

# THE CASTLE TRISKELION

## MEGA-DUNGEON



OUTER WARD SECOND FLOOR

by Tim Stypinski

# Triskelion – Outer Ward Second Level

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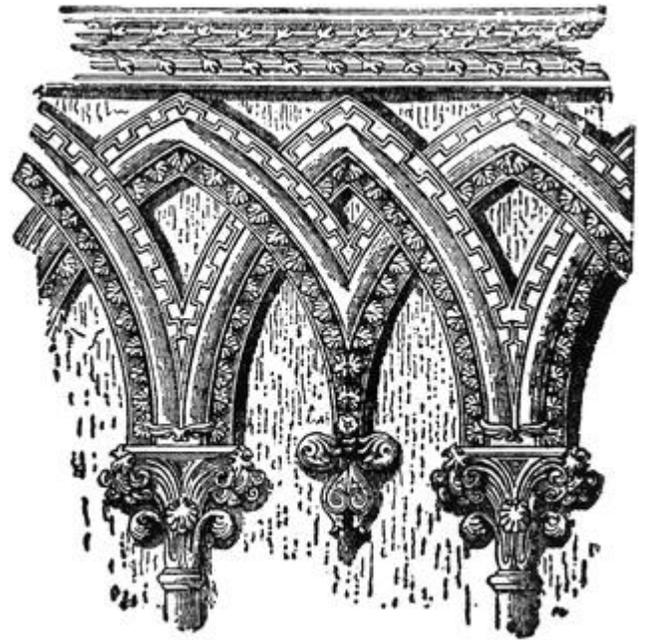
Nothing in this publication constitutes official rules additions or changes to the AD&D game. Use is at the discretion of the game master and the players of individual games.



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# Introduction

## Documents Required

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

- Introduction
- Outer Ward Ground Level
- Outer Ward First Level
- Outer Ward Second Level
- New Materials Volume I

**Introduction**, **Outer Ward Ground Level**, and **Outer Ward First Level** provide background, while **New Materials Volume I** provides descriptions of new monsters and magic items:

- Fungoid Zombie
- Trigintipede
- Bone Whistle
- Lofnar's Sword
- Triskelion Dagger

Some unique monsters are found in the text, such as the curse creature from Room 3 and the bird man painting from Room 16. These creatures are fully detailed in the room description and do not have a separate entry in **New Materials Volume I**. Other monsters, such as the talon goblins and gralkin, are described in the **Outer Ward Introduction**.

## Basic Description

Like the Ground Level and the First Floor, the majority of the rooms are of dressed stone, with wooden beams supporting the ceilings. Floors are made of wood planks, except as noted elsewhere. Ceiling height is normally sixteen feet. Many rooms have cressets for torches. The gray areas on the map represent an angled rooftop.

It directly connects to the First Floor and the Third Floor of the Outer Ward and the Second Floor of the Inner Ward.

## Monsters in this Level

The Second Floor of the Outer Ward is the home of a wide group of creatures, unaffiliated with each other. The only faction that has a significant presence is the talon goblins of the goblin mage Ulixes, who live in the Grinning Bear portion of the level.

These talon goblins are typical of their breed and do not take orders well. However, if hit with numerous attacks by a determined and efficient group of adventurer's they can be made into a reasonable fighting force. As mentioned in the First Floor Outer Ward document, Ulixes and his lieutenant Scevelo will rally the goblins to their side and make use of Blutog the Gnoll from Room 43 to help them in any defense. Ulixes can be negotiated with, and more details about his position are supplied in the text in Room 39.



## Encounters and Dressings

The Second Floor of the Outer Ward is the home of a wide group of creatures. Unaffiliated with each other. The only faction that has a significant presence is the talon goblins of the goblin mage Ulixes, who live in the Grinning Bear portion of the level.

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make use of Blutog the Gnoll from Room 43 to help them in any defense. Ulixes can be negotiated with, and more details about his position are supplied in the description for Room 39.



### Random Encounters

1d8	Description
1	1d8+1 dementings
2	1d4+3 giant rats
3	1d4 large spiders
4-5	Place creature from nearby room
6	Place creature from distant room
7	Place creature from adjacent level
8	Dungeon Dressing

Dementings: AC 8; MV 12"; HD 1-4 hit points; #AT 1; D 1-3; SD Immune to sight-based attacks; XP 7 +1/hp

Giant Rats: AC 7; MV 12"/6"; HD 1-4 hit points; #AT 1 bite; D 1-3; SA Disease; XP 7 + 1/hp

Large Spiders: AC 8; MV 6"\*15"; HD 1+1; #AT 1 bite; D 1; SA Poison; XP 65 +2/hp

### Dungeon Dressing

1d10	Description
1	Weird fog
2	Briny smell, as of seawater
3	Torn sack
4	Torch stub, still smoking
5	Fragments of blue chalk
6	Graffiti on wall (in blue chalk) "Turn back now"
7	Faint giggling in distance
8	Wriggling pile of common earthworms
9	Large sized shield with Triskelion crest
10	Wooden ten foot pole

## Encounter Areas

### 1 Red Wood Paneled Room

The walls and floors are decorated in attractive red paneling giving the room a pleasant smell. The stairs lead down to Room 1 of the First Floor and up to a corridor on the Third Floor. There are four intact windows of plain glass.

