

THE DEMON PITS OF CAELDO



Camelords, Ltd.

CASTLE CAELDO IS HAUNTED!!

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The once proud castle of the Barons of Caeldo is a tumbling ruin, populated by rats and hawks. 'Tis said that demons inhabit the cold corridors of the castle and the pits below, and that to spend a night within its walls is to risk horrible death (but that's just a silly old wives' tale!).

The King in Tualyn is offering 10,000 pieces of gold to anyone who can spend a week in the old ruin -- and a title and the Barony! Think of it! a fortune for sleeping in an old castle and fighting off a few mice and birds! And the rumors of treasure within its walls -- magical artifacts, huge piles of gold and jewelry, fabulous rugs and tapestries, all sorts of treasure! Just spend a week cleaning up the castle, dusting off the cobwebs, stomping an occasional rat, and the Barony, the castle, and all its treasures are yours!

The Demon Pits of Caeldo is a scenario packed with possibilities for adventure. From the time the players encounter the highwaymen who lair in the gatehouse of the deserted pile of stone til they venture into the demon-ridden pits below the castle proper, the excitement never ends -- yet it is suitable for middle level characters. A fine play aid, usable with all the major systems.

A FOREWORD

On the last few pages of this book can be found the specific character statistics for most of the Non-Player Characters used in this book. These are given in standard Thieves' Guild™ format. For those not familiar with the Thieves' Guild™ series, an explanatory section is included. These statistics are provided so GamesMasters may more readily adapt the NPCs and monsters to their own campaigns.

The Demon Pits of Caeldo is a significant departure in method for Gamelords, Ltd. This book and its companion volume, The Mines of Keridav, are the first generic adventures published by the company. There will probably be more to follow. If you, the reader (GamesMaster), have ideas of what you would like to see in these possible future volumes, please drop us a line at:

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The Demon Pits of Caeldo

by Kerry Lloyd



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The Demon Pits of Caeldo is a prepared play-aid for use with fantasy role-playing games such as:

Arduin Grimoire™
Grimoire Games
2161-C Slavio St.
Concord, CA 94520

Chivalry and Sorcery™
Fantasy Games Unlimited
P.O. Box 182
Roslyn, NY 11567

Dungeons and Dragons®
TSR Hobbies
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Lake Geneva, WI 53147

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Chaosium
P.O. Box 6302
Albany, CA 94706

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Scottsdale, AZ 85252

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Each of the rules systems above cover the mechanics of fantasy role-playing in its own distinctive way. They all answer the question *how* — how to fight, how to generate a character, etc. This scenario answers the questions *what, where, when and who*.

Our playtesters have found that it is easy to convert *The Demon Pits of Caeldo* for use with any set of game mechanics. The biggest change from one system to another is in the non-player character and monster descriptions. In this scenario we have listed the *Armor Equivalency, Movement, Level, Damage Done* and *Damage Potential* for each non-player character and monster. These figures may have to be adjusted when using *The Demon Pits of Caeldo* with some game mechanics. To aid you in this we have left plenty of room next to the characteristics, so you can write the numbers needed for the game mechanics you are using directly into this book. A good Gamesmaster can accomplish this task in just a few minutes.

Magic systems change from one set of game mechanics to another. We have assigned the spells that non-player characters and monsters use in the scenario general names, such as *Image Distortion* and *Invisibility*. You will easily be able to find equivalent spells in whatever system you are using.

The last thing the Gamesmaster should check before running this scenario is the value and amount of treasure to be found. The amount of treasure available changes not only from game system to game system, but also from campaign to campaign. Each Gamesmaster has an idea of how much treasure should be available to the characters. We suggest that the Gamesmaster go through this scenario with an eye toward changing the amount of treasure available, to put it in line with his own campaign.

Once the above has been accomplished, the Gamesmaster is ready to run. You now have a complete role-playing scenario, individualized for your own game mechanics and campaign. You will find there are endless possibilities within this scenario. Your players can interact with the Highwaymen, or proceed stout-heartedly to the Pits, You will find that most possibilities have been accounted for.

Kerry Lloyd and his Fantasy Campaign have been delighting Washington area FRP gamers for years. Kerry will be giving us more glimpses into his fantasy world in the future. If you like *The Demon Pits of Caeldo*, drop us a line. We'll put you on our mailing list, and keep you up to date on our publications plans.

Introduction

The Demon Pits of Caeldo contains maps indicating the arrangement of the nearby environs of the castle, floor plans of Castle Caeldo, an eight century old edifice in the Valley of the Tiraval, and plans of the pits in the limestone beneath the castle. Only the castle and close environs are included in this module. If the Gamesmaster wishes to work with the entire valley, perhaps combining two modules for a virtual campaign, see *The Mines of Keridav*, by the same publisher. These two modules compliment each other and combine easily, although either can be used independently of the other.

A Gamesmaster running this scenario should try to limit the players to characters of intermediate level, the 5th experience level to the 9th, since the module was designed to provide a challenge to

characters primarily of those ranks. Any of lower levels will almost surely come to grief, while those of higher levels (10th and above), will probably find it to be no real challenge at all, although it is possible for even a party of high level characters to come to a nasty end through overconfidence and haste. Any party of medium levels which uses a modicum of wit and caution, can survive and usually profit.

No one has been into the castle for over 5 years, at least not past the first gatehouse, which is occupied by the highwaymen, so the imps and demons inhabiting the pits are lax in guard duties. If a party successfully penetrates as far as the second level of the pits, and escapes, the inhabitants of the pits will be alerted, and guard tours will be reinstated. Repeated ventures into the castle will be met by resistance from both the highwaymen (particularly if their possessions have been looted) and the demons.

Conventions

AE—Armor Equivalency: This indicates the difficulty of striking the target. The following abbreviations are used to indicate varying effectiveness of armor:

P&S: Plate armor and shield
P: Plate armor
M: Chainmail armor
L&S: Leathern armor and shield
L: Leathern armor
S: Shield in use
C: Clothing
N: No armor at all

MV—Movement: This is given in terms of feet covered every six seconds (i.e. one Combat Turn). A second figure means that the being in question can travel in a different environment as well (air or water).

CL—Creature Level: This indicates the relative effectiveness of the being in combat. In some games this is used to cross-reference with the target's AE to determine the beings' chance to cause damage to the target. It is also used to indicate an NPC's experience level.

DD—Damage Done: This is usually given as a range of damage points which are subtracted from the target's DP (see *Dice Conventions*).

DP—Damage Potential: This is the number of points of damage the being can suffer before he dies.

Remember that if a twenty-sided die (D20) is used to determine if a target is struck, an alteration in the probabilities of 5% modifies the die roll needed by 1. For example, a creature is 10% harder to hit than P&S. An adventurer must normally roll higher than 16 on a D20 to strike a target in P&S. In this case, the adventurer would have to roll 18 or higher. If the adventurer had a sword with a 5% hit probability, he would only have to roll 17 or higher.

Dice Conventions: Die rolls of various kinds are used in this scenario. When a die roll is called for, it will be noted in the following form: *xDy*.

"y" indicates the type of die to be used. D6 means a regular six-sided die; D20 means a twenty-sided die; D% means percentile dice (1-100); etc. "Odd" types of die rolls can be made by manipulating standard types of dice; for example, to roll "D3," roll a D6 and divide the result by 2, rounding up.

"x" refers to the number of dice to be rolled; the total score of all the rolls equals the final figure. 2D6, for example, yields a figure from 2-12; 3D% a figure from 3-300; etc. It is also possible to indicate a flat addition to a die roll; for example, "2D6 + 3" would yield a figure from 5-15.

(+x%) indicates an addition to the beings hit probability with a given weapon. (+10%) would mean, for example, an addition of +2 to hit probability, if a D20 is used for combat.

Room Descriptions: In the descriptions of some rooms, the name of the chamber is followed by a number in parentheses. This number is a code to indicate what type of walls, floor and ceiling the room has:

code #	walls	floor	ceiling
1	rough stone	rough stone	rough stone
2	finished stone	finished stone	finished stone
3	finished stone	tiled	finished stone
4	stone/plaster	tiled	stone/plaster
5	wood panels	tiled	stone/plaster
6	natural stone	natural stone	natural stone
7	natural stone	earthen	natural stone

Legendry Regarding Castle Caeldo

Almost nine centuries ago, Morinal, first Lord of Caeldo, came to the valley. He raised the castle, conquered the wild tribesmen who occupied the land, and began to turn them into civilized and peaceful farmers. By the time he died at the advanced age of 109 (there was some rumor regarding demonic intervention even then), the Valley of the Tiraval was prosperous, quiet, and contented.

During the next five centuries, Morinal's descendants, now referred to as the Barons of Caeldo, traded protection of the farmers (from the occasional marauding bands of Orcs, Goblins, outlaws, and other riff-raff that could appear) for fealty and supplies, the nobles' due. Castle Caeldo though not overly large, became known throughout the kingdom for the quality and lavishness of both its ornamentation and its hospitality. Nobles high and low fought for invitations to the castle, in some cases literally (in one of the tournaments sponsored by the Barons of Caeldo). The castle seemed always full of laughter, gaiety, dancing, and music. Since the Barons were for the most part, relatively easy on the people under their care, there was little resentment on the part of the peasantry.

About three and a half centuries ago there was born Diurdan, son of Baron Kiluros and Baroness Tarethea. Young Diurdan was destined to be the 22nd Baron of Caeldo. No one knew that Diurdan was to be the last of the resident Barons. As he grew up Diurdan expressed much more an interest in learning than in the arts of war. He became a renowned scholar, speaking many languages, and possessed of much knowledge in all realms of lore and learning. At the age of 28, he was married to Kerian, daughter of Count Jethen, and at 37 became the official Baron of Caeldo, on the death of his father.

Life in the valley progressed peacefully, quietly. Then one day a traveller from the far Westron lands brought a tome to Diurdan, a large volume,



almost three feet by two and nearly a foot thick. It was bound in human skin, twas said, and the book itself glowed with a strange, baleful light. This was the legendary *Heart of Aryok*, and it was to be the downfall of the Baron of Caeldo.

Diurdan became engrossed in the study of the book, and built up his powers of demonic summoning over the next five year. Not being essentially evil, he did use many of the arts he learned to help the people of the valley, and the local farmers and peasants prospered greatly. The valley became fabulously rich, and the envy of most of the nobles around.

Then did Diurdan finally solve the last of the riddles of the *Heart*. One dark stormy night when the lightning crashed and thunder boomed, when, twas said, the long dead rose from their graves and walked among the living, he summoned Aryok, prince of the lower depths, mighty lord of Chaos; and he did make pact with the prince Aryok.

Now did Diurdan feel mighty indeed. He began to extend his sway and his rule farther and farther from his holdings in the Valley of the Tiraval. His power was felt even in the King's city of Tualyn — even the King listened to his counsels and his demands, so mighty was the Lord of Caeldo.

For three years Diurdan held sway, and the valley prospered immensely. Twas during this period that Kerian, his wife, gave birth to their son, Petarro. Diurdan was exceedingly happy with his new son, and with the power that he wielded.

Then came the Night of Shrieking. The castle was filled with a merry crowd, celebrating the first birthday of the Baron's son and heir. A masqued ball was in progress. Bards had been called in from fifty leagues around to provide music and merriment. Those lesser or older servants from the castle who were not needed for the night's festivities, although many were in attendance, listened to the music from their cottages outside the castle's walls; and right happy were they that they were not in the castle on that bloody night. For the shrieks began, and the screams of terror, and the howls of fear; and they continued all that night long, and there was none who was in the castle itself at the moment the shrieks began, who was ever seen again in this mortal world.

Most of the servants ran at the beginning of the screams, some all the way to Farvelor, which was a small village in those fargone days. The next morning the guards stationed in the village, a small contingent of 20 entrusted to provide protection along the Great Road, sent 5 of their number to investigate the fantastic stories told by the fleeing servants, of monstrous glowing forms towering a thousand feet over the castle, of the screams and shrieks, and of the terrors they felt.

The little group passed over the drawbridge easily, but found the portcullis lowered and secured. Through the grating however, they could get a view of the bailey, and what they saw appalled them. There were bodies, and pieces of bodies, strewn helter-skelter over all the courtyard. Nor were these bodies only those of people — even the horses from the stables had been hideously slain.

They managed to boost one of their number through the "murder hole" in the ceiling of the gatehouse passage, and he succeeded in releasing and raising the portcullis so all could enter. They searched the castle as well as they could, but found no living thing — even the rats living in the walls had been killed. Dusk fell and they prepared to leave. With the disappearance of the sun, they were attacked by hordes of imps and demons that their weapons could not damage. They fled in terror — but only two escaped, and of those two, one had been driven mad by the experience.

Since the Night of Shrieking few have had the temerity to venture within the castle, and fewer still have returned to tell of the state inside the castle's walls. With the coming of darkness is the coming of Hel!

For the Gamesmaster

The line of the Barons of Caeldo did not perish on the Night of Shrieking. Kerian, the Baroness, had taken Petarro, who was slightly feverish and restless, to a small summerhouse in the wooded area near the end of the island to spend the night. Knowing of her husband's demonic summonings, when the cries began, she wrapped her small son in a blanket, and ran with him to the boat landing. Taking a small dinghy, she rowed across the lake and escaped into the forest. Eventually she made her way to County Relley, and the castle of her father Jethen. When news of the disaster reached her, she went to Tualyn to seek the protection of the King. He allowed the title of Baron of Caeldo to remain with her infant son, but confiscated the baronial holdings. After an expedition to the castle was decimated by the demonic horde (only 3 of the 100 man company lived; they had camped for the night in the bailey), he restored the baronial holdings to Petarro, but made the condition that any future Barons of Caeldo, if they wished to secure the fealty of their subjects, must reside in the castle. No Baron of Caeldo has lived in the castle for three centuries.

The current Baron of Caeldo is Skeyrod, the leader of the band of highwaymen resident in the gatehouse of the castle. A few years ago, he became embroiled in an argument with one of the King's favorites, and in the subsequent duel, killed him. Skeyrod left Tualyn with the King's constables hard on his horse's tail. Later his brother, Lumko, joined him after the death of their mother. Skeyrod has heard the tales of the Night of Shrieking all his life and while he constantly schemes and plots ways to regain his lost patrimony, he is wise enough to realize that one does not easily combat the forces of Hel.

The legendry surrounding the Night of Shrieking does not give any detail on the reason for the slaughter for the simple reason that no one who had any intimate knowledge of the essential causes appears to have survived. However...

Earlier on the evening of the ball, Diurdan had been in his tower top summoning chamber, when a lower level demon arrived with a message from Aryok reminding Diurdan of their pact, which among other items, provided that Aryok might claim the first-born of Diurdan on the evening of that child's first birthday. In a fury, for he was entranced with his first-born son, Diurdan completed the summoning ritual for Aryok.

When the demon prince appeared, the Baron informed him that he would under no conceivable circumstances give up his son, and that the pact was broken. He then threatened to burn the *Heart of Aryok* if Aryok continued to pester him or tried in any way to collect on the pact. Still in a towering rage, he performed the ritual to banish Aryok to Hel. Unfortunately, in his rage, he

neglected one minor portion of the ritual (which would have banished Aryok for a full century), and the term of banishment was only for a few hours. Aryok took full advantage of Diurdan's slip.

On his enforced return to Hel, having a period of time before he could return to take full vengeance upon Diurdan, Aryok summoned a few (thousand, that is) of his favorite imps and demons, and prepared them for the entry into the mortal world. On the stroke of midnight...

Not all the living things in the castle were killed that night. Diurdan still survives; he is the Screaming Man.

General Hints

The Gamesmaster (GM) should be particularly careful to keep track of Time spent in the Castle. The GM can give the players an indication of the time by the position of the sun, except on cloudy days. The GM should also determine the time of year the adventure is taking place; there will be more daylight in summer than in winter. The GM should not talk about time and the position of the sun unless one of the players asks. A party that stays in the castle after dark is probably doomed, but the GM should let the party figure that out for themselves.

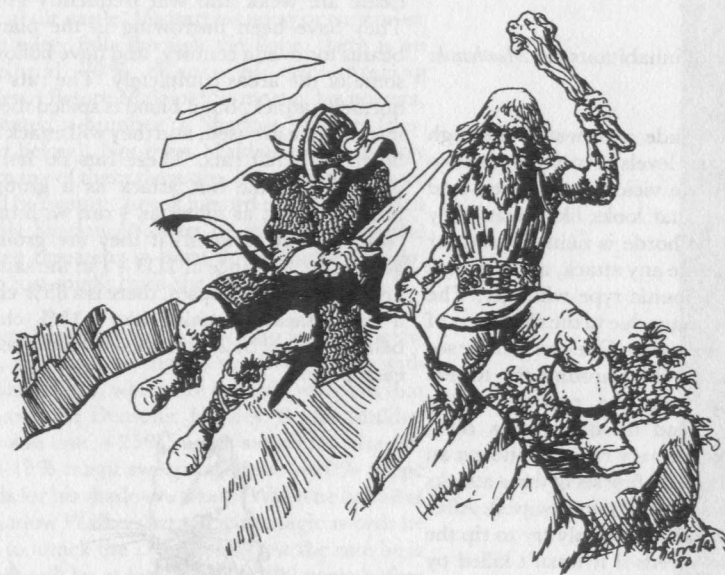
The GM should mark lightly on the maps the positions where characters have fallen through the floor, in case the same party returns, or another party enters the same area. During the above ground adventure, in the castle, the GM should make the players state exactly where they are and where they are going. There is a ten percent chance that any character moving fast will not see a hole in the floor and fall through.

Running the Demon Pits of Caeldo

The Gamesmaster can get his players interested in the Demon Pits in a number of ways. Below are a few of them, but the Demon Pits is also designed so that you can put it near a major road in your campaign and let your players discover it by themselves.

The King's Reward

The King at Tualyn has of late been concerned for the safety of the Great Road, which binds his kingdom together. Of late there has been growing unrest among the less civilized peoples on his borders. Castle Caeldo could command an important place in his defenses, if only it was inhabited.



The King has just proclaimed that anyone, whether of noble or base birth, who can stay one week within Castle Caeldo, both day and night, will be granted the Barony of Caeldo. This would entitle him to the fealty of all the inhabitants of the Valley of Tiraval, plus 10,000 gold pieces from the king to restore the Castle and equip ten knights to defend it.

Unfortunately the money the king is offering is not near enough to rebuild the castle. The players should be forced to sell most of the items that they find in the castle to finance rebuilding. There is another problem that if they take too much time rebuilding — a larger group may come and claim the castle for themselves. The players' best bet is to start rebuilding the castle even as they are exploring it. For double wages they will be able to hire people from Farvelor to rebuild the castle during the day, but these will leave the castle at least one hour before sunset. As the castle is being rebuilt, the players should be cleaning the top of the castle of its inhabitants, and might begin cleaning out the pits of their demonic visitors. The demons will not hinder the workman in any way during the day, and they will not disrupt the rebuilding. They hope either that the workmen will uncover the *Heart of Aryok*, or that some people will be trapped in the castle after dark, and provide the demons with a little fun.

Skeyrod, Baron of Caeldo

The players will encounter Skeyrod either when he attempts to waylay them along the Great Road, or when they approach the castle. If the players fight well against Skeyrod, he may propose a truce and attempt to get the party to help him clean out the castle so he can regain his

Barony. Skeyrod will offer the party 10,000 gold pieces for their help, but he will not pay them until the castle has been entirely cleaned out. He will stick to his bargain. However, if he hears any of the party talking about double crossing him, he will attempt to kill the entire party while they are asleep.

The party may have heard about Skeyrod at Farvelor (see *The Mines of Keridav*). They may attempt to make a deal with him by going to the castle. If they go near the castle with weapons drawn, they will be attacked. If they approach with weapons sheathed, Skeyrod will let them approach and converse with them.

If the party does team up with Skeyrod, the GM should find a player to run Skeyrod. Unless absolutely necessary the GM should not run Skeyrod and his band once a party of players has joined him. The GM should fill in the player running Skeyrod on his background and intent. Skeyrod's band will follow any of his orders, to the player running Skeyrod should run the rest of his band too. Skeyrod's band will not do anything without direct orders from Skeyrod, so the GM should be careful that the player running Skeyrod does not run the band improperly.

Baron Kaslon's Scheme

Baron Kaslon's holding is next to the fief of Caeldo. The Baron wants to add Castle Caeldo's land to his own, and build a new castle in the valley. The king has not yet agreed to the Baron's plan because he does not want any one Baron to become too powerful. The Baron figures that if he can keep Castle Caeldo from being occupied

during the next six months, then the King will be forced to grant him the Valley of Tiraval. Baron Kaslon can be found in the city of Tualyn, looking for recruits.

The Baron will offer the players 1,000 gold pieces plus 2,000 gold pieces a month and anything they can loot to stop anyone from clearing out Caeldo and becoming Baron of Caeldo. He will also offer them 15,000 gold pieces if they manage to keep anyone from clearing out Caeldo, but he will not pay this until he has become Baron of Caeldo.

If the players accept the Baron's offer, they can expect no help from Skeyrod and his band. If a group is not actively trying to help Skeyrod to retake the castle, he will fight them until either he is dead or the group has left the area around the castle.

The GM should put together groups to try to clean out Caeldo. The groups should get progressively tougher the longer the original party stays in the vicinity of Caeldo. The GM may want to try an interesting variation — running one group that wants to clean out Caeldo, and another group that wants to keep Caeldo as it is. It is tough to do this, but it makes a very interesting scenario.

Falling

There is a good chance that in their wanderings through the castle, the players may have a number of chances to fall various distances. This is due to the rotten condition of the wooden and, in some cases, stone floors.

To avoid falling through a rotten area in the floor, a character must roll under his dexterity rating on a D20. There are some penalties to one's DEX, according to the type of armor the character is wearing:

ARMOR TYPE	DEX PENALTY
None	0
Leather	-1
Chain	-3
Plate	-5
Any Shield	-1
Weapon in hand	-1
Carrying large object	-2
Carrying small object	-1

In the table above *large object* refers to something on the order of a large sack filled or a piece of furniture or a chest. *Small object* refers to an item that can easily be carried with or in one hand. A sack slung over the shoulder is *not* a small object.

