**Castle Fairhand**

Castle Fairhand was built a little over five hundred years ago by a forgotten baron of a forgotten kingdom. Twenty years ago, the castle came under the ownership of Sir Jonathan Fairhand after he defeated the tyrant who defied the king.

(Note: the actual buildings are situated at a 45-degree angle, with the northeastern corner of the map pointing northward. To keep things simple, descriptions in this document will orient by what’s on the page. E.g. the northern end of a room on the map actually points northwest on the terrain map, but we will call it ‘north’ for purposes of characters navigating the map.)

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**Castle Staff**

The steward oversees the castle’s procurement, logistics, and staff management. The steward is also responsible for all financial and legal matters concerning the castle's estates. He supervises any advisory councils to the lord and sometimes travels afield to represent the lord. If the lord is absent from the castle, the steward is in charge of the castle.

The chamberlain manages the castle staff on behalf the steward, including the tailor, baker, cook, laundress, groomsmen, butler, pantler, handmaidens, governess, seamstress, and all household servants. Other castle staff who dwell within the walls of the estate also report to the chamberlain: journeyman, miller, blacksmith, mason, cooper, cordwainer, carpenter, gardener, leatherworker, soapmaker, wood cutter, brewer, butcher, and swineherd.

Other offices report directly to the steward, including the marshal, herald, chaplain, physician, and any knights who are residing in the castle. Guards report directly to the marshal, clerks report directly to the chaplain.

**Steward** - Cuthbert Wrayten, in charge of all castle staff and functions, runs the castle in the lord’s absence.

**Marshal** - Osric de Lacy, in charge of the castle guards and the armaments and defenses of the castle

**Herald** - Geoffrey FitzAlan, curator of family lore and emissary on the lord’s behalf

**Chaplain** - Anselm Sentery

**Clerk** - Simon Scrivener, reports to the Chaplain

**Clerk** - Walter Redmayne, reports to the Chaplain

**Physician** - Alcuin Leech

**Chamberlain** - Baldwin Kerrif, manages the castle staff and attends to the lord’s accommodations

**Tailor** - Hubert de Warenne

**Baker** - Godwina Bester

**Chef** - Eadric le Fer

**Laundress** - Hilda Welbourne

**Butler** - Bertram Keyes, in charge of the buttery and all ales and spirits

**Pantler** - Reginald Harrow, in charge of the pantry and all food stores

Groom - Athel Stayeford, responsible for the horses and carriages of the castle and its guests

Groom - Wymond Gresham, responsible for the horses and carriages of the castle and its guests

Groom - Leofwin Harcourt, responsible for the horses and carriages of the castle and its guests

Groom - Osbert Braxton, responsible for the horses and carriages of the castle and its guests

Servant - Ethelbert Mervain

Servant - Osgood Hillrow

Servant - Theobald Carlet

Servant - Wulfstan Merren

Servant - Aethelred Weyler

Servant - Eadwyn Appleton

**Handmaiden** - Winifred Beller, attends to the lady’s personal comforts

Governess - Mildrith Tornpatch,

**Handmaiden** - Edwyna Cullum, attends to the lady’s personal comforts

Seamstress - Elswyth Threadgold

(Guards)

Guard - Eadric Stonebridge

Guard - Wulfstan Hawkridge

Guard - Hereward Ashwood

Guard - Oswin Blackthorn

Guard - Godric Oakley

Guard - Leofric Ironwood

Guard - Aethelstan Grimsby

Guard - Dunstan Ravenscroft

Guard - Cynehelm Whitlock

Guard - Aldwyn Foxgrove

(Knights)

Knight - Godwin Greyfield

Knight - Eadric Thorne

Knight - Leofric Westbrook

Knight - Wulfric Ashby

Knight - Oswald Ravenshade

Knight - Hereward Blackwood

Knight - Aethelwynn Frost

Knight - Cynric Oakham

Knight (f) - Æthelflæd Brighthelm

Knight (f) - Eadgifu Winterborne

(NPC's working in the outer baileys but do not reside in the castle)

Journeyman - Wulfric Pledger

Miller - Godric Millward

Master Mason - Alaric Winton

Blacksmith - Cedric Larris

Cooper - Oswin Fanger, builder of barrels and crates

Cordwainer - Eadric Bower, shoemaker

Carpenter - Hereward Lakener, in charge of wooden construction

Gardener - Leofric Dunsten, in charge of the castle’s gardens, landscaping, and topiary

Leatherworker - Aethelwynn Hidewell, builder of saddles, armor, belts, and any leather goods

Soapmaker - Cynric Mathers

Wood Cutter - Ealdred Wolford

Brewer - Edgar Cantry

Butcher - Bertram Sossen

**Swineherd** - Osbert Barham

**The Keep**

At the northern point of the castle stands the keep, a square fortification fifty feet wide with square towers and reaching five stories. It stands at the tip of the promontory upon which the castle sits, and looms over the riverway as a sentinel. On most days, activities in the keep are limited. It is intended as the last defense if the castle is overrun, so it is committed more to storage and reserve living space. Guards rotate their barracks assignment to the keep once every three months. Food reserves for the keep are cycled regularly into the kitchens to keep them fresh in case of a long siege. The castle’s treasury is kept here on the third floor under constant heavy guard. Minimal entry points exist for the keep. As it is positioned so that the two wings of the castle extend from either side, there are a few entryways from some floors of the castle wings into the keep. These are all heavily fortified and some are even secret.

**Keep: Undercroft**

**Room 1 - Stores**

**Description (for players):** It is dark here, filled with a musty smell. There are notes of spices lingering in the air. The room stretches for thirty feet and is packed to the ceiling with crates, sacks, and barrels. A candleholder sits atop one of the crates. A potted lily sits atop another crate.

**DM Notes:** There is

**Traps:** none

**Doors:**

* E: Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)
* (secret doors):

**Secrets/Clues:** The candleholder and candle are enchanted. At a command word, the candle burns like an everlasting torch. The lily is also enchanted. It emanates a magical aura of Purify Food and Water that keeps the food stores fresh.

**Monsters / Creatures / NPC’s:** none

**Treasure**: none

Supplies in this area include:

* 10 crates of hard cheese wheels
* 5 crates of smoked sausages
* 15 barrels of ale
* 10 barrels of fresh water
* 5 casks of honey
* 5 crates of root vegetables (potatoes, carrots, turnips)
* 3 crates of dried herbs and spices (thyme, rosemary, pepper, salt)

**Room 2 - Landing**

**Description (for players)**: A 15’x20’ landing is here, cluttered with small barrels and half-empty sacks. A stool sits next to a small table, where lies a ledger and ink and quill. There are two doors to the west, two to the east, and two to the south.

Occupying the north wall is a stone spiral staircase, with stairs leading up to the right and down to the left. The flight of stairs is about seven feet wide.

**DM Notes**: The ledger is a record of the food stores kept here in the keep. Records will show the stores are cycled out with fresh stores every six months. Entries are signed by various castle staff: Steward Cuthbert Wrayten, Godwin Bester the baker, Eadric le Fer the head cook, Bertram Keyes the butler, and Reginald Harrow the pantler.

**Traps**:

**Doors**:

* E1: Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)
* E2: Unlocked Simple Wooden Door (break DC 15; hard 5, 10 hp)
* S1: Locked Strong Wooden Door (Open Lock DC 20, break DC 25; hard 5, 20 hp)
* S2: Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)
* W1: Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)
* W2: Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)
* (secret doors): none

**Secrets/Clues**:

**Monsters / Creatures / NPC’s**:

**Treasure**:

**Room 3 - Well**

**Description (for players):** A circular stone well sits here. It is ten feet in diameter. The water line is twelve feet below the lip of the well. A rope and bucket sit off to one side for drawing water. Another rope can be seen descending from the floor above and ends in another bucket. In the ceiling a hole has been constructed to allow water to be drawn from the floor above.

**DM Notes:**

**Traps:**

**Doors:**

* **W:** Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)
* **(secret doors):** A secret door is located in the northern wall next to the well. This leads to a tunnel that descends down to a hidden cave at the edge of the river. A boat is moored here, prepared for escaping the castle in times of siege. Also in the cave is a device that will open a magic portal to allow escape in the event the river is occupied by enemies. Stone Door (Open Lock DC 30, break DC 28; hard 8, 60 hp)

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 4 - Stores**

**Description (for players)**: It is dark here, filled with a musty smell. There are notes of spices lingering in the air. The room stretches for thirty feet and is packed to the ceiling with crates, sacks, and barrels. A candleholder sits atop one crate, a potted lily sits atop another.

**DM Notes**: The candleholder and candle are enchanted. At a command word, the candle burns like an everlasting torch. The lily is also enchanted. It emanates a magical aura of Purify Food and Water that keeps the food stores fresh.

**Traps**:

**Doors**:

* E: Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)
* (secret doors):

**Secrets/Clues**:

**Monsters / Creatures / NPC’s**:

**Treasure**:

Food stores include:

* 25 casks of salted pork
* 20 casks of salted beef
* 15 barrels of dried fish
* 10 barrels of pickled vegetables
* 5 barrels of dried fruits (apples, figs, raisins)
* 8 barrels of wine
* 4 barrels of vinegar

**Room 5 - Stores**

**Description (for players)**: It is dark here, filled with a musty smell. There are notes of spices lingering in the air. The room stretches for thirty feet and is packed to the ceiling with crates, sacks, and barrels. A candleholder sits atop one crate. A potted lily sits atop another.

**DM Notes**: The candleholder and candle are enchanted. At a command word, the candle burns like an everlasting torch. The lily is also enchanted. It emanates a magical aura of Purify Food and Water that keeps the food stores fresh.

**Traps**:

**Doors**:

* N: Locked Strong Wooden Door (Open Lock DC 20, break DC 25; hard 5, 20 hp)
* S: Locked Strong Wooden Door (Open Lock DC 20, break DC 25; hard 5, 20 hp)
* (secret doors):

**Secrets/Clues**:

**Monsters / Creatures / NPC’s**:

**Treasure**:

**Room 6 - Stores**

**Description (for players)**: It is dark here, filled with a musty smell. There are notes of spices lingering in the air. The room stretches for thirty feet and is packed to the ceiling with crates, sacks, and barrels. A candleholder sits atop one crate. A potted lily sits atop another.

**DM Notes**: The candleholder and candle are enchanted. At a command word, the candle burns like an everlasting torch. The lily is also enchanted. It emanates a magical aura of Purify Food and Water that keeps the food stores fresh.

**Traps**:

**Doors**:

* N: Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)
* (secret doors):

**Secrets/Clues**:

**Monsters / Creatures / NPC’s**:

**Treasure**:

Food stores here include:

* 30 crates of salted pork
* 45 barrels of beans and lintels
* 10 crates of hard cheese wheels
* 5 crates of smoked sausages
* 15 barrels of ale
* 10 barrels of fresh water
* 5 casks of honey
* 5 crates of root vegetables (potatoes, carrots, turnips)
* 3 crates of dried herbs and spices (thyme, rosemary, pepper, salt)

**Room 7 - Sump**

**Description (for players)**: This chamber is empty and has no floor. A terrible smell of human offal emanates from it as soon as you open the door. Looking down, the chamber descends for seven feet and ends in a slicky, nasty liquid.

**DM Notes**: This is the sump of the west wing of the castle. It is here that refuse from all the garderobes above are funneled and collected into a noisome morass. The castle’s gong farmer regularly dumps lye and other agents into the filth below to speed up decomposition of the waste. Four feet below the surface of the filth, the floor of this chamber angles outward from the castle, sending the fluid components through a grate and down a stone run-off built beneath the ground. Stone pipes feed the run-off through charcoal beds and down an underground waterway.

**Traps:** Anyone stepping onto the edge of the door risks slipping and falling into the muck below. (Reflex Save DC 12)

**Doors**:

* W: Simple Wooden Door (break DC 15; hard 5, 10 hp)
* (secret doors): none

**Secrets/Clues**:

**Monsters / Creatures / NPC’s**:

**Treasure**:

**Keep: 1st Floor**

**Room 1 - Armory**

**Description (for players)**: This is a large room, fifty feet across. The air is thick with the smell of oil and leather and metal. Racks stand throughout the place, bristling with pikes, spears, swords, and axes. Coats of mail hang from posts, topped with helmets. Barrels of sand for cleaning armor stand upright as makeshift tables, cups and dice sitting atop them. In the far corners are stacked bunks and footlockers.

**DM Notes**:

**Traps**:

**Doors**:

* S: Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp)
* W: Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp)
* E: x2 Simple Wooden Door (break DC 15; hard 5, 10 hp)
* (secret doors):

**Secrets/Clues**:

**Monsters / Creatures / NPC’s**:

**Treasure**: (all weapons listed here are common, not masterwork, sized medium)

* 40 halberds
* 40 longswords
* 55 short swords
* 35 daggers
* 25 battle axes
* 60 small round metal shields
* 45 large metal shields
* 17 chain mail shirts
* 38 sets of leather armor

**Room 2 - Stairwell**

**Description (for players)**: Occupying the north wall is a stone spiral staircase, with stairs leading up to the right and down to the left. The flight of stairs is about seven feet wide.