### 2 Tiled Room

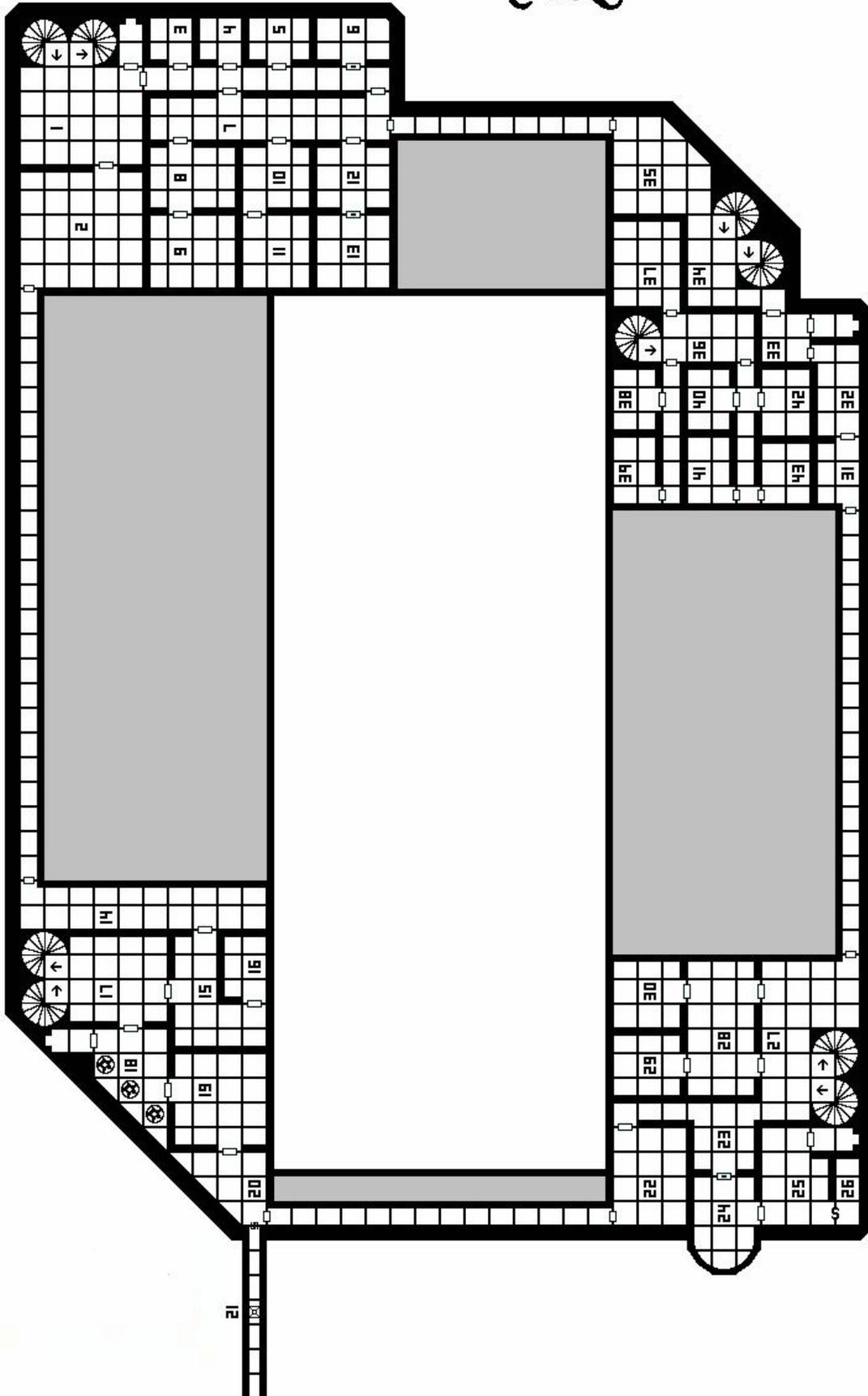
This large room is tiled in stone (black and red checker pattern). There are nine animated skeletons dressed in black plate armor. They do not wear helms and their skulls have been painted red.

9 Skeletons (AC 3; MV 12"; HD 1; hp 8, 6, 5, 4, 4, 3, 3, 2, 2; #AT 1; D Long Sword; SD Sharp weapons score half damage only, limited spell immunity; XP 22, 20, 19, 18, 18, 17, 17, 16, 16)

Because a helmet is not worn, 1 blow in 6 will strike at the AC 7 head, unless the opponent is intelligent, in which case 1 blow in 2 will be aimed at the AC 7 head (d6, 1-3 = head blow).

There are nine windows of red stained glass and each depicts a black mail clad warrior with a red face. The long passage that connects this room to Room 14 is crenelated and open to the sky.





### 3 Private Room

The door to this room is capable of being locked, but is not. The walls of rough stonework hold shelves. Someone has scrawled a crude pentagram on the floor in blue chalk. A bed is covered by dusty green and blue sheets and blankets. A footlocker is present. Two large dirt-streaked windows of plain glass are here.

The shelves hold dozens of wood carvings of bizarre fantastic creatures, having features of different animals with some also showing portions of human anatomy. If handled, they will bleed from tiny pin-sized holes, causing the holder's hands to become red. If taken from the room, they will catch fire and burn to ashes.

The center of the pentagram is stained brown with old, dried blood.