Occasionally the description will specify ½ DEX for the avoidance roll. Apply all armor and encumbrance penalties to DEX before halving. In all cases, a result of 19 or 20 will always fall, and a result of a 1 will always avoid falling.

The distance fallen as well as the type of armor worn determines the general damage suffered by the character. Also additional damage is assessed if the character happens to land on something hard, jagged, or pointed. Conversely, landing on something soft or yielding may alleviate some of the damage the character would otherwise suffer. Another rotting floor that gives way is *not*, however, soft or yielding.

ARMOR TYPE	DAMAGE (for each 10' fallen)
None	1D6
Leather	1D6
Chain	1D8
Plate	1D10

Landing on hard objects adds 20' to the distance fallen (for purposes of reckoning damage only); jagged or pointed objects add 30'. Landing on a soft or yielding surface subtracts 10' for mildly soft (turf, for instance), 20' for relatively soft (a hay stack), and 40' for cushiony (a feather bed or a spread safety net).

Crumbling and Collapsing

Castle Caeldo has been effectively deserted for over three centuries, and no care has been devoted to the contents and furnishings of the various chambers and rooms. In many areas, the items have already crumbled into oblivion, but in some others they appear to be whole. Percentage chances have been given for the survival of many different items, or for their inadvertant destruction at the hands of the party. In all cases, these percentages apply only if the items are handled gently — if they are handled roughly (grabbed and wadded, thumped upon, sat upon, etc.), they will simply crumble into uselessness and valuelessness. If a member of the party is carrying items and sustains a fall, check the original percentages again to see if the items on that person have survived; if the items were breakable to begin with (glass, ceramic, etc.), any fall of 20' effective or greater will automatically smash them.

There are many valuable items in the castle, but not all of them can be salvaged by the party. Indeed, it is unlikely that more than a small fraction of the wealth available in Caeldo will be brought out and kept by any party, no matter how expert.

Nuisance Population of the Castle

Since the Night of Shrieking, the castle has seen little life. The occasional bird, a few field mice (who didn't survive if they did not succeed in leaving the castle proper before darkness fell), or the rare spider were the sum total of regular population for the first century. The Demonic Horde however, tired of the killing of such small things (there was no real charge from killing a *mouse*), and in the last two centuries the castle has

developed a population of sorts, in terms of animals and birds.

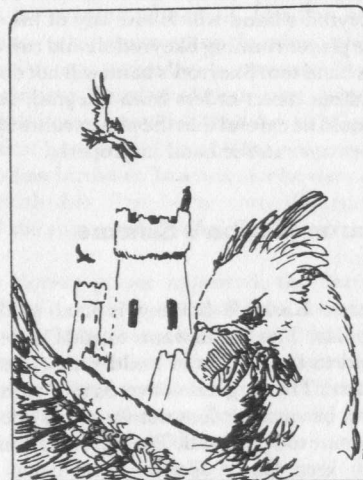
The two main types of inhabitants are *Meathawks* and *Snapping Rats*.

The hawks tend to reside and nest in the high towers, or in the upper levels of rooms opened to the elements. They are vicious carnivores, and will attack anything that looks like meat; they have learned that the horde is neither good for food, or likely to tolerate any attack, and they will not approach any demonic type willingly. The hawk's attack is at a bonus due to the sharpness of their incredibly strong beaks. One can usually see a few of the hawks circling around the towers occasionally settling on the roofing or the crenelations. They tend to attack in a dive, during which they move very rapidly, and get an additional +15% on their first set of three attacks (1 swipe with the beak, and 2 talon swipes). After that, they will shear off and simply try to rip the prospective meal to shreds if it wasn't killed by the first attack. Only the beak attack gets the sharpness bonus; the talon attacks have no special sharpness, and only receive a bonus from the dive.

There is a 25% chance each half hour of game time of being attacked if the party is not inside. In high tower rooms, or areas on the inside but near openings (most doors are ajar) to the outside, the chance of being attacked is 30% on entering, or 15% for each hour the party remains in an area. In the interior areas, there is only a 5% per hour chance of being attacked by the hawks. The normal attack outside is by 1D4 + 2 hawks, inside, by 1D2 in a given area.

Meathawks

AE: S (+20% for dodging, if in the air)
 MV: 120' (200' if diving)
 CL: 1 (+25% for beak sharpness)
 DD: (beak) 1D8
 DD: (talons) 1D4/1D4
 DP: 1D10 + 2



The rats are the reason many of the floors in the castle are weak and will frequently give way. They have been burrowing in the planks and beams for over a century, and have hollowed out some of the areas completely. The rats will not normally attack, but if blood is spilled their worst instincts are aroused, and they will attack in small floods of 3D20 rats. These rats do not get an individual strike but attack as a group. It is possible to get as many as 4 rats with one blow (with a large weapon) if they are grouped together (60% chance of 1D3 + 1 in the same small area). If a floor collapses, there is a 85% chance of a rate attack; searching has a 15% chance of being attacked by 2D6 rats each hour of search for each person.



Snapping Rats

AE: N (+10% for dodging)
 MV: 50'
 CL: 3 (if 20 or more rats)
 2 (if 9 to 19 rats)
 1 (if 1 to 8 rats)
 DD: (bites) ¼ per rat in attacking group
 (round up)
 DP: 1D3

These two species are natural enemies, since the hawks prize the rats for food, and the rats find the eggs of the hawks absolutely delicious. It is not uncommon to see the two fighting (in an area the party is about to enter for the first time, the chance is 30%). There will usually be about 6 rats per hawk; the hawks win 65% of the time.

Wizard Malden

The Wizard Malden had made a pact with the Demon Prince Tegroshi. Tegroshi was subsequently beaten in battle by the Demon Prince Aryok and imprisoned in the Chamber of the Gaze of Horror (II-N). Malden's magic was tied very closely with Tegroshi's power. Although Malden had once been one of the foremost wizards of the land, he now has spells of the fifth level and below only.

Malden has been wandering the rooms and corridors of Castle Caeldo for the last 300 years seeking a means of freeing Tegroshi. (There is a

base 5% chance of encountering Malden during the day, and 10% at night, every fifteen minutes spent in the castle. If a party is noisy or a member of the party falls through the floor, there is an additional 20% chance of encountering Malden.) Before Malden lost most of his powers, he created a number of Shadow Walkers (described below). Not even Malden knows exactly how many of them there are, but a good estimate would be twenty. Aryok has ordered that Malden and his Shadow Walkers be left alone because Malden threatens to burn down Castle Caeldo, which just might burn the *Heart of Aryok*.

Malden has spent his time looking for the *Heart of Aryok*, and also arming his shadow walkers with magical swords, which are the only weapons that can harm the Demonic Hordes. So far Malden has made one +25% magic sword for himself, one +15% magic sword and three +10% magic swords for his shadow walkers. When he has all of his Shadow Walkers armed with magic swords he plans to attack the Demon Pits. At the rate he is going it will be at least another 300 years before he is ready to attack.

Lately, Malden and his Shadow Walkers have taken to attacking imps and lesser demons that venture into the castle proper. (There is a 3% chance that a party venturing in the castle at night will encounter Malden and his Shadow Walkers attacking a lesser demon or imp). Malden has equipped all of the Shadow Walkers with swords. Because of their nature they will attack anything, especially human and human types. If Malden does run into a party of adventurers that look well armed, he might try to enlist them into helping him defeat Aryok.

Malden will try one of two approaches on a party of adventurers he wants to help him. He will either summon all of his shadow walkers and threaten to kill all the adventurers if they do not help, or he will offer them all magical weapons and armor after Aryok is destroyed (it's up to the GM to determine what kind of armor this should be). If the adventurers agree to help him, he will gather his Shadow Walkers together and all of them, with the adventurers in front, will descend to the pits to do battle. If the adventurers do not agree to help Malden 2-4 shadow walkers will arrive every five minutes until all of them are there, 22. They will attack the adventurers until they are dead. In addition Malden has the power to Animate Skeletons. There are skeletons in practically all locations in the castle. This spell enables Malden to animate them for one hour under his control, as long as he can see them. Note: Malden has lived so long in Caeldo that he has modified a fly spell to enable him to walk one inch above the floor. Thus he never has to check for falling through the floor and he moves absolutely silently.

Malden
 AE: N
 MV: 100'
 LC: 12
 DD: (sword) 2D4
 DP: 51



Note: The destruction of one of these creatures leaves behind a gem worth 10-100 gold coins when the body dissolves, 1-10 minutes after death. The Shadow Walkers' weight is very low, so they do not have to check for falling through floors.

Shadow Walkers

These creatures are evil dwellers of the halfworld. They stalk men for sheer joy in wanton death, misery and destruction. Their icy touch is so cold that it burns the victim. Rarely seen outside the halfworld, they usually travel in packs of 2-4. Though they may be dismissed as a cleric would a wraith, they are 20% completely magic resistant. They are susceptible to additional damage by fire-based attacks. They appear as distorted light-absorbing humanoid shapes.

Shadow Walkers

In Full Light:
 AE: S
 MV: 30'
 LC: 2
 DD: 1D6
 DP: 6D8

In Torch Light or Shadows
 AE: P&S
 MV: 120'
 LC: 8
 DD: (touch) 2D6 (sword) 2D4
 DP: 6D8

In Full Darkness
 AE: M
 MV: 60'
 LC: 4
 DD: (touch) 1D10 (sword) 2D4
 DP: 6D8

The Demonic Horde

When Aryok was thrown back to Hel by Diurdan's ritual he gathered about him his cohorts of *Imps*, *Lesser Demons* and *Greater Demons*. These along with a few necessary adjuncts (Dark-maids), now infest Castle Caeldo. They are supposed to be searching for the *Heart of Aryok*. They are limited to the dark of night, and, since they haven't been able to locate the tome in over 300 years, they aren't looking too hard just now. The Demonic Horde is driven underground by the coming of dawn, but at night they roam the castle freely, and woe betide any living being they happen upon — the best thing that can happen to that luckless one is a quick death.

During daylight, no member of the horde will be found on any level higher than the second level of the Pits. At night, they tend to travel (and revel) in squads. There is a 40% chance of running into a squad in any given area after dark; during daylight, there is a base chance of 30% on the second level of the Pits, with an additional 10% for each level descended. A squad is normally comprised of 1D3 Greater Demons, 1D8 Lesser Demons, and 4 + 2D6 Imps. It requires a magic weapon to be able to damage a Demonic type. Imps can be damaged by anything magic (a solid blow with a +0% magic chamberpot would tend to make one

very unhappy), while it takes a minimum +5% enchantment to damage a Lesser Demon, and a minimum +10% to damage a Greater Demon. Aryok is a Prince, and it requires a minimum +15% enchantment to damage him.

Aryok is only in the castle (actually, in his throne room in the Pits) 5% of the time. If a party does manage to penetrate to the Demonic Audience Chamber on the 6th level of the Pits, there is a 35% chance he will have been notified, and will be present. The Demon Prince will be armored if:

- a) the party consists of more than 8 people;
- b) the party has more than 50 total levels; or,
- c) the party has killed two or more squads.

The weapon he will use in this case is a huge broadsword (fully fitted to his 13' height), which is +20% to hit; if anyone is struck with the flat of the blade (35% chance), he will sustain no damage, but must save against paralyzation at a penalty of 5 (Aryok likes to have live "toys" to play with on occasion). Anyone killed with this sword will become a Lesser Demon under the control of Aryok (this simply renders the character unresurrectable; the process of conversion takes one week of mortal time), and not even a wish can restore him. If a party claims audience with Aryok, there is a 40% chance that they will be escorted to the 6th level main chamber (otherwise they will be attacked with no further delay); there is a 35% chance Aryok will make a pact with a given individual (until such a pact is made, Aryok will appear fully armed and armored), usually granting something like invulnerability, immortality, or temporal power, in return for a sacrifice (this normally is a blood relative, first son, favorite daughter, beloved wife, or some other person close and dear to the one entering into the pact). However Aryok will only keep to the letter of the pact and will show up promptly to collect his due.

All of the Demonic Horde have a teleportative ability, but few other than the Imps use it to any extent. In most cases the Demons will teleport out only if necessary to save themselves. The Imps use their "popping" ability more frequently, but have no fine control over either direction, distance, or facing on landing. Occasionally in a battle, one will find Imps trying frantically to teleport behind their foe, but arriving 30' past him, or in back of their target but upside-down, or still in front of the opponent but with their back to him. Apparently on hops less than 10 miles they have no accuracy at all.

The Demons, both Greater and Lesser can be met in two states, armored and unarmored. Under normal circumstances (i.e., the horde has not been alerted to the presence of invaders in their midst), there is only a 5% chance any of the Demons in a squad will be armored. If the horde is on alert, there is only a 10% chance any of the

Demons in a squad will be unarmored. Imps are never armored (they have to grow up to be Demons first).

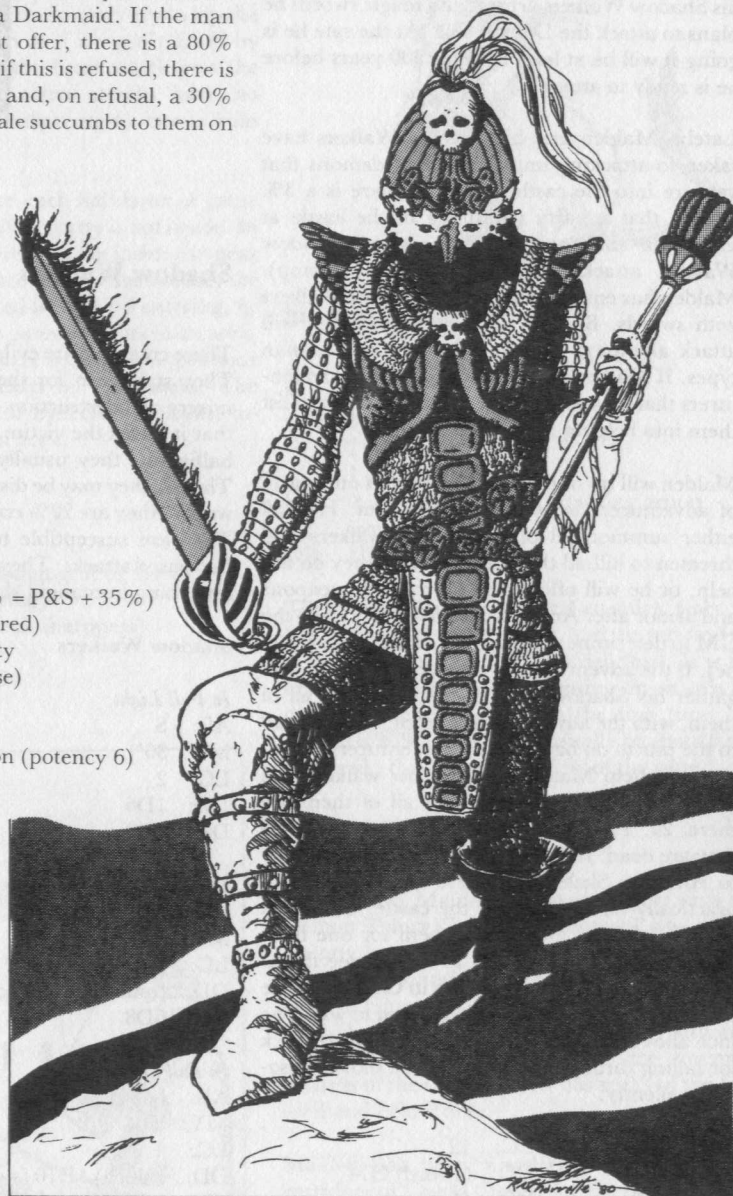
If the Demons are armored and armed, 40% will be carrying swords (1D8 damage), 40% will have maces (1D4 damage, + roll strength or less on a D20 or fall), and 20% will be carrying double-bitted battle axes (1D6 damage, if initial swing misses, backswing at 15% penalty to hit probability). Imps are always armed with tridents if armed, but there is a 60% chance that in an unalerted squad, they will be weaponless.

Darkmaids are the female adjunct to Demons. They resemble a slim, young, beautiful girl seen in photographic negative form (their skin is flat black, their hair, eyes, and lips are pure white, etc.). They are usually found nude and will attempt to tantalize and seduce any males they meet, particularly mortals. It requires a save against magic to refuse a Darkmaid. If the man refuses them on the first offer, there is a 80% chance of a second offer; if this is refused, there is a 55% chance of a third, and, on refusal, a 30% chance of a fourth. If a male succumbs to them on

any of the first three invitations, they will be able to exert a total control over him and will lead him off to damnation. However, when a man succumbs on the fourth offer, he has bound the Darkmaid to himself, and she will become a woman of his race when led into daylight (charisma of 15 + 1D6, for purposes of appearance only). Darkmaids have lovely, sirenlike voices, and a capability of exerting the equivalent of *Charm Humanoid* (this is their method of dragging souls off to damnation), and they will retain these if they are reversed. If a Darkmaid is bound, and then reversed (led into daylight), she will assume a completely normal appearance (except for great beauty). She will be completely loyal to her man, even defending him to the death, but may be a source of trouble since most other men on seeing her will desire to possess her.

Aryok, Demon Prince

AE: L (if armored,
P + 20%, S + 15% = P&S + 35%)
MV: 150' (100' if armored)
MV: teleportation ability
(30% chance of use)
CL: 15
DD: (talons) 2D6/2D6
DD: (tail) 1D12 + poison (potency 6)
DD: (sword) 3D8
DP: 185



Greater Demons

AE: N (if armored, 70% P&S, 30% C&S)
MV: 120' (90' if armored)
MV: teleportation ability (20% chance of use)
CL: 8
DD: (talons) 1D8/1D8
DD: (weapon) as weapon
DP: 8D10 + 10

Lesser Demons

AE: N (if armored, 30% P&S, 70% C&S)
MV: 100' (75' if armored)
MV: teleportation ability (30% chance of use)
CL: 5
DD: (talons) 1D6/1D6
DD: (weapon) as weapon
DP: 5D10 + 6

Imps

AE: L
MV: 150' (300' if flying)
MV: teleportation ability (40% chance of use)
DD: (talons) 1D4/1D4
DD: (trident) 1D6 + 2
DP: 1-4 D8 + 3

Darkmaids

AE: N
MV: 100'
CL: 4
DD: (talons) 1D4/1D4
DP: 4D8 + 4

On the Great Road and Approaching the Castle

Skeyrod and his men are highwaymen. They are not wanton killers, however, and will only fight if there is a promise of loot. There is a 45% chance that there will be an ambush mounted at any given time, along the Great Road between Castle Caeldo and the south edge of the map. If the party is not too heavily armed (no more than six obvious fighters) the ambush will be sprung. Either Skeyrod or Lumko will step into the middle of the road and call out "Stand and deliver!" If he is attacked, the hidden bowmen will fire first at those attacking him, and on successive combat turns will try to fire at any magic users casting spells. The archers fire twice each combat turn, and are so skilled that they have a +15% chance to hit. If the party is too powerful, the ambushers will stay in hiding and let the party pass.

If the party "stands and delivers," the highwaymen will show themselves and will relieve the party of all coins, gems, jewelry, and very obvious magical items. Wands, staves, etc. will not be lifted, but there is a 20% chance that an enchanted weapon will be detected and confiscated.

After the robbery, the party will be given one gold piece per character and allowed to proceed to the town.

Skeyrod and his men inhabit the ruined castle's gatehouse and outer works only. They have no desire to plumb the depths of the castle. They prey upon rich (they hope) travellers on the Great Road which runs below the castle. They never raid Farvelor, and they have an agreement with the local constable to fade into the surrounding forests for a short spell when the constable mounts a "raid."

The bandit encampment is in the gatehouse and outer works of the castle. The drawbridge to the castle proper is down, but only Skeyrod is in the habit of going there, and he never stays beyond the beginnings of dusk; Lumko, the lieutenants, and the other highwaymen are loath to even cross the drawbridge.

The gang's treasure consists of 3,500 gold pieces, 4 pieces of jewelry worth 1,400, 3,000, 700 and 1,600 gold pieces each. This treasure is kept in a small room off the land-side gatehouse entrance. The chest is one of six, all of which appear to be filled with clothing of various qualities; the treasure is concealed under the clothing in #4.

There is a 35% chance that the band will be in residence at the time the party arrives. If so, there is a 60% chance that the look-out posted at the gate in the outer wall (one of the first levels) will

The Highwaymen

Skeyrod

Skeyrod is the leader of the highwaymen who infest the ruined castle of Caeldo. He is a vicious fighter of the fourth level. He was Lord of Caeldo, and fell into lawry through bad luck. He is considered a fine leader and a reasonable protector by his men. He fights only with sword and shield

Skeyrod

AE: M&S
MV: 100'
CL: 4
DD: 1D8
DP: 24

The Highwaymen

There are eleven other ruffians in Skeyrod's band: two lieutenants, and nine others.

The Highwaymen

Name	CL	DP	AE	MV	DD	Weapon
Meran (Lt.)	3	22	M	100'	2D6	two-handed sword
Dano (Lt.)	2	16	M&S	110'	1D8	broadsword
Abel	2	9	L	100'	1D12	halberd
Bekar	2	10	L&S	100'	1D8	broadsword
Carli	1	12	L	110'	3D4	great two-bitted axe
Elred	1	7	L	120'	1D6/1D8	longbow/sword
Fronk	1	6	L&S	100'	1D8/1D8	spear, sword
Geron	1	4	L&S	100'	1D8/1D8	spear, sword
Haskel	1	5	L&S	100'	1D8/1D8	spear, sword
Jak	1	7	L	120'	1D6/1D8	longbow, sword
Konni	1	8	L	120'	1D6/1D8	longbow, sword

not have fallen asleep at his post, and will run to warn the rest of the band. When the band is warned, they will assume defensive positions with the bowmen on the walkways of the gatehouse walls, and the portcullis will be lowered. Skeyrod will warn an approaching party that the castle is his and he does not appreciate trespassers. If the party persists in their attempt to gain entry they will be fired upon, and attacked if they succeed in entering the gatehouse proper. If more than three of Skeyrod's men are killed, or if either Skeyrod or Lumko is seriously injured, the band will escape in any way possible, then prepare a vicious ambush near but outside the outer wall gate, including a 20' by 20' (by 5' deep per 6 hours of time allowed them) pit in the roadway. At this point, they will shoot or fight to kill.