**DM Notes:**

**Traps:**

**Doors:**

* **S:** opening into room

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 3 - Well**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:** none

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 4 - Privies**

**Description (for players):** There are two small garderobes here, each 5’ x 5’. Within each is a bench fashioned with a hole and a wooden seat that is surprisingly warm to the touch and quite comfortable. A cleverly designed system of enchanted stone channels angles waste down a cleverly concealed chute. A soft glow comes from below, illuminating the small room. It hints something that cleanses the channels below and leaves no trace of the private business that is conducted here. In one corner sits a bowl of fragrant herbs, filling the room with a relaxing scent.

**DM Notes:**

**Traps:**

**Doors:**

* **W:** x2 Simple Wooden Door (break DC 15; hard 5, 10 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Keep: 2nd Floor**

**Room 1 – Barracks**

**Description (for players):** This is a 20’x20’ room. Two sets of stacked bunks stand against the far walls. Two footlockers rest on the floor, each containing clothing, boots, belts, a coin purse, and a few other minor items.

**DM Notes:**

**Traps:**

**Doors:**

* **S:** Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 2 – Barracks**

**Description (for players):** This is a 20’x20’ room. Two sets of stacked bunks stand against the far walls. Two footlockers rest on the floor, each containing clothing, boots, belts, a coin purse, and a few other minor items.

**DM Notes:**

**Traps:**

**Doors:**

* **S:** Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 3 – Antechamber**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **E:** Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp)
* **W:** Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 4 – Landing and Stairwell**

**Description (for players):** Occupying the north wall is a stone spiral staircase, with stairs leading up to the right and down to the left. The flight of stairs is about seven feet wide. A 20’x30’ common area is here, dominated by a large oaken table and several chairs. Stacks of wooden cups and plates sit atop the table, along with dice and a few other assorted gaming pieces.

**DM Notes:**

**Traps:**

**Doors:**

* **N:** x2 Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)
* **E1:** Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)
* **E2:** x2 Simple Wooden Door (break DC 15; hard 5, 10 hp)
* **S:** x3 Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)
* **W:** Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 5 -**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **W:** Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 6 - Privies**

**Description (for players):** There are two small garderobes here, each 5’ x 5’. Within each is a bench fashioned with a hole and a wooden seat that is surprisingly warm to the touch and quite comfortable. A cleverly designed system of enchanted stone channels angles waste down a cleverly concealed chute. A soft glow comes from below, illuminating the small room. It hints something that cleanses the channels below and leaves no trace of the private business that is conducted here. In one corner sits a bowl of fragrant herbs, filling the room with a relaxing scent.

**DM Notes:**

**Traps:**

**Doors:**

* **W:** x2 Simple Wooden Door (break DC 15; hard 5, 10 hp)

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 7 – Barracks**

**Description (for players):** This is a 20’x20’ room. Two sets of stacked bunks stand against the far walls. Two footlockers rest on the floor, each containing clothing, boots, belts, a coin purse, and a few other minor items.

**DM Notes:**

**Traps:**

**Doors:**

* **N:** Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 8 -**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **N:** Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 9 - Barracks**

**Description (for players):** This is a 20’x20’ room. Two sets of stacked bunks stand against the far walls. Two footlockers rest on the floor, each containing clothing, boots, belts, a coin purse, and a few other minor items.

**DM Notes:**

**Traps:**

**Doors:**

* **N:** Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Keep: 3rd Floor**

**Room 1 - Treasury**

**Description (for players):** This is a 20’x20’ room lined with shelves holding sacks, cases, chests large and small, and items of great value.

**DM Notes:**

**Traps:**

**Doors:**

* **S:** Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp)

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 2 – Treasury**

**Description (for players):** This is a 20’x20’ room lined with shelves holding sacks, cases, chests large and small, and items of great value.

**DM Notes:**

**Traps:**

**Doors:**

* **S:** Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp)

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 3 - Stairwell and Landing / Guard Post**

**Description (for players):** A 20’x35’ room is flanked by heavy metal doors on all sides. A table sits at the center, surrounded by chairs. Guards in full armor sit at the table, their swords sheathed and their eyes looking up occasionally from a game of dice. Occupying the north wall is a stone spiral staircase, with stairs leading up to the right and down to the left. The flight of stairs is about seven feet wide.

**DM Notes:**

**Traps:**

**Doors:**

* **N:** Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp)
* **E1:** Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp)
* **E2:** x2 x2 Simple Wooden Door (break DC 15; hard 5, 10 hp)
* **S:** x2 Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp)

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 4 - Privies**

**Description (for players):** There are two small garderobes here, each 5’ x 5’. Within each is a bench fashioned with a hole and a wooden seat that is surprisingly warm to the touch and quite comfortable. A cleverly designed system of enchanted stone channels angles waste down a cleverly concealed chute. A soft glow comes from below, illuminating the small room. It hints something that cleanses the channels below and leaves no trace of the private business that is conducted here. In one corner sits a bowl of fragrant herbs, filling the room with a relaxing scent.

**DM Notes:**

**Traps:**

**Doors:**

* **W:** x2 Simple Wooden Door (break DC 15; hard 5, 10 hp)

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 5 - Treasury**

**Description (for players):** This is a 20’x20’ room lined with shelves holding sacks, cases, chests large and small, and items of great value.

**DM Notes:**

**Traps:**

**Doors:**

* **N:** Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp)

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 6 - Treasury**

**Description (for players):** This is a 20’x20’ room lined with shelves holding sacks, cases, chests large and small, and items of great value.

**DM Notes:**

**Traps:**

**Doors:**

* **N:** Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp)

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Keep: 4th Floor**

**Room 1 -**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **N:**
* **E:** x2 Simple Wooden Door (break DC 15; hard 5, 10 hp)
* **S:**
* **W:**
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 2 –**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **N:**
* **E:**
* **S:**
* **W:**
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 3 - Stairwell and Landing**

**Description (for players):** Occupying the north wall is a stone spiral staircase, with stairs leading up to the right and down to the left. The flight of stairs is about seven feet wide.

**DM Notes:**

**Traps:**

**Doors:**

* **N:**
* **E:**
* **S:**
* **W:**
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 4 - Chapel**

**Description (for players):** Light filters downward from stained glass windows on the southwestern corner, filling this 25’x25’ room in a rainbow of colors. Beneath the windows is the apse of the chapel, where a font stands, filled with holy water. Recesses in the walls form an aumbry, or storage place for holy vessels and vestments.

**DM Notes:**

**Traps:**

**Doors:**

* **N:**
* **E:**
* **S:**
* **W:**
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 5 - Privies**

**Description (for players):** There are two small garderobes here, each 5’ x 5’. Within each is a bench fashioned with a hole and a wooden seat that is surprisingly warm to the touch and quite comfortable. A cleverly designed system of enchanted stone channels angles waste down a cleverly concealed chute. A soft glow comes from below, illuminating the small room. It hints something that cleanses the channels below and leaves no trace of the private business that is conducted here. In one corner sits a bowl of fragrant herbs, filling the room with a relaxing scent.

**DM Notes:**

**Traps:**

**Doors:**

* **W:** x2 Simple Wooden Door (break DC 15; hard 5, 10 hp)

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 6 -**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **N:**
* **E:**
* **S:**
* **W:**
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Keep: 5th Floor**

**Room 1 – Bed Chamber**

**Description (for players):** This is an irregular shaped room in the corner of the keep, 25’x20’ in size. A bed of fine quality sits in the far corner. Furniture of excellent quality stand here, including a cabinet, a wardrobe, a chest of drawers, and a book case. In the wardrobe hang outfits of a quality cut, some of them threaded in gold or silver.

**DM Notes:**

**Traps:**

**Doors:**

* **E:** Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 2 - Bed Chamber**

**Description (for players):** This is an irregular shaped room in the corner of the keep, 25’x20’ in size. A bed of fine quality sits in the far corner. Furniture of excellent quality stand here, including a cabinet, a wardrobe, a chest of drawers, and a book case. In the wardrobe hang outfits of a quality cut, some of them threaded in gold or silver.

**DM Notes:**

**Traps:**

**Doors:**

* **S:** Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 3 – Stairwell, Landing, and Balcony**

**Description (for players)**: Occupying the north wall is a stone spiral staircase, with stairs leading up to the right and down to the left. The flight of stairs is about seven feet wide.

At this level the stairwell opens into an open area occupied by a handsome oaken table surrounded by chairs. Light emanates from slender windows to the east, where you can see a balcony to the open air. In the southeastern corner is a square nook filled with sundry supplies and foodstuffs. A banner hangs from the western wall with the house crest.

**DM Notes**:

**Traps**:

**Doors**:

* **N**: 2x Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
* **E1:** Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
* **E2:** x2 Simple Wooden Door (break DC 15; hard 5, 10 hp)
* **W**: Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
* **(secret doors):** none

**Secrets/Clues**:

**Monsters / Creatures / NPC’s**:

**Treasure**:

**Room 4 – Master Bed Chamber and Balcony**

**Description (for players):** This is an irregular shaped room in the corner of the keep, 35’x35’ in size. A bed of fine quality sits in the far corner. Furniture of excellent quality stand here, including a cabinet, a wardrobe, a chest of drawers, and a book case. In the wardrobe hang outfits of a quality cut, some of them threaded in gold or silver. On one side of the room there is a writing desk, ink and quill, and sheafs of paper as well as books. On the other side of the room there is a low table and finely wrought chair, along with a basket of embroidery and knitting supplies. From the south, light seeps in from a rounded balcony projecting out ten feet and which is twenty feet wide.

**DM Notes:**

**Traps:**

**Doors:**

* **E:** Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
* **S:** Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 5 - Privies**

**Description (for players):** There are two small garderobes here, each 5’ x 5’. Within each is a bench fashioned with a hole and a wooden seat that is surprisingly warm to the touch and quite comfortable. A cleverly designed system of enchanted stone channels angles waste down a cleverly concealed chute. A soft glow comes from below, illuminating the small room. It hints something that cleanses the channels below and leaves no trace of the private business that is conducted here. In one corner sits a bowl of fragrant herbs, filling the room with a relaxing scent.

**DM Notes:**

**Traps:**

**Doors:**

* **W:** x2 Simple Wooden Door (break DC 15; hard 5, 10 hp)

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 6 - Unnamed**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:** none

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**West Wing**

**West Wing: Undercroft**

**Room 1 – Secure Stairwell**

**Description (for players):** An iron door set into a wall of iron bars leads from the holding cells to the west into this area. There are narrow passages north and south into areas where the guards tarry on watch. A dark and narrow flight of stairs ascends to the east and turns sharply to the left.

**DM Notes:**

**Traps:**

**Doors:**

* **W:** Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp)
* **(secret doors):**

**Secrets/Clues:** This is the secure flight of stairs leading from the guards’ barracks down into the holding cells in the undercroft of the castle.

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 2 – Guard Post**

**Description (for players):** This is a circular corridor about 7’ wide that wraps around a 10’ wide stone column. The area is cluttered with small crates, boxes, and sacks. An untidy bunk rests against the north wall. There are crude sketches of sultry-looking women hanging from the walls alongside faded, poorly-spelled graffiti slogans.

**DM Notes:** This space occupies the interior foundation of one of the large circular towers above.

**Traps:** none

**Doors:** none

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

* (Hidden Search DC 17) Pouch of coins filled with 43 gold pieces

**Room 3 – Guard Post**

**Description (for players):** This is a circular corridor about 7’ wide that wraps around a 10’ wide stone column. The area is cluttered with small crates, boxes, and sacks. An untidy bunk rests against the east wall. There are crude sketches of sultry-looking women hanging from the walls alongside faded, poorly-spelled graffiti slogans. A small circular table blocks the way into this space. It is covered in playing cards and dice and surrounded by four stools.

**DM Notes:** This space occupies the interior foundation of one of the large circular towers above.

**Traps:** none

**Doors:** none

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

* (Hidden Search DC 17) Pouch of 3 gems worth 20 gold pieces apiece

**Room 4 - Dungeon**

**Description (for players):** This is a dim, cramped space with low ceilings. Seven prison cells flank a narrow east-west walkway, each ringed with wrought iron bars set into the floor and ceiling and a single hinged door with a lock. There is an unmistakable scent of body odor and urine hanging in the air. Each cage contains two dirty sleeping pallets and a large wooden bucket.

**DM Notes:**

**Traps:**

**Doors:**

* **N:**
* **E:**
* **S:**
* **W:**
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

Holding Cells

* 4a - (Hidden Search DC 17) a rusty bit of metal sharpened to a point is buried beneath a loose stone in the floor
* 4b - (Hidden Search DC 17) a lump of moldy bread contained in a dirty cloth
* 4c - (Hidden Search DC 25) a single coin of strange markings is lodged between two stones in the wall
* 4d - (Hidden Search DC 17) nothing
* 4e - (Hidden Search DC 19) a tiny roll of parchment beneath the pallet is from a friend promising to free some unidentified person
* 4f - (Hidden Search DC 17) nothing
* 4g - (Hidden Search DC 17) there are signs of someone chiseling away a stone in the east wall, possibly to gain entry into the guard post area; there is little progress made on the job

**Room 5 - Well**

**Description (for players):** At the end of the walkway there is a low circular stone well in one corner. There is a brackish smell coming from the bottom.

**DM Notes:**

**Traps:**

**Doors:**

* **N:**
* **E:**
* **S:**
* **W:**
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 6 - Oubliette**

**Description (for players):** A 4’ x 4’ iron hatch sits in the floor here, just beyond the rest of the dungeon area. There is a metal grate on the hatch, through which you can only make out darkness. A small wooden bucket on a rope sits nearby.