The footlocker holds three bottles of lamp oil, a silver pendant with an demonic face (220 gold crescent value) and an old tome marked with a blue pentagram on the cover. If the book is opened it will catch fire and the heavy choking black smoke released from its pages will coalesce into a strange amalgam creature.

Curse Creature (AC 6; MV 3"/15"; HD 3+3; hp 16; #AT 2 claws, 1 tail; D 1d6/1d6/1d8+1; SA Breath weapon; XP 191)

This creature has the torso of a woman, with red-spotted bat-like wings and leonine claws instead of hands. Instead of legs, her lower body terminates in a yellow serpentine tail marked with red spots. She may breathe fire only once, doing 8 points of damage (save for half) against everyone range, a 10" cone, with a 3" base.

Should she be destroyed she will turn into a small wooden statue like those found on the shelves.

### 4 Lair Of The Horned Beast

The door to this room is capable of being locked, but is not. This is the home of a peryton who makes it nest on the broken and ruined bed.

Peryton (AC 7; MV 12"/21"; HD 4; hp 15; #AT 1; D 4-16; SA +2 to hit; SD Magic weapon to hit; XP 210)

There is a curio cabinet and two windows, which are broken, leaving shards of glass on the floor and providing a way for the peryton to come and go as he pleases.

The peryton is past reproductive age, but enjoys collecting human hearts. Inside the cabinet are twelve mason jars, a metal urn, and a wooden music box. All the

jars contain a clear liquid (laboratory grade alcohol). Five also hold preserved human hearts. A metal urn holds 723 copper pieces, a silver letter opener worth 30 silver spanners, and a star rose quartz worth 50 gold crescents. The music box at first appears valuable, but is broken. It is worth as much as 5 silver spanners to a collector.

### 5 Private Room

The door to this room is capable of being locked, but is not. The floor is made of wooden planks. A comfortable but simple bed is covered by red and black sheets and blankets. A locked footlocker is present and holds normal clothing and two silver flagons worth 10 gold crescents each. Three large windows of plain glass are here.

### 6 Killer's Bolt-Hole

The door to this room is locked. Opening it will release a poisoned heavy crossbow trap (type A insinuating poison). The first person to open the door will be targeted as if by a fifth level assassin.

Within the room there is a bed, a black and yellow throw rug on a floor, and a small table.

The bed has red and blue striped sheets and is dusty. Under the bed is a locked iron box. This is trapped with a poison needle (type B insinuating poison). It contains 45 gold crescents, 16 silver spanners, 6 copper pieces, a small diamond (200 gold crescent value), and a **Potion of Sweet Water** (glass vial of colorless liquid with pleasant taste).

The small table holds two candles and a stone idol of a fat coiled worm (no discernible value).

### 7 Dark Hall

For some reason, this corridor is always abnormally dark. Even the brightest light sources will appear to be dimmed and the maximum that can be seen is ten feet in each direction. This will affect even creatures normally able to see in complete darkness or who use infravision. The floor of the hall is tiled in yellow and green in a diamond pattern while the walls are made of white stone carved with human faces with mouth open, as if screaming in torment. The long passage that connects this room to Room 35 is crenelated and open to the sky.

### 8 Quartermaster's Office

This office holds a large wooden desk and a comfortable green padded chair. Two smaller wooden chairs sit in front of the desk. Several wooden shelves hold heavy books. On the north wall there is a mounted display

holding knives. The entire west wall is made of frosted glass, excluding the wooden door. Light passes through, but one cannot clearly see through it. Nevertheless, the adventurers will be able to detect the shadowy outlines of the creepy denizens of Room 9 as they stumble about.

The desk holds quills and ink. The shelves hold ledgers recording allocations of goods to various castle residents. The quartermaster's hobby was collecting rare knives. There are twelve exotic knives on display, worth a total of 85 gold crescents if sold together as a set, worth 1d4+3 gold crescents each if sold separately.

## 9 Quartermaster's Bedroom

The door to this room is capable of being locked, but is not. Lurking inside is the dead quartermaster and his wife, who have been infected with a parasitic fungus which has taken them over. They are fungoid zombies, see **New Materials Volume 01**, *New Monsters*.

2 Fungoid Zombies (AC 8; MV 9"; HD 2+1; hp 13, 10; #AT 1; D 1d8; SA Disease; SD Regenerate 1d4 hit points each round, limited spell immunity, cannot be turned; XP 99, 90)

They look much like a zombies and have many of the same immunities, but cannot be turned or destroyed by clerics. Purple tendrils of fungus have broken open their skulls, flowering out in a horrible fashion.

There are four large windows, whose shutters are open.. There is a large bed with purple sheets and blankets, a pair of dressers, a hamper, and an armoire. Four silver daggers are mounted on the south wall, forming a diamond pattern.

The bed sheets are ruined by fungal growth. The dressers and hamper hold clothing, although it has been likewise ruined. In the armoire is a small locked wooden chest. It contains 17 gold crescents, 23 silver spanners, 42 copper pieces, and a **Triskelion Dagger** (see **New Materials Volume 01**, *New Magic Items*). The quartermaster coveted the dagger and stole it from Ruggero Triskelion (see Rooms 24 to 26 of this level).

