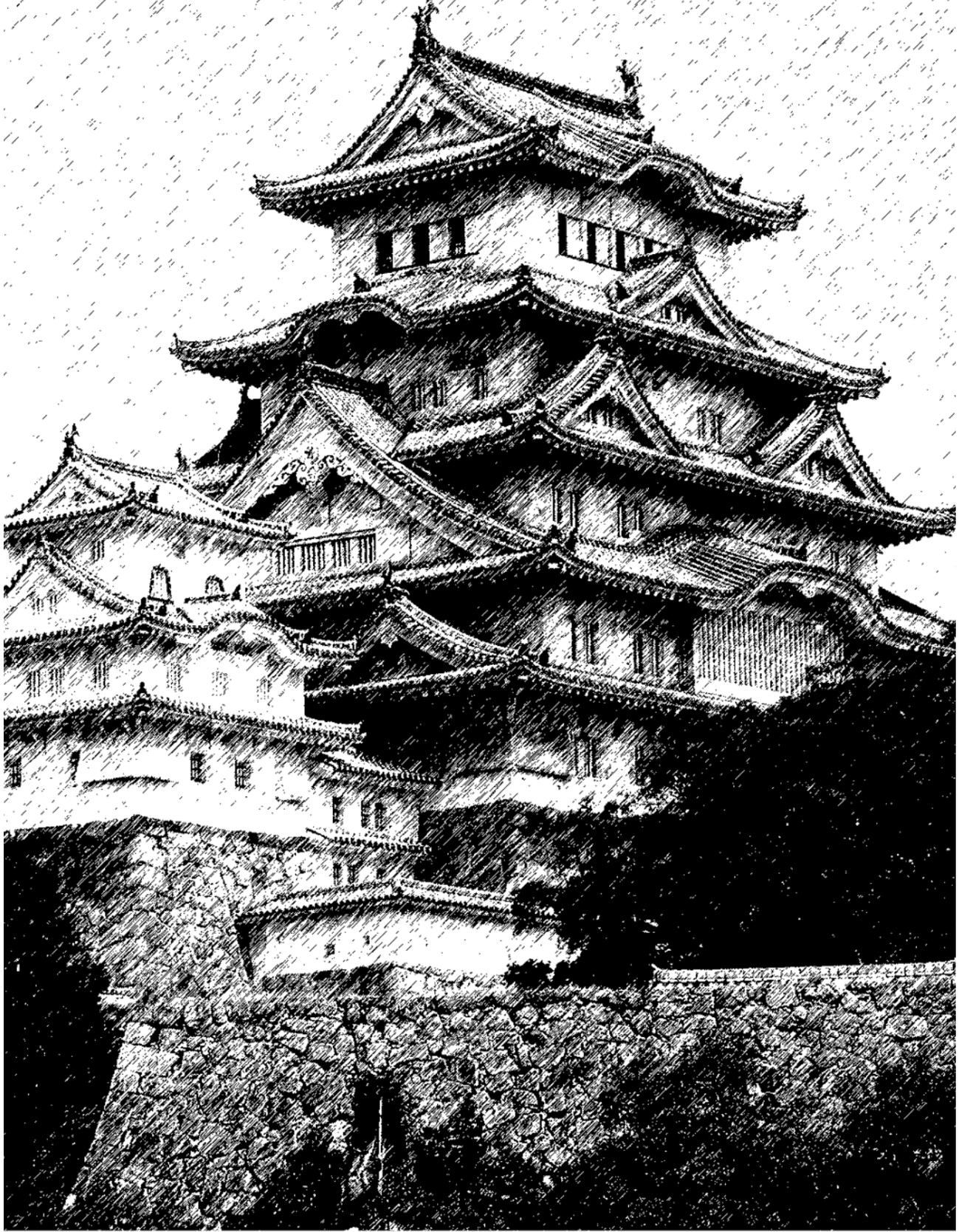


KATSUSHIRO'S CASTLE

LEVEL 1



A RUINS & RONIN MEGA-DUNGEON

BY MIKE DAVISON

SWORD+1 PRODUCTIONS

©2009 MIKE DAVISON

BACKGROUND

For over 200 years, the Mad Shugenja Katsushiro ruled over the western mountain valley and its people. He conducted strange experiments on the local inhabitants and twisted them for his cruel purposes. They dug out his vast underground crypts and laboratories, and quarried the stone used to build his extensive castle. Many foul and dangerous beasts came to serve under this wicked master, further terrorizing the local populace.