**DM Notes:** This is the oubliette, the place where particularly unpopular prisoners are put and left to be forgotten. Below is a vertical shaft that descends thirty feet, ending in a hollowed-out space measuring only 20’ x 20’. It is a crude earthen space with a jagged floor. A filthy roll of disheveled burlap lies here amidst a field of discarded chicken bones.

**Traps:**

**Doors:**

* **E:** Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp)
* **(secret doors):** a trap door in the floor - Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp)

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 7 – Drain, Sump, Run-Off**

**Description (for players):** A heavy door is set into the stone wall that runs along the southwest corner of the undercroft. Turning a wheel opens the door, inviting a wave of nauseating stench. Inside is a 15’ x 25’ enclosure with plain walls streaked with filth. A murky brown ooze-like surface sits five feet below the edge of the doorway.

**DM Notes:** This is the sump of the west wing of the castle. It is here that refuse from all the garderobes above are funneled and collected into a noisome morass. The castle’s gong farmer regularly dumps lye and other agents into the filth below to speed up decomposition of the waste. Four feet below the surface of the filth, the floor of this chamber angles outward from the castle, sending the fluid components through a grate and down a stone run-off built beneath the ground. Stone pipes feed the run-off through charcoal beds and down an underground waterway.

**Traps:** Anyone stepping onto the edge of the door risks slipping and falling into the muck below. (Reflex Save DC 12)

**Doors:**

* **(secret doors):** Iron Door (break DC 28; hard 10, 60 hp)

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 8 - Stairs to Foyer**

**Description (for players):** A large stone encasement with an opening to the northwest measures 5’ x 15’ and rises from the floor of the undercroft to the ceiling. Stone steps run up the interior of the enclosure, ending at the ceiling. You can make out a rectangular section above that appears to be separate from the rest of the ceiling.

**DM Notes:** There is a sliding hatch that leads to the foyer above. It is a long panel of cast iron situated in grooves. A recessed handle in the panel sits just above the top step. This can be used to pull the panel back with some effort to retract the sheet along greased grooves and into the ceiling. Doing so creates an opening to the floor above. This is used as service access to move items into and out of the undercroft storage spaces.

**Traps:**

**Doors:**

* **(hatch to above):** Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp)

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 9 - Mason’s Workroom**

**Description (for players):** There is a dry, musty smell to this room with a hint of ground stone. Large tables fill this room, each covered in a variety of stonework material. Amidst lumps of various types of rock are sections of finished stonework with beautifully chiseled decorations, a large plinth carved with figures of angels, and what seem to be sections of old columns. Picks, chisels, brushes, and other building tools are scattered amidst finer tools such as calipers, triangles, and plumb bobs. One table holds large sheets of parchment upon which are carefully drawn floor plans and diagrams. A heavy wheeled cart is parked just outside this room.

**DM Notes:** This is the work room for the master mason in charge of the upkeep of the castle. It is located close to the stairs leading up into the foyer above. There are tracks showing where the heavy cart has been moved back and forth from here to the stairs.

**Traps:**

**Doors:**

* **E:** Locked Strong Wooden Door (Open Lock DC 20, break DC 25; hard 5, 20 hp)

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 10 -**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **E:** Locked Strong Wooden Door (Open Lock DC 20, break DC 25; hard 5, 20 hp)

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 11 - Pantry**

**Description (for players):** Hundreds of crates, sacks, and casks are stacked here between the support columns holding up the undercroft ceiling. Aisles 5’ wide are cleared between each set of stacks, some of them leading to doorways to the west.

**DM Notes:**

**Traps:**

**Doors:**

* **W:** 4x Locked Strong Wooden Door (Open Lock DC 20, break DC 25; hard 5, 20 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 12 – Wine Cellar**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:** (none)

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 13 -**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **E:** Locked Strong Wooden Door (Open Lock DC 20, break DC 25; hard 5, 20 hp)

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 14 – Alchemist’s Lab**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **E:** Locked Strong Wooden Door (Open Lock DC 20, break DC 25; hard 5, 20 hp)

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 15 - Door to Buttery**

**Description (for players):** A heavy iron door sits in the east wall of the undercroft, tucked between shelves of wine and ale. The door opens inward and looks equipped to be barred to prevent entry into this area. Past the door there is a short, angled space that turns sharply to the left and 5’ ahead the space ends in another iron door.

**DM Notes:** The buttery connects to the undercrofts of the west and east wings of the castle. It is there that goods from the wine cellar, ale stores, pantry, and larder are located. This route is utilized by castle staff to easily move food, drinks, linens, tableware, and other items in and out of the great hall each time it is set up for an event.

**Traps:**

**Doors:**

* **W:** Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp)

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 16 -**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **N:**
* **E:**
* **S:**
* **W:**
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 17 -**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **N:**
* **E:**
* **S:**
* **W:**
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 18 -**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **N:**
* **E:**
* **S:**
* **W:**
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 19 -**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **N:**
* **E:**
* **S:**
* **W:**
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 20 -**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **N:**
* **E:**
* **S:**
* **W:**
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**West Wing: 1st Floor**

**Room 1 - Parlor**

**Description (for players):** This is a large, richly appointed sitting room measuring 25’ x 45’. There are four long couches gathered about a small brazier at the center of the room. Low end tables sit at the ends of the couches. A bar occupies the northwestern corner of the room, comprised of a dark lacquered wood top in front of shelves of flasks, bottles, and flagons. Silver tankards and goblets hang from the wall. Rich tapestries cover the walls, adorned in the house colors and standard.

**DM Notes:**

**Traps:**

**Doors:**

* **N:** Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp)
* **E:** Double Locked Good Wooden Doors (Open Lock DC 40, break DC 18; hard 5, 15 hp)
* **S:** Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)

**Secrets/Clues:** This is a room designed to entertain and impress guests to the castle. It is often used during high feasts when the lord and lady retreat from the dais to speak quietly to dignitaries and other nobles.

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 2 – Bath House**

**Description (for players):** This spacious room measuring 40’ x 30’ is devoid of furnishings, its main feature being a 30’ x 15’ pool set into the floor and filled with water. The floor is composed of ceramic tiles arranged in a bright mosaic depicting signs of nature. In the corners of the room are braziers, next to which are small barrels of water and a ladle. The ceiling is also tiled with a mosaic, this one featuring the sea and water nymphs playing in the water. The lighting is subdued here, the reddish glow of the embers in the braziers the only source of light.

**DM Notes:**

**Traps:**

**Doors:**

* **E:** Double Locked Simple Wooden Doors (Open Lock DC 30, break DC 15; hard 5, 10 hp)
* **S:** Double Locked Simple Wooden Doors (Open Lock DC 30, break DC 15; hard 5, 10 hp)

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 3 – Hearth Room**

**Description (for players):** The western wall of this 35’ x 20’ room is dominated by three large stone hearths, in which great fires rage filling the place with heat. Stacks of wood line the walls, as well as spades, pokers, tongs, and buckets for carrying coals to other parts of the castle in the winter. There are cauldrons over the fires where water is heated and taken to the bath house to the north.

**DM Notes:**

**Traps:**

**Doors:**

* **N:** Double Locked Simple Wooden Doors (Open Lock DC 30, break DC 15; hard 5, 10 hp)
* **E:** Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 4 - Gallery**

**Description (for players):** This is a long, narrow hall 90’ long and 20’ wide. The walls are covered in a menagerie of expensive paintings large and small. Running along the center of the gallery is a row of masterfully carved statues in marble, all of them heroes and heroines in various states of undress. Chandeliers hang from the ceiling every ten feet, with enchanted candles illuminating the entire place in a cheery glow.

**DM Notes:**

**Traps:**

**Doors:**

* **S:** Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)
* **W:** 3x Locked Simple Wooden Doors (Open Lock DC 30, break DC 15; hard 5, 10 hp)

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 5 -**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **E:** Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 6 – Ante Chamber**

**Description (for players):** A large iron door opens from the courtyard into an irregular-shaped foyer, measuring 40’ in either direction at its longest points. Long banners in the color and symbols of the castle cover the walls. The floor is bright green marble decorated in mosaics of ancient heroes. Hallways extend off to the north and to the east.

A casual inspection of the area reveals the outline of a 5’ x 15’ section of the floor that appears to be distinct from the rest of the floor. You can tell masterful effort was made to decorate this section to blend in with the rest of the room.

**DM Notes:** This is a sliding hatch that leads to the undercroft below. It is a long panel of cast iron situated in grooves. A recessed handle in the panel can be used to slide the panel back with some effort to retract the sheet along greased grooves and into a housing in the floor. Doing so creates an opening to the floor below and reveals the staircase descending into the undercroft.

**Traps:**

**Doors:**

* **N:** Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)
* **E:** Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp)
* **W:** 2x Simple Wooden Door (break DC 15; hard 5, 10 hp)
* **(secret doors):** (hatch into undercroft) Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp)

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 7 - Privies**

**Description (for players):** There are two small garderobes here, each roughly 10’ x 10’ in size. Within each is a bench fashioned with a hole and a wooden seat that is surprisingly warm to the touch and quite comfortable. A cleverly designed system of enchanted stone channels angles waste down a cleverly concealed chute. A soft glow comes from below, illuminating the small room. It hints something that cleanses the channels below and leaves no trace of the private business that is conducted here. In one corner sits a bowl of fragrant herbs, filling the room with a relaxing scent. There is a marble basin on one wall. A touch of the faucet on the basin produces clean water, which disappears along with any dirt it washes away. There is a small mirror on the opposite wall. Towels sit upon a shelf above the toilet, always dry and warm to the touch and which never seem to soil.

**DM Notes:**

**Traps:**

**Doors:**

* **N:** 2x Simple Wooden Door (break DC 15; hard 5, 10 hp)

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 8 – Servants Quarters**

**Description (for players):** These are the modest quarters of the castle’s servants. It is furnished with two small beds, two dressers, two small wardrobes, two medium-sized chests, and a set of shelves covered in books and personal trinkets. A plain rug covers the floor.

**DM Notes:**

**Traps:**

**Doors:**

* **(all)** Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

8a –

8b –

8c –

8d –

8e –

8f –

**Room 9 – (Secure Stairwell)**

**Description (for players):** The stairs here are dark and narrow and turn sharply onto a small landing. You get a sense that you are passing through the ground level of the castle, but there are no visible doors for passage into this level. The stairs continue up and to the west as well as down and to the west.

**DM Notes:**

**Traps:**

**Doors:** (no entry from this level)

**Secrets/Clues:** This is the secure flight of stairs leading from the guards’ barracks down into the holding cells in the undercroft of the castle.

**Monsters / Creatures / NPC’s:**

**Treasure:**

**West Wing: 2nd Floor**

**Room 1 – Marshal’s Chambers**

**Description (for players):** This is a richly appointed chamber measuring 20’ x 45’. It is clear that the furnishings are less luxurious and have a more military look to them. The frame of the large canopy bed on the east wall is plain, the curtains shrouding it made of a coarse broadcloth. A wardrobe, end table, and footlocker are unremarkable, sturdy, and look like they came from a commander’s field tent. There are weapons, armor, and shields decorating the walls, some of them appearing to be trophies from enemies. A tattered flag hangs in one corner. There is an iron wash basin, along with two buckets: one fresh water and the other empty.

**DM Notes:**

**Traps:**

**Doors:**

* **S:** Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
* **(secret doors):** On the far wall is a secret door hidden as part of the decorative moulding. This leads directly to the 2nd floor of the Keep. Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp)

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 2 - Barracks**

**Description (for players):** This is a 15’x20’ room. Two sets of stacked bunks stand against the north and south walls. Two footlockers rest on the floor, each containing clothing, boots, belts, a coin purse, and a few other minor items.

**DM Notes:** The castle guards normally bunk two to each room. In times of siege the double bunk beds can accommodate four men to a room. This may happen in times of calamity as well, freeing up some of the barracks for workers who dwell in the outer bailey.

**Traps:**

**Doors:**

* **All barracks rooms:** Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

2a –

2b –

2c –

2d –

2e –

2f –

2g –

2h –

2i –

2j –

2k –

2l –

2m –

**Room 3 – Soldiers Mess**

**Description (for players):** Two long wooden trestle tables run along the center of this 30’ x 30’ irregular-shaped room. Light spills in through narrow arrow slits on the northeastern wall, which is wedged between the curves of the small circular towers at this part of the castle. There is a smell of intermingling of lard and leather in the air, but the area seems tidy for a soldier’s mess.

**DM Notes:** The tables and benches are pitted and scarred with countless crude carvings, left there over the years by guards that have served here. Some of them may well offer clues to secrets of the castle.

**Traps:**

**Doors:**

* **S:** Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)
* **W:** Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 4 - Privies**

**Description (for players):** There are two small garderobes here, each roughly 10’ x 10’ in size. Within each is a bench fashioned with a hole and a wooden seat that is surprisingly warm to the touch and quite comfortable. A cleverly designed system of enchanted stone channels angles waste down a cleverly concealed chute. A soft glow comes from below, illuminating the small room. It hints something that cleanses the channels below and leaves no trace of the private business that is conducted here. In one corner sits a bowl of fragrant herbs, filling the room with a relaxing scent. There is a marble basin on one wall. A touch of the faucet on the basin produces clean water, which disappears along with any dirt it washes away. There is a small mirror on the opposite wall. Towels sit upon a shelf above the toilet, always dry and warm to the touch and which never seem to soil.