## 10 Weaponmaster's Office

The door to this room swings open with the slightest touch. This was the office of the weapons master, who was tasked with training the guards in the outer ward. Instead of having a desk, this room is a sparring area with racks of wooden swords and staves. A two-handed sword hangs above the door to Room 11 – the door has been gnawed through, creating a hole big enough for a man to crawl through.

## 11 Weaponmaster's Bedroom

This room is occupied by an enormous rat the size of a dire wolf.

Giant Rat (AC 6; MV 12"; HD 3+3; hp 21; #AT 1 bite; D 2d4; SA Disease; Size M; XP 169)

The rat has a 10% chance of causing disease instead of the usual 5% associated with other giant rats. The room contains a bed, a wardrobe, and three wooden casks. There are three windows which give a view of the first floor garden, if the shutters are opened.

The first intact cask is full of stale water. The second is an opened cask of salted pork, which has attracted the rat. The third contains wood shavings and a **Bone Whistle** (see **New Materials Volume 01**, *New Magic Items*).

The wardrobe holds uniforms, a suit of leather armor, and a shield with a Triskelion design. A small unlocked wooden chest on the floor of the wardrobe holds files, whetstones, oils, and rags for cleaning weapons.



## 12 Paymaster's Office

The door to this room has been violently smashed in, and is hanging by a hinge. This was the office of the paymaster. There is a heavy desk and a red padded chair. The ubiquitous shelves hold large books. A metal strongbox lies in the center of the room.

The strongbox is broken into and its contents have been stolen. A false back is present, however, and 82 gold crescents are hidden therein.

The desk holds scraps of paper relating to wages made to servants and men-at-arms in employ of the outer ward. The books on the shelves hold similar records.

## 13 Paymaster's Bedroom

The door to this room is locked. A comfortable bed is here, with plain white sheets and yellow blankets. There

is a wardrobe, two red padded chairs, and a table. The three windows in the east wall are shuttered so tightly that only a sliver of light comes from each.

The paymaster, in the form of a shadow lurks beneath the bed.

Shadow (AC 7; MV 12"; HD 3+3; hp 12; #AT 1; D 1d4+1; SA Strength drain; SD Magic weapon to hit, limited spell immunity; XP 303)

He was killed by looters after the pay chest. When he attacks, he will surprise on a 4 in 6 chance.

The wardrobe contains uniforms and clothing and a small wooden chest holds a key (opens the vault in Room 29 Ground Level Inner Ward), a **Scroll of Protection from Devils**, 13 gold crescents, 23 silver spanners, and 61 copper pieces.

The table holds two glasses and three bottles of red wine. One has been opened and is ruined, but the other two are in good condition and are worth 2 gold crescents each.

The three windows are shuttered, but if opened or broken the magic sunlight from the enchanted garden will destroy the shadow.

## 14 Hall of the Ghostly Footsteps

This long hall has a white and green checkered tile floor. Anyone walking down this floor will hear the sound of phantom footsteps trailing them. There are seven large stained glass windows depicting seven colorful scenes of torture: the rack, bastinadoes, the iron maiden, the vice, the whip, the thumb screw, and branding.



## 15 Gallery

The walls are white and smooth and the floor is carpeted in dark red. The white tiled ceiling sheds light. There are six large paintings. No windows are present.

The white walls are made from a firm hard substance of a type never encountered before by the characters.

The light-emitting ceiling is not magical and will not **detect** as such, it is actually a strange luminescent paint.

The paintings are of men, women and children engaging in activities of daily life, traveling, feasting, etc. What is disturbing is that all of the people in the paintings have bird heads. Each painting is signed "Patrizio Triskelion".

## 16 Studio

In the center of the room sits an easel with a bizarre unfinished painting of a bird-faced man on it. As the adventurers enter the room, they will hear a sickening wet noise, as the painting comes to life and crawls out of the canvas. It has the body of a man and the head of a bird, but is terribly incomplete. The skin is absent, displaying exposed bone and muscle. The right arm and leg are just stumps, but the left hand is instead a bird-like claw. The thing will shuffle forward to attack, screeching horribly.

Animated Bird-Man Painting (AC 10; MV 3"; HD 4; hp 19; #AT 1 claw, 1 bite; D 1d8+1/1d4+1; Size M; XP 136)

As it strikes characters, its exposed veins and arteries will burst, leaving red smears on their bodies, that will later prove to be made of red paint. If it is killed it will dissolve into a colorful smear on the floor.

A palette with dried paint lies on the floor and a stool stands before the easel. A table along the east wall holds pigments, brushes, mortars and pestles. Although some of the paraphernalia is usable, all of the inks and pigments have gone dry. The walls are made of irregularly shaped stones fitted together and the floor is yellowed wood. Two large glass windows are here, overlooking the first floor garden, and sunlight pours in.

## 17 Construction Equipment

This room is filled with raw materials and tools for carpentry and masonry, such as beams, saws, hammers, etc. Stairs go up to Room 11 on the Third Floor and down to Room 25 on the First Floor.

## 18 Statues

Three Triskelion statues are present in this room. These are of the two-legged, two-armed sort, not the tripartite statues as seen elsewhere. The northern-most is the scowling Triskelion statue and it holds a nine tailed whip. The middle statue is laughing and holds a sword. The southern is crying and holds a staff in its right hand, but it has had its left hand violently removed, as if by some great force. Each statue is back-lit by a small glass window.