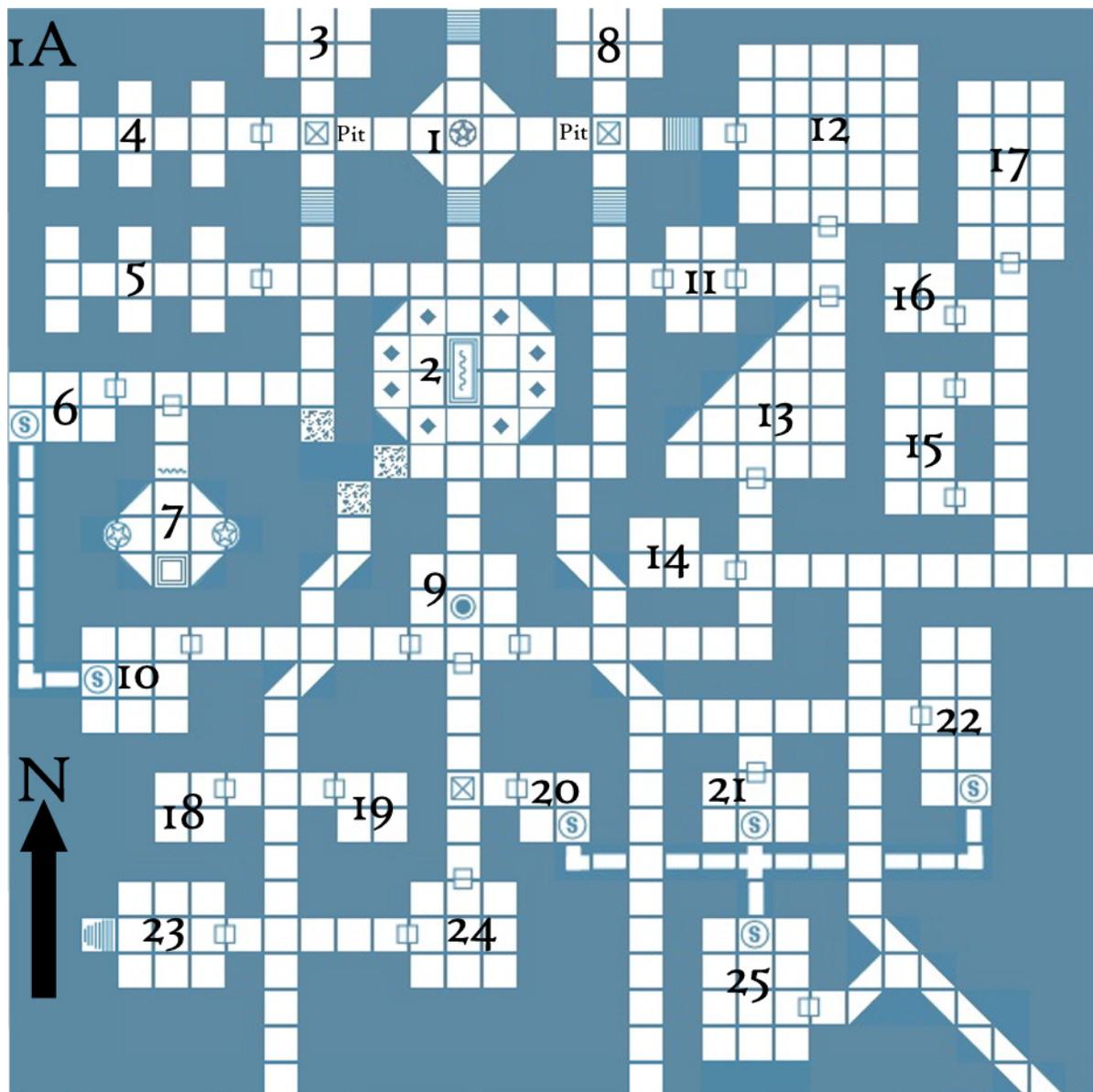
As Katsushiro continued to grow his domain, he came into contact with the western reaches of the Mifune Shogunate. Initially these meetings were small border clashes, however as the Shugenja grew in power he began regular raids and incursions into the Shogunate's realms to gather slaves and fodder for his experiments. These actions caused the local Daimyo to request assistance from the Shogun who sent a large force to deal with the Mad Shugenja.

The armies clashed in the valley below the twin peaks of the Mad Shugenja's Castle. The fighting lasted for 3 days and was so fierce that the creeks that flowed from the mountains ran red with blood. (These mountains are now called Blood mountain and Slaughter mountain). In the end, the Shogun's forces prevailed with the aid of the hero Ito Matsumura and his holy sword "Burning Mist". He led the last charge of the forces against the Mad Shugenja himself deep in the pits of the castle. He was killed as he struck the final blow against Katsushiro, and his body was lost in the route of the evil forces, never to be recovered.

The son of Matsumura, then 13 year old Juro was given permission to build a castle in the mountain valley in recognition of his father's feats. In time Juro became the leader of the Goma Castle town and the village that grew up around it. He is a man of peace and the peasants love him for it. He is now 86 years old and still runs the castle.