**DM Notes:**

**Traps:**

**Doors:**

* **N:** 2x Simple Wooden Door (break DC 15; hard 5, 10 hp)

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 5 -**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **N:** Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)
* **E:**
* **S:**
* **W:**
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 6 -**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **N:**
* **E:**
* **S:** Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)
* **W:**
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 7 - Barracks**

**Description (for players):** This is a 15’x20’ room. Two sets of stacked bunks stand against the north and south walls. Two footlockers rest on the floor, each containing clothing, boots, belts, a coin purse, and a few other minor items.

**DM Notes:** The castle guards normally bunk two to each room. In times of siege the double bunk beds can accommodate four men to a room. This may happen in times of calamity as well, freeing up some of the barracks for workers who dwell in the outer bailey.

**Traps:**

**Doors:**

* **All barracks doors:** Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

7a –

7b –

7c –

7d –

7e –

7f –

7g –

**Room 8 – Secure Stairwell**

**Description (for players):** There is a narrow flight of stairs that descend downward and then to the left. It is dark here and the stairs creak softly.

**DM Notes:**

**Traps:**

**Doors:**

* **(secret doors):** Where the main hallway splits, leading to the circular stairwells, there is a secret door concealed behind a tapestry. This leads to a staircase downward, which bypasses the first floor and proceeds directly to the undercroft where the dungeon is located. Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp)

**Secrets/Clues:** This is the secure flight of stairs leading from the guards’ barracks down into the holding cells in the undercroft of the castle.

**Monsters / Creatures / NPC’s:**

**Treasure:**

**West Wing: 3rd Floor**

**Room 1 – Council Chambers**

**Description (for players):** This is a large chamber measuring 25’ x 45’. The walls are adorned with intricate tapestries. The ceiling is vaulted, with beams of dark oak. A large, oval table occupies the center of the room. It is made of dark mahogany, polished to a high sheen. The table is surrounded by high-backed chairs, each carved with the crest of the castle. A massive, detailed map of the kingdom covers one wall. A chandelier hanging from the ceiling fills the room with a soft light. In one corner is a scribe’s desk, in another a waist-high table with a beautifully crafted decanter and a set of goblets. In a third corner is a shelf filled with scrolls and books.

**DM Notes:**

**Traps:**

**Doors:**

* **S:** Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 2 – Chamberlain’s Quarters**

**Description (for players):** This is a richly appointed bed chamber, measuring 30’ x 20’. The walls are adorned with rich wooden paneling. A large window allows natural light to flood the space.

A grand oak desk is positioned against the far wall, its surface cluttered with parchments, ledgers, and quills. A large metal safe sits behind the desk. The room smells faintly of old books and ink, mixed with a subtle, enchanting aroma of cedar and lavender. A large map of the kingdom is displayed on the south wall. Also here are a large canopy bed, night stand, comfortable armchair with end table, a tall wardrobe, and a large trunk. A luxurious carpet covers the floor.

**DM Notes:** This room serves as both an office and personal retreat for the chamberlain, who looks after the lord's chamber and the wardrobes of the castle, including the liveries of the knights. He is also responsible for the Great Hall. His primary concern is the lord himself and his general comfort. He reports to the steward, who manages all castle affairs. The chamberlain directly oversees the castle staff according to the steward’s instructions. Staff who report to the chamberlain include the cook, baker, butler, pantler, laundress, herald, chaplain, physician, tailor and all house servants.

The safe is as follows:

* Safe: This metal container weights 200 lbs and holds 12 cubic feet or 300 pounds worth of gear securely. Opening the safe requires a correct combination plus a key. A key in the lock cannot be turned nor can the lock be picked until the correct combination is entered.
	+ Cracking a safe requires a number (based on length of combination) of successfully made DC 13 Wisdom (Perception) checks (based on hearing) in a row, followed by a successful thieves' tools check.
	+ A basic safe has a price of 75 gp, a three number combination and a lock DC of 15.
	+ Increasing the length of the number combination by one increases the price by 25 gp, up to six numbers.
	+ Increasing the lock DC by 5 increases the price by 50 gp, up to a DC of 30.
	+ The knock spell only works on either one of the combinations or the final lock.

**Traps:**

**Doors:**

* **E:** Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

Other possible items in this room:

* **Enchanted Oak Desk** - This sturdy desk is imbued with a minor enchantment that keeps documents organized and sorted. Parchments never get lost, and quills always remain sharp and ready to use.
* **Ledger of Endless Pages** - A thick, leather-bound book enchanted to never run out of pages, allowing the chamberlain to record an infinite amount of information.
* **Magical Inkwell** - This silver inkwell never runs dry, providing a continuous supply of ink. It also has a feature that changes ink color with a simple command.
* **Illuminated Candelabra** - A brass candelabra enchanted with ever-burning candles that provide a soft, flickering light, perfect for reading and writing without the risk of fire.
* **Ornate Bookshelves** - Tall shelves filled with books on administration, history, and magic. Some books have glowing runes on their spines, indicating their magical nature.
* **Tapestry of Communication** - A beautiful tapestry depicting the castle, enchanted to relay messages to and from other rooms with similar tapestries. It allows the chamberlain to send quick updates or requests throughout the castle.
* **Gilded Hourglass** - An elegant hourglass filled with golden sand that measures time precisely. When flipped, it emits a soft chime every hour, keeping the chamberlain on schedule.
* **Safe of Secured Secrets** - A heavy iron safe with intricate locks and protective wards. It is used to store valuable documents, keys, and other important items.
* **Map Table** - A large table covered with detailed maps of the castle and surrounding lands. The maps are enchanted to update in real-time, showing the movements of people and notable events.
* **Comfortable Armchair** - A high-backed, cushioned chair with a minor enchantment that adjusts to provide perfect comfort and support, ensuring the chamberlain remains comfortable during long hours of work.
* **Mirror of Reflection** - A tall, silver-framed mirror that shows not only the chamberlain's reflection but also glimpses of significant events happening within the castle. It provides the chamberlain with an overview of the castle's activities.
* **Scroll Rack** - A wooden rack filled with scrolls of various sizes, some enchanted with spells for quick reference or emergency use.
* **Potion Cabinet** - A small, locked cabinet containing potions for health, alertness, and other beneficial effects, ensuring the chamberlain remains in peak condition.
* **Magical Quill** - A self-writing quill that can take dictation, freeing the chamberlain’s hands for other tasks while important notes are transcribed.
* **Silent Sentinel** - A small, carved stone gargoyle perched on a shelf. It is enchanted to alert the chamberlain of any intruders or suspicious activities near the room.
* **Carpet of Silence** - A plush carpet that muffles footsteps, ensuring that anyone walking on it does so silently, adding an extra layer of privacy and discretion.

**Room 3 – Steward’s Quarters**

**Description (for players):** This is a richly appointed bed chamber, measuring 30’ x 20’. The walls are paneled with dark wood, and a large window overlooks the castle’s courtyard below. Also here are a large canopy bed, night stand, comfortable armchair with end table, a tall wardrobe, and a large trunk. A luxurious carpet covers the floor. A large desk sits on the north wall, covered in parchment, books, and ink. A large safe sits next to it.

**DM Notes:** This room serves as both an office and personal retreat for the steward, who oversees the castle’s procurement, logistics, and staff management. The steward is also responsible for all financial and legal matters concerning the castle's estates. He supervises any advisory councils to the lord and sometimes travels afield to represent the lord. If the lord is absent from the castle, the steward is in charge of the castle.

The safe in this room is as follows:

* Safe: This metal container weighs 200 lbs and holds 12 cubic feet or 300 pounds worth of gear securely. Opening the safe requires a correct combination (3 numbers) plus a key. A key in the lock cannot be turned nor can the lock be picked until the correct combination is entered.
	+ Cracking a safe requires three separate successful DC 13 Wisdom (Perception) checks (based on hearing) in a row, followed by a successful thieves' tools check.
	+ The knock spell only works on either one of the combinations or the final lock.

**Traps:**

**Doors:**

* **W:** Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 4 – Tailor’s Fitting Room**

**Description (for players):** Upon entering the room, you are startled by a figure on the opposite wall. But this is a large mirror catching one’s reflection upon entering. The room, measuring 30’ x 20’, is lined with shelves holding bolts of fabric in an array of colors and textures—velvets, silks, wools, linens, and even furs. An oak table at the center is covered with patterns, scissors, books, and other implements. Two wardrobes are located on either side of the door. Standing in one corner opposite the door is a luxuriously decorated changing screen. In the other corner a figure stands motionless and appears to be a faceless man wearing a gray tunic. Upon entering, a light winks into existence and illuminates the room from a globe set into the ceiling.

**DM Notes:** This is the tailor’s fitting room, where the household has clothing fitted, altered, and repaired by the castle’s tailor.

**Traps:**

**Doors:**

* **E:** Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
* **(secret doors):**

**Secrets/Clues:** Enchanted tools in this room will come to life with a command word only the tailor knows. If they are activated, it takes time and skill to control them. Only those with Knowledge: Tailoring will have a chance to use these items.

**Monsters / Creatures / NPC’s:**

**Treasure:**

Bolts of cloth in this room are valued anywhere from 10 gold pieces all the way to 100 gp per yard, each bolt holding 40 to 100 yards of fabric depending on the thickness of the fabric. Characters with the skill Appraisal or Knowledge: Tailoring/Weaving/etc can attempt to value the bolts. Items of clothing here also vary and are up to the DM’s discretion as to what is available.

Items in this room include:

Enchanted Mannequin - This magical mannequin can resize and reshape itself to fit any measurement, allowing the tailor to see how garments will look on different body types.

Fabric Shears - A pair of large, silver shears that are enchanted to never dull, making cutting through thick fabrics effortless.

Measuring Tapes - Several enchanted tapes that can automatically record measurements and adjust for accuracy.

Pattern Books - Ancient tomes filled with detailed patterns for various garments, from simple tunics to elaborate gowns.

Spool Rack - A tall rack holding dozens of spools of thread in every conceivable color, some of which glow faintly with magical properties to reinforce seams. A spool of gold thread is valued at 100 gp, silver thread at 20 gp.

Cutting Table - A large, waist-high table specifically for cutting fabric, its surface marked with a grid for precise measurement.

Sewing Needles - A set of finely crafted needles, enchanted to sew through any material with ease, ensuring even the toughest leather or the most delicate silk can be worked.

Ironing Stone - A flat, smooth stone that, when touched, heats up to the perfect temperature for pressing seams and removing wrinkles from fabric.

Magical Wardrobes - Tall, elegant wardrobe enchanted to keep finished garments in pristine condition, free from dust and pests.

**Room 5 - ???**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **W:** Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 6 - ???**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **E:** Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 7 - ???**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **W:** Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 8 - ???**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **E:** Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 9 -**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **N:**
* **E:**
* **S:**
* **W:**
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 10 - Privies**

**Description (for players):** There are two small garderobes here, each roughly 10’ x 10’ in size. Within each is a bench fashioned with a hole and a wooden seat that is surprisingly warm to the touch and quite comfortable. A cleverly designed system of enchanted stone channels angles waste down a cleverly concealed chute. A soft glow comes from below, illuminating the small room. It hints something that cleanses the channels below and leaves no trace of the private business that is conducted here. In one corner sits a bowl of fragrant herbs, filling the room with a relaxing scent. There is a marble basin on one wall. A touch of the faucet on the basin produces clean water, which disappears along with any dirt it washes away. There is a small mirror on the opposite wall. Towels sit upon a shelf above the toilet, always dry and warm to the touch and which never seem to soil. **DM Notes:**

**Traps:**

**Doors:**

* **N:**
* **E:**
* **S:**
* **W:**
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 11 -**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **N:**
* **E:**
* **S:**
* **W:**
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 12 -**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **N:**
* **E:**
* **S:**
* **W:**
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 13 -**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **N:**
* **E:**
* **S:**
* **W:**
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 14 -**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **N:**
* **E:**
* **S:**
* **W:**
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 15 -**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **N:**
* **E:**
* **S:**
* **W:**
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 16 - Balcony**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **N:**
* **E:**
* **S:**
* **W:**
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**West Wing: 4th Floor**

**Room 1 – Lord and Lady Master Bedchambers**

**Description (for players):** This is a palatial bedroom, measuring 35’x50’ and decorated with a mixture of handsome wallpaper, painted frescos, and exquisite tapestries. The vaulted ceiling is crossed by a series of lacquered wooden beams, above which is a breathtaking painting depicting many of the legends of Nemmyrl’s past. On the far wall stands a massive elevated four-post bed draped in curtains, flanked by antique bureaus. The floor here is varnished mahogany, covered partially by a resplendent deep-piled rug. A soft glow emanates from an orb atop one nightstand. Soft music fills the room, coming from an enchanted harp in the corner. Beside the bed, a delicately carved wooden dressing table holds an array of silver combs, brushes, and polished mirrors. A collection of colorful vials adorned with silver stoppers sits neatly arranged on a tray, hinting at the Lady's knowledge of herbal remedies and perhaps even minor enchantments

**DM Notes:**

**Traps:** A magical ward protects this room. It is keyed to the lord and lady personally, as well to anyone else they instruct the ward to recognize. Anyone else entering this room will trigger a Hold Person (mass) spell that will leave intruders frozen in their tracks until released by a command word (Will Save DC 27). The ward also triggers an audible alarm in every room in the guards’ barracks as well as that of the Captain of the Guard and the Chamberlain’s chambers.