## 19 Parlor

Three gralkin are drinking here, each is dressed as a footman. They are not hostile, chaotic neutral, and will invite the characters to drink with them.

Black Swan (AC 10; MV 12"; HD 1-6 hit points; hp 6; #AT 1; D Long Sword; XP 11)

Crow (AC 10; MV 12"; HD 1-6 hit points; hp 5; #AT 1; D Long Sword; XP 10)

Red-Headed Woodpecker (AC 10; MV 12"; HD 1-6 hit points; hp 6; #AT 1; D Military Fork; XP 11)

This room is well lit by four large glass windows in the south wall. Four small tables and six comfortable padded chairs are here. A serving table is against the east wall holding a battered teapot and twelve chipped teacups. The teapot doesn't hold tea, however, instead it is high quality brandy.

## 20 Corner Room

The windows, three to the northwest and two to the south, are broken, letting in a breeze which can sometimes make this room cold. A mounted Triskelion shield is on the west wall. A standing set of antique man-sized black iron plate mail is in the southeast corner, holding a black iron halberd. Both are in good condition and can be used, but the mail has the Triskelion design on its breastplate.

The Triskelion shield features three white legs radiating from a central point on a black field. Turning the Triskelion legs like a wheel (either direction) will release the catch and a secret door will slide open of its own volition. It leads to Room 2 of the Second Floor of The Inner Ward. The door can also be opened from the secret corridor, a simple handle serving that purpose.

The long passage that connects this room to Room 22 is crenelated and open to the sky.

## 21 Secret Passage

The passage (built into the wall) between Room 20 and the Inner Ward only allows single file.

The covered pit trap will always allow the first person to cross. Each person after that has a 3 in 6 chance of setting off the trap. It will drop them into a twenty foot deep pit. Anyone in the pit will be able to hear rushing water from the river directly below them. The cover will reset by itself in six hours.

## 22 Polypedal Peril

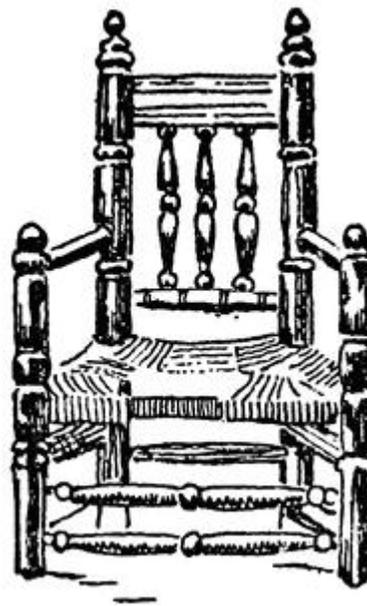
Five trigintipedes will attack when either door is opened (see **New Materials Volume 01**, *New Monsters*).

5 Trigintipedes (AC 7; MV 15"; HD 2; hp 11, 6, 9, 9, 8; #AT 1 bite; D 1d4+1; SA Weakness; XP 87, 77, 83, 83, 81)

In addition to the above, there are three dead trigintipedes and two dead adventurers. In fact, the party will disturb the myriapods as they feed on the dead. Large quantities of wooden planks were also being stored here, perhaps they were placed here in anticipation of making an addition to the castle. There are six large glass windows to the west, giving a view of the rushing river and the Inner Ward.

The first dead adventurer is a human female in chain mail armor. She has a **Footman's Mace +2** and wears a backpack which contains a crude wooden holy symbol of a sort unfamiliar to the characters, 45' of rope, flint and steel, 3 torches, 2 weeks iron rations, and 33 silver spanners.

The second dead adventurer is a male dwarf in leather armor. He has **Lofnar's Sword** (see **New Materials Volume 01**, *New Magic Items*) and also wears a backpack with thieves' tools, a tiny shovel, a pair of fine leather gloves, 3 weeks standard rations, and 2 torches. He wears a money belt with 17 gold crescents, 2 silver spanners, and 8 copper pieces.



## 23 Waiting Room

Those desiring to call upon the captain of the Outer Ward often waited for him here before being allowed a visit. A desk is in the southwest corner. A plain but comfortable chair and several green and white striped couches are arranged about the room. Three small tables are also present.

## 24 Captain's Antechamber

The door to this room is locked. The doorway is trapped with a mechanical swinging blade that causes 10 hit points of damage, 5 if a save vs petrification is made. It will activate when someone attempts to open the door. The trap has not been activated in a long time, so there are no telltale blood stains to warn of its existence. However, close inspection of the door-frame will reveal a thin slit where the blade exits. There is also an oil stain from the oil used to keep the blade swinging efficiently.

The room was the office of Ruggero Triskelion, the captain of the Outer Ward. There is a huge wooden desk facing the door to Room 23. The large wooden padded chair behind the desk is massive. Four smaller chairs are placed before the desk. The west wall holds three large stained glass windows.

The desk contains dated correspondence, death warrants, and requisitions for money, armor, and weapons. There are inkwells and quills on the top of the desk and there are five drawers. Two are empty, one contains miscellaneous worthless items (scraps of paper, iron nails, a candle) and the captain's personal wax seal (three daggers radiating from a central point) with wax and necessary effects. The next drawer contains a small bag of 15 gold crescents and the last drawer holds a silver and sapphire bracelet (200 gold crescents) and a **Brooch of Shielding** (looks like an silver brooch in the shape of a swan worth about 30 gold crescents).

