

BRIARWOOD CASTLE

A guidebook based on the Invincible Overlord™ series, adaptable
to any fantasy role-playing system.



by Jeff R. Leason and Thomas Cook

THE BRIARWOOD CASTLE GUIDEBOOK

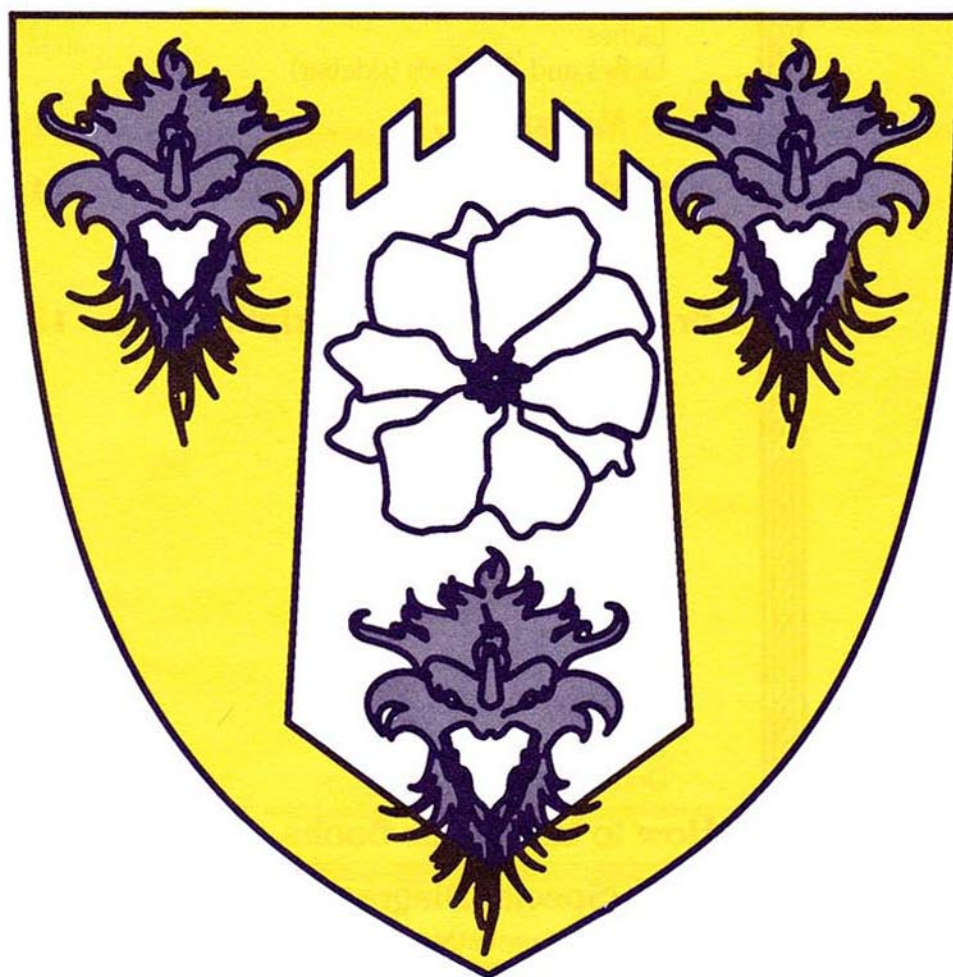


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The Briarwood Castle Guidebook and The Dungeon Book

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DEDICATION:

To those who were,
we salute you:
to those who are,
welcome.

Drake



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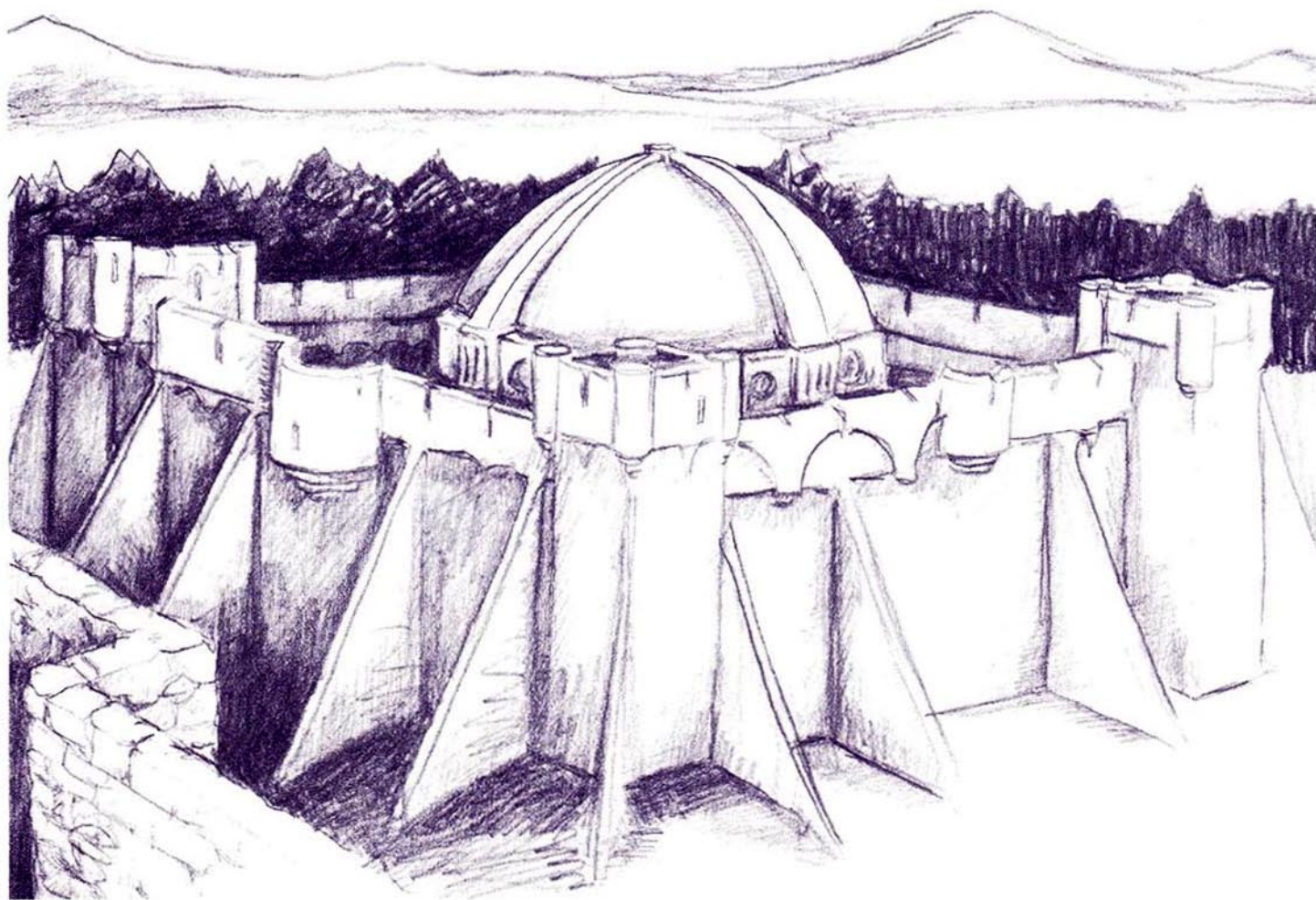
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Introduction and History



The format of this module set is unique in that the information initially presented is designed to provide the GM with a complete background on the locations, inhabitants, and events surrounding Briarwood Castle, the governmental seat of Calandia. Prior to running either the adventure or the dungeons in this set, a GM is encouraged to familiarize him-/herself with the material to facilitate Player Character interaction with Non-Player Characters and the environment.

In certain cases, both a Calandian word/phrase and its anglicized equivalent are given; the Calandian word/phrase is given in parentheses and italics (e.g., General (*Aldar*)).

This book deals primarily with the background of Briarwood Castle from its inception, following its populace and leaders, its reorganization and demographic establishments, and its technological advancements throughout Calandia's turbulent history.

HISTORY of BRIARWOOD CASTLE

During the chronology of Atrabiloran in the Year of the Building of a New Nation (120 AR), the fearsome dragon Greenfang attacked the original Briarwood Castle, destroying the

entire southwestern portion of Briarwood (where the Castle was originally located), in retaliation for Atrabiloran's theft of the dragon's lifesavings of gold. The flames from Greenfang's attack rapidly spread eastward through the city, eventually consuming the middle and southernmost sections, totally destroying nearly two-thirds of the fabled Calandian city. Briarwood lay in a state of ruin, its structures ravaged, its surviving inhabitants devastated.

Fearing that Greenfang might someday return, many townspeople fled Briarwood's locale and the town suffered a dramatic population decrease; yet consensus was that a smaller city would be easier to defend, and a massive rebuilding effort began immediately. Reformation began with the construction of a great, formidable outer wall, which would completely surround the restored city. Emphasis then moved toward construction of temporary homes for Briarwood's inhabitants, reorganization of the town's street design (as a straight street layout provides premium fire break protection), and rebuilding of the town's interior, concentrating on the new Briarwood Castle. Building was intermittently halted with the advent of occasional wars (such as the renowned Black Lotus War) and it was only in the year 10 SL that reconstruction began in earnest.

In his onslaught against the city, Greenfang concentrated his attack on Briarwood Castle, which suffered such intense fire damage that the Overlord opted to establish the new Castle in the center of town. This location provided (1) excellent protection from invasion, since enemies would need to breach the outer wall and traverse the entire city structure to reach the Castle, and (2) a convenient, centralized location for Calandia's governmental seat.

Early efforts in rebuilding centered on the construction and repair of local churches and temples for clerics, who in turn provided their services to heal inhabitants, stop disease, and bless the dead. This collective effort extended to wizards grouping together to help guard the town (using magic spells such as Clairvoyance, Clairaudience, Wizard Eye, etc.), druids assisting in the reformation of local greenery, and giants helping to maximize construction time while normal residents banded together for community clean-ups. The populace of this new and growing Briarwood grew steadily more diverse, as centaur and minotaur races arrived to aid in the rebuilding process, pixies from neighboring districts volunteered their services as scouts, nagas accepted teaching positions within the scholastic system, lizardmen acted as guards and workers, etc..

The rebuilding process following the great disaster ventured beyond mere reconstruction. Schools were added into the city structure, a great arena for public demonstrations and exhibitions was created, and public water works and local wells were established. The destruction caused by Greenfang's attack was so widespread that clean-up required the development of a vast and totally redesigned sewer system.

As a result of the pervasive damage inflicted by Greenfang's attack and the fear of an accidental repetition of the event,

mandatory registration for all magic-users and the issuance of green cards was made law.

Briarwood Cemetery holds the blessed remains of the town's inhabitants who died in the great fire; the cemetery is no longer used for burials due to the increase in undead activities, and most religions now cremate their deceased.

Once Lucius I came into power as Overlord, he executed a complete reorganization of governmental staff to subvert the influence of his father's corrupt administration. Aware of the far-reaching and malignant force of the Black Lotus, Lucius removed the guards from Briarwood Castle; as the Black Lotus were far too powerful and influential to disband completely, Lucius bestowed control of the group to his advisor, Dowons, and chose a few trusted Black Lotus to be his personal royal guards, a tradition which the Invincible Overlord, Lucius II, also observes.

Relative to the construction of Briarwood Castle, the majority of structural work was completed prior to Lucius II's coming to power. As such, the Invincible Overlord concentrated on the more esoteric aspects which grace its structure, such as the Castle's intricate stone workings, its elaborate cultural and social events, and the development of the Overlord's signet (which holds particular import to Lucius — the presence of Greenfang on the crest both recalls the great destruction of the original city and reminds observers that Lucius II is a great warrior, for it was the Invincible Overlord himself who killed mighty Greenfang).

Recently, Lucius II's concerns with the Great War occupy most of his time. As such, upkeep and management of the Castle is overseen by Dowons, with the Overlord's consort, Lady Cassandra, maintaining the Castle's vast and complex rooftop garden.



THE RECONSTRUCTION OF BRIARWOOD

While the reconstruction of Briarwood was undertaken with a vigor and enthusiasm heretofore unseen in Calandia, events occasionally intervened to delay the process. These events are covered following:

Black Lotus War (6-9 SL): Overlord Salm-Lorin imposes heavy taxes upon the nobility and lives in luxury, ignoring reforms and developments required in Briarwood. Local inhabitants go without food and adequate social services as Black Lotus Guards initiate war against Salm-Lorin, who completely drains his savings in an unsuccessful effort to combat the movement. The Black Lotus executes Salm-Lorin in the year 10 SL and appoints as Overlord Ermanarik IV (who acts under total control of the Black Lotus).

With Black Lotus effectively governing, construction reaches a new intensity peak; taxes remain high as an excuse to fund rebuilding. Black Lotus elite skim large amounts from these funds while locals' tax monies actually rebuild Briarwood.

Big Dragon War (43 SL): A family of five black dragons attack the City-State seeking food and treasure. Briarwood is prepared, however, as teams of conventional soldiers and magic-users defeat the great dragons.

Slavers' War (75-77 SL): Various lizardman tribes band together to usurp their oppressors after centuries of slavery. Ermanarik IV, fearing that he (and the Black Lotus) would lose power from resultant revolts, frees Briarwood's lizardman slaves, which nearly halves the City-State's work force. Many lizardmen leave Briarwood to join the fight; others remain as free lizardmen and are employed for wages.

Goblin War (103 SL): Goblins seek to overrun and rule Briarwood, moving to defeat the new Overlord (Lucius I), who easily defeats the goblin armies and captures the goblin king. Surviving goblins flee to Greenfang Forest as Overlord Lucius forces the entire race from Briarwood Province.



Personalities

NOTE: See New Magic Items, New Spells, and New Monsters for magic items, spells, and monsters not found in the standard rule book.

Lucius II, The Invincible Overlord

Skill 20 Fighter

Race: Half Human, one-quarter Elf, one-quarter Drow

Religion/Deity: Calandian/Vikar Tornor

STR: 17 (+1,+1), **INT:** 13, **INS:** 14

STA: 12, **DEX:** 16 (+1, -2), **APL:** 18

HTK: 94, **AC:** -5

MV: 12", **AL:** L. Neutral

AT: 2, **DM:** by weapon type

THACO: 4

HT: 6' 0", **WT:** 193 lbs.

Armor: +2 plate, +3 shield

Weapon Proficiencies: battle axe, crossbow, dagger, florentine fighting, footman's mace, long bow, longsword, short sword.

Weapons: +2 bastard sword (+3 vs. dragons), Dagger of Venom, +2 Vorpal Blade

Magic Items: Boots of Levitation, Carpet of Flying (4' x 6'), Darwin's Instant Fortress (as comparable item in the standard rule book), Amulet of Life Protection, Ring of Regeneration, Ring of Polymorph Self, Rod of Lordly Might

Artifacts: Mighty Servant of Look-O (Powers -6x1: MM, X, F, Y, V, Q, 6x2: V, JJ, N, G, OO, XX, 1x3: D, 2x4: T, DD, 2x6: L, M)

Specials: Infravision at 30'.

Languages: Calandian, Centaur, Drow (not proficient), Elvish, Naga, Neutral

Physical Notes: Has 10" scar on right thigh where he was bitten by a displacer beast during a scouting mission.

Lucius II is the only son of Lucius I, the Overlord of the City-State. Lucius II's mother, a human princess from a keitar clan of the High Fens District, was betrothed to Lucius I to diplomatically unify the Overlord's army and the keitari's units, a bond which provided the Overlord's forces with a strong cavalry base.

Young Lucius' carefree childhood ended abruptly when his mother was savagely attacked and killed by an ankhheg while the royal family was on a secluded outing. Distraught and helpless, the young Lucius stood by as his enraged father destroyed the beast. Fueled by grim determination, the child vowed to follow in his father's footsteps, learning the art of warfare and fighting excellence so that he could always defend helpless people.

Lucius II learned quickly the ways of combat, proving himself an expert strategist and warrior. By the age of eighteen, the young Sergeant (*Dolvar*) Lucius regularly accompanied his father on scouting patrols and often led his own team of scouts. Soon thereafter, Lucius II earned the title of Captain (*Keitar*) in his father's ranks and led his company on many glorious battles. Tales of the young Lucius' accomplishments spread rapidly throughout Calandia. His fame impressed the Senate, and the Senate's members felt that this young leader would make an excellent successor to his renowned and respected Overlord father.

In the year 263 SL, Lucius I divided the lands of Calandia into nineteen separately-governed districts, the reign of Briarwood Province being bestowed upon Lucius II. The unexpected and bizarre circumstances surrounding Lucius I's demise (struck by a mysterious lightning bolt, the Overlord was transformed into a monster, which young Lucius II inadvertently destroyed) prompted leaders of Calandia to question the effectiveness of the governmental system and the wisdom of placing command of such power in the hands of one person. Some officials went so far as to actively rebel against the City-State and seek autonomy.

Driven by knowledge gained from his father's dying words, which to this day are known only to himself, Lucius II, now Overlord, immediately sought to re-unify all of Calandia toward preparation of confronting a great, unknown adversary. To aid in this reunification and to establish bonds between clans, Lucius wed Cassandra, princess of an influential keitari clan.

The marriage, while initially one of convenience, soon grew to one of mutual regard and admiration. When time allows, the couple enjoys entertaining dignitaries and senators from throughout Calandia; however, the increasing tensions associated with Lucius' war efforts occupy most of the Overlord's time.

As Lucius finds little opportunity to govern the day to day activities of Briarwood, this responsibility has been delegated to Dowons, the Overlord's wizard and chancellor, perhaps the only person in Briarwood whom the Overlord trusts implicitly.

Cassandra

Skill 7 Druid

Race: Human

Religion/Deity: Calandian/Lenoris

STR: 12, **INT:** 13, **INS:** 17

STA: 15 (+1), **DEX:** 17 (+2, -3), **APL:** 15

HTK: 58, **AC:** 2

MV: 12", **AL:** Neutral

AT: 1, **DM:** by weapon type

THACO: 16

HT: 5' 4", **WT:** 135 lbs.

Weapon Proficiencies: quarterstaff II

Weapons: +2 Staff of Dancing

Magic Items: Boots of Elvenkind, Bracers of Defense (AC: 5), Potion of Dragon Control (Green), Ring of Water Walking

Spells: 6/6/4/1

Specials: Identification of Plant Type, Animal Type, and Pure Water.

Ability to Pass through Overgrown Areas without Leaving Trail (at normal movement rate).

Immune to Charms associated with woodland creatures.

Can Change Form up to three times per day (as reptile, bird, or mammal — can assume each form once per day to double her own weight, each assumption of new form removes 1D6x10% of HTK sustained prior to changing form)

Languages: Calandian, Druidic, Elvish, Green Dragon, Hill Giant, Lizardman, Neutral, Pixie

A princess from a clan of high-ranking keitari, Cassandra has lived a plush and pampered life since birth. In preference to becoming a keitar, the young princess pursued her interests in druidic ways, a fascination which developed early in her childhood and which was encouraged by her mother.

As a young maiden, Cassandra honed her druidic abilities through study and exposure to nature, learning early to live purely off the land and to survive with the barest of essentials. Her proficiencies with druidic abilities and knowledge of the wilderness have proven as valuable to her clan as any keitari ability.

At the age of 19, Cassandra married Lucius II, the Invincible Overlord, and assumed her duties as consort, which quickly revealed themselves to be little more than bidding time between Lucius' campaigns. Understanding that Lucius' responsibilities require much of his attention, Cassandra frequently devotes her own time to overseeing the development of Briarwood's City Park, often with the assistance of Senator Woodland Sylva (see page 41, *Map and Population Book*).

One of Cassandra's particular interests is the royal garden, located atop Briarwood Castle itself. Much of her time is spent pruning the various deciduous trees in the garden and caring for

the many forms of wildlife which inhabit it. While tending to the area, Cassandra is usually in the presence of her two elfen hounds.

Cassandra views her role of consort as an important one, feeling a duty to monitor the governing processes of Briarwood in Lucius' absence. Although Lucius has placed authority of Briarwood's management in Dowons' hands, Cassandra is never without a suggestion or comment for Dowons on the affairs of the City-State.

When the pressures of her status weigh heavily upon her, Cassandra often enjoys transforming into woodland creatures and traveling to Greenfang Forest, where she converses with local dragons, exchanging views and information on Calandian affairs.

NOTE: For more information on the keitar Character class, see the *High Fens Guidebook* in *The Wraith of Derric's Deep*.

Dowons (Ralf*)

Overlord's Wizard/Chancellor

Skill 24/18 Magic User/Illusionist

Race: Half-Elf w/Human Appearance (Lich*)

Religion/Deity: Lovianis

STR: 12 (18/00**) (+3, +6), **INT:** 19

INS: 17, **STA:** 15 (+1)

DEX: 16 (+1, -2), **APL:** 17

HTK: 73, **AC:** 0

MV: 12"

AL: L. Neutral ((L. Evil)* due to Obscure Alignment spell)

AT: 1, **DM:** by weapon type

THACO: 13

HT: 6' 1", **WT:** 157 lbs.

Age: 210 (apparent age 160)

Weapon Proficiencies: blow gun, boomerang, dagger, staff, throwing dagger

Weapons: glass daggers (acid-filled, x3), +2 dagger

Magic Items: Bag of Holding (Ralf Bag), Bracers of Defense (AC: 2), Gorgon Horn (when blown, this horn produces two gorgons under blowers' control), Wand of Fireballs (8 charges), Wand of Illusion (3 charges)

Spells: magic-user: 5/5/5/5/5/5/5/5/4

illusionist: 5/5/5/5/3/3/2

Specials: Immunities to Charm, Cold, Death Spells/Symbols, Illusionist/Phantasm Spells, and Sleep.

Touch does 1D10 HTK of cold damage.

Can cast Paralysis and Aura of Fear.

Languages: Calandian, Drow, Elvish, Lizardman, Mind Flayer, Minotaur, Naga, Neutral, Pixie, Shireling, Subterranean

* Pertains to his true lich form.

** Under normal situations, Dowons appears to possess a STR of 12; as a lich, Dowons possesses a STR of 18/00.

Dowons wears a pair of gloves which he claims is Gauntlets of Ogrepower.

Due to his lower body temperature resulting from being a lich, Dowons allows no physical contact with other beings and normally greets people with unusual hand motions and bodily gestures, which most accept as one of his many eccentricities.

Employed as Overlord's Chancellor since his inception with Ermanarik's reign in 101 SL, Dowons' primary responsibilities within the City-State governmental system include payroll disbursement, personnel, organization of storehouse reserves, citizenry screening, disease and pest control, and the day-to-day functioning of the city of Briarwood. With the exception of the Overlord himself, Dowons is unquestionably the most powerful and influential force within the City-State's governing structure.

Relative to his payroll disbursement duties, Dowons is responsible for assuring that all employees of the City-State are paid regularly (normally monthly) and allocating additional funds from within the payroll structure to finance the City-State's employee benefit programs. Dowons employs several workers to perform more menial payroll tasks such as making sure that medical care is provided for every employee of the City-State, the awarding of time off, interviewing prospective employees, and supervising annual employment evaluations.

One of Dowons' most critical personal tasks is the regulation of Briarwood's food supplies to assure storage of an adequate reserve in the event of a siege upon Briarwood. Storehouses of grain, meats, poultry, and silage receive paramount attention. Of equal importance is Dowons' responsibility to maintain the wells of the City-State in unpolluted and sanitary conditions. In the event of siege and/or natural disaster, all manner of livestock are relocated into the confines of Briarwood for protection and oversight.

With the prevalence of war and the regular outbreak of fighting, disease within a city the size of Briarwood is difficult to combat. Dowons supervises the certification of religious factions to guarantee adherence to health ordinances, specifically that such organizations utilize their powers to eradicate disease and pests throughout the City-State. Dowons performs his responsibilities with remarkable zeal, as his overriding concern is to maintaining Briarwood in as excellent a condition as possible for the time that he will usurp the power of the Overlord and control Briarwood himself.

With Lucius II's frequent absences from the governmental system (as the Overlord concentrates on the increasing war effort), control of the day-to-day operations of Briarwood falls to Dowons, who regulates the functioning of Briarwood Castle, organizes the city's guards and criers, hears residents' grievances (monthly), supervises public functions and executions, and reviews rulings and laws of the Senate (including power of veto).

Dowons possesses great respect for Lucius II as a person and leader. This respect has increased greatly since the Overlord bestowed ruling authority to the chancellor. Dowons now wields a greater authority than ever before under any Overlord. When Lucius returns from his campaigns, Dowons always reassures the Overlord that the affairs of the City-State are well in hand, and that Lucius' valuable time is best spent on the battlefield, defending his nation from the forces of evil which threaten the City-State.

To date, the greatest thorn in Dowons' side is the regular and infuriating interference into the affairs of Briarwood by Lady Cassandra, who views her role as one of Lucius' proxy. While her primary concerns fall to the upkeep of local parklands and the refurbishment of Briarwood's natural resources, Cassandra is rarely without a suggestion to the Overlord's chancellor on other affairs of state, to Dowons' continued dismay.

Dowons' Plan

Sixteen years ago, in the year 273 SL, Lucius I was transformed into a monster by a lightning bolt. The creature killed half of Briarwood's senate before Lucius II destroyed the beast, unaware that he had killed his father. With his dying breath, Lucius I whispered to his son that the gods had gone insane, that a calamity would befall the City-State, and most important in Lucius II's reign was the defense of Calandia's people. Lucius I also told his grieving son that an unknown member of the senate was seeking to usurp the ruling power of the Overlord, and that the only completely trustworthy person was Lucius I's chancellor, Dowons. The Invincible Overlord, Lucius II, passed this information on to Dowons, who remained as chancellor and in whom Lucius now confides more closely than anyone else. To prevent this information from falling into the hands of the suspect senator (or any other person who might use the knowledge against the City-State), Lucius I's body was cremated and his ashes spread to the winds across the Great Plateau.

Dowons was entrusted by Lucius II with locating the traitorous senator (who is actually Dowons himself). Confident of his security, Dowons underwent the transformation to become a lich, seeking to gain ultimate power and near immortality. The wizard's goal is to frame the royal magic-user Crandel or senator Shadowhawk as the traitor, further securing his own unsuspected position in Lucius' eyes. Coordinating this mission for Dowons is the senator known as Captain, a lizardman fighter/magic-user and secretly a high-ranking Violet Spider member. (See the *Map and Population* book in the basic set.)

Presently content to be chancellor to Lucius II, since the position offers vast power and the freedom to act unsupervised, Dowons' ultimate desire is total control of Briarwood, foregoing

dominion of the remainder of the City-State. Within the governmental structure of Briarwood, Dowons possesses few supporters, as he normally votes in senate matters to benefit his own causes.

Much of Dowons' secretive efforts are centered around the works of the Violet Spider, where his primary contact is Countess Svolva (see page 22 in the *Map and Population Book*). The Overlord's chancellor controls much of the Spider surreptitiously and manipulates the organization's activities toward keeping Briarwood's citizens fearful of the Violet Spider.

The Transformation

Absolutely no one within the City-State is aware of Dowons' identity as a lich. In 273 SL, having learned of his total acceptance into the confidence of Lucius II, Dowons sought ultimate power and immortality through lich ceremonies, a state which would lead Dowons toward his goal of total dominion over Briarwood.

One drawback of Dowons' prestigious position in the City-State is that he would be easily recognized when acting as a lich. As such, Dowons regularly adopts several disguises of persons throughout Briarwood when hazarding forth in this capacity, including: Stiffy O'Malley (Dancing Pigmy Tavern (#110)), Waldrin (Private Residence (#27)), a beggar known as Blind Zim (normally in the Open Market), Ston Quo (Balkin Four dancer, Mithril Claw Inn (#144)), and Lt. Phaethon (Private Residence (#421)).

When Dowons ventures from his secluded dome atop Briarwood Castle, there are various locations to which he teleports within the city. Dowons memorized the coordinates of these long ago to prevent any chance of misteleportation. These locations include: Briarwood Park (sections V and W), the Open Market (sections L and M), the Library (during daylight hours only) (section CC (#311)), the Mithril Claw Inn (section O (#144)), the Black Dragon Inn (section G (#63)), the Violet Spider's Sacrificial Pit (sections H and I (#64, area J)), Balor's Eye (section L (#120)), and the Arena stands (section Y (#455)).

When initiating contact in his secret dungeons, Dowons appears in his ghastly undead form as Ralf the Lich. Persons who stumble upon one of Dowons' personal dungeons are met by Dowons' Ralf form and are offered the option of entering into contractual obligation to Ralf (see Ralf's Contract) or doing battle with the lich and his minions. Those who do not accept the contractual offer are usually easily defeated and are either later Raised by Dowons (the persons having accepted the Contract upon "reconsideration") or are never heard from again.

In accepting the Contract when discovered in Dowons' personal dungeons, alignment change by the person is not a stipulation of contractual obligation, nor is a contractee/client ever required to perform actions against his/her alignment or religious beliefs. Those persons under contract to Ralf/Dowons are provided with an alias to protect their identities in the normal world and are required to be available to Ralf for three years, provide Ralf with thirty magic items (guidelines as presented in the following table), participate in thirty adventures prescribed by Ralf/Dowons, or any combination thereof.

Each client contracted is provided with a "Ralf Bag," a magical sack similar to a Bag of Holding but which immediately teleports those items/persons inserted into it to an inescapable cage suspended in Ralf/Dowons' dungeon lair. Persons abusing the powers of the Ralf Bag (regularly teleporting self to cage to avoid life-threatening dangers, etc.) incur further contractual penalties (additional years of servitude and/or increased magic item requirements, etc. as the GM sees fit).

Many evil creatures abound in Dowons' personal dungeon lairs. These creatures serve as guards to defend against intruders and act as warning systems to alert Dowons.

Acquired Magic Items

Listed following are the various magic items Dowons has acquired through contract fulfillments (parenthetical is the Ralf reference number of the person from whom Ralf/Dowons obtained the item).

Persons Under Obligation to Dowons

The following persons of status have fallen under contractual obligation to Ralf/Dowons. Listed are the person's Ralf/Dowons-used reference number, alias, the person's actual name, the item(s) delivered to Ralf/Dowons under contract, and the deeds/adventures performed under contract. Statistics for NPCs are in the *Map and Population Book*.

(#)	ALIAS	PC NAME	ITEMS	DEEDS
(1)	Green Giant	Phoebus	14	3
(2)	Little Sting	DSL	3	0
(3)	Deadly Flower	Sasha	11	1
(4)	White Knight	Ararrat	17	3
(5)	Black Ranger	Ranik	8	2
(6)	Green Fire	Damen Gorth	7	2
(7)	Long Tooth	Smiladon	0	0
(8)	Many Tongues	Thire	3	0
(9)	Kitty	Phaethon	3	2
(10)	Wolf	Szordic	4	0
(11)	Missile	Flem eht Fle	0	0

Most items which appear here but are not listed in the standard rule book are covered in New Magic Items; those items marked with a (*) are explained following at the end of this list:

+2 Bastard Sword (10), †Globe of Silence (10), †Ball of Hypnosis (5), †Child Statue (1), Oil of Regeneration (5), Orb of Might (1), Gorgon Horn (see Dowons' statistics) (8), †Crystal Spider (5), Wand of Fireballs (3), Crystal Ball (6), Black Pearl of the Planes (4), Potion of Undead Control x2 (4), Ring of Climbing (*), +2 dagger (*), +1 shield (4), Ring of Polymorph Self (5), Brazier of Continual Flame (4), Potion of Red Dragon Control (4), Preserved Medusa Head (4), Vial of Ethereal Dust (4), Crown of Sea Creature Control (4), Scarf of Gaze Protection (4), Dust of Hole (1), †Eye of the Spider (1), Ring of Feather Fall (1), +2 shield (3), +2 chain mail (shirring size) (3), +2 short sword (3), +2 helm (3), +2 long sword (3), Wand of Lightning (5), Scroll of Timestop (5), Scroll of Anti-Magic Shell, Knock, Animate Object, and Telekenesis (5), Mirror of Life Trapping (6), Ring of Death (8), +1 staff (9), Boots of Striding and Springing (9), +1 leather armor (human-size) (1), Crown of Befuddlement (1), Healing Salve (heals 5D10 HTK) (4), Potion of Delusion (as Ring) (1), Oil of Invisibility (4), Staff of Striking (4).

* Obtained from source who did not sign contract.

Ball of Hypnosis: Functions as the illusionist spell Hypnotism at Skill 20.

Child Statue: This statue of a child who perished in the fire in the Fire Area (*Map and Population Book*, page 36, #146) is rumored to "weep" healing tears, but this has not been proven.

Crystal Spider: Functions as a Protection from Good, 10' Radius.

Eye of the Spider: Functions as a Gem of Seeing.

Globe of Silence: Functions as the clerical spell Silence 15' Radius at Skill 25.

Magic Items Equivalencies

Listed following are standard magic item equivalencies toward the fulfillment of Ralf's Contract.

Armor: Each magical plus equals 1 item (+1 = 1 item, +2 = 2 items, etc.) Plate mail equals 1 item due to its scarcity.

Weapons: Each plus and each special ability equals 1 item (a +1 talking long sword equals two items).

Potions: 2 potions equal 1 item (GM discretion).

