

"You seek to free this village from its cursed affliction? Hear me out young one, to free the Lord from his demonic possession, you need to seek out Lady Lydia and fetch her five artifacts. Do you have what it takes to cross the drawbridge, step into the timeless void and enter..."

The Cursed Ruins of Graxx Inxomnitrix

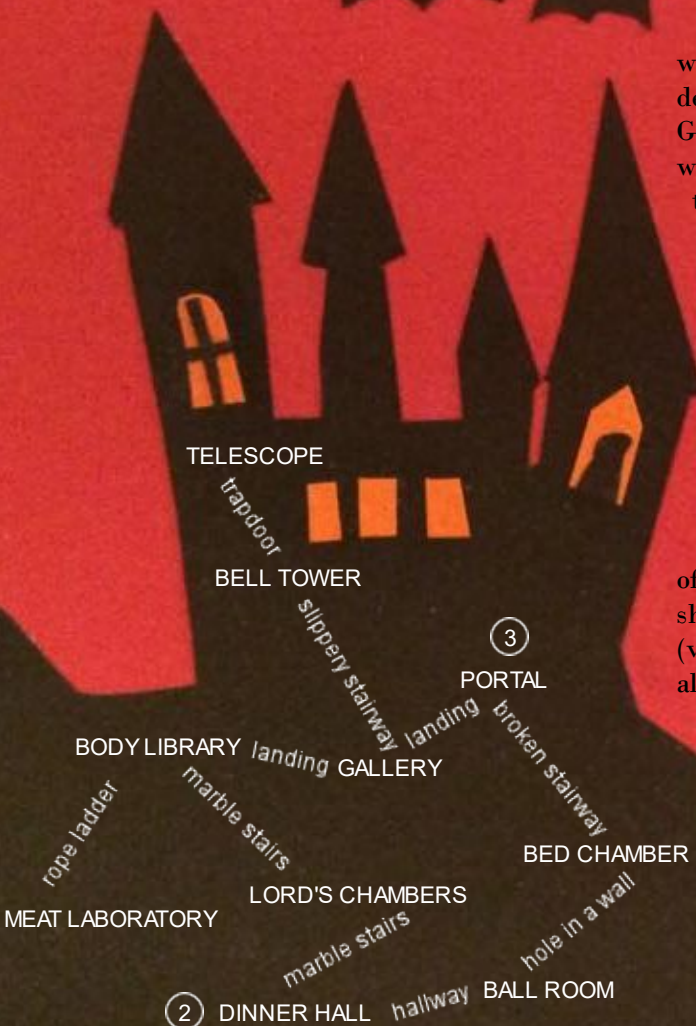
What might pass (1d6):

1. Craven gargoyles
2. A room shifts place
3. Laughing leprechaun with invisibility powder
4. Mad ghost, knows of hidden treasure
5. The Surgeon, looking for bodies
6. A group of lost adventurers

Inhabitants are evil but will act in self-interest and keep their word.

Castle doesn't comply with space-time rules, and areas may well overlap.

Players start at ①



ARCHERY RANGE Straw men impaled by (magic) arrows. PCs that hit the targets will get [the phantom emerald]. Pulsating purple berries grow on bushes here, healing effect if eaten.

BALL ROOM Majestic ballroom with frescoes. Princess dances by herself. She has strong psionic powers (telekinesis, illusions, suggestion) and has the [ivory comb].

BATH HOUSE Wooden building. Hot fumes inside, like a sauna. Metal will corrode fast. On a shelf is two jade statues and a [jade bowl of salt].

BED CHAMBER Lady Lydia will ask the PCs to destroy the demon that has possessed Lord Graxx's body. If they accept, she will grant them all spells back, and tell them five [artifacts] are needed.

BELL TOWER Gargoyles live here, guarding sacks of coin.

BODY LIBRARY Several androgynous bodies with books in cavities. Some of them move. Books contain lots of spells. [The book of stains] is here.

CASTLE DOORS Stuck, but can be picked or forced.

COUNT OLAF STATUE Statue of an old bearded nobleman with shining sword. Sword is magic (vampiric), but the statue will come alive and fight for it.

COURTYARD A fog shrouded place where dire wolves and killer birds roam.

DINNER HALL Seven ghouls dressed as staff, setting tables and feeding on half a human body. Lots of fine silverware

FOUNTAIN Tentacles will lash out and slam anyone getting near. Anyone hit risks being dragged into the water and eventually drown.

GALLERY Lined with silver candelabra. The Housekeeper, an ancient ghoul, keeps the place clean. Five beautiful gloomy paintings showing the archery range, ball room, bath house, body library and the lord's chambers.

LORD'S CHAMBERS Lord Graxx will talk, eventually attack. After he is slain, the demon Inxomnitrix will show its true form and flee to the Portal. [The Lord's carpet] is here.

MEAT LAB - home of The Surgeon, a tall gaunt man who treats bodies with ailments, sometimes successfully.

OUTHOUSE The Gardener lives here. He is a bloated ogre, twice as tough but stupid, and moves really slow. Explodes in green nauseous cloud upon death. He has keys to all rooms on a hook in his house.

PORTAL A rip in space time, surrounded by thorny algae, making loud growling noise. Three of the five [artifacts] are needed to close the gate. The demon Inxomnitrix fights with barbed whip/fiery breath.

TELESCOPE First PC to gaze into the timeless void will earn one level of experience, but be forever changed by it.

Players exit at ③