Ruggero's large chair is almost a throne and his crest (the three radiating daggers) is inscribed above the headrest.

Each stained glass window features a Triskelion face. The scowling man is in the center while the laughing man is to his right and the crying man is to the left.

## 25 Sanctuary

When the party enters this room, they will be attacked by Ruggero Triskelion in the form of a lemure and his two skeletal war dogs. Each dog wears a black leather collar with bronze spikes.

Ruggero Triskelion, Lemure (AC 7; MV 3"; HD 3; hp 17; #AT 1; D 1d3; SD Regenerate 1 hit point each round, limited spell immunity; XP 116)

2 Skeletal War Dogs (AC 7; MV 12"; HD 2; hp 10 each; #AT 1 bite; D 1d6+1; SD Sharp weapons score half damage only, limited spell immunity; XP 48 each)

The walls are dressed stone and the floors are sturdy wooden planks. There is a large ornate blue and red rug and three tapestries line the walls. Three large plain glass

windows are to the west. There are two small but comfortable armchairs and table with a bottle of fine red wine and two glasses. A cot is in the northeast corner. A small bookcase is near the windows.

The first (north) tapestry depicts an angry-looking man with brown hair (Ruggero) hunting and killing a unicorn. The second (east) is a massive battle prominently showing Ruggero dispatching an opposing knight in red and gold. The third (south) is a combat between a giant and Ruggero mounted on a nightmare. In each tapestry, Ruggero's two war dogs are each given a prominent position. Because they each wear a black leather collar with bronze spikes, the characters may realize that the skeletal dogs in the room are the same as the ones in the tapestries. Each tapestry has a value of between 251 and 350 gold crescents (1d100+250) and they each weigh about 700 gp weight. The secret door to room 26 is behind the south tapestry. It is operated by pulling on a stone which sticks out from the wall a little more than the others.

The books in the bookcase are educational literature on weapons, armor, riding, war strategy, sailing, and hunting. There are a total of 14 volumes, each weighing about 50 gp weight and worth 4d6 gold crescents each.

The water closet is simple with a gray tiled floor and a small window high in the wall. Hot and cold running water was once available from two faucets and a basin is here to catch the water, but the system is now dry.

## 26 Treasure Room

Ruggero kept his most valuable items hidden here. There is a large locked iron-bound wooden chest, a sword and a spear propped against the south wall, and a small iron box.

The iron-bound chest holds 342 gold crescents in loose coins and a bag of 83 silver spanners.

The sword is a Long Sword +1, +3 vs. Lycanthropes & Shape Changers and the spear is a Spear +1.

The iron box is locked and armed with two traps. The first releases a cloud of choking dust which is annoying but not harmful. This trap is intentionally easy to find, allow a +10% on a detect traps roll. The second trap is a needle trap, difficult to find (-5% on the roll), which contains poison. Once lethal, this poison will now merely blind those who fail their save vs poison for 1d4+2 days. The box contains a map which describes a cave outpost of a band of outlaws led by Alighieri the Bold.

This lair is six miles to the north. What the party will not realize is that the cave is now the den of a pair of owlbears.

2 Owlbears (AC 5; MV 12"; HD 5+2; hp 31, 24; #AT 2 claws, 1 bite; D 1d6/1d6/2d6; SA Hug; XP 411, 369)

They killed off the bandits years ago but the bandit treasure remains: 387 gold crescents, 512 silver spanners, and 834 copper pieces in three massive chests. Buried three feet below them is a fourth small wood chest containing two **Potions of Fire Resistance** (white with a minty taste) and a **Rope of Climbing**.

## 27 Wide Hall

This hall is decorated with seven normal shields bearing the Triskelion design. Three stained glass windows to the south are decorated with the sun, a tree, and a tower. Stairs lead down to Room 33 of the First Floor and up to a corridor on the Third Floor. The long passage that connects this room to Room 31 is crenelated and open to the sky.

## 28 Common Room

This was the common room for the men who lived in Rooms 29 and 30, Ruggero's personal guards and retainers. It contains three windows in the east wall. Twelve chairs and three wooden tables are scattered irregularly around the room. The whole place is dusty and cobwebbed. The claw-like tracks of the ghouls who reside in Room 29 can be seen coming and going, if looked for.

## 29 Bedroom

The door to this room is capable of being locked, but is not. This was once the home of two promising well-born young warriors, brothers and good friends of the captain. They are now ghouls.

2 Ghouls (AC 6; MV 9"; HD 2; hp 14, 12; #AT 2 claws, 1 bite; D 1d3/1d3/1d6; SA Paralysis; SD Limited spell immunity; XP 93, 89)

This spacious room, once elegant, has fallen into decay. The three windows in the north wall are tightly shuttered to keep away the sunlight. The stench is stifling. Two bunks are overturned and nests have been made out of clothing and bones. The dresser is pushed against the wall and the wardrobe is lying on its side. This room contains the brothers' old chain armor, shields, and long swords. None of the items are magic and they are in poor repair. A diligent search through the rubbish of the room will uncover the mostly-eaten corpse of a gnome. It wears

shredded studded leather armor and carries a purse of 3 electrum lugdushes and 35 copper ganes.



## 30 Bedroom

This room was once a barracks for six of the captain's picked men. The inhabitants remain as skeletons.