Lately there have been sightings of evil creatures in the mountain forests at night, and the only son of Juro Matsumura (Menzo aged 41) has gone missing. There are rumors that the bones of Katsushiro are restless and he is calling a new army to serve him.

KATSUSHIRO'S CASTLE : LEVEL 1A



WANDERING MONSTERS (1 in 6 chance) Roll 2d6

2	Roll twice.
3	Mushroom Men (1d6 1HD, 1 2HD)
4	Oni-Kage (Shadow Goblins) (2d4)
5	Giant-Centipedes (Small/Non-lethal) (1d4)
6	Nezumi-Oni (Ratlings) (3d4)
7	Nezumi-Oni (Ratlings) (3d4)
8	Giant Rats (3s6)
9	Giant Crab Spiders (1d3)
10	Fire Beetles (2d4)
11	Skeletons (2d6)
12	Zombies (2d4)

DUNGEON RESTOCK TABLE Roll 1d6

1	Monster
2	Monster & Treasure
3 - 6	Empty (1 in 6 chance of hidden treasure)

TREASURE

Silver	1d6 x 100
Gold (3 in 6 chance)	1d6 x 10
Gems/Jewelry (1 in 20 chance)	
Magic (1 in 20 chance)	

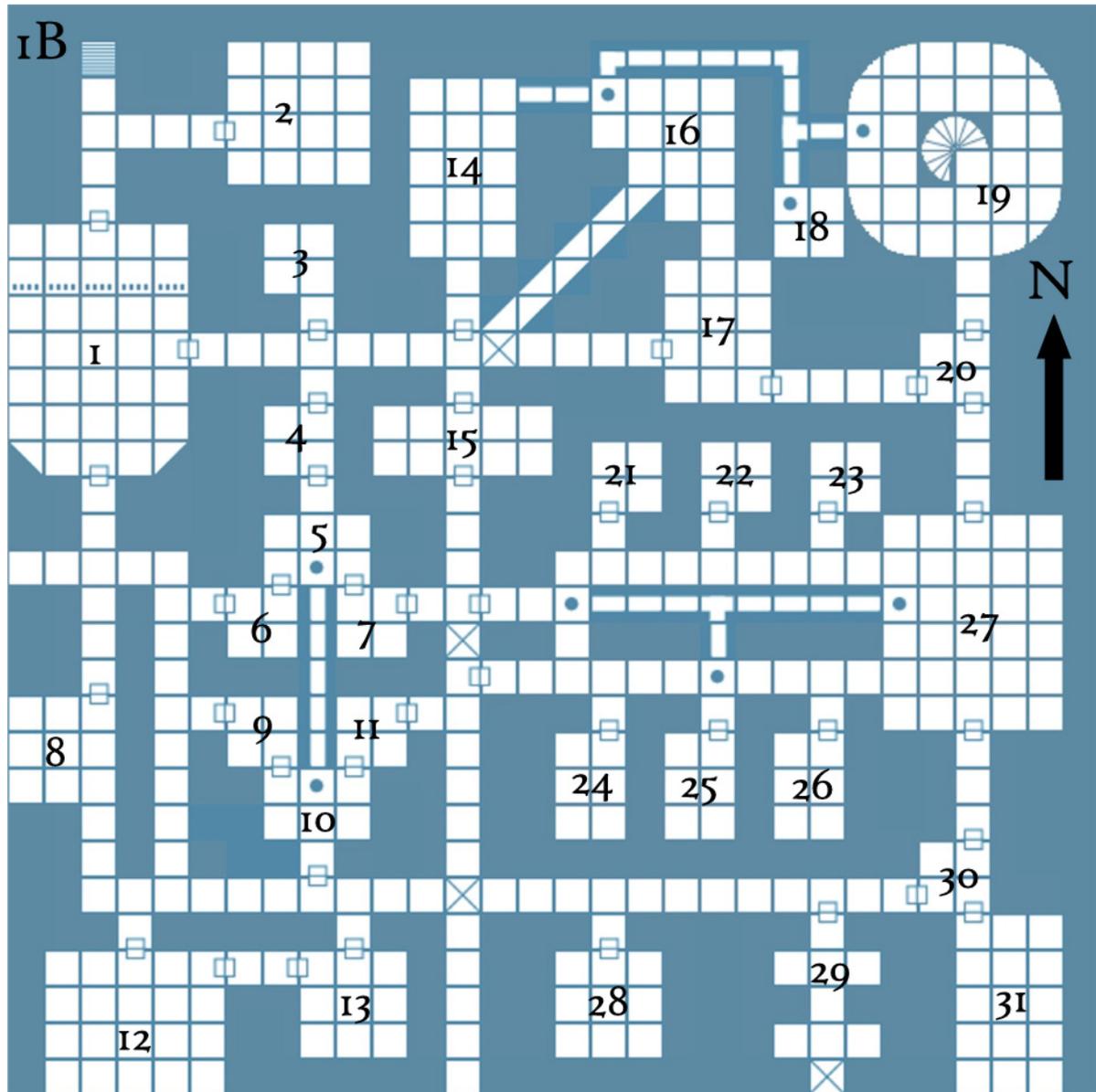
MAP LEGEND

S	Secret trap door in floor.
X	Pit in floor, 10 ft. deep, 1d6 damage.