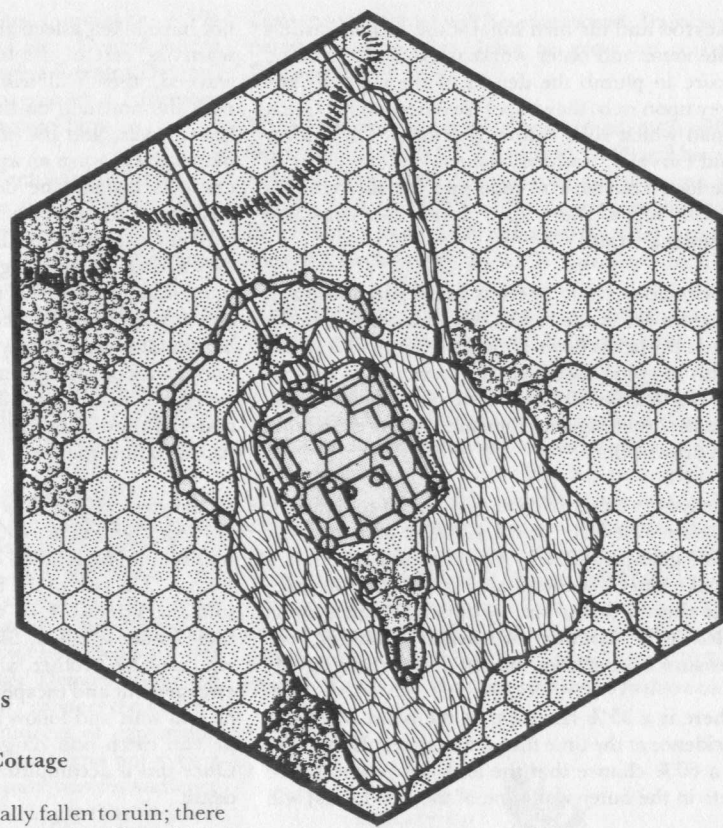
If Skeyrod is killed at any time, Lumko will berserk, fighting at +30% to his normal striking ability until he is killed or all foes have been destroyed. The rest of the band will attempt to fade into the stonework or the surrounding forest if their leader is killed. Skeyrod will mark the one who slew his brother, and will then break off the engagement and escape with the rest of his band; he will wait and follow his brother's slayer until he can catch him off-guard, and capture him. Once this is accomplished he will torture him to death.

Lumko

Lumko is Skeyrod's younger brother. He is a giant of a man who lives to fight, drink and wench. He has the mentality of a reasonably bright chipmunk, and is watched over by the entire band. He fights with two huge clubs. If his opponent is hit in the same combat turn by both clubs, his opponent will be stunned for 1D4 + 2 combat turns. He is a fighter of the second level.

Lumko

AE: L
MV: 120'
CL: 2
DD: 1D6/1D6 (+ 20%)
DP: 17



Features of the Castle and Environs

A.) Ruined Forester's Cottage

This building is almost totally fallen to ruin; there is no roof and the walls have mostly collapsed into rubble. There is a 40% chance of discovering the bronze plate in the corner opposite the door (which is still standing) if the area is thoroughly searched (6 man hours of search). This plate covers a tunnel entrance which leads to Chamber V-a in the Pits. The tunnel slopes downward at a 30° angle, but is rough-hewn enough to provide a 70% chance of safe ascent or descent to a careful climber; if the person is in a hurry, the chance of safety is only 30%.

B.) Outer Walls and Gate

These walls, as with most of the rest of the castle, are in reasonable repair. There are no major gaping holes (that could be entered avoiding the lookout), but some of the crenelations have crumbled and the wall resembles a gap toothed smile in places. If the highwaymen are in residence there will be a lookout posted on top of the outer gate wall. If he is not asleep he can survey the wall as far as the second tower on his left and the first tower on his right. There is a 40% chance he will spot an approaching party at about half-a-mile if they are riding (from the dust of their travel), and a 10% chance for a party on foot.

C.) First Gatehouse (Highwaymen's Lair)

This gatehouse contains only a wide passage with a portcullis and a pair of iron-bound oaken doors at each end (the doors can be barred with a foot square oaken beam 20' in length), and four rooms. Two of the rooms contain the winches, pulleys and chains for raising and lowering the

portcullis grates. One of the others contains the 6 chests constituting the band's treasure, and the last has a bed for Skeyrod. The rest of the band sleeps and lives in the passage. If the band has not been warned or is not in residence, the two grates will be raised and the doors will be unbarred.

D.) Castle Bailey (Courtyard)

There are numerous skeletons of men and horses strewn about his area, many of which may be seen from the castle end of the drawbridge. The portcullis grate is raised. This area is more fully described in the castle descriptions.

E.) Main Keep

There appear to be three main levels to the upper part of the castle, and four towers springing from it. The interior of the keep is described floor by floor in the castle descriptions.

F.) Summerhouse

This was a small three room wooden building with large window-like openings in all the walls. It is now fallen totally to ruin and the surrounding area has grown totally wild. There is a 20% chance that anyone walking on the rotting floor will fall through at the particular spot that leads to the tunnel connecting to Chamber III-b in the Pits; there is a 90% chance that anyone walking on the rotting floor will simply fall through. Kerian and Petarro were in this summerhouse on the Night of Shrieking.

G.) Boathouse

This was a small wooden structure containing rowboats, and boat supplies. It has completely rotted.

H.) Pier

Tied to this pier were four small rowboats and dinghies for pleasure-boating on the lake. While the pilings of the pier are still standing, and there is still some flooring on the pier itself, anyone stepping onto the wood over the water will crash through the rotted planks into the water. The remains of three mooring ropes can be seen descending into the water; they are attached to the hulks of the remaining three pleasure craft (Kerian used one for her escape).

I.) Small Barracks

Most of this stone building is still visible although the roof has crumbled away. It was unoccupied on the Night of Shrieking, and there are no valuables of any kind to be found inside. It would take 8 man hours to search completely.

J.) Watchtower

On the top level of this 20' diameter, 50' high stone tower is a platform for a sentinel. There is a heavy winch-wound crossbow (almost a ballista) mounted here, and a set of 20 darts for firing from it. These surprisingly are still in usable condition — the darts will do 2D6 of damage to anything they strike, but it requires a strength of 17 or better to fire this weapon, if it is unmounted.

K.) Lake Caeldo

Through the clear water of this lake one can see the limestone and sand bottom (it hasn't all been leached away yet) and the fish swimming in it. The water is relatively pure, and is safe for drinking in spite of the slight taste of sulphur (the main source of the lake is an artesian well near the narrow end).

L.) Morinal's Creek

The main source of drainage for the lake, this is a swiftly running stream which can sweep a man from his feet if he ventures into it (roll D20 against strength to retain footing; if crossing the stream, roll must be made 3 times). The band of highwaymen prefer to use this stream for their water supply, and there is a 15% chance that a party approaching from this direction will be spotted by a water fetcher if the band is in residence.



In The Castle A General Description

A. Drawbridge

Made of planked oak, 2' thick, 20' wide, and 60' long. This is the main entrance to the castle proper. The drawbridge is in reasonable condition, particularly at the edges where it is perfectly safe to walk. On any other portion of the bridge there is a 20% chance of hitting a rotten, crumbling area. All characters falling go into the lake. At this point it is 35' deep.

B. Chain Tower

Made of laid stone blocks and mortar, rubble-filled, 15' diameter, 50' high, crenelated top. These two towers simply provide leverage for the heavy chains which raise the drawbridge. The chains are very rusty, and would probably break if an attempt were made to raise the drawbridge. They can be climbed. The towers do contain a walking passage each, level with connecting walls E. and F. The chains enter the towers through portals about 3' in diameter and 35' off the ground.

C. Gate Tower

Made of laid stone blocks and mortar, rubble-filled, 15' diameter, 60' high, crenelated top. These two towers provide anchorage for the drawbridge chains. They are much the same as the Chain Towers.

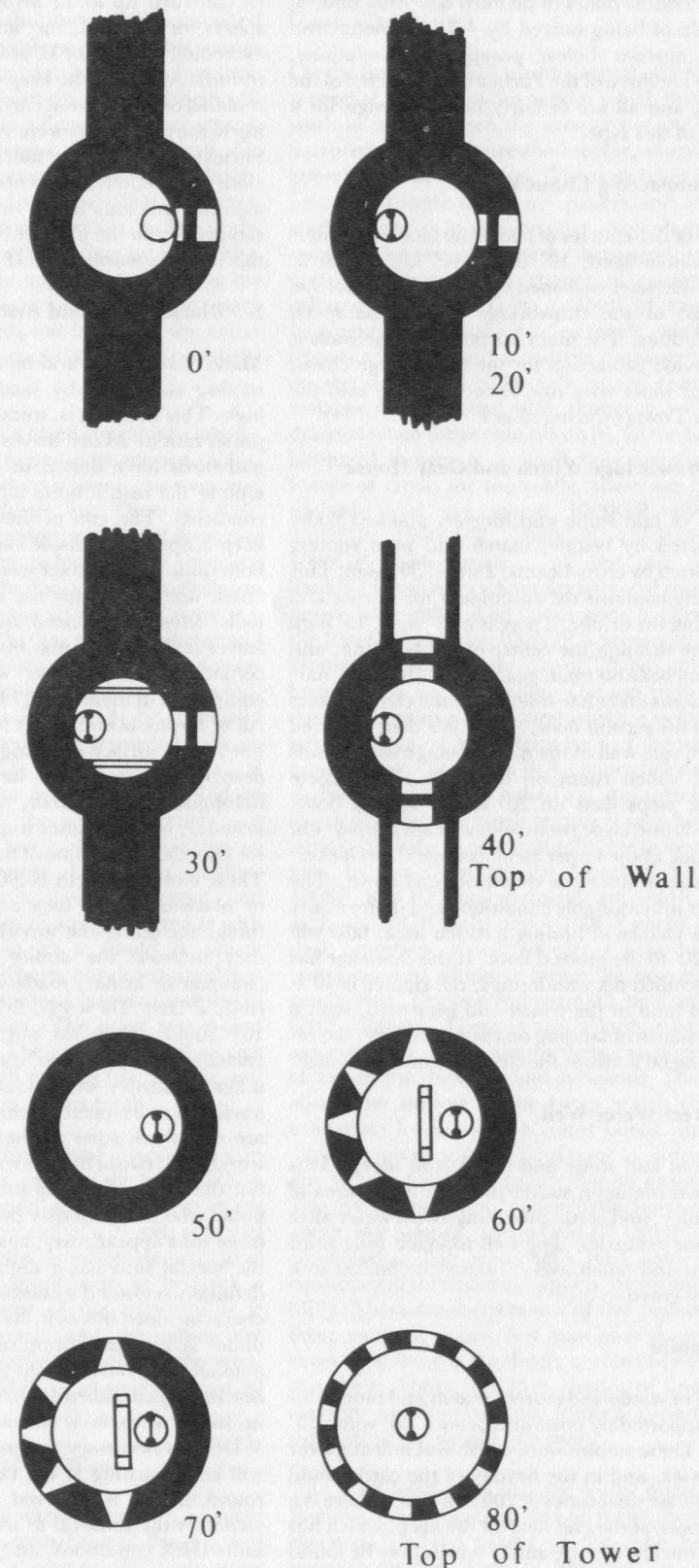
D. Watch and Guard Tower

Made of laid stone blocks and mortar, 25' outer diameter, walls 6' thick up to 40', and 4' thick for remainder, 80' high, crenelated top, arrow slits, planked floors, ladders, iron doors at various levels capable of being barred from either direction, weapons and bow racks. There are eight of these towers connecting the curtain walls of the castle. They help to reinforce the strength of the walls, and provide a view of much of the surrounding countryside from the top level. There are eight planked floor levels in each tower; they are becoming rotten through lack of care, and there is a 40% chance that anyone stepping on them will fall through; avoid falling at ½ DEX. If a character does fall through one rotten floor there is a 70% chance he will also fall through the one below; there is no avoidance of these subsequent falls.

E. Curtain Wall

Made of two courses of laid stone blocks and mortar, rubble-filled, 10' thick, 40' high, parapets, crenelations. These walls are not as thick as some of those in other castles; since the fortress is located on an island, it is not as susceptible to the mining tactics of normal sieges.

Tower D



F. Portcullis

Made of two courses of laid stone blocks and mortar, rubble-filled, 40' high, with an arched, masoned passage 10' wide by 15' high, iron grate, double doors of planked oak, iron bound, capable of being barred by 4 3" diameter iron rods, murder holes, parapets, crenelations. There are three of the Portals in the scheme of the castle, and all are of fairly normal design for a castle of this type.

G. Connecting Chain Wall

Made of two courses of laid stone blocks and mortar, rubble-filled, 10' thick, 40' high, with 3' inner diameter masoned cylindrical shaft for the passage of the drawbridge chains, parapets, crenelations. The main purpose of these walls is to provide protection for the drawbridge chain, and for those who find it necessary to visit the Chain Towers during sieges.

H. Drawbridge Winch and Gear House

Made of laid stone and mortar, planked floors supported by beams, thatch and mud roofing supported by cross-beams, 2 story, 30' high. This building contains the equipment for raising and lowering the bridge. There is a 12' wide, 15' high passage through the center of the building, and the winches and main gears are in the long, narrow rooms on either side, while the chain lockers are on the second floor. There is a door centered in each side wall of the main passage which leads to the winch room on that side. From these rooms, steps lead up 20' to the second floor, which is one large room with a beam ceiling. On each side of the upper room is huge chain locker, now empty since the drawbridge is down. The floor is in reasonable condition, and there is only a 10% chance of finding a rotten area; falls will drop 20' to the ground floor. If the character has not specified his wanderings, the chance is 40% he will land in the winch and gear area, with a 75% chance of landing on the machinery; the remaining 60% drops the character in the passage.

I. Sweet Water Well

Made of laid stone and wood, 150' deep. This well was the main source of water in the area of the bailey, and is still providing sweet water after all these centuries. The well rope has long since broken and fallen away, taking the bucket to a watery grave.

J. Stables

Made of wattle and stucco, thatch and mud roofing supported by posts and beams, 20' wide, 15' high. These stables were capable of housing over 50 horses, and in the heyday of the castle could provide services for over 200 at a time. There is a tack room at the end nearest the keep, which has stood the test of time and in which may be found (2 man hours searching) 3 saddles of good

quality, still in usable condition. Two of the saddles are worth only 50GP each, but the third belonged to Diurdan, and was specially constructed and ornamented — it is worth 1350GP, and has the power to *Repulse Missiles* built into it (it can turn up to 12 arrows, 6 quarrels, or 3 spears or javelins, or any combination not exceeding its limit of 12 points, in a given melee round). Also near the keep end can be found the remains of some dozen carriages, mostly belonging to the nobles who were visiting on the Night of Shrieking. They have fallen into piles of rotten cloth and wood fragments, but 20 pounds of assorted precious metal ornamentation can be salvaged from the piles with 10 man hours work; this metal is worth 1400GP.

K. Blacksmith's and Armorer's Works

Made of laid stone and mortar, thatch and mud roofing supported by beams, 30' square, 15' high. This building is, miraculously, in excellent preservation. Many leaves have blown into it, and birds have nested in various places, even among the cold forges, but it is in remarkable condition. The end of the building toward the keep is open, and inside can be seen two forges, both quite large and six work areas, each with an anvil, and a rack for the smith's or armorer's tools. Most of the areas are ankle deep in dead leaves and other debris, but it can be easily discerned that there were separate areas, with equipment in them, most of which are still there. All of the tools and anvils have rust upon them, but it is a surface covering rather than a deep, destroying layer. The tools in work area 4 belonged to Andvirra, a Dwarven master armorer, who was doing a special commission job for Diurdan at the time of the Night of Shrieking. These tools are worth 10,000GP to any armorer or blacksmith, for they are enchanted (everything, including the anvil) and so spell-bound they increase the ability of any metal item (weapon or armor) made with them by 5-20% (rolls a D10: 1-4 = 5%, 5-7 = 10%, 8-9 = 15%, 10 = 20%). They do not however, pass any enchantment along to the item — it is not magical, simply exceptionally well-made. The anvil and tools together weigh 80 pounds. There are also three suits of chain which were being worked on; two of them are normal suits of chain, but the third was being prepared as a gift for a noble who had seriously provoked Diurdan. All three suits appear rusty, again a surface film, but the special suits has a slight glow to it and will definitely register if a *Detection of Magic* is used. If a character dons this suit, he must first roll a D20 under ½ his constitution rating or suffer 4D6 in damage from burning (the armor has an *Incandescent Metal* spell embedded); if successful, only 1D8 in burn wounds is sustained. A roll under ½ DEX is necessary to remove the armor, or it will keep burning at the rate of 1D8 per melee round until it is removed. Attempts to aid the victim in the removal of the suit must meet the same DEX conditions, and any failure results in 1D4 wounds to the person attempting to help. It

is not possible to detect that the heat spell is in the armor, since it is +15% chain, and the magic of the armor efficiency boost masks the heat spell.

L. Barracks and Armory for the Guard

Made of laid stone and mortar, planked floors supported by cross-beams, flagged and mortared roofing over beams supporting planking, 3 story, 30' high. This building housed the 100+ man contingent of the castle guard. Due to the type of roof used (it was designed to be a practice area for the guardsmen, big enough for up to 20 at a time to work under the weapons master), it has not deteriorated in the interior too badly. There is only a 5% chance of hitting a rotten area on either of the two upper floors. The roof itself is totally sound and can easily be reached from the 30' level of the corner tower connected to it — the door is not barred. There are three floors to the building:

Ground (0') level — This was the bunking level for the new recruits and the younger guards. Many of the bunks are still standing, but most of the rope webbing, mattresses, and blankets have crumbled into dust. Scattered around the room are skeletons in odd positions, and occasional pieces of skeletons; these are the pitiful remains of the off-duty guardsmen on the Night of Shrieking. There are a number of small chests, some of which are open, near the feet of the bunks. The chests held clothing and what personal possessions the recruits had. The clothing has crumbled away, and the majority of the personal possessions fall into the category of junk, but a 5 man hour search will unearth (literally, in some cases) a collective purse of 400SP and 60GP.

Second (10') level — On this level bunked the veteran fighters. It is much the same as the recruit's level, but the same search will yield a collective purse of 900SP and 680GP.

Third (20') level — Unlike the other two levels, this is divided by a wall with a door. In the bunking section are only ten bunks and chests and only six skeletons. A 2 man hour search will yield 250SP and 950GP. The door leads to the main guards armory, which contains all different kinds of weapons (bows included), and sufficient suits of leather and chain, with accompanying helms and shields, to outfit the entire 100+ man guard force.

M. Refectory and Kitchen

Made of laid stone and mortar, planked floor supported by cross-beams, thatch and mud roofing supported by beams, 2 story, 25' high. Contained herein is the kitchen for the in-castle servants and the guard, and on the upper floor, the refectory (communal dining room) for all the common people. There is a 20% chance of finding a rotten area in the flooring of the dining area. The underground cellars are for the storage of vegetables (cool cellar), meats (cold cellar), and beverages (ale cellar). If any care to investigate the cellars, a disgusting mess of desiccated garbage will greet them in the cool cellar, while a

putrid odor will assault them if they venture to the cold cellar. However, there are still three 8 gallon kegs of decent ale in the ale cellar. There are a number of good utensils to be found in the kitchen area (they didn't rust since they were kept well oiled), and on the stone mantel of the large fireplace in the refectory are about three dozen assorted steins and mugs, probably worth about 60GP for the entire lot.

N. Bailey Gatehouse for Keep

Made of laid stone blocks and mortar, rubble-filled, 20' wide, 35' high, with an arched masoned passage 10' wide by 15' high, 2 iron grates, double doors of planked oak, iron-bound, capable of being barred by 3 4" diameter iron rods and 2 1' square oaken beams, murder hole, decorative towers, crenelations. Simply the entrance from the courtyard to the keep.

O. Lowest Levels of the Keep

Made of laid stone blocks and mortar, planked floors supported on cross-beams, 18" thick, flagged and mortared roofing over beams supporting planking, 2 story, 45' high, crenelations. This section's interior is fully described in the Section on *The Interior of the Keep*.

P. Tower (Scholar's Roost)

Made of laid stone blocks and mortar, planked floors supported by cross-beams, flagged and mortared roofing, 20' diameter, 100' high, stone stairs, glazed window openings, crenelations. In this tower, (Diurdan did much of his scholarly research, hence the appellation "Scholar's Roost"). The tower had been reserved as a center of study, and a repository for books and manuscripts since the erection of the castle.

The first level (70') is lined with shelves, some of which can only be reached using the ladders found there. On these shelves could be found treatises, tomes, and volumes concerning virtually any subject. Some of the parchments and papyri have survived intact, and there is a 35% chance that any reading material selected will not fall apart in one's hands or be illegible.

The distribution of material is:

bound books	20%
bound tomes (15-40lb.)	15%
scrolls	45%
manuscripts	20%

Books are worth on the average 50-500GP (50 x 1D10), tomes have values from 200-2000GP (100 x 2D10), scrolls may bring 10-1000GP (10 x 1D100), and manuscripts appraise at 50-5000GP (50 x 1D100). There is a 15% chance that any given item is illuminated, which will increase value (roll a D10: 1-4 = +50%; 5-7 = +100%, 8-9 = +200%, 10 = +300%). There were originally some 250 items on this level; about 120 have survived in any form. The values mentioned are what top price a wealthy scholar, or the rich patron of a scholar, might pay for these items

— normally the party could expect to receive about 10-60% (2D6 x 5%) of the high value of each item, with a bonus of 15% if the town in which they sell them is greater than 2000 in population.

