

Find a castle. Roll on the following chart for specifics:

%Roll: Castle specifics:

01-20: Abandoned. This castle is considered as one of the following structures when rolling for encounters within:

%Roll: Structure types:

01-10: Crypt

11-65: Dungeon

66-85: Labyrinth

86-00: Tomb

21-40: Cursed.

A castle has been discovered, surrounded by a small thriving, multi-cultural, city. Any who enter unknowingly take the risk of walking into its trap, for once the main structure of the castle itself has been entered, it cannot be exited until the curse upon it has been broken. The ruler of the castle is a just king, who commands a small, yet strong, military. Most of the inhabitants of the city (all but the few travelers who enter therein), and all who dwell within the castle itself, unwittingly play a role in the terrible curse that overpowers the castle. All residents ignorantly play a part in a convincing manner as each live what appears to be a normal life. In the process of time, those once trapped within that castle have perished, and now ignorantly aid the never-ending curse in its unending course.

The curse does not merely keep all who enter within the confines of the castle. At the next rising of the new moon, at the stroke of midnight, all the inhabitants of the castle will slowly fade away to be replaced by ravenous creatures, all of which will appear within the bottom-most level of the castle. Snarls and cries will alert those who are trapped to impending danger. A vicious hunt will then commence for those unlucky enough to have fallen prey to the curse of this castle.

**Breaking the curse:** Destroy all the hunters. If successful, the trapped will be free to leave the castle. The only form of reward for defeating each creature will be experience-points. No form of treasure will be found as these creatures are defeated (they will simply fade away).

When the new moon rises, roll for one random creature from the dungeon setting of the region the castle is discovered within. Only the following classes of creatures will be encountered: Animated, Enchanted, Fiend, Monster, Organic, Undead.

41-60: Hidden.

This castle has been built to be hidden from mankind. The inhabitants of this castle are animals, and are sentient beings.

61-80: Timestance.

Time stands still in this castle. It can be found as an abandoned structure, or populated (50/50 chance).

81-00: Undead.

This is an Undead Castle, which spawns 1-D10 random undead per moon (30 days). Roll all undead from the Crypt and Tomb setting in the region you have found this castle, alternating between the two charts with each undead rolled for (start by rolling up the first undead from the Crypt setting).