LEVEL KEY

- 1 **Entrance Hall:** A statue of a dog-headed warrior (Samurai Inu) stands in the center of this room. The room is musty but otherwise empty.
- 2 **Hall of Reflection:** This room contains many ornately carved pillars surrounding a large brackish pool of water. There are 3 (1hd) Mushroom Men and 1 (2 hd) Mushroom Man currently standing in the pool (to refresh). The water tastes terrible but will heal 1d4 hp 1/day.
- 3 **Storage Room:** This room contains rotting barrels and crates, currently there are 8 Nezumi-oni searching through the rubbish. Sack with 500sp.
- 4 **Crypt of the Ronin:** This hall contains the crypts of 6 of the Ronin that once served Katsushiro. Their remains have been preserved as skeletons and bound to this hall (they will re-constitute in 24 hours unless burned). (6 Skeletons each with a rusted Tachi (longsword). Urn contains 7oosp.
- 5 **Crypt of the Samurai:** This hall contains the crypts of the 6 Samurai who swore fealty to Katsushiro. They have been preserved as Zombies and are bound to this hall (they will re-constitute in 24 hours unless burned). (6 Zombies). There is a small chest containing 400sp hidden here.
- 6 **Rubbish Room:** This room is used by the local Nezumi-oni as a refuse room. There is a hidden trapdoor in the south corner.
- 7 **Crypt of Samurai Inu:** This chamber houses the remains of Samurai Inu – his ashes are stored in an ornate vase upon the altar. The statues are of fierce looking ogres each wielding a naginata. Statues will attack anyone that touches the vase. They fight as Stone Golems.
- 8 **Storage Room:** Empty.
- 9 **Deep Well:** This room is empty except for a well.
- 10 **Ratling Lair:** This room is occupied by 10 Nezumi-oni (Ratlings) armed with wicked short swords and throwing stars.
- 11 **Guard Room:** Empty.
- 12 **Grand Hall:** This room has ornate carvings along the walls showing scenes of battle. The room is otherwise empty, though heavily trafficed.
- 13 **Storage Room:** This room is littered with crates. There are 9 Nezumi-oni (Ratlings) here. Hidden in a crate 600sp and a small pearl worth 50gp
- 14 **Guard Room:** Empty.
- 15 **Barracks:** This room is littered with rotten bedding. There are 3 (1 hd) & 1 (2 hd) Mushroom Men lurking here. Small sack 400sp and 30 gp.
- 16 **Officer's Quarters:** This room is covered in webbing, lurking here is a Giant Crab Spider. Hidden in the webs is a skeleton with a torn sack containing 500sp.
- 17 **Martial Hall:** Empty.
- 18 **Meditation Room:** Rat's nest, this room is the nest of 8 Giant Rats.
- 19 **Meditation Room:** Empty.
- 20 **Storage Room:** Empty (there is a trapdoor in the southwest corner).
- 21 **Officer's Quarters:** Lair of the Nezumi-oni (Ratling) King. He is a 3 HD creature, he has 6 bodyguards. He has 100 sp, 30 gp, ruby worth 40gp
- 22 **Barracks:** Empty.
- 23 **Lower Access:** Stairs to 2A. Haiku scrawled on the wall: *"spider lurks unseen, her splash the sound of your doom, with webs she drowns all"*.
- 24 **Guard Chamber:** Empty.
- 25 **Barracks:** Lair of 9 Nezumi-oni (Ratlings). They have a small coffer containing 300sp, and 50gp.

KATSUSHIRO'S CASTLE : LEVEL 1B



WANDERING MONSTERS (1 in 6 chance) Roll 2d6

2	Roll twice.
3	Mushroom Men (1d6 1HD, 1 2HD)
4	Oni-Kage (Shadow Goblins) (2d4)
5	Giant-Centipedes (Small/Non-lethal) (1d4)
6	Nezumi-Oni (Ratlings) (3d4)
7	Nezumi-Oni (Ratlings) (3d4)
8	Giant Rats (3s6)
9	Giant Crab Spiders (1d3)
10	Fire Beetles (2d4)
11	Skeletons (2d6)
12	Zombies (2d4)

