

# The Revelry at Pickett Castle

by Cirsova

## Castle Demesne

Mixed with the howls of wolves and the occasional scream, strange music can be heard coming from the ruined castle on the hill, and lights can be seen flickering in the windows. Encounter 1d4 *Zombies* or 1d2 *Ghouls* every 2 turns on road. Random Encounter on a 1(1d6) if avoiding the road.

## 1. Bridge to the Castle

This stone bridge crosses a deep ravine that surrounds the castle. The doors to the main hall are wide open, and strange music and revelry can be heard within. Players may notice a narrow ledge leading eastward. Players following this ledge will find a window to the Laboratory. Falling from the bridge or ledge will cause 10d6 falling damage. See "Random Encounters" for "guests" arriving from the forest via the Bridge.

## 2. Main Hall

Bizarre music is blaring in the Main Hall. A wild assortment of monstrous undead are shuffling about to the rhythm. In the northwest corner of the Hall, a *Lycanthrope*, *Werewolf* attends a table with two over-sized Victrola (5,000gp each). Behind the table is a crate with 20d20 records(10gp each). A *Flesh Golem* is swaying back and forth near the table. On the opposite side of the hall, "refreshments" (hunks of flesh on paper plates and Dixie cups of blood) are being served at a table by a *Zombie*.

20 *Zombies*, 6 *Ghouls*, + any additional arrivals are in the Main Hall. 2 *Vampires* are working the room.

None of the monsters will attack unless attacked first or the music stops for more than 1 turn. If the music stops, the *Flesh Golem* will flip the table with the Victrolas (possibly destroying them), then the refreshment table before attacking indiscriminately. *Flesh Golem* will always flee from fire.

If the players do not immediately interrupt the party and have not entered the Laboratory from the window, Boris will appear from the Laboratory and beckon the party to join him in the lab.

## 3. Laboratory

This room is filled with all sorts of strange alchemical equipment, bubbling flasks, Jacob's Ladders, a wooden rack with restraints, and two giant Tesla Coils. There are two *Ghouls* in a corner repeatedly grasping a Jacob's Ladder. They will not attack unless disturbed.

A frantic looking man in a white coat will introduce himself as Boris and explain that monsters have taken over his castle. While he didn't mind the novelty at first, they've become something of a nuisance and more keep showing up. Plus, they've chained his assistant to the ruined terrace. Boris offers concoct a potion of choice for each player on top of 8,000 gold to remove the unwanted guests from the premises.

## 4. West Guest Bedroom

Two *Ghouls* are sitting on the bed making out. Upon the players entering, one asks "Do you mind?" If the players do not immediately leave, both *Ghouls* will attack.

## 5. Master Bedroom

The bed is covered in blood. There are a few red-stained Dixie cups on the floor. There are also several bookshelves containing dozens of books on Biology, Anatomy, Electricity, and Theology. The key to the chains binding Boris's assistant can be found on the bed table.

## 6. East Guest Bedroom

5 *Zombies* are sitting on the bed, passing a doob. They will not attack, but will offer the players a hit. Anyone accepting the offer must save vs. poison or take 2d10 damage. If the character survives or makes a successful save, a *Zombie* will offer to high five them. If attacked, the *Zombies* will complain with loud groans and go back to the Main Hall.

## 7. Ruined Terrace

This stone terrace looks out onto the ravine and offers a lovely view of the full moon. Boris's assistant, thrashing and groaning, is chained to the castle wall just outside the Main Hall. Anything falling, or pushed, from the terrace into the ravine will take 10d6 falling damage.

## Random Encounters

Roll d6

- 1 - 1-2 Ghouls
- 2-4 - 1-4 Zombies
- 5-6 - 1-6 Wolves

Random Encounters do not occur on the Bridge or within the Castle, however each turn that music is still playing in the Main hall, roll to see whether 1d4 *Zombies* or 1d2 *Ghouls* arrive in the Main Hall from across the Bridge as long as the music is playing. A roll of 5 or 6 indicates that no new "guests" arrive that turn.

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