

Castle "Caldwell"/ Old Antilles Castle V2

I always liked the B10 "*Night's Dark Terror*" module but felt there should have been another adventure leading up to it. After looking at "*Castle Caldwell*" from B1-B9 I made a few changes to make it an adventure seed of sorts into B10.

AC 940

Merrick Halaran born. His father, Antillius "Antilles" Halaran begins the construction of Antilles Castle, five miles west of Threshold. This is the castle that later will be bought by Clifton Caldwell and known as Caldwell Castle.

AC 970

Duke Stefan Karamaikos III of Machetos assumes control of Traladara, making it a Grand Duchy independent of Thyatis, and renaming it Karamaikos.

Aleena and Anielle Halaran born. They are the daughters of Merrik Halaran. When Merrik dies, the twins are adopted by their uncle, Bishop Sherlane Halaran. (K:KoA)

After Merrik's death the keep was too far from populated areas for the Duke or Patriarch to justify garrisoning (the region no longer posed a threat of insurrection). It eventually fell into some disrepair and was frequented by wandering monsters, bandits and those fleeing justice. The Iron Ring took notice of it and began using it as a safe house for their northern operations as it was abandoned and just far enough away from the main roads and towns to avoid scrutiny.

1000 Gazetteer Era

Clifton Caldwell, a Threshold Merchant buys Antilles Castle, which lays about 5 miles west of Threshold.

Part I Changes

Guard Room #2: The goblins in this room are deserters from the Viper (Jaggadash) tribe (B10 *Nights Dark Terror*). They are under the tentative command of Thalia but their morale is very low. If fighting starts going against them (loss of half of all hit points or 1 death) they will attempt to flee to room #16 Bedroom, alerting room #11 chapel on the way if not being actively pursued.

Bedroom #3, 4, and 5: The traders are resting here until they are sent to pick up supplies. They don't know who Thalia works for but suspect she is not the one in charge of the organization. They will defend themselves if attacked but will not fight to the death

and will surrender if the fight goes against them. They only know they were hired to pick up and bring back foodstuffs and supplies as needed.

Room #11: Increase lvl 2-3; the cleric Thalia is the “caretaker” of the castle. An orphan from Specularum, she fled the city and discovered an old corrupted altar where she had a vision of Leptar. She was offered clerical power in return for service which she agreed to. At her patron’s prompting, she joined the Iron Ring where she met Galthor (B10 *Nights Dark Terror*). After assisting Galthor in an assassination which then resulted in Galthor’s promotion, Thalia was sent to take charge of Castle Caldwell as her reward (Galthor also wanted her away from any suspicion of involvement in the murder) She bears the tattoo markings on her forearm (which she keeps covered) of the Iron Ring. While she is not fanatically loyal to the Iron Ring, she will not willingly betray knowledge of them.

When first encountering the PCs she will attempt to lead them in worship if they do not attack. Thalia will then find an excuse of having to leave the room to gather some religious item she forgot and will ask the PCs to wait in the chapel (any cleric will realize something is amiss). She will go to room #16 Bedroom and have the goblins accompany her to room #15 Bedroom. It will take 2 turns to coerce and threaten the Bandits to accompany her back to #11 Chapel to fight the PCs. She will attempt to capture the PCs instead of killing them to find out who sent them and why. If captured, they will be sent as slaves to the Black Eagle Barony (*the Great Escape*). If the PCs have already beaten or killed the bandits and goblins when they meet her, Thalia will flee the castle and report back to the Iron Ring.

In Thalia’s personnel belongings are letters, which do not directly implicate the Iron Ring, but would be of interest to Sergeant Arthol of the Threshold guard. Galthor’s name is mentioned in the papers.

Store room #15: The bandits are associated with the Iron Ring but are not members. They are often used as expendable muscle during slaver operations. The bandits will flee if it appears they will not win the fight or if Thalia is killed.

Also in the room is a note stating there is a mercenary captain named Merkul in Stallanford paying good money for those willing to fight (B10 *King’s Festival*; B11 *Queen’s harvest*). If the PCs travel to Stallanford and ask around, there was a man named Merkul who was offering to hire fighters but after a week he left the area heading north due to little interest in his offer.

Bedroom #16: (Use Goblins instead of Kobolds) Same as Guard Room #2 goblins, however these have been attempting to train the wolves in #31 (with mixed results). If they have been joined by goblins from room #2 they will be waiting for the

PCs ready to attack; unless Thalia drags them with her to room #15, then to confront the PCs.

Part II

Galthor was planning on using Castle Caldwell as his base of operations while searching for the tapestries; He sealed the lower dungeon to protect his future researches. The Doppelganger accidentally wandered in through the secret entrance, but is hanging around to see what happens.

Magic-user Lair #2: The mages work for Galthor and have been instructed to prepare the dungeon below the castle to research and study the relics recovered from Hutaaken ruins – increase the mages to lvl 2-3. They both have Iron Ring Tattoos.

Room #4: The berserkers were hired to protect the dungeon but have grown complacent as they know they are locked in. They no longer patrol the lower levels. If they hear commotion there is a 50% they will send two of their number to investigate.