DUNGEON RESTOCK TABLE Roll 1d6

1	Monster
2	Monster & Treasure
3 - 6	Empty (1 in 6 chance of hidden treasure)

TREASURE

Silver 1d6 x 100
Gold (3 in 6 chance) 1d6 x 10
Gems/Jewelry (1 in 20 chance)
Magic (1 in 20 chance)

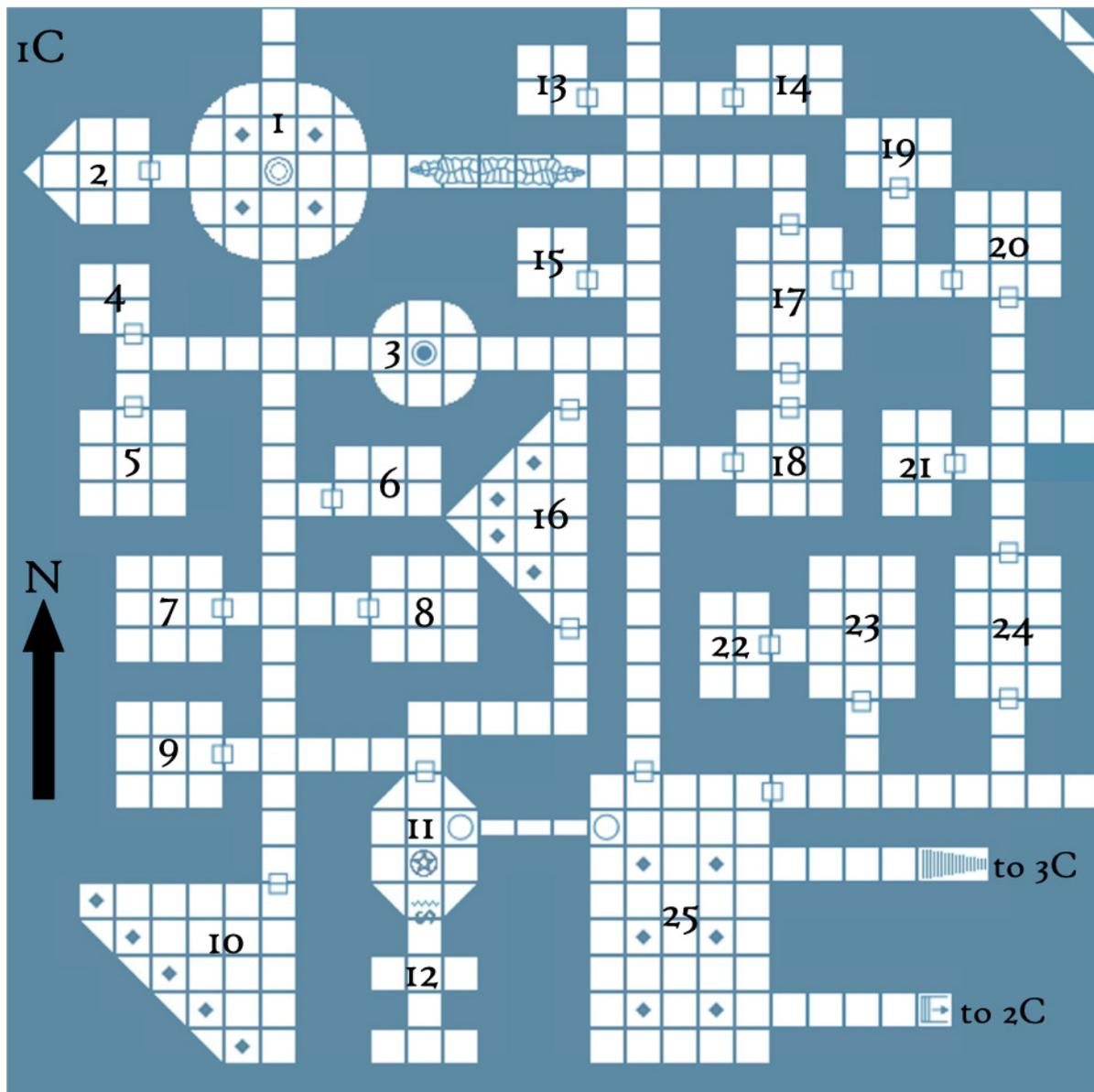
MAP LEGEND

- Secret trap door in floor.
- X Pit in floor, 10 ft. deep, 1d6 damage.