Rods, Staves, and Wands: 1 item per 10 charges; those with no charges (uncharged Rod of Lordly Might, etc.) at GM discretion.

Artifacts and Relics: Each equals 5-30 items (GM discretion).

Rings: Each equals from 1 (Ring of Water Walking), to 3 (Ring of Regeneration), to five items (Ring of Three Wishes).

Introduction to New Client: Causing a new person to become obligated to Ralf/Dowons equals five items.

Scrolls and Other Items: At GM discretion.

RALF'S CONTRACT

Be it known to all deities and demi-gods concerned that [] (hereafter referred to as "client"), signing in his/her own blood, swearing in the name of his/her own deity and/or demi-god (if any), has entered into a physically, mentally, spiritually, morally, and emotionally binding contract with Ralf the Lich (hereafter referred to as "Ralf") on this, the [] day of [], in the year [] SL.

By signing, client hereby agrees to provide Ralf with thirty (30) items (as determined by Ralf in a fair and impartial manner), complete thirty (30) adventures/deeds as entreated by Ralf, or any combination thereof within a time span not to exceed three (3) years from contract signing date.

When initiating contact, Ralf shall, from signing date forward, refer to client under the alias of [] to protect client's identity in his/her own natural world.

Through the signing of this contract, client assumes no responsibility toward alignment change in the completion of stated terms and shall not be obligated to perform any action contradictory to client's religious beliefs (if any) and/or alignment.

Client hereby agrees not to molest Ralf or in any fashion hinder the actions performed by Ralf or his minions. Client further agrees not to misuse the Ralf Bag (provided for client) and shall utilize said item solely for the purpose of transporting items to Ralf toward the fulfillment of this contract. Client will, upon completion of contractual terms drawn herein, return Ralf Bag unmolested, having in no manner modified the said Ralf Bag toward the persecution of Ralf or his minions or the alteration of Ralf's property.

Items transported to Ralf via Ralf Bag toward the fulfillment of client's contractual obligations shall be held in stasis pending Ralf's approval, the client to be notified within thirty (30) days of item submission regarding value of submitted item.

Upon signing of this contract, client acknowledges and accepts all terms of this agreement, whether stated or inferred, certifying that all material presented is truthful and complete and is in no manner designed to mislead or deceive Ralf.

Should client in any fashion breach contract or misinterpret guidelines stated herein relative to Ralf's own exegesis, client agrees to forever walk the Astral Sphere in undead abandonment.

Signed,

Client

Ralf

Liches

The pungent aroma of incense fills your senses, biting its way through the intense pain which courses through the remains of your decaying body. The darkened hallway walls reflect the flames which wane before your withering eyes. Your limbs drip great pools of vile herbal balm as rodents scurry across your skeletal feet.

With ceremonial aplomb, you take the etched golden dagger from the ancient altar and raise it high above your head, light from the flames flashing across your atrophying features. With a mighty stroke, you plunge the blade deep into your chest, drawing a bloodless line down through your stomach, returning upward, carving to either side of the breastbone. As the world slips effortlessly into total darkness, you could swear you see the frightening visage of the god Gambros waver in front of you, just before the dying fire's embers fade into oblivion.

The Lich

HTK: as per transformed Character

AC: 0*, **MV:** 6"

AL: Neutrals or Evils

AT: See following, **DM:** See following

INT: Supra-genius (or as per transformed Character)

THACO: As per transformed Character

SZ: S, M, L

Spells: As per transformed Character

Specials: Immune to Charm, Enfeeblement, Polymorph, Sleep, Insanity, Death, cold-, and electricity-based spells.

Immune to all effects caused by other undead.

Immune to spells from casters of Skill 5 or lower; Characters of Skill 5 or lower automatically flee in fear while Characters of Skill 6 or higher must save vs. Paralyzation.

Magic Resistance: As per transformed Character

Psionics: As per transformed Character

* Shields add to a lich's Armor Class while armor does not; liches do not receive DEX bonuses.

Perhaps the most feared, and certainly one of the most powerful of all undead, the lich is normally a high-level Character of Skill 14+ at time of creation who voluntarily renounces his/her own life and soul in return for phenomenal empowerment by an Evil deity. Renowned throughout the world as a frightful creature of ultimate terror, the notorious lich is a supreme disciple of the most vile forms of evil.

Standards

As the requirements for lichly existence are few, if extreme, indoctrination is possible for nearly any Character regardless of initial alignment. The following guidelines summarize availability and conditions relative to Character class and the gold piece cost of ceremonial materials, aids, messengers, etc.:

Clerics: These Characters may enter into lich-state only upon the approval of their sponsoring deities. With their religious training to aid them, clerics are able to perform the required ceremonies themselves, requirements for the process being three sacrificial offerings and the cost of ceremonial materials.

Fighters: Upon selection of a sponsoring deity, these Characters can enter into the lich-state with the aid of a cleric, magic-user, or illusionist of the same deity who agrees to perform the ceremony, at a cost to the fighter of 200,000 gp.

Magic-users: These Characters can enter into lich-state through conduction of their own ceremonies, which tend to utilize vast amounts of special, magical components to appease the sponsoring deity as opposed to enactment of sacrifices. Cost for the ceremonies is augmented 100,000 gp.

Illusionists: Similar to the process available to magic-users, these Characters can enter into lich-state through conduction of their

own ceremonies, which also tend to utilize vast amounts of special, magical components and actions performed in honorarium to appease the sponsoring deity as opposed to enactment of sacrifices. Cost for the ceremonies is augmented 100,000 gp.

Creation

The process of transformation into a lich is normally accomplished through a complex ritual combining the purification of the applicant's body over a period of time, the sacrificial offerings of living creatures (ranging from small animal life to human oblations), and the performance of an arcane, mystical ritual, culminating in the applicant's death and resurrection through the power of the sponsoring deity. A lich is actually little more than an intelligent, self-willed, animated corpse, although the powers which work through and sustain it are awesome forces.

Prior to performance of the lich ritual, an applicant must purify his/her physical form during a strict two-month period. Two months prior to the ceremony, the applicant begins the process by consuming specific foods which cleanse the internal structure, concentrating on whole grains and fruits. One month prior to the ceremony, the applicant must begin avoidance of all sunlight, remaining forever illuminated only by candle and magical light. During this entire time, the applicant consumes various magical components which make his/her form more susceptible to control by the deity's power upon completion of the ceremony.

Two weeks before the ceremony, the applicant initiates a regimen of constant prayer, entering into a trance-like state of concentration for eight-hour periods each day. At one week, the applicant abstains from food; one day prior to the ceremony, the applicant also abstains from water. On the day of the ceremony, the applicant performs complex incantations while covering his/her body in consecrated oils and balms.

The ceremony itself lasts for two entire days, during which the processes of prayer, incantation, and ritual sacrifice must continue uninterrupted in total candlelit seclusion. The last day of the ceremony, the sponsoring deity issues a minion to the site to provide the applicant life support as s/he completes the final stage of transformation: total self-disembowelment, complete drainage of one's own blood, and the removal of the heart, which is then transported by the minion to the Sphere of the Gods, where, magically sustained by the sponsoring deity, the heart will forever beat, providing the applicant with near immortality. To prevent any possibility of resurrection, the viscera and blood collected during the ceremony are burned in the ceremonial fires.

Once the ceremony is complete and the applicant deemed acceptable by the sponsoring deity, the god infuses its power into the newly-formed lich, reforming the Character's now-withered and bloodless features, imbuing the lich with power, knowledge, and potential unlifed beyond mortal ken. Through the enactment of one brief ceremony, a deity is delivered a new and devoted disciple, a Character is awarded power beyond his/her dreams, and the world is faced with yet another force of ultimate evil and terror.

Powers

Upon transformation into lich-state, a Character receives a variety of powers: phenomenal strength, ageless lifespan, and special powers of touch in which contact with another creature causes any number of detrimental effects. While Characters possessing magical abilities prior to transformation retain these powers following initiation into lich-state, all liches receive one of the following touch powers (roll on 1D20 or select randomly):

Roll

1D20 Touch Effect

- 1 **Aging Grasp** (Character touched ages 2D12 years).
- 2 **Cause Disease** (effect identical to reverse of Skill 3 clerical spell, Cure Disease; requires Cure Disease spell to halt effects, disease inflicted at GM discretion).
- 3 **Cause Serious Wound** (effect identical to reverse of Skill 4 druidic/clerical spell, Cure Serious Wounds).

- 4 **Cold Touch** (Touch causes 1D10 HTK of cold damage).
- 5 **Confusion** (effect identical to Skill 4 magic-user spell).
- 6 **Curse** (effect identical to reverse of Skill 4 magic-user spell, Remove Curse).
- 7 **Disintegrate** (Character/item touched must save vs. Magic or completely disintegrate).
- 8 **Electricity** (Touch causes 1D10 HTK of electrical damage).
- 9 **Flesh to Stone** (Character/item must save vs. Petrification or turn to stone; if save is successful, effect identical to Skill 3 magic-user spell Slow for 1D4 rounds).
- 10 **Hold Person/Monster** (effect identical to Skill 3/Skill 5 magic-user spells, no save allowed).
- 11 **Hot Touch** (Touch causes 1D10 HTK of fire damage).
- 12 **Life Energy Drain** (Touch drains one life energy level each successful contact).
- 13 **Lose Sense** (Character must save vs. Spells or permanently lose random sense; if save is successful, Character loses sense for 1D4 rounds; roll 1D6: 1&2: Sight, 3: Hearing, 4: Touch (effects at GM's discretion), 5&6: Smell).
- 14 **Paralysis** (Character must save vs. Paralyzation or be paralyzed for 1D12 turns; if save is successful, Character cannot act for one round).
- 15 **Poison** (Touch causes subject to lose 1D4 HTK per round until a Cure Disease or Wish spell is cast).
- 16 **Polymorph** (effect identical to Skill 4 magic-user spell, Polymorph Others; most liches can only Polymorph victims into one particular form).
- 17 **Rot** (Touch causes victim to die from inflicted disease within one week, suffering 1D10 HTK of damage per turn until magically healed; no save allowed).
- 18 **Slow** (effect identical to Skill 3 magic-user spell, Slow; if save is successful, victim is slowed 50% for 1D4 rounds).
- 19 **Withered Limb** (Touch causes total withering of random limb of victim; GM determines limb withered).
- 20 **Roll Twice** (roll two more times; lich receives use of both powers).

Destruction

Only two methods exist which will serve to defeat and/or destroy this powerful undead creature, the lich, as detailed following:

- 1) Combative damage, reducing the lich to negative HTKs.
- 2) Location and destruction of lich's heart. This most formidable task requires travel to the Sphere of the Gods and obtaining the lich's heart; immediately upon entry into the Sphere of the Gods, both the threatened lich and its sponsoring deity will automatically be cognizant of the attempt.

Should a Character successfully obtain a lich's heart in this manner, s/he must take the heart to his/her personal place of worship and liquify a mixture of (un)holy water, (un)holy wafers, and the lich heart. The Character must then consume the mixture as an act to prove to the divine powers his/her sincerity in wishing to defeat the lich. At this point, the lich will be separated from the evil forces which sustain its power, falling defeated, totally lifeless, to the ground.

For the defeating Character, there does exist a 2% chance that, as a result of consuming the lich heart mixture, the Character will be turned undead from the potion's effects. At this point, unless the Character falls subject to a Wish spell within two days, s/he will become equivalent in power and loyalties to the lich whose heart s/he consumed.



LICHES AND THE GODS

Listed following are the names of Calandian deities to whom liches and prospective liches can pray, the alignments of Characters most often selecting the particular deity, the various costs and material components required to complete lich transformation (in addition to those costs found under Standards), the weapons most often utilized by liches of the deity's persuasion, and the spells or spell-types which such liches normally favor.

Deity: *Bragla (The Death Crone)*

Lich AL: Neutral & C. Neutral, all Evils

Cost/Components: Must give up own life for good of Bragla

Weapons of Choice: Sling, staff (bo stick)

Spells: Detection/Protection from Chaos (not Evil), Ethereal Travel (Astral spell), Flesh to Stone

Liches worshipping Bragla find themselves enslaved by the wants/needs of Bragla and rarely find the requirement of giving up one's own life to be offset by the experience serving under Bragla. Therefore, few followers of Bragla become liches.

Deity: *Brelig (the Laughing God)*

Lich AL: C. Neutral, C. Evil, N. Evil

Cost/Components: 10,000 gp and unique sacrifice (GM discretion)

Weapons of Choice: Wire Whip. Normally prefer to use their lich "Touch" power whenever possible

Spells: Cannot Raise Dead or Resurrect Dead

All liches which follow Brelig are required to wear their holy symbol (the Obsidian Mask of Brelig, which is described in *The Wraith of Derric's Deep*) whenever enacting lich powers. As such, most liches following Brelig enjoy wreaking havoc in heavily populated areas, since people assume the perpetrators are clerics, not liches.

Deity: *Erin the Dark Hunter*

Lich AL: Any Evil, C. Neutral

Cost/Components: Cost of one or more lives taken in a chase situation

Weapon Choices: Barbed, hooked net

Spells: Reverse spells which cause pain, death, or inconvenience.

Animating and manipulating undead are favored actions for liches following Erin the Dark Hunter. These liches truly revel in the chase so often warranted by their appearances. These liches rarely kill opponents directly, preferring to exercise their formidable powers during the challenge of the chase.

Deity: *Gambros (the Bat God; Timelord)*

Lich AL: All Evils

Cost/Components: Horrible sacrifices and cruel tortures (GM discretion)

Weapon Choices: Falchion and spiked flail

Spells: Any causing extreme pain or physical hindrance, can only use curative spells on themselves or other followers of Gambros, Protection from Good

Gambros favors liches as disciples over most other followers due to their extended life spans (and as such, worship spans).

Deity: *Lovianis*

Lich AL: All Evils

Cost/Components: Assassinations as sacrifices (at GM discretion)

Weapon Choices: Dagger and two-handed axe

Spells: Bless and Curse, Reverse of all curative spells, Curative spells only on L. Evil beings, Unholy Word, Protection from Good (not Evil)

Liches of Lovianis frequently poison-tip their weapons to assure the deaths of their opponents. Liches are favored followers of Lovianis, as they are the most likely creatures to assist the deity in achieving control over the gods.

Subservience to a Lich

While the evil nature of a lich seems to contradict the concept that persons of Good alignment could possibly deal peaceably with the undead, such arrangements are quite common and in no way conflict with the Character's alignment performance. When falling under contractual subservience to a lich, Good-aligned Characters are normally offered the following terms:

- 1) While under contractual obligation to serve the lich, the Character need not perform any action which s/he personally deems to be against his/her alignment, beliefs, or morals.

Often, in such a contract, the Character's duties will be to eliminate other forms of evil forces within the area, an

arrangement normally agreeable to both parties, as the Character is able to perform an action worthy of Good alignment and the lich is ridden of a potential opponent for its evil power.

- 2) The Character may allocate to the lich a definite percentage/sum of his/her monetary or magical rewards garnered from adventures, professional work, etc. In this fashion, the only being who in any way suffers for the Good Character's actions is the Character him-/herself, who does not receive a full share of his/her profits; most Good Characters find this preferable to destroying another creature (even if a creature were Evil and not beneficial to society at large).



New Monsters

Elven Hound

HTK: 3D8+3, AC: 3

MV: 24", AL: C. Good

AT: 2

DM: 1D6 (plus knockdown)/1D6 (body slam/bite)

INT: High

THACO: 16, SZ: S

Specials: Teleport (alone or with person), Telepathy (with master), Charm, Light

An elven hound is extremely intelligent and possesses amazing abilities of Teleportation and Telepathy, the latter of which it uses to communicate with its master. This graceful and beautiful creature is bonded at birth to an individual whom it recognizes by an inherent ability called "soul touch." Master and hound are, from that moment, inseparable.

An elven hound is silvery-white, with bright violet eyes and a single, silver horn spiraling from its forehead. It is exceedingly fast and able to outrun most swift-footed prey. Also, it is an excellent tracker, and can often follow a trail that is weeks old.

Elven hounds are highly sought after as curiosities by unscrupulous traders who are willing to pay small fortunes for one of the creatures, despite the fact that they perish quickly when separated from their masters.

These intelligent creatures will communicate readily with all elves (with the exception of drow) as well as shirelings, whose gentle-hearted company the elven hounds find quite enjoyable. They will approach humans and dwarves warily, but are nothing but vicious to orcs and goblins.

(1D6) Impish Devil

HTK: 3-5D8+2, AC: 0

MV: 6"/18", AL: L. Evil

AT: 2

DM: 1D4+trident (see Specials)

INT: High

THACO: 16-15, SZ: S (2' tall)

Specials: When fighting, they descend on their victims, forcefully jabbing their barbed tridents into the victim's body (as a 5D8 monster). If attack is successful, a limb hit withers.

Magic Resistance: 35%

Extremely vile and cunning, the impish devil appears to be a diminutive demon and is notorious for vicious attacks. When this creature flies, it seems to be little more than a blur; this is the reason for its extremely low Armor Class.

(1D10) Mud Man

HTK: 1D8, AC: 10

MV: 6", AL: Neutral

AT: 2, DM: see following

INT: Low

THACO: see following, SZ: M-L

Specials: Attacks its prey through a projection of a thick, viscous muddy blob which causes any victim(s) struck to reduce movement by 50% (for man-sized or larger victims) or by 75% (for smaller than man-sized victims) as they become weighted by the mud man's oppressive mass.

Any man-sized or larger Character successfully attacked by four or more mud men within 1 turn will suffocate in STA/2 rounds unless the creatures are removed from the victim (an effect which also occurs if three mud men successfully attack a smaller than man-sized opponent).

Edged weapons do not damage a mud man; blunt weapons do half damage; magical blunt weapons do full damage.

A reversed Transmute Rock to Mud spell cast on a mud man kills it automatically; cold-based spells halve the creature's movement; electrical-based spells do half damage.

Earthen projections emanating from a mud man during an attack are approximately 3" in diameter; as such, a victim's AC is automatically 10 (DEX bonuses applicable).

Originally from the Elemental Sphere, a mud man is commonly found in or near large bodies of fresh water or swamps. A mud man tends to reside near the edges of watery areas seeking food, which includes water snakes and small mammals.

(1) Red Yetch

HTK: Special, MV: 0"

AC: 10, AL: Neutral

AT: Special, DM: see following

INT: Non-

THACO: N/A, SZ: S-L

Specials: Only damaged by fire-based attacks (see following for HTK requirement); cold-based attacks force a yetch into hibernation so it absorbs no INT points; immune to electrical-based attacks.

Physical contact with a yetch causes 1D4 HTK of electrical damage; Characters wearing metallic armor sustain double damage from this attack.

When any intelligent being touches a yetch, it absorbs 1D4 INT points from the victim. The yetch is considered "charged" for 6 turns. Contact with living organic material during this charged time releases the previously absorbed INT points into the touching Character.

If a red yetch releases its previously-absorbed energy, or if it does not come into contact with another living organic material within 6 turns, it will dissipate the energy within its own form and be rendered "uncharged," again absorbing 1D4 INT points at next contact with an intelligent being.

Red yetch is created through the process of thought slingers eating the brains of their victims; the slingers' saliva biodegrades a victim's body into the yetch, which constantly flows with electrical energies, residual neurological charges from the victim.

Yetch forms primarily on floors, usually at the spot where its parent thought slinger devoured a victim. Normally a deep crimson in color, a yetch will occasionally discharge sporadic electrical energy within its own body, glowing from within a vibrant red. Any yetch removed from a patch will die in 1D4 rounds and evaporate, forming a purposeless pink dust.

For every being attacked by the parent thought slinger and biodegraded into red yetch, a yetch patch possesses 25 HTK.

(2D6) Super Skeleton

HTK: 4-7D8, AC: 4

MV: 12", AL: Neutral

AT: 1, DM: by weapon type + 6

INT: Low

THACO: 15-13, SZ: M

Specials: shield bash — on a successful "to hit" roll, an opposing Character is knocked back 1D3x10 feet and sustains 1D6 HTK of damage per ten feet knocked back.

Immune to attack from arrows, bolts, and spears.

Cannot be turned.

Magic Resistance: 20%

The super skeleton appears to be a normal skeleton, but it is actually much more formidable and ruthless.

(1) *Thought Slinger*

HTK: 10-12D8, AC: 2/9

MV: 6", AL: Neutral

AT: 1 + Special

DM: 1D4 + Special

INT: Low

THACO: 10, SZ: M-L

Specials: Moves silently by levitation and surprises its victims 50% of the time when first encountered.

Can fight invisible beings without penalties.

Magic Resistance: 20%

When a slinger attacks, it umbrellas its numerous tentacles and begins turning slowly. After 2 segments (12 seconds), the slinger's tentacles spin quickly clockwise; however, the head/brain rotates slowly counterclockwise. While undergoing this spinning effect, the tentacles "sling" suction cups at the rate of five per round (1 every other segment). Each suction cup slung has a 50% chance of striking any heat-emanating being in the slinger's 15'-diameter suction cup Area of Effect. Any creature successfully hit by a thought slinger's suction cup suffers a random effect determined on the Slinger Effect Table.

The slinger consumes its victim's brain and gain 1D4 points of INT and spell knowledge (if spell-user's brain was consumed) upon consumption. Spell knowledge absorbed in this fashion is of those spells memorized by the spell-using victim. Due to a craving for intelligent brains and spell-using creatures, a thought slinger possesses a unique ability to sense energies emitted by magic-users.

If a Character hit by a suction cup undergoes any sort of alteration, that alteration can be negated if the Character kills a thought slinger (not necessarily the one inducing the effect) and wears its beak for a period of 1D6 rounds. For Characters hit more than once, the effect-negated is determined randomly (or at GM discretion). Additionally, magic-users can grind up slingers' beaks to create potions having the same effect.

A thought slinger possesses an extremely vulnerable underside, which is exposed when it spins. This soft underbelly leads to the base of the slinger's brain and results in a slinger's location-specific Armor Class of 9.

The thought slinger has a large head which is surrounded by a chitinous material. It possesses a small beak, six tentacles which protrude from the base of the head, and no eyes (effectively "seeing" by emitting brain impulses which return to the slinger as non-detailed image outlines).

(1D2) *Undertoad*

HTK: 7-12D8, AC: 7

MV: 6"/9", AL: Neutral

AT: 1 + Special

DM: 2D6 + Special

INT: Exceptional

THACO: 13-9, SZ: L

Specials: Illusion.

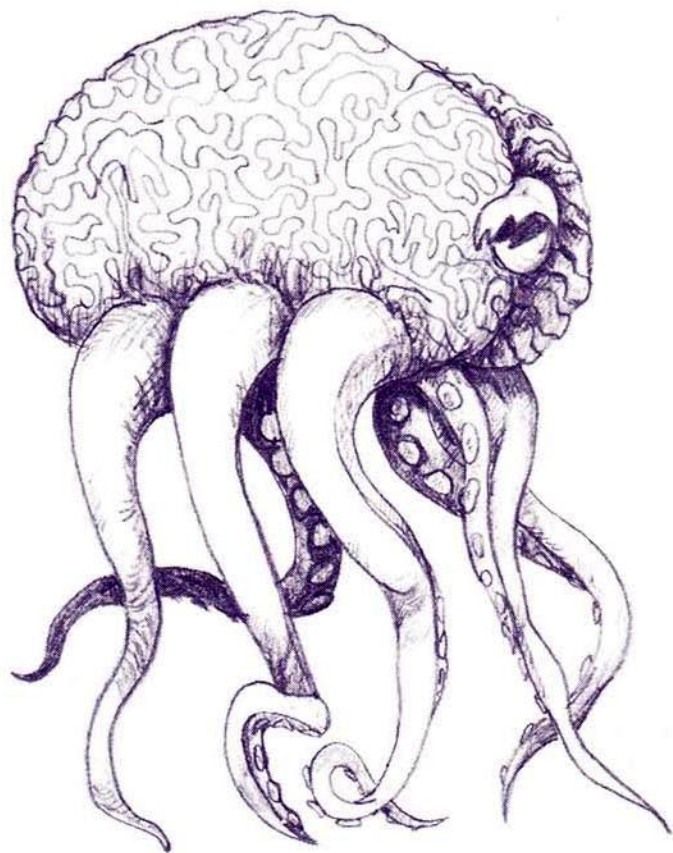
Possesses the following psionic abilities: Clairaudience, Clairvoyance, Detect Magic, Domination, Expansion, and Invisibility.

Psionic Ability: 200-300

Attack/Defense Modes: A/G,I

Undertow — creates a current which rapidly draws any being within 250' toward it. A victim weighing 150 lbs. or less is dragged a base 20' per segment; for every 150 lbs. over the first 150, one segment is added to attraction time (lengthening the time required to reach the toad). A being succumbing to undertow can slow its attraction movement through various means at GM discretion (i.e., sticking sword in river bed, magical wall cast in front of victim, etc.). An undertowed being will drown in STA/2 segments (modifiers at GM discretion).

The undertoad's tongue strikes at +4 "to hit" but does no damage, instead drawing the prey to the toad's mouth for consumption. Any victim hit by the tongue receives an opportunity to return attack; if this response attack is successful, the toad will release the victim, withdrawing the



tongue, and will not attack that being again. If the tongue is not struck, the prey is drawn to the toad the following round and will sustain maximum bite damage. Creatures weighing more than the undertoad receive two such return attack attempts before being drawn toward the toad and will be dragged to the toad in 2 melee rounds; beings weighing twice the toad's weight will not be attacked.

The undertoad is normally found in deep water, and can range in size from 10' to 25' in length. Its innate illusory ability allows it to automatically surprise its prey, which it draws into its lair via its long tongue, its undertow attack (using its unique ability to create strong currents in the water), or through projection of its psionic disciplines. An undertoad sometimes uses its illusion ability to entice unsuspecting persons into its lair with images of vast wealth, powerful magic items, etc..

This creature possesses a tongue which is three times longer than its body. This appendage is used when attacking creatures not in the toad's watery domain (those on land, over bridges, etc.).

(1) *Watcher*

HTK: 8-12D8, AC: 6

MV: 18", AL: L. Neutral

AT: special, DM: None

INT: High

THACO: N/A, SZ: S

Specials: Each of its five eye stalks projected from its head possesses the following unique abilities: Charm, Dimension Door, Fear, Flesh to Stone, and Teleportation.

Immune to Charm Monster, Gaze (medusa, basilisk, etc.), and Sleep spells.

Regenerates at the rate of 3 HTK per round.

The watcher is most frequently used as a guard; whatever it sees, its master also sees, although its master cannot dictate the watcher's actions. Its spherical body levitates autonomously through the air and can move at tremendous speeds. A watcher possesses eight eyes: five which project from pivoting stalks atop its head, two placed in normal fashion along its face, and one large eye which may be projected and retracted from its mouth.

Thought Slinger Effect Table

(Roll on D% for effect); all effects are permanent unless otherwise noted or removed through previously stated methods.

01 Grow gills 1-2: lose 1 lung, 4-5: lose both lungs, 5-6: retain lungs	34 Blindness 1-4: 1D12 days 5-6: Permanent	
02 Gain 1D10x1000 XP	35 Disease immunity	
03 Uncontrollable tentacle grows 1: from head 2-3: from chest 4-6: from back	36 Contract leprosy	
04 Lose all hair	37 Become albino (-4 "to hit" in in bright light)	
05 Grow light coat of fur	38 Change Character Class	
06 Grow tusks (-5 from APL)	39 Change race	
07 Grow random limb 1-3: arm 4-5: leg 6: head: INT is 1-4: Animal, 5: Dullard, 6: Semi	40 Odd-oh's Irresistible Dance (per Skill 8 MU spell)	
08 +2 to HTK	41 Invisibility 1-5: 1D12 days 6: Permanent	
09 Hands and feet to bird claws	42 Summon random demon	
10 Nose grows 1D6 inches	43 Shrink/grow (2D12 inches)	
11 Skin changes color	44 Disintegrate (save applicable)	
12 Grow wings 1-3: Feathery 4-5: Bat-like 6: Bat-like, lose arms	45 Telepathy 1-5: 1D12 days 6: Permanent	
13 Become cyclops (-2 on "to hit" rolls)	46 Ice Storm (centered on Character struck — as per spell)	
14 -2 to APL	47 Random polymorph	
15 +1 to DEX	48 Become vampire (no alignment change, feed every 1D8 days)	
16 Reverse STR and INT	49 Death (no save)	
17 -1 to INS	50 No effect	
18 +2 to APL	51 Age 3D10 years	
19 +1 to STR	52 Teleport randomly 1-2: w/in 1D% yards 3-4: 1D%x10 yards 5-6: 2D4 miles	
20 -2 to STA	53 Reverse Heal	
21 Reverse APL and DEX	54 2D8 HTK of damage	
22 Forced to kill random PC (if successful, gain full XP)	55 Cure 2D8 HTK of damage	
23 APL lowered to 3	56 5D10 HTK of damage	
24 +1 to INT	57 Comatose (2D12 days)	
25 STR lowered to racial minimum	58 Gain/lose 10D4 lbs.	
26 STR raised to racial maximum	59 Death (save applicable)	
27 Flesh to Stone	60 Poison: 1D10 HTK damage per round unless Neutralize Poison	
28 Deafness 1-4: 1D12 days 5-6: permanent	61 -1 on all saves (perm.)	
29 Become ambidextrous	62 Character doubles damage sustained	
30 Contract disease (immunities notwithstanding)	63 Lose # of HTK to restore HTK lost by thought slinger	
31 Muteness 1-4: 1D12 days 5-6: permanent	64 Midas touch	
32 Convulsions (-6 "to hit" and damage)	65 Heal spell	
33 Change sex	66 Next Character attack suffered at double damage	
	67 Astral (1D10 turns)	
	68 Disintegration of next object touched	
	69 Heavy intoxication (see standard rule book)	
	70 Go berserk (attack randomly 1D4 rounds)	
	71 Fear random monster	
	72 Poverty (retain one magic item)	
	73 Lose one XP level	
	74 Dead bodies rise and follow Character (10' radius)	
	75 Hair turns green	
	76 1D4 horns from head	
	77 NPC dislike (first NPC encountered hates Character)	
	78 Eyes glow (sufficient to read by)	
	79 Next dead body touched is raised	
	80 All metal touched turns to glass	
	81 No attacks 1D4 turns	
	82 Character becomes next monster s/he mentions	
	83 Random alignment change	
	84 Infravision bestowed at 2D10x10 feet	
	85 Turned to glass (save applicable)	
	86 Kleptomania	
	87 Undead touch (as per wraith)	
	88 Additional Character class allowed	
	89 Contract lycanthropy	
	90 Character receives next item s/he mentions	
	91 Loss of all teeth (-2 to APL)	
	92 Teleport to nearest arena	
	93 Gain second heart	
	94 Gain X-Ray vision	
	95 Dispel Magic touch	
	96 Gain a familiar (any class)	
	97 Grow three-foot tail 1-4: regular 5-6: prehensile	
	98 No effect	
	99 Roll twice (both rolls take effect)	
	00 Roll twice (one roll takes effect; PC's choice)	



New Magic Spells and Items



New Spells

NOTE: Relative to the following spells' Skill level listings, "MU" indicates the spell is available for use by magic-users, "C" indicates the spell is available for use by clerics, "I" indicates use by illusionists, and "D" indicates use by druids.

Accuracy (Divination) Reversible

Skill Level: 1 — C/D/I/MU **Components:** S, M
Range: Touch **TTC:** 1 segment
Duration: 1 rnd/Skill lvl. **ST:** None
Area of Effect: Creature Touched

This spell allows the being on whom it is cast to add +1 to his/her "to hit" roll on any thrown missile weapon used (i.e., darts, knives, spears, rocks, etc.). The reverse of this spell gives the subject a -1 "to hit." Additionally, for every four Skill levels of the caster above first, an additional +1 (or -1) is added to the roll (e.g., a Skill 5 spell-user adds +2 total, a Skill 9 caster adds +3, etc.).

The only material component for this spell is the missile weapon being used.

Air to Boiling Oil (Alteration) Reversible

Skill Level: 5 — C **Components:** V, S, M
Range: 1"/Skill lvl. **TTC:** 5 segments
Duration: Special **ST:** None
Area of Effect: 1/2 cubed/Skill lvl.

This spell turns a volume of air into an equal volume of boiling oil. When the oil is in contact with living material, it does 3D8 HTK of damage during the first round of contact, 3D6 HTK of damage the second, and 3D4 HTK of damage the third (final) round. Items in contact with this oil must save vs. Magical Fire.

The material component for an Air to Boiling Oil spell is a peanut or peanut oil.

Crystal to Flesh (Alteration) Reversible

Skill Level: 6 — MU **Components:** V, S, M
Range: 1"/Skill lvl. **TTC:** 6 segments
Duration: Permanent **ST:** Special
Area of Effect: One creature

This spell allows the caster to turn any sort of crystal into flesh; if the crystal object was formerly living, casting of the spell will return that creature to life subject to a successful System Shock roll by the recipient. Through this spell, normal crystal may be turned to flesh at a volume of nine cubic feet per Skill level of the caster.

The reverse of a Crystal to Flesh spell will turn flesh of any sort to crystal, with all of the possessions of the affected creature also turning to crystal, saving throws applicable.

This spell's material components are a shard of normal crystal and a drop of blood, while components for the spell's reverse are water, four grains of sand, and a shard of normal crystal.