The second level of the tower (90') contained some small tables, and three comfortable lounging chairs. The chairs have long since lost their strength and anyone who sits in one of them will arrive upon the floor in a flurry of leather scraps, stuffing, and wood scraps. The five small side tables are actually in remarkably good condition, and there is only a 15% chance that any given table will crumble when handled. On one of the tables is a small square (5" square by ½" thick), which when held over any writing will give the sense of that writing — it does not give the meaning of individual words but translates the entire message. A scholar would value this at about 2500GP.

The third level (90') is a small alchemist's laboratory. There are two heavy slate topped tables, which are loaded with glassware, mortars and pestles, jars of ingredients, etc. There is a 65% chance that anyone leaning on either of these two tables will cause the legs to buckle; if so, there is a 40% chance the entire floor, and everything on it, will collapse upon the floor below; there is a further chance of 20% that such a collapse will drop that floor to the lowest level of the tower. Most of the ingredients have dried or spoiled; attempts to open jars will usually be successful (95%), but will normally be rewarded with an atrocious odor (65%). The glassware, if delivered unbroken to an alchemist, would be worth about 1300GP; the jars of ingredients, if unopened, would be worth about 500GP for the lot to the same alchemist. The second smallest mortar and pestle set is heavily enchanted, and will double the potency of any potion made with ingredients ground in it; it would be worth 7500GP (provided the party has determined that it is magic and holds out for a reasonable price) to any mage or alchemist. The other sets would bring about 600GP. The total weight of all this equipment is about 75 pounds (the mortar and pestle sets are about ½ of this total).

The stairs of the third level lead to a trap door in the roof, which allows access to the top (100'). A good bronze star-gazing apparatus (two lenses mounted one on either end of a 3' rod, centered on which is a protractor — the whole pivoted at the top of a tripod stand, also of bronze) is mounted in the center of the roof-top. It is patinaed a deep green, and the lenses are clouded, but it is in excellent condition otherwise. It is worth about 900GP, and weighs about 60 pounds.

Q. Tower (Seneschal's Offices)

Made of laid stone blocks and mortar, planked floors supported by cross-beams, flagged and mortared roofing, 20' diameter, 100' high, stone

stairs, glazed window openings, crenelations. A seneschal is the business manager of a castle, and is responsible for the general upkeep, overall running, and financial management of the estate. This tower had been the purview of the seneschal and his staff since the construction of Castle Caeldo.

On the first level (70') was the actual office of the seneschal. Here was the desk at which he would work to try and keep the accounts of the castle balanced, and to figure the income, outgo, and general cash or trade flow. The desk is yet in one piece, and there are many papers and ledgers stacked upon it in regular piles. Any attempt to open the drawers of the desk (there are 4, two on each side) has a 30% chance of causing the collapse of the desk in a cloud of sawdust, fragments, and splinters — each additional drawer adds 15% to that chance. Someone sitting on the desk itself adds 50% to the chance of collapse (with a base 40% chance it will self-destruct when the person sits on it). In the bottom left-hand drawer is a small box containing 7 letters of credit for the castle; these are bearer payable and are worth 1000GP, 600GP, 2500GP, 10000GP, 5000GP, 1250GP and 4000GP. Unfortunately, all but one of the banking families on whom the letters of credit are drawn have either died out or gone bankrupt; if the letter of credit for 1000GP is presented to the House of Keselriv in the city of Tualyn, it will be honored for its face value. The top right-hand drawer contains a small chest which is locked, the key is concealed in the false back of the top left-hand drawer. There is a 40% chance to locate the cache if the drawer is pulled out and searched; if the desk collapses, it will require 2 man hours of sifting through the dust and splinters to locate the key. In this chest will be found 650GP and 480SP, and 60 small gems (30 are worth 10GP each, 25 50GP each, and 5 100GP each). If the desk crumbles, it will require 1 man hour of searching and sifting to locate the box and the small chest. The box will normally be found first (70% chance). There is also a large ring of 30 assorted keys, which among them can open 95% of the locks in the castle and dungeons. There are also some shelves in the room which contain numerous ledgers and account books, most of which are in poor shape, and none of which have any value whatsoever (other than to historians). The total assemblage of papers in the room weighs about 140 pounds, and would fill up two good-sized sacks. The seneschal's staff, two young runners and three clerks slept on the second level (80'). There are the remains of five pallets, and three medium chests. A 4 man hour search will reveal that there is absolutely nothing of value on this floor. There is a 35% chance of finding a section of flooring no longer capable of supporting the weight of a man.

The third level (90') was the living quarters of Benedikt, the seneschal, and he is still there. His skeleton, clad in tatters of the robe he was wearing on the Night of Shrieking, is nailed

upside down to the walls of the chamber. There is a crumbling bed, two dilapidated chairs, a broken table, and a small bedside stand (which does not appear to have suffered from the ages). There are also two large chests. There is a 75% chance that any item touched, including Benedikt, will crumble, except for the nightstand (no, it doesn't have any magical powers; it was just made from very good, seasoned wood). The two chests contain clothing (now mostly rags and dust) and personal possessions. In the bottom of the left hand chest can be found the 'retirement fund' Benedikt squirreled away over the 32 years he was seneschal; it consists of 1400GP, 650SP, and 350 small gems (150 are worth 10GP, 120 25GP, 50 50GP, 25 100GP, and 5 500GP). If the chest collapses, it will require 6 man hours of search to locate the entire hoard. There is a 50% chance of stepping on a section of rotten flooring, and a 20% chance that such action will collapse the entire floor to the second level; if so, there is an additional 10% chance of arriving in the office with all the floors above. If there is a sequential collapse, it will require 30 man hours of searching to relocate all the various treasures in this tower.

R. Median Levels of the Keep

Made of laid stone blocks and mortar, planked floors supported on cross-beams, 18" thick, flagged and mortared roofing over beams supporting planking, 2 story, 25' high, crenelations. This section's interior is fully described in the Section on *The Interior of the Keep*.

S. Tower (The Lord's Vantage)

Made of laid stone blocks and mortar, planked floors supported by cross-beams, flagged and mortared roofing, 20' diameter, 160' high, stone stairs, glazed window openings, crenelations. This tower had traditionally been the retreat of the lord of the castle. There are eight levels, each of which has some interesting feature. It was in this tower that Diurdan was captured by the demonic horde on the Night of Shrieking.

The first level (70') and the second level (90') simply provide access to and from the lord's apartments on the highest story of the keep proper. The walls were originally hung with a dozen tapestries, and there is a 60% chance of survival for each; a tapestry is valued at 250-5000GP (250 x 1D20), and will weigh between 25-40 pounds ((3 + 1D4) x 5). This area was also used for minor storage, and there are 10 chests used for holding bedding and clothing. There is a 15% chance the contents of a given chest will have survived; they were 35% bedding, 65% clothing. If bedding, a chest will contain 1D4 woolen blankets, 1D6 sheets (80% linen, 18% cotton, 2% silk), and 1D3 down comforters, and 1D6 quilts. If clothing, there will be 4D8 items of apparel (25% velvet, 30% satin, 15% silk, 10% cotton, 15% linen, 5% wool); there is a 35% chance that any item of velvet, satin, or silk will be fur-trimmed. On the second level, there is

a 35% chance that a character will find a rotten spot on the floor.

The third level (100') was the study for the lord of the manor. Set here were a sturdy desk and chair, and another chair, overstuffed, with a small side table. There were (and still are) two lamps, one each on the desk and the small table; both are magical, and will respond to the commands "Light on!" and "Light off!". If one glances at the lamps, they appear to be ordinary candle lanterns — closer examination will show that the "candle" inside is actually an ivory-like substance with a carved ruby atop for a flame. If the pieces of the lamp are separated, the enchantment will be destroyed, and that lamp will never work again. On the desk near the lamp is a crystal tray with a decanter and two goblets. The decanter is now empty, except for a dark purplish stain near the bottom; if it is filled with wine, water, or any other potable, the filler may command "Come!", and the tray will float to him; the command "Drink!" causes the decanter to unstopper itself and fill the two goblets; the tray will then hover near until commanded "Return!", at which time it will float back to the place it started from. This device will only work if filled, and will only respond to the voice of the one who filled it. There are a number of assorted volumes and scrolls on the desk and the two small sets of shelves attached to the walls. They have no particular significance or worth, falling into the class of light reading, and there is a 60% chance that any given item will either crumble away in one's hands or be totally illegible. The only volume of importance is the history text open on the desk. The writing has faded with the centuries, but there is a 35% chance each person trying to read it will be able to decipher the words. On the open pages, and the following 10, is a description of a great temple of the ancient times, devoted to a beautiful goddess. The temple is described as "rich beyond the wildest avarice", and there is a map of the area in which the temple of *Kalira, on the Mountain* is located (see the module, *Kalira, on the Mountain* for the map, and a complete description of the temple and surrounding territory). Any character walking about on this floor has a 25% chance of hitting a rotten spot; the desk and its accompanying chair are still sturdy (they are both solid teak and worth 1400GP for the set), but the other chair will shatter if sat upon.

There is another small alchemist's laboratory on the fourth level (110'), equipped much as the one in "Scholar's Roost", but without the magic item. All conditions apply here as well.

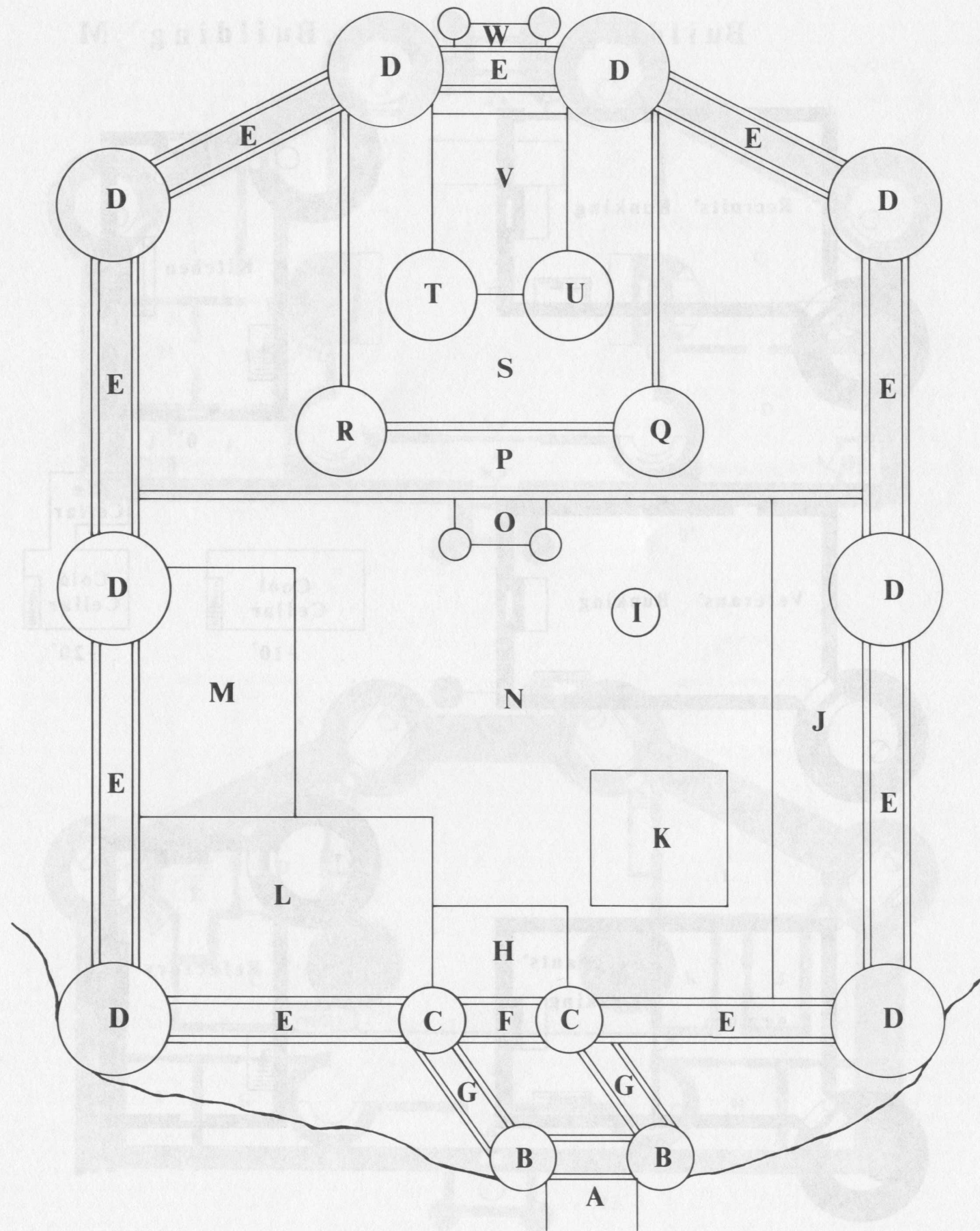
The fifth level (120') has a small library of scrolls; there were 40, but there is now only a 15% chance that a given scroll will be either legible or usable; the scrolls are random spells up through the fourth level of complexity (roll a D10: 1-4 = 1st, 5-7 = 2nd, 8-9 = 3rd, 10 = 4th; determine actual spell according to the system used by the GM). There is a small stool here,

which was one of Diurdan's favorite practical jokes — when one sat on the stool, it began to emit embarrassing noises and objectionable odors — it still works. There is a 30% chance of finding a soft area of the floor on this level.

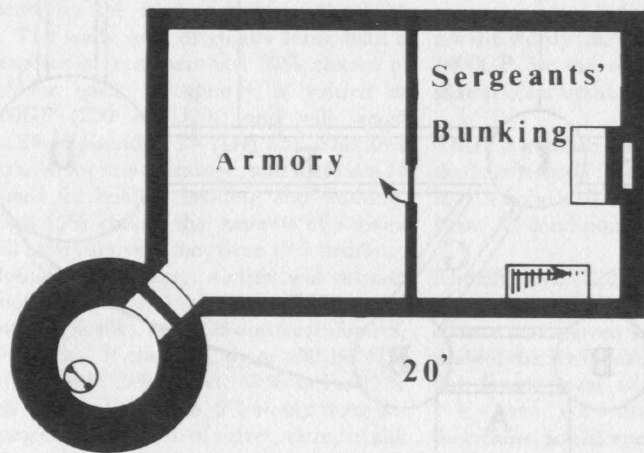
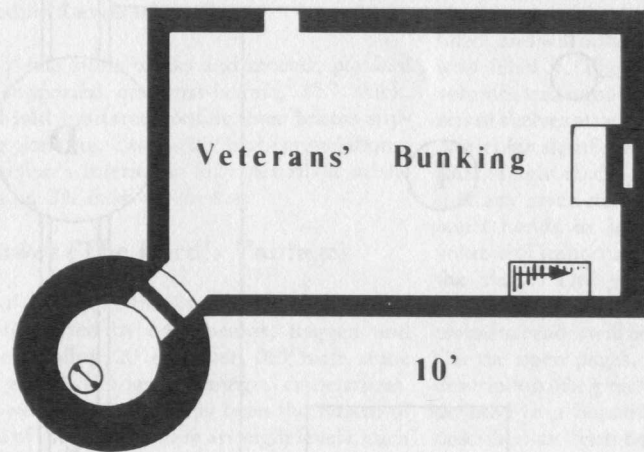
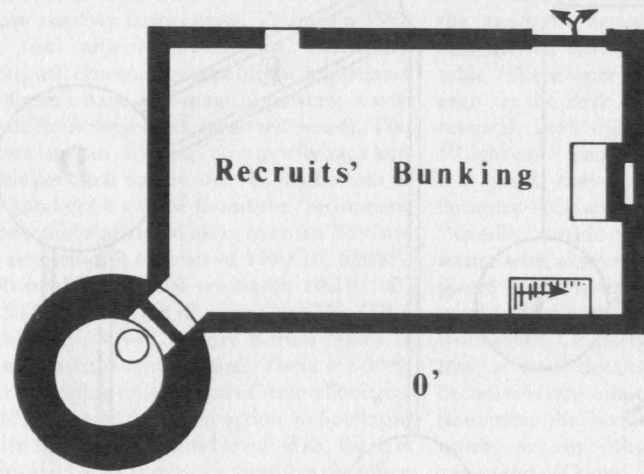
The first thing that greets one's eyes on the sixth level (130') is an automaton that Diurdan was constructing as a bodyguard for his son. There is a 20% chance that the animated armor he was using will be activated while the party is on this level. If this happens, the automaton will raise the heavy sword it is carrying, take a step forward to destroy the party, and crash through the floor. The rest of the floor will follow it, as well as the floors for all the levels 5th through 2nd; this will usually leave the party stranded on the stone stairs going from the 5th to the 6th levels, or the 6th to the 7th (if they don't have lots of rope, they may have trouble escaping before darkness falls). If the automaton does not activate, but it knocked over by the party, the same thing will happen (but at least one party member will accompany the automaton in its descent). There is a 40% chance of finding an unsuspected hole in the floor on this level.

The seventh level (140') contains only two iron chests. Both are locked, and the locks have a 60% skill penalty to lock picking for any thief attempting to spring them. The two chests contain regalia and supplies for demonologic summoning rituals, as well as four thick tomes (two in each chest) detailing the rituals for summoning various demons (note that none of them mention the necessity for a pentacle or the binding commands used to control that which has been summoned; if the party should attempt a summoning ritual, they should be attacked almost instantaneously upon its completion).