LEVEL KEY

- 1 **Grand Hall:** If the south/west doors are opened, portcullis will close blocking off the exit. This portcullis can be reset by a lever in room 3.
- 2 **Storage Room:** Empty.
- 3 **Guard Chamber:** 7 Skeletons have been trapped in this room. They are armed with rusted tachi (longswords).
- 4 **Guard Chamber:** Empty.
- 5 **Guard Chamber:** Empty, there is a trapdoor along the south wall.
- 6 **Guard Chamber:** There are 2 Giant Centipedes (Small / Non-lethal) in this room. There is also a rotting corpse (Ratling) with 200sp in a sack.
- 7 **Guard Chamber:** There are 2 Giant Fire Beetles in this room feasting upon the corpse of a Ratling.
- 8 **Assembly Hall:** Empty.
- 9 **Guard Chamber:** There are 3 (1 hd) & 1 (2 hd) Mushroom Men in this chamber. They are attempting to break down the door to 10.
- 10 **Guard Chamber:** There are 10 Nezumi-Oni (Ratlings) here, armed with short swords. They are working to block the door to 9.
- 11 **Guard Chamber:** Empty.
- 12 **Feasting Hall:** Empty. Hidden under a flagstone is a small coffer with 100 sp, and 20 gp.
- 13 **Officer's Quarters:** Empty.
- 14 **Warrior's Hall:** Empty.
- 15 **Guard's Barracks:** Empty.
- 16 **Meditation Chamber:** This room is occupied by 6 Nezumi-Oni (Ratlings) and their 9 Giant Rat pets. The Ratlings have 400sp & 40gp.
- 17 **Meeting Hall:** This room is currently occupied by 8 Giant Rats, feasting on the corpses of 2 humans. There is a sack on one body with 60gp.
- 18 **Guard Chamber:** This room is being used as an outpost by 6 Nezumi-Oni (Ratlings).
- 19 **Chamber of Stairs:** Empty. The stairs here lead down to 3B.
- 20 **Guard Chamber:** Empty.
- 21 **Officer Quarters:** Empty.
- 22 **Monk's Quarters:** 6 Oni-Kage (Shadow Goblins) are in this room, looking for food. They are armed with short blades and throwing knives.
- 23 **Monk's Quarters:** Empty.
- 24 **Monk's Quarters:** 3 Giant Centipedes (Small/Non-Lethal) are in this room. There is a rotten chest here with 100sp.
- 25 **Monk's Quarters:** 8 Giant Rats are in this room feasting on the corpse of 2 Oni-Kage (Shadow Goblins).
- 26 **Monk's Quarters:** Empty.
- 27 **Feasting Hall:** 8 Nezumi-Oni (Ratlings) are here searching through rotted debris for food. They are led by 1 2hd Ratling who has 100sp & 20 gp.
- 28 **Priest's Quarters:** 10 Nezumi-Oni (Ratlings) are currently resting here.
- 29 **Monk's Crypts:** Empty.
- 30 **Guard Chamber:** Empty.
- 31 **Guard Barracks:** Empty.

KATSUSHIRO'S CASTLE : LEVEL 1C



WANDERING MONSTERS (1 in 6 chance) Roll 2d6

2	Roll twice.
3	Mushroom Men (1d6 1HD, 1 2HD)
4	Nezumi-Oni (Ratlings) (3d4)
5	Giant-Centipedes (Small/Non-lethal) (1d4)
6	Oni-Kage (Shadow Goblins) (2d4)
7	Oni-Kage (Shadow Goblins) (2d4)
8	Mushroom Men (1d6 1HD, 1 2HD)
9	Giant Crab Spiders (1d3)
10	Giant Rats (2d4)
11	Skeletons (2d6)
12	Zombies (2d4)

DUNGEON RESTOCK TABLE Roll 1d6

1	Monster
2	Monster & Treasure
3 - 6	Empty (1 in 6 chance of hidden treasure)

TREASURE

Silver 1d6 x 100
Gold (3 in 6 chance) 1d6 x 10
Gems/Jewelry (1 in 20 chance)
Magic (1 in 20 chance)

