



Castle Darkspire - GM Resource Sheet



A Guide to Castle Darkspire

Built atop an imposing promontory and visible for many miles across the ancient Krimelmist Forest, the castle is ornamented with the many towers from which it takes its name. Darkspire dates to the 11th century in its oldest parts, with the crypt beneath believed to predate the building above by many centuries.

The lowest, 'basement' level contains the crypt, a network of catacombs and a Grand Tomb, an ossuary, a small chapel, as well as the castle dungeon and prison.

On the ground floor of the castle, the approach through the graveyard leads to the gatehouse and guard rooms. Also on this level is a large courtyard, exits from which lead to the dining hall, kitchen and stores, the Lord's grand audience chamber and the large chapel, with its famous organ.

Up on the first floor, one can find the Lord's solar and study as well as the butler's rooms and various galleries. There is reputedly even a hidden library! Climbing further, the second floor is home to the Lord's bedchamber, his guest bedrooms, and the servants' quarters as well as a large library. There is also access to the gatehouse battlements.

The third floor of the castle has a further guest room, while the Lord's tower hosts his impressive throne room. There is also an old attic under the rafters of the audience hall building and access to the tower battlements. Finally, at the very top of several towers, effectively a fourth floor above ground level, are the belfry, an isolated 'cage room' and in the Lord's tower, a 'coffin chamber'.

Antiques around the castle

- 1 A pair of leather gloves, said to have been made from Sir Javel Berness.
- 2 A silver statuette depicting a fallen angel, sprawled.
- 3 Reliquary with the thighbone of St Xavine, lost in the sack of Frew Abbey.
- 4 A tiara taken from the severed head of Princess Swadi as her country fell.
- 5 The Tome of Ten, chronicling the rise and fall of several royal dynasties.
- 6 The only bust of the 'Mayfly Emperor' whose reign lasted merely a day.
- 7 The Face Urn, painted in such detail that 1000 people are recognisable.
- 8 The Broken Owl, a small porcelain figure of an owl missing its beak.

Paintings hung on the walls of the castle

- 1 A portrait of an unknown queen, a crown belying her status. Her eyes are blotted out with a daubed substance resembling darkened blood.
- 2 A series of framed woodcuts in coloured ink, showing 'Scenes of Rural Life'. They all contain a vampiric character, watching in the background.
- 3 A lush landscape with rolling hills and picturesque ruins. In the foreground a mythological scene: Talhi rejecting the God of the Underworld.
- 4 Vanitas, Still Life with Mouldering Cheese and a Caged Rat Skeleton.
- 5 Portrait of a Young Man Cradling a Bat, a lively, bright work.
- 6 A dark, thickly varnished painting of a huge forest with what is clearly Darkspire in the top right. Or is it the top left? Or the central foreground?

Some servants who work at the castle

Jander Brett	The vampire's butler, who is privy to his personal business and who runs the household. A pinch-nosed, sharp-eyed, mean man.
Albert Sherlocke	The castle sexton, who digs and tends the graves in the yard and the crypt. Silent and hunched, he trails his shovel behind him.
Grita Pocock	Only in service when she is required, the dog-toothed castle cook services the vampire's guests. She beats her staff with a spoon.
Nele Napier	As scullery maid, vacant-eyed Nele is usually elbow-deep in dirty water. Takes on extra kitchen duties when the cook is absent.
Hugo Hare	Sneeringly calls himself The Gate-watcher, despite his title of Gatekeeper. Jangles coins to audibly mark his boredom.
Close Lang	The head of the Castle Guard, Lang oversees 4 guards who patrol Darkspire - none stay in the job long. Lang has served 40 years.
Fronika Fairfax	The chambermaid and one of the few servants to have access to the vampire's quarters. A discreet, dutiful girl who loves her job.
Lodewig	The bell-ringer, he spends most nights in his belfry, tending the bells and talking to the bats. No one is sure where he came from.

Secrets of Castle Darkspire and its Lord

- 1 A secret door behind the largest skull in the ossuary leads out of the castle, through a tunnel, and emerges into the graveyard.
- 2 The gemstone eyes in the gargoyles around the castle allow the Lord of Darkspire to watch the rooms in which the gargoyles stand.
- 3 A document detailing the true name of the vampire is hidden inside one of the pipes in the chapel organ. Listen for the off-key note.
- 4 A hidden staircase behind the crates in the round storeroom leads down to the catacombs beneath the castle.
- 5 The bodies of the three architects that designed Darkspire are bricked into the walls of the study, killed that their knowledge of the castle might die with them. They haunt the room, moving items around.
- 6 The magic woven into the symbols on the floor of the throne room negates all but the most powerful magical weapons.
- 7 If the bell nicknamed Old Tombstone in the belfry is rung three times, the dead of the graveyard in the shadow of the castle will rise again.
- 8 Time passes differently within the castle. Visitors may spend a day there and leave to find only minutes have passed, or sometimes months.