**Doors:**

* **S:** heavy wooden door, magically locked (DC 28)
* **W:** heavy wooden double door opens inward to gain access to the balcony (magically locked (DC28))
* **(secret doors):** there is a section of the north wall whose edges blend in with the wood moulding (DC 30 to detect). If the head of a small cherubim hidden amongst the wall’s carvings is turned, the panel swings inwared and gains access to the fourth floor of the keep.

**Secrets/Clues:** A hidden compartment in the bed frame holds a chest with the lady’s jewelry. (DC 28 to find, locked DC 28 to open; trapped CR 2; mechanical; touch trigger; repair reset; lock bypass (Open Lock DC 30); Atk +17 melee (1 plus poison, needle); poison (blue whinnis, DC 14 Fortitude save resists (poison only), 1 Con/unconsciousness); Search DC 22; Disable Device DC 17. Market Price: 4,720 gp.

**Monsters / Creatures / NPC’s:** The lady keeps a pet pseudodragon, who often sleeps in these chambers.

Pseudodragon

Size/Type: Tiny Dragon

Hit Dice: 2d12+2 (15 hp)

Initiative: +2

Speed: 15 ft. (3 squares), fly 60 ft. (good)

Armor Class: 18 (+2 size, +2 Dex, +4 natural), touch 14, flat-footed 16

Base Attack/Grapple: +2/-8

Attack: Sting +6 melee (1d3-2 plus poison)

Full Attack: Sting +6 melee (1d3-2 plus poison) and bite +1 melee (1)

Space/Reach: 2½ ft./0 ft. (5 ft. with tail)

Special Attacks: Poison

Special Qualities: Blindsense 60 ft., darkvision 60 ft., immunity to sleep and paralysis, low-light vision, spell resistance 19, telepathy 60 ft.

Saves: Fort +4, Ref +5, Will +4

Abilities: Str 6, Dex 15, Con 13, Int 10, Wis 12, Cha 10

Skills: Diplomacy +2, Hide +20\*, Listen +9, Search +6, Sense Motive +7, Spot +9, Survival +1 (+3 following tracks)

Feats: Alertness, Weapon FinesseB

Environment: Temperate forests

Organization: Solitary, pair, or clutch (3-5)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral good

Advancement: 3-4 HD (Tiny)

Level Adjustment: +3

A pseudodragon has a body about 1 foot long, with a 2-foot tail. It weighs about 7 pounds.

A pseudodragon can communicate telepathically and can also vocalize animal noises.

Combat

A pseudodragon can deliver a vicious bite, but its principal weapon is its sting-equipped tail.

Poison (Ex)

Injury, Fortitude DC 14, initial damage sleep for 1 minute, secondary damage sleep for 1d3 hours. The save DC is Constitution-based and includes a +2 racial bonus.

Blindsense (Ex)

A pseudodragon can locate creatures within 60 feet by nonvisual means (mostly hearing and scent, but also by noticing vibration and other environmental clues). Opponents the pseudodragon can’t actually see still have total concealment against the pseudodragon.

Telepathy (Su)

Pseudodragons can communicate telepathically with creatures that speak Common or Sylvan, provided they are within 60 feet.

Skills

Pseudodragons have a chameleonlike ability that grants them a +4 racial bonus on Hide checks. \*In forests or overgrown areas, this bonus improves to +8.

**Treasure:**

* Four-Poster Bed with Velvet Canopy (500 gp): Deeply cushioned and draped in rich fabric, this bed offers a haven from the cold stone walls.
* Heated Towel Rack (200 gp): A marvel of engineering, this rack uses strategically placed vents and hot water pipes to keep towels toasty warm.
* Silver Chamber Pot (100 gp): A discreet and surprisingly ornate container for personal business.
* Crystal Goblets (set of 4 - 200 gp): Delicately cut crystal goblets perfect for displaying the clarity and color of expensive wines.
* Luxurious Rug (1000 gp): A vibrant hand-woven rug depicting scenes of mythical creatures and faraway lands.
* Tapestries (set of 4 - 1500 gp): Richly woven tapestries depicting the family history, religious scenes, and famous battles adorn the walls.
* Gold-trimmed Robes (outfit - 800 gp): For the lord and lady, finely tailored clothing with intricate embroidery and gleaming gold accents.
* Orb of Perfect Light (5000 gp): This softball-sized orb casts a warm, adjustable light that never flickers or dims, illuminating the chamber with a comforting glow.
* Everfull Wine Decanter (2500 gp): This ornately decorated decanter magically refills itself with the finest wine whenever empty, ensuring a constant supply for entertaining or relaxation.
* Cloak of Dry Ablutions (1800 gp): This seemingly ordinary cloak magically cleanses the wearer whenever they desire, a boon in a time of limited bathing facilities.
* Folding Chessboard (500 gp): This ornately carved wooden chessboard folds neatly into a pocket-sized case, allowing the lord to enjoy a strategic game anytime, anywhere. The pieces are magically weighted to prevent tipping over during travel.
* Singing Harp (1200 gp): This exquisitely crafted harp plays beautiful, calming melodies when no one is around, adding a touch of enchantment to the chambers.

**Jewelry contained in lady’s private collection:**

* Silver Filigree Tiara with sapphires - 500 gp
* Golden Necklace with an enchanted ruby that glows in the dark (provides light as a torch) - 800 gp
* Emerald Earrings that grant +1 to Charisma (once per day) - 1,200 gp
* Pearl Choker with a charm of water breathing (1 hour duration, once per day) - 1,000 gp
* Platinum Bracelet with engraved protective runes (casts Shield spell once per day) - 1,500 gp
* Jeweled Brooch with a hidden compartment for a small vial of poison - 600 gp
* Amethyst Ring that grants resistance to poison - 1,300 gp
* Diamond Pendant with a blessing of health (provides +1 to Constitution while worn) - 2,000 gp
* Silver Anklet that enhances stealth (grants +1 to Stealth checks) - 700 gp
* Gold Signet Ring with the family crest and an enchantment of truth (casts Zone of Truth once per day) - 1,800 gp
* Ruby-Studded Hairpin that can transform into a dagger (1d4 damage) - 400 gp
* Sapphire Bracelet that can purify food and drink (Purify Food and Drink spell once per day) - 900 gp
* Opal Earrings that enhance perception (grants +1 to Perception checks) - 1,100 gp
* Enchanted Gold Belt with a buckle shaped like a lion's head (casts Fear once per week) - 1,400 gp
* Moonstone Ring that glows under moonlight (provides low-light vision) - 600 gp
* Mystic Topaz Pendant that can store one spell of up to 3rd level, usable by any spellcaster - 2,500 gp
* Jade Hair Comb that grants +1 to Wisdom while worn - 1,200 gp
* Silver Locket with a miniature portrait of a loved one, enchanted to always feel warm to the touch - 300 gp
* Gold Armlet with intricate elven designs, provides a slight increase in agility (grants +1 to Dexterity) - 1,800 gp
* Magical Pendant of Protection (grants +1 to AC) - 3,000 gp

**Room 2 – Master Bedroom Wardrobe**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **N:** Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

* Silk Gown embroidered with gold thread and pearls - 200 gp
* Velvet Cloak lined with fur and enchanted to keep the wearer warm - 150 gp
* Brocade Dress with intricate patterns and a gem-studded belt - 250 gp
* Linen Undergarments set (chemise, stockings, and petticoats) - 30 gp
* Woolen Overdress with silver buttons and embroidered trim - 100 gp
* Elven-made Tunic enchanted to resist stains and dirt - 180 gp
* Satin Evening Gown with a magical aura of grace (+1 to Charisma while worn) - 300 gp
* Leather Riding Outfit complete with gloves and boots - 120 gp
* Feathered Hat with a magical plume that can change color - 80 gp
* Wedding Dress adorned with diamonds and enchantment for luck (+1 to all saving throws while worn) - 500 gp
* Traveling Cloak with a hood and hidden pockets - 90 gp
* Dancing Shoes that enhance agility (+1 to Dexterity checks related to movement) - 75 gp
* Ball Gown with a train and magical thread that sparkles in moonlight - 220 gp
* Silk Gloves enchanted for a perfect fit - 50 gp
* Court Dress with intricate beadwork and a matching sash - 180 gp
* Hunting Outfit with reinforced leather for protection - 130 gp
* Lace Veil that offers minor protection against enchantments - 40 gp
* Festival Garb with vibrant colors and enchanted to resist fading - 150 gp
* Winter Coat lined with wolf fur and enchanted for warmth - 200 gp
* Nightgown of enchanted silk that promotes restful sleep - 100 gp

**Room 3 – Master Bedroom Bath**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **N:** Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 4 – Private Library**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **N:** Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
* **S:** Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 5 – Solar and Balcony**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **N:** Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
* **E:** Locked Iron Door to courtyard (Open Lock DC 30, break DC 28; hard 10, 60 hp)
* **S:** Double Locked Iron Doors to Balcony (Open Lock DC 30, break DC 28; hard 10, 60 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 6 – Lady’s Bower**

**Description (for players):** This is a 20’x60’ room. Four arched windows on the far wall are decorated in stained glass depicting scenes of nature. They have metal shutters that are currently open. There are several long couches and comfortable sitting armchairs.

To one side is a table of covered jars containing aromatic herbs, including lavender, rose petals, thyme, meadowsweet, marjoram, rosemary, mint, sage, saffron, hyssop, sandalwood, lemon, and germander. There is also a basket containing pomanders, fragrant balls filled with herbs, spices, resins, such as ambergris, musk, or civet. They are worn or carried in a pouch.

**DM Notes:**

**Traps:**

**Doors:**

* **S:** 2x Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 7 -**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **N:**
* **E:**
* **S:**
* **W:**
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 8 - Bedchamber**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **N:** Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 9 - Bedchamber**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **N:** Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 10 – Balcony**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **W:** Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Great Hall**

**Great Hall: Undercroft**

**Room 1 – Buttery**

**Description (for players):** This is a 25’ x 50’ chamber with a low ceiling and rough masonry walls. The walls here are lined with barrels of ale stacked from floor to ceiling.

A heavy iron door sits in the east wall, another on the west wall. The doors open inward and look equipped to be barred to prevent entry into this area. Past the western door there is a short, angled space that turns sharply to the right and within 5’ ends in another iron door. This is mirrored to the east, with the space turning to the left before ending in an iron door.

The center of the room is dominated by a rectangular stone structure measuring 5’ x 15’ that is made of three walls extending to the ceiling and an open side to the east. Stone steps extend up the middle of this stairwell to the ceiling, where a long section of the ceiling appears to be movable.

**DM Notes:** The buttery connects to the undercrofts of the west and east wings of the castle. It is there that goods from the wine cellar, ale stores, pantry, and larder are located. This route is utilized by castle staff to easily move food, drinks, linens, tableware, and other items in and out of the great hall each time it is set up for an event.

**Traps:**

**Doors:**

* **W:** door into undercroft of west wing; Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp)
* **E:** door into undercroft of east wing; Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp)

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 2 – Stairs to Great Hall**

**Description (for players):** A large stone encasement with an opening to the east measures 5’ x 15’ and rises from the floor of the undercroft to the ceiling. Stone steps run up the interior of the enclosure, ending at the ceiling. You can make out a rectangular section above that appears to be separate from the rest of the ceiling.

**DM Notes:** There is a sliding hatch that leads to the Great Hall above. It is a long panel of cast iron situated in grooves. A recessed handle in the panel sits just above the top step. This can be used to pull the panel back with some effort to retract the sheet along greased grooves and into the ceiling. Doing so creates an opening to the floor above. This is used as service access to move items into and out of the great hall.

**Traps:**

**Doors:**

* **(special):** staircase up to Great Hall; Locked Strong Wooden Door (Open Lock DC 20, break DC 25; hard 5, 20 hp)

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 3 – Rendezvous Chamber**

**Description (for players):** Hidden behind expertly concealed doors in the men’s and ladies’ bathrooms of the undercroft, the secret chamber lies in wait, a refuge for those seeking a discreet meeting place. The doors, seamlessly integrated into the stone walls, can only be opened by pressing a specific sequence of carvings that form an ancient rune.

The secret chamber opens up into a room, roughly 15’ x 30’. The air here is cool and carries a faint, earthy scent, reminiscent of the castle’s deep history. The room is softly illuminated by a series of enchanted lanterns mounted on the walls.

At the center of the room is a large, circular table made from dark mahogany, its surface polished to a mirror-like finish. Around the table are a dozen high-backed chairs, each upholstered in rich, burgundy velvet.

The walls of the chamber are lined with heavy, dark tapestries that help muffle sound, ensuring conversations here remain private. The tapestries depict scenes of courtly intrigue and clandestine meetings, hinting at the room’s purpose. A thick, luxurious carpet covers the stone floor, its deep colors and intricate patterns adding to the room’s air of secrecy and sophistication.

At one end of the chamber, a large, ornate fireplace dominates the wall. Its hearth is cold, but with a touch of a concealed rune, a magical fire springs to life, providing warmth and a cozy atmosphere without producing smoke. Above the fireplace hangs a large portrait of an enigmatic figure, their eyes seemingly following anyone who moves about the room.

In one corner, a small bar is stocked with fine wines, spirits, and delicate glassware, all kept in pristine condition by subtle preservation enchantments. A crystal decanter on the bar is filled with a shimmering liquid that, when consumed, grants the drinker a brief moment of clarity and insight, a useful tool for the secretive meetings held here.

On the opposite side of the room, a tall bookshelf holds a collection of rare and esoteric tomes, each bound in leather and embossed with gold. Many of these books are filled with forgotten knowledge and hidden spells, available to those who know how to unlock their secrets.