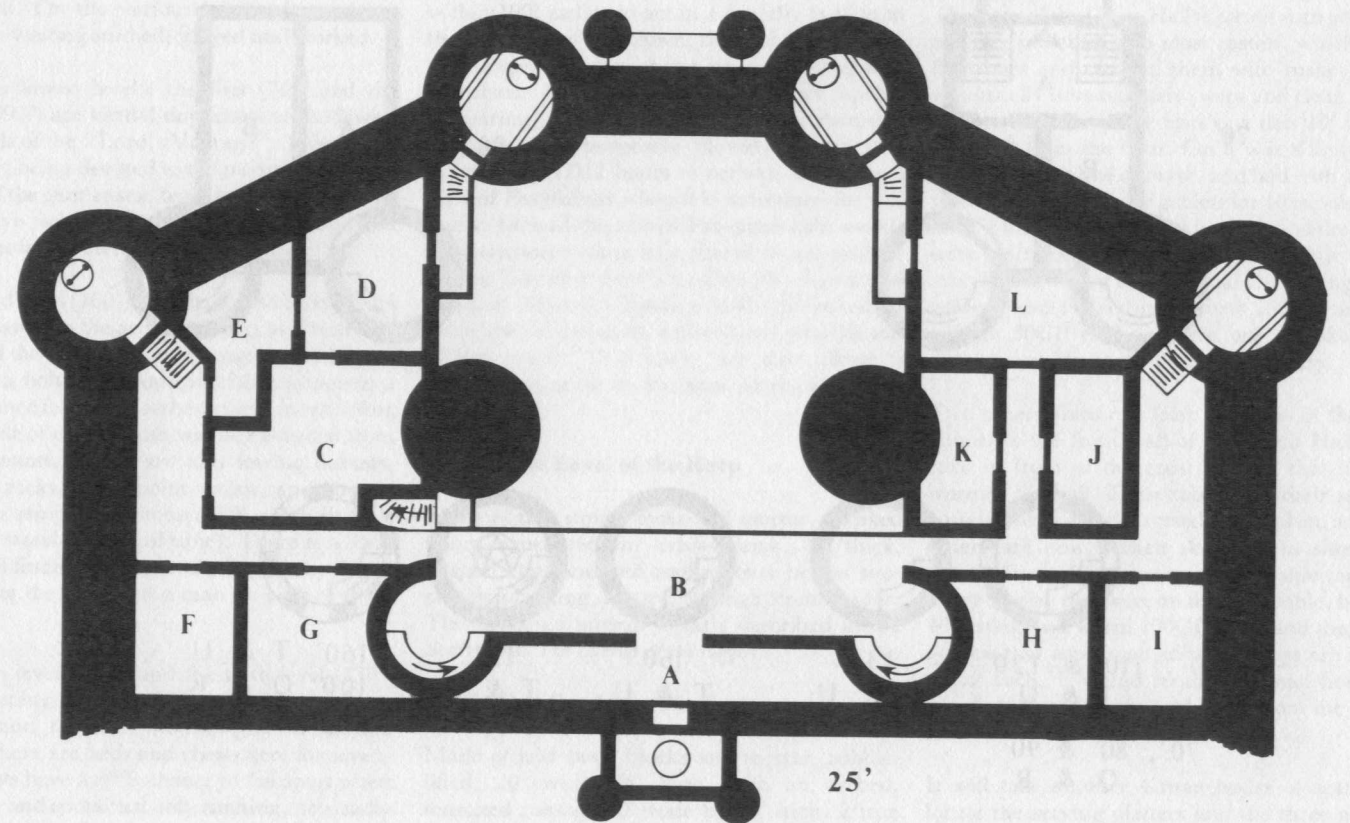
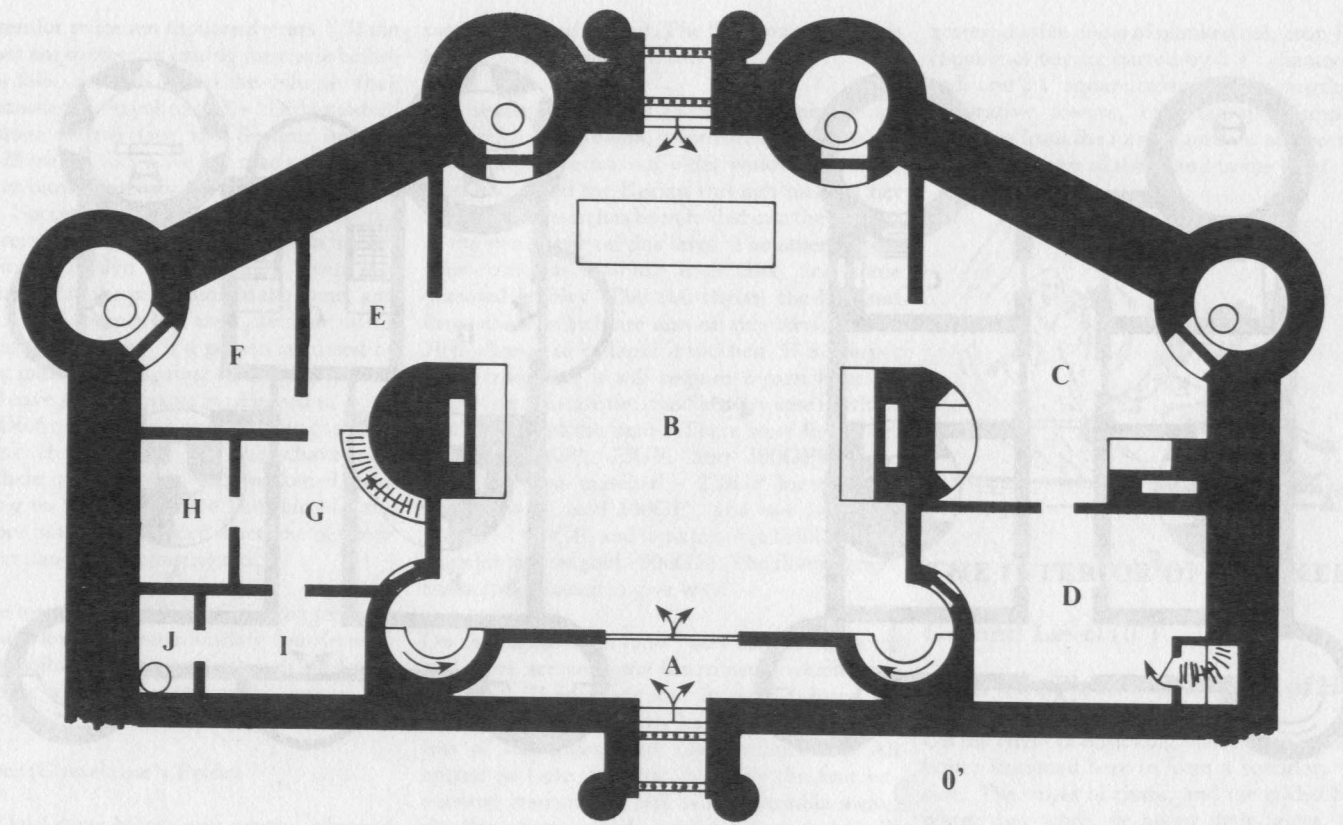
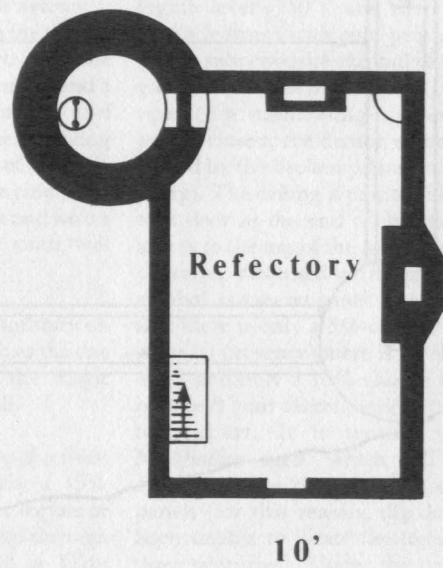
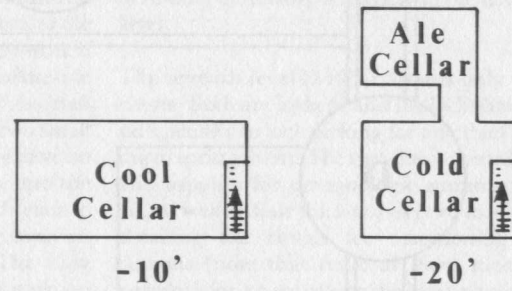
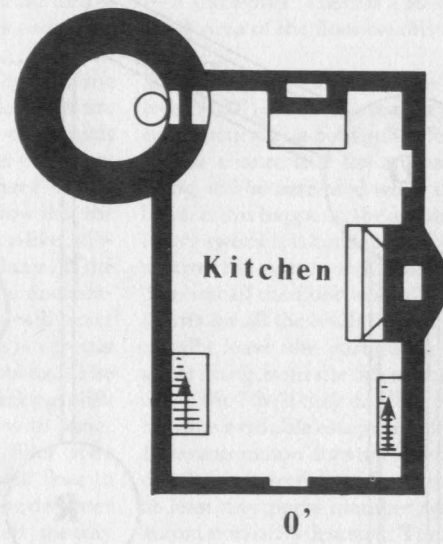
Heavy red velvet drapes dress the wall of the eighth level (150'), and there is a 8' diameter pentacle insert with gold stripping into the floor. At the side opposite the end of the stairs is a little gate effect in one of the points, which is presently open (if a summoning is attempted before this gate is closed, the demon summoned will not be bound by the broken pentacle and will attack the party). The ceiling is painted black, but there is a trap door at the end of the stairs, which allows access to the top of the tower. In the center of the pentacle, disguised as the inmost circle of that symbol, is a secret panel. It is so cleverly designed that there is only a 3% chance for elvish races to sense its presence (there is no chance for any one else), and only a 10% chance to find it with a 4 man (elf) hour search, unless the room is literally torn apart. It is treated with a *Detection Nullification* spell, which will baffle any item capable of detecting secret or concealed doors or panels (for this reason, the demonic horde has been unable to locate the hiding place for over three centuries). Under the panel is hidden the *Heart of Aryok*, for which the demon prince has been searching all these years. If the tome is destroyed by fire, Aryok will "be banished from

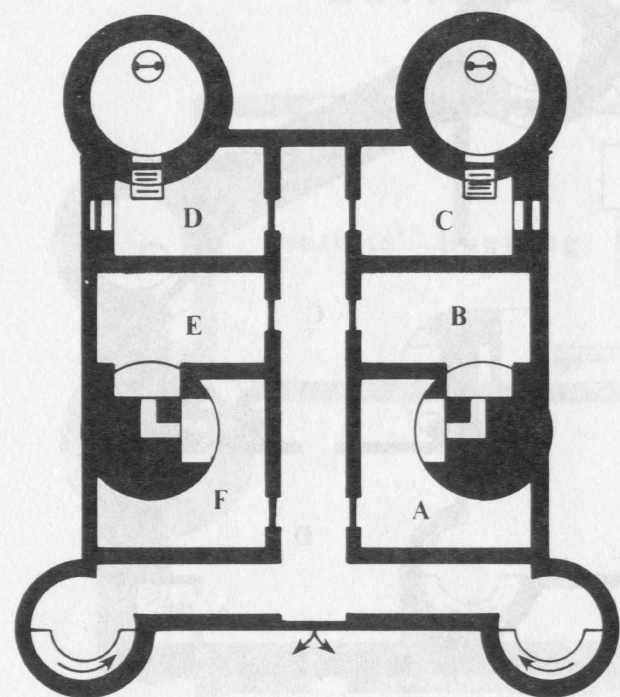


Building L

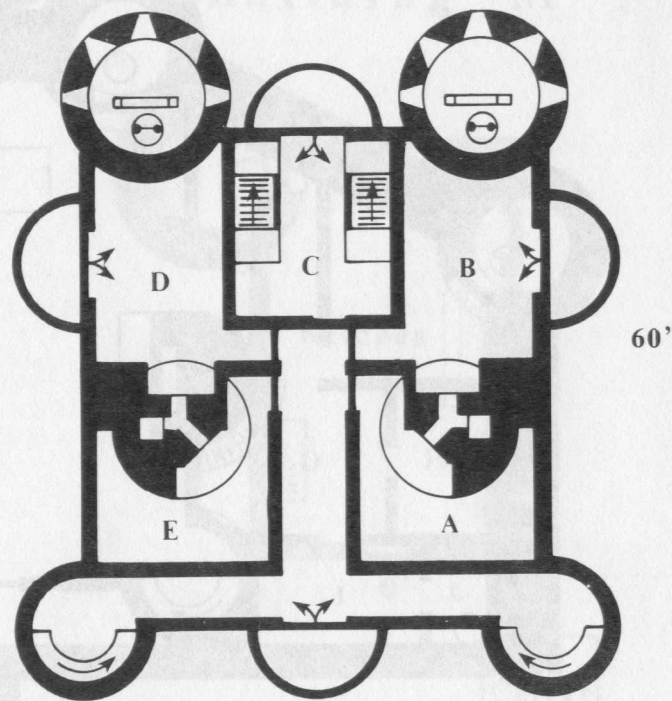


Building M

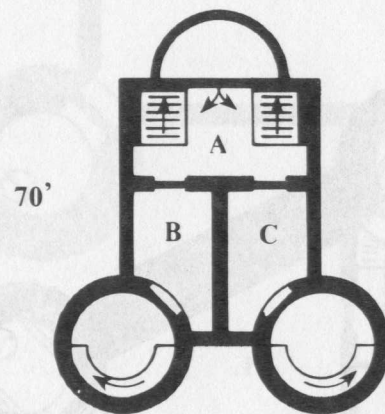




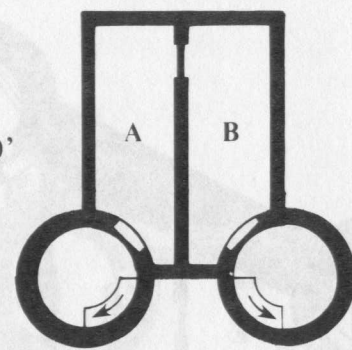
45'



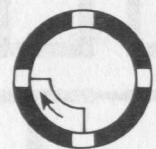
60'



70'



90'



100', 110' & 120'
T & U



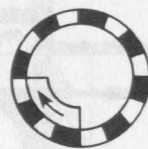
130'
T & U



160'
T & U



150'
T & U



160' T & U
100' Q & R
Top of Tower

70', 80' & 90'
Q & R

mortal ken for twice ten thousand years." If the party does not succeed in exiting the castle before darkness falls, and has found the volume, they will be attacked by Aryok and (3 + 1D6) squads of the demonic horde (see the Section on *The Demonic Horde*). If they have fire ready, they may be able to bluff their way out, or hold out until daylight. Successful exit in daylight will allow the adventurers to bear the tome away; it can be sold in the city of Tualyn for 25000GP. There is a curse attached to the possession of the tome, and there is a 20% chance for each member of the party that it will strike. If a person is cursed he must first make a save against death; if successful a second save against magic is required to avoid losing 1D6 from one's prime requisite (or most important characteristic for the character's class). There is no problem with weakened areas of flooring on this level, since Diurdan had the entire floor planking replaced when the pentacle and secret panel were constructed.

From the tower top (160') is seen a magnificent panoramic view of the surrounding countryside; it is also possible to spot any movement outside of the building interiors for the entire area of the castle proper.

T. Tower (Chatelaine's Pride)

Made of laid stone blocks and mortar, planked floors supported by cross-beams, flagged and mortared roofing, 20' diameter, 160' high, stone stairs, glazed window openings, crenelations. This tower has been the domain of the Lady of Caeldo since a century after the fortress of Caeldo was built. On the various levels, she and her ladies-in-waiting studied, played and worked.

The two lowest levels, the first (70') and the second (90') are virtual duplicates of the lowest two levels of the "Lord's Vantage". This tower, however, being devoted to the pursuits and happiness of the gentler sex, tends to be softer in its decorative scheme, and there will be 1D4 tapestries found on each of its levels.

The third level (100') and the fourth level (110') were devoted to the arts of sewing, and here will be found the remains (tatters, rages, and dust) of numerous bolts of various fine fabrics; there is a 20% chance for each man hour spent in searching that a bolt of usable cloth will be exhumed from the remnants. There are also sewing baskets, tapestry racks, needlepoint stands, and numerous other sempstressy items (95% of which have failed to stand the test of time). There is a 35% chance of finding an area of the floor incapable of sustaining the weight of a man on both of these levels.

The fifth level (120') and the sixth level (130') were sleeping quarters for some of the younger maids- and ladies-in-waiting (the unmarried ones). There are beds and chests here for seven. The chests have a 60% chance to fall apart when handled, and contained only clothing, now sadly

moth-eaten and ragged. The floors on these levels have a 25% chance of a soft spot.

The seventh level (140') was the sleeping quarters for Lady Mithalda, the mistress of the maids-in-waiting. She was an older widow, childless, who had cared for Kerian through most of her life. Her skeleton has been folded into the smaller of the two chests on this level. The other, larger chest contains clothing fragments, and some personal jewelry. The two chests, the bed and three chairs which are also on this level, have a 70% chance to collapse if touched. If the larger chest crumbles, it will require 2 man hours of searching to locate the small jewelry case in which Mithalda kept the items. There were four rings (150GP, 60GP, 75GP, and 500GP), three bracelets (two matched - 250GP for the pair [75GP each], and 140GP), and two necklaces (pearls - 1100GP, and lapis lazuli [a brilliant blue stone] inlaid on gold - 900GP). The flooring here has a 25% chance to give way.

On the eighth level (150') was the music room, and there are yet some instruments which have survived. There were four lutes, two lyres, an Irish Bard's harp, a floor harp, three flutes, two sets of Pan-pipes, and five tambourines. All appear to have survived, but only the four enchanted instruments will fail to crumble away; the floor harp (which weighs 130 pounds) will play by itself on the command "Play!", and casts a powerful (double strength, and save at a penalty of 4) sleep spell when a lullaby is played upon it. One of the flutes will cause any canine, lupine, vulpine, or other vaguely doggish type within 100' radius to act in a friendly fashion to the flutist when it is blown; the Irish Bard's harp encourages dancing when a jig is played upon it (the charm acts upon any living creature capable of hearing), will call thunder storms when discordances are purposely played upon it (the storms take 1D12 hours to arrive), and casts a spell of *Peacefulness* when it is strummed for soft music. One of the sets of Pan-pipes calls woodland creatures when it is played in an outdoor setting. The floor here has only a 5% chance of a bad spot. There is a trap door visible in the ceiling at the end of the stairs, which opens onto the top of the tower. This tower top also allows a magnificent view of the area surrounding the castle.

U. Highest Level of the Keep

Made of laid stone blocks and mortar, planked floors supported on cross-beams, 18" thick, flagged and mortared roofing over beams supporting planking, 2 story, 30' high, crenelations. This section's interior is fully described in the Section on *The Interior of the Keep*.

V. Garden Gatehouse for Keep

Made of laid stone blocks and mortar, rubble-filled, 20' wide, 35' high, with an arched, masoned passage 10' wide by 15' high, 2 iron

grates, double doors of planked oak, iron-bound, capable of being barred by 3 4" diameter iron rods and 2 1' square oaken beams, murder hole, decorative towers, crenelations. Simply the entrance from the formal gardens and recreation area on the rest of the island to the keep.



THE INTERIOR OF THE KEEP

Ground Level (0')

0'-A. The Place of the Guard of Honor

On the Night of Shrieking, there were 8 guards of honor stationed here to form a corridor, 4 on a side. The suites of chain, and the gilded breastplates they wore, lie about their bones, in the same places they had stood that night.

0'-B. The Great Hall of The Keep of Caeldo

The floor of the Great Hall is paved with polished marble (in contrast to most castles, which used flagstones and covered them with rushes), and was usually immaculately swept and clean. Near the heavy doors in the back is a dais 10' by 30' raised 3' from the floor. On it was a long table covered with white damask, and laid with golden place settings and ivory goblets for 10 people. The table is tumbled, the chairs broken, and the tableware scattered toward the wall behind (it would take 5 man hours to gather all the settings and goblets; each full setting is worth 250GP, and the goblets 50GP each). There are six skeletons draped over the broken table and chairs.

Two other tables run from the sides of the dais almost to the front wall of the Great Hall, one each in front of the great hearths that lit and warmed the hall. These tables and their accompanying seats are also tossed and broken, and the diners are now broken skeletons in shreds of former finery. These were set with tableware of a lesser quality that were on the head table, but the 40 settings are worth 100GP each, and the silver goblets that accompanied the settings are worth 15GP each. It would require 10 man hours of search to locate all the tableware from the lower tables.

It will take another 4 man hours of search to locate the serving platters and the three golden

salt cellars that were scattered about during the pandemonium when the Demonic Horde sprang unannounced upon the revelers.

There are no gems nor pieces of jewelry, nor dress weapons, upon any of the dead. The Demonic Horde did recognize the value of them, and took and hid them in the pits.

There are six great tapestries hung from the walls of the Great Hall, one on either side of the great double doors (of molded bronze, they depict a battle scene involving men and elves against trolls, orcs, and goblins) near the Honor Guard station, one on each wall at the sides of the dais, and two behind the dais (they conceal the double doors there, reaching almost to the floor). There is a 40% chance that an individual tapestry may be removed and rolled without destroying it in the process. A tapestry is worth 2000-12000GP (1000 x 2D6), and weighs 150 pounds; it will require 3 man hours to drop and roll each tapestry if it is not destroyed. Checking it out for condition will require 1 man hour each.

0'-C. Kitchen for the Keep

There are approximately eight skeletons (or pieces of them) sprayed about the kitchen, not including the two stuffed into the bread oven in the corner fireplace. The remains of a huge roast clings to the spit in the main meat pit (backing on the hearth in the Hall). There is dust nearly two inches thick in this area.

0'-D. Stores Area for the Kitchen

Here were kept the food supplies (primarily dry goods) for the people of the keep. There are still to be seen barrels of flours, from many different grains; unfortunately most of them have spoiled, and usually produce nothing but a most unholy stench.

There are also four cupboards here for the shelving of the various quality table settings used for meals. One of them appears to be completely empty; the other three contain 30 settings each, valued at 15GP per, 25GP per, and 50GP per, setting. The settings, including goblets, weigh 4 pounds each, and cleaning out the cupboards should occupy 3 man hours per cupboard. There are five chests for the table linens, one of which is open and empty. For each of the others there is a 45% chance that the contents have survived. On an average the contents of a chest would be worth about 350GP and weigh about 25 pounds (although each chest-full would bulk as much as a 150 pound burden).

The door in the corner of the bailey and castle walls opens onto stairs leading down to the first level of the Pits, the actual dungeon of the castle.

0'-E. Mummers' Corner

In this room would normally, on the night of a masque, be found the jugglers, mummers, and

other entertainers hired for such an affair, preparing for their individual turns. For the party of the Night of Shrieking however, this area was being used for cask storage, so the sommeliers (wine drawers) could keep the guests' goblets full with ease. The casks on the racks are still half-full, but the wine has long since turned to vinegar. If anyone drinks from any of the five casks here, he will be at a penalty of 6 to hit probability for about 4 hours, due to violent stomach cramps (the person involved will just barely be able to walk.)

0'-F. Keep Armory

There are about half the weapons here, as in the barracks armory, but there are four suits of armor: three chain, and one plate. The plate is quite ordinary, except for the ornamentation; it is lacquered black, and has the shield of Caeldo, a red hawk displayed on a field of gold, in the center of the breastplate. The trim and arabesquing is also in gold. The suit is worth nearly 1500GP, as dress armor, but has only the efficacy of leather in actual use for battle. It does react on *Detection of Magic* spells, since it is enchanted to stay shiny and clean under all circumstances.

Of the three suits of chain, one is silver-washed and highly polished, one is slightly rusty, and the third is beaten and battered beyond belief. The slightly rusty one has an enchantment for +15% protection, but all three will show a slight trace of magic, simply from having sat in close proximity to two truly enchanted objects for three centuries.

There are a number of swords here as well, four in scabbards, and nine excellent bows (two of which are enchanted, one for +10% hit probability, the other for +5%), the fanciest sword and scabbard belonged to Diurdan, and in ornamentation alone is worth over 7500GP — it is also enchanted to +15% hit probability, and the scabbard broadcasts an aura of protection which increased any armor class by 10%, and also gives a bonus of 10% for any saves required while wearing or carrying both sword and scabbard (neither protection nor bonus applies if the scabbard is separated from the sword).

The rest of the weapons here are normal, but are very good quality.

0'-G. Honor Guard Day Room

Other than a desk (in crumbling condition), this room is unoccupied.

0'-H. Storage Area for the Great Hall

The table sections and the chairs used in the Great Hall were stored here. For the feast the area was used for the Mummers' Room. There are a number of pieces of entertainment equipment (juggling balls, bowling pins, scarves, etc.), and five skeletons, two of which seem to be tied in knots. There are two chests, one of which is open.

Inside can be seen more of the same type of material as is scattered. In the other (which has a 35% chance of collapsing when opened), are more pieces of equipment, including a set of a dozen blades used by the trick knife artist — these knives are specially enchanted not to hit a living being, although they will provide a spectacularly close shave. If the chest shatters, it will take 2 man hours of search to locate the knives.

0'-I. Honor Guard Bunking

In this area, the eight men of the honor guard slept when off duty. There are bunks for eight, but they have fallen into trash. There is nothing else in this area.

0'-J. Bunking for the Sergeant of the Guard

The bed in this area is occupied by a headless skeleton, the former sergeant of the guard who had elected to rest for a few moments. He fell asleep, and never reawakened. His head may be found in the Pits. The circular trap door in the corner is not well disguised, and leads to the room of the Well of Death on the dungeon level of the Pits.

BALCONY LEVEL (25')

(The hallways on this level are subject to a 10% chance per 10' traveled (2 squares) of locating an unexpected egress.)

25'-A. Balcony Guard Station

This area was empty on the Night of Shrieking. The door opposite the opening leads to the small room above the "murder hole" of the bailey gatehouse. The floor will give way here 20% of the time.

25'-B. Bards' Walk

Occasionally known as the "Musicians' Balcony", this overhangs the Great Hall below. From this vantage, the music could be heard throughout the hall. There are a number of musical instruments on the balcony, some of which seem to be involved in odd conjunctions with various skeletons. Walking about will find a soft spot in the planked flooring 30% of the time.

25'-C. Nursery

This was Petarro's bedroom and nursery. There is little left here, and what has not crumbled into dust was obviously broken and tossed around in a frantic search (the Demonic Horde had orders to secure the baby as a first priority; when they could not locate him in the castle, Aryok ordered reprisal on all living things within the walls). There is a 15% chance of finding a weak spot in this room.