Dowon's Spying Glass (Divination)

Skill Level: 8 — MU **Components:** V, S, M
Range: 1"/Skill lvl. **TTC:** 8 Segments
Duration: 1 rnd/Skill lvl. **ST:** None
Area of Effect: 3" + 1" per 2 Skill lvls.

This spell allows a user to see through solid objects as if those objects were transparent. The user must first cast the spell on the object through which s/he wishes to see and then look into the material component to which the image is transferred (normally a pane of glass). This method of divination prevents any possible detection by viewed subjects.

A user can tune in on specific beings or areas viewed, allowing close visual and aural examination of subjects (analyze clothing, hear conversation, etc.).

The material component of Dowon's Spying Glass is simply a pane of normal glass through which the image is seen. The glass must be set upright as a viewing screen for the spell to function; once a particular piece of glass is used in this manner (the duration of the spell is exceeded), the glass melts into useless slag and another pane must be obtained for the spell to again be cast.

Locate Familiar (Conjuration/Summoning)

Skill Level: 3 — C/I/MU **Components:** V, S, M
Range: 1 mile/Skill lvl. **TTC:** 2D12 hours
Duration: Permanent **ST:** None
Area of Effect: Spell Range

Use of this spell allows the caster to attempt a summoning of a random familiar, an animal which adds its own HTK to those of the spell-user's, while conveying its sensory powers to, conversing with, and serving as a guard/scout/spy for the caster. Should such a familiar ever die, the spell-caster will permanently lose twice (2x) the additional HTK gained from the familiar.

While this spell is in effect, the caster may observe all creatures within the Area of Effect through the crystal ball (creatures seen as determined by GM). In selecting the familiar, the caster may choose from those creatures seen in the ball. Familiars normally possess 1D6+1 HTK and are from AC: 7 to AC: 3 (either rolled randomly or selected by GM). Suitable familiars are as follows:

Familiar	Sensory Powers
Baboon	See standard rule book
Badger	Superior olfactory
Bat	Radar
Brownie	See standard rule book
Cat	Night vision, superior hearing
Crow	Superior vision
Dog	Superior hearing/olfactory powers
Fly (Giant)	Wide-angle vision, olfactory power
Fish	Underwater vision, superior underwater hearing
Frog	Wide-angle vision, underwater vision
Hawk	Superior distance vision
Imp	See standard rule book
Parrot	Superior hearing
Pseudo-dragon	See standard rule book
Quasit	See standard rule book
Rat	Night vision, superior hearing
Screech Owl	Night vision, superior hearing
Snake	Superior taste (as olfactory)
Sprite	Superior hearing
Toad	Wide-angle vision
Weasel	Superior hearing and olfactory power

Material components for this spell include: a non-magical crystal ball, a map delineating Area of Effect, and a one-inch-square patch of skin from the caster's forehead.

Mind Projection (Divination)

Skill Level: 3 — I **Components:** V, S
Range: 1/2" Skill lvl. **TTC:** 3 segments
Duration: 1 round/Skill lvl. **ST:** None
Area of Effect: One person

Use of this spell allows an illusionist to project the thoughts of any person within range for viewing in sizes from a 3" x 2" area to as large as a 9' x 6' screen projection (at caster's discretion). Thoughts projected via this spell will represent the event(s) contemplated/described by the affected person as it/they actually occurred (or would occur, if thoughts represent future actions).

EXAMPLE: A lying braggart describes his great catch of a horrible seamonster; if Mind Projection were cast upon the liar, the images would represent the reeling-in of a small sunfish, perhaps. Conversely, if this spell were cast upon a Character contemplating any particular action, an image of the Character performing that action would be projected (perhaps the liar being elected Overlord following revelation of his magnificent tale).

Pebbles to Boulders (Alteration)

Skill Level: 4 — C/MU **Components:** V, S, M
Range: 10' + 1"/Skill lvl. **TTC:** 4 segments
Duration: Permanent **ST:** None
Area of Effect: 4"

Use of this spell causes normal pebbles and small rocks thrown to transform into huge boulders, causing 3D10 HTK of damage to the beings/objects within the Area of Effect. Range is chosen by the casting cleric/magic-user at the time of casting.

The material component for this spell is a handful of pebbles.

Radiate Warmth (Alteration) Reversible

Skill Level: 2 — C/D/I/MU **Components:** V, S, M
Range: 1"/Skill lvl. **TTC:** 1 round
Duration: 1 turn/Skill lvl. **ST:** None
Area of Effect: 1"/3 Skill lvls.

Use of this spell allows the caster to raise temperatures within the Area of Effect to a range falling between 70° and 100° Fahrenheit, at caster's discretion. Beings within this spell's Area of Effect receive +1 to their saving throws vs. cold-based spells for every 10° of temperature generated above 70°. Characters within the Area of Effect of the reverse of this spell (Emanate Coolness — which reduces temperatures to a 40° to 69° Fahrenheit range) receive +1 to saves vs. heat-based spells for every 10° generated below 69°.

The material component for a Radiate Warmth spell is three fire giant hairs, while the material component for an Emanate Coolness spell is three frost giant hairs.

Rend (Alteration) Reversible

Skill Level: 3 — MU **Components:** V, S, M
Range: ¼" per Skill lvl. **TTC:** 3 segments
Duration: Permanent **ST:** None
Area of Effect: One Object

Use of this spell causes 1D4 HTK of structural damage per Skill level of the caster to any desired non-living object (portcullis, drawbridge, stone wall, etc.).

The material component for this spell is a sheet of parchment.

Seek (Divination) Reversible

Skill Level: 6/7 — C/MU **Components:** V, S, M
Range: Special **TTC:** 1 round
Duration: Special **ST:** None
Area of Effect: One Object

Use of this spell allows the caster to bestow the ability of "automatic hit" upon any projectile weapon touched. The creature/object targeted by such an affected weapon must be within the line of sight of the Character releasing the weapon. The duration of this spell is 1 turn per Skill level of caster or until the weapon "seeks" (successfully hits).

The material component for this spell is the object to be affected.

Spell of Dousing (Evocation)

Skill Level: 3 — C/D/I/MU **Components:** V, S, M
Range: 1"/Skill lvl. **TTC:** 3 Segments
Duration: 1 segment **ST:** None
Area of Effect: 1"/Skill lvl.

Use of this spell allows the caster to rapidly extinguish magical and non-magical fires by eliminating those oxygen molecules which feed the flames. As such, beings trapped within flames upon which a Spell of Dousing is cast will not suffocate. Fire-based creatures (such as fire elementals) subject to this effect must save vs. Spells or suffer 3D6 HTK of damage.

The material components of this spell include one ounce of sand and five werebear hairs.

Vocal Enhancement (Alteration)

Skill Level: 3 — C/D/I/MU **Components:** V, S
Range: 1"/Skill lvl. **TTC:** 3 segments
Duration: 3 rnds + 1/lvl. **ST:** None
Area of Effect: Person Touched

This spells allows a person to project his/her voice to anyone within range, provided the receiver is within line of sight of the speaker. The speaker's voice will be heard by listeners at the same intensity (Skill level) as the words are spoken by the speaker.

Wood to Steel (Alteration)

Skill Level: 7 — MU **Components:** V, S, M
Range: Touch **TTC:** 8 Segments
Duration: Permanent **ST:** None
Area of Effect: Object Touched

The Wood to Steel spell turns wood into a substance which has a tensile strength equivalent to steel. A maximum weight of wood equal to five pounds per Skill level of the spell's caster may be altered, and the item transformed must be one solid object (not multiple objects) per attempt.

Transformed wooden objects retain their wooden properties (such items still float normally, burn — but last five times longer before burning out, etc.). If detected for, a transformed item will radiate magic.

Material components for this spell are one acorn and an ounce of quicksilver.

New Magic Items

Arrows of Backbiting [XP: 0, gp: 200-800]

When shot from a bow, this arrow will arc in flight to strike its wielder in the back, possessing a "to hit" probability to negate any shield and/or DEX bonuses to Armor Class. These arrows are magicked from +1 to +4.

Boots of Noise [XP: 150, gp: 1500]

These boots cause the wearer to make noise equal to that of ten men performing the same physical action as the wearer (i.e., running, stomping, etc.). The wearer and those persons within a 20' radius of him/her will be unable to hear the noise created by these boots, imagining the wearer to be moving silently.

Bag of Teleportation

[Command Word Unknown: XP: 0, gp: 1000
 Command Word Known: XP: 3000, gp: 20,000]

When used initially, this magical bag will act as a Bag of Holding. Every time thereafter, however, any item placed within this bag will be randomly teleported 2D10 miles from the owner. The location of resultant teleportation may be controlled provided owner uses the item's command word.

Earrings of Telepathy [XP: 300, gp: 3000]

All beings wearing one of these magical earrings can telepathize with one another when within a 50' radius. These earrings do not allow inter-language comprehension; wearers must be familiar with languages telepathized to communicate.

Ears of Hearing [XP: 500, gp: 10,000]

This magical item empowers its wearer to hear any desired existing sound at a distance equivalent to the wearer's line of sight or 100 yards, whichever is greater. This effect is as if the wearer were present at the chosen location and allows audio perception in a 10' radius of that location.

The Ears of Hearing have the appearance of two thin, black discs of 4" circumference placed atop a black skullcap.

Gloves of Digging and Excavating

[XP: 1200, gp: 12,000]

These gloves enable any wearing Character (man-size or smaller possessing a STR of 17 or greater) to burrow through dense material at a rapid rate and with little exertion. Burrowing speeds for various materials are at the following rates per round (as per construction in standard rule book):

Very Soft: 6 cubic feet

Soft: 3 cubic feet

Hard: 1 cubic foot

Goggles of X-Ray Vision [XP: 4000, gp: 25,000]

These eyepiece lenses allow a wearer to see through any and all materials up to a distance of 30'.

Goggles of Nightsight [XP: 4500, gp: 26,000]

These eyepiece lenses serve as personal binoculars and are equipped with the equivalent of Infravision, with image magnification and heat sensitivity adjustable up to half a mile.

Helm of Rock Attraction [XP: 0, gp: 750]

This helm has two primary functions: under normal circumstances, it acts as a +2 helm. However, when small projectiles (rocks, sling stones, bullets, etc.) are thrown within a 5' radius of the wearer, they will automatically strike the helm, inflicting deafness and confusion upon the wearer for 1D6 rounds per hit.

Levitating Torch [XP: 1000, gp: 10,000]

This torch will immovably hover in the air where it was released by its owner. When again grasped by the owner, the torch will once again become mobile. Igniting and extinguishing this torch, which can burn forever, is at the owner's will.

Magical Spikes

[Command Words Unknown: XP: 0, gp: 1/200 (1 cp).]

[Command Words Known: XP: 1000, gp: 10,000]

These appear to be common spikes until the command word is spoken, at which point the spikes can be easily pushed into wood, rock, or any other substance (at GM discretion). Removal of these spikes once placed requires speaking another command word.

Oil of Deflection [XP: 450, gp: 550]

When rubbed on the palms, this oil allows the wearer to deflect up to two spells and/or missile weapons directed at him/her (one per hand). A Character utilizing this magical oil cannot attack during the same round as s/he expends the time deflecting any incoming attack. Each application of this oil lasts for 1D4+4 turns or until rubbed off (GM discretion).

Oil of Water Walking [XP: 200, gp: 325]

When rubbed on the soles of one's feet, this magical oil prevents the soles of the wearer's feet from sinking below the water level (effectively allowing the wearer to walk on water). Each application of this oil lasts for 1D4+4 turns.

Pearl of Calm [XP: 8500, gp: 30,000]

This 3' diameter pearl sphere negates all wind and earth turbulence/tremors within a one-mile diameter of the pearl. The pearl remains completely unmovable unless the item's command word is spoken, at which point its magical properties are non-functional until the command word is repeated (the pearl then returning to its unmovable state).

Ring of Climbing [XP: 1500, gp: 6500]

This ring allows its wearer to climb any vertical surface with ease (GM discretion). Each 10' climb utilizes one charge.

Scarf, Protection from Gasses [XP: 100, gp: 8500]

This magical scarf will automatically cover the wearer's face when wearer is subjected to any form of gas or gas-like substance (gas spore rhizomes, dragon breath, etc.).

Spectre Sword [XP: 500, gp: 2500]

Upon every successful hit, this magical sword drains 1 life energy level from and does 1D8 HTK of damage to its victim. Should the sword drain all life energy levels from any particular victim, that victim in two weeks will turn into a spectre and will be forced to track and attempt to kill the sword's wielder.

Staff of Dancing [XP: 2500, GP: 10,000]

A highly-magical item, the Staff of Dancing is a weapon which modifies its damage and "to hit" bonuses each round of melee. On the first melee round, the Staff is +1; during each additional round (up to fourth round), the Staff's effectiveness increases by +1 (e.g., +2 second round, +3 third round, etc.). On the fifth round of sustained combat, the Staff's bonus reverts to +1 and repeats this cycle (+2 sixth round, +3 seventh round, etc.).

At the fifth round of melee, the Staff has a "dancing" ability which allows its wielder (if desired) to release the Staff, allowing it to fight independently within 30' of the owner while still maintaining the +1 per round combat additions. The Staff will fight at the owner's Skill level for 4 rounds, after which it will automatically return to its owner's hand. While the Staff is dancing, the owner may act in virtually any manner desired relative to combat. If the owner travels beyond the Staff's 30' range, the Staff will fall lifeless to the ground, once again a +1 weapon.

While dancing, the Staff cannot be physically hit with the exception of area effect spells (Fireball, Ice Storm, etc.).





Briarwood Castle

Briarwood Castle Guards

The typical Briarwood Castle guard is a Skill 1 or 2 human or half-elf fighter proficient in florentine fighting, and is interned under the supervision of General Trem Hjalmar at Briarwood Castle for admission into the training ranks of the Black Lotus. Very few fighter applicants of higher Skill levels are accepted since they are normally set in their combative ways and do not learn the ways of the Black Lotus as readily as the uninitiated. Applicants are admitted after proving themselves in battle, demonstrating their ability to be trained in Black Lotus technique, and subject to either the Overlord's or his advisor's personal approval.

Basic training for the Black Lotus regiment is eight weeks long, a period where the applicant must develop additional proficiencies in long sword, short sword or dagger, and spear. Further training includes firefighting, swimming, memorization of city layout, crowd control, first aid, and hand-to-hand combat (which allows +1 on "to hit" and damage rolls when fighting in weaponless combat). Language education includes developing fluency in Calandian (common), elvish, and lizardman.

Prior to becoming a true Black Lotus (Skill 3 fighter), an applicant must also be able to strip from Lotus armor (full-length chain mail, full helm, and round shield) in two rounds.

The salary structure for guards of Briarwood Castle runs as follows (listings are per month in gp):

Private First Class: 1
Private Second Class: 2
Corporal: 3
Sergeant: 6
First Lieutenant: 15
Second Lieutenant: 25
Captain: 75
Colonel: 125
General: 200

Black Lotus

Black Lotus guards were originally created to protect the Lords of the Black Lotus, nobles who were the true governmental power in Calandia for a vast length of time. Although the Lords of the Black Lotus were eventually crushed, the special guard unit they founded continues as an elite and powerful group.

The Black Lotus has 500 troops in Briarwood and another 500 troops in Antram, where Calandia's Senate and Ministry of Law are located. The commanding general of this unit, Trem Hjalmar (see *Map and Population Book*), reports to Overlord Lucius II.

After achieving full Black Lotus status, a guard receives his own official garb, associated accouterments, and a three-day vacation pass (conditions allowing). Guards are then assigned to either the Dock Guard Barracks (#362), the Watch Tower (#418), or Briarwood Castle itself. Every eight weeks, a new regiment of guards graduates and is assigned stations within these areas.

Dock Guards are responsible for such duties as monitoring fishing licenses and numerical limits, checking incoming ships for contraband (slaves and drugs, etc.), sea monster control, etc.

Watch Tower guards are responsible for monitoring the skies of Briarwood for invasionary forces and observing surrounding ground areas for disturbances requiring assistance or enforcement.

Briarwood Castle guards are responsible for verifying visitors' papers, escorting emissaries and ambassadors, and serve their primary function of defending the castle, both on exterior defense and internal security (checking visitors for weapons, patrolling halls during senate meetings, etc.).

During each work shift, twenty Black Lotus guards patrol each of the first and second floors of Briarwood Castle, while ten guards

roam the third level (the security of which is primarily the responsibility of the castle's Dragon Guard contingent; see following). Each guard patrolling Briarwood Castle carries a whistle with which to summon assistance when necessary.

The guards which comprise the enforcement of Briarwood Castle include the following:

(150) Black Lotus Guards

Skill 1 Fighters

Race: Human or Half-elf

STR: 12-17, INT: 7-14, INS: 7-14

STA: 9-18, DEX: 7-17, APL: 7-17

HTK: 5-14, AC: 4 (+DEX bonuses)

MV: 9", AL: L. Good - L. Neutral

AT: 1, DM: by weapon type

THACO: 20

Armor: chain mail, round shield

Weapon Proficiencies: florentine fighting, short sword, and bow of any type

Weapons: bow, short sword

Specials: They never abandon their posts.

Morale is at +2.

(150) Black Lotus Guards

Skill 2 Fighters

Race: Human or Half-elf

STR: 12-17, INT: 7-14, INS: 7-14

STA: 9-18, DEX: 7-17, APL: 7-17

HTK: 10-28, AC: 4 (+DEX bonuses)

MV: 9", AL: L. Good - L. Neutral

AT: 1, DM: by weapon type

THACO: 20

Armor: chain mail, round shield

Weapon Proficiencies: florentine fighting, short sword, and bow of any type

Weapons: bow, short sword

Specials: They never abandon their posts.

Morale is at +2.

(73) Black Lotus Guards

Skill 3 Fighters

Race: Human

STR: 12-17, INT: 7-14, INS: 7-14

STA: 9-18, DEX: 7-17, APL: 7-17

HTK: 15-30, AC: 4 (+DEX bonuses)

MV: 9", AL: L. Neutral - C. Neutral

AT: 1, DM: by weapon type

THACO: 18

Armor: chain mail, round shield

Weapon Proficiencies: crossbow, dagger, halberd, long sword, short sword

Weapons: crossbow, dagger, halberd, long sword

Specials: They never abandon their posts.

Morale is at +2.

(120) Black Lotus Guards

Skill 5 Fighters

Race: Human

STR: 12-17, INT: 7-14, INS: 7-14

STA: 9-18, DEX: 7-17, APL: 7-17

HTK: 20-50, AC: 4 (+DEX bonuses)

MV: 9", AL: L. Neutral - C. Neutral

AT: 1, DM: by weapon type

THACO: 16

Armor: chain mail, round shield

Weapon Proficiencies: crossbow, dagger, halberd, long sword, short sword

Weapons: crossbow, dagger, halberd, long sword
Specials: They never abandon their posts.
Morale is at +2.

(3) Black Lotus Sergeants

Skill 6 Fighters

Race: Human

STR: 12-17, *INT:* 7-14, *INS:* 7-14

STA: 9-18, *DEX:* 7-17, *APL:* 7-17

HTK: 24-60, *AC:* 4 (+DEX bonuses)

MV: 9", *AL:* L. Neutral - C. Neutral

AT: 1, *DM:* by weapon type

THACO: 16

Armor: chain mail, round shield

Weapon Proficiencies: crossbow, dagger, halberd, long sword, short sword, spear

Weapons: crossbow, dagger, halberd, long sword

Specials: They never abandon their posts.

Morale is at +2.

(2) Black Lotus Lieutenants

Skill 8 Fighters

Race: Human

STR: 14, 15, *INT:* 13 (both)

INS: 15, 14, *STA:* 16 (+2), 15 (+1)

DEX: 17 (+2, -3) (both), *APL:* 13, 16

HTK: 52, 60, *AC:* 1 (both)

MV: 9", *AL:* L. Neutral (both)

AT: 3/2, *DM:* by weapon type

THACO: 14

Armor: chain mail, round shield

Weapon Proficiencies: crossbow, dagger, halberd, long sword, short sword, spear

Weapons: crossbow, dagger, halberd, long sword

Specials: They never abandon their posts.

Morale is at +4.

(1) Black Lotus Captain

Skill 10 Fighter

Race: Human

STR: 15, *INT:* 15, *INS:* 17

STA: 16 (+2), *DEX:* 15 (0, -1), *APL:* 15

HTK: 97, *AC:* 1

MV: 9", *AL:* L. Neutral - C. Neutral

AT: 3/2, *DM:* by weapon type

THACO: 12

Armor: +1 chain mail, +1 round shield

Weapon Proficiencies: bastard sword, crossbow, dagger, halberd, long sword, short sword, spear

Weapons: crossbow, dagger, halberd, long sword

Specials: They never abandon their posts.

Morale is at +4.

General Trem Hjalmar

Skill 13 Fighter

Race: Half-elf, Half-drow

Religion/Deity: Calandian/Vikar Tornor

STR: 18/05 (+2, +3), *INT:* 15, *INS:* 15

STA: 16 (+2), *DEX:* 18 (+3, -4), *APL:* 10

HTK: 85, *AC:* -2

MV: 12", *AL:* L. Neutral

AT: 2, *DM:* by weapon type

THACO: 8

HT: 7'1", *WT:* 233 lbs.

Armor: plate mail and buckler

Weapon Proficiencies: blow gun, dagger, long sword, military pick, short bow, short sword, throwing dagger, two-handed sword

Weapons: blow gun (w/8 poison needles), dagger (x3), +1 long bow, +2 military pick, two-handed sword

Magic Items: Boots of Levitation, Oil of Etherealness, Potion of Growth, Potion of Heal (treat as a Heal spell), Ring of Water Walking

Trem is held in high esteem by his men. Unbeknownst to the Overlord, Trem works closely with the Violet Spider (see #64 in the

Map and Population Book), who pay Trem a stipend of 100 gp per month to spy for them.

The Skill 1 fighters utilized by the Black Lotus are employed by the Overlord and merely perform regimentary functions, working standard eight-hour shifts guarding the Castle's outer wall. These persons normally live in Briarwood and report to the main Castle gate prior to beginning each work shift.

Each eight-hour shift, four such Skill 1 fighters man the four small towers located along the perimeter of the outer wall while 116 walk along the walltops scanning the surrounding areas, three men per 40' wall length on the average.

Lucius' Royal Guards (Dragon Guards)

The Dragon Guard is the Overlord's personal guard, an elite Black Lotus contingent personally selected by the Overlord to protect Lucius II and his family at all times; these are the only guards allowed into the Overlord's family quarters. The Dragon Guard unit was instituted under the rule of Atrabiloran and functions identically to the old personal guard of the Dragon Kings, even wearing the old-fashioned armor and blue-and-gold uniforms popular under those rulers. Dragon Guards have a reputation for vigilance and have foiled more than one assassination attempt on an Overlord since their inception.

Members of this elite guard unit are chosen from the ranks of the Black Lotus Guards and, in rare cases, chosen from Briarwood Town Guards, and report directly to their commander, Colonel Flavius Ashnor.

Flavius Ashnor, Colonel (Gedhar)

Human, Skill 7/4 Avantar/Keitar

Religion/Deity: Calandian/Ardruna

STR: 18/51 (+2, +3), *INT:* 12, *INS:* 16

STA: 17 (+3), *DEX:* 15 (0, -1), *APL:* 14

HTK: 113, *AC:* -1

MV: 9", *AL:* N. Good

AT: 1, *DM:* by weapon type

THACO: 14

HT: 6'1", *WT:* 185 lbs.

Armor: +2 plate mail, +1 shield

Weapon Proficiencies: dagger I, horsebow, horseman's flail, keitar lance, quarterstaff, sabre, staff flail

Weapons: dagger, horsebow, +1 horseman's flail, +1 sabre

Magic Items: Ring of Feather Falling, Ring of Fire Resistance, Rod of Lordly Might

Flavius Ashnor is an adventurer who joined the Overlord's service later in life than most. When he took two assassin's arrows intended for Lucius II, he came to the Overlord's personal attention. For that and other brave service he has been honored with membership in the elite Order of the Shield. Flavius intimidates the troops of the Dragon Guard, who call him "Dragonslayer" behind his back.

Entrance into the Dragon Guard unit requires that a soldier have completed at least one tour of the Black Lotus Guards and be a fighter of Skill 5 or higher. Competition for entrance is keen and openings are few, as only forty Dragon Guards exist at any one time and one tour of duty as a Dragon Guard lasts at least five years. Duty in the Dragon Guard is desirable because of the pay (1 pp minimum per month), the elitist nature of the work, and the potential to be promoted into officer ranks following service. A typical Dragon Guard possesses the following statistics:

Dragon Guard

Skill 6 Fighter

STR: 12-18, *INT:* 12-18, *INS:* 12-18

STA: 10-18, *DEX:* 10-18, *APL:* 7-18

HTK: 24-84, *AC:* 1

MV: 12", *AL:* L. Neutral - C. Good

AT: 1, *DM:* 1D10 (halberd), 1D8 (long sword)

THACO: 16

Armor: +1 plate mail, shield

Weapon Proficiencies: halberd II, long sword II

Weapons: halberd, long sword



Constantly at Lucius' side, Dragon Guards serve as bodyguards, messengers, and in any other capacity required. Dragon Guards are not limited by race and are usually selected for their prowess in fighting, stealth, and tactics.

The Overlord's royal guards are recognizable by their distinctive grey-tinted armor (usually breastplate and chain), and by the presence of the Overlord's signet emblazoned on the breastplate and guard's shield, if one is carried.

Dragon Guards of Lucius' personal contingent are currently comprised of the following Characters:

(22) **Skill 6 Fighters** (see statistics for Black Lotus Sergeants)

(11) **Dragon Guards**

Skill 7 Fighters

STR: 12-18, INT: 12-18, INS: 12-18
STA: 10-18, DEX: 10-18, APL: 7-18
HTK: 28-70, AC: 1 (+DEX bonuses)

MV: 12", AL: L. Neutral - C. Good
AT: 1, DM: 1D10 (halberd), 1D8 (long sword)
THACO: 14
Armor: +1 plate mail, shield
Weapon Proficiencies: halberd II, long sword II
Weapons: halberd, long sword

(4) **Dragon Guards**

Skill 9 Fighters

STR: 12-18, INT: 12-18, INS: 12-18
STA: 10-18, DEX: 10-18, APL: 7-18
HTK: 38-90, AC: 1 (+DEX bonuses)
MV: 12", AL: L. Neutral - C. Good
AT: 1, DM: 1D10 (halberd), 1D8 (long sword)
THACO: 12
Armor: +1 plate mail, shield
Weapon Proficiencies: dagger, halberd II, long sword II
Weapons: halberd, long sword

(2) **Dragon Guards**

Skill 11 Fighters

STR: 12, 14, INT: 14, 15
INS: 12, 13, STA: 16 (+2), 14
DEX: 14, 18 (+3, -4), APL: 15 (both)
HTK: 66, 80, AC: 1 (+DEX bonuses)
MV: 12", AL: L. Neutral - C. Good
AT: 1, DM: 1D10 (halberd), 1D8 (long sword)
THACO: 10
Armor: +1 plate mail, shield
Weapon Proficiencies: dagger, halberd II, long sword II
Weapons: halberd, long sword

(1) **Dragon Guard**

Skill 12 Fighter

STR: 14, INT: 13, INS: 14
STA: 15 (+1), DEX: 16 (+1, -2), APL: 17
HTK: 48-120, AC: -1
MV: 12", AL: L. Neutral - C. Good
AT: 1, DM: 1D10 (halberd), 1D8 (long sword)
THACO: 10
Armor: +1 plate mail, shield
Weapon Proficiencies: dagger, halberd II, long sword III
Weapons: halberd, long sword

Changing of the Castle Guards

Briarwood Castle maintains a complement of 573 regular guards, one sergeant, and one lieutenant at all times. Sergeants are required to post two consecutive six-hour shifts per day while lieutenants post three. Regular guards work in six-hour guard shifts, two shifts per day; following each guard's second shift, these guards must post an additional two hours of maintenance work (armor, weaponry, and barracks cleaning, etc.).

One captain and one general are stationed at Briarwood Castle, each working a regular eight-hour day of supervisory and disciplinary work, while remaining on call twenty-four hours a day.

Changing of the guards occurs six times daily, at 12, 4, and 8 in the mornings and evenings. With no exceptions, guards are required to remain at their posts until relieved.

Exterior Defenses

NOTE: Refer to the *War Machine Table* in the standard rule book for information on weapons used to defend a castle exterior (i.e., catapults, ballistae, etc.)

Outer Wall: This 20'-wide crenelated barrier is composed of 2'-thick slabs of granite, stacked in a staggered fashion to a uniform height of 20'. The wall itself surrounds Briarwood Castle and is 3,430 feet in length. The wall is connected to the minor gate towers of the Castle (Portcullis Works) at the northern end of the area.

During each guard shift, forty Skill 1 Black Lotus Guards patrol the exterior of the Castle (see Guards for statistics).

Corner Towers: Recently constructed, in response to the dramatic influx of evil besetting Briarwood, 10'-square stilted guard towers which stand 10' above the Castle wall itself in each extreme corner of the Castle's enclosure (NW, NE, SW, and SE). Two Skill 1

guards employed from town ranks by the Black Lotus constantly man each of these towers on eight-hour shifts. These towers and the guards within are employed primarily as an early-warning method against Castle siege; if the guards patrolling the outer wall itself become overrun with attackers, the corner towers can also provide temporary protection.

Outer Lawns: This vast expanse of open area is covered in fine, manicured grass and possesses hundreds of concealed traps to deter ground level assault upon the Castle. Various subterranean creatures live beneath the outer lawns and act as additional defensive measures, normally consuming victims before Castle guards can respond to and capture intruders. Due to the presence of both forms of outer lawn defense, guards who man the Castle walls usually prefer to run the length of the wall to the main Castle entrance as opposed to risking an unfortunate encounter by venturing across the lawns.

(1D2) Rust Monster

HTK: 36, 32 (5D8), AC: 2

MV: 18", AL: Neutral

AT: 2, DM: Nil

INT: Animal

THACO: 15, SZ: M

(4D4) Blink Dog

HTK: 4D8, AC: 5

MV: 12", AL: L. Good

AT: 1, DM: 1D6

INT: Average

THACO: 15, SZ: M

Specials: Teleportation.

Attack from behind 75% of the time.

(1) Invisible Stalker

HTK: 54 (8D8), AC: 3

MV: 12", AL: Neutral

AT: 1, DM: 4D4

INT: High

THACO: 12, SZ: L

Specials: Surprise on 1-5 on 1D6.

Attacker is -2 "to hit" when attacking Stalker the first time.

Magic Resistance: 30%

(1D4) Mud Man, (1) Undertoad

(See New Monsters for statistics.)

Moat: Resting 40' deep at its greatest depth, the Castle moat is

constantly filled with clear water. Living within the Castle moat are such creatures as the undertoad and mud men, the latter of which favor residence under the Castle drawbridge for secrecy and surprise factors on victims.

Drawbridge: While serving as a standard functional drawbridge, should the Castle fall under siege, the bridge also splits in the middle, both halves dropping all upon the drawbridge into the cold confines of the Castle moat below.

Center Towers: Serving primarily as areas of observation, these Castle towers also serve defense functions during battletime and are equipped with various weaponry such as trebuchet, catapults, ballistae, and cauldrons of oil, etc.

Towers and Walls: Beginning from the second level and continuing upward, the Castle towers and walls are equipped with literally thousands of arrow slits suitable for concealed, protected attack against siege. Along the Castle's exterior walls are placed dozens of magical glyphs which, when contacted, transform the surrounding air to boiling oil.