The room’s most striking feature, however, is the ceiling. It is enchanted to reflect the sky above the castle in real-time, showing the passage of day and night, the phases of the moon, and the movement of the stars. This magical ceiling not only enhances the beauty of the chamber but also helps those within keep track of time without the need for clocks or other mundane timepieces.

**DM Notes:**

**Traps:**

**Doors:**

* **S:** 2x Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 4 – Ladies’ Privy**

**Description (for players):** Entering the ladies' bathroom, you find a spacious chamber with three stalls along one wall, each enclosed by ornately carved wooden doors carved with delicate, floral patterns that glow softly. Opposite the stalls, a row of six sinks made from polished marble stand beneath a large mirror. Each sink, when approached, springs forth fresh water from a faucet shaped like blooming flowers.

The walls here are decorated with murals of serene landscapes and elegant figures, their images subtly shifting and changing, providing a sense of peace and beauty. At the far end of the bathroom, a recessed alcove houses a stunning statue of a naked female figure, her form graceful and serene.

**DM Notes:**

**Traps:**

**Doors:**

* **W:** 3x Simple Wooden Door (break DC 15; hard 5, 10 hp)
* **S:** Open Archway
* **(secret doors):** There is a hidden panel on the far side of the niche, which can be reached if one maneuvers carefully around the statue. This secret door leads to a tunnel northward and to the Rendezvous Chamber.

**Secrets/Clues:** The statue is enchanted to emit a soothing light, enhancing the beauty of the room and providing a sense of tranquility. It also emits a pleasant scent, which is perceived differently by each person who experiences it.

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 5 – Men’s Privy**

**Description (for players):** Entering the men's bathroom, you find a spacious chamber with three stalls along one wall, each enclosed by ornately carved wooden doors. Opposite the stalls, a row of six sinks made from polished marble stand beneath a large mirror. Each sink, when approached, springs forth fresh water from a spigot.

The walls are adorned with frescoes depicting ancient battles and legendary heroes. At the far end of the bathroom, in a recessed alcove, stands an impressive statue of a naked male warrior, his muscular form exuding strength and confidence.

**DM Notes:**

**Traps:**

**Doors:**

* **E:** 3x Simple Wooden Door (break DC 15; hard 5, 10 hp)
* **S:** Open Archway
* **(secret doors):** There is a hidden panel on the far side of the niche, which can be reached if one maneuvers carefully around the statue. This secret door leads to a tunnel northward and to the Rendezvous Chamber.

**Secrets/Clues:** The statue is enchanted to radiate a calming aura, easing the tensions of those who approach.

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 6 – Foyer for the Privies**

**Description (for players):** Descending from the grand feasting hall, you find yourself on a narrow, stone staircase leading down into the undercroft. The air grows cooler as you move deeper into the castle's foundations, and the faint echo of your footsteps reverberates off the ancient walls. At the bottom of the stairs, you step into a 7-foot-wide barrel vault corridor, stretching 40 feet ahead of you. The corridor is lined with wrought iron sconces, each holding a magical flame that flickers with a soft, steady light, illuminating the path ahead. There are dazzling frescoes painted on the walls. Tiny wooden stands hold jars filled with a variety of perfumed resins and oils. The floor is paved with large, uneven flagstones, worn smooth by the passage of countless feet over the centuries.

About halfway down the corridor, two arched entrances on the left lead into a privies for guests. The entrances are framed by intricately carved stonework depicting scenes of mythical creatures and heroic deeds.

**DM Notes:**

**Traps:**

**Doors:**

* **N1:** (staircase up to Great Hall)
* **N2:** arched entryway to ladies’ privy
* **N3:** arched entryway to men’s privy

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Great Hall: 1st Floor**

**Room 1 – Raised Dais**

**Description (for players):** At the head of the hall stands a raised dais, elevating a grand table that seats ten people. This table is made from a dark, rich wood and is inlaid with silver and mother-of-pearl, forming delicate patterns that seem to shimmer and change when viewed from different angles. High-backed chairs with plush, velvet cushions are arranged around the table, each carved with the sigil of the castle’s ruling family.

**DM Notes:**

**Traps:**

**Doors:**

* **E:** Locked Strong Wooden Door to Kitchens (Open Lock DC 20, break DC 25; hard 5, 20 hp)
* **W:** Double Locked Strong Wooden Doors to Parlor (Open Lock DC 20, break DC 25; hard 5, 20 hp)
* **(secret doors):** hidden door to keep???

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 2 – Buttery Hatch**

**Description (for players):** A casual inspection of the area just in front of the raised dais reveals the outline of a 5’ x 15’ section of the floor that appears to be distinct from the rest of the floor. You can tell masterful effort was made to decorate this section to blend in with the rest of the hall.

**DM Notes:**

This is a sliding hatch that leads to the undercroft below the Great Hall. It is a long panel of cast iron situated in grooves. A recessed handle in the panel can be used to slide the panel back with some effort to retract the sheet along greased grooves and into a housing in the floor. Doing so creates an opening to the floor below and reveals the staircase descending into the undercroft and the buttery.

The buttery connects to the undercrofts of the west and east wings of the castle. It is there that goods from the wine cellar, ale stores, pantry, and larder are located. This route is utilized by castle staff to easily move food, drinks, linens, tableware, and other items in and out of the great hall each time it is set up for an event.

**Traps:**

**Doors:**

* **(secret doors):** hatch covering stairs leading down into undercroft; Locked Strong Wooden Door (Open Lock DC 20, break DC 25; hard 5, 20 hp)

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 3 – Hall and Tables**

**Description (for players):** The expansive room stretches 110 feet in length and 50 feet in width, its high-vaulted ceiling adorned with wooden beams that crisscross like the ribs of a great beast. Tall, arched windows along the walls allow shafts of sunlight to pour in, illuminating the space with a warm, golden glow. The windows are framed with stained glass depicting scenes of legendary battles and mythical creatures, their colors casting a kaleidoscope of light onto the stone floor.

Two long, sturdy oak tables run parallel to each other down the length of the hall, each capable of seating dozens of guests. The tables are polished to a high sheen and are set with fine pewter plates and goblets. A rich, crimson carpet embroidered with gold thread runs down the center of the hall.

On the walls hang tapestries depicting the castle’s storied past, each one woven with enchanted threads that subtly shift and move, bringing the scenes to life. Suits of armor stand at attention along the walls, their eyes glowing faintly with protective magic, ready to defend the hall from any threat. Chandeliers hang from the ceiling, their crystal pendants magically enchanted to provide a soft, ambient light that can change color based on the mood of the gathering.

At intervals along the hall, ornate pedestals hold vases filled with fresh flowers, their blooms never wilting thanks to a gentle enchantment. The air is filled with the subtle scent of these flowers, mingling with the aroma of the feast being prepared in the nearby kitchens.

**DM Notes:**

**Traps:**

**Doors:**

* **N:**
* **E:**
* **S:**
* **W:**
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 4 – Stairway down to Garderobes**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **N:**
* **E:**
* **S:**
* **W:**
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 5 – Stairway up to Balcony**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **N:**
* **E:**
* **S:**
* **W:**
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Great Hall: 2nd Floor**

**Room 1 - Balcony**

**Description (for players):** This is a 20’ x 50’ open space overlooking the first floor of the Great Hall below. There is little here except a lacquered and intricately carved banister that stands three feet above creaking varnished wood planks. A wooden cabinet is on the west wall decorated with swirls that ascend to a pair of female figures that appear to be sirens. The cabinet contains musical instruments and sheet music for a choir. A single feather sits atop the cabinet.

**DM Notes:**

**Traps:**

**Doors:**

* **E:** Stairs leading down to the Great Hall

**Secrets/Clues:** The feather atop the cabinet is enchanted. When given the command word, it will float in the air and sway back and forth to the time of the music being played by the band or to the songs sung by the choir. It is attuned to whatever sheet music is laid out, moving with the notes and even motioning to a musician if tempo or vocal coaching is required.

**Monsters / Creatures / NPC’s:**

**Treasure:**

**East Wing**

**East Wing: Undercroft**

**Room 1 – Dry Storage**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

Items stored here include:

**Room 2a, 2b – Wells**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **S:**
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 3 – Drain, Sump, Run-Off**

**Description (for players):** A heavy door is set into the stone wall that runs along the southeast corner of the undercroft. Turning a wheel opens the door, inviting a wave of nauseating stench. Inside is a 15’ x 25’ enclosure with plain walls streaked with filth. A murky brown ooze-like surface sits five feet below the edge of the doorway.

**DM Notes:** This is the sump of the east wing of the castle. It is here that refuse from all the garderobes above are funneled and collected into a noisome morass. The castle’s gong farmer regularly dumps lye and other agents into the filth below to speed up decomposition of the waste. Four feet below the surface of the filth, the floor of this chamber angles outward from the castle, sending the fluid components through a grate and down a stone run-off built beneath the ground. Stone pipes feed the run-off through charcoal beds and down an underground waterway.

3a – Drain Grate – A 10’ x 20’ stone enclosure runs floor-to-ceiling here. The ceiling and floor are fixed with iron grates. Water runs down from the drain troughs in the scullery on the first floor and the laundry on the second floor.

3b – Clay pipes run beneath the floor, leading from the drain grate to the sump.

3c – Sump

3d – Drain and Run-Off

**Traps:** Anyone stepping onto the edge of the door risks slipping and falling into the muck below. (Reflex Save DC 12)

**Doors:**

* **(secret doors):** Iron Door (break DC 28; hard 10, 60 hp)

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 4 – Stairs to Foyer**

**Description (for players):** A large stone encasement with an opening to the northwest measures 5’ x 15’ and rises from the floor of the undercroft to the ceiling. Stone steps run up the interior of the enclosure, ending at the ceiling. You can make out a rectangular section above that appears to be separate from the rest of the ceiling.

**DM Notes:** There is a sliding hatch that leads to the foyer above. It is a long panel of cast iron situated in grooves. A recessed handle in the panel sits just above the top step. This can be used to pull the panel back with some effort to retract the sheet along greased grooves and into the ceiling. Doing so creates an opening to the floor above. This is used as service access to move items into and out of the undercroft storage spaces.

**Traps:**

**Doors:**

* **(hatch to above):** Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp)

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 5 – Stairs to Kitchens**

**Description (for players):** A large stone encasement with an opening to the south measures 5’ x 10’ and rises from the floor of the undercroft to the ceiling. Stone steps run up the interior of the enclosure, ending at the ceiling. You can make out a rectangular section above that appears to be separate from the rest of the ceiling.

**DM Notes:**

**Traps:**

**Doors:**

* **(secret doors):** There is a sliding hatch that leads to the kitchens above. It is a long panel of cast iron situated in grooves. A recessed handle in the panel sits just above the top step. This can be used to pull the panel back with some effort to retract the sheet along greased grooves and into the ceiling. Doing so creates an opening to the floor above. This is used as service access to move items into and out of the undercroft storage spaces.

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 6 – Door to Buttery**

**Description (for players):** A heavy iron door sits in the west wall of the undercroft, tucked between shelves of wine and ale. The door opens inward and looks equipped to be barred to prevent entry into this area. Past the door there is a short, angled space that turns sharply to the right and 5’ ahead the space ends in another iron door.

**DM Notes:** The buttery connects to the undercrofts of the west and east wings of the castle. It is there that goods from the wine cellar, ale stores, pantry, and larder are located. This route is utilized by castle staff to easily move food, drinks, linens, tableware, and other items in and out of the great hall each time it is set up for an event.

**Traps:**

**Doors:**

* **W:** Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp)

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 7 – Wine Cellar / Ale Storage / Spirits**

**Description (for players):** Extending out from the western wall here are nine heavy wooden racks that run almost to the ceiling, with roughly five feet between them. There is a 15’ wide gap between the seventh and eighth racks where a heavy iron door sits in the wall. There is a small table covered in a rich silk. Nine glasses sit atop the table, face down. A silver decanter sits at the center.

**DM Notes:** The first seven racks bristle with bottles, fine wines from lands far away and dating back to ages where the writing no longer holds meaning. The last two racks are filled with smaller bottles: liqueurs and other spirits.

**Traps:**

**Doors:** none

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

Goods stored in this area include:

Wine Racks - Sturdy wooden racks stretch along one wall, each holding bottles of wine on their sides to keep the corks moist. These racks contain:

* 30 bottles of red wine, including varieties like Cabernet and Merlot
* 20 bottles of white wine, such as Chardonnay and Sauvignon Blanc
* 15 bottles of sweet dessert wine, like Port and Sherry

Beer Kegs - Large wooden kegs are stacked in one corner, each one tapped for easy access. These include:

* 6 kegs of ale, with varieties ranging from light pale ale to dark stout
* 4 kegs of lager
* 2 kegs of seasonal or specialty brews

Spirits Shelves dedicated to various strong liquors, both for drinking and for cooking. These shelves hold:

* 8 bottles of fine whiskey
* 5 bottles of aged brandy
* 4 bottles of exotic spirits, such as rum or absinthe
* 3 bottles of liqueurs like Amaretto and Cointreau

Cooled Storage Bin - A large, enchanted bin keeps its contents cool without ice. This bin contains:

* 10 jars of preserved fruits
* 6 jars of pickled vegetables
* 5 jars of olives

Herb Infusion Jars - Glass jars filled with herbs and spices used for flavoring spirits and beverages. These jars include:

* Jars of cinnamon sticks
* Jars of star anise
* Jars of cloves
* Jars of dried citrus peels

**Room 8 - Pantry**

**Description (for players):** It is dark here and the air is cool and dry. Enchanted sconces on the walls twinkle to life, casting a dim glow. The rich aroma of spices, dried herbs, and cured meats hangs in the air in this cavernous space beneath the castle. Between load-bearing pillars are rows of sturdy wooden shelves, barrels, crates, and sacks. The floor is paved with flat stones, worn smooth by years of foot traffic. Strings of herbs and other produce hang from the ceiling.

