

Secret of Blackheart Tower

1. The Kitchens

Animated Broom with arms.
Sweeps, boils water and other menial tasks.
Ignores intruders. If destroyed, splits into 1D20 new Animated Brooms unless destroyed by fire. If wielded, the Animated Broom counts as a Magical Weapon.

2. The Library

Bookcases loaded with dusty books, cobwebs, dust and crockery.
The Diary of Lord Lockley Levee indicates the secret of Sir Dunstan, but it is guarded by the ghost of Wimple Weaver, a spinster librarian who wields an iron-shod feather duster.
Can only be harmed by a Magical Weapon.

Sir Dunstan the Blackheart
Roams Blackheart Tower

Often Throws intruders into furniture
and out windows to relieve the boredom
of unlife.

3. The Observatory

A large telescope, table of books on astronomy and the green glass statue of Lady Dellia.

All wounds instantly healed by his Black Carapace Armor.

She is the wife of Sir Dunstan the Blackheart.

Will serve those who hold the Blackheart.

When he fell to evil she turned into a statue of greenglass.
She can be brought back to life by the music of a Music Box Sir Dunstan once gave to her. Perhaps he will still listen to her.

4. The Pantry

Sacks of old flour and onion-loaded rafters.
Mice hide in the cupboards, hunted by a big orange tabby cat. Glintwhisker the Eldermouse asks you to get rid of the cat forever. In exchange, they will give you Lady Dellia's Music Box.

5. The Forge

Smith's workshop strewn with tools and iron beaten into crude hearts and crowns.
A rough iron statue of Lady Dellia stands here, lacking an arm and a heart.
If it hears the music box it turns into Lady Dellia, but is cruel as the original is kind, unless given a heart.

6. The Basement

Barrels of wine, kegs of beer and coal sacks.
Rats are watching a fight to the death in an empty keg between an old rat and a big centipede. They invite visitors to watch, and ask them to bring a mouse to battle in the arena. If they do, the visitors will be told the location of any one thing in the entire tower. If startled, the rats hide in holes and refuse to come out for an entire day.

7. The Hearth

In a stately hall stands a massive fireplace where a Fire Elemental named Scorchsplinter lies chained. It craves Something flammable to eat, so that it may grow strong. If fed wood, it will be friendly and tell visitors all it knows, but as it is always here in the hall, it will lie to gain their trust. If fed enough coal, it will melt its chains and try to escape the tower in a blazing inferno. Shoots fire if confronted.

8. The Treacherous Stair

5 story flight of stairs twisting upwards.
At the top is a great brass bell. The attic trapdoor is set in the ceiling.
However, all the stairs are slick with grease, as someone left an Everleaking Jar at the top of the stair. Grotesque statues and busts of the castle's inhabitants lurk in niches carved into the wall, waiting to spook visitors when torchlight illuminates them.
If the bell is rang, Sir Dunstan races to the stairs, to prevent anyone from getting his Blackheart.

9. Attic

Amid moth-eaten banners, rusted trumpets and sacks of old clothes, lies a oaken chest. And within that chest beats the Black Heart. Stabbing or crushing it kills Sir Dunstan.