



# Dark Chateau

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## Approaching the Manse

The location for the manse on the City of Yggsburgh environs map is anywhere north along the Old Castle Track between the Menhir Hills Road and Castle Zagyg, the chateau being about two miles off the main track on a much overgrown and now barely discernable cart path that snakes between the hills.

The immediate area about the mansion is wooded and hilly. The manse is sequestered therein, in a grassy vale just before a ridge line of hills to the north. The site was chosen for its seclusion and it is not possible to see the chateau itself at ground-level until an observer is within at least one hundred yards of it. If the characters opt to observe it from a greater height, they will see it sooner, but even then the hills nearest to the mansion, which have the highest summits, allow for spotting to be done no closer than 300 yards away under the best of circumstances (unless magic is employed, of course).

From a distance the characters see a three-story mansion with a garden, gazebo, stables and various smaller structures such as sheds and pens around it. The grounds have been planted with a variety of trees and a well-worn riding path proceeds to the north and away from the manse. There is what appears to be a shallow pond just north of the gazebo, which must be fed by the many small run-offs from the nearby hills. The main entrance into the manse appears to be directly on its south side, right near the stables.

## Wandering Encounters

The Castle Keeper may choose to place his or her own random encounters in the manse. There are no random encounters on the 2<sup>nd</sup> Floor or in the Attic. Most encounters will be outside, on the main-floor and in basement. The Well Caverns level has specific notes regarding wandering snakes there, but otherwise no wandering monsters should occur on that level.

Roll a d10 for a wandering encounter every eight hour period that the party spends here. A 10 indicates an encounter. Roll for its entry point area thereafter by using a d6, then for its type by rolling another d10. Finally, roll a d6 for the type of activity it is going to take.

Be sensible in arranging each encounter. If the characters are outside, decide a direction that the encounter proceeds from in arriving at the indicated entry point. If the characters are encountered before then, the encounter occurs outside instead, etc. Also note that encounters will leave their initial entry area 5-30 minutes after arrival and do something. The final chart provides a guideline for that.



Peter Bradley 2005