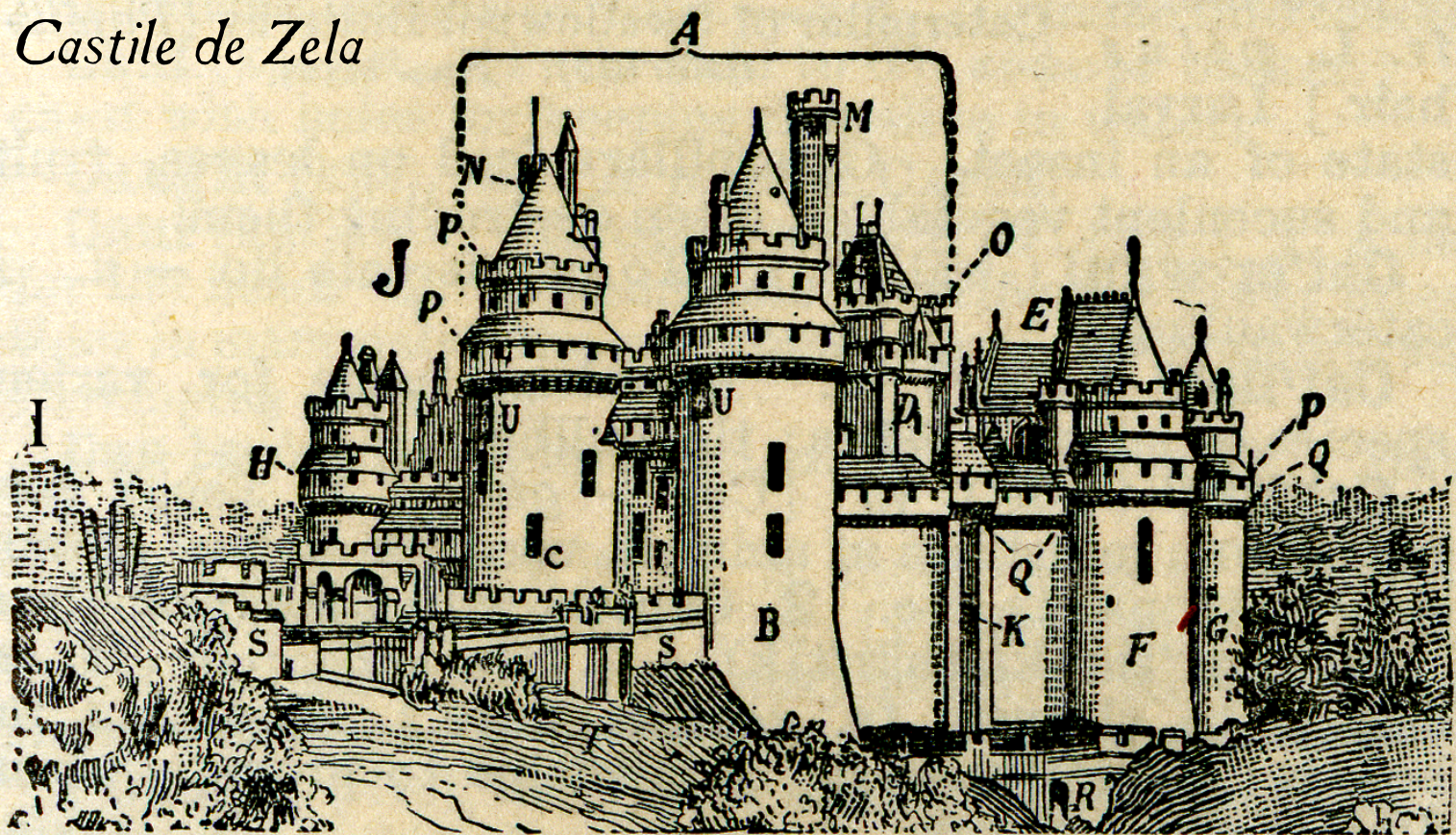


Castile de Zela



Wandering Monsters

1: The Janitor (See F) 2: Junior Barke (See S) 3: Zombies 4: Mercenaries exploring the castle 5: *Strange sounds* 6: [Enchanted statue](#)

Strange Sounds

1: Clicking 2: Rasping 3: Grinding 4: Clanking 5: Thumping 6: Whining 7: Moaning 8: Whistling

Room Key

- A:** Any characters that die within this area of the castle have a chance to return as either **zombies** or **wraiths**.
- B:** Deep within this tower, **Simona Pardo de Zela**, a **medusa sorceress** bides her time and awaits the arrival of a suitable lover.
- C:** A gallery of enchanted paintings and **animated statues** is contained within this tower.
- D:** Secreted in this chamber is a **magical orb**. When touched it grows larger while the victim grows smaller. Who knows what reverses the effect...
- E:** A lonely bell tower sits atop this abandoned temple. Ringing the bell doesn't cause the characteristic peal, instead it **silences** all magic within the castle for a time.
- F:** **Albert Friedcake**, a caretaker and janitor, dwells within this tower. Albert is, regrettably, undead, but he doesn't know it. He works tirelessly to keep the castle clean. He will react poorly to adventurers who make a mess (combat, etc.)
- G:** An arcane library and museum of preserved animal specimens.
- H:** A monastery is contained within three levels of this short tower. The lower floor shows signs of being inhabited by wild animals. The uppermost floor is sealed with magic and wax markings. Opening the chamber risks offending a powerful knightly order's code of honour. Hope you can breach plate armour!
- I:** The haunted woods of Puulain. The mercenaries camp in this area and they use the haunted legend to full effect.
- J:** Use of magic in the towers nearby risks being **curse**d. There is a chance that each party member will be deprived of one random sense for several hours.
- K:** Protected behind a meteoric iron door is a massive **Fundamental Cataclysm Projector**, emplaced to protect the castle from siege.
- Whether it operates on its own is anybody's guess...
- M:** Secreted away, high in this abandoned tower, protected by wards and a **stone golem** in the shape of a **chimera**, is the **Brass Gauntlet of Al Naar**, a left-hand-shaped cage of brass wire, each of the five fingers pointed with a stinger, a brass bee worked into the back of the hand. Each open-handed hit delivers a dose of poison but the stinger and its poison remain in the wound.
- N:** A crystal case holds a shiny silver horn. Winding the horn will attract the unwanted attention of the **abominable Eremitic juggernaut**, a massive goat/bear/bovine thing that takes castles as habitation, in the manner of a hermit crab. The beast will arrive within the month from planes beyond...
- O:** The corpse of a dead thief with a **rope of climbing**.
- P:** The roofs of these towers appear to be made of golden shingles. Whether they are solid or plate remains to be determined.
- Q:** **Gargoyles** dwell in niches high on the castle walls. They are very interested in horseflesh.
- R:** Strong iron bars block this subterranean passage into the bowels of the castle. **Vermin** and **slimes** swarm in the maze-like tunnels below.
- S:** Lying in wait around the castle perimeter is a significant band of mercenaries. They await the departure of successful adventurers in hopes of taking their loot and quite possibly their lives. **Darrin Everett**, a **werebear**, is the leader of the band. He can be appeased with a magic ring. A junior member of the band, Barke, has gotten lost in the castle. If found and helped by the party, he may alert them to an ambush.
- T:** An **ankheg** has a tunnel lair in this area.
- U:** The spectral image of a woman can sometimes be seen gazing out of these high windows at dawn and dusk. She blots her eyes with a kerchief and walks away.

Template created by Chgowiz (chgowiz@gmail.com) <http://oldguyrpg.blogspot.com>

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