candles can be made to burn at a very controlled rate, acting as time-keepers. Candles will be between 7 and 12 inches long (d6+6), if not otherwise specified.

The candles found in the castle are made of wax. Of course, candles are readily available in towns and villages and can be purchased, it costs a silver piece for a wax candle and a copper piece for a tallow candle.

## Triskelion Family Crest

The Family Crest is a three legged triskelion on a black field. Different family members may have variations or different symbols. For example, Ruggero Triskelion, the captain of the Outer Ward, has three radiating daggers as his symbol.

## Triskelion Family Portraits

These paintings, invariably produced by the prodigious Patrizio Triskelion, appear all over the castle. Most are ordinary paint-and-canvas affairs, but others are not what they seem.



## Triskelion Statues

Scattered throughout the castle are numerous Triskelion statues. Some statues can be manipulated to open secret

doors, or act as traps or tricks. The full tripartite statue has three heads, three arms, and three legs. Each head wears a Phrygian style forward-pointing cap. Each face bears a different expression: scowling, laughing, or crying. The hands hold a staff, a sword, and a nine tailed whip. The chests are masculine and bare while the lower portions are covered by a skirt-like garment to the knee. A good example of this statue is found in Room 5 of the Ground Floor in the Outer Ward.

Other statues exemplify only a single aspect of the full statue. Usually combining one face style with one weapon/tool type. These will have two legs and two arms, and will be dressed like the other tripartite statues. Some of these statues can be found in the Enchanted Garden in Room 56 of the First Floor of the Outer Ward.

# Currency

## Dwarvish Currency

Metal	Coin	Enc.	Value (cp)	Value (gp)
Copper	Ganes	2	5	0.025
Silver	Khurams	2	50	0.25
Electrum	Lugdushes	2	500	2.5
Gold	Mabans	2	1000	5
Platinum	Zamukkarbhush	2	5000	25

Dwarves make five kinds of minted coins:

The platinum coin is known as the zamukkarbhush. The head aspect shows the face of the dwarf king in whose reign the coin was minted. The tail shows a hammer awash in flame.

The gold coin is known as the maban. The head shows a stylized gemstone in relief while the tail shows a pick.

Dwarves are the only race known to make coins in electrum. This coin is called the lugdush. The head shows a tower while the tail depicts crossed swords.

The silver coin is called the khuram. The head shows a door and an axe is on the back.

The copper coin is known as the gane. The head is graced by an eye and the tail shows a torch.

All dwarven coins are twice as heavy as normal coins, but worth five times as much, due to the exquisite detail and workmanship. Thus a platinum zamukkarbhush is worth 25 Sarcocoy gold crescents, or 5 gold mabans, and has a value of 5000 Sarcocoy copper pieces. Like many other coins used by humans, they are reeded or milled, so they can be accepted in confidence.

## Elvish Currency

Metal	Coin	Enc.	Value (cp)	Value (gp)
Silver	Tamos	0.5	20	0.1
Gold	Vinimes	0.5	400	2
Platinum	Sirastars	0.5	2000	10

The platinum coin is known as the sirastar, the gold coin is the vinime, and the silver coin is the tamos. The decoration varies by each piece, but a sirastar will always have a star design somewhere in the design, while a vinime will always have a tree and a tamos will always have an animal, usually a stag or unicorn. All elvish currency weighs half as much and has twice normal value. Elves do not bother with copper coins.