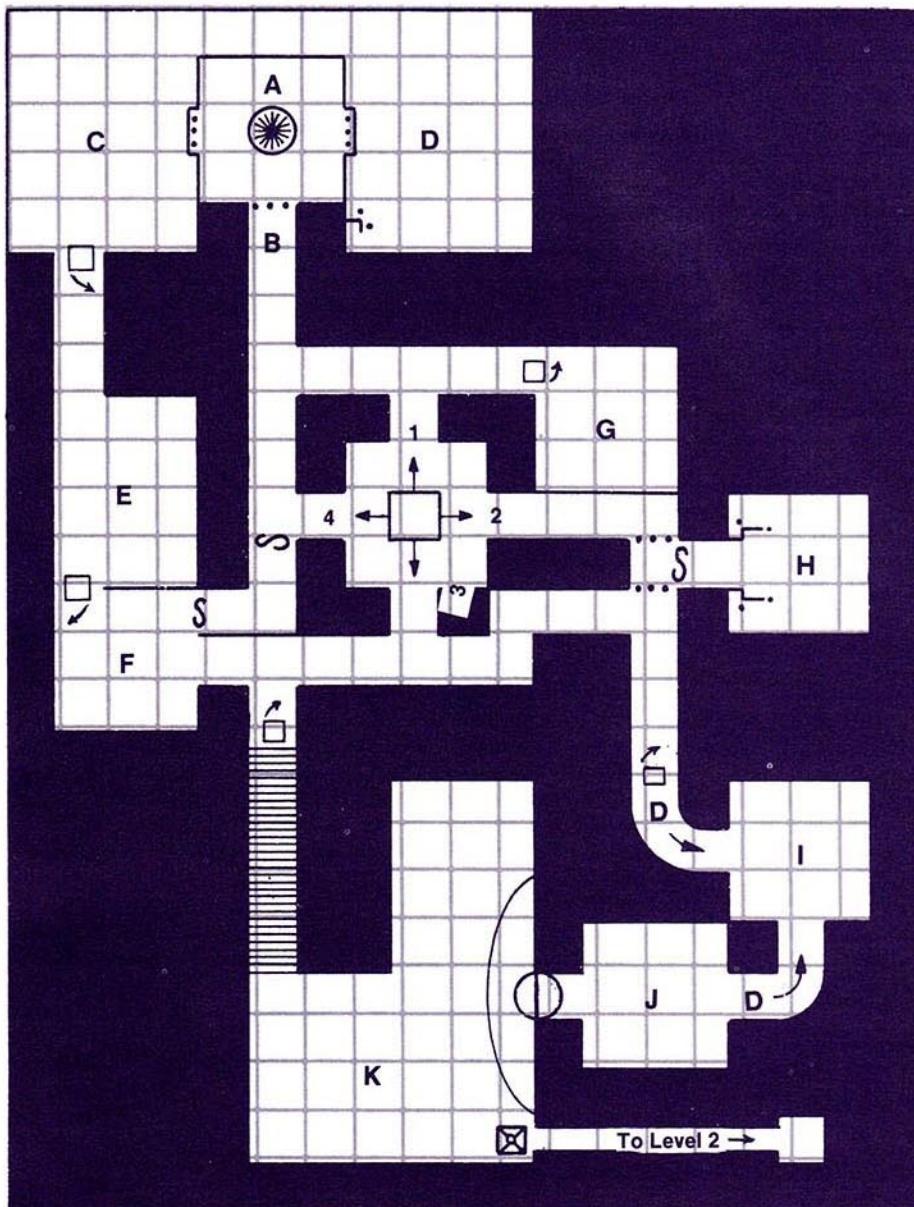
Upon Castle Siege

Should Briarwood Castle ever fall under siege, a vast network has been established and is regularly exercised to maximize defensive efforts. Upon alarm notification, all Castle guard regiments assemble to add numbers to defense; dozens of magic users are teleported to the Castle and are normally positioned in the Castle towers to maximize the casters' view of the opponents. The Lady Cassandra is also available to druidically summon various beasts from within and about the Briarwood limits, often lending an excellent element of surprise with the creatures' unexpected flanking arrivals.

Relative to large-scale defense, upon initial alarm from Briarwood Castle, a broad interlacing of city-wide alarms are activated to alert the populace (this network is enacted through a series of geographically-established hand cranks — when the Castle's main alarm sounds, different posts throughout the city are notified to sound their alarm, each resonating at a specific pitch to simplify identification of the alarm's source (locations at GM's discretion)).

Should siege upon Briarwood Castle or the town itself occur at night, upon notification of the attacks, Dowons is able to illuminate his dome from atop the Castle to an intensity to effectively simulate daylight situations, thus providing excellent defensive conditions and eliminating the attackers' element of surprise from a siege of darkness.



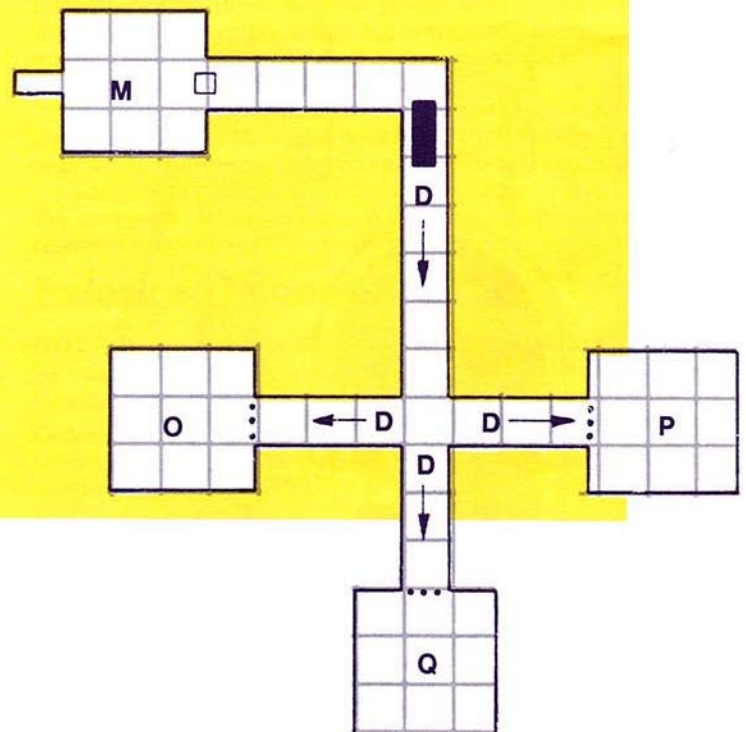


-  = Stairs lead downward
-  = Spiral staircase
-  = Pit
-  = Platform w/statue
-  = Secret door
-  = Portcullis
-  = Portcullis cranks
-  = Door opening in specific direction

Crypt Dungeon (H1)



1 square = 10'



Crypt Dungeon (Map H1)

Originally used as a barracks and jail, this dungeon was a temple for the guards and housed its clergy. At the time of this area's construction, Briarwood Castle was a stone-work keep surrounded by a 15' high log wall. As the Castle expanded, the original barracks were vacated and used as storage, with the jail maintaining its original purpose. Toward the era of the Castle's completion, the entire original barracks complex was abandoned as a new jail and storage areas were developed.

The Crypt Dungeon, as it is now called, presently functions as an incarceration complex for some of Briarwood's least favorable residents: enemies of the City-State, deceased or dying prisoners, etc.. The monsters which reside in the Crypt Dungeon are fed every three days by the keeper, a Skill 0 half-orc who uses a magical gong which automatically paralyzes for 1 turn all beings (except the gonger) within a 10' radius. While paralyzed, the dungeon's inhabitants are left food scraps, dead and dying prisoners, various creatures, and persons deemed to pose a severe threat to the welfare of the City-State.

Room A: (30' x 30')

This spiral staircase descends into the center of the room. Resting in the middle of both west and east walls are 3' x 3' grates.

The grates in the room's walls allow entrance for the breath weapons of the two crystal gorgons that inhabit Rooms C and D.

Room B: Portcullis (10'-wide passage)

The controls to this portcullis appear to originate at a large handcrank located in a further area, although the portcullis is currently rusted open.

If the PCs remain in this room for more than 3 rounds, one of the crystal gorgons from Rooms C and D will enter the area.

Rooms C and D: H1 Guard Rooms (50' x 40' each)

Walking casually among these large, dank rooms are two excellent specimens of crystal gorgon, one of which turns slowly and begins to move toward you.

As the gorgons have recently been fed by the dungeon's keeper, they will not attack the PCs unless attacked first. The gorgons will simply be inquisitive about visitors.

(2) Crystal Gorgon

HTK: 60, 57, AC: 2
MV: 12", AL: Neutral
AT: 1, DM: 2D6
INT: Animal
THACO: 12, SZ: L
Specials: Breath Weapon — target

Dungeon Levels

must save vs. Breath Weapon or be turned to crystal. Once combat is complete and the gorgon is left alone, it will proceed to consume the resulting crystal, which is the primary food that crystal gorgons eat. Any organic materials can be changed into crystal. The only method of reversing the breath effects of a crystal gorgon is through the casting of a Crystal to Flesh spell.

Edged weapons do half damage; blunt weapons do double damage.

Room E: Old Guard Barracks (40' x 30')

This empty room has a passage which leads north located in the north wall, west corner, and also possesses a closed door located in the south wall, west corner.

The door along the south wall is not locked.

Room F: Old Store Room/Armory (30' x 30')

This empty room has a closed door located in the north wall, west corner, and also possesses a passageway leading east located in the center of the eastern wall.

The door along the north wall is not locked.

Room G: Old Wizard's Room (30' x 30')

This room contains a huge wooden chest which sits against the middle of the southern wall. A door leads from the room in the west wall, north corner.

The chest is magicked by a Glyph of Warding which cannot be dispelled; the Glyph causes 40 HTK of electrical damage to any being within 10' of the chest when opened. Upon opening, the chest's contents must save vs. Electricity or be destroyed.

Contents of chest:

- (1) Scroll: Crystal to Flesh
- (1) Potion of Plant Control
- (1) Magic-user Spell Book: Skill 7 Charm Plants

Room H: Old Treasury (30' x 30')

This empty room has two cranks located on the western wall, positioned on either side of the entrance.

The cranks control the two portcullis outside of the room. The portcullis are in perfect working condition.

Room I: Old Clerics' Barracks (30' x 30')

This room is filled with 10'-deep mucky water. There is a stairway in the middle of the west wall which exits to the west and another stairway in the middle of the south wall which leads upward to the south.

This room contains two catoblepas.

(2) Catoblepas

HTK: 49 each, AC: 7
MV: 6", AL: Neutral
AT: 1, DM: 1D6 +stun
INT: Semi-
THACO: 13, SZ: L (6' at shoulder)
Specials: Gaze is equal to a Death Ray, extending 6" from the eyes (even into the Astral and Ethereal Spheres). Any being meeting the gaze dies; no saving throw.
Any being struck with the tail has a 75% base chance of being stunned for 1D10 rounds. The base chance is modified by 5% for every HTK dice/Skill level of victim above 1.
Magic Items: Ring of Summoning, +2 shield

Room J: Old Head Cleric's Room (30' x 30')

A statue of Riegin stands in an alcove in the center of the western wall. The room reeks of incense and burned wax.

The statue conceals a secret door which leads west. If the statue's left arm is pulled down, the statue and its platform will pivot, taking the activating PC with it. Anyone on the platform will find him-/herself in Room K, while anyone remaining in Room J will see the statue pivot, disappear into the wall, and a statue exactly like it replace the first.

Room K: Old Temple (see map)

This temple strongly exudes serenity. A statue of Riegin stands on a platform against the eastern wall, located 40' from the south wall. A door is located in the north wall, west corner.

Due to the overriding influence of Riegin, no hostile actions can take place here. A secret trap door in the southeast corner leads to a passage 15' below, which turns into a 5'-wide passage leading east.

The statue of Riegin stands on a platform which swivels into Room J if the left arm of the statue is pulled down.

Room L: Trap (30' x 30')

In the center of this room is a 10'-square block which has carvings of a laughing face on each side. There are four passages in this room, each leading in a different direction, located in the middle of a wall, and each leading straight.

Two rounds after PCs exit this room, roll 1D4. The resulting number represents the passageway area which becomes obstructed as the 10'-square block moves to seal the passage. Each time the room is entered and exited, this roll should be made; should the same number be rolled, the block will remain in its current location.

Room M: Old Cell Guard's Room (30' x 30')

This empty room contains a 5'-wide passage in the center of the west wall which leads to the level above, and a steel reinforced door in the center of the east wall.

The steel reinforced door to the east is locked with a special lock (-10% modifier to a thief's Open Locks skill).

Room N: Covered Pit (12' x 8')

The floor of this small area seems insubstantial.

The covering over this 10'-deep pit will collapse if 200+ pounds are placed upon it. The floor of the pit below is covered with broken glass, which will do 1D6+2 HTK of damage to any being falling into the pit.

Room O: Old West Holding Cell (30' x 30')

The steel-barred cell door into this room seems to be locked. The floor is covered with a thin layer of a muddy substance.

The door to this room may be picked normally. The substance covering the floor is black pudding which will follow beings entering its lair only as far as the Covered Pit and will attack any PCs remaining at the locked door for more than 1 round.

(1) Black Pudding

HTK: 10D8, AC: 6

MV: 6", AL: Neutral

AT: 1, DM: 3D8

INT: Non-

THACO: 10

SZ: S to L (5' diameter to 8' diameter)

Specials: Dissolves wood and metal.

Immune to blows, cold-, and lightning-based attacks.

Room P: Old East Holding Cell (30' x 30')

The bottom of this room is 1' deep in horrible smelling, fetid water. A steel-barred door leads from this room.

There is nothing of interest here; the water is merely a stagnant pool of filth. The steel-barred cell door is rusted open.

Room Q: Old South Holding Cell (30' x 30')

The steel-barred cell door leading into this room appears to be locked.

If the PCs open the door and enter the room, continue reading:

The floor is covered with a thin layer of murky water.

The room's steel-barred door is rusted shut (requiring a STR of 23+ to open). There is nothing of interest in this room.

Holding Cells (Map J)

Accessible only via a stairway located in the middle of the east wall, this level acts as the present jail for the Castle. The stairway leads to Room C of the Castle's first floor.

Rooms 1-6: (10' x 10' each)

Each holding cell is located 10' lower than the main walkway of the jail area and is accessible only via a steel-barred door. Once through the barred doorway, the cells are located at the base of a 10' x 7' ramp.

The ramp is kept greased to prevent prisoners reaching their cell doors.

For sanitary reasons, cells are hosed out once per week; all waste and water drain out through 6" round holes at the bottom of each cell which lead to a sloped passageway and into Room 7.

Room 7: (30' x 30')

This room, which seems to be more of a deep shaft, is 70' deep. Waste materials from the nearby holding cells are washed into this room through a grate which rests in the middle of the room's east wall.

All liquids flowing through here are strained through a 1' x 1' grate which leads to Briarwood's sewer system; solids are consumed by the resident otyugh.

(1) Otyugh

HTK: 43, AC: 3

MV: 6", AL: Neutral

AT: 3, DM: 1D8/1D8/1D4+1

INT: Low-average

THACO: 12, SZ: M

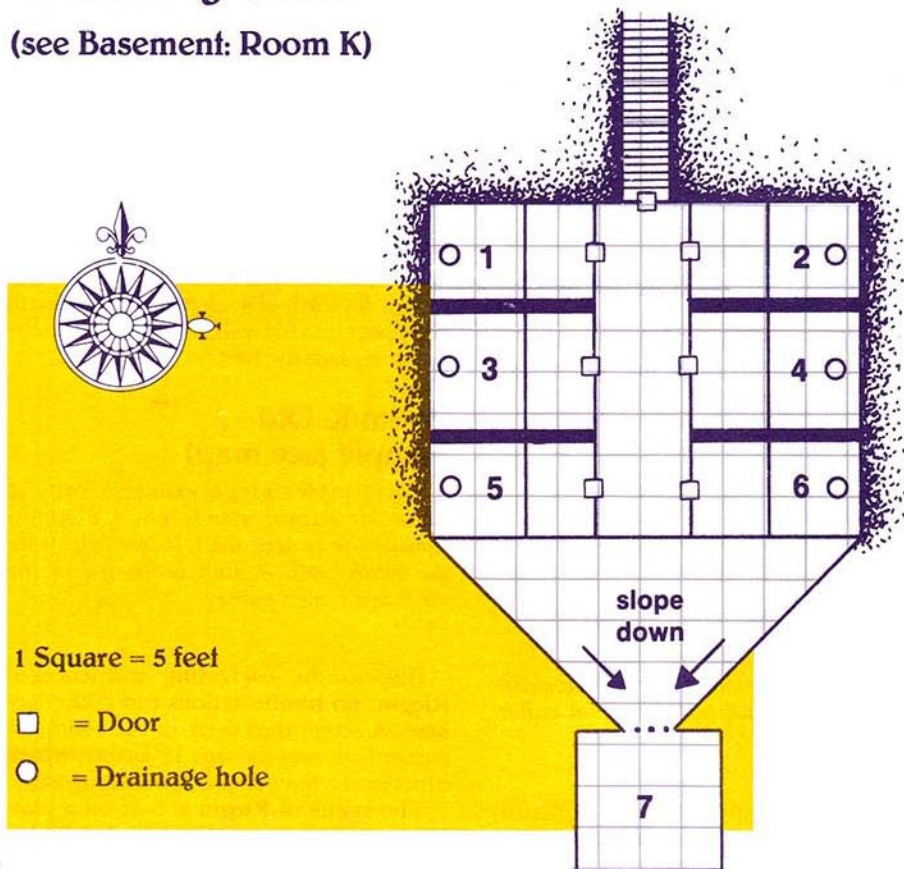
Specials: Disease — its mouth is sucker-like and filled with many teeth, which, if it successfully bites a victim, are 90% likely to transmit any numbers of diseases (most notably typhus).

Never surprised.

These extremely strange and omnivorous scavengers are not in the least hesitant

Holding Cells

(see Basement: Room K)



about adding a bit of fresh meat to their diet of dung, offal, and carrion.

Otyughs possess sensory organ stalks and two tentacle arms which protrude from their bodies. The eye stalks always thrust above the offal under which the creature resides. Otyugh tentacles have sharp ridges and deliver smashing blows to prey.

Grain Storage Dungeon (Map F)

This dungeon has become connected to the Grain Storage area under Briarwood Castle by tunneling giant rats that smelled grain and tunneled here years ago. A permanent Glyph of Warding has been placed along the Grain Storage's walls, preventing the rats from entering. However, any sentient being can exit the Grain Storage area, as the Glyph serves only to ward off creatures. Any being attempting to enter into the Grain Storage area from this location will suffer 30 HTK of damage.

The access passage to this dungeon slants steeply to accommodate its pathway under the Castle's moat, which often leaks amounts of water (depending on precipitation levels around the Briarwood area) into the various dungeon levels.

Room A: (50' x 110')

Completely filled with water, this room seems to serve as the local swimming hole for the area's rodent population, as over fifty giant rats carouse throughout here. A 5'-wide bridge which bisects the room from east to west sits 5' above the water level, and is slick with a black, oily substance.

The water is 15' deep. The black, oily substance is so slick that any being attempting to move across it must save against DEX on 5D6; this save must be rolled for every 10' of bridgeway a PC attempts to cross. Anyone failing a save will fall into the water and be attacked by 2D10 rats.

The only way to affect the oily substance is by burning the upper layers, drying the substance. For every 10 HTK of fire damage done per 10' (GM discretion), the save against DEX required to cross the bridge is reduced by 1D6 (to a minimum of 3D6).

Any PC venturing to the room's submerged bottom will find the following:

- (1) Ring of Water Walking.
- (1) +1 sword
- 200 gp
- 20 sp

(5D10) Rat, Giant (Sumatran)

HTK: 1-4, AC: 7
MV: 12"/6", AL: Neutral (Evil)
AT: 1, DM: 1D3
INT: Semi-
THACO: 20, SZ: S
Specials: Disease — any creature bitten has a 5% chance per wound inflicted of contracting a serious disease. If such an infection is inflicted, the victim

will remain diseased unless successfully saving vs. Poison.

In a city the size of Briarwood, and certainly within its dungeons, rats will abound, and the giant Sumatran type is a plague within this area. Their burrows honeycomb many graveyards, where they seek to cheat ghouls of their prizes by tunneling to newly interred corpses.

Giant rats will avoid attacking formidable parties unless commanded to fight by such creatures as wererats or vampires. Giant rats are extremely fearful of fire and will immediately flee from it.

Room B: (30' x 30')

This room has three doors located in the middle of the north, south, and east walls.

This room contains nothing of interest.

Room C: (20' x 20')

This room is pungent with the odor of rust. What remains of the door in the east wall, north corner, is a crumpled pile of wood. Another passageway leads south.

This room has been raided by a rust monster which now lurks in Room D. If the Characters remain in this room for more than 2 segments, the rust monster in Room D ventures forth and attacks.

Room D: (20' x 20')

In the far corner of this room rummages a large and rather menacing-looking rust monster, which turns and eyes your party as it enters. A passageway leads north from the northern wall, east corner.

The rust monster is ravenous and will attack PCs if they remain in Room C for more than 2 segments, or remain in this room for more than 1 segment. The rust monster is near death and does not smell metal, but instead is attracted to noise.

(1) Rust Monster

HTK: 64, AC: 2
MV: 18", AL: Neutral
AT: 0, DM: Nil
INT: Animal
THACO: 15, SZ: M
Specials: If a rust monster touches metal with its two antennae (roll "to hit" die), it will rust and completely corrode the metal. Note that magically endowed items gain a save (10% chance of not being affected for each plus, i.e. a +2 weapon or armor gains a 20% chance of being saved). Weapons striking a rust monster are affected just as if the creature's antennae had touched them.

Treasure: Behind the rust monster against the far wall is a ruby worth 20 gp and a Wand of Wonder (possessing 3 charges).

Room E: (20' x 30')

Suspended in the center of this clean

room is a hemp rope. A western passage in the north wall, west corner is the only form of egress in this room.

This rope, in reality a Rope of Climbing, is suspended in the middle of a large gelatinous cube. A secret door is located in the middle of the room's east wall.

(1) Gelatinous Cube

HTK: 24, AC: 8
MV: 6", AL: Neutral
AT: 1, DM: 2D4
INT: Non-
THACO: 15, SZ: L (10' cube)
Specials: Paralyzation — If it touches (hits) an opponent, a save vs. Paralyzation must be made or the creature touched will be anesthetized for 5D4 melee rounds. The cube will then surround the victim, secrete digestive fluids, and digest the victim as a meal. The damage from a gelatinous cube attack is due to contact with the cube's digestive secretions.

Surprises on 1-3 on 1D6.

Not affected by cold-based attacks unless failing its save. In this case, it is slowed by 50% and does only 1D4 HTK of damage per attack.

Not affected by Fear, Hold, Paralyzation, Polymorph, Sleep, or electricity-based attacks.

As these monsters traverse their habitats, they tend to sweep up metallic and other items which are "indigestible" to them, and seem to float in midair to unwary observers.

Room F: (30' x 30')

In the northeast corner is a life-like statue of a shireling; on the shireling's face is a look of pure terror. A pile of feathers and bones lies in the northwest corner.

Two secret doors in the middle of the north and west walls are the only ways into the room. The statue is a shireling which was turned to stone by a long-since dead cockatrice. If a Stone to Flesh spell is cast on the statue, the shireling will die.

Any PC touching the feathers in the northwest corner of the room will turn to stone (save vs. Petrification applicable).

Treasure: Treasure in the room consists of one +1 dagger, 20 cp, and 2 sp.

Room G: (20' x 20')

GM NOTE: Prior to running this encounter, the GM should randomly determine to which Character the events will relate.

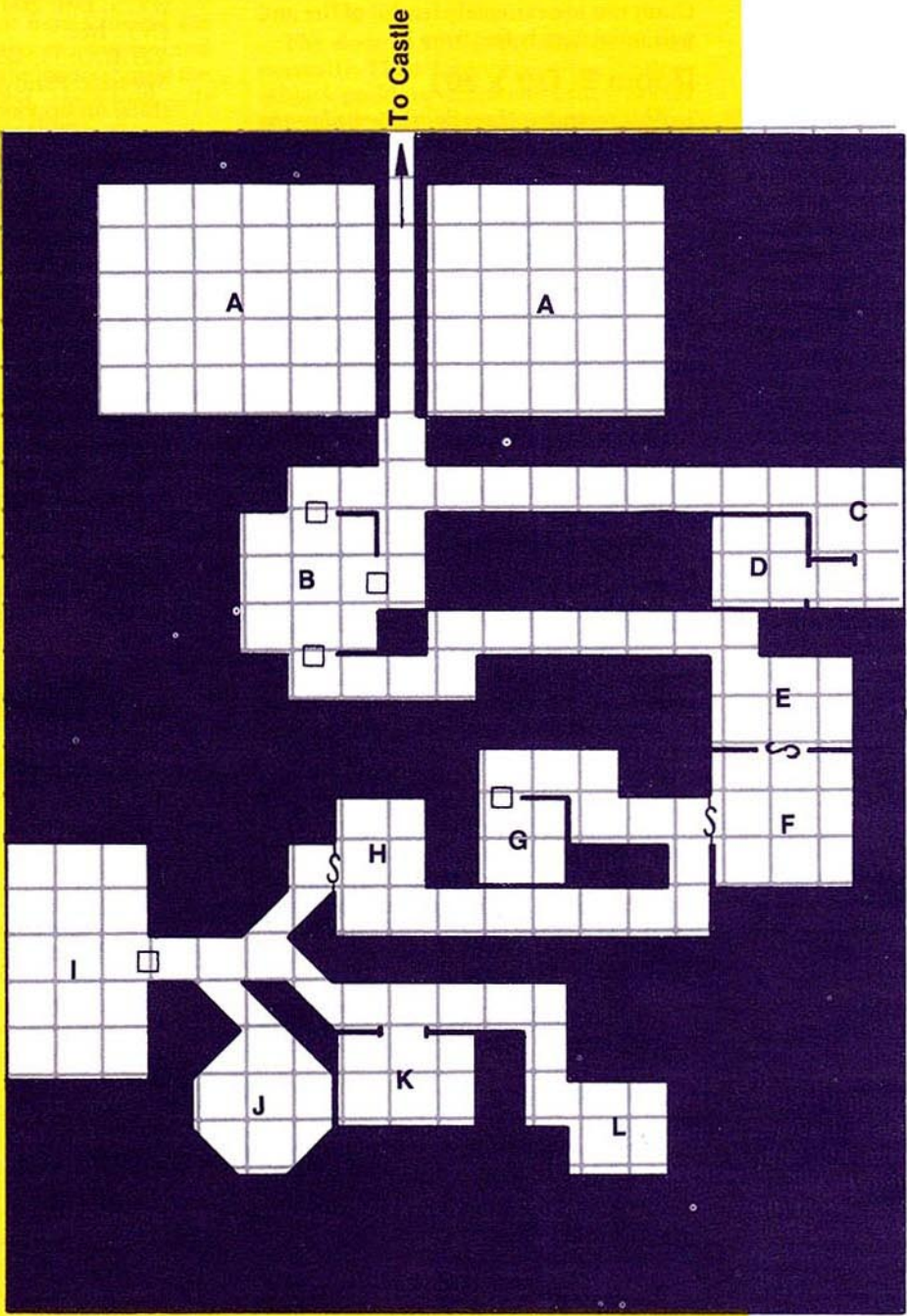
A door in the north wall, west corner is the only way into this room. When you enter this room, a crazed-looking man in violet and black robes mumbles something and reaches out to grasp [Character name]'s hand.

The crazed individual is a cleric of Brelig who has been trapped in this dungeon for

Grain Storage Dungeon

(entered through Basement: Room F)

1 square = 10'



□ = Door

~ = Secret door

over a year. Imprisoned by the slime bridge and monsters, the cleric is unable to leave the dungeon, surviving on his ability to successfully recast Create Food and Water. The cleric will attack any PCs entering the area for 2 rounds, then, realizing such persons might help him to escape, will stop, put his hands in the air and scream, "I give up! Just get me out of here!"

Rolfus na'Breligi

Skill 5 Cleric

Race: half-elf

Deity: Breligi

STR: 10, INT: 13, INS: 14

DEX: 9, STA: 16, APL: 15

HTK: 31, AC: 4

MV: 12, AL: C. Neutral

AT: 1, DM: by weapon

THACO: 18

HT: 5' 5", WT: 143 lbs.

Armor: chain mail, shield

Weapon Proficiencies: wire whip II

Weapons: wire whip (1D4+2 HTK of damage)

Spells: 3/3/1

Rolfus wears a pin on his chest in the shape of a broken harp, a symbol of his deity. In combat, the first spell Rolfus will use is Hold Person, followed by Cause Blindness. the cleric will do anything requested of him by any PC to leave the dungeon, but will be of no use to any PC.

Room H: (30' x 20')

A passage leads north from the east wall, south corner of this empty room.

A secret door is located in the middle of the west wall of this room.

Room I: (30' x 50')

This stark room has one door located in the middle of its eastern wall.

Within this room resides an invisible stalker; its mission (assigned decades ago) is to keep intruders out. As the stalker has been here for so long, it has a distorted perception of its mission over the years; it will attempt to kill all persons who enter.

(1) Invisible Stalker

HTK: 48, AC: 3

MV: 12", AL: Neutral

AT: 1, DM: 4D4

INT: High

THACO: 12, SZ: L (8' tall)

Specials: Surprises on 1-5.

Invisibility.

Magic Resistance: 30%

Unless its opponents are able to detect/see invisible objects, a stalker's invisibility gives its opponents a -2 to their "to hit" rolls.

Room J: Hexagonal (30' x 30')

This room is totally empty. A passage leads northwest from the north wall.

The door in the south wall is unlocked.

Room K: (20' x 30')

Four rotting corpses lie strewn about this room, which possesses an archway in the center of its northern wall.

The corpses are zombies which will animate and attack PCs entering the room.

(4) Zombie

HTK: 6, 10, 12, 14, AC: 8

MV: 6", AL: Neutral

AT: 1, DM: 1D8

INT: Non-

THACO: 16, SZ: M

Specials: Not affected by Sleep, Charm, Hold, and cold-based spells.

Holy water scores 2D4 HTK of damage for each successful attack.

The zombie is a notoriously slow creature which always strikes last in combat, but does 1D8 HTK of damage on a successful attack. A zombie always fights until destroyed, and can be turned by a cleric.

Room L: (20' x 20')

Sitting in the center of this square room is a malevolent-looking skeleton holding a glowing sword. A passage in the western wall, north corner, leads north.

The skeleton is completely normal and will not animate; the sword it wields is a magically-cursed sword which forces the wielder to believe the sword is +2 "to hit" when it is actually -2 "to hit."

Basement

NOTE: The Basement area is 20' below the First Floor unless otherwise noted. The Basement map is located on the parchment map sheet.

Room A: Ballroom (210' diameter)

There is a stairway leading up from this circular room to the first level in the south, and three doors in the north portion of the room's arc.

Along the outer perimeter of this room are rows of ornate tables and chairs. Along the south arc are long tables bedecked with varieties of appetizers and main course meals.

This huge area is a grand ballroom where formal dances are held to honor visiting dignitaries, special holidays, or other important events of state.

This area can be reached directly from the Castle's main entrance via the huge flight of stairs to the south (see First Floor map), a security measure which prevents dance attendees easy access to the Castle.

The royal orchestra normally sits along the eastern arc of the Ballroom atop the

great podium, allowing visitors an excellent view of the musicians and also providing optimum musical clarity.

Room B: Dry Cellar (60' x 60')

There is a door in the middle of the west wall, and a door in the south wall, east corner.

Lining these walls are cupboard shelves five rows high filled with various dry goods and cooking preparations. In the center of the cellar is a large island designed for storage of bulky items.

This area is reached by traversing a stairway leading down from the Kitchen (First Floor: Room O) or from an adjoining hallway accessing the Ready Area.

The storage island is kept under lock and key (normal lock), which only the master chef possesses.

Room C: Ready Area (30' x 30')

There is an archway in the north wall, east corner, and a door in the south wall, east corner.

This area contains small cutting boards, utensils, an oven, two sinks, a center table, and various other food preparation items.

Foods are normally prepared in the Kitchen (First Floor: Room O) and then carried downstairs to the Ready Area prior to a dance or event, where they can later be warmed before delivery. When meals and/or hors d'oeuvres are ready, the food is placed on large carts in the Utensil Area and rolled out to the Ballroom.

Room D: Utensil Area (50' x 50')

There is a door in the northwest corner, and another door in the center of the south wall.

This area contains silverware, plates, tables, chairs, glassware, and various other types of serving accouterments.

The utensils and furniture used in the Ballroom during royal events are kept here.

Room E: Bathrooms (Various)

Each of these rooms contains a row of four toilet stalls and a row of six marble sinks. There is a door in the center of the south wall in each room.

The bathrooms on this floor are for guests in the Ballroom.

Waste elimination from toilets in Briarwood Castle is accomplished through the teleportation of materials to an exterior blue yetch site, where the waste is decomposed by the yetch colony in an efficient and environmentally safe manner.

Room F: Grain Storage (100' x 100')

The area itself is primarily barren, having the appearance of a huge check-board.

There is a door in the middle of the north wall, a southern passage in the middle of the south wall, and a western passage in the west wall, 20' from the north wall.

This area rests 30' below the Castle's main floor and contains the Castle's reserves of grain for both normal daily preparation and for storage in the event of emergency (wartime, castle siege, etc.). The storage bins are located beneath the floors in airtight sealant tanks. The grain storage bins are locked and covered with heavy, steel-reinforced latch doors.

The western passageway leads to one of the Castle's dungeons, although a major portion of the passage is under water, the result of a minor ceiling collapse which allowed seepage from the Castle moat.

Room G: Wine Cellar (50' x 40')

Lining the earthen walls are racks of wines, champagnes, domestic and imported beers, and special mineral waters from the Bergen District of Briarwood province. There is a door in the center of the east wall.

This storage room is magically cooled to a constant 70°F temperature. Nearly 2000 bottles of fine liquors fill this cellar.

Room H: Rat Room (30' x 30')

The floor of this room is totally submerged beneath a murky liquid, in which countless rat skeletons float. There is an eastern passage going out of the middle of the east wall.

This area was designed to prevent the infestation of rats into the Grain Storage area. Located in the southwestern corner of this room is a Magic Mouth which continually plays a set of Pipes of the Sewers, luring any rats within range into the room. The floor is composed of a 2'-deep vat of extremely corrosive dissolving fluid which totally decomposes the rats' carcasses.

Room I: Royal Crypt (90' x 90')

Throughout this area are tombs and memorials to past monarchs and Overlords of Calandia/Briarwood. Eternal flames, statues, mausoleums, and portraits honor the persons instrumental in the founding and development of the City-State.