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

They wear tattered Triskelion uniforms. The weakest wears a gold bracelet worth 35 gold crescents. Their bunks and footlockers are here but everything of real value is missing. Six small glass windows, each with an unusual crescent shape, are present in the north wall. Sunlight streams in from the enchanted garden.

## 31 Guard Room

This homely room holds a modest table and two chairs. A small pile of ashes is on the floor, as if someone has recently burned incense or has made a small fire out of paper. Three glass windows are present in the south wall. The door to Room 32 is painted pink and is wide open, invitingly.

## 32 Pink Room

When approached, both doors to this room will be open. This room is painted entirely in pink, including the floorboards and ceiling. When all the characters have entered, both doors will slam shut and pink silhouettes of the characters will begin peeling themselves off the wall. There will be one silhouette for each party member

including retainers, but the magic does not recognize familiars or other animals.

Creepy Pink Silhouettes (AC 9; MV 12"; HD 2; hp 13 each; #AT 1 razor sharp edged hand; D 1d8; SA Attack as F2; XP 46 each)

The silhouettes are nearly two-dimensional, having a thickness of only a few millimeters. After the silhouettes have peeled off, there will be dirty gray areas in the shape of the silhouettes. Once every silhouette has been defeated, the doors will reopen by themselves. There are no windows, but the pink surfaces give off a weird light. Once defeated by the party, the silhouettes will not reappear for the next week and the room can be traversed safely until then.

### 33 Wash Room

This room holds a basin for water, now empty, and a pipe with a faucet, but the system does not work. The door to Room 32 is painted pink and is open. The water closet to the south is unremarkable with a small window located high near the ceiling.

### 34 Empty Room

Stairs lead down to Room 6 of the First Floor and up to Room 24 of the Third Floor. Since there are no obstructions between this room and Room 35, any loud noises made here will certainly cause the hobgoblins in that room to investigate.

### 35 Crossbow Workshop

Three hobgoblins are inspecting this room.

Hobgoblin 1 (AC 5; MV 9"; HD 1+1; hp 9; #AT 1; D Black Iron Trident; XP 38) 3 gold crescents, 8 silver spanners, 12 copper pieces

Hobgoblin 2 (AC 5; MV 9"; HD 1+1; hp 3; #AT 1; D Black Iron Footman's Mace; XP 26) 2 gold crescents, 12 silver spanners, 7 copper pieces

Hobgoblin 3 (AC 5; MV 9"; HD 1+1; hp 4; #AT 1; D Black Iron Broad Sword; XP 28) 3 gold crescents, 1 silver spanner, 4 copper pieces

They all wear black Triskelion livery over their armor. They are part of the group that works for Vicenne Triskelion (Inner Ward Ground Level Room 47). They have not picked up any of the crossbows yet (see below), but are certainly savvy enough to do so if the adventurers give them the chance to engage in missile combat.

This room was used for building and repairing crossbows. There are four heavy wooden tables and

several weapons racks. There are four large glass windows, two the north and two to the southeast.

The four large worktables contain shaped wood and string necessary to build five heavy crossbows and materials to complete twenty seven heavy bolts.

The weapon racks hold seven heavy crossbows, four light crossbows, fifty nine heavy bolts and fifty seven light bolts.

## Rooms 36 To 43, Inn Of The Grinning Bear

Any wandering monsters encountered in this area will either be one of the occupants of these rooms or will be from Rooms 36 to 51 of the First Floor.

### 36 Landing

The two talon goblins in this room are playing an impromptu game by throwing their daggers at a portrait of a pompous looking young man in a blue wig.

Sevelo, an Oversized Talon Goblin (AC 5; MV 6"; HD 2; hp 11; #AT 1; D Footman's Flail, Dagger; XP 42) 8 gold crescents, 21 silver spanners, gold nose-ring worth 2 gold crescents

Gippo, Talon Goblin Flunky (AC 6; MV 6"; HD 1-1; hp 4; #AT 1; D Short sword, Dagger; XP 14) 7 silver spanners, 1 copper piece

The portrait is labeled "Absolon Triskelion" and is signed "Patrizio Triskelion". It is very damaged.

### 37 Conference Room

This room was once used by guests for private parties, but has been turned into a storage area by the goblins. A long mahogany table has been pushed against the east wall and fourteen chairs have been piled next it. There are several barrels and kegs pressed against the table and there are four large glass windows on the north wall.

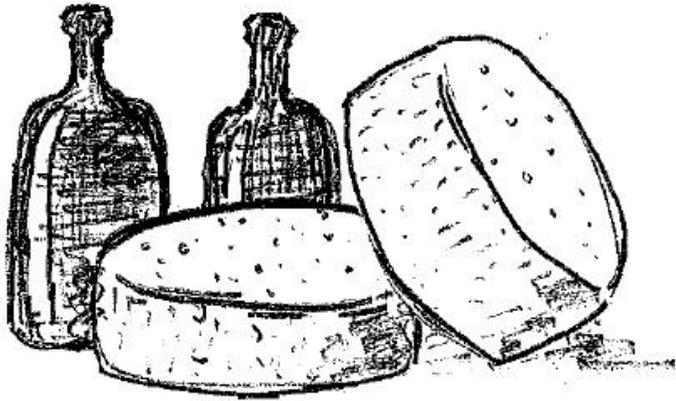
The talon goblins keep a pet large spider who lives under the table (at least they think of it as a pet).