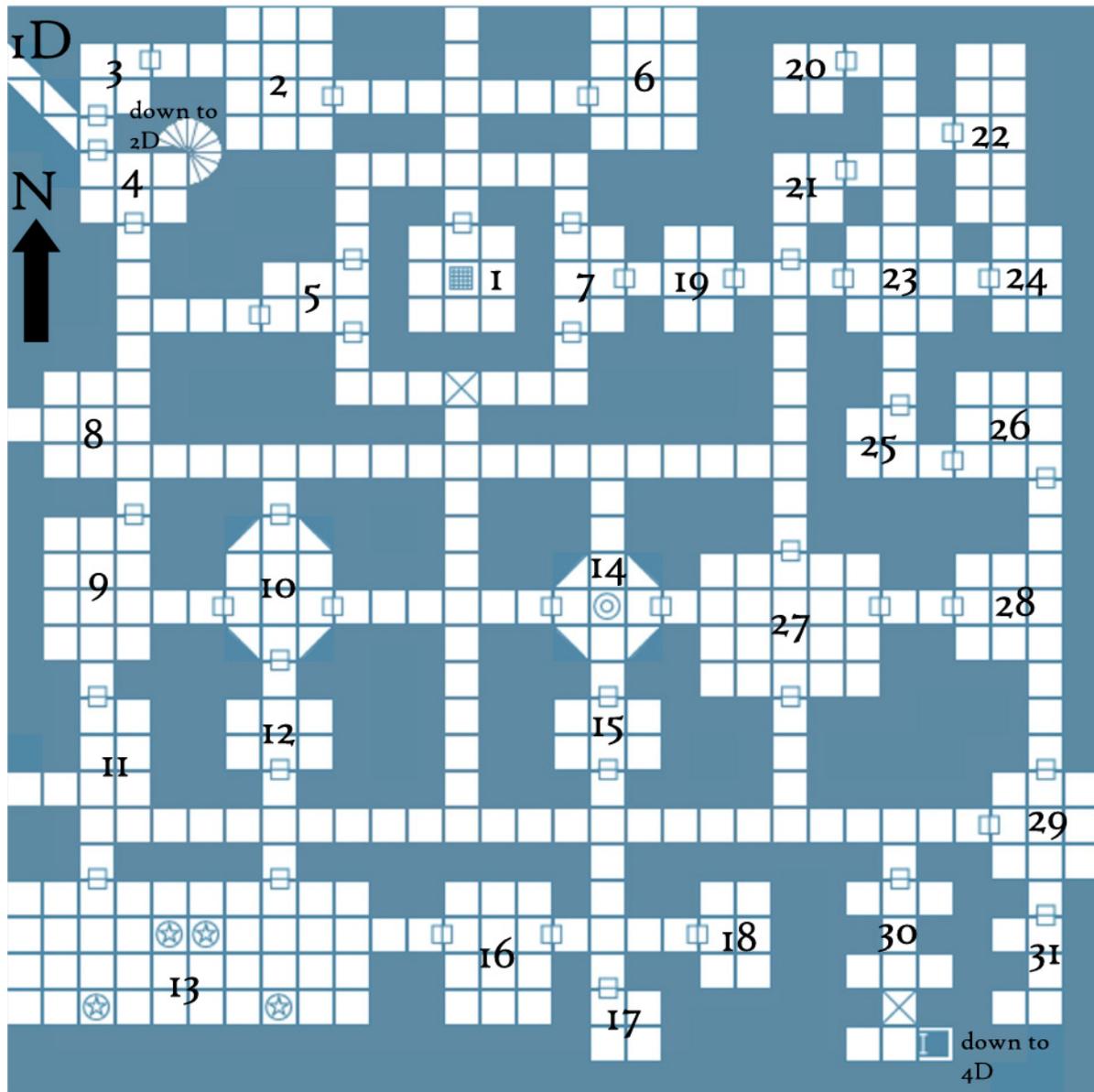
MAP LEGEND

O	Secret trap door in floor.
X	Pit in floor, 10 ft. deep, 1d6 damage.

LEVEL KEY

- 1 **Fountain Hall:** Empty, fountain in center of room. Water is brackish but safe to drink.
- 2 **Storage Room:** Empty except for some ruined crates.
- 3 **Well Room:** There is a bucket and rope here. Water is cold and safe to drink. Hidden 10' down behind a loose rock is a sack with 600sp, 60gp.
- 4 **Goblin Lair:** 4 Oni-Kage are resting here. Each has a curved short sword and 10sp.
- 5 **Refuse Room:** This room has been used by the goblins as a trash room. Stinks. There are 6 Giant rats scavenging here.
- 6 **Goblin Hoard:** The door here is trapped, if opened without disarming it will release a cloud of sleeping gas. Treasure in room: 1000sp, 200gp.
- 7 **Goblin Barracks:** There are 6 Oni-kage resting here, each armed with short swords and javelins.
- 8 **Storage Room:** This room is empty.
- 9 **Storage Room:** This room is empty.
- 10 **Pillared Hall:** This room is the home of the Shadow Goblin King, he is a 3hd creature and has 4 2hd guards. Each has a shortsword and javelin. The king fights with a shortsword and tanto+1 (dagger). The King has a jeweled pendant worth 200gp. Hidden in a hole in the center pillar is a small chest with 200sp, 20gp, and 1 scroll of Levitate.
- 11 **Statue Room:** This statue is of a warrior. If anyone enters without saying the password (Dog), the statue turns 90degrees and opens the secret crypt door releasing the undead guards.
- 12 **Crypts:** There are 11 Skeletons armed with tachi, and 6 Zombies armed with kama here. They will not attack anyone who said the password in room 11.
- 13 **Storage Room:** Empty.
- 14 **Rat Patrol:** There are 7 giant rats and 6 Nezumi-oni (ratlings) here. They have a sack with 500sp and a vile potion of healing (1d3).
- 15 **Refuse:** Trash pit, hidden here is the body of a sohei (with a do-maru and naginata). His body covers a sack with 300sp, and 10gp.
- 16 **Triangle Room:** Empty.
- 17 **Guard Hall:** Empty.
- 18 **Barracks:** Empty.
- 19 **Study:** Empty.
- 20 **Library:** This room once contained many bookshelves, but is in ruins now. Hidden here is a scroll with Detect Magic.
- 21 **Study:** There are 5 Oni-kage on patrol here. They are armed with short swords and javelins. Each carries 6sp.
- 22 **Sleeping Quarters:** Empty.
- 23 **Study:** 5 Oni-kage are resting here, each armed with short swords and javelins. The leader (with most hp) has a vile potion of healing (1d3).
- 24 **Guard Hall:** Empty.
- 25 **Grand Hall:** 4 Giant Crab spiders have made their home here. The room is littered with bones and webs. Hidden amongst the carnage here is 200sp, 100gp, and a scroll of Hold Person.