This area is over 40' feet below the Castle's main floor and is accessible only by a spiral staircase from that floor.

Room J: Stables (170' x 110')

Within the area are forty 10' square

stables. Running along the western wall as well as up the northern and southern walls and along a gully in the room's center are water channels.

This huge underground area boards all horses and transports (chariots, carriages, etc.) of visiting dignitaries, Castle guards, and local soldiers.

A 40' x 35' storage area to the north holds rakes, pitchforks, and other maintenance equipment, while a similar one to the south stores fresh hay for the horses and stable floorings. In the center of the west wall is a 7'-wide natural spring well which supplies drinking and cleaning water for the area. On the eastern border of the Stables is a 25' square elevator for raising/lowering horses and their transport to/from ground level.

Room K: Holding Cells (55' x 35')

NOTE: See Holding Cell (Map I) for specific details on this area.

These prisoner holding cells are reachable from the Office (First Floor: Room C) by traversing a set of extremely steep stairs. Forty feet below ground level, this area contains six maximum security incarceration units carved from the underground granite plateau itself.

First Floor

NOTE: Twenty Black Lotus guards constantly patrol this floor.

Room A: Maintenance Understructure (140' dia.)

This disorderly, dirty area is cluttered with brooms, mops, pails, wooden slats, hammers, etc.

Scattered throughout the understructure stand great support beams (at an average distance of 10' apart).

This area, which is overrun with rodents and insects, houses the maintenance equipment used for custodial work done throughout the Castle. The support beams support the Senate Bowl, directly underneath which the maintenance area is located.

The Castle employs 35 persons from within the city to work as janitorial crew each eight-hour shift.

Room B: Veterans' Barracks (70' x 50' each)

This area has doors in the center of the north wall and in the south wall, east corner. There are twenty twin beds with footlockers here.

This area serves as the residence quarters for the Black Lotus soldiers who guard the

Castle. Each soldier is assigned his own personal locker. Magical heat spells warm the area during winter months, with the reverse air-conditioning the area during summer months (as is the case throughout the Castle). This area is occupied primarily by seasoned military personnel.

The soldiers who guard Briarwood Castle all eat together in the Dining/Meeting Hall (Room M) to both reinforce a sense of unity within the ranks and to maximize interior Castle space.

Room C: Office/Holding Cell Entrance (30' x 30')

There is a door in the center of the east wall, and a spiral staircase leading downward in the south end of the room. There is a rectangular table in the center, and a blackboard along the south wall.

This area is used as an organizational location for the commanders of the Castle guards, who utilize the room for various purposes, from holding conferences to devising defensive plans. The spiral staircase is the entrance to Briarwood Castle's prisoner Holding Cells (Basement: Room K), which rest 40' below ground level. A Magic Mouth located on the staircase will call an alarm should any person not presenting a special amulet enter the area.

Room D: Recruits' Barracks (70' x 50')

This area has forty-five bunk beds equipped with footlockers stored beneath the beds. There is a door in the west wall, north corner, and a spiral staircase going down in the northeast corner.

This area serves as quarters for new recruits of the Black Lotus guard regiment. Each soldier is assigned his own locker. Magical spells warm and air-condition the area as explained previously. Beds are shared communally among the soldiers, as one-third of the Castle's contingent is always on duty.

These barracks are occupied exclusively by "green" recruits; the spiral staircase from the second level of the Castle (Second Floor: Room G) allows the lieutenant on duty to occasionally check on the new soldiers. The soldiers who guard Briarwood Castle all eat together in the Dining/Meeting Hall (Room M) to both reinforce a sense of unity within the ranks and to maximize interior Castle space.

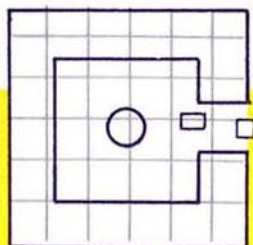
Room E: Bathrooms (Various)

NOTE: The Players' description for individual bathrooms is up to the GM's discretion. Each bathroom is equipped to various degrees of luxury; smaller bathrooms possess only magical toilets and wash basins, while larger bathrooms and those designed for use by senators and/or visitors possess extravagant marble design schemes,



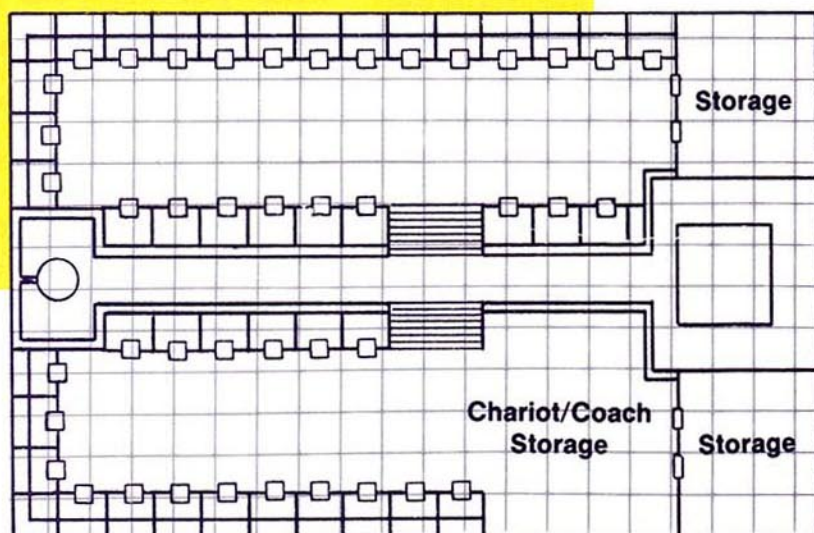
Fountain

(entrance to Crypt Dungeon)



1 square = 10'

□ = Door



Stables

(see Basement: Room I)



include shower and bathing areas, and have servants to provide refreshments, arrange for clothes cleanings, etc.

The elimination of wastes from toilets in Briarwood Castle is accomplished through the teleportation of materials to an exterior blue yetch site, where the waste is decomposed by the yetch colony in an efficient and environmentally safe manner.

Room F: Crypt Entrance (50' x 50')

This area is dominated by a glorious water fountain in the center. There are many magnificent etched carvings, pedestaled busts, and grand tapestries of various Overlords and their families from the history of the City-State.

What is most interesting about the Crypt Entrance is that this area is designed so visitors to Briarwood may pay their respects and feel somewhat closer to past royal families. However, the true crypt is located below this location and is reachable by traversing a set of concealed spiral stairs down to the actual Royal Crypt (Basement: Room I). By tilting back the head of Lucius I's bust, a special switch is activated which causes the fountain to pivot to the south, revealing the concealed spiral staircase which leads 30' down into a 30' x 30' room (Crypt Dungeon: Room A). The fountain will remain in its pivoted state until the bust's head is returned to its shouldered position.

Room G: Antechamber/ Waiting Room (40' x 50')

On each side of both of this room's doors, which are located in the center of the north and south walls, is a rope. Each rope is hooked to the sides of the doorways about four feet off of the floor. There is a guard at each door.

The Antechamber serves as the Castle's main waiting area, where visitors and guests arriving at Briarwood are greeted by a representative of the Castle's employ and are escorted by guard to their destination. When the royal senate is in session, the Antechamber is constantly patrolled by armed guards and is roped off so that persons coming to view senate proceedings are directed toward the stairwells leading around the Senate Bowl upstairs to the Senate Viewing Area (Third Floor: Room A).

Room H: Scanning Room (50' x 30')

There are four guards in this room: two at the north door and two at the south door. Each wears a pair of goggles.

The guards stationed here are equipped with goggles of X-Ray Vision to scan incoming parcels, visitors, etc. for potentially hazardous items. Four guards man

this area, two who scan visitors and parcels, and two who stand normal guard, prepared to apprehend and examine suspicious persons and/or objects at the direction of the scanning guards.

Room I: Stables Entrance (30' x 20')

Next to the door, which is in the center of the west wall, is a pulley with a rope.

This area is equipped with a platform which can be manually lowered/raised with the pulley to transport horses and coaches to the lower levels of the Stables (Basement: Room J). The Stables Entrance is managed by both Black Lotus guards and other Castle employees and is used primarily as a valet service; when visitors arrive, they dismount and leave their horses/carriages here. The horses are then lowered downstairs to the Stables.

Room J: Visitors' Weapons Storage (30' x 20')

Three burly guards are in this room, which contains an wide array of weapons and other items. There is a door in the center of the east wall.

This area is used to store weapons and other devices confiscated for security reasons from visitors and guests. All persons entering the Castle are required to relinquish arms, which will be returned upon exit from the Castle. Three heavily armed guards constantly monitor this station: two confiscate weapons while one stores such items in locked, secured racks inside the storage room.

Room K: Senate Library/ First Level (30' x 40')

Two youths are stationed in this area; one is seated at the desk next to the door in the center of the east wall, and the other is standing next to one of the many ornate wooden bookshelves in the room.

This area is the first level of two used by the royal senate as a reference, educational, and pastime bibliothèque. Thousands of legal documents and tomes are stored here, housed in great ornate bookcases.

Two pages constantly attend this room, prepared to ferret reference materials from the library to the Senate Chambers (Second Floor: Room A) when required.

Room L: Various Storage (90' x 40')

This room contains many boxes of varying sizes and miscellaneous pieces of furniture, all stacked haphazardly. There is a door in the north wall, east corner.

This area serves as an all-purpose storage and utility room, its contents and frequency

of usage varying with the needs and requirements of the Castle's contingent.

Room M: Dining/ Meeting Hall (40' x 150')

The center of the room is dominated by a huge oak table surrounded by heavy oak chairs. Lining the walls are long sturdy tables. There is a set of double doors in the center of the south wall. Also, there is a door in the center of the east wall and one in the west wall.

This huge area serves primarily as a mess hall for the soldiers who guard the Castle while also occasionally doubling as a formal dining area during events honoring dignitaries and heads of state. This room is often utilized as a meeting center for impromptu and/or informal gatherings. The tables against the walls hold vast troughs of food, as most meals are served smorgasbord-style.

Room N: Ready Areas (30' x 30' each)

Located here is a variety of tables for preparing foods, garnishing plates, etc. There is a door in the center of the north wall and one in the center of the west wall.

These areas are used primarily as way stations between the Kitchen and the Dining/Meeting Hall. This area normally serves as a finishing place for meals, where cold portions may be added and more decorative touches applied to esthetically complete the dishes.

Room O: Kitchen (40' x 110')

This immense section houses several large stoves, magically-cooled refrigerators, wall-lined cupboard storage space, long slats of cutting board, six large stainless sinks, and two great baking ovens, among other cooking utensils.

The Castle's Kitchen shares a natural spring well with the Laundry Room.

Room P: Laundry Room (25' x 40')

This area has twelve large vats. Three of them contain clear water, and three contain greyish, bubbly water and fabric. There are three doors: one each in the middle of the east, south, and west walls.

The vats in this room are used for the washing, rinsing, drying, and other laundry applications needed to care for the Castle's laundry. Water from the natural spring well, shared with the Kitchen (Room O), constantly runs through troughs.

Room Q: Folding Room (15' x 40')

This area, which is unusually warm, has wall-to-wall tables and low-lying shelves;

several articles of clothing lie neatly folded on each of these tables. Along the ceiling rafters, rods run the length of the room on which clothes hang. There is a door in the center of the north wall.

♦ ♦ ♦

The clothing hanging on the rods drip-dry into a drainage vent located in the room's floor. To promote rapid and wrinkle-free drying, this room is warmed with a magical dry heat.

Room R: Servants' Quarters (40' x 70')

NOTE: The Players' description of this area is at the GM's discretion, as this section of the Castle is subject to frequent changes.

Running three levels deep below the main Castle level, these areas serve as lodging for the servants employed by the City-State to maintain daily operations of Briarwood Castle. Each level is divided into four family living areas which share the two bathroom/showers on each level.

The depth at which a family's living area is located indicates the family's seniority within the servants' structure; those families with a long lineage as Briarwood servants reside on the third level while recently employed servants live in the upper levels (and must rise earlier, perform more duties, etc.). Often, when large family groups require spaces greater than that provided by a single living area, separate areas are connected by doorways to allow a greater sense of communal life.

Second Floor

NOTE: Twenty Black Lotus guards constantly patrol this floor.

Room A: Senate Chambers (140' diameter)

This is the Briarwood Castle Senate Chambers. Encircling its exterior are numerous statues, busts, and honorary plaques of previous Overlords, senators, and Calandian influentials. Overlooking the Chambers on the third level is the Senate Viewing Area.

♦ ♦ ♦

The Senate Chambers is modified to a great extent by magical means to both aid and protect the politicians: when addressing the assemblage, a senator enters one of the cubicles, upon which is cast a permanent Voice Projection spell, allowing his words to be heard by all within and observing the hearings. A Glasse spell has been cast which will protectively separate the Chambers from the Senate Viewing Area (Third Floor: Room A), but will also to allow total visual and aural observation of hearings. The Viewing Area is one of the most tourist-popular aspects of the Castle. From there, locals and visitors to Briarwood can

sit and observe senate proceedings.

The open area surrounding the Senate Chambers accommodates the great curvature of the Senate Bowl, which leads to the Senate Viewing Area, where there are four guards constantly patrolling.

Room B: War Room (50' x 100')

This room contains ten desks and four rectangular tables. Hundreds of maps roughly detailing Briarwood and Calandia are on the walls, desktops, tables, globes. In the center is a grand oval table around which sit twenty large ornate chairs. Resting atop the table is a huge replica of Calandia molded in sand. There is a door in the center of the north wall, and a set of double doors in the south wall.

♦ ♦ ♦

This area serves as Lucius' strategy-planning center, where the Overlord and his generals execute war games and devise actual battle scenarios. Lucius uses the sand replica of Calandia to map out battles.

Detailed maps covering nearly every square yard of Briarwood and much of the the City-State are available from the Map Room (Third Floor: Room H) by means of a magical-transport tube located in a discreet portion of the west wall.

When events demand intense concentration or turn unusually solemn, Lucius occasionally retires to the nearby Balcony to seek a respite from the heavy burdens which so often weight on his shoulders.

Room C: Balcony (25' x 40')

This terrace overlooks a scenic view of Briarwood and is directly above the Castle's main entrance. Numerous exotic plants line the 4'-high stone railings, providing a serene and contemplative setting as well as cover. There is a door in the north wall.

♦ ♦ ♦

Lucius frequents this area when finding himself beset with difficulties relative to his duties as Overlord, a visitation which has become increasingly common since the inception of Lucius' war efforts.

Room D: Open Senate Lounge (240' x 50')

This vast open area is equipped with plush divans, overstuffed chairs, lush plants, and magnificent tables. On the east side of the double doors in the south wall is a bar with a wide assortment of liquor.

♦ ♦ ♦

This area accommodates the senators following governmental sessions. Here, the politicians mingle on a less-formal basis, socializing amongst themselves and occasionally with Castle visitors. The open bar is regularly serviced by six waiters and waitresses providing complimentary food.

Occasionally, the generally-jovial atmosphere becomes intense as senators engage

in heated discussions carried over from the Senate Chambers. The area is normally roped off and guarded to prevent locals from infringing on the senators' time and privacy. Two public bathrooms are located on either side.

The Castle guards who patrol this level pay particular attention to the Senate Lounge whenever senators occupy it.

Room E: Bathrooms (Various)

NOTE: Descriptions for individual bathrooms are at the GM's discretion. See Floor 1: Room E for details.

Room F: Armory (55' x 85')

This area is equipped with a full-sized bed, dresser, two nightstands, small table, and several lamps. There is a door in the south wall, west corner. There is a phenomenal variety of magical and non-magical swords, daggers, clubs, bows and arrows, chests of pebbles, cauldrons of oil, and an assortment of magical components here.

The adjoining bathroom is equipped with a toilet, wash basin, and full bath.

♦ ♦ ♦

This large, well-fortified area contains the primary equipment for the defense of Briarwood Castle.

Room G: Lieutenant's Quarters (60' x 40')

This room has a full-sized bed, dresser, two nightstands, small table, and three lamps. There is a door in the center of the west wall; a door in the center of the north wall leads to the adjoining room, which has a toilet, wash basin, and full bath.

♦ ♦ ♦

This area serves as living space for headmaster of the Castle guards. It also contains the business center of the guard regiment (housing files of official paperwork, writs, general order forms, etc.).

Room H: Captain's Quarters (30' x 40')

This room has a queen-sized bed, dresser, two nightstands, small table, and three lamps. There is a door in the center of the west wall; the door in the north wall leads to the adjoining room, which has a toilet, wash basin, and full bath.

♦ ♦ ♦

This area is similar to the Lieutenant's Quarters (Room G).

Room I: Colonel's Quarters (30' x 40')

This room contains a king-sized bed, two dressers, two nightstands, small table, and several lamps. There is a door in the center of the west wall; the door in the north wall leads to the adjoining room, which is equipped with toilet, wash basin, and full personal shower and bath.

♦ ♦ ♦

This area is similar to the Lieutenant's Quarters and the Captain's Quarters.

Room J: Senators' Quarters (140' x 35')

Two guards stand outside of this room. This area is comprised of thirteen 10' x 20' individual rooms. Each room contains a twin-sized bed and one small dresser. There is a door in the center of the east wall; through the north door contains four toilets, four wash basins, and four showers.

These rooms are used by senators during long senate conferences or for occupation by senators who live a sufficient distance from Briarwood to make commuting impractical. The Senators' Quarters is heavily fortified, surrounded by five-foot-thick stone walls. The two Dragon Guards who constantly monitor this area are stationed outside of the area's main entrance.

Room K: Senate Library (35' x 40')

The walls are lined with bookshelves, which contain numerous books, folders, and various binders. There is a spiral staircase leading downward from the center, and a door in the center of the east wall.

The spiral staircase leads up to this location from the Senate Library (First Floor: Room K). The bookshelves house thousands of legal documents, books, and pamphlets covering nearly every ruling within the Calandian continent. The Senate Library is used primarily for reference during senate meetings to determine specificity of a contested law or cited ruling; when the senate is in session, two pages are always stationed in the library as assistants to the senators in locating and transporting materials to and from the Senate Chambers.

Room L: Officers' Office (30' x 30')

This area is equipped with one large desk, six chairs, and ten file cabinets. There is a door in the center of the south wall. A guard is seated at the desk along the north wall.

This area serves as a central headquarters for the Castle's defensive organization. The Office is constantly occupied and monitored by one of the many Castle guards and often serves as a conference room for superiors in the guard echelon.

Room M: Clergy Quarters (40' x 40')

This room is equipped with a variety of twin-sized beds, dressers, nightstands, lamps, and several small, personal tables. There are two doors: one each in the center of the east and west walls. The decor is sparse and plain, with the exception of an

assortment of religious tapestries and holy items which rest along the wallspace.

This room serves as private living quarters for the Castle's resident priests and their assistants.

Room N: Chapel (60' x 50')

Within this room is a great altar and several braziers, ornate wooden pews, and grandly carved statues. Ornate carvings and paintings decorate the walls. A door is in the middle of the south wall.

Lucius and Cassandra's private Chapel is designed for approximately two hundred worshippers. However, it is normally used for worship solely by the Overlord and his consort. The entire Chapel area is Blessed and possesses a Protection Against Evil spell throughout its interior.

Room O: Kitchenette (40' x 90')

This area contains a fully-equipped kitchen with stove, grill, cutting boards, sinks, teleportation disposals, magical refrigerators, storage cupboards, etc. Along every twenty-foot wall area is a small globe of colored glass. There is a door in the south wall, southwest corner.

The Kitchenette serves primarily as a food preparation and cooking area to accommodate the senate and clergy, as the remainder of the Castle's complement dines in the Dining/Meeting Hall (First Floor: Room M). To the disgruntlement of the Kitchenette's main chef, the senior Castle officers can often be found here after hours absconding with midnight snacks. Breaking any of the glass globes activates one Spell of Dousing (see New Spells).

Room P: Portcullis Works (50' x 50' each)

NOTE: These are two symmetrical rooms; alter the door locations according to which area is described.

These rooms contains an array of gears and wheels. There is a door in the center of the east (west) wall and an open doorway in the center of the west (east) wall.

These two locations house the vast machinery necessary to raise the portcullis, located on the first floor of the Castle area. Two guards (summoned from the main towers when required) work each location to raise/lower the portcullis. Entrances to the Castle's outer walls are found on either side of these locations and open doorways lead to the Portcullis Defense area.

Room Q: Portcullis Defense (50' x 40')

This room contains openings in the floor, which are recognizable as murder holes. There are archways in the center of the east and west walls.

This area is a sturdily-supported gridded section for defense of the Portcullis Works and the Castle's main entrance. During times of siege, the murder holes enable guards to pour boiling oil upon and shoot arrows at any intruders who successfully breach the Portcullis Works.

Third Floor

NOTE: Ten Black Lotus guards constantly patrol this floor.

Room A: Senate Viewing Area (210' x 180')

Rows of seats overlook the Senate Chambers below; this is the famous Senate Viewing Area. The only entrance, at which two guards stand watch, is a walkway from the first floor main entrance.

Covered by an invisible glassteel barrier separating it from the Senate Chambers, the rows of seats in the Senate Viewing Area allows visitors to watch senate meetings; a special Vocal Enhancement (see New Magic) enables viewers to hear discussions within the Senate Chambers.

There is no exit allowing access to the remainder of the third floor, which serves as the Overlord's personal quarters. Two guards monitor the audience of senate viewers from their stations at the entrance of the stairway leading into this area.

Room B: Visiting Emissaries' Quarters (210' x 50')

There is a double door in the center of the east wall. At the north and the south end of the hallway is a door leading to a communal bathing area equipped with large bathtubs, shower stalls, and saunas.

Each 50' x 50' room in this area is equipped with a queen-sized bed, small dresser, nightstand, personal desk/table, and toilet; adjacent to each room is a smaller 50' x 20' room with a twin-size bed, nightstand, and lamp. Each of these areas has a door in the center of the east wall.

Servants may be summoned by the pull cord in each room. These normally-vacant rooms are reserved for visiting emissaries. Any time this area is occupied, the communal hallway to the Visiting Emissaries' Quarters is guarded outside by one Dragon Guard; each emissary may be assigned a personal/room guard.

Room C: Lucius/Cassandra's Master Suite (50' x 160')

There is a set of double doors, at which two guards are stationed, in the center of

the south wall; beyond these doors is a corridor. At each end of the corridor, in the north wall, east corner, and in the north wall, west corner, is a door. Another door immediately north of the double doors opens onto a grandiose room filled with lavish furniture, a king-sized bed, several dressers, divans, walk-in closets, and an abundance of personal accouterments. In the northeast and northwest corners of the suite are bathrooms. Each is decorated in black, purple, and white with rich fixtures; the sink is of black marble, and the toilets are black. There are doors in the center of the east and west walls.

This is the personal quarters of the Overlord and his consort. The bathrooms are located at #3. Also at opposite corners of this area (#1) are bathing and sauna areas manned by a masseuse. The Master Suite is monitored by two Dragon Guards, stationed outside the main entrance. Should Lucius or Cassandra wish to venture outside the immediate area, two Dragon Guards summoned accompany him/her.

Passageways (#2) lead to a secret corridor to/from the suite area; these doors activate only by the touch of an Overlord signet ring possessed by Lucius, Cassandra, and a few select personal guards. A magical spell cast over this area prevents effective use of all magics save druidic spells.

Room D: Tailor's Area (30' x 30')

This room contains a selection of sewing machines, bolts of fabric, sewing dummies, work tables, threads, needles, etc. There is a door in the center of the west wall. The small adjoining room beyond the door in the center of the east wall houses a great variety of rich and lavish material.

This area houses the royal tailor's wares and accouterments. The royal tailor does not permanently reside within the Castle but travels by command to personally design royal clothing. The small adjoining room (#1) also serves as a working area, keeping the laborers away from view.

Room E: Bathrooms (Various)

NOTE: The Players' description for each of these bathrooms is up to the GM's discretion. (See Basement: Room E for details.) Also, the Conference Room Bathroom is listed separately (under Room J).

Room F: Personal Library (50' x 50')

This room is lined with bookshelves. A square table and four chairs are in the center. There is a door in the center of the north wall.

This area was Lucius I's personal library. With Lucius II's interest in wartime campaigns, he finds little time to read for

pleasure; the library rarely sees use with Lucius I's demise. The most frequent user of the library (although hardly a regular visitor) is Dowons, who stores many of his innocuous volumes of magical tomes and mystical reference works here.

Room G: Game Rooms (60' x 40')

NOTE: These complex and grand amusement areas are accessible to any and all employees of the Castle and to the Overlord, Cassandra, senators, and visiting emissaries at their behest. Describe these areas to the Players as appropriate.

Section G1: This room houses traditional board and party games. There are several tables with chess, checkers, and various card games. On one large table is the Overlord's personal favorite, a board game entitled City-State Builder, which includes a detailed map of Calandia upon which complex trade routes are drawn.

Section G2, Holo-deck: This room was created by Dowons at Lucius' request. It contains an interactive image-projection spell which creates any location and scenario desired by the occupant. This room is useful in training for combat, honing skills, and simply for amusement.

Section G3: This room, set back from most of the Castle, houses the more-noisy leisure activities indulged in by the Overlord including bowling, archery, etc.

Section G4: The most complete and complex of the Game Rooms, this area contains several different floor mats available for use in wrestling, fencing, and boxing, among other regimented activities. The entire west wall of this room is actually a dimensionally-altered swimming pool instilled with an artificial gravity.

Room H: Map Room (30' x 30')

This room contains thousands of maps and globes detailing nearly every square yard of the City-State. The room also houses the most precise diagram system delineating the above-and below-ground layout of Briarwood itself. There is a door in the center of the west wall.

A special magical-transport tube is along the western wall to convey maps to the War Room (Second Floor: Room B).

Room I: Conference Room (30' x 50')

Very ornate, comfortable divans and chairs line the walls, and a great table sits in the room's center, surrounded by elegantly-carved chairs. A grand hearth and fireplace is against the east wall.

Many valuable oil paintings of Lucius I, Lucius II, their respective wives, and influential senators adorn the Conference Room's walls. A huge 30' x 15' rug depicting Lucius II's slaying of Greenfang lies centered on this room's floor. There is a

door in the center of the north wall, and a door in the center of the east wall.

This plushly-decorated and austere room is where Lucius privately discusses matters of state with visiting emissaries. The fireplace has a magical exhaust.

Room J: Conference Room Bathroom (20' x 30')

Golden fixtures adorn the wash basins, towel racks, toilets, etc., and thick rugs cover the floor of this elegant room. There is a door in the center of the east wall.

This room is second in opulence only to Lucius' and Cassandra's bathrooms.

Room K: Heated Pool (30' x 80')

This pool's depth ranges from 3'6" (at the east edge) to 10' (at the west edge). There are doors in the center of the west wall and in the north wall, about 30' from the east wall.

This heated pool is available for use by visiting emissaries, senators, and the royal couple. A glassteel wall allows viewing into and out of the area. Manual controls allow the pool temperature to be adjusted between 70° and 90° Fahrenheit.

Room L: Sauna (30' x 30')

This room, a sauna, is accessible through separate male/female showering/bathroom areas to the east.

The sauna is steam-infused through a water system draining onto magically-superheated coals located just below the room's flooring. Manual controls allow the sauna temperature to be adjusted between 110° and 160° Fahrenheit; humidity levels remain at 100%.

Towers

NOTE: Describe each tower to the Players using the following information along with the Tower Map.

Each of the Castle's four major towers has five levels, all of which are identical in layout and structure, with the exception of trapdoor location. (On the maps, new level trapdoors and those leading from the previous level are differentiated.)

These defensive towers can be accessed through trapdoor/rope ladders from each of the tower levels or from the doors on the first floor level. Also, the first floor levels of towers 1 and 2 possess direct entrances from the guard barracks. For tower entrance locations from any particular floor, reference that floor level map.

Each level possesses a Continual Light item as a source of nocturnal illumination;

these can be sheathed to prevent enemy sightings. At every 10' of exterior exposed wall are three arrow slits, one bucket of fireroot juice, one 100-arrow quiver, and three pairs of Goggles of Nightsight (IR Vision). Each tower level houses one large container for waste elimination; during times of siege, one magic-user is assigned per tower level to aid in the Castle's defense.

New Arrows: Found within each tower level are buckets of fireroot juice, liquified fireroot plant into which guards dip their arrows. When such an affected arrow is released, the friction of its travel through the air ignites the arrow. The fireroot juice substance can also be poured from windows upon attackers with a similar effect (as boiling/flaming oil).

Minor Towers

First Floor: This level of each of the two minor towers (located just outside the drawbridge from the main Castle level) allows access to the drawbridge, the portcullis works, etc. Employees here operate the gate and act as advance guards for castle security. The exterior walls leading to and connecting these two towers are 10' thick to prevent intrusion. No arrowslits are found on this level of the minor towers, a measure enacted to prevent opponents from introducing offensive materials (arrows, swords, boiling oil, etc.) into this critical area.

Second Floor: This level contains the upper portcullis works and allows access to the archway and murder holes located above the immediate gate area. This level also stores boiling oil, possesses arrowslits aimed inward between buildings to fire upon successful intruders, and has access to the outer walls which surround the entire Castle expanse (walls are constructed with 5' separations between outer and inner divisions for travel along the entire route).

Top Level (Roof)

The rooftop serves primarily as a botanical garden. This area is elevated approximately 5' from the actual rooftop to accommodate a soil base for the plant life here.

The four, 90' square, corner areas remain barren of both soil and plant life, as these sections provide entrance to the roof from the respective tower levels of the Castle. In the geometric center of the rooftop is a 140' diameter circular area covered by a translucent dome. The remainder of the rooftop is covered in lush, fertile plant life.

This area was designed as a contained parkland. The garden is maintained by Lady Cassandra. The rooftop is protected by a magically-resistant impenetrable field which prevents access by intruders.

Reveling in the practice of her druidic ways, Cassandra spends a great deal of her freetime growing and caring for the various flowers, trees, shrubs, vegetables, and fruits which thrive here. Deferring to practicality, Cassandra also maintains a moderate sec-

tion of fireroot garden along the southern portion of the rooftop garden. The dome, which is impenetrable, is Dowons' Dome (see following section).

Dowons' Dome

NOTE: The dome enclosing Dowons' area is made of one-way controllably-opaque glassteel. When venturing to his personal dungeon, Dowons teleports from this or another area, preventing the existence of evidence linking him to his dungeon.

Level A (140' diameter)

Dowons teleports to this level via a large pentagram on the floor.

Room 1: Sifting Area (65' x 70')

This area contains a variety of local exotic plant life. It contains two sofas, four chairs with endtables, two coffee tables and one couch, one holo-chess table, a pushcart for food, rugs, and several lamps with no apparent switches. Along the east wall, there is a holo-screen. There is an open doorway in the south wall, east corner, and a door in the west wall, north corner, which leads to a bathroom with a toilet and sink.

The Sitting Area is used to entertain guests visiting Dowons. The permanent holo-screen allows viewing of any area within Briarwood. The lamps are touch-activated Continual Light lamps.

Two permanent Unseen Servants tend to Dowons and his guests.

Room 2: Office (65' x 70')

This area contains many books upon several shelves, a roll-top desk, dozens of maps and charts, a periodic table, ledgers, filing cabinets, and lamps. A spiral staircase leads upward from the center of the south wall. The door to the south in the east corner leads to a bathroom equipped with a toilet, sink, and shower.

This room is Dowons' business office. The bookshelves contain hundreds of scientific, magical, and managerial books. While many items found here serve actual purposes for Dowons in his management of Briarwood affairs, the room is primarily a front to legitimize Dowons' activities.

Room 3: Garden (30' x 30')

This large and unique plant garden is abundant with items such as garlic, herbs, and spices, and exotic items such as giant fly traps and carnivorous bushes.

Spell components are grown here. This area may only be reached by teleporting.

Room 4: Kitchen (20' x 20')

This fully-equipped kitchen includes a stove/oven, sink, magical refrigerator, and

several large cabinets containing plates, glasses, and utensils. There are doors in the center of the east wall and west wall.

This area is used primarily by the Unseen Servants to prepare hors d'oeuvres and meals for visitors. Permanent Time Stop spells have been placed within the refrigerator and cabinets to prevent food spoilage.

Room 5: Bedroom (50' x 40')

This room contains a king-sized bed, a closet filled with contemporary clothing and lavish robes, two dressers, several area rugs, a large mirror, and two personal desks. There is a door in the east wall, north corner that leads to the kitchen. A door in the southwest leads to a bathroom with a toilet, sink, and shower.

This bedroom exists solely for appearance's sake. Each morning, one of Dowons' Unseen Servants enters this area and disarranges the room's bed, dresser, and closet to maintain the appearance that Dowons uses the room regularly.

Room 6: Storage Area (70' x 30')

This room is filled with boxes of outdated books, gardening tools, dried components, food stuffs, etc.. There is a door in the center of the east wall.

This area stores items for which Dowons either anticipates a use or which he views as inappropriate for more public display.

Room 7: Animal Storage (35' x 20')

This room boards mice, rabbits, squirrels, and other small creatures. There is a door in the center of the east wall, and one in the middle of the west wall.