**DM Notes:**

**Traps:**

**Doors:**

* **N:** Hatch leading up to the foyer on the first floor of the east wing; Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

Items found this store:

6 barrels of salted pork, 4 barrels of pickled vegetables, 5 barrels of flour, 3 barrels of dried beans, 2 barrels of honey, 3 crates of apples (each crate holds about 50 apples), 2 crates of oranges (each crate holds about 30 oranges), 1 crate of dried fish, 1 crate of candied fruits, 2 crates of hard cheeses, 10 sacks of potatoes (each sack holds about 20 pounds), 8 sacks of onions (each sack holds about 15 pounds),

5 sacks of oats, 4 sacks of rice, 6 sacks of nuts (a mix of almonds, walnuts, and hazelnuts)

Hanging Herbs - Bundles of dried herbs (thyme, rosemary, sage, and basil) hang from the rafters, their fragrant leaves adding to the aroma of the room.

Spice Rack contains jars of salt, black pepper, cinnamon, cloves, nutmeg, saffron

Root Cellar Bins - Wooden bins built into the floor contain root vegetables like: carrots, turnips, beets

Baskets of Fresh Bread - A large wicker basket near the entrance holds fresh loaves of bread, replenished daily by the bakers.

Inventory Ledger - A large, leather-bound book resting on a small pedestal near the entrance. It magically updates with entries every time an item is added or removed from the pantry, keeping an accurate record of all provisions.

Hand Cart - A small, sturdy cart used for transporting heavy items to and from the pantry. It has minor levitation enchantments to make it easier to maneuver.

Broom of Cleaning - An enchanted broom that automatically sweeps the floor, ensuring the pantry remains spotless at all times.

**Room 9 – Larder**

**Description (for players):** There is a large stone enclosure running 50’ long on the eastern half of the undercroft here. There are three heavy iron doors situated on the western face of the enclosure. As you open one of the doors, the temperature drops noticeably. The air is filled with the mingled scents of cured meats, fresh herbs, and aging cheese. The room is dimly lit by a series of enchanted sconces, casting a soft, steady glow that keeps the space well-lit without generating heat. The floor is paved with flat, cool stones, and the walls are lined with slate shelves, stone slabs, and hanging hooks as well as three large ceramic lockers.

**DM Notes:** This room is enchanted to stay cold to preserve the meats and other perishables stored here. Anyone spending more than ten minutes in this room will begin to suffer cold damage.

**Traps:**

**Doors:** W: x3 Iron Door (break DC 28; hard 10, 60 hp)

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

Items located in this store:

Stone Slab Shelves - These heavy, cool slabs run along the walls, ideal for storing dairy products and other perishables. They hold: 10 wheels of cheese, 8 large jugs of fresh milk, 6 jars of cream

Meat Hooks - Strong iron hooks hang from the ceiling beams, containing 12 sides of salted pork, 8 smoked hams, 10 strings of sausages

4 barrels of pickled herring, 3 barrels of salted beef, 5 barrels of brined vegetables (cabbage, cucumbers, and carrots)

4 crates of apples (each crate holds about 50 apples), 3 crates of potatoes (each crate holds about 40 pounds), 2 bins of onions (each bin holds about 30 pounds),

5 sacks of flour (each sack holds about 20 pounds), 3 sacks of sugar (each sack holds about 15 pounds), 6 sacks of rice (each sack holds about 25 pounds)

Icebox Chest - A large, enchanted chest that keeps its contents even colder than the rest of the larder, containing 4 large cuts of fresh beef, 6 whole chickens, 3 sides of lamb

Fish Troughs - Stone troughs filled with cold, enchanted water keep fresh fish. These troughs currently hold: 20 fresh trout, 15 fresh salmon

**East Wing: 1st Floor**

**Room 1 – Linens Closet**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **E:** Simple Wooden Door (break DC 15; hard 5, 10 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 2 – Silver Service**

**Description (for players):** 20-foot space. A single flickering torch flickers to life on entrance, revealing a 20’ x 20’ store room. Iron-bound chests line the walls. An ornately carved wooden spoon from a gilded hook on the wall. Within these chests, nestled in plush velvet linings, gleam platters and goblets of the finest silver, polished serving cutlery of various sizes.

**DM Notes:** The wooden spoon is enchanted. Dipped into a flagon of stale wine, it can transform the contents into the finest vintage, its flavor perfectly complementing any dish set before the lord and his guests. (mild aura of transmutation)

**Traps:**

**Doors:**

* **S:** Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 3 - Bakery**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **S:** Simple Wooden Door (break DC 15; hard 5, 10 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 4 – Butter Churn**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **S:** Simple Wooden Door (break DC 15; hard 5, 10 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 5 - Tableware**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **N:** Simple Wooden Door (break DC 15; hard 5, 10 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 6 - Scullery**

**Description (for players):** A set of shelves on the wall contains buckets of sand, ash, salt, and clay; all agents used in scouring pots and pans. There is also a rack of different herbs also used for cleaning. A large bushel of straw sits in a corner basket, used as scouring pads. A small brick oven in the opposite wall is covered by a large pot for heating water.

**DM Notes:**

**Traps:**

**Doors:**

* **N:** 2x Simple Wooden Door (break DC 15; hard 5, 10 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 7 - ???**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **N:**
* **E:**
* **S:**
* **W:**
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 8 – Foyer**

**Description (for players):** A large iron door opens from the courtyard into an irregular-shaped foyer, measuring 40’ in either direction at its longest points. Long banners in the color and symbols of the castle cover the walls. The floor is bright blue marble decorated in mosaics of ancient mythical beasts. Hallways extend off to the north and to the east.

A casual inspection of the area reveals the outline of a 5’ x 15’ section of the floor that appears to be distinct from the rest of the floor. You can tell masterful effort was made to decorate this section to blend in with the rest of the room.

**DM Notes:** This is a sliding hatch that leads to the undercroft below. It is a long panel of cast iron situated in grooves. A recessed handle in the panel can be used to slide the panel back with some effort to retract the sheet along greased grooves and into a housing in the floor. Doing so creates an opening to the floor below and reveals the staircase descending into the undercroft.

**Traps:**

**Doors:**

* **N:** Double Swinging Doors; 2x Simple Wooden Door (break DC 15; hard 5, 10 hp)
* **E:** (Privies) 2x Simple Wooden Door (break DC 15; hard 5, 10 hp)
* **W:** Leading out into the courtyard; Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp)
* **(secret doors):** (hatch into undercroft) Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp)

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 9 - Privies**

**Description (for players):** There are two small garderobes here, each roughly 10’ x 10’ in size. Within each is a bench fashioned with a hole and a wooden seat that is surprisingly warm to the touch and quite comfortable. A cleverly designed system of enchanted stone channels angles waste down a cleverly concealed chute. A soft glow comes from below, illuminating the small room. It hints something that cleanses the channels below and leaves no trace of the private business that is conducted here. In one corner sits a bowl of fragrant herbs, filling the room with a relaxing scent. There is a marble basin on one wall. A touch of the faucet on the basin produces clean water, which disappears along with any dirt it washes away. There is a small mirror on the opposite wall. Towels sit upon a shelf above the toilet, always dry and warm to the touch and which never seem to soil.

**DM Notes:**

**Traps:**

**Doors:**

* **W:** 2x Simple Wooden Door (break DC 15; hard 5, 10 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 10 - Kitchens**

**Description (for players):** This is a vast room rivaling the Great Hall in size. Wooden tables large and small are scattered throughout the interior. Shelves line the west wall filled with countless jars and sacks of ingredients. Hanging from the rafters on metal hooks is a menagerie of gleaming copper pots and pans. The eastern wall is dominated by stone hearths, some holding large cauldrons and others large enough for a boar to turn on a spit.

**DM Notes:**

**Traps:**

**Doors:**

* **S:** Double doors leading to Ante Chamber; 2x Simple Wooden Door (break DC 15; hard 5, 10 hp)
* **W:** Leading to Great Hall; Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
* **(secret doors):** A shelf filled with cooking implements at the center of the north wall will move to one side if a lever is turned. The lever is disguised as a gaudy ceramic bowl. This door leads into the Keep.

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**East Wing: 2nd Floor**

**Room 1 – Linens Closet**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **E:** Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 2 – Butler’s Quarters**

**Description (for players):** These are the modest quarters of the castle’s butler, the servant in charge of the castle’s wine cellar and stores of ale. There are the basic accommodations: a bed, a dresser, an end table, a wardrobe, a large chest, and a shelf covered in books and personal trinkets. A handsome rug covers the floor. In the corner, a simple, ornately carved wooden armchair beckons with plump cushions that seem to mold to the sitter and warm to the touch. Next to the chair is a low table with a flagon and set of goblets.

**DM Notes:**

**Traps:**

**Doors:**

* **S:** Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)
* **(secret doors):**

**Secrets/Clues:** Within the chest is a box of magical herbs the butler uses to create a variety of spiced drinks. The flagon on the low table is enchanted, filling the goblets with a strange spirit that never seems to run out.

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 3 – Tailor’s Quarters**

**Description (for players):** These are the modest quarters of the castle’s tailor. There are the basic accommodations: a bed, a dresser, an end table, a wardrobe, a large chest, and a shelf covered in books and personal trinkets. A handsome rug covers the floor. A rack hangs from the wall, storing a wild variety of exotic fabrics. In one corner stand the figures of a man and a woman, each partially dressed in haphazard items of clothing. At first they appear to be alive, but on closer inspection they are eerily lifelike mannequins.

**DM Notes:**

**Traps:**

**Doors:**

* **S:** Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)
* **(secret doors):**

**Secrets/Clues:** At a secret command word, the mannequins can be brought to life. Each one is in reality a crude golem that cannot speak but can walk and pose as commanded.

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 4 – Laundress’ Quarters**

**Description (for players):** These are the modest quarters of the castle’s laundress. There are the basic accommodations: a bed, a dresser, an end table, a wardrobe, a large chest, and a shelf covered in books and personal trinkets. A handsome rug covers the floor.

**DM Notes:**

**Traps:**

**Doors:**

* **S:** Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 5 / 6 - Laundry**

**Description (for players):** This 20' x 20' room is warm, damp and mildewy. A small circular well 5' across squats in the center of the room. There is a pully mounted in the ceiling above it, along with a long rope and bucket. A large 10' wide tub occupies the eastern half of the room. A small stone hearth occupies the western end, with a large stone slab hollowed at the center where a cauldron sits bubbling. Wooden drying frames surround the hearth with various clothing items hanging from them. There are wooden shelves on the wall with jars marked as lye, soapwart, fuller's earth, animal fat, chamber lye (urine), and vinegar. Other items hang from the walls including large wooden washing bats or dolly paddles, pumice stones, pounding stones, and dolls / powdering sticks (bundles of sticks or reeds tied together for gentler cleaning).

**DM Notes:**

**Traps:**

**Doors:**

* **N:** Simple Wooden Door (break DC 15; hard 5, 10 hp)
* **(secret doors):**

**Secrets/Clues:** Looking down, the well connects with the small circular well on the first level in the scullery, passing through it down to the well proper in the undercroft. The tub has drain holes at the bottom which can be plugged. The water drains from here downward into the drain for the scullery and on down into the underground sump.

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 7 – Grooms’ Quarters**

**Description (for players):** These are the modest quarters of the castle’s groomsmen, who are young lads tasked with managing the horses and carriages of guests. There are the basic accommodations: a set of bunk beds, a dresser, an end table, a wardrobe, a large chest, and a shelf covered in books and personal trinkets. A handsome rug covers the floor.

**DM Notes:**

**Traps:**

**Doors:**

* **N:** Simple Wooden Door (break DC 15; hard 5, 10 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 8 - ???**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **N:** Simple Wooden Door (break DC 15; hard 5, 10 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 9 - Refectory**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **E:** Simple Wooden Door (break DC 15; hard 5, 10 hp)
* **S:** Simple Wooden Door (break DC 15; hard 5, 10 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 10 - Hallway**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **E:** 2x Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 11 - Privies**

**Description (for players):** There are two small garderobes here, each roughly 10’ x 10’ in size. Within each is a bench fashioned with a hole and a wooden seat that is surprisingly warm to the touch and quite comfortable. A cleverly designed system of enchanted stone channels angles waste down a cleverly concealed chute. A soft glow comes from below, illuminating the small room. It hints something that cleanses the channels below and leaves no trace of the private business that is conducted here. In one corner sits a bowl of fragrant herbs, filling the room with a relaxing scent. There is a marble basin on one wall. A touch of the faucet on the basin produces clean water, which disappears along with any dirt it washes away. There is a small mirror on the opposite wall. Towels sit upon a shelf above the toilet, always dry and warm to the touch and which never seem to soil.