25'-D. Playroom for Petarro

Toys and blocks are tossed about, and what appears to be thick, soft carpets (enough to cover the floor of the entire area) are heaped into the acute corner. These carpets have a 45% chance individually of being usable. There were 14 of them, and they would be worth 300GP each. Each section of carpet would weigh 60 pounds.

Many of the tops in this area were enchanted, and will register if a *Detection of Magic* is used. Individually they are not worth much, and the lost would probably bring only about 250GP. Any child would be delighted to possess toys like these.

Hung from the ceiling by a sturdy rope is a skeleton clad in the remnants of a woolen dress; this was the baby's nursemaid, Carrolta. Hearing the disturbance in the nursery, she charged from her room into the playroom to defend Petarro, not knowing Lady Kerian had taken him out to the summerhouse. The floor immediately below the skeleton has a 75% chance of giving way; elsewhere in the room, the chance is only 10%.

The door on the wall near the Great Hall leads to a small railed balcony, from which could be seen the entire Hall. It also gives access to one of the

Guard Towers, the iron door being up a short flight of steps. There is a twin balcony on the other side, which connects from the largest of the Balcony Level Guest Chambers.

25'-E. Living Quarters for the Nursemaid

There is a rotted bed and blankets, and a collapsed chest in this room; it would take 2 manhours of search to verify that there is absolutely nothing of value here. There is a 20% chance of holing through the floor in this area.

25'-F. Guest Chamber

25'-G. Guest Chamber

25'-H. Guest Chamber

25'-I. Guest Chamber

25'-J. Guest Chamber

25'-K. Guest Chamber

25'-L. Guest Chamber

These chambers were occupied at the time by various nobles who were attending the festivities.

Since all of them, and their ladies, were in the Great Hall at the time the Demonic Horde attacked, their individual skeletons will be found there.

In each of the chambers occupied by guests, these conditions prevail:

Rotten floors:
10-60% (5% x 2D6)

Chests:
number: 1-4 (survival 35%)
contents: clothing & personal effects
jewelry: 5-30% chance of 1D6 pieces
value: 10-1000GP (10 x 1D100) each
searching: 2 man hours for whole chest
3 man hours for collapsed chest

Furniture:
number: 2-8 pieces (survival 25%)
[bed, wardrobe chests, tables,
chairs, nightstands, etc.]

MASTERS' AND PAGES' QUARTERS LEVEL (45')

(On this level, the hallways are subject to a 15% chance per 10' traveled (2 squares) of finding an area too soft to bear the weight of a man. A fall in the T-stroke of the hall will land the victim on the Bard's Walk, 20' below. A fall from any of the chambers will drop 45' to the stone floor of the Great Hall, with a 20% chance of landing on the wreckage of the feast.)

45'-A. Page's Bunking

Six pages, young boys 8 to 13, slept here in the heyday of the castle. Now only the remains of their pallets, rat-chewed and moldy, can be seen. A solitary chest in the acute corner of the room stored clothing and personal possessions for the boys, but nothing of possible worth has survived. The floor has a 30% chance of a soft spot. It is possible to crawl from the pages' room to the next through the smoke shafts of the fireplaces.

45'-B. Quarters of the Weapons Master

On the right hand wall, as one enters, can be seen a skeleton, attached to the wall by some 12 swords. The swords are driven deeply into the stone and are impossible to remove. The skeleton was the Weapons Master, the man responsible for the military training of the pages, squires, and guardsmen of the castle. None of the furnishings of the room survived the tremendous fracas here on the Night of Shrieking, when the Weapons Master defended his life. He left this life accompanied by an honor guard of 3 Greater and 4 Lesser Demons. The floor here was reinforced for weapons demonstrations, and there is only a 5% chance of crashing through.

45'-C. Quarters of the Master of the Aerie

Besides the skeleton pinioned to the back of the door by daggers, there appear to be the bony remains of six assorted hawks, dangling from their perches in the left corner by their jesses. A bed, table, bench, and three stools are arranged about the room, but they are fragile, and will survive no handling. Up the steps is an iron door to one of the guard towers. A search of 2 man hours will confirm that there are absolutely no valuables here. The floor crumbles 20% of the time.

45'-D. Quarters of the Master of the Hunt

Luckily for him, the master of the Hunt was outside the castle on the Night of Shrieking, attending to a sick dog (at the kennels in the walled area off the island). The room is neat, and the furniture is still standing, a bed, a desk and chair, a table, bench, and two stools, and a large locked iron chest. In the chest are a number of enchanted hunting aids:

- a horn which will call any stag within its range (2 miles)
- a light crossbow, and a bundle of slender quarrels (the crossbow is +15% hit probability, and the quarrels have a *Slumber* spell built into each, for capturing animals alive), with a belt case to contain the quarrels,
- a leather jerkin, dyed green, which gives a 60% chance of being able to blend into the background when in forests, and
- a pair of soft moccasins, which allow the wearer to climb any tree without falling.

The lock on the chest is of a normal complexity, but it is so choked with rust that it will require 12 hours to pick and release it. There is a 20% chance that the floor will give way in this room.

45'-E. Quarters of the Master of Pages

On the Night of Shrieking, this worthy and his charges were in attendance of the gay thong in the Great Hall — none survived. In this room can be found a bed, desk and chair, two benches, table and 4 stools, and a wardrobe, all of which will survive no handling. In the wreckage of the wardrobe can be found a small brass coffer, which contains 720GP. It will take 2 man hours of searching to locate the coffer. There is a 35% chance of an unexpected descent in this room.

45'-F. Pages Bunking

This room is a duplicate of the one across the hall.

DISTINGUISHED VISITORS' QUARTERS LEVEL (45')

(On this level, the hallways are subject to a 15% chance per 10' traveled (2 squares) of crashing

through the floor. Each of the balconies on this level is stone, but extremely weathered and loosening with age. There is a 65% chance that a balcony will tear loose from its moorings, if more than one person's weight is upon it. Add 20' to distance dropped for damage purposes. The balconies in front and back will drop onto, then rebound off, their respective gatehouses — add 40' to distance dropped for damage purposes.)

45'-A. Servants' Quarters for Nobles' Suites

Only wreckage and trash greets the eyes in this room. The servants of Count Deregán and Countess Lianea, and of Duke Mirodal and Duchess Katelena, had been given leave to visit outside the castle proper with some of the servants from Caeldo.

45'-B. Nobles' Suite

This room was occupied by Count Deregán and his lady Countess Lianea on the Night of Shrieking. They were (and still are) in the Great Hall. There are four great traveling chests in the room in addition to the normal furnishings. In one of them are the Countess' jewels in an iron casquet. This casquet has a lock so complex that it has a penalty of 90% on lock-picking ability. Inside are necklaces, brooches, bracelets, rings, and earrings worth some 19500GP. It will require 3-18 hours work to pick the lock. There are two fur-trimmed, satin lined velvet cloaks in the third chest, each of which has a 60% chance of survival. None of the other material has survived. The chests are built solidly, and there is only a 5% chance any given chest will collapse. Five tapestries adorn the walls, and may be developed as for the first and second levels of the "Lord's Vantage". There is a 15% chance of de-floor-estration in this room.

45'-C. Foyer for the Apartments of the Lord and Lady of the Manor Lower Level

The sets of stairs here led to the upper foyer level; the walls have eight magnificently framed oil paintings on them, and there is a small table with four items of statuary upon it. The paintings and frames are worth 500-6000GP (500 x 1D12) and weigh 60 pounds each; the statuary values at 200-2000GP (200 x 1D10) and weigh 20-80 pounds (20 x 1D4) each. The floor here is fairly sturdy, and there is only a 10% chance of precipitous departure.

45'-D. Nobles' Suite

Duke Mirodal and Duchess Katelena were lodged in this suite. Katelena had returned to get herself a fur wrap, since she claimed the Great Hall was a bit chilly, and stepped out on to the balcony for a breath of fresh air. Her twisted skeleton can be seen on the flagged roofing 15' below. The doors to the balcony have been open

for three hundred years; the floor is rotten from rain, and the droppings of Meathawks (three pairs roost in this room, and there is an 85% chance that at least two hawks are here, 60% for four, and 35% for all six); if any one steps on the floor there is a 90% chance he will crash through. There is a closed chest, oak-planked and iron-bound, which has survived the depredations of the elements (it will also survive rough handling — it was very sturdily constructed), and in which can be found the Duchess' jewelry case, a much smaller version of the large chest. This also has a very complex lock (55% penalty), but the key is contained in the reticule on the Duchess' wrist (it can be seen as a glint of something metallic on the skeleton on the roof — if polished, it can be seen to be finely drawn gold wire, made in an imitation of mail, worth about 1500GP). The lock on the small chest will require 2-12 hours to pick. The large chest is not locked. The jewelry chest contains 22000GP in assorted pieces: necklaces, earrings, bracelets, rings, etc.

45'-E. Bathing Chamber

There are two large copper bathtubs in this room, and in the acute corner is a chest with a supply of toweling. A large copper cauldron occupies a goodly portion of the fireplace. It still holds about 20 gallons of brackish water. The floor here is very weak, and there is a 65% chance of establishing a new exit from the room. If more than two holes are made in the floor, the entire chamber will drop into the one below, with an additional 50% chance of holing out, due to the weight of the tubs (350 pounds each).

LOWER LEVEL OF THE APARTMENTS OF THE LORD AND LADY OF THE MANOR (70')

70'-A. Foyer for the Apartments of the Lord and Lady of the Manor Upper Level

This entry to the manor-holders' apartments was decorated with four tapestries (develop as for the first and second levels of the "Lord's Vantage"). In the center of the small hall is a huge globe of the world, 4' in diameter, occupying a heavy wooden stand, which rests on a beautiful small rug, 6' x 9'. The globe weighs 130 pounds and would be worth 2500GP to any scholar. The rug is a gem of the carpenter's art, weighs 25 pounds, and is worth 6000GP — it is in very good condition. The double doors lead to a balcony which is in as poor condition as the balconies below. More than one person's weight upon it will send it groundward (to crash on, and break, the balcony below — add an additional 30' to the total distance when calculating damage). The chance of weak flooring here is 20%.

70'-B. Quarters for the Baron's Squires

In this room were quartered the two young men in training for knighthood, who were assigned as special servants to the Lord Diurdan. Their broken skeletons are scattered about the room where they stood in last ditch defense against the horde, while Diurdan ascended the tower. All in this room is wreckage. The iron door to the tower is rusty and stuck, but will yield to sufficient force.

70'-C. Quarter for the Deputy Chatelaine

Lady Kerian had an assistant for her duties. This young woman, Gerdani, was a childhood playmate of Kerian. On the Night of Shrieking, she escorted the Baroness and her child to the summerhouse, and returned just in time to die in the Great Hall. This room is neatly arranged, and the furnishings are in reasonable condition. A 3 man hour search will confirm the presence of nothing of any particular value.

UPPER LEVEL OF THE APARTMENTS OF THE LORD AND LADY OF THE MANOR (90')

90'-A. Sitting and Bedroom of Diurdan

This room contains a well made four-poster bed with curtains, three wardrobes, two chests, a number of comfortable chairs, and little of any particular value. Diurdan, while he appreciated value and the good things in life, was not particularly foppish. The door on the side wall leads to the bedroom of his wife Kerian. There are five tapestries lining the walls. There is a 20% chance of unfortunate penetrations of the floor.

90'-B. Sitting and Bedroom of Kerian

This room is arranged and decorated in much the same fashion as that of Diurdan, with a few additions. Along the outside front wall is a vanity dresser with a large perfect mirror (it weighs 100 pounds, and is worth 2000GP). Beside this is a chest on tall legs, which has its top opened, and one drawer pulled out. Inside this chest are Kerian's jewelry, a total of almost 40000GP in necklaces, tiaras, and the like. On the bed, as a cover, is a spread of white fur — this is ermine, and the spread (which is in good condition) is worth 15000GP (it weighs 50 pounds, but bulks as 250 pounds). There are only four tapestries in this room. The floor has a 15% chance of crumbling underfoot.

SPECIAL HAZARDS IN THE PITS

There are two special dangers found in the Pits of Caeldo. One is a natural occurrence, the other is living: *sand-funnels*, and the *slither*.

Sand Funnels

Sand-funnels are a naturally created trap, a pocket of very fine, almost liquid sand which has compacted in some of the tubes carved out of the limestone by the ages. There are 22 of them in the pits, and they are not easily noticed since all of the passages in the lower levels of the pits are very sandy, sometimes up to a foot in depth (in any given area, the average sand depth will be 1D12").

If a person is caught in a sand-funnel, he will be dragged down and through the tube by the action of the sand, until he is dumped out at the end of the tube. There is a chance ([20-CON] x 5%) that the person will suffocate during the transit of the funnel; if he does survive, he will fight at -15% hit probability for the next hour due to exhaustion. Some of the sand-funnels drop more than one level, and there is an additional penalty on the suffocation prospects for the extra distance traveled:

Sand Funnel	To	From	Suffocation Penalty
1	III-B	II	0%
2	VI-A	II	60%
3	III	II	0%
4	IV-F	II	20%
5	III-A	II	0%
6	IV	II	20%
7	III-C	II	0%
8	IV-A	II	20%
9	IV-B	II	20%
10	IV-B	II	20%
11	IV-C	II	20%
12	III-D	II	0%
13	IV	III	0%
14	IV	III	0%
15	IV	III	0%
16	VI-D	III	40%
17	VI-A	IV	20%
18	VI	IV	20%
19	VI	IV	20%
20	V	IV	0%
21	V-A	IV	0%
22	VI	V	0%

It is possible to extract a person who has been trapped in a funnel, if it can be done in time; within 30 seconds (5mr), a rope must be under his arms. If a combined strength of 45 is holding the rope the person will be anchored. If a combined strength of 60 is applied to the rope the person may be extracted from the funnel. There is a 10% chance each melee round (6 seconds) that the rope will break, so it is usually wise to draw the victim out quickly.

Funnels may be leapt. The chance of leaping is: $(\frac{3}{4}STR + \frac{1}{2}DEX) \times 5$

This chance is figured using a 3D6 base (3-18) for the requisites involved. There are penalties for the armor type worn:

Leather	-10%
Chain	-30%
Plate	-45%
Shield	-10%

and for the load carried (-5% for each 20 pounds carried in addition to armor). There is a bonus for deliberate running start of 25%, but this refers to a situation where it is known that the funnel is there, and approximately where the edge is located; it does not apply to a party running full steam through a tunnel to escape the horde.

The Slither

Slithers are a semi-amoeboid form of life, and they exist only to eat. They will consume anything they come across that is in the least way edible. They resemble a blob of cherry Jell-O, and are capable of traveling along any surface. Indeed, they are frequently found on the ceilings of the corridors, ready to drop upon the first edible to come along. They dislike heat intensely, and will shy away from fire. It is possible to herd a slither with a lit torch. The only way to remove a slither that has attached itself to "food" is to sear it until it shrivels and drops away, a process which unfortunately does additional damage to the slither's victim. Slithers can also be damaged by acid, and they can occasionally be lured by an offer of food. Edged weapons will slice right through a slither without affecting it in the least, and mashing one will destroy the current menace, but will splatter it into 3D8 droplets, which will eventually grow into more slithers (it takes about four weeks for the slither drops to grow to the usual size, about that of an American football).

The damage done to a slither by a torch is 1D6 per melee round of application. However the person the slither is attacking will take one half the damage the slither is taking, all damage rounded up to whole points.

The slither's attack is by dropping on a victim when they sense their passage underneath. A slither has a 65% chance of landing on its target.



Once landed, a slither will begin the dissolution of its food. Slithers are perfectly capable of seeping and/or oozing through the cracks, joints, and interstices of any kind of armor, so it simply matters if they successfully land. There is a 13% chance (1 in 8) for each hex traveled through in a tunnel that a slither will be lurking on the ceiling. If the ceiling is being carefully scanned, there is a 35% chance to spot the slither, else it will take its victim by surprise. No slither will drop onto a person carrying a torch, but the next person in line has an 80% chance of being struck by the drop of the slither.

If the slither is spotted, and roasted off the ceiling, it can easily be dispatched by torching.

Slither

AE: N
 MV: 10' (32'/second/second if dropping)
 CL: not applicable; 65% chance to drop upon prey
 DD: 1D4 + 2 each melee round until seared off
 DP: 1D4 + 2

MEETING THE HORDE

As the party meanders through the Pits, they will encounter squads of demons (see *The Demonic Horde*). The chances for meeting are:

During daylight hours (7am-7pm)

Level II
 20% each chamber
 10% each tunnel
 Level III
 20% each chamber
 15% each tunnel
 Level IV
 25% each chamber
 20% each tunnel
 Level V
 35% each tunnel
 Level VI
 100% everywhere

During the hours of darkness (9pm-5am)

the castle proper
 15% per area
 the keep interior
 25% each area
 the Pits
 65% each chamber
 40% each tunnel

During half-light hours (5am-7am & 7pm-9pm)

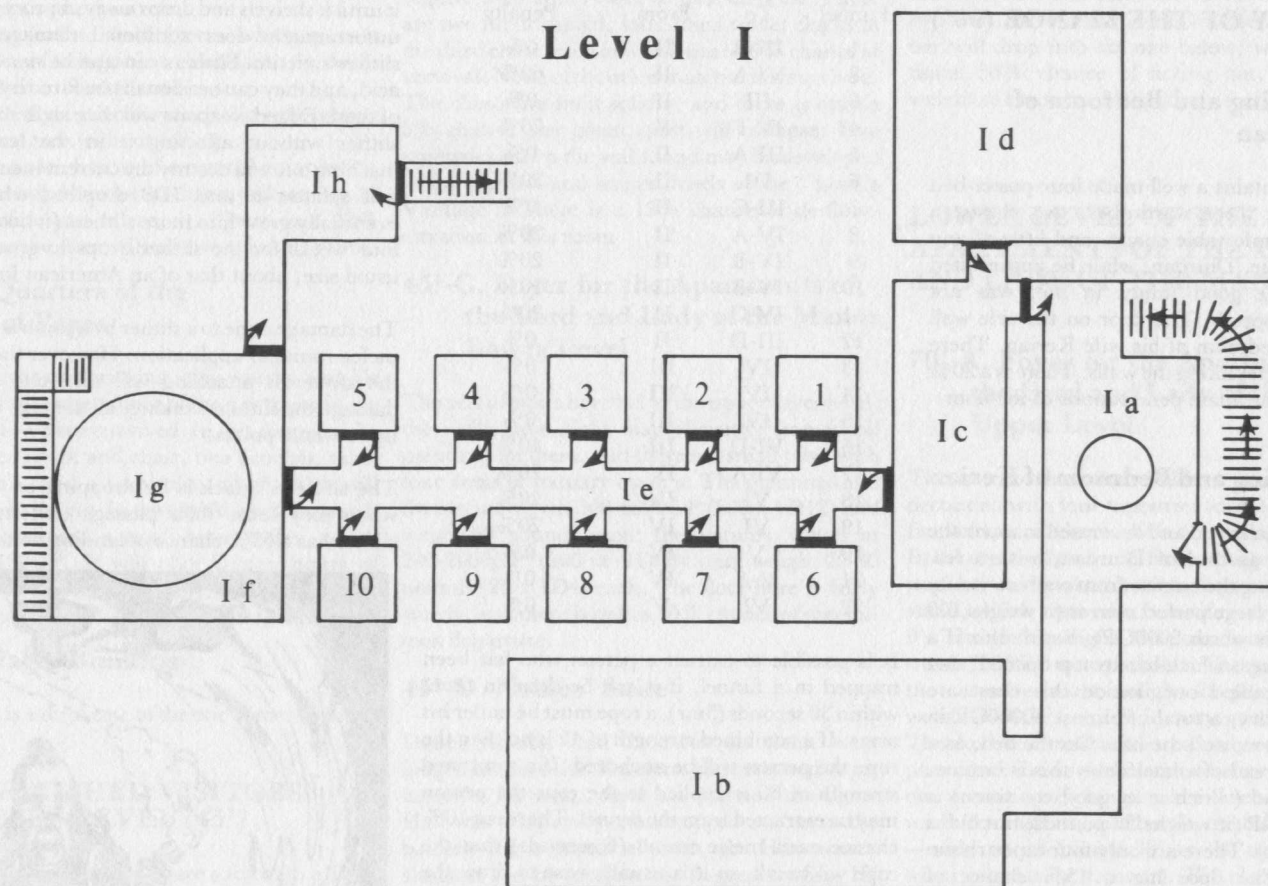
the keep interior
 5% per area
 Level I
 20% each area
 the Pits
 40% each chamber
 25% each tunnel

Meetings can be with many or few:

10% one demon only
 60% Imp
 30% Lesser
 10% Greater
 75% one squad
 10% two squads
 5% 2D4 squads

If any of the demons met escape, reinforcements will start arriving after 60 melee rounds (5 minutes) and will continue to arrive at the rate of one squad per minute (12mr) thereafter — they will be armored. In these circumstances, the horde will attempt to capture if at all possible.

Level I



LEVEL I THE DUNGEONS OF CAELDO

I-A. Sweet Water Well for the Keep

This well provided all the water used inside the keep, and still gives pure water today.

I-B. Spoilables Storage for the Keep

Meats, vegetables, and other foodstuffs subject to spoilage if not kept cool were stored here. The supplies that were here on the Night of Shrieking, however, have spoiled, and any one approaching this area will be greeted by an intolerable stench; roll a D20 against CON, or be at -15% to hit probability for 2 hours due to nausea.

I-C. Guard Room for the Dungeon

Here were stationed guards when there was anyone to keep in one of the cells of the dungeon. Imprisonment wasn't Diurdan's style, so there had been no prisoners here for over 10 years, at the Time of Shrieking. There is a crumbled desk, a flattened bench, and a rickety stool. Any of these will disintegrate if touched.

I-D. Torture Chamber

One of Diurdan's ancestors was a bit of a sadist, and had outfitted a very thorough torture room. Most of the wooden items have fallen to dust, but there is a sturdy Iron Maiden standing in one corner, and a few braziers and sets of tongs and brands are scattered about her feet. There is a two inch layer of dust over almost everything.

