

# THE VACANT CHATEAUX

by Philipp Hajek – Thank you for playing Alena, Sir Lucas, Nethmund and Seraphine Rohen Girdleboffin



Hobgoblins have been attacking merchants and farmsteads. Their hideout a vacant chateaux.

**Rumors:** (1) "Be cautious a vampire lives there!" (F) (2) "Heard a tree fell right on the chateaux." (T) (3) "I found my field burnt by some beast that left paw marks!" (T) (4) "You know - who wakes up at the chateaux at midday can get from poor to rich." (T)

**Weather.** (1) rainy, (2) windy, (3) foggy, (4) fair;

On the way to the chateaux the party encounters two hobgoblins. Following their tracks leads them to a rowboat near the chateaux. **Treasure.** Two gold rings and 3 chickens.

**The chateaux** sits in a small lake of roughly 300 ft. on all sides. To the east and south it lies 30 ft. off shore and any windows facing these sides are arrow slits. Apart from the stable all surrounding buildings are stone. It is assumed that all rooms are 10 ft. high and have no light source other than windows.

**1 Bridge.** A 10 ft. wide stone bridge spans the moat 5 ft. above water. The crest of the family this chateaux once belonged (azure, quarterly vert, over a fess argent a cherub's head gules) is embedded on the 14 ft. high gate. The Gate has battlements including merlons of additional 2 ft. Its 10 ft. high double wooden doors are halfway open but stuck leaving only a 3 ft. wide gap open. The doors edges are charred.

**2 Courtyard.** The courtyard is roughly 30 by 30 ft. wide and empty but for some barrels. To the north lies the donjon without any visible entrance, east is the stable, south the servants' house and the bridge and to the west lies the great hall which door is 5 ft. above ground. One could reach it via a charred wooden staircase but any weight exceeding 150 lb. destroys it. The hobgoblins in (5) will only fire arrows if a PC attempts to enter the great hall. The party also alerts the hellhound in (3) if not stealthy.

**3 Servants' house.** This is a two story building (24 ft.) with a parapet roof and merlons of additional 2 ft. On the second floor there are exits to the battlements (north and west) as well as a trapdoor to the roof. **Inside.** (bunk beds, leaking roof, worn out door knobs) During day a hellhound guards the courtyard. There is a 70% chance that it is absent at night. **Treasure.** The hellhound wears an iron collar with a red zircon. During midday light from a drill hole to the south falls on a loose stone with a cache containing an agate goblet.

**4 Stable.** (made of wood, open to the courtyard, in bad repair) Battlements run atop the stable with merlons of additional 2 ft. A large tree cut by beavers fell on the wall here (14 ft. high) making it possible to cross the lake to the shore.

**5 Great hall.** This is a two story building (30 ft. high) it has a balcony on its west side which is supported by two 15 ft. high columns standing on a platform. From there stairs are going into the water and up to the first floor. **First floor.** (dining hall, foyer, barricaded windows to the west) Four exits east (locked), west, up and down. Three hobgoblins keep watch to the south. Intruders are observed whilst one of them alerts the two lieutenants in the tower. **Cellar.** (kitchen, larder, rusty pots) Small windows at 7 ft. height prevent rising water from getting in but they couldn't stop the water coming from the tower

north-east where mold sprouts on a hidden door. A hobgoblin is ordering a beaverfolk to cook. **Second floor.** (master bedroom, squeaking floor, bat guano) Three exits west, down and north-east to the donjon. The rooms on this floor are 15 ft. high. A chest (empty) sits in the middle of a large carpet. Bats are sleeping here during day.

**6 Donjon.** This is a round four story building (50 ft. high) a spiral staircase (5 ft. wide steps) connects its floors. **Cellar.** (cells, 1 ft. high water, debris) Something big escaped here leaving a hole to the north through which two beaverfolk searching their lost kin have come in. They have not yet found the hidden door to the great hall. The fourth step from down triggers an alarm horn audible throughout the donjon and a portcullis (900 lb) falls down. **First floor.** (toilet, junk furniture, yellowed paintings) A hobgoblin rummaging. **Second floor.** (bedrooms, fireplace, clean) Two hobgoblin lieutenants hold watch over their permanently unconscious captain whilst one hobgoblin guards the staircase and a door to the great hall. **Treasure.** A chest  $\frac{3}{4}$  full with stolen goods (coins, gems and jewelry) **Third floor.** (library, armchair, old book smell) Arcane symbols are drawn halfway from this room. If at any point a third creature enters this room it is teleported outside the donjon 25 ft. above ground. Trying to remove the symbols has the same effect. **Fourth floor.** (bubbling, wizard study, rainwater bucket) This room is 15 ft. high. Vix an evil wizard (black hair, cold eyes, scratchy voice) wants the hobgoblins gone and thus summoned the hellhound with beaverfolk souls which they occasionally sign (unknowingly) for small favours.

**The hobgoblins** goals are to get money - to pay the wizard - to heal their captain. Because the lieutenants are equally strong they want to duel their weakened captain for rank without running the risk from runner ups doing the same. **Names:** Argaf, Drokrug, Flazug, Glavruz, Hrolal, Kvarur, Nuzol, Okzarg, Shudwack, Uzward, Zroflur;

**Beaverfolk names:** Chubbs, Mapel, Nippers;

**Harder.** More hobgoblins with better equipment plus goblins. Now the hellhound has two heads. **Easier.** Change all normal hobgoblins to goblins. The hellhound doesn't breath fire.