The small animals are used in both scientific analysis/experimentation and as food for the various carnivorous plants in Dowons' Garden. The animals are kept here in what appear to be humane conditions, although few visitors suspect the animals' manner of termination.

Room 8: Illusory Chapel (50' x 40')

This room is a chapel area dedicated to the deity Coram. It contains various candelabras, a simple altar above which hangs Coram's signet, several rows of wooden pews, and a brazier located just inside the entrance, which is next to the spiral staircase in the center of the east wall.

This is Dowons' personal chapel, used with regularity to worship the deity Lovianis. Any person choosing to worship at this location must save vs. Spells at -2 or be automatically sacrificed to Lovianis. The brazier contains normal holy water.

Level B (120' diameter)

Accessible via use of a spiral staircase from Level A, this level houses items of Dowons' which possess greater personal value and/or a more secretive importance.

Room 1: Holding Cells (55' x 50')

This area contains medium-sized and large animals. There is a display case in which a black opaque container is suspended in the northeast corner. This room is accessible only via teleportation.

A Silence spell is cast over this area, which is entered through a secret door behind the display case in the room's northeast corner. The animals are used in experiments, sacrifices, and as magical components. An area of concentrated blue yetch, a potent fungal degenerative, exists here for elimination of animal wastes. The opaque container suspended within the display case holds a magically-preserved leprechaun. Many of these holding cells have either had magical spells cast upon their doorways or are reinforced with glassteel bars to prevent the escape of powerful captives.

Room 2: Component Prep Area (25' x 45')

This area houses a variety of exotic species of animals, which are illegal in the City-State for health and/or safety reasons. This room also contains huge grinders. Hundreds of labelled bottles and vials fill the many cabinets lining the walls. This room is accessible only via teleportation.

This area is similar to the Animal Storage area (Level A: Room 7). The grinders are used to decimate animal remains toward the creation of powders and other material components. Residual blood from the decimations is separated, collected, and stored via drainage troughs under the room's experimentation tables. The bottles and vials contain items for magical and scientific experiments.

Room 3: Alchemy (60' x 50')

There are shelves of beakers and vials, a flame burner, instrument tables, stainless

sinks, a grinder, and a partially-separate disinfecting area. There is a closet in the southwest corner. A spiral staircase on the south side is the only way into this room.

This area was designed primarily to uphold the illusion that Dowons is little more than a powerful, high-level magician. The flame burner is continual. The closet is filled with gowns and cloaks of various types and colors, as well as hundreds of magical and scientific tomes. Unlike the office area (Level A: Room 2), this is the actual area where Dowons performs many of his magical and scientific experiments.

Room 4: Legal Component Prep (25' x 45')

This room contains herbs, spices, bushes, shrubs, etc. Floating in tanks filled with liquid are various perfectly-preserved human and animal organs. There is a door in the center of the west wall.

Similar to the Component Prep Area, this room contains common and legal substances for magics and experiments.

Room 5: Aquatic Holding Cells (55' x 50')

There is a swimming pool here. There is a door in the center of the west wall.

This area is concealed by an illusion; it is actually a huge double-tank filled with salt and normal waters which hold water beasts (hags, eels, monsters, etc.), most of which are in separate cages. These beasts are used primarily for experiments and scientific analysis, as Dowons has yet to find any beneficial magical use for these creatures.

Room 6: Teleport Area (10' x 10')

This room is empty.

This area serves exclusively for the utilization of an existing magical Glyph which teleports all creatures in the area to Level C of the dome and back. Activation of the

Glyph requires the exercise of specific hand motions within the immediate area.

LEVEL C (80' diameter)

This area houses Dowons' most powerful magical equipment and locations, save for that within his personal dungeon. The dome is normally completely transparent to permit Dowons complete viewing. However, it can become opaque.

Room 1: Teleport Area (10' x 10')

A plush chair is in the center of this area.

Located within the very center of the dome's uppermost level and providing access both to and from Level B, this teleportation spot borders the plush chair, in which Dowons sits as he observes the activity of Briarwood.

Room 2: Observation Area (80' diameter)

Throughout this area, which affords a 360° panoramic view of Briarwood, are astrological charts, tables of reference materials, notes of Dowons' observations, and a grand bookstand upon which rests a book. Suspended directly in front of the chair in the center of the dome is a 10' x 10' magnifying screen. There are four tables upon which there are books, scrolls, and other items. There is a display case along one portion of the domed perimeter which contains several scrolls and books.

This entire upper dome level rotates clockwise to allow Dowons a complete view of Briarwood. The book on the stand is Dowons' diary. The magnifying screen allows Dowons a telescopic view at any desired distance when the dome is rotated and the screen aimed at a given area.

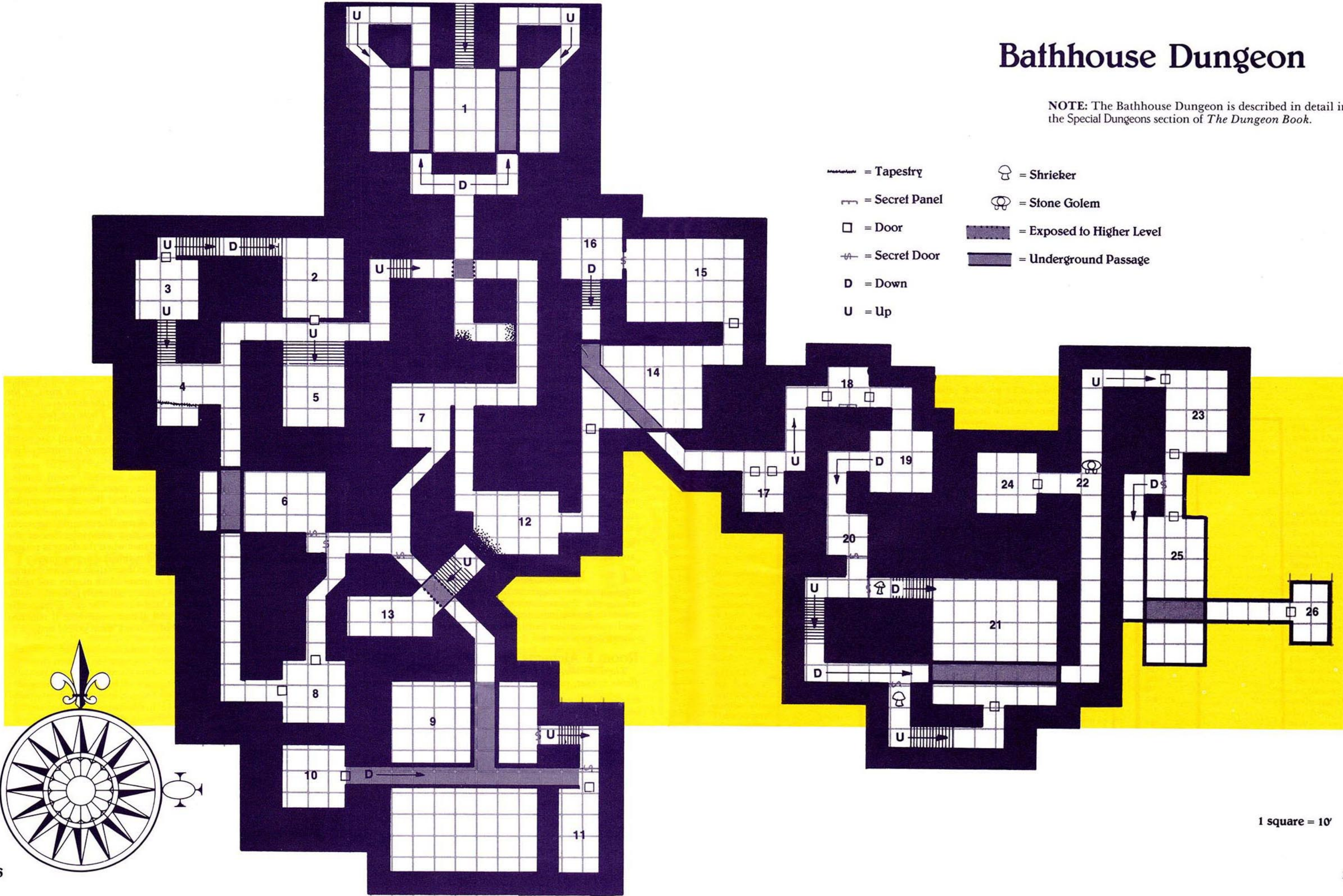
Within the Observation Area are sections devoted to arcane black magics, and tables upon which rest extremely powerful spells, potions, and tomes. The case is magically sealed and glassteel-enclosed; it contains several of Dowons' most potent magics.



Bathhouse Dungeon

NOTE: The Bathhouse Dungeon is described in detail in the Special Dungeons section of *The Dungeon Book*.

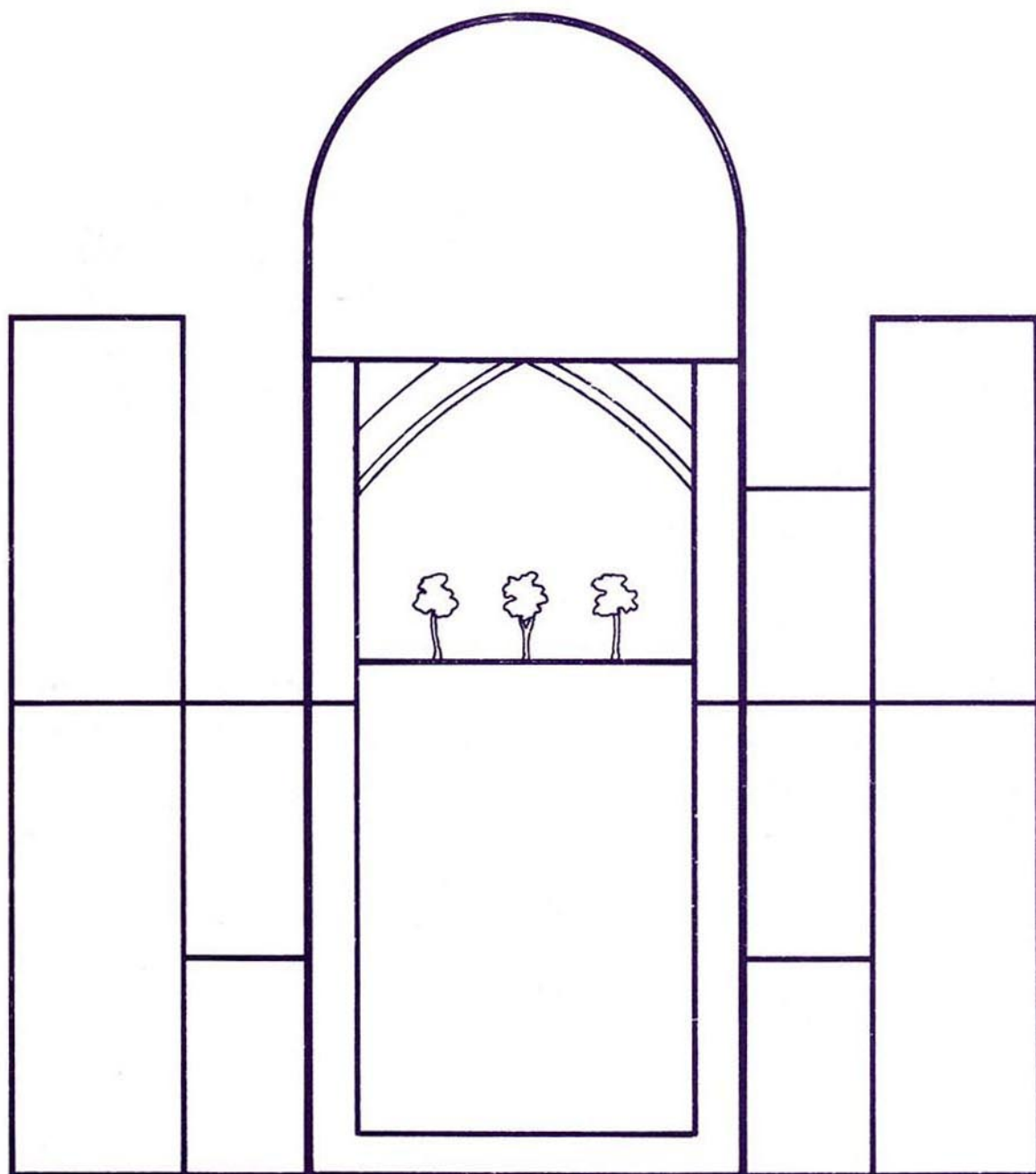
- = Tapestry
- = Secret Panel
- = Door
- = Secret Door
- D = Down
- U = Up
- = Shrieker
- = Stone Golem
- = Exposed to Higher Level
- = Underground Passage





side view of Briarwood Castle

This is a cutaway view of Briarwood Castle depicting the location of the rooftop garden.



How to Use These Books

NOTE: The *Map and Population Book*, which is frequently referred to throughout these books, is in the City-State of the Invincible Overlord main boxed set.

Standards terms/abbreviations 'D' is used as an abbreviation for "die" or "dice." 1D20 means roll one 20-sided die; 1D100 (or D%) means roll two 10-sided dice sequentially, generating a percentage or number between 01 and 00 (read 00 as 100); 3D6 means roll three 6-sided dice and add the results for the sum, etc..

With the notation 1D2, a 4-sided die is used; 1-2 has a value of 1, and 3-4 has a value of 2. With 1D3, a 6-sided die is used; 1-2 has a value of 1, 3-4 has a value of 2, and 5-6 has a value of 3.

Value assumes that the value of one gold piece is about \$20 in current U.S. dollars. An income of 10 gold pieces (or gp) would be a very profitable day for a merchant, but 1-5 gold pieces is a more likely sum for a day's effort. Henchmen's wages are usually 2 gp per day per 2 skill levels, with a dramatic increase for jobs that are perceived to be dangerous.

Armor Class works on a scale in which a lower number is better. A Character with no armor has AC: 10 (unless otherwise stated within a Character's race statistics). A shield adds one to make it AC: 9; chain mail is AC: 5; and plate and shield is AC: 2. (See the standard rule book for details).

HTK means Hits To Kill. This is the number of points of damage that a Character or monster may sustain before being killed. Player Characters and Non-Player Characters determine how many HTK they have by rolling one die for every skill level they have (unless otherwise stated); the number of sides the die has depends on the Character's class (see standard rule book for more information on determining how many HTK PCs and NPCs have).

Monsters always use 8-sided dice to determine how many HTK they have.

Movement (MV) is the speed of a Character or monster on a constant basis. It can be adjusted to whatever scale is needed by adjusting ground scale accordingly (the most common is 1 square or hex = 10 feet).

There may be two or more numbers given. This indicates that the Character or monster can travel in more than one mode (see standard rule book).

THACO is a convenient statistic meaning "To Hit Armor Class 0." When you know a Character's or monster's THACO, you will know the number required to score a successful hit on 1D20 (or multiply that number by 5 to get the percentage chance of success). A target's Armor Class is subtracted from the attacker's THACO to obtain the required die roll on 1D20.

For example, if a Character's THACO is 16 and his target is wearing chain mail with no shield (AC: 5), the Character needs to roll 11 or higher on 1D20 (16-5=11) or roll 55% or higher on a D% (11 x 5% = 55%).

Characteristics (or attributes, ability scores, or statistics) are derived from 3D6. The lowest score for a human is 3 and the highest score is an 18/00 (see standard rule book for more information).

Spells: A series of numbers given in a Character's

statistics indicates the number of spells per skill level that the Character has. For example, 3/3/2 means that the Character has three Skill 1 spells, three Skill 2 spells, and two Skill 3 spells. (See the standard rule book.)

Saving Throws (save vs.): Saving throw values are listed for each Character class in the standard rule book. To make a successful saving throw, a Player must roll the saving throw value or higher on 1D20. A successful saving throw often reduces or negates certain types of damage.

Saving throw bonuses are added to the number the Character rolls on 1D20. For instance, the save vs. Breath Weapon for a Skill 4 cleric is 15. He must normally roll a 15 or higher to save vs. Breath Weapon; if he is wearing armor which gives a +2 vs. Breath Weapons, however, he need only roll a 13 or higher to make a successful saving throw (13+2=15).

Saving throw penalties are subtracted from the number a Character rolls on 1D20. For example, the same Skill 4 cleric suffering a -2 penalty vs. Breath Weapons would have to roll a 17 or higher to make a successful saving throw (17-2=15).

Ability Rolls on a Character's statistics work much like saving throws. On certain occasions, your Character will be directed to "save against" a basic statistic.

For example, if a Player wants his Character to detect a lie or get information, he may have to save on a die roll against his Insight (INS).

Roll 1D20 for all ability rolls. If the resulting number is *equal to or lower than* the statistic, the save is successful. With such a roll, a Character is able to tell if a person is lying, for example.

Ability rolls are often modified. If instructed to make an INS ability roll (roll against a Character's INS) at +3, add 3 to the die roll. For example, if a Character's INS is 12 and rolls a 10, he fails to make the save (10+3 = 13).

Reading the Entries

In *The Adventure*, each entry has two sections: **PLAYERS** and **GM NOTES**. The portion of the text that tells what the GM should know is printed in regular (Roman) type (normally the **GM NOTES** section). What the GM reads to the Players is printed in *italic type* (normally the **PLAYERS** section).

In sections describing areas of the Castle and in Special Dungeons, Players' information is simply given in italics, while the GM's information is given in regular type.

Any information that is of special interest to the GM in both *The Adventure* and sections which are room descriptions will be indicated by the words: **GM NOTE** or simply **NOTE**.

Example:

Encounter 13

The Chapel

PLAYERS: *This 20' x 15' room contains three pews and an altar which is flanked by two five-foot high candelabras. Behind the altar, the bright white outline of a cross contrasts to the dull, aged off-white of the walls surrounding it.*

To the right of the doorway rests a stone brazier filled with a clear, glistening liquid.

GM NOTES: The outline on the wall was left when the chapel's cross was removed and destroyed.

The liquid in the brazier is Unholy Water which will do 1D6+1 HTK of damage to any cleric or paladin who happens to touch it.

Any L. Good cleric or paladin who remains in this chapel for more than two rounds will see all other party members transform into hideous humanoid vampires. The GM should secretly confer this information to any cleric or paladin Player.

This transformation is an illusion and only occurs in the mind of the aforementioned Character(s). Once an affected Character leaves the chapel, the effect is broken. The room and its contents are otherwise normal.

TERMINOLOGY

STR	Strength
INT	Intellect
INS	Insight
DEX	Dexterity
STA	Stamina
APL	Appeal
HTK	Hits To Kill
AC	Armor Class
MV	Movement
AL	Alignment
AT	Attacks
DM	Damage
THACO	To Hit Armor Class 0
SZ	Size
L. Good	Lawful Good
L. Neutral	Lawful Neutral
L. Evil	Lawful Evil
N. Good	Neutral Good
N. Evil	Neutral Evil
C. Good	Chaotic Good
C. Neutral	Chaotic Neutral
C. Evil	Chaotic Evil
PP	Pick Pockets
OL	Open Locks
H in S	Hide in Shadows
F/RT	Find/Remove Traps
RL	Read Languages
CW	Climb Walls
MS	Move Silently
HN	Hear Noise
PC	Player Character
NPC	Non-Player Character
mp	mithril piece(s)
pp	platinum piece(s)
gp or GP	gold piece(s)
ep	electrum piece(s)
sp	silver piece(s)
cp	copper piece(s)
GM	Game Master
S	Smaller than man-size
M	Man-size
L	Larger than man-size
MU	Magic-User
I	Illusionist
C	Cleric(al)
D	Druid(ical)
TTC	Time to Cast
ST	Saving Throw



THE DUNGEON BOOK



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The Adventure

The Player Characters in this adventure are of Evil alignment. This adventure can be played using Good and/or Neutral PCs, but all appropriate changes must be made throughout the adventure.

This is a special adventure designed to have the PCs infiltrate Briarwood Castle to test its defenses and reveal inherent weaknesses. Since the options the PCs will have relative to movement toward the Castle (where/how to enter, from which ways to approach, how to travel through the Castle once inside, etc.) are various and intrinsically unpredictable, the adventure is designed with a loose structure, allowing the GM to begin the game and follow the party's movement, presenting the PCs with appropriate encounters regardless of their location and actions.

The information under Beginning the Adventure (following Player Characters) presents the impetus for the adventure, where the Characters are presented with the opportunity to free themselves from their imprisonment and impending execution by infiltrating the Castle on a reconnaissance mission for the Overlord. When the PCs accept the offer, they will be teleported beyond the Castle's exterior walls and must work their ways into a specified area of the Castle to complete their mission. Once the Characters have been teleported outside of the Castle walls, the adventure alters design and is run using Random Encounters, brief events specific to the location. If the PCs succeed in their mission, they will be framed and convicted for the murder of Shadowhawk (which was committed by Ralf) and will receive the death sentence.

Prior to beginning the adventure, the GM should copy the PCs' statistics and distribute them to the Players; allow the Players to familiarize themselves with their Characters before starting play. Once the GM and Players are prepared, proceed with the Beginning the Adventure, which follows Player Characters.

PLAYER CHARACTERS

The Player Characters included in this adventure are Lawful Evil. Characters of other alignments may be used, but the adventure should be changed accordingly.

Also, because the PCs can choose certain items which will affect Armor Class, the ACs of all PCs have been omitted. All PC items are listed under Possessions.

NOTE: Items and spells not found in the standard rule book are described under New Magic.

Gloom Krez

Drow, Skill 25 Cleric

Religion/Deity: Brelig

STR: 12, *INT:* 15, *INS:* 18

STA: 15 (+1), *DEX:* 19 (+3, -4), *APL:* 17

HTK: 83, *AC:* *

MV: 15", *AL:* L. Evil

AT: 1, *DM:* by weapon type

THACO: 9

WT: 90 lbs., *HT:* 5'3"

Weapon Proficiencies: footman's flail, florentine fighting, hand-held crossbow, mace II, whip

Spells: 11/11/10/10/9/9/4

Innate abilities — Dancing Lights, Faerie Fire, Darkness, Detect Magic, Know Alignment, Levitate, Clairvoyance, Detect Lie, Suggestion, Dispel Magic

Specials: Infravision at 120'.

Move Silently.

-2 on DEX and "to hit" when subjected to magical light; +4 vs. magical attacks.

Magic Resistance: 100%

Originally from Shadowpact, Gloom has retained a partial memory of her homeland. She is striving to gain sufficient power to return to Shadowpact, where she can be in charge of an entire drow nation. A schemer who naturally takes control of a situation, Gloom is never deterred by apparent dissension in the ranks, for she will gladly force others to come to her way of thinking.

Gloom likes to initiate combat by firing her crossbow and then entering hand-to-hand with her mace and whip. Gloom is a sight to behold in melee, for she fights with a horrible violence, favoring her whip to keep one target at a distance while bashing another target with her mace. Gloom's favorite spells to cast include: Cause Critical Wounds and Hurt (reverse Heal).

When not adventuring, Gloom spends her time with nagas, searching for knowledge to help her return to Shadowpact. She has gone so far as to charter a ship into the Wall of Fog surrounding Calandia, and even tried to teleport home. These attempts failed, to Gloom's mounting anger.

Through the use of the Skill 3 clerical spell Find Familiar, Gloom has adopted an albino cave lizard as a familiar; Gloom and Toola spend much of their time keeping their familiars from fighting.

Gloom was arrested because of a "scuffle" she had with Toola. This incident started as a "familiar" fight, and soon escalated into a spell-casting match.

Neither Gloom nor Toola has a green card, which allows a Character to use magic within Briarwood. Also, Gloom used spells against her eighteen arresting Guards of the Sun and Captain Smiladon (see page 7, #1 and #3 in the *Map and Population Book* in the main boxed set), and was therefore sentenced to Death.

Albino Cave Lizard

HTK: 5, *AC:* 2

MV: 6", *AL:* Neutral

AT: 1

DM: 1D3 (plus poison, see *Specials*)

INT: Semi-

THACO: 20, *SZ:* S (3')

Specials: Bite inflicts upon a victim a virulent poison which does 1D8 HTK of damage per round for up to 4 rounds unless a save vs. Poison (at -2) is made.

Beldhar Smydic

Human, Skill 22 Avantar

Religion/Deity: Erin the Dark Hunter

STR: 18/82 (+2, +4), *INT:* 12

INS: 7, *STA:* 16 (+2)

DEX: 11, *APL:* 15

HTK: 216, *AC:* *

MV: 12", *AL:* L. Evil

AT: 2/1, *DM:* by weapon type

THACO: 4

WT: 265 lbs., *HT:* 6'6"

Weapon Proficiencies: bastard sword III, dagger, florentine fighting, halberd, long sword, short sword, throwing dagger

Specials: Avantar abilities — Detect Good, Inflict -1 (1x/day), Cause Disease (1x/week), Protection From Good, 1' Radius, Infravision 60' (22x/week)

Beldhar Smydic follows implicitly the doctrine of his religion; all his actions are motivated toward the betterment of his church. Due to his impressive size, prowess, and personal demeanor, Smydic is usually able to "persuade" potential converts to join his religion (or sends refusers to meet his god personally).

From the clan of Seidruni which originates in southern Calandia, Smydic was brought to Briarwood by his father to learn

the ways of the many peoples of the city. However, Smydic soon found himself corrupted by the evil forces which pervade Briarwood and strayed from his Neutral ways to Lawful Evil.

If not using his weapon of choice, the +3 bastard sword, in combat, Smydic will attack florentine-style with both long and short swords. In large, open areas, he uses his Wings of Flying to attack with long and short swords, unexpectedly dropping down upon opponents in savage attacks. Among avantari, Smydic has a reputation for being the most zealous of fighters for the church; for Smydic, every skirmish is a holy war.

On his off time, Smydic enjoys hunting — from small game to humanoid prey. Smydic spends much of his time in and around Greenfang Forest, where rumor suggests an invincible dragon resides; Symdic seeks the dragon as a sacrifice to Erin the Dark Hunter. Smydic takes noticable pleasure from hunting and sacrificing pixies, whose human-like forms fascinate Smydic and whose death screams cry an excellent melody to Erin.

Beldhar Smydic was physically apprehended when he was found in an alley pulling the wings off a pixie. The pixie died, and Smydic was convicted of murder and sentenced to death.

Garc'ne the Gifted

Naga, Skill 25 Magic-user

Religion/Deity: None (atheist)

STR: 6, INT: 18, INS: 9

STA: 15 (+1), DEX: 8, APL: 7

*HTK: 51, AC: 4 (natural)**

MV: 12"/20", AL: L. Evil

AT: 1

DM: Acid (2D10), constriction (2D4), or bite (1D4)

THACO: 11

Languages: Calandian, Naga, alignment language

WT: 423 lbs., HT: 15'

Weapon Proficiencies: Tail mace IV

Spells: 5/5/5/5/5/5/5/5

Specials: Prehensile tail.

Charm (-4 on save vs. Paralyzation).

Numbing bite (save vs. Poison; if failed, see Naga Bite Chart).

Acid spit (3x/day, 20' range)

Garc'ne has a red-on-black triangular scale pattern. He has a photographic memory, thus explaining his name.

Garc'ne worships no god, as he believes that power comes from within. "One must believe in one's self above all others. Magic comes from having faith in one's self, not in some statue or old superstitions turned deity," he often recites.

When adventuring, Garc'ne will do anything in his power to obtain books and scrolls to study. His basis for deciding upon which adventures to accept is whether or not he has been in/to that location before, for new locations always offer new knowledge and information. Garc'ne claims no location anywhere as his home, stating he never stays in one place long enough to make residence. He is always on the move, leaving a location once he has learned all there is to learn there.

Unique about Garc'ne is his prehensile tail, which he uses to hold scrolls he reads and also to wield his tail mace, although he is hesitant to use his tail mace in combat for fear of damaging his tail. Garc'ne avoids using his numbing bite unless absolutely necessary, as he normally interrogates subdued opponents.

When not adventuring, Garc'ne reads, reads, and reads. He spends a great deal of time at the Magistratum Collegium, utilizing institution's vast resources to advance his formidable knowledge. Garc'ne also donates a great deal of his materials to the Collegium after learning what available information the volumes may contain. Garc'ne's primary goal in life is to be renowned as the most intelligent naga in Calandian history.

Garc'ne was found guilty of attempted murder and sentenced to death after he bit Alcan, the proprietor of Alcan's Book Store (see page 41, #167 in the *Map and Population Book*). Garc'ne intended to kill Alcan so that he could steal an extremely rare tome.

Bilf Sett

Shireling, Skill 23 Thief

Religion/Deity: Lovianis

STR: 11, INT: 14, INS: 10

STA: 16 (+2), DEX: 18 (+3, -4), APL: 16

*HTK: 80, AC: **

MV: 9", AL: L. Evil

AT: 1, DM: by weapon type

THACO: 10

WT: 43 lbs., HT: 2'5"

Weapon Proficiencies: crossbow, dagger, florentine fighting, short sword I, sling

Specials: Infravision at 30'.

Thieving Abilities: PP: 140%, OL: 119%, F/RT: 109%, MS: 119%, H in S: 124%, HN: 60%, CW: 84.7%, RL: 70%

Infused with a distinct temper, Bilf is sensitive about his size, willing to revenge himself at the drop of any perceived insult. Hailing from Brownfield in the Lake District of Calandia, Bilf was a farmer for nearly twenty-three years before yearning for the

NAGA BITE CHART

NOTE: For bodily location reference of naga bites, roll 1D12 and consult the chart.

ROLL	AREA BITTEN	RESULT
1	Head	Character becomes comatose for 1D6 hours.
2	Right Chest	Areas 2, 5, and 7 become numb and useless.
		Characters affected here for more than one turn will die.
3	Left Chest	Areas 3, 6, and 8 become numb and useless.
		Characters affected here for more than one turn will die.
4	Stomach Area	No ill effect.
5	Right Upper Arm	Areas 5 and 7 become numb and useless.
6	Left Upper Arm	Areas 6 and 8 become numb and useless.
7	Right Forearm and/or Hand	Area 7 becomes numb and useless.
		Shoulder and upper arm are usable.
8	Left Forearm and/or Hand	Area 8 becomes numb and useless.
		Shoulder and upper arm are usable.
9	Right Thigh	Character's movement is reduced by one-quarter.
10	Left Thigh	Character's movement is reduced by one-quarter.
11	Lower Right Leg	Character's movement is reduced by one-half and s/he suffers -1 on "to hit" rolls.
12	Lower Left Leg	Character's movement is reduced by one-half and s/he suffers -1 on "to hit" rolls.

excitement of the big city. After coming to Briarwood and finding himself unable to land a job, Bilf started stealing to survive and found himself quite proficient in the trade. Briarwood's Thieves' Guild also noticed Bilf's abilities and offered the newcomer thief a position in their ranks and training (a mutually beneficial arrangement, as Bilf learned much from the Guild members and the Guild gained thousands of gp from Bilf's efforts).

Although phenomenally sensitive about his size, Bilf uses his diminutive stature to his advantage in combat, regularly sneaking up on opponents and back-attacking florentine-style with short sword and dagger. Normally, however, Bilf prefers to hang back from direct combat and use his sling or crossbow, unless battle heats up considerably, when he will begrudgingly enter melee.

Bilf's favorite theiving method is to dress as a child and enter a crowded market or street to pick pockets, preferring to locate gems and jewelry for their simplicity to conceal and later fence. When pickpocketing becomes boring, Bilf often hires himself out as a private eye, utilizing his remarkable skills to hide in shadows and surreptitiously observe the lurid romances which flow like molasses through the streets of Briarwood.

Bilf was convicted of murder and grand theft when he killed a wealthy trader and stole from him a Necklace of Missiles and 20,000 gp worth of gems and jewelry. Bilf was sentenced to death.

Dar

Female Lizardman, Skill 23 Fighter

*Religion/Deity: Gis'sar**

STR: 19 (+3, +7), INT: 6, INS: 8

STA: 18 (+4), DEX: 13, APL: 9

*HTK: 124, AC: **

MV: 9"/15", AL: L. Evil

AT: 2/1, DM: by weapon type

THACO: 4

WT: 290 lbs., HT: 6'10"

Weapon Proficiencies: battle axe II, club I, net, tail mace II, trident I

Specials: Underwater Movement.

Underwater Vision (can see in water as if in air).

* Gis'sar is the Chaotic Neutral lizardman patron deity of triumph and victory in battle. The worship of this deity is not as common amongst lizardmen as it once was.

Excommunicated from her original Scarlet Claw lizardman tribe in the Amber Swamp for the murder of a pregnant tribal lizardwoman, Dar lives to punish those who rebuked her and will go out of her way to combat members of clans allied to the Scarlet Claw. Due to the high lizardman population of the city, Dar came to Briarwood seeking anonymity while she plotted against her enemies; since many Scarlet Claw members visit Briarwood on business, her residence allows her to attack and destroy these visitors with regularity and relative secrecy.

Dar's favorite method of attack is to entangle opponents in her net and then pummel them into submission with her tail mace, inflicting death slowly and painfully. Motivated by a tremendous self-confidence resulting from her incredible size and phenomenal strength, Dar will never hesitate to wade into close combat, at which point she will attack ruthlessly with her battle axe or simply engage in deadly grappling/pummeling attacks.