Large Spider (AC 8; MV 6"\*15"; HD 1+1; hp 6; #AT 1 bite; D 1; SA Poison; XP 77)

It is hard to see because of the barrels. If anyone moves or investigates the barrels or kegs, the spider will strike, surprising on a 1-4 in 6 as it scuttles out.

In all, there are seven barrels of salt pork and eight kegs of small beer. Moving them will reveal two bottles of

whiskey and four large cheese wheels wrapped in red wax.



### 38 Bridal Suite

The door to this room features the face of a boar, in relief, done in iron. The door is capable of being locked, but is not. Two talon goblin women are taking their ease here, drinking from wine glasses of fruit juice spiked with bathtub moonshine. They are dressed as brides.

Female Talon Goblin 1 (AC 7; MV 6"; HD 1; hp 5; #AT 1; D Scimitar; XP 15) copper comb worth 4 silver spanners and a gold chain necklace worth 2 gold crescents

Female Talon Goblin 2 (AC 7; MV 6"; HD 1-1; hp 2; #AT 1; D Dagger; XP 12) 1 giant ancient gold coin, with a hole punched in it, used as a necklace with an iron chain, valued at 6 gold crescents

There are three large glass windows. There are two neatly made beds and a wardrobe filled with clothing made for human women.

### 39 Goblin Mage's Room

The door to this room features the face of a bull, in relief, done in iron. The door is capable of being locked, but is not. It is the home of the talon goblin mage and his pet war dog.

Ulixes, Chaotic Evil male talon goblin Magic-User (AC 5; MV 6"; MU3; hp 11; #AT 1; D Silver Dagger; SA Spell use; S 12, I 16, W 11, D 10, C 12, CH 10; XP 169)

Magic-User Spells: Magic Missile, Shield, Audible Glamer

War Dog (AC 6; MV 12"; HD 2+2; hp 8; #AT 1 bite; D 2d4; XP 59)

Ulixes carries a silver dagger, the key to his room (graced with a bull head design), the key to room 41 (owl head design), and two pouches. The first contains 33 gold

crescents and topaz worth 100 gold crescents. The second holds three packets of powdered brass used for the *Push* spell and two lumps of red wax used for the *Audible Glamer* spell. He wears purple robes and a **Ring of Protection +1**.

If Ulixes hears fighting nearby, or he is otherwise warned of dangerous adventurers in the vicinity, he will recruit the humanoids in Rooms 42 and 43 to hunt down the aggressors.

Ulixes is the nominal leader of the goblins in the inn, although he is not as popular as he hopes to be. If given the opportunity, he may ally with the party, although he is deceitful and treacherous. His main goal is to defeat his rival Straglietti (Outer Ward Ground Floor Room 61) and unite the talon goblins himself. Of course, given the fractious nature of talon goblins, such a plan is most likely doomed to failure.

The room is decorated in purple with drapes and bolts of purple cloth haphazardly scattered about the place. There are five large glass windows. The bed has purple bed sheets, blankets and pillow case. A nightstand holds an ornate clear crystal lens in a silver band (valued at 15 gold crescents) which can be used for the *Read Magic* spell.

### 40 Pig Pen

The door to this room is broken open and its locked smashed. It features a iron lion face. Inside the furniture has been removed and six normal pigs are in an enclosure. A feeding trough and four buckets of slop are against the north wall. A large cask holds water. The floor is covered with straw and pig excrement.

### 41 Goblin Mage's Stash

The door to this room features the face of an owl, in relief, done in iron. It is locked. The room is in a pristine state, with two beds, two footlockers and two large glass windows in the west wall. One of the footlockers holds Ulixes spell book:

**Magic-User Spell Book:** Magic Missile, Push, Read Magic, Shield, Audible Glamer

### 42 You Weren't Going To Read Them, Anyway

The door to this room features the face of an elk, in relief, done in iron. The door is capable of being locked, but is not. Three talon goblins are burning books on a small metal brazier. You know, for fun.

3 Talon Goblins (AC 6; MV 6"; HD 1; hp 5, 6, 8; #AT 1; D Scimitar; XP 15, 16, 18). The first has 20 silver spanners, 13 copper pieces; the second has 16 silver spanners, 21 copper pieces; while the third has:4 silver spanners.

The books are all works of philosophy or mathematics. There are five left and they are each worth between 1 and 6 copper pieces. There are two beds and a pile of blankets on the floor. Sleeping under one of the blankets is a giant fire beetle. The goblins have no idea it is there.

Giant Fire Beetle (AC 4; MV 12"; HD 1+2; hp 6; #AT 1 bite; D 2d4; XP 32)

### 43 Drunken Gnoll's Room

The door to this room features the face of a wolf, in relief, done in iron. The door is capable of being locked, but is not. This is the home of an alcoholic gnoll who occasionally serves as a bodyguard to Ulixes.

Blutog the Gnoll (AC 5; MV 9"; HD 2; hp 12; #AT 1; D Bastard Sword +1 to damage due to strength; XP 44) 5 gold crescents, 7 silver spanners, 14 copper pieces.

He is currently only slightly inebriated. The room is a wreck with torn clothing and bedding scattered about. Fourteen bottles of whiskey are here and eleven of these are empty or mostly so.