

The Fantasy Trip™

# Ironskull Castle



by David Pulver







## Castle of Bones

Visit Ironskull Castle, the headquarters of Lady Raelle Ironskull: mercenary warlord turned magical arms dealer, mistress of Eldritch Arms. This mini-setting allows four to six characters of 33-36 points to:

- ② Intervene in factional negotiations for weapons and magical devices
- ② Perform Mission-Impossible-style invasion and liberation of exotic magic items
- ② Determine if Lady Ironskull really plans to march forth with an undead army at her back. Stop her...or join her!

**Ironskull Castle.** An entire castle filled with nasty surprises, strange magic items, and detailed NPCs. Trouble never stops coming out of this dread keep.

Veteran TFT writer David Pulver teams with Gaming Ballistic, LLC to bring you an exciting adventure and setting. Lady Raelle can also be used as a long-term nemesis giving rise to multiple follow-ups: She's read the Evil Overlord manual.

**The Fantasy Trip™**



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## Castle Ironskull



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*The Ironskulls were sell-swords, feared across the land.  
Their warlord Raelle was summoned, at the duke's command.  
"A vampire's stolen my daughter (and her lady maid I'm told).  
Take his castle and slay the fiend, I'll give you her weight in gold!"*

*But the blood-lord led a coven, in a crypt beneath his keep.  
Makers of eldritch weapons, their price in blood was steep.  
Battling vampires and wizards, many Ironskulls were slain,  
A few pressed on to the master's crypt, to end his bloody reign.  
They found the maid holding silver stakes, princess and vampire dead.  
"The castle fell and they chose to die, they loved each other," she said.*

*Warlord Raelle was angry, for she guessed that duke had lied.  
"Your grace, I think you owe me, for my company who died."  
"You rescued a maid but not my daughter? I'll give no gold to you."  
"So be it duke, so I'll keep the maid, but I'll keep this castle too."*

*– From the Ballad of Castle Ironskull*

Castle Ironskull is the fortress, home, and treasure vault of Raelle Ironskull, former mercenary warlord. Raelle lost most of her soldiers capturing it from Adrik Blackbird, a vampire and enchanter. His bloody affair with Lady Taelyth, daughter of a local duke, was their undoing. Cheated of her reward, Raelle quit the sellsword business but kept the castle, styling herself Lady Ironskull. Having captured the Blackbird Coven's stockpile of magic items and wizard's labora-

tory, Raelle became a magical arms broker, operating as The Ironskull Eldritch Armaments Company, and known casually as "Eldritch Arms." In its first two years of business, Eldritch Arms earned a reputation for quality enchanted wares of dubious provenance: she buys from adventurers, thieves, brigands, and pirates. The castle is reputedly filled with legendary magical loot, but its tough defenders have slain several would-be burglars.