When not adventuring, Dar spends time hunting unicorns and collects the animals' horns, claiming that the beasts' destruction is necessary because they are "so damn ugly." While Dar will adventure with other Characters and obey the constructs of the party's agreements, she prefers to adventure alone, being uncomfortable relying on others for the success of a mission.

Dar was caught killing a lizardman of the Scarlet Claw tribe. She was then convicted of the murders of twenty-two other Scarlet Claw tribe members. She was sentenced to death.

Toola

Gnome, Skill 20 Illusionist

Religion/Deity: Brelig

STR: 9, INT: 19, INS: 13

STA: 15 (+1), DEX: 17 (+2, -3), APL: 11

*HTK: 47, AC: **

MV: 9", AL: L. Evil

AT: 1, DM: by weapon type

THACO: 13

WT: 56 lb.

bs., HT: 3'0"

Weapon Proficiencies: dagger, staff II

Weapons: Dagger of Venom, +2 staff

Magic Items: Potion of Plant Control, Ring of Regeneration, Scroll of Protection from Fire (per Ring)

Spells: 5/5/5/5/4/3/3

Specials: +4 Magic Resistance vs. Wands/Staves/Rods/Spells.

POSSESSIONS

To arm themselves, the prisoners may choose three items from among their personal possessions (weapons, armor, magic items, familiars, etc.), items made available from the City-State, or any combination thereof. When items are chosen, each Player should make a note of what his/her PC's AC is.

Gloom Krez

Drow, Skill 25 Cleric

Possessions: +4 chain mail □, +4 mace □, +4 shield □, albino cave lizard familiar □, drow boots □, drow cloak □, Pipes of the Sewers □.

Beldhar Smydic

Human, Skill 22 Avantar

Possession: +3 bastard sword □, +3 dagger (w/return) □, +3 shield □, +2 plate mail □, +1 long sword □, Boots of Water Walking □, Ring of Spell Turning □, Wings of Flying □.

Grac'ne

Naga, Skill 25 Magic-user

Possession: +1 tail mace □, Earring of Protection +3 □, Cloak of Protection +2 □, Potion of Speed □.

Bilf Sett

Shireling, Skill 23 Thief

Possessions: +2 leather □, +2 short sword □, Crossbow of Distance □, Scroll of Protection from Undead □.

Dar

Female Lizardman, Skill 23 Fighter

Possessions: +2 battle axe □, Earring of Fire Resistance □, Helm of Truesight □, Ring of X-Ray Vision □.

Toola

Gnome, Skill 20 Illusionist

Possessions: +2 staff □, Dagger of Venom □, giant fly familiar □, Potion of Plant Control □, Ring of Regeneration □, Scroll of Protection from Fire (per Ring) □.

Items available from the City-State:

Potions (of): Clairaudience □, Clairvoyance □, Climbing □, Diminution □, Fire Resistance □, Gaseous Form □, Giant Strength □, Invisibility □, Levitation □, Plant Control □, Poison □, Speed □.

Rings (of): Feather Falling □, Free Action □, Spell Storing □, Swimming □, Warmth □, Water Walking □, X-Ray Vision □.

Wands (of): Fire □, Frost □, Illusion □, Lightning □, Magic Missiles □, Paralyzation □, Wonder □.

Miscellaneous Magic: Bag of Tricks □, Boots of Elvenkind □, Boots of Levitation □, Boots of Striding and Springing □, Cloak of Displacement □, Cloak of Elvenkind □, Dust of Sneezing and Choking □, Folding Boat □, Gauntlets of Ogrepower □, Helm of Telepathy □, Javelin of Piercing □, Rope of Climbing □, any +2 armor □, shield □, or weapon □.

Choice of a normal weapon (such as dagger, net, or wire whip) counts as one (1) of the choosing Character's selections.

Originally from Briarwood, Toola was orphaned at the age of 15 when her parents died in the Great Briarwood Fire. Left to wander the charred rubble that was the once-great city, she came under the tutelage of a low-level thief/illusionist who sought to train her in thievery ways. Toola, however, soon grew disenchanted with theft but showed an interest and ability in illusion, which she studied with zeal, becoming extremely proficient in the illusory arts.

When in combat, Toola prefers to throw illusions which cause her to appear to be a magic-user (Fireballs, Magic Missiles, etc.). While she usually tries to avoid actual combat, when forced to enter melee, Toola will normally opt for her +2 staff, wielding her dagger of venom only if a situation turns decidedly against her.

Toola truly enjoys playing practical jokes on any and all persons around her, formulating pranks which tend to be both psychologically and physically violent. In her free time, Toola socializes, frequenting the Mithril Claw Inn; here she enjoys secretly casting the spell of her own creation (Mind Projection (see New Magic: New Spells)) upon adventurers who dramatically elaborate upon their escapades.

Toola possesses a giant fly for a familiar, which regularly engages Gloom's albino cave lizard in less-than-friendly combat.

Toola was apprehended during a blow-out magic battle which took place between her and Gloom. The fight started as a "familiar" confrontation and soon grew into an illegal magic battle. (Neither Toola nor Gloom has a green card, which enables a Character to legally use magic within Briarwood.) When the eighteen arresting guards came to apprehend Toola, she fought back with magic. She was sentenced to Death.

Giant Fly

HTK: 4, AC: 4

MV: 4"/12", AL: Neutral

AT: 1

DM: 1D4 (Disease; see *Specials*)

INT: Semi-

THACO: 20, SZ: S (8")

Specials: When bitten by a giant fly, a Character must save vs. Poison or succumb to tetanus; if not receiving a Cure Disease spell within 72 turns (12 hours) after infection, Character suffers a -6 "to hit" penalty and will die within another 72 turns, unless a Wish spell is cast.

Beginning the Adventure

GM Introduction

For the various reasons listed in their statistics (see Player Characters), the PCs have been imprisoned in Briarwood Castle's Holding Cells (Basement: Room K). Lucius II, the Invincible Overlord, will enter the cell area and offer to release the PCs and absolve their past offenses if they accept his arrangement. Once Lucius has presented himself (primarily to assure the PCs that the offer is legitimate and not a trick), Dowons will act as Lucius' spokesman, presenting definite terms to the Characters.

Once the PCs accept, they may equip themselves with their own possessions, familiars included (which were taken from them upon imprisonment), those made available to them by the Overlord, or a combination thereof (to a maximum of three items). Dowons will teleport the PCs to a burned-out abandoned building in the Fire Area (Section O, #146 in the *Map and Population Book*), which is immediately outside of the Castle's eastern walls. At this point, the PCs are free to venture anywhere within the city to complete their mission.

Remember that if the Characters succeed in their mission, they will be framed and convicted for the murder of Shadowhawk.

Shadowhawk

Skill 11 Illusionist

Religion: Egyptian/Horus

STR: 13, INT: 15, APL: 12⁴

STA: 13, DEX: 18 (+3, -4), APL: 12

HTK: 26, AC: 4

MV: 12", AL: Neutral

AT: 1, DM: by weapon type

THACO: 16

HT: 5'10", WT: 185 lbs.

Weapon Proficiencies: dagger, staff

Spells: 5/4/3/3/2

Specials: Red Skull — allows Shadowhawk to Detect Undead (10' diameter).

Ghoul Touch (paralyzation).

Hell Hound Breath — does 11 HTK of damage; victim making a save vs. Breath Weapon takes half damage.

Shadowhawk, who has a green card, has adventured for forty years. His most dramatic adventure occurred when he found a red skull which, when he touched it, covered his head. He has since retained the skull.

Players' Introduction

As consciousness washes over you, the sound of rats skittering nearby filters through the haze clouding your mind. The slam of a heavy door echoes down the slope through the iron bars enclosing your cell. Several minutes of muffled conversation precede your being unshackled and dragged up from the cell to where the City-State's Overlord, Lucius II, stands. At his side are six Dragon Guards and the Overlord's Wizard/Chancellor, Dowons.

"Prisoners of the City-State," the Overlord intones, "for the crimes you have committed against the city of Briarwood, you have been sentenced to death on the morrow. However, I offer you the opportunity of absolution. I have devised a plan which will strengthen the defense of the City-State — a plan in which you may play an integral part. You are relative unknowns in my city, and your prowess will suit you well for the mission. If you are successful, all of your past offenses will be absolved."

Lucius gazes intently at each of you, your worth being weighed and discarded. "Consider carefully my proposition, as I will offer it but once. Twenty-four hours from this moment shall witness the end of your lives. Side with me now and see that spectre vanish. Specifics shall be presented by my personal chancellor, Dowons, as matters of state presently require my attention."

Accompanied by his Dragon Guards, the Overlord turns solemnly and leaves the cell area. The heavy wooden door closes with a tremendous thud which echoes throughout the cells, the definitive chunk of a solid latch finalizing your imprisonment. The lone, aged figure of the Overlord's wizard and chancellor, Dowons, now stands before you.

"You have heard Lucius' wishes, prisoners," Dowons says sternly. "In his fairness, he offers you redemption. Were it my choice, I would see your ilk caged and slaughtered like the cattle you are. Yet I, like yourselves, am merely a subject of our Overlord. And so, I am commanded to present you with an opportunity. You will be able to choose any three items from a list of items, which include those items in your possession at the time of your arrest. However, you must agree to these conditions: you may not kill, no vandalism or theft, and no help from exterior forces. Also, you must return to the Fire Area to complete the mission, and you must go to Lucius' personal chambers to receive your writ."

GM Notes

To arm themselves, the prisoners may choose three items from among their personal possessions (weapons, armor, magic items, familiars, etc.), items made available by the City-State, or any combination thereof. Upon successful completion of the mission, the prisoners must return any items furnished exclusively by the City-State, but may reclaim all of their personal possessions.

Dowons has outlined an agreement for Lucius, to which the Overlord has agreed. In truth, Lucius cares little for the immediate affairs of Briarwood, concentrating the majority of his interest on the growing state of war against the evil which now threatens the City-State. In his absence, Dowons acts as Lucius' spokesman for city affairs and wields near-total authority concerning the town.

The terms of Dowons' arrangement are as follows:

As a means of ascertaining the security of Briarwood Castle, the prisoners (PCs) agree to infiltrate the Castle from outside its exterior walls. Once inside the Castle, the prisoners must reach

Lucius and Cassandra's personal chambers, where a high-ranking city official will be waiting to present them with a writ proclaiming their mission complete and their crimes absolved. The prisoners must return the writ to Dowons as proof of their completion and must submit to a three-hour debriefing session.

If the prisoners accept the mission, Dowons will cast a special Geas on each participant. In this manner, should any Character in any way leave the city or fail to complete the mission within twenty-four hours, the Character will grow sick and die within two days. Characters successfully completing the mission will be required to answer any and all questions pertaining to the mission truthfully during the debriefing session.

Agreement

Once the Characters agree to Dowons' terms, the magical Geas automatically takes effect, the Characters having twenty-four hours from that point to complete their mission. The Characters will be shown the following list of items from which they may select their possessions while on the mission. Once the Characters have selected, Dowons will teleport them to the Briarwood's Fire Area (Section O, #146 in the *Map and Population Book*) outside the Castle walls. If the party completes the mission, the Characters should return to this spot, from which Dowons will teleport them back to the Holding Cells.

NOTE: The GM should keep careful track of time as the Characters progress through their mission.

Once the PCs arrive at the Fire Area, turn to Random Encounters and begin the adventure specific to the party's location.

Reaching Lucius' Chambers

When the Characters have located Lucius' personal chambers and are prepared to enter, meeting with Dowons' representative to receive the writ which proves that the party reached the location, continue play with Receiving the Writ.

Receiving the Writ

PLAYERS: *Lucius' and Cassandra's opulent personal chambers are lit by a magical ceiling which produces a soft luminescence, the area is bedecked with Ta'lonese rugs, tapestries woven of silk and gold, startlingly lifelike statues, ornately carved furniture, and a cabinet filled with Calandia's finest crystal.*

Sitting at the foot of the Overlord's four-poster bed is a tall man enshrouded in a flowing black cloak. In one hand, the man clutches a long staff made from the vertebrae of a great snake, atop which rests a human skull; the other holds a rolled and sealed scroll. His most remarkable feature is his bright red skull, which peers out from amidst a darkened cowl.

"Well, it's about time," the man says, perturbed, "I thought I'd been condemned to sit here forever."

GM NOTES: The man waiting for the party is Shadowhawk, one of Briarwood's senators, who has been recruited by Dowons as the City-State's emissary for the writ he holds, which is the PCs' proof of their completing the assignment. Shadowhawk will rise and hand the writ to the PCs, claiming to find the situation useless.

Shadowhawk is performing this service as his duty to the City-State; Dowons presented Shadowhawk with a writ signed by Lucius, ordering the senator to comply with Dowons' instructions; Shadowhawk is not fond of Dowons and suspects the Overlord's chancellor of attempting to gain undue control in the City-State, as Dowons has exercised surprising authority during Lucius' military campaigns. Shadowhawk's displeasure of Dowons' actions has often found its voice in Senate meetings.

Once Shadowhawk gives the party its writ, he will wait for the PCs to leave the chamber. If the PCs ask him any questions, he will refuse to answer them and will berate them as "amateur adventurers." Shadowhawk will insist the party leave Lucius' chambers and will remain until they do to verify that nothing was disturbed.

NOTE: It is important that Shadowhawk make a formidable impression on the PCs, especially that they remember when, where, and how they left the senator, as the PCs will be framed for Shadowhawk's impending murder in Return to Dowons.

Once the party has obtained its writ from Shadowhawk and leaves Lucius' chambers, the PCs will no longer be under the Geas and, as such, are no longer bound by the regulations against theft and killing. While the PCs may not know this, they may perform such actions from this point on without negative result.

At this point, the Characters may exit the Castle as they see fit. The GM should again utilize Random Encounters to generate events during the party's escape (at GM discretion, the party may encounter heavier resistance upon exit). When the PCs successfully escape the Castle confines and move to return the writ to Dowons, continue play with Return to Dowons.

Return to Dowons

PLAYERS: *Having successfully retrieved the required writ from Shadowhawk in Lucius' chambers and exited the Castle's confines, you return to Briarwood's Fire Area. Once you are there, a magical glow fills the area; Dowons' teleportation spell starts taking effect as the present surroundings waver and change into the familiar locale of the Castle's Holding Cells.*

Before of you is the tall, gaunt figure of Dowons, the Overlord's chancellor and wizard. A slight smirk plays upon his aged features as he addresses you. "Congratulations. . . you obtained my writ and completed your assignment." Dowons reaches out his hand, grasping the writ and verifying its authenticity.

"I must admit to being surprised," the wizard continues. "I thought the task beyond even your advanced abilities. And now, I am afraid I have some good news and some bad news. . ."

Dowons turns away, moving almost casually toward the Holding Cell door. "Indeed, you completed your assigned task. For that I am appreciative." Dowons crumples the writ in one hand, and the paper bursting into flame. The intense light generated by the fire seems to strangely illuminate the wizard's hand. His flesh, through which you see gnarled bones, seems transparent.

"However, I am sorry to say that each of you will have to stand trial for the murder of Senator Shadowhawk." With a wave of his hand, Dowons disappears. Then, the Holding Cell doorway bursts open as a dozen Dragon Guards pour forth.

GM NOTES: The PCs still have whatever equipment they selected for the adventure and may battle the guards in an escape attempt. If the party does manage to defeat these guards, the PCs must still successfully exit the Castle itself. Depending on the physical conditions of the Characters following the adventure, the GM may wish to increase Castle security to provide a more difficult escape for the party. The GM may also wish to inform the Players that the effects of Dowons' Geas are no longer applicable.

Shadowhawk has, indeed, been murdered but the culprit was Dowons, who killed the rival senator due to Shadowhawk's vocal opposition to Dowons' machinations and Shadowhawk's growing suspicions toward Dowons. Dowons was able to convince Lucius of the need to test the Castle's defenses as a ruse to accomplish this assassination and to frame someone for the murder.

NOTE: For campaign purposes, Shadowhawk could easily be raised, although following such the senator will be unable to recall anything regarding this adventure.

If the party is defeated prior to successful escape from the Castle, Dowons will see to it that the PCs ("*scourges upon the City-State and murderers of fine Senator Shadowhawk*") are irrevocably killed, so they cannot be Raised to reveal Dowons' insidious plot.

If the Characters escape successfully, the City-State will offer 10,000 gp reward per PC's body and will place posters with their likenesses throughout Calandia. At this point, go to Endgame and distribute Experience Point awards to surviving Characters.

Endgame

Characters are awarded Experience Points relative to the opponents (other Characters, monsters, situations, etc.) they encountered during the adventure. A Character subduing a Character/monster while Geased receives full Experience Points available for the creature; a Character killing such creatures receives only one-half (½) the available Experience Points. Following Geas release, Experience Points are awarded as per standard rule book.

A PC participating in successfully obtaining the writ receives an additional 20,000 XP; a PC participating in the successful return of the writ to Dowons receives another 5,000 XP; and a PC successfully obtaining the writ, returning it to Dowons, and escaping from the Castle receives an additional 10,000 XP.

Random Encounters

NOTE: Once the Characters move to breach the walls surrounding the Castle's grounds, continue with the following random event encounters specific to Briarwood Castle.

If PCs wish to go into the Old Bathhouse Dungeon, dissuade them. If need be, tell them that that is not the way to go.

Breaching The Walls

If the Characters attempt to breach the Castle's perimeter with magics (Silence spell, Invisibility, Cloaking, etc.), the party should encounter no difficulty entering the Castle grounds. If the Characters attempt to enter by digging through/beneath the walls, climbing over the walls, etc., the GM should roll to see if the nearest guard notices the party's attempt (GM discretion).

Once the PCs are inside the Castle walls, go to Outer Lawns.

Outer Lawns

When the Characters enter this area, the GM should roll 1D8 to determine which of the following encounters (if any) occurs.

1/Pungi-slick Pit

PLAYERS: An audible "click" emanates from under the well manicured lawn outside of Briarwood Castle. Suddenly, a gaping hole opens beneath your feet, revealing a deep, darkened pit filled with sharpened spears wedged into the ground.

GM NOTES: Each Character in the party must save against DEX (at a penalty of +3) or fall into the pit, suffering 3D6 HTK of damage. Characters who survive may climb from the 10'-square pit with no negative modifiers to the roll.

2/Rust Monster(s)

PLAYERS: From the corner of your eye, you see brief movement prior to the rapid attack of two aggressive rust monsters.

GM NOTES: Roaming the outer lawns of the Castle are two rust monsters, which will attack the PC wearing the most metal.

(2) Rust Monsters

HTK: 36, 32, AC: 2

MV: 18", AL: Neutral

AT: 2, DM: Nil

INT: Animal

THACO: 15, SZ: M

Specials: Any metal touched turns to rust.

3/No Encounter

PLAYERS: As you wend your way toward the Castle, something appears to move off to the side. A moment later, the area is once again undisturbed, save for your own trespass.

GM NOTES: The Characters may choose to investigate the event depicted here; however, nothing will arise from their inquiry (GM discretion). No encounter should occur this round.

4/Expresslide

PLAYERS: Suddenly the ground collapses, forming a natural landslide which whisks you, unprepared, directly toward the Castle's moat. The journey sees you plummeting head-long into the murky depths, sinking slowly to the muddied bottom.

GM NOTES: This is a magical hole which randomly appears within the Castle's outer lawn area. Travel time to the moat once the party has been engulfed is 1D4 rounds, during which time each PC will suffer 1D4 HTK of damage per round from root and rock debris damage.

Once the Characters have fallen into the moat, proceed directly to The Moat, where the party will be attacked by the undertoad.

5/Blink Dogs

PLAYERS: Without warning, a pack of savage dogs appears from nowhere and runs crazily at your party.

GM NOTES: This round, the Characters will be attacked by 16

dogs. The pack constantly wanders the outer lawn, normally breaking up into small packs, but occasionally regrouping to maximum force.

Blink dogs have been trained to avoid all traps and other monsters within the outer lawn area. Similarly, the dogs will not approach the castle moat; they fear the undertoad.

(16) Blink Dogs

HTK: 24 (x8), 30 (x8), AC: 5

MV: 12", AL: L. Good

AT: 1, DM: 1D6

INT: Average

THACO: 15, SZ: S

Specials: blink dogs attack from behind 75% of the time.

6/Inferno

PLAYERS: As you approach Briarwood Castle, seemingly undiscovered, the very air around you suddenly grows intense with a suffocating heat. Flames pour from the ground itself as the entire area bursts into a raging inferno.

GM NOTES: Each PC caught within this area suffers 6D6 HTK of fire damage; a save against DEX (at a penalty of +4) may be attempted for half damage, as the singed PC lithely leaps away.

If this trap is engaged, guards will automatically summon a Castle wizard to cast a Continual Light spell on the burning area. Characters sighted on the outer lawn will be attacked by the combined force of the Castle's contingent. However, guards will not venture out onto the lawn itself, as they are prone to its defenses as well.

7/No Encounter

PLAYERS: A dry, cool breeze whips across the lawn, billowing your capes and sweeping back your hair. A brief, unaccustomed shiver runs along your spine.

GM NOTES: Read this information with a deep malevolence in your voice. Nothing should occur here, as the Characters will experience no encounter. However, to keep the Players interested, the GM might wish to roll some dice or write furtively on some scratch paper, implying that something is really about to happen.

8/Invisible Stalker

NOTE: Prior to this encounter, determine randomly which Character will suffer the following attack.

PLAYERS: As the party heads toward Briarwood Castle, suddenly, great, gaping claw marks appear across [Character's Name]'s chest, fresh blood pouring from the wounds.

GM NOTES: Wandering throughout Briarwood Castle's Outer Lawn are six invisible stalkers who randomly scout the area.

Invisible Stalker

HTK: 8D8, AC: 3

MV: 12", AL: Neutral

AT: 1, DM: 4D4

INT: High

THACO: 12, SZ: L

Specials: Surprises on 1-5 on 1D6.

Anyone attacking a stalker for the first time has a -2 penalty on his/her "to hit".

Magic Resistance: 30%

The Moat

When the Characters enter this area, the GM should roll 1D6 to determine which of the following encounters (if any) occurs.

NOTE: Encounter 5 and Encounter 6 involve attacks by the undertoad. If the PCs are not encountering the undertoad as a result of events experienced in previous encounters (4/Expresslide from the Outer Lawn, for example) and the roll is a 5, substitute 6/Undertoad (II) for this round.

1/Bank Gives Way

PLAYERS: As you traverse the perilous area surrounding the Castle moat, the earth beneath your feet suddenly gives way, plummeting you headlong into the murky, muddied depths.

GM NOTES: Once the party plunges into the water, armored PCs will begin to sink, reaching the moat's bottom in 1 segment (6

seconds). Unbuckling armor to lighten loads takes 2 rounds, while forcefully removing armor (cutting straps, etc.) takes 1 round, although this method will ruin the wearability of the armor.

A Character will drown if remaining underwater for more than (STA/2) rounds. Unarmored Characters plunging into the moat who save against DEX at +2 may tread water.

NOTE: Once a Character falls into the moat, there is a 33% chance that the Character(s)' thrashing will attract the undertoad. If this occurs, proceed to Encounter 5 in this section.

2/No Encounter

PLAYERS: *As you move along the edge of the Castle moat, an arrow flies directly into the center of the group, narrowly missing the last party member.*

GM NOTES: This is an errant arrow, accidentally shot by a rookie guard pulling duty in the party's proximity. Any Character successfully rolling against his/her INS (with -4 modifier) can retrace the arrow's path to its origin (nearest guard station). At GM discretion, the party can overhear the two guards' conversation:

"Private," one guard cries.

"Yes, sergeant," responds the private.

"You must be more careful with your equipment, son. You could put someone's eye out."

3/Mud Men

PLAYERS: *As you walk along the precipitous edge of the Castle's moat, the very mud which composes the moat's walls forms into several vaguely humanoid shapes. The shapes suddenly project great globs of mud upon your feet, slowing your movement.*

GM NOTES: These mud men will initially attempt to slow the party's movement by encumbering the PCs' feet in mud. Immediately thereafter, the mud men will attack, engulfing the PCs with their viscous bodies.

(1D8) Mud Men

HTK: 4-7D8, AC: 10

MV: 6", AL: Neutral

AT: 2, DM: suffocation*

INT: Low

THACO: 15-13, SZ: M-L

* (A Character engulfed by a mud man will suffocate in STA/2 rounds.)

4/No Encounter

PLAYERS: *As you move along the perilous moat ledge, strange bubbles and unusual ripples begin to form on the water's surface.*

GM NOTES: The effect the Characters witness is the undertoad's lengthy tongue whipping out to capture some underwater meal. If the Characters look into the waters, they can see what appears to be a long, pink cord racing past them and then retreating. However, no event should disturb the party's progress this round.

5/Undertoad (I)

PLAYERS: *As you try to free yourself from the moat's icy grip, you suddenly experience a strong pulling sensation, as if gravity within the moat had increased tenfold. Your efforts now seem to no avail, as you are dragged helplessly to the moat's bottom by an irresistible undertow.*

GM NOTES: The pull is being created by the undertoad living within the moat.

Undertoad

HTK: 83, AC: 7

MV: 6"/9", AL: Neutral

AT: 1, DM: 2D6 + drowning

INT: Exceptional

THACO: 9, SZ: L (25' long)

Specials: Illusion.

Undertow.

Undertoads possess the following psionic abilities: Clair-audience, Clairvoyance, Detect Magic, Domination, Expansion, Invisibility.

Psionic Ability: 200-300

Attack/Defense Modes: A/G,I

6/Undertoad (II)

PLAYERS: *Glancing down into the muddied waters of the Castle*

moat, a shining glint catches your eye. Buried amid the slimy moat walls, a mere 2' beneath the surface, rests a glowing crystal orb, pulsating with a brilliant energy.

GM NOTES: This image is merely an illusion created by the undertoad, who will attack the first Character to approach the moat's edge, rocketing its sticky tongue out from amidst the illusion (Surprises on 1-5 on 1D6). If no Character approaches the edge, the undertoad will still attempt the attack but at -2 "to hit" as a result of the increased distance and angle.

See 5/Undertoad (I) for undertoad statistics.

CASTLE ENCOUNTERS

When the Characters enter an area of Briarwood Castle not designated with a specific letter (and, as such, given its own text description), the GM should roll 1D20 or choose to determine which of the following encounters (if any) occurs.

During these encounters (and the party's entire excursion throughout the Castle), be aware of how much noise the PCs' actions would create relative to whether or not the noise would attract the Castle guards' attention.

Once an alarm has been sounded in the Castle, twelve Black Lotus Guards and four spotted lions will arrive at the site within 1D4 rounds (see 14/Spotted Lions for statistics).

1/Guards

PLAYERS: *As you work your way through the first floor of Briarwood Castle, your actions are noticed by one of the Castle guards, a brawny soldier who quickly approaches the party, his hand resting upon the hilt of his sword.*

GM NOTES: This guard is not particularly looking for trouble. His responsibilities are to patrol for trespassers and to provide directional assistance to visitors of the Castle. The guard will initially ask the Characters if they require any assistance. If the response is negative, the guard will return to his patrol; if the response is positive, the guard will oblige by answering the party's question(s) as truthfully as possible (GM discretion).

If the PCs act unusually nervous or behave strangely, the guard will deal with the party in a manner to arouse the least suspicion, then notify his superior and other level guards. If the PCs attack or cause any other unusual disturbances (charming another guard to leave his post, etc.), the guard will immediately sound an alarm (blowing his whistle) and attempt to subdue the party.

2/Janitorial Mishap

NOTE: Prior to beginning this section, the GM should randomly determine which Character will experience the encounter.

PLAYERS: [*Character's name*], *as you walk along the Castle's hallways, out of the corner of your eye you see the telltale glint of steel just before the metal cuts a small patch from your clothing. From around the corner, a janitor climbs down from his ladder, a plaster-filled pallet in hand, apologizing profusely.*

"Oh, I can't tell you how sorry I am. I was sealing up some cracks near the ceiling and just lost hold of my trowel." The old man takes a dirtied rag from his pocket and wipes several beads of sweat from his forehead. "Oh, please don't report me; I've only been here three weeks and the demerits would discredit my whole family. If there's any way I can make this up to you . . ."

GM NOTES: The old man is one of the many janitors who does work throughout the Castle. If the PC whose clothes were torn protests, the janitor will offer to take that PC (and that PC only) to the royal tailor for repairs. This would allow the PC an opportunity to briefly survey the second and third levels of the Castle from a distance, as s/he was escorted to the tailor's chambers.

If this occurs, the janitor will summon a guard he knows to escort the Character to the tailor's area (Third Floor: Room D), explaining the situation and the "City-State's responsibility to repair the garment." If the Character behaves normally, s/he can survey the area unmolested, perhaps even asking some questions of the guard during the time. Once the garment has been repaired, the guard will escort the Character back to this location.

3/Senator

PLAYERS: *Walking rather rapidly past the party with fierce*

determination toward a nearby door is a cloaked figure possessing light blue skin and pointed ears. His face oddly contorted, the man's progress seems erratic, hindered occasionally by minor spasms and brief pauses in his walking.

GM NOTES: This man is Cy, one of Briarwood's prominent senators. He is heading for the nearest bathroom, his contortions and spasms a result of his last such trip being over eight hours ago.

If the PCs attempt to speak to Cy prior to the senator's reaching the bathroom, he will brush them off impatiently, saying, "Sorry. Can't talk now — gotta go." If they wait until Cy exits the bathroom to approach him, the senator will ignore the PCs.

The best plan is for the Characters to follow Cy into the bathroom and attempt to subdue him. In this manner, one of the PCs could then pose as the senator in a magically-enhanced way, possibly gaining entrance to normally-prohibited Castle areas.

4/No Encounter

PLAYERS: *Walking into your view is a regally-clad, robed figure. As it approaches, you see that it has a bright red skull for a face, which has a hideously-malevolent smile.*

The frightening figure looms closer and closer and, when merely a few yards away, turns abruptly, angling off toward the ramp leading to the senate dome.

GM NOTES: The figure is Shadowhawk, a senator of Briarwood, who is on his way to the Senate Chamber (Third Floor: Room A). Unless provoked, Shadowhawk will not act against the PCs; he takes no notice of the party. This encounter is designed to provide a minor diversion and should not entail a specific event.

If the Characters attempt to converse with Shadowhawk, he will dismiss them, saying, "I have important business to which I must attend." If the party persists, Shadowhawk will summon several guards and order them to have the PCs ejected from the Castle.

5/Greenhorn Recognition

PLAYERS: *From behind you comes a brusque and commanding voice. "Hey, wait a minute . . . how'd you get out of your cells?"*

As you turn around to face your accuser, you come face-to-face with one of Briarwood Castle's new recruits, a one-hundred-thirty pound soldier who stands all of five-foot-five. Slowly, his enthusiasm diminishes; his voice grows high-pitched and strained.

"So . . . um . . . you guys . . . uh . . . have your . . . release papers?"

GM NOTES: As the PCs were not given release papers by Dowons, they will most likely have nothing official to show the junior guard. If the PCs attempt to explain their situation (truthfully or not), the guard will grow increasingly nervous, begin sweating profusely, and will turn and run directly for the Recruits' Barracks (Floor 1: Room D).

If the guard gets to the barracks, no one there will believe the guard's story. If the PCs follow the guard into the barracks, the other guards will come to attention, one of them apologizing for the first guard's insolence, assuming the PCs to be Castle visitors. **NOTE:** This guard is a Skill 2 Black Lotus guard (see Guards for statistics). If any conflict is not disguised or held away from view of other guards, the action will draw attention and cause alarms to go off, summoning all off-duty soldiers to the site in 1D4 rounds.

6/Dragon Guards

PLAYERS: *A patrol of two Dragon Guards notices your party. Unsheathing their weapons, the guards hurriedly walk toward you, scowling menacingly as they approach, their hand-held crossbows trained upon you. One of the guards eyes you suspiciously and says, "Stand where you are, citizens. State your business." The other guard circumvents the party, maintaining a five-foot-distance, his crossbow and sword poised threateningly.*

GM NOTES: Unless located on the third floor of the Castle (Lucius' and Cassandra's floor), the Dragon Guards will be relatively civil to the PCs unless provoked and will accept reasonable answers to permit further passage into the Castle (GM discretion). If patrolling the third floor, the guards will demand identification and clearance for the PCs' presence, not hesitating to attack at the least provocation. If attacking, the guards will first shoot their sleep-inducing bolts at any apparently magic-using PC(s).

Beginning the second round of combat, the guards will summon the level's four spotted lions to assist them (which will arrive in 1D4 rounds). If combat is going against the guards/lions after 6 rounds of battle, the guards/lions will alert the remaining Castle guards for assistance.

7/Lost Child

NOTE: Prior to beginning this section, the GM should randomly determine which Character will experience the encounter.

PLAYERS: *Walking along the darkened hallways, [Character's Name], you feel your foot strike something low along the wall. Suddenly, the low, pitiful sobs of a small child, no more than five years old, rise to your ears. As the little girl sees your party, she scrambles to her feet, tears streaming down her face.*

"Oh, please help me," she pleads. "I don't know where my mommy is. I went to the bathroom and when I came back she was gone. I looked and looked but got tired so I sat down. Please help me find her. . . ."