I-E. Dungeon Corridor and Cells

None of the 10 cells have been occupied for over three centuries, although the chains and manacles are not yet rusted away. The doors to all the cells are locked; the keys are in the desk in the guard room.

I-F. Viewing Area for the Well of Death

There is a three foot high railing around the circular pit to keep spectators from falling in. The controls for the water flow are under the stairs leading up to the duty Sergeant's bunk room.

I-G. The Well of Death

This 25' diameter smooth sided pit was used for executions by Diurdan's ancestors. The victim would be manacled to the bottom of the pit 30' below, and water from the lake would be admitted until the pit was about half full. After the victim had drowned, the water could be pumped out again by pumps worked from under the stairs.

II-H. Storage Room

This room simply gave access to the Pits, and served as storage for items that might possibly be needed while underground. There are available 20 250' coils of rope (extra 20% chance of breaking), many bundles of torches (good for 2 hours each), about 100 candles (good for 1 hour each), and four sets of hammer, chisel and spikes (50 to the bundle). There are also two tinderboxes, with flint and steel; a roll on a D20 against DEX is required to get the tinder lit (one try is allowed per melee round, until success).

LEVEL II THE PITS

(On all the levels of the Pits of Caeldo, sand-funnels are marked by partially hatched circles. They are not usually easily detectable, and there is no legendry concerning them. There are but two ways to find a sand-funnel: step in one [and frequently disappear], or prod with a pole [it should cost one pole per funnel located; they get sucked in by the sand action].)

II-A. Chamber of Embers

In the center of the sandy floor here are the remains of a bonfire (the ashes are over three centuries cold). There is nothing else to be seen.

II-B. Chamber of the Chest

Against the wall farthest from the double entrance is a chest. The top appears to be open, and there will be glintings off the contents from whatever light source the party is carrying. The chest is actually a trap set by the demons long ago, and now forgotten. Any person touching it must save against magic at a penalty of 3, or be stiffened in whatever position that person occupied when he touched the chest. The contents are quartz crystals of no particular value, weight 350 pounds.

II-C. Chamber of the Imps

Eleven Imps have made this a special hide-out. Here they will bring an occasional "toy" (acquired somewhere in the mortal world, far, far from Caeldo) for sport (it is seldom sport for the "toy"). There is a 15% chance they are in residence; if they are around (even if they are not actually present, there is a 25% chance they will have a victim, 90% female. Apply the usual percentages for the hours to determine if the Imps are present in the chamber. If they are, they will be bedeviling their "playmate" (there should be sufficient shrieks of terror to be heard at quite a distance) — if not, the captive will be kept in Chamber II-D.

II-D. Chamber of the Captive

In this chamber the Imps will keep their "toy"; the person will be alerted to the presence of the sand-funnel at the entrance, and will warn prospective rescuers. There are three slithers in a hollow of the ceiling over the funnel.

II-E. Chamber of Pleasure

Here resides a Darkmaid, the lover for all the Imps (they don't usually get sexual with their "toys", just sadistic). There is a 35% chance she is present; if so, there is 65% chance she will investigate noises in the outer chamber.

II-F. Chamber of Red Goo

For some unfathomable reason, this chamber is a gathering place for slithers; there are 36 of the animated red Jell-O footballs in here, an average of two per hex of ceiling. There appears to be an armored man slumbering against the back wall. Any one braving the slithers will discover him to be a stripped skeleton (he got slither-et) with perfect armor, and an enchanted mace (+10% to hit) which will warn of approaching enemies, so that possessor can never be surprised. Unfortunately, the mace does not consider slithers sufficiently dangerous to warn about.

II-G. Chamber

Unless populated with a wandering demon or two, this chamber is empty.

II-H. Chamber of Nooses

There are two dozen good quality ropes hanging from the ceiling in this chamber. Each one is tied in a perfect thirteen coil hangman's noose. There is a 10% chance of a body (still relatively fresh) suspended from one of the ropes. Otherwise the room is empty.

II-I. Chamber of the Sergeant's Head

This is not a true chamber, only a wide spot in the tunnels at a junction. The head of the Duty Sergeant on the Night of Shrieking is on a small pedestal set in a niche on the right wall. He will greet the party, carry on an animated conversation (commenting on how lonely it is at this new station, and wishing the Baron would take him off punishment tour — he doesn't know what he did wrong), and wish the party luck as they leave. He hasn't realized yet that not only is he dead, but that he has been dead for three centuries...

II-J. Chamber of the Spring

A small freshlet seeps out of the wall above the bump on the right, and flows down into a crevice

at the base of the wall. A person who drinks from this spring must save against magic. If he fails the save, 2D8 damage will be healed. If the save is made, the person must save against magic again, or believe he has been poisoned. There is no actual damage, but the drinker will be at -5% to hit probability for one hour, due to incessant hypochondria (he will complain constantly of nausea, threaten to throw up, and generally act cranky).

II-K. Chamber of the Stone Icicle

In the center of this chamber is a huge stalactite, reaching almost to the floor — there is no

accompanying stalagmite. There is very salty tasting water oozing down the stone, dripping off, and sinking into the sand under the tip.

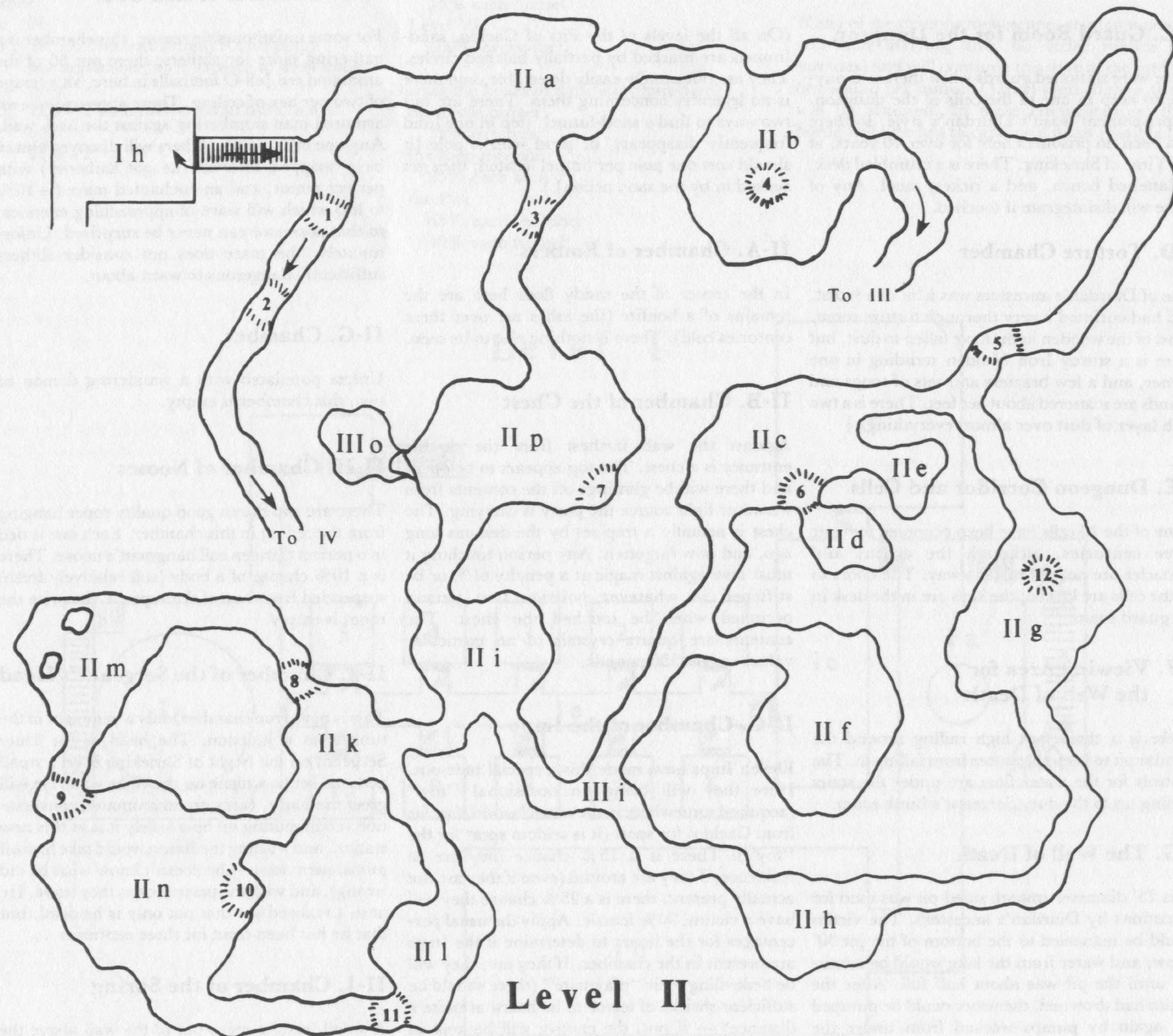
II-L. Chamber

Other than the occasional wandering slither or demon, this small chamber is unoccupied.

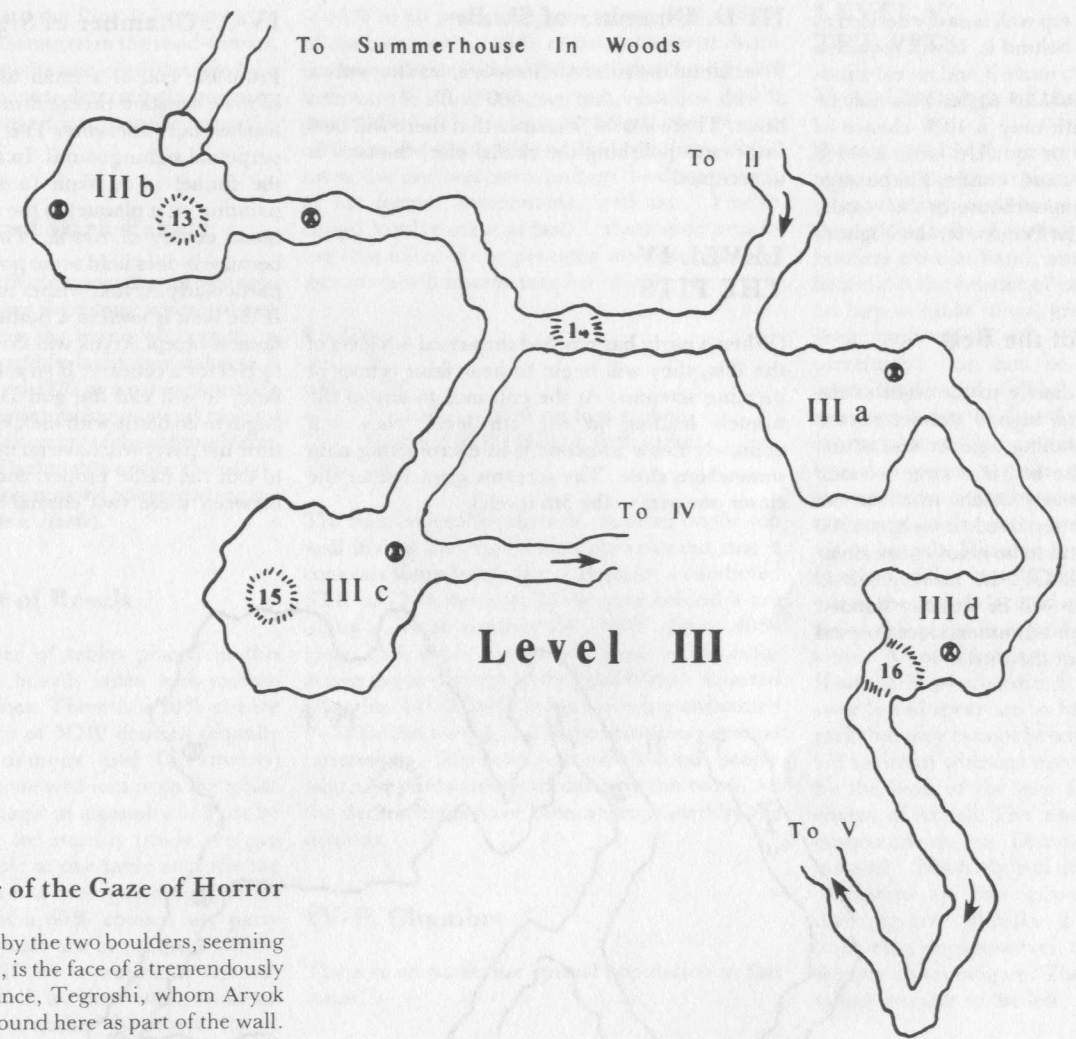
II-M. Chamber of the Mirror Stone

The 20' wide niche on the left wall has an interesting phenomenon in it — a mirror of polished quartz 20' wide and 15' high. Standing in front of

it is the statue of a chain armored fighter (the armor is real, and is enchanted to +15% protection) clutching a sword in one hand (the sword is nothing special). Other than reflecting one's image in a slightly distorted fashion (like a fun-house mirror), the stone mirror has no effect. It is suggested that the GM have any person who looks into the mirror make a save against magic; there is no effect whether the save is made or missed, but it helps to keep the players on their toes. If anyone tries to break the mirror with a weapon there will be an echoing series of booms for each blow. After three blows a chip will fall off. Two minutes after the first blow, a squad of demons will arrive to investigate the noise, they will be unarmored.



Level II



Level III

LEVEL III THE PITS

II-N. Chamber of the Gaze of Horror

In the niche formed by the two boulders, seeming to be part of the wall, is the face of a tremendously hideous Demon Prince, Tegroschi, whom Aryok beat in battle and bound here as part of the wall. If the gaze of the demon is met directly (45% chance on first looking into the niche), the person involved must save against stoning at a penalty of 6, or emulate the condition of the statue in the previous chamber. Tegroschi will promise the world to his deliverers (and may give it to them, 10% chance) and will inform the party (if asked) that all it requires to free him is a touch on the tip of his nose with the sword of his captor. If they ask further he will tell them his captor is Aryok, and that he keeps court in his throne room on the 6th level.

II-O. Chamber of the Pretty Ghost

There appear to be no inhabitants in this chamber, but a lovely young ghost girl is resident here. There is a 75% chance she will appear to the party, if there is a male member with a charisma of 15 or greater. She will inform that person that she is the daughter of a king (she likes to tell stories, she's actually the daughter of a cobbler) and that water from the Stone Icicle poured over her bones will restore her to life (this is true, but it will only work for her or another victim of demon "play"). If asked where her bones lie, she will explain that it is very hard to keep track of them,

and that she has lost them. There is a 15% chance that at least one person in the party will notice that the boulder on the left wall does not seem to be a regular part of the wall.

II-P. Chamber of Bones

In this small side chamber lie the bones of the ghost from the previous chamber. There happen to be the bones of fifteen other victims of the Imps in Chamber II-C. It is necessary to completely wet a skeleton to restore it, and it will take 6 hours to sort out all the bones in this chamber. The ghost will be able to identify her own bones but it will still take time to sort them. If she is restored, she will ask to be taken out of the Pits by the quickest possible route, and will intimate that her father, the King, will handsomely reward the ones who restore her to him. Since she was actually killed over 80 years ago, not even one member of her family will be alive (in the city of Tualyn, on Leather Street) to recognize her. She does know that she is not a princess, but it is so much fun to pretend. . .

III-A. Chamber

This chamber will be empty unless populated by a wandering squad of demons. There are however, 14 slithers in assemblage here.

III-B. Chamber of the Passage

Near the left wall of this chamber is a skeleton clad in a deep blue robe decorated with cabbalistic symbols in gold and silver. This was a mage who got caught in a sand-funnel, and suffocated. The robe is in remarkably good condition, but is totally non-magical. Most of the mage's aids and appurtenances were salvaged by the party he was with (and are not in possession of the Demonic Horde since they wiped his fellows out), but a wand and a pair of sandals were missed. The wand is capable of delivering up to 14 8D6 damage *Thunderbolts*; the sandals will allow the wearer to walk on water.

The boulder along the top wall is easily noticed as having an open space behind it. It will require a combined STR of 75 to move it and reveal a passage sloping upward at a 20° angle. This may be ascended carefully with only a 10% chance of slipping and falling, or quickly with a 40% chance to lose one's feet and tumble. The passage exits under the old summerhouse in the woods, where Kerian had taken Petarro on the Night of Shrieking.

III-C. Chamber of the Bell

Centered here, immediately to the right of the sand-funnel, is a large (4' high, 3' diameter at the mouth) silver bell. Leaning against one of the wooden supports of the bell is a large wooden mallet, which is obviously meant to strike the bell. If the bell can be removed (it weighs 1900 pounds), it will be found to be nearly pure silver and worth some 18000GP. If, however, it is sounded, the chamber will be literally flooded with demons in less than 3 minutes, since the peal will resound throughout the Pits.

III-D. Chamber of Skulls

Piled along the sides of this room, leaving only a 3' wide walkway, are over 600 skulls of man and beast. There is a 40% chance that there will be 6 Imps here polishing the skulls, else, the area is unoccupied.

LEVEL IV THE PITS

(When a party has reached the actual 4th level of the Pits, they will begin to hear faint echoes of piercing screams. At the entrance to any of the tunnels leading to the 5th level, they will definitely know someone is in excruciating pain somewhere close. The screams grow louder the closer one gets to the 5th level.)

IV-A. Chamber of Sighs

From the end of a small tube in the right wall blows a constant breeze through a honeycomb of leached out limestone. This produces an almost perpetual sighing sound. In a small niche back of the funnel is an ikon (a small, flat religious painting on a plaque) to the god Donichuris, the blood enemy of Aryok. The ikon is still there because it does hold some power, and no demon, particularly Aryok, wishes to get within 20' of it. If the ikon is used in a battle, touching it to any demon except Aryok will drive that Demon back to Hel for a century. If Aryok is touched with the ikon, it will call the god Donichuris, who will begin to do battle with the Demon Prince. At that time the party will have no more than 10 minutes to exit the castle proper, for during the conflict between these two eternal enemies, the entire

castle will collapse into the Pits. It is possible to reach the ikon while immured in the sand-funnel. It was placed in the niche two centuries ago by a priest of the god, who was determinedly pursuing Aryok with it, and was tripped into the funnel by a fallen Imp.

IV-B. Chamber of Dark Beauty

Here reside some 25 Darkmaids; they can be seen brushing and combing their long white tresses, bathing in the pool in the lower left corner, or practicing their incredibly lascivious dances. It will require a roll on a D20 against each male's wisdom (common-sense) rating to avoid rushing in and embracing the nearest of these tantalizing women. When the Darkmaids notice the party, one per male will begin making advances (see the Section on *The Demonic Horde*).

IV-C. Chamber of Revels

There are a number of tables placed in this chamber, which are heavily laden with various choice foods and wines. There is a 40% chance there will be a group of 5D10 demons (equally divided between demons and Darkmaids) carousing here. Anyone who eats from the tables must save against magic at a penalty of 3, or be trapped in gluttony for eternity (there are two enormously fat people at one table near the top wall — one of them has been gobbling food for 250 years). There is a 60% chance any party entering while festivities are in progress will be invited to join in. If the invitation is refused, various Darkmaids will try their wiles, while an Imp or two is sent to gather the Horde for an attack.

IV-D. Chamber of Wealth

There must be nearly 2,000,000GP worth of coins and gems, and jewelry in this chamber; there are also six men craftily gathering piles of it, stealing from another's hoard when is not looking or away from his particular pile. It requires a save against magic to avoid screaming "Mine! Mine! Mine!" and rushing in to join the others. Dwarves have a penalty of 4 to their save. The men cannot be killed. If dismembered they will continue to gather wealth around themselves.

IV-E. Chamber of Murder and Madness

Lorichu, a 5th level fighter, incessantly roams about this room. He does not leave, seeming to be unable to recognize the exits as such. He carries a dagger, and will rush up to the first person to enter the room, crying "You've come! You've come at last!" When he gets to the person, he will strike with the dagger. If his strike is successful (at

+35% to hit probability) the dagger will do 4D8 of damage, with a 35% chance of instant death (in any other combat situation the dagger will inflict 1D8 of damage, with +15% to hit probability). If Lorichu is killed, the person inflicting the death blow on him will throw down his armor and weapons, pick up the dagger, look at his former companions, and say "You've come! You've come at last!", thereupon attacking (the killer of the previous mad murderer in this room will always take his place).

Lorichu

AE: N
MV: 120'
CL: 5 + 15% (+35% on first strike)
DD: (dagger) 1D8 (4D8 on first strike)
DP: 38

The rock concealing the side chamber on the top wall invites moving (it virtually cries out that it conceals something), but it requires a combined STR of 75 to move it. In the cave behind it are many suits of armor (4D6, 60% chain, 40% plate, 15% chance of being magical — roll as for armor made with the tools of Andvirra), assorted weapons (3D10, 20% chance of being enchanted — as for Andvirra), and some worthless personal possessions. This belonged to the various people who have died as mad murderers in this room. All the decent items have been appropriated by the demons.