**DM Notes:**

**Traps:**

**Doors:**

* **W:** 2x Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 12 – Servants Quarters**

**Description (for players):** These are the modest quarters of the castle’s servants. It is furnished with two small beds, two dressers, two small wardrobes, two medium-sized chests, and a set of shelves covered in books and personal trinkets. A plain rug covers the floor.

**DM Notes:**

**Traps:**

**Doors:**

* **(all servants quarters): E:** 2x Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

12a –

12b –

12c –

12d –

12e –

12f –

12g –

12h –

12i –

12j –

12k –

12l –

**Room 13 – Pantler’s Quarters**

**Description (for players):** These are the modest quarters of the castle’s pantler, who is in charge of the castle’s pantry. There are the basic accommodations: a bed, a dresser, an end table, a wardrobe, a large chest, and a shelf covered in books and personal trinkets. A handsome rug covers the floor.

**DM Notes:**

**Traps:**

**Doors:**

* **E:** Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 14 – Cook’s Quarters**

**Description (for players):** These are the modest quarters of the castle’s head cook, who is in charge of the kitchen and its staff. There are the basic accommodations: a bed, a dresser, an end table, a wardrobe, a large chest, and a shelf covered in books and personal trinkets. A handsome rug covers the floor.

**DM Notes:**

**Traps:**

**Doors:**

* **W:** Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 15 – Baker’s Quarters**

**Description (for players):** These are the modest quarters of the castle’s baker, who is in charge of all baked goods served for the household. There are the basic accommodations: a bed, a dresser, an end table, a wardrobe, a large chest, and a shelf covered in books and personal trinkets. A handsome rug covers the floor.

**DM Notes:**

**Traps:**

**Doors:**

* **W:** Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**East Wing: 3rd Floor**

**Room 1 - Chapel**

**Description (for players):** This is the castle’s chapel, a large open space measuring 45’ x 65’. There are six pairs of worship benches with a central aisle leading to the west end of the room where a raised platform presides. An engraved wooden altar stands atop the platform, angelic creatures carved into the sides. Soft light of many colors streams in from stained glass windows on the side walls, each featuring scenes of men and women in armor battling fell creatures. Two small pots, one on each side of the altar, produce light clouds of sweet-smelling scent. There is a door on the west wall behind the altar, another to your left on the east wall. Also behind the altar, on either side, are curtains that seem to lead to the circular stairwells that feature on this end of the castle wing.

**DM Notes:**

**Traps:**

**Doors:**

* **E1 (entrance):** Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
* **E2 (to Sacristy):** Simple Wooden Door (break DC 15; hard 5, 10 hp)
* **W (to Reliquary):** Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 1a – Reliquary**

**Description (for players):** This is a closet 15’ wide and 5’ deep. A tall stained-glass window greets anyone entering this room. On either side of the room are shelves lined with purple cloth. An array of items lines the shelves, most of them antique or even ancient in appearance. Some are common items, such as gold cups and incense bowls, others are small weapons of unknown origin, and some still are seemingly random objects whose purpose is a mystery.

**DM Notes:**

**Traps:**

**Doors:**

* **E:** Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 2 – Sacristy**

**Description (for players):** This is a plain-looking room, measuring 20’ x 20’ with the far-right corner taken up by a curved wall from one of the castle’s circular towers. The remaining space here features racks holding sacred robes and vestments. There is a shelf with pots of incense and items used in religious ceremony.

**DM Notes:**

**Traps:**

**Doors:**

* **W:** Simple Wooden Door (break DC 15; hard 5, 10 hp)
* **(secret doors):**

**Secrets/Clues:** Religious items found here include:

* 24 Chalices - Silver and gold goblets used for Communion, enchanted with Purify Food and Drink
* 12 Patens – small silver plates used for passing holy items or foods
* Vestments – 8 robes worn by the chaplain and his assistants, made of fine linen but lacking adornment
* Thurible – censer for burning incense
* Candlesticks and Altar Candles – enchanted as an ever-burning torch, producing continual, heatless flames on command
* Candle Snuffer – tool used for extinguishing candles
* Altar cloths made of fine linen
* Missal – A large, ornate book containing prayers and passages
* Sanctus Bells – small bells rung during certain parts of the service
* Lavabo Bowl and Towel – used for ceremonial washing of the hands
* Chrismatory – set of small containers for holy oils

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 3 - Library**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **E:** Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
* **S:** Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 4 - Hallway**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **E:** 2x Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 5 - Privies**

**Description (for players):** There are two small garderobes here, each roughly 10’ x 10’ in size. Within each is a bench fashioned with a hole and a wooden seat that is surprisingly warm to the touch and quite comfortable. A cleverly designed system of enchanted stone channels angles waste down a cleverly concealed chute. A soft glow comes from below, illuminating the small room. It hints something that cleanses the channels below and leaves no trace of the private business that is conducted here. In one corner sits a bowl of fragrant herbs, filling the room with a relaxing scent. There is a marble basin on one wall. A touch of the faucet on the basin produces clean water, which disappears along with any dirt it washes away. There is a small mirror on the opposite wall. Towels sit upon a shelf above the toilet, always dry and warm to the touch and which never seem to soil.

**DM Notes:**

**Traps:**

**Doors:**

* **W:** Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 6 - Infirmary**

**Description (for players):** This is a large room, 25’ x 45’ in size, its walls surfaced in pale stone. There are tall windows along both sides, bathing the room in natural light. Along the far side of the room are six neatly arranged beds, each draped with crisp, white linens and soft woolen blankets. To your left is a small desk covered in scrolls and journals as well as a glass-fronted cabinet filled with potions and elixirs. To your right is a cabinet filled with herbs, medicinal plants, and supplies. A large, ornate wash basin made from porcelain sits in the southeast corner, with a small fountain above it that pours fresh, enchanted water (via **Create Water**) whenever needed. Next to it is a rack of towels enchanted with **Prestidigitation** to always be clean and dry.

**DM Notes:**

**Traps:**

**Doors:**

* **S:** Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 7 - Apothecary**

**Description (for players):** This 30’ x 20’ room is lined with shelves that bristle with jars, bottles, vials, and ceramic containers of every shape and size made of glass, copper and earthenware. Barrels and baskets are stacked in the corners. A peculiar smell hangs in the air, a mix of sulfur, alcohol, and the metallic aroma of iron. A long, worn table of oak stands at the center, where it appears a mix of alchemy and medicinal work is done. The table is covered in glass jars and flasks, tongs, crucibles, mortars and pestles, small oil pots and bellows, bowls of sand and ash, and carefully assembled alembics (two vessels connected by a tube, used for distillation of liquids). There is a small shelf of books and scrolls, with some of them left open to reveal stained pages on the table.

**DM Notes:**

**Traps:** Anyone lacking knowledge of alchemy, herbalism, or healing is at risk when rummaging through this room. For any vessel opened, there is a 10% chance the character will inhale something noxious, resulting in a Fortitude Save vs poison DC 18 with failure involving an array of effects. Anyone engaging the items on the table runs a 20% chance of starting a fire and a 10% chance of setting off a deadly explosion.

**Doors:**

* **E:** Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:** There are too many material ingredients in this room to list. If someone is looking for spell components, roll d100 and add the character’s INT modifier. The DC is 10 for every level of spell the components are for. (e.g. components for a 4th-level spell would be 40, with a roll of 37 + 4 = 41 meaning success). Any given container may hold ingredients worth from 10 gp to 1000 gp. A successful Search roll will locate specific ingredients if the character has the proper knowledge to identify them. Otherwise, it is random and, again, unskilled searches will run the risk of the traps listed above.

**Room 8 – Physician’s Quarters**

**Description (for players):** These are the modest quarters of the castle’s physician and apothecary, who is in charge of tending the sick and injured within the household. There are the basic accommodations: a bed, a dresser, an end table, a wardrobe, a large chest, and a shelf covered in books and personal trinkets. A handsome rug covers the floor.

**DM Notes:**

**Traps:**

**Doors:**

* **W:** Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 9 – Herald’s Chambers**

**Description (for players):** These are the modest quarters of the castle’s herald, who is tasked with maintaining records on the ruling family of the house as well as on all the families of noble blood in the land. There are the basic accommodations: a bed, a dresser, an end table, a wardrobe, a large chest, and a shelf covered in books and personal trinkets. A handsome rug covers the floor.

**DM Notes:**

**Traps:**

**Doors:**

* **E:** Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 10 - Scribe’s Room**

**Description (for players):** This the workplace of scribes. There are three large wooden desks covered in pages, scrolls, ink wells, and quills. Large maps cover one wall, showing various parts of the surrounding lands. Three large book cases swell with countless dusty tomes bound in leather. A shelf is lined with pots of pigment that create a rainbow of every color imaginable.

**DM Notes:**

**Traps:**

**Doors:**

* **W:** Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 11 – Muniment Room**

**Description (for players):**

**DM Notes:** Dust motes dance in the air of this 20’ x 25’ room. It is thick with the scent of aged parchment and leather here. Rough-hewn wooden shelves line the long walls, each groaning under the weight of bound ledgers, rolled maps, and ancient scrolls. Standing sentinel in the center of the room is a massive oak desk, its surface scarred with the ink stains of countless scribes. A brass lamp rests beside a crystal inkwell.

**Traps:**

**Doors:**

* **E:** Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
* **(secret doors):**

**Secrets/Clues:** Legend whispers that a single drop of ink from the well, imbued with the memories of all the documents it has touched, can reveal hidden truths on a blank page, its magic activated by a whispered question.

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 12 – Chaplain’s Chambers**

**Description (for players):** These are the modest quarters of the castle’s chaplain, who is tasked with the religious duties of the household and performing services in the chapel. There are the basic accommodations: a bed, a dresser, an end table, a wardrobe, a large chest, and a shelf covered in books and personal trinkets. A handsome rug covers the floor.

**DM Notes:**

**Traps:**

**Doors:**

* **W:** Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 13 – Clerks’ Chambers**

**Description (for players):** These are the modest quarters of the castle’s clerks, who serve under the chaplain and tend to the documents in the muniment room as well as work in the scribes room. There are the basic accommodations: two beds, dressers, end tables, wardrobes, large chests, and shelves covered in books and personal trinkets. A handsome rug covers the floor.

**DM Notes:**

**Traps:**

**Doors:**

* **W:** Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**East Wing: 4th Floor**

**Room 1 – Linens Closet**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **E:** Simple Wooden Door (break DC 15; hard 5, 10 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 2 – Guest Room**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **S:** Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 3 – Guest Room**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **N:** Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 4 – Guest Room**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **N:** Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 5 – Parlor and Chamber of Minstrels**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **E:** Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
* **S:** Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 6 - Hallway**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **E:** 2x Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 7 - Privies**

**Description (for players):** There are two small garderobes here, each roughly 10’ x 10’ in size. Within each is a bench fashioned with a hole and a wooden seat that is surprisingly warm to the touch and quite comfortable. A cleverly designed system of enchanted stone channels angles waste down a cleverly concealed chute. A soft glow comes from below, illuminating the small room. It hints something that cleanses the channels below and leaves no trace of the private business that is conducted here. In one corner sits a bowl of fragrant herbs, filling the room with a relaxing scent. There is a marble basin on one wall. A touch of the faucet on the basin produces clean water, which disappears along with any dirt it washes away. There is a small mirror on the opposite wall. Towels sit upon a shelf above the toilet, always dry and warm to the touch and which never seem to soil.

**DM Notes:**

**Traps:**

**Doors:**

* **W:** 2x Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 8 – Master Guest Bedchambers**

**Description (for players):** Here you find the master guest chambers, appointed with luxury befitting a king or queen if they were to visit.

Dominating the room is a four-poster bed fit for royalty. Its frame is carved from dark mahogany, each post topped with a delicately sculpted griffin. The thick mattress is encased in plush velvet of a deep amethyst, shimmering threads spun from moonstone, their cool touch adapting to the guest's body.

**DM Notes:**

**Traps:**

**Doors:**

* **S:** 3x Locked Good Wooden Doors, one to the wardrobe, one the entrance, and one to a large bathroom (Open Lock DC 40, break DC 18; hard 5, 15 hp)
* **(secret doors):** secret entrance into the Keep

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 9 – Master Guest Room Wardrobe**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **N:** Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 10 – Master Guest Room Bath**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **N:** Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 11 – Guest Room**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **E:** Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Room 12 – Guest Room**

**Description (for players):**

**DM Notes:**

**Traps:**

**Doors:**

* **W:** Locked Good Wooden Door (Open Lock DC 40, break DC 18; hard 5, 15 hp)
* **(secret doors):**

**Secrets/Clues:**

**Monsters / Creatures / NPC’s:**

**Treasure:**

**Outer Bailey**

The inner bailey of the castle contains the castle itself as well as the keep and great hall and a few other buildings. The outer bailey has several small buildings that house workshops and workers in service of the castle and grounds.

1. Keep
2. Castle West Wing
3. Great Hall
4. Castle East Wing
5. Castle Inner Gate
6. Wizard's Tower
7. Mews
8. Herb Garden
9. Kennel
10. Stables
11. Chapel
12. Inner Gatehouse
13. Outer Gatehouse
14. Journeyman's Shed
15. Millhouse
16. Carriage House
17. Mason's Workshop
18. Smithy
19. Cooper's Workshop
20. Cordwainer’s Workshop
21. Carpenter's Workshop
22. Tailor's Workshop
23. Gardener's Workshop
24. Leatherworker's Shop
25. Lavender / Wash House
26. A
27. A
28. A
29. A
30. Soaphouse
31. Wood Shed
32. Brewery
33. Outer Yard
34. Butcher
35. Swineherd