KATSUSHIRO'S CASTLE : LEVEL 1D



WANDERING MONSTERS (1 in 6 chance) Roll 2d6

2	Roll twice.
3	Mushroom Men (1d6 1HD, 1 2HD)
4	Oni-Kage (Shadow Goblins) (2d4)
5	Giant-Centipedes (Small/Non-lethal) (1d4)
6	Nezumi-Oni (Ratlings) (3d4)
7	Nezumi-Oni (Ratlings) (3d4)
8	Giant Rats (3s6)
9	Giant Crab Spiders (1d3)
10	Fire Beetles (2d4)
11	Skeletons (2d6)
12	Zombies (2d4)

DUNGEON RESTOCK TABLE Roll 1d6

1	Monster
2	Monster & Treasure
3 - 6	Empty (1 in 6 chance of hidden treasure)

TREASURE

Silver 1d6 x 100
Gold (3 in 6 chance) 1d6 x 10
Gems/Jewelry (1 in 20 chance)
Magic (1 in 20 chance)

MAP LEGEND

X	Pit in floor, 10 ft. deep, 1d6 damage.
---	--

LEVEL KEY

- 1 **Water Trap:** If the door is not spiked open it will slam closed and water will begin to fill the room from the grate in the middle of the floor.
- 2 **Guard Hall:** 5 Fire Beetles are feasting on some dead ratlings here. Under the body of one ratling is a basket with 60gp, and a ruby (300gp)
- 3 **Guard Room:** Empty.
- 4 **Stair Well:** Under the 2nd step is a trap that releases a sleeping gas (3d6 turns). Under third step is a sack with 200gp.
- 5 **Guard Chamber:** Empty.
- 6 **Guard Hall:** There are 8 Zombies in this room, under a loose flagstone is a scroll of Web and a diamond (300gp).
- 7 **Guard Chamber:** There 9 Zezumi-Oni (Ratlings) resting here. Each has a short sword and 3 shuriken. The leader has 100sp.
- 8 **Hall Chamber:** Empty.
- 9 Barracks: Empty.
- 10 **Hall of Servants:** A magic mouth is located on the ceiling in center of room. It asks “*Who do you sever?*”. If all doors are closed they are magically locked until “*Katsushiro*” is given in response.
- 11 **Servants Hall:** Empty.
- 12 **Servants Quarters:** The restless bones of dead servants walk here (10 skeletons).
- 13 **Hall of Statues:** This room is layered in bones. Statues show 4 different warriors. If statues are touched, bones will form into 21 skeletons (over 3 rounds) to attack. The most western statue has a hollow base with 200gp and a Stone of Darkvision (30’).
- 14 **Dais:** This room contains a dais, upon which sits a copper bowl (worth 20sp). Inside the bowl are 10 smooth river stones (worthless).
- 15 **Antechamber:** Empty.
- 16 **Study:** Empty.
- 17 **Study:** 8 Giant rats are laired here.
- 18 **Meditation Chamber:** Empty.
- 19 **Guard Room:** Empty.
- 20 **Laboratory:** Empty.
- 21 **Equipment Storage:** This room has broken pottery and ruined crates scattered amongst the ruins are 3 (small)Giant centipedes.
- 22 **Laboratory:** There are 5 Mushroom Men (1hd) and 1 Mushroom Men (2hd) here looking through the debris.
- 23 **Guard Hall:** Empty.
- 24 **Sleeping Chamber:** Empty.
- 25 **Guard Barracks:** Empty
- 26 **Mess Hall:** Empty.
- 27 **Grand Hall:** This room is dank and covered in webs. Empty.
- 28 **Guard Hall:** Empty.
- 29 **Prayer Hall:** Empty.
- 30 **Crypts:** There are 7 skeletons here.
- 31 **Crypts:** There are 11 skeletons here.