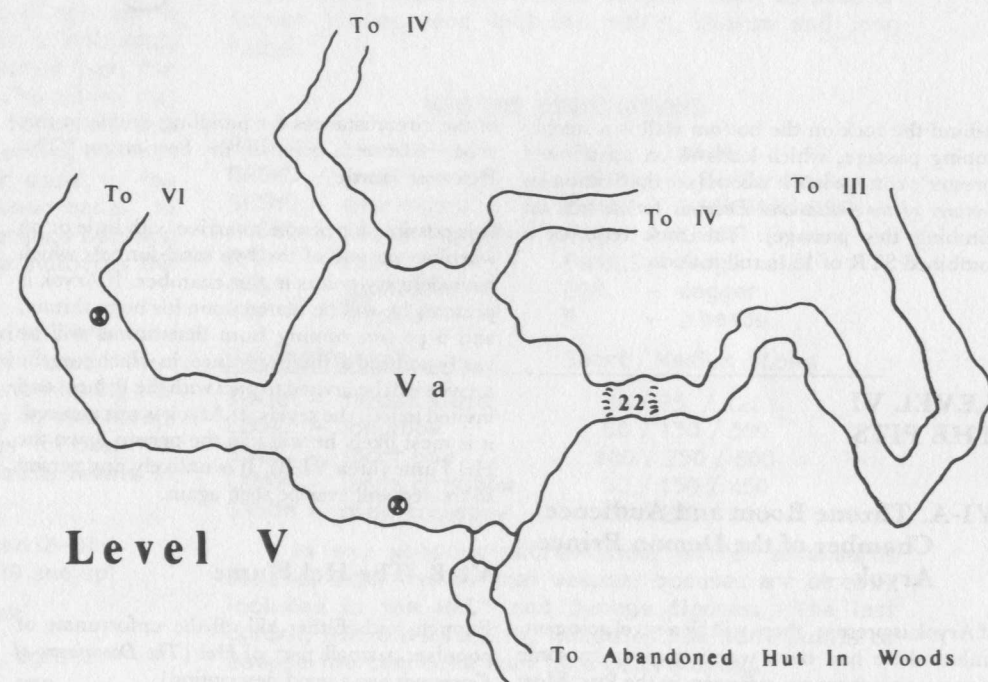
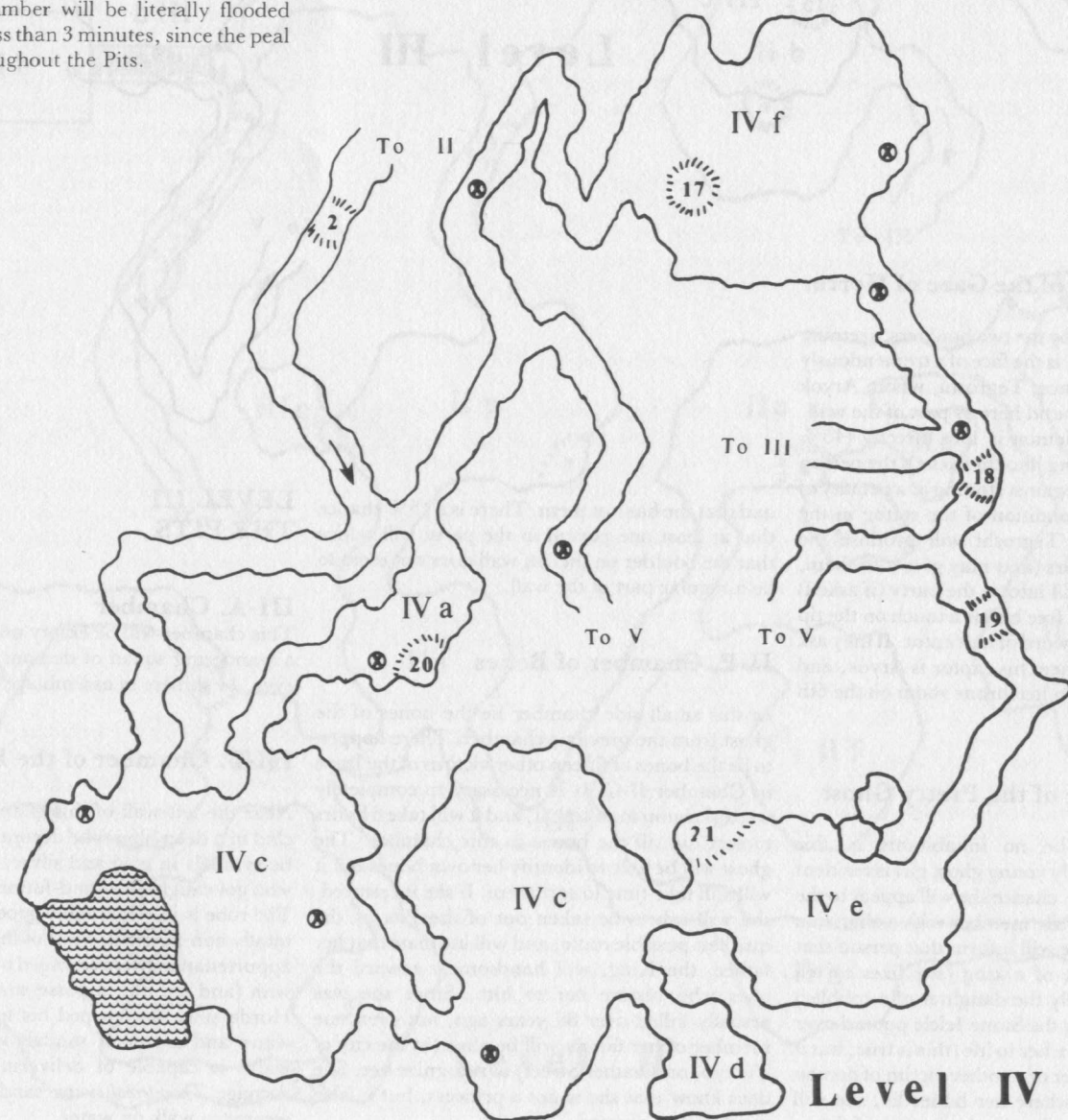
IV-F. Chamber

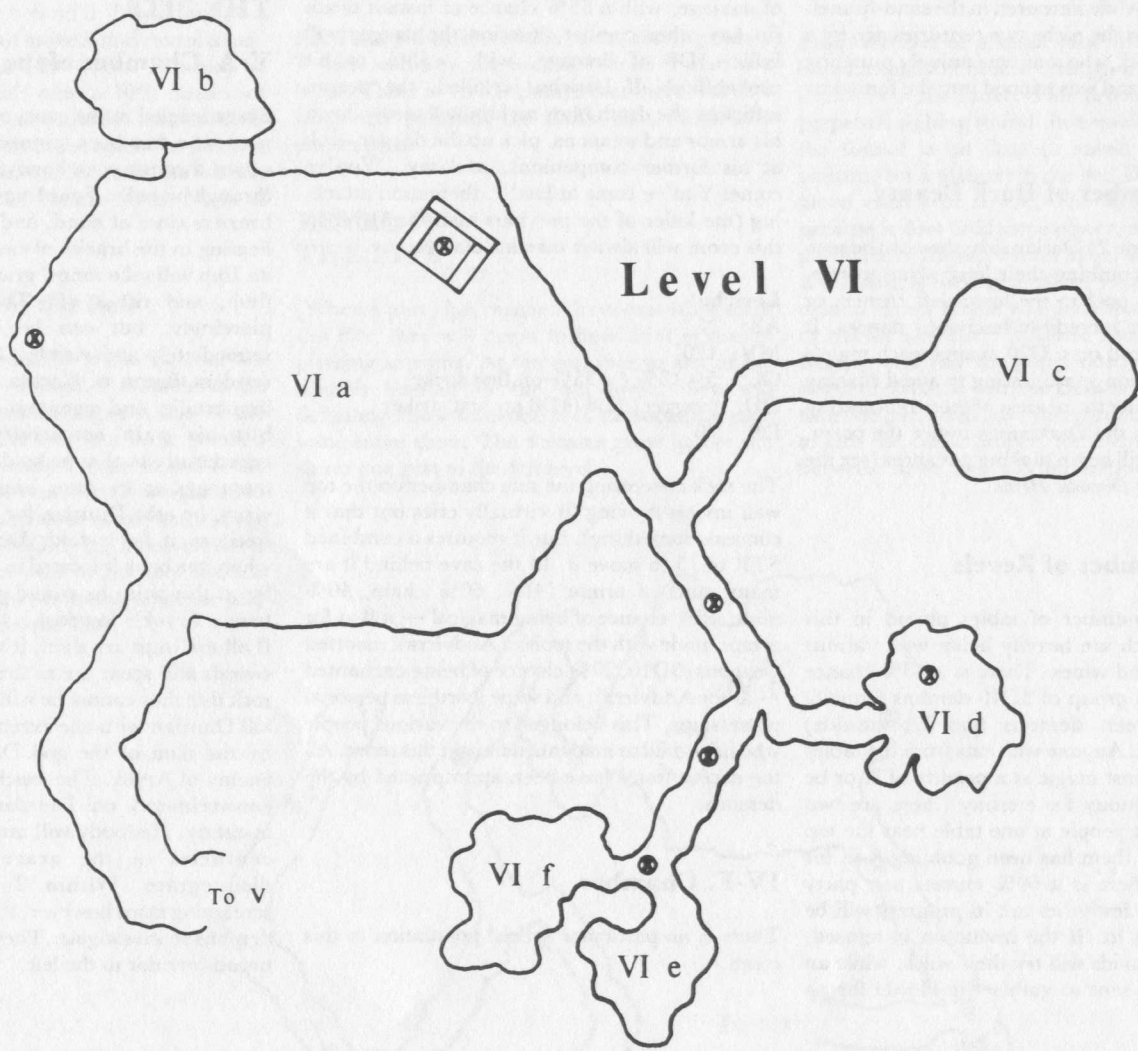
There is no particular special population in this room.

LEVEL V THE PITS

V-A. Chamber of the Screaming Man

Spreadeagled in the exact center of this area is a man who has been pinned to the floor with sword through each hand and foot, and a spear through his belly. Four Imps sit around him, with braziers close at hand, and several sets of tongs heating in the brazier of each Imp. Occasionally an Imp will take tongs, grasp some of the man's flesh, and rip it off. The man will scream piercingly, but can be seen to regenerate immediately and visibly. This is Diurdan, last resident Baron of Caeldo. He has been given immortality and regeneration, so he cannot die, but his pain sensitivity was heightened enormously so that he could feel every tweak of the tongs to its utter limit. Whenever Aryok visits, he asks Diurdan for the *Heart*, promising freedom if he is told. Diurdan has forgotten where the book is located in the centuries of pain, for at this point he would gladly tell, though he knows Aryok's freedom is the freedom of death. If all the Imps are slain, it will be found that the swords and spear are so firmly embedded in the rock that they cannot be withdrawn. Nothing will kill Diurdan with one exception; if he is touched by the ikon of the god Donichuris, the blood enemy of Aryok. The touch will cancel Aryok's ensorcelments on Diurdan, and he will die instantly. His body will attain the state of three centuries in the grave and will totally disintegrate. Within 2 minutes after the screaming stops however, there will be a squad of demons to investigate. They will arrive from the broad corridor to the left.





Behind the rock on the bottom wall is a steeply sloping passage, which leads to an abandoned forester's cottage in the woods (see the Section on *Features of the Castle and Environs* for details on climbing this passage). The rock requires a combined STR of 45 to roll it aside.

LEVEL VI THE PITS

VI-A. Throne Room and Audience Chamber of the Demon Prince Aryok

If Aryok is present, there will be a revel going on, unless there had been warning given in some manner that there are strangers in the Pits. Most

of the circumstances for handling events in this room have been given in the Section on "The Demonic Horde"

It is possible for people to arrive with little or no warning via one of the two sand-funnels which have delivery points in this chamber. If Aryok is present, he will be seated upon his huge throne, and a person coming from that funnel will be vastly amused at this occurrence, in which case the arrivee will be invited to pact with the Prince, and invited to join the revels. If Aryok is not amused, it is most likely he will toss the person down the Hel Flume (area VI-B). It is unlikely any person so treated will ever be seen again.

VI-B. The Hel Flume

Enough said. Either kill off the unfortunate or populate a small part of Hel (*The Doomfarers of Coromonde* has a good description).

VI-C. Treasure Chamber

VI-D. Treasure Chamber

VI-E. Treasure Chamber

VI-F. Treasure Chamber

In these four chambers are an incalculable treasure, and virtually any type of magical item one could wish for (it is, however, quite unlikely that any holy weapons or demon-banes will be found). If a person pacts with Aryok, the Demon Prince will allow him to rummage to his heart's content for up to 5 items of armor and weapons, and up to 4 other magical items. Aryok expects his new recruit to use these in the service of evil, of course. If Aryok's followers have been decimated — Aryok will disappear with all of his treasure. he will return periodically (10% chance per night) to search for this heart with his remaining followers.

USING THIS BOOK WITH THIEVES' GUILD™ An Explanation of Character Requisites

(Thieves' Guild™ is a trademark of Gamelords, Ltd.)

This book and its companion volume, *The Mines of Keridav*, represent a departure from the usual Gamelords scenario book in that they are written in an open generic style, and not dependent on any particular system of fantasy role-playing game rules. GMs who use the *Thieves' Guild* rules, or who would like to have more specific character statistics, can find the NPC descriptions in the following section. If there appears to be a discrepancy between characters or monsters as described in the text and the actual statistics, this merely reflects the different way these monsters are used in the *Thieves' Guild* system. Demons, in particular, have more magical abilities and the few who can teleport at will have much greater control over where they will appear. For those GMs unfamiliar with the *Thieves' Guild* system, the following explanation of the statistics charts is provided.

The *Thieves' Guild* system makes use of ten basic requisites for characters, these are based on the roll of 3D6, giving a starting range of 3 to 18. The following chart shows the ten basic requisites and the abbreviations used in the character descriptions.

- STR - strength, force, muscle
- CDN - co-ordination, dexterity (planned action)
- REF - reflexes, agility, speed (instinctive action)
- STN - stamina, constitution, health, endurance
- DSC - discretion, common sense, wisdom
- IQ - intelligence, reasoning and learning ability
- TAL - talent, magic or psychic ability, power
- MGR - magic resistance, luck, will
- MAG - magnetism, charisma, leadership, sex appeal
- APP - appearance, good looks, beauty

Occasionally it will be suggested that a character or NPC be required to "make a saving roll against" a particular requisite. If a bonus or penalty is indicated, the amount should be added to, or subtracted from, the requisite before the comparison is made. The saving roll is made using the total of 2D12. If the total rolled is greater than the adjusted requisite, the saving roll has been missed; if the total is less than or equal to the adjusted requisite, the saving roll has been made. In the case of a missed saving roll, the difference between the number rolled and the actual requisite indicates the magnitude of the miss.

Since character "levels" can vary widely from one campaign to another, *Thieves' Guild* uses four designations to indicate relative experience level; the GM may assign specific numbers according to the levels in his own campaign. The levels are as follows; the numbers in parentheses are the approximate levels in *Thieves' Guild*.

- GR - green (1-2)
- INT - intermediate (3-5)
- VET - veteran (6-8)
- EL - elite (9 and up)

Character races are abbreviated as follows:

- HU - human
- DW - dwarf
- /D - half-dwarf
- DE - demon
- EL - elf
- /E - half-elf
- OG - ogre
- OR - orc
- /O - half-orc

Thieves' Guild uses a variety of character classes for player characters and NPCs (not all of which are used in this book); the following abbreviations are used:

- FTR - Fighter
- SCH - Scholar, sage
- THF - Thief
- HLR - Healer
- MAG - Mage, magic user
- TBR - Troubadour
- CSN - Courtesan
- NON - Non-combatant

COMBAT AND WEAPONS

Combat in *Thieves' Guild* is quite simple. Armor class ranges from 0 (bare skin) up (chain mail, for example is Armor Class 6). A character has a basic hit probability number with a given weapon (modified by training, experience level, or natural ability), which is given as the HACO (Hit Armor Class 0) figure in the character charts. Adding the basic hit probability number to the opponent's Armor Class will give the number needed on the roll of a D20 to score a "hit" on one's opponent. The column marked Damage indicates the kind and number of dice rolled to determine how much damage was done. So, if Foghorn the Dwarf has a HACO of 8 with his shortsword, and he takes a swing at Gorbash the Orc, wearing leather armor (AC 4), Foghorn must roll a 12 or better to hit Gorbash (8 + 4). Armor Class may also be modified by Dodge ability, character level, the use of a shield (+1), or lack of a helm (-1); all modifications are already calculated into the NPC chart. The following shows the basic Armor Classes and the abbreviations used; the Absorption figure is the number of points of damage per blow the armor will absorb, reducing damage to the character.

Armor Type	AC	Absorption
NON none	0	none
CLO padded cloth	2	none
LEA leather	4	1
CHN Chain	6	2

Some of the weapons have three figures listed under HACO; these are missile weapons such as bows or thrown knives, and indicate short, medium and long range.

WEAPONS ABBREVIATIONS

BDSWD - broadsword	MACE - mace
GRSWD - greatsword *	1BBAX - 1 Bit Battle Axe
SHSWD - shortsword	2BBAX - 2 Bit Battle Axe
HFSWD - bastard sword	KNF - Knife
RPR - rapier	FNAILS - Fingernails
HMR - warhammer	DGR - dagger
TRI - trident	* - 2 hands

Ranged Weapons	Short / Medium / Long
THKNF - thrown knife	30 / 75 / 120
LBOW - long bow	60 / 150 / 300
SBOW - short bow	100 / 250 / 600
LXBOW - large crossbow	50 / 150 / 450
SXBOW - small crossbow	80 / 250 / 600

In any weapons abbreviation, an "e" afterwards denotes Expertise in that weapon; bonuses are already included in the HACO and Damage figures. The last column, HTK (Hits To Kill), indicates how many points of damage the character can take before dying.

ID#	Name	Character		Requisites												Combat			Armor	
		Notes	Class	Purse	ST	CO	RF	SM	DN	IQ	TL	MR	MG	AP	Weapon	HACO	Damage	Class	HTK	
P6	Meathawks	a			8	16	17	12	-	2	-	12	-	-	BEAK	5	2D10	FEA 1	6+	
P6	Snapping Rats	b			2	14	11	6	-	2	-	14	-	-	TALONS(2)	4	1D4 flying	5	2D8	
P7	Malden		EL HU MAG		12	14	11	18	8	17	20	20	11	7	BDSWD	0	2D4	NON 3	51	
P7	Shadow Walkers (full light)				9	8	8	13	7	6	12	18	4	5	TOUCH	8	1D6	NON 1	36+	
P7	(in torch light)				13	16	18	13	7	6	12	18	4	5	TOUCH	4	2D6	NON 10	36+	
P7	(in darkness)				11	12	15	13	7	6	12	18	4	5	BDSWD	3	2D4		2D12	
P7														TOUCH	6	1D10	NON 6	36+		
P7														BDSWD	5	2D4		2D12		
P8	Aryuk-Demon Prince	c			23	16	17	25	15	16	18	15	12	4	GRSWD	0	4D8	NON 4	185	
P9	Greater Swords	d	VET DEMON		17	13	13	19	8	13	15	9	10	4	HFSWD	2	2D6	NON 3	60+	
P9	Greater Maces	d	VET DEMON		12	15	12	18	9	12	16	14	10	4	TALONS(2)	4	1D8		2D12	
P9	Greater 2BBAX	d	VET DEMON		15	14	13	16	7	13	15	11	10	4	MACE	3	2D4	NON 3	60+	
P9	Lessor Swords	e	INT DEMON		17	14	14	16	5	11	15	9	8	5	TALONS(2)	4	1D8		2D12	
P9	Lessor Maces	e	INT DEMON		12	16	10	14	6	10	14	12	8	5	2BBAX	2	2D5	NON 3	60+	
P9	Lessor 2BBAX	e	INT DEMON		15	12	13	13	7	12	13	11	8	5	TALONS(2)	4	1D6		2D12	
P9	Imps		GR DEMON		8	12	11	11	5	9	13	13	7	6	MACE	5	2D4	NON 2	42+	
P9	Darkmaids	*	INT DEMON		11	14	12	10	8	11	14	11	19	20	TALONS(2)	6	1D6		2D12	
P9	Skeyrod		INT HU FTR	3D8GP	14	16	16	13	13	12	7	8	15	11	TRID	6	1D6+2	SKN 4	2+	
P9	Lumko	f	GR HU FTR	2D6GP	18	16	9	16	6	5	9	10	10	10	TALONS(2)	9	1D4	NON 2	30+	
P9	Meran (Lt.)		INT HU FTR	2D8GP	15	13	9	15	9	9	10	10	10	9	TALONS(2)	7	1D4	NON 2	30+	
P9	Dano (Lt.)		INT HU FTR	2D6GP	12	14	16	12	10	10	8	11	10	9	TALONS(2)	6	1D6		2D10	
P9	Abel		GR HU FTR	1D6GP	11	11	14	13	12	16	14	6	5	5	TRID	6	1D6+2	SKN 4	2+	
P9	Bekar		GR HU FTR	1D6GP	16	9	12	14	13	13	11	7	13	10	TALONS(2)	9	1D4	NON 2	30+	
P9	Carli	g	GR HU FTR	1D6GP	13	13	10	13	12	7	10	13	11	8	TALONS(2)	7	1D4	NON 2	30+	
P9	Elred		GR HU FTR	1D4GP	14	15	14	9	12	15	12	8	10	7	TALONS(2)	7	1D4	NON 2	30+	
P9	Fronk		GR HU FTR	1D4GP	10	11	16	9	7	7	4	8	12	9	LBOW	3/7/10	1D6	LTHs 5	14	
P9	Geron		GR HU FTR	1D4GP	10	11	12	12	11	11	9	6	6	13	BDSWD	7	3D4			
P9	Haskel		GR HU FTR	1D4GP	9	11	12	13	16	14	7	7	9	6	SPEAR	7/10	2D5	LTHs 5	15	
P9	Jak		GR HU FTR	1D4GP	15	13	16	14	11	16	8	10	12	11	SHSWD	9	2D3			
P9	Konni		GR HU FTR	1D4GP	14	16	18	14	8	14	9	10	10	12	SHSWD	9	2D3			
P21	Slither	h			-	-	-	-	0	-	18	-	-	-	EATING	auto	1D4+2	NON 0	4+1D6	
P26	Lorichu	i	INT HU FTR		15	15	16	14	6	9	9	18	15	12	DGRa	4	1D8	NON 0	28	

Notes:
 a On first dive, Meathawks get +3 to HP to HP for Beak and talon attacks. AC = 5 when flying.
 b 1/4 point of damage per rat rounded up.
 c If Aryuk's tail hits, it injects a level 6 poison a STM saming throw is made. If armored, AC = 18.
 d If armored, 70% chance of AC 12: 30% chance of AC 8.
 e If armored, 30% chance of AC 11: 70% chance of AC 7.
 f If hit with both clubs, stunned for 1D4+2 rounds.
 g If 2BBAX misses on first attack, he gets return strike at -4 HP.
 h Slithers can only be killed by fire or acid.
 i On first attack, get +4 HP and does 4D8 damage.
 * Female

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