GM NOTES: If the Characters do not assist the little girl (directing her to a guard, to the front of the Castle, etc.), she will begin crying; if this happens, there is a 75% chance the girl's cries will summon two patrolling guards. When the guards arrive, if the PCs are no longer present, there is a 75% chance the girl will tell the guards that she saw the party. Otherwise, the girl will be so pleased to have found help that she will forget about the Characters.

If the Characters are still present when the guards arrive, play should immediately proceed to 12/Briable Guards.

8/Emissary

PLAYERS: *From down the hallway walks a small, yellow-robed man accompanied by four large, armed bodyguards. As the group approaches your party, the guards forcibly shove four of your number to the walls, blurting in a thick accent, "Out of the way, cretins. Pay heed to the honorable Jeriohm Allay, chief emissary of the Outlands District."*

GM NOTES: If the Characters show any resistance, the bodyguards will immediately draw their scimitars and attack, defending both Allay's pride and his person. If the Characters yield, Allay's group will pass with no conflict.

The bodyguards have the same statistics as Black Lotus Guards, Skill 5 Fighters. See the Guards section for appropriate statistics.

9/Lucius (I)

PLAYERS: *Surrounded by eight extremely formidable-looking Dragon Guards, Lucius II, Overlord of the City-State, walks haughtily through the Castle toward its main entrance. His guards constantly glancing to all sides, Lucius gazes at you and gives a slight nod in your direction before continuing down the hallway.*

GM NOTES: Lucius is leaving the Castle on City-State business. His recognition of the Characters will go no further than his nod; he will not talk to the Characters under any circumstances.

If his guards confront the party for whatever reason (suspicious actions, a PC approaches Lucius, etc.), Lucius will intervene, stating that the PCs belong in the Castle and mean him no harm. This immunity should extend only to Lucius' personal escort and only for this round; should the PCs ever encounter other Castle guards, the PCs will be questioned/treated normally.

10/Lucius (II)

PLAYERS: *Surrounded by eight extremely formidable-looking Dragon Guards, the Overlord, Lucius II, walks haughtily through the Castle toward its main entrance. His guards constantly glance to all sides. Lucius absently gazes about the Castle, taking no notice of his surroundings, seemingly deep in thought.*

GM NOTES: Lucius is simply leaving the castle on City-State business. He will in no way acknowledge the presence of the Characters under any normal circumstances.

Prior to leaving the Castle, Lucius will inform the guard commander of the party's presence, location, etc. and request that six Black Lotus Guards be sent to investigate them (request papers, ask their business, etc.). Lucius is doing this primarily to test the PCs' reactions and basically hinder their actions.

If the Characters cannot solve their situation, the guards will demand the Characters relinquish their weapons and will attempt to imprison the party in the Holding Cells (Basement: Room K).

11/No Encounter

PLAYERS: From nearby, you hear a low, growling sound. You see the silhouette of a large lion as the growling sounds grow progressively louder. Then, another silhouetted figure, easily recognized as that of a Black Lotus Guard, moves slowly into view. The figure, hands outstretched, then says something to the lion, which promptly ceases its growling and allows the guard passage.

GM NOTES: Characters wishing to may attempt a save against INS to hear what the guard said to the patrolling lion. Success will reveal the lion's password (changed weekly).

12/Briable Guards

PLAYERS: You are intercepted by two patrolling guards. One blocks your path, arms folded across his massive chest, as the other leans against a nearby wall, smirking; the former glares at you, saying, "Well, what's all this, then. . . ?" The latter says, half-laughing, "Sure looks like somebody's where he doesn't belong!"

GM NOTES: These two Black Lotus guards will continue to play the "good-guard/bad-guard" routine; the former (standing mid-hallway) will threaten to imprison the PCs while the latter (leaning against the wall) will offer to allow the PCs passage if "convinced of their business' merit" (given a bribe).

The guards' minimum acceptable bribe is 10 gp (or equivalent) to let the party continue unmolested. If the Characters initially refuse to pay the bribe, the two guards will "encourage" their contribution through several punches and threats ("Things can get tough around here if you don't play the game" and "Y'know, for every situation there's always an easy way and a hard way out"). If the Characters still refuse to pay, the guards will sound an alarm and take credit for locating hostile intruders.

13/Senate Courier

PLAYERS: Walking briskly toward the Castle's main entrance, a young, white-robed boy carrying an armload of documents and envelopes heads directly toward your party. When no more than ten feet in front of you, the lad hits a slick spot in the Castle's marble floor and flies head-over-heels into a nearby wall, landing unconscious at your feet.

GM NOTES: The young boy is a courier for one of Briarwood's senators. He was carrying many important legal documents to the senator's city residence when the accident occurred. Unfortunately, the lad will remain unconscious for the duration of the encounter.

If the PCs ignore the accident, the courier will be discovered by a Castle guard in 1D4 rounds and will be taken to the Castle Chapel (Second Floor: Room O). If the PCs summon a guard to assist the lad, play proceeds immediately to 12/Briable Guards.

If the PCs rummage through the courier's papers, they can find the following papers. After the fourth round of searching, the party will be discovered by two guards (go to 12/Briable Guards).

Round	Paper
1	Menu for senatorial meals next week.
2	Legal writ/free passage into Castle.
3	Proposed new amendment.
4	Spotted lion password for next week.

NOTE: The only item of any value to the Characters would be the legal writ which suggests the Character(s) have proper reason to be in the Castle. As the writ really only allows entrance to (not free traversal of) the Castle, a Character might need to explain his business and try to convince guards s/he belongs inside the Castle.

14/Spotted Lions

PLAYERS: From nearby, you hear a low, growling sound. Soon, you see the silhouettes of two large lions. The shapes approach as the growling sounds grow progressively louder.

GM NOTES: The animals approaching the party are two spotted lions, employed by the City-State to roam the Castle as guards. If the Characters do not say the password (potentially revealed in Random Encounter 11) which will instruct the lions to allow the party passage, the lions will attack.

(2) Spotted Lion

HTK: 40, 42, AC: 5/6

MF: 12", AL: Neutral

AT: 3

DM: 1D4/1D4/1D12 (claw/claw/bite)

INT: Semi-

THACO: 13, SZ: L

Specials: Attacks with rear claws for 2D4/2D4 HTK of damage.

Surprises only on a 1.

Also known as cave lions, spotted lions are larger specimens of the common lion.

15/Lucius' Ghost

PLAYERS: Amidst the very air in front of you, an image of Lucius I appears, aimlessly walking the corridors of Briarwood Castle. His visage is one of anguish and deep contemplation. His transparent figure then turns to you and moans,

"I could a tale unfold whose lightest word/ Would harrow up thy soul, freeze thy young blood,/ Make thy two eyes like stars start from their spheres,/ Thy knotted and combined locks to part,/ And each particular hair to stand on end,/ Like quills upon the fretful porcupine./ But this eternal blazon must not be/ To ears of flesh and blood. List, list, O list!"

As suddenly as it appeared, the ghost's image shimmers and fades from view, leaving the hallway dank and cold.

GM NOTES: The image is the ghost of Lucius I, Overlord of the City-State prior to his son, Lucius II. The calamity to which the ghost refers is the force behind the evil spreading throughout Calandia. Lucius I learned that the god of all creation went insane and loosed primordial evil upon the City-State; from that point on, Lucius dedicated his entire forces to preparing for and combatting the influx of evil.

Unfortunately, Lucius I was struck down by a mysterious lightning bolt before he could complete his mission, which the Invincible Overlord, Lucius II, has undertaken in his father's stead. Lucius I now exists in the Astral Sphere, in which he proclaims the horrors to befall Calandia. Occasionally, his ghost materializes on this Sphere to forewarn its inhabitants; sightings of Lucius I's ghost, although rare, have been documented.

A normal ghost, Lucius I may be turned; if turned, Lucius's ghost will simply disappear. If any PC attempts to interfere with or disrupt Lucius' speech (failed turning, attack, etc.), the ghost will scream, causing all creatures within range to age 10D4 years.

16/Castaway

PLAYERS: Darting from dark corner to dark corner, a small, ratty figure suddenly runs directly into the center of your party. The telltale flash of steel glints upward from the figure's hand, which whips back and forth, daring anyone to intercept it.

GM NOTES: The figure is that of a small, eight-year-old boy, a nearby resident who was challenged by his friends to successfully spend the night in Briarwood Castle. The youngster has statistics equivalent to a Skill 1 thief and wields a normal dagger.

If the PCs question the child, he will initially claim to be Lucius and Cassandra's only son; on further questioning (if any), the lad will truthfully explain his situation. If the PCs question him about the Castle, the child can tell the party about the two spotted lions on this level; if pressed, the boy will claim to know the lions' security password which he will reveal for the PCs' promise not to reveal his presence (the password he reveals will be false).

If the Characters attempt to attack the boy, he will begin to scream (believing himself caught anyway) and will attempt to flee. If the Characters offer to allow the boy to accompany them, he will decline and say "if I were to join you, my bet would be lost!"

17/Clergyman

PLAYERS: From down the hallway comes the sound of footsteps. Approaching the party is a small figure loaded with various books and papers; as the figure draws closer, it is apparently a man dressed in holy robes, from whose side pockets protrude several large candles. A small rosary dangles from one outstretched hand which runs along the wall, guiding his way.

As the man passes by, he mumbles a nearly inaudible "Excuse me" just prior to tripping over his robe. Books and papers fill the air in a flurry as the man tumbles directly at your feet, religious pamphlets and items littering the Castle hallway. As he collects his belongings, the man glances briefly at your party, his eyes growing wide, his jaw dropping noticeably.

"Oh, my goodness," the man exclaims, beads of sweat breaking out upon his forehead, "it can't be . . . it can't be!"

GM NOTES: This man is a clergy member of Lucius' Private Chapel (Second Floor: Room N). He is preparing for tomorrow morning's service. The items he carries are simply liturgical writings, blessed candles, etc. for use in the ceremony.

The clergyman's appearance can provide the GM with a method of either assisting or hindering the PCs, depending on the party's progress thus far in the adventure. If the Characters are doing extremely well in the adventure, meeting with little or no resistance as they move throughout the Castle, the clergyman could recognize the Characters as villains and call immediately for assistance. (In this case, the man could be saying, "... it can't be! I saw you imprisoned. Guards! Guards!")

If the Characters have done moderately well in the adventure, encountering some opposition but dealing with it formidably, the GM could again test the PCs' wits by having the clergyman recognize — but perhaps not quite place — the PCs. The man should claim the Characters look familiar; if the Characters say nothing (or perhaps even attack or flee), the clergyman could remember the Characters and sound the alarm. Alternately, if the PCs devise some clever story as to why the clergyman recognizes them (or, further, assist him in collecting his articles), the man could accept their help and not report them. (In this case, the man could be saying something innocent such as, "... it can't be! One trouble after another. . . I'll never sort this out now.")

Finally, if the Characters are having great difficulty in the adventure, constantly experiencing obstacles to impede their progress, the clergyman could potentially assist the party in some way. While the manner in which the clergyman will help the party is at GM discretion, methods could include directing the Characters to a particular room/floor, informing the Characters of the spotted lions' password, etc. (In this case, the man could be saying something else innocuous such as, "... it can't be! (reaching to his back) My back. . . I'm healed. Gods be praised!")

In any case, if the PCs attack the clergyman, he will scream for assistance immediately. If the Characters act unusual, the clergyman will inquire as to their business in the Castle (particularly if the encounter occurs at night) and may grow suspicious of the party. Ultimately, the clergyman should be viewed as a GM aid, available to moderate the PCs' progress through the adventure.

18/Cassandra

PLAYERS: Surrounded by eight extremely formidable-looking Dragon Guards, Lady Cassandra, consort to the Overlord, walks rapidly through the Castle, peering into nearly every nook and cranny, furiously spouting instructions to an assistant. Her guards constantly glancing to all sides, Cassandra absently glances at your party, her regal nose turning up ever-so-slightly.

GM NOTES: Any PC saving against INS can overhear Cassandra's dialogue, which reveals that she is sizing up the Castle for indoor plants and other decorations. One of Cassandra's greatest interests is the cultivation and development of plant life (much of her time is spent on Briarwood Castle's rooftop, which houses a vast garden area). Lately, her fascination has led her to decorating within the Castle, particularly on the upper interior levels.

As Cassandra has noticed the party (to her displeasure), if the PCs even approach her group, she will order the eight Dragon Guards accompanying her to stop the party and eject the PCs from the Castle. Similarly, if any Character stares at the Overlord's consort, Cassandra will order two guards to investigate the party, requesting papers and a reason for the Characters' presence. (See Briarwood Castle: Guards for guard statistics.)

The visibility of being the Overlord's consort often makes Cassandra uncomfortable, especially during tense times such as those under which the City-State presently exists. Thus, Cassandra

is easily disquieted around commoners (although she also tends to enjoy exercising the power she holds as Lucius' wife).

19/No Encounter

PLAYERS: From amidst the hallway shadows deep in the corners of Briarwood Castle emerges a tall, dark figure, the white outline of a panther's head emblazoned on its chest, traveling slowly, silently along the Castle's inner sanctum. With a subtle turn of its cowed head, the figure glances at your party prior to blending back into the shadows, vanishing as mysteriously as it appeared.

GM NOTES: The figure is actually a member of the Black Panther sect, a group of Calandian thieves operating out of Briarwood. The figure will not communicate with the party in any way, as this encounter is designed to provide the Characters with a minor diversion and should not entail any specific event.

20/Fire

PLAYERS: A pungent, biting aroma suddenly fills the air of the expansive stone hallways of the Castle. The bottom of a large decorative curtain is aflame as black smoke rises to the ceiling.

GM NOTES: Immediate extinguishing of the fire will result in the incident going unnoticed by Castle guards. If the Characters do not extinguish the fire, the entire curtain will be ablaze in 3 rounds, 1D4 rounds after which four Black Lotus Guards will arrive to douse the flames and an all-Castle alarm will be sounded, alerting personnel to the situation. If the Characters are present when the guards arrive, they will be questioned regarding the blaze and most likely blamed as arsonists.

If the Characters attack and subdue the guards upon arrival, the fire will spread and a second alarm will sound, forcing evacuation of the Castle. In the ensuing confusion, the Characters could (GM discretion) rapidly traverse the Castle levels toward their destination (if known) or simply examine nearby locations.

The Castle's fire contingent will successfully extinguish the flames 1D10 rounds following the second alarm; at that time, evacuated personnel will return to their posts/rooms and could discover errant Characters. If the fire is allowed to burn through a second alarm, guard numbers will be doubled for two shifts following the fire's elimination.





Special Dungeons

Old Bathhouse Dungeon

GM NOTE: All of the dungeon areas in this book can be used with The Adventure (if the PCs can gain entrance) or at any time or anywhere in your campaign.

Also, Dowons/Ralf has control over these special dungeons, but he tries to stay out of the dungeons due to his responsibilities to the City-State.

This dungeon is for 6-8 PCs of Skill Levels 16+. It is located in Briarwood and can be reached via a staircase in the Old Bathhouse (see page 41, #177 in the *Map and Population Book*).

The Old Bathhouse Dungeon was discovered when the main tub fell through the floor of the bathhouse, revealing a huge room (see Room 1 following). Since the dungeons' discovery the bathhouse floor has been repaired and a wooden stairway into the dungeon has been constructed (see north wall of Room 1).

When first discovered, an ice devil (known as Frosty) came through the hole and attacked workers repairing the floor. The next day, ten paladins from the Church of Peren were sent into the dungeon to clear out the evil; they never returned. Since then, only a select few have been granted permission to enter the dungeon. The dungeon entrance door is guarded with a Wizard Lock spell and Glyphs and Wards. To gain entrance, PCs must get a special writ from Briarwood Castle.

The Old Bathhouse Dungeon is controlled by four ice devils that have learned to tolerate and use undead as underlings. These greater devils have allied themselves with a powerful Evil High Priest (see Room 19), Cherus na'Loviani, and his sidekick Octus, a mind flayer.

Most times the ice devils are in their own Sphere, but they can be easily summoned (see Room 20). For all intents and purposes, Cherus really runs this dungeon.

Octus has a Crystal Ball with which to watch the dungeon entrance. Any being larger than a domestic cat entering this dungeon will cause the Crystal Ball to glow blue and will follow its progress throughout the dungeon. For an in-depth description, see Octus' statistics under Room 9.

Room 1: (40' x 90')

This empty room is accessible by a 10'-wide stairway in the middle of the north wall and two slanting passages leading down from the northwest and northeast; each stairway is in the north wall and in its respective corner of the room.

This room is guarded by four invisible stalkers that will attack anything that enters the room.

All treasure in this room is immediately taken to Room 9 by an Unseen Servant.

(4) Invisible Stalker

HTK: 64, 63, 63, 62, AC: 3

MV: 12", AL: Neutral

AT: 1, DM: 4D4

INT: High

THACO: 12, SZ: L (8' tall)

Specials: Surprises on 1-5.

Invisibility gives opponents -2 on "to hit" rolls.

Magic Resistance: 30%

Invisible stalkers roam the Astral and Ethereal Spheres, and, if they are encountered there in the Elemental Sphere, they can be dimly seen. Otherwise, or unless their opponents are able to Detect/See Invisible Objects, their invisibility causes opponents to subtract 2 from "to hit" die rolls. Unless slain in their own Sphere, invisible stalkers are simply sent back to the Elemental Sphere when damage accrued exceeds their total HTK.

Room 2: (40' x 30')

This room contains the remains of several humanoids and is the lair of two four-eyed creatures. Stairs in the west wall, north corner lead west, and there is a door in the middle of the south wall.

This room is the lair of two chaos ghouls.

(2) Chaos Ghoul

HTK: 32, 30, AC: 4

MV: 15", AL: C. Evil

AT: 3

DM: 1D4/1D4/1D6 (claw/claw/bite) plus poison

INT: Average to High

THACO: 15, SZ: M

Specials: Chilling touch — Victim becomes paralyzed unless successful save vs. Paralyzation is made.

Breath Weapon — Putrid Gas. Victim must save vs. Breath Weapon or cease all action due to uncontrollable shaking, nausea, and vomiting.

Mesmerizing Gaze — As Charm Person spell.

10% chance of encountering a Chaos Ghoul with magical ability — Darkness, Invisibility, Sleep, Steal Strength, Fear, Web, Blink, Hold Person, Suggestion, Demoralize, Confusion, Animate Dead, Death Spell, Unholy Word.

The chaos ghouls are the horrid progeny of ghouls and members (or victims) of particularly evil Chaos cults. Among the non-ghoul parents of these vile half-breeds are humans, orcs, half-orcs, goblins, and drow. Several decades of inbreeding have, more or less, created some degree of consistency in the racial characteristics of the chaos ghouls, granting them an impressive assortment of traits inherited from their various parent races.

Treasure: Scroll: Cure Disease, +1 Mace, Obsidian Mask of Brelig (see *Calandia Guidebook* for details on this item).

Room 3: (30' x 30')

This room reeks of rotting flesh and decaying wood. Over a dozen humanoid bodies lay scattered about the floor. The room exudes a feeling of evil. There is a door in the middle of the north wall, and stairs out of the room lead upward in the middle of the south wall.

This room exudes evil, negating all clerical turning attempts and spell-casting.

The rotting corpses are really twenty-four zombies. If any of the bodies are disturbed in any way, the zombies will animate and attack.

(24) Zombie

HTK: 2 (x5), 3 (x5), 4 (x2),

5 (x3), 6 (x2), 7 (x4), 8 (x3)

AC: 8

MV: 6", AL: Neutral

AT: 1, DM: 1D8

INT: Non-

THACO: 16, SZ: M

Specials: Sleep, Charm, Hold, and cold-based spells do not affect zombies.

Holy water vials score 2D4 HTK of damage to each one which strikes.

Room 4: (20' x 40')

This room is cold and gives everyone the feeling of uneasiness. There is a descending stairway leading north in the north wall, west corner, a passage leading south in the south wall, east corner, and a passage going north in the north wall, east corner.

A large tapestry on the south wall depicts a battle in which huge, evil wraiths are destroying humans clad in plate mail and wielding glowing swords.

If the tapestry is moved aside or torn down, a 20' x 10' room will be revealed in the southwest corner of the south wall.

Three wraiths reside in this room, and will attack as soon as anyone tampers with the tapestry. Also, this room contains the

white-and-purple-clad bodies of two of the ten paladins of Peren that were sent here to clear the dungeon. The remains cannot be raised here; they can only be raised in the Church of Peren. If these bodies are brought to the Church of Peren, the PCs will be richly rewarded (GM discretion). The bodies are mangled; by the looks on the corpses' faces, the paladins were cruelly tortured. Their armor and swords are twisted scrap metal.

(3) *Wraith*

HTK: 43, 41, 39, AC: 4

MV: 12"/24", AL: L. Evil

AT: 1, DM: 1D6

INT: Very

THACO: 15, SZ: M

Specials: Drains one energy level for every successful hit.

Can be struck only with silver weapons (for one-half damage) or magically enchanted weapons (for full damage).

Room 5: (30' x 30')

A 30'-wide stairway leads upward into this room from the corridor along the north side of the room. This area is empty.

This room holds nothing of interest.

Room 6: (30' x 60')

There is a black marble fountain in the center of this room. Its center post is four-sided and has three rubies, one imbedded in each side of the post. On one side of the post is an indentation. A fourth ruby is in the fountain's basin. The basin, in which there is a grated 6"-diameter drain, is dry. The only means of egress is through an archway in the south wall, east corner.

The rubies are worth 1000 gp each. If the fourth ruby is placed in the indentation, the fountain start pump water into the basin. A water elemental will then form in 2D4 rounds and attack immediately.

If any of the rubies are pried from the fountain, water will shoot everywhere, filling the room in 1D6 turns. The elemental will form and attack in 1D4 rounds.

(1) *Water Elemental*

HTK: 128, AC: 2

MV: 6"/18", AL: Neutral

AT: 1, DM: 5D6

INT: Low

THACO: 7, SZ: L

Specials: Only hit by +2 or better weapons.

Water elementals are, for all practical purposes, limited to water operations, for they can stray only 6" from their element.

Room 7: (30' x 30')

This room is empty, but it smells like roses. There are two passages leading from this room: one in the east wall, north corner leading east, and one on the south wall, east corner leading southwest.

The long-deceased resident of this room grew roses here.

Room 8: (30' x 30')

This room has two exits: one door in the middle of the north wall, and one door in the middle of the west wall. Hovering four feet off the ground is a 6' diameter sphere with a huge eye and eleven eye stalks on top of its head. It approaches.

The "sphere with eyes" is a gas spore.

(1) *Gas Spore*

HTK: 1, AC: 9

MV: 3", AL: Neutral

AT: 1, DM: See Specials

INT: Non-

THACO: 20, SZ: L

Specials: If the spore is struck for even 1 HTK of damage it will explode. Every creature within a 20' radius takes 6D6 HTK of damage (3D6 if a save vs. Wands is made). If a gas spore makes contact with exposed flesh, the spore shoots tiny rhizomes into the living matter and grows throughout the victim's system in 1 melee round. The gas spore dies immediately. The victim must obtain a Cure Disease within twenty-four hours or die, sprouting 2D4 gas spores.

Room 9: (90' x 70')

This empty room is accessible by the secret door in the east wall, 30' from the south wall.

As soon as all PCs enter this room, the door Wizard Locks behind the PCs and the Mass Invisibility on the room is dispelled. (See the map for an in-depth description.) In actuality, this room is the lair of Cherus na'Loviani and Octus, a mind flayer. Also in this room are 16 wights and 6 spectres. These undead will do the bidding of Cherus, Octus, and the 4 ice devils. However, if conflicting orders are given, the undead will obey Cherus' wishes.

A Crystal Ball is set to "start up" when activated by any being larger than a domestic cat that enters the dungeon. The Crystal Ball will lock the party in its sights and follow the PC's actions throughout this dungeon. The crystal ball can only trace the actions of one 10' x 10' foot area within the dungeon. The Crystal Ball's user can only see the contents of the 10' x 10' area, and is limited to the light used in the area.

(16) *Wight*

HTK: 20 (x6), 24 (x2), 26 (x4), 28 (x4)

AC: 5

MV: 12", AL: L. Evil

AT: 1, DM: 1D4

INT: Average

THACO: 15, SZ: M

Specials: Energy drain — drains 1 life energy level for each successful hit. The victim also suffers 1D4 HTK of damage plus the HTK dice for the Skill level drained, i.e. a Skill 9 Char-

acter struck by a wight becomes Skill 8. Experience points drop to one below the former Skill level.

Only hit by silver or magic weapons.

Not affected by Sleep, Charm, Hold, or cold-based spells, or by Poison or Paralyzation.

Holy water causes 2D4 HTK of damage per vial-full which strikes; destroyed by Raise Dead spell.

Any human totally drained of life energy by a wight will become a half-strength wight under control of its slayer.

Wights are only affected by silver or magical weapons, as they exist simultaneously on the Physical and Astral Spheres. This also allows them to drain life energy.

(36) *Spectre*

HTK: 24 (x12), 38 (x12), 42 (x12)

AC: 2

MV: 15"/30", AL: L. Evil

AT: 1, DM: 1D8

INT: High

THACO: 13, SZ: M

Specials: Only hit by +1 or better weapons.

Energy drain — chilling touch causes 1D8 HTK of damage and drains two energy levels from an opponent.

Not affected by Sleep, Charm, Hold, or cold-based spells.

Not affected by Poison or Paralyzation.

Holy water causes a spectre to suffer 2D8 HTK of damage per vial-full which strikes.

A Raise Dead spell will destroy a spectre unless it makes its save vs. Magic. Any human totally drained of life energy by a spectre becomes a half-strength spectre under the control of the spectre which drained him/her.

Cherus na'Loviani

Human, Skill 12 Cleric

Deity: Lovianis

STR: 10 (*18/00) (+3, +6)

INT: 15, INS: 18 (+4)

STA: 14, DEX: 12, APL: 10

HTK: 61, AC: 0

MV: 9", AL: L. Evil

AT: 1, DM: by weapon/spell

HT: 5'2", WT: 113

THACO: 14 (unadjusted)

Armor: +2 chain mail and +2 shield

Weapon Proficiencies: bo stick, morning star, footman's mace, quarterstaff, sling

Weapons: morning star

Spells: 8/7/6/4/2/3

Magic Items: *Gauntlets of Ogre Power, Rod of Absorption (has absorbed 50 spell levels and has expended 4 (46 spell levels remain))

Cherus is a studious person who doesn't exert himself unnecessarily. His slight build allows him to disguise himself as an elf, and his pale skin and gaunt features make him resemble an undead.

Cherus trusts Octus, but doesn't trust the ice devils.

Octus

Mind Flayer, Skill 14 Magic-User

STR: 16 (0, +1), INT: 18, INS: 17 (+3)

STA: 12, DEX: 13, APL: 3 (17)*

HTK: 40, AC: 5

MV: 12", AL: L. Evil

AT: 4

DM: 2 each tentacle + by weapon

THACO: 16

HT: 5'10", WT: 175

Weapon Proficiencies: Staff II

Weapons: +2 staff

Magic Items: Ring of Fire Resistance, Ring of Protection, Incense of Meditation, Candle of Invocation, Crystal Ball

Spells: 5/5/5/4/4/2/1

Specials: Has the following psionic abilities: levitation, domination, ESP, body equilibrium, astral projection, probability travel. They perform at Skill 7 mastery.

Attacks by striking a victim with its four tentacles. If a tentacle hits, it will reach the opponent's brain in 1D4 melee rounds and draw it forth, immediately killing the creature. The mind flayer then devours the brain.

Psionic mind blast — all within a 6" directional cone of 1/2" diameter at the point of emanation and 2" diameter at extreme range are affected (psionic attack on non-psionic).

Magic Resistance: 90%

Psionics: 278

Attack/Defense Modes: B/FGH

*to other mind flayers

Octus is loyal to Cherus because he believes that "life is easier with a healer." Octus is burly and loves to throw a few spells, and then enter combat with his magical staff. He will grab Cherus and teleport away if the situation starts looking bad (GM discretion).

NOTE: The GM should use caution with Octus and Cherus. If there is a better way/time to combat the PCs, the NPCs should be used as best fits the situation.

Room 10: (30' x 30')

The metal door to this room is cold to the touch. This frigid room is lined with copper and is -32°F. The frozen bodies of unfortunate adventurers hang in here.

The metal door in the middle of the east wall is the only means of egress.

This is the body storage room where the kills of ice devils are hung for later consumption. The bodies have nothing useful on/with them.

The room is cooled by brown mold secured within the walls.

(1) Brown Mold

HTK: N/A, AC: 9

MV: 0", AL: Neutral

AT: 0, DM: 0

INT: Non-

THACO: N/A, SZ: S to L

Specials: Freezing — if a creature, even a cold-blooded one, walks within 5' of the patch, the mold will begin absorbing its body heat. Each melee round that a creature is within 5' of brown mold, the mold will drain heat equal to 1D8 HTK of frost damage for every ten degrees of body heat over fifty-five degrees the victim has. However, the mold does not harm creatures which use cold (white dragons, ice toads, or winter wolves).

Only affected by magical cold; it is immune to other magical and non-magical attacks.

Ice Storms or Walls of Ice spells cause it to go dormant for 5D6 turns. A Wand of Cold or white dragon breath will kill it.

Wherever a patch of brown mold grows, the temperature will be below 32° F.

Brown mold grows instantaneously from heat, so if a torch, flaming oil, or a Fireball is near the patch, it will be able to grow 2, 4, or 8 times its area from the heat fed to it. This growth will be so rapid that on the next melee round it will spread and continue draining any further heat in its new area of growth. Brown mold is not fed by Light spells or Faerie Fire. It is light tan to golden brown in color.

Room 11: (40' x 20')

This cold room is dimly lit by no apparent source. The hair (if applicable) stands on your neck.

The only door in this room is on the north wall, in the east corner.

Three ghosts are in this room. They will attack if the entire party enters the room.

(3) Ghost

HTK: 70, 72, 75

AC: 0 (or 8) (see following)

MV: 9", AL: L. Evil

AT: 1, DM: see Specials

INT: High

THACO: 10, SZ: M

Specials: The mere sight of a ghost causes any being to age 10 years and flee in panic for 2D6 turns unless a save vs. Magic is made. Clerics above Skill 6 are immune to this effect, and all other humanoids above Skill 8 add +2 to their save vs. Magic.

Any creature within 6" of a ghost is subject to attack by a Magic Jar spell from the ghost. Unless the ghost becomes semi-material to attack by other means, it can only be combatted by another in the Ethereal Sphere (in which case the ghost is AC: 8) or by telepathic means. If the ghost fails to Magic Jar its chosen victim, it will then semi-materialize in order to attack by touch (in which case the ghost is AC: 0).

Semi-materialized ghosts can only be struck by silver (doing 50% of normal damage) or magical weapons. If they successfully strike, the victim ages 10D4 years.

Any being killed by a ghost is forever dead.

These spirits hate goodness and life, hungering to draw the living essences from humans. As ghosts are non-corporeal (ethereal), they are usually encountered by creatures in a like state, although they can be seen by non-ethereal creatures.

Treasure: 100 gp ruby, Scroll: Protection from Lycanthropes.

Room 12: (30' x 40')

This room has two passages; one going east in the middle of the east wall, and one leading west in the west wall, north corner.

Rubble lies on the floor in the northeast corner. The skeleton of a large, winged humanoid lays in front of the rubble.

The super skeleton will animate and attack if the rubble and/or the skeleton is disturbed. (See the Briarwood Castle Guidebook: New Monsters for super skeleton statistics.)

Room 13: (20' x 40')

This room contains a large nest along the west wall, north corner; two football-sized eggs lie in the nest. There is a doorway in the northeast corner.

Four large, beaked beasts, which are sitting in the middle of the room, rise and attack.

These beasts, which are beaked bears, are trapped in this room due to rubble blocking the door. They will fight to the death due to their eggs being threatened and their hunger.

The nest covers the lower half of the secret door located in the west wall, 11' from the north wall. The beaked bears are hungrier than usual because the monsters in Room 16 are keeping the beaked bears from leaving this room.

(4) Beaked Bear

HTK: 40, 40, 42, 42

AC: 5

MV: 12", AL: Neutral

AT: 3

DM: 1D6/1D6/2D6 (claw/claw/bite)

INT: Low

THACO: 15, SZ: L (8' tall)

Specials: If it scores a paw hit of 18 or better with either of its forelimbs, the beaked bear has dragged its victim to itself and the opponent will take an additional 2D8 HTK of hug damage from the hug, that round and every round thereafter until the beaked bear or victim is killed. (Note that if the AC of an opponent is such that an 18 is insufficient to hit, the hug is not effective, and no damage is taken.)

The beaked bear attacks with its great claws (2"+ in length), its snapping beak, and then grasps a victim and squeezes and bites it to death.

Treasure: +1 chain mail (shirring size), +1 short sword, Scroll: Pro. From Elementals.

Room 14: (40' x 60')

There is an eastern passage in the east wall, north corner, and a door in the south wall, west corner.

This room is covered with 6'-square runes; each is unique, and they cover every inch of the room.

These runes were placed here ages ago by a sect of magic-writing calligraphers. The pattern used to activate this room's magical properties is long forgotten.

Room 15: (40' x 60')

There is a door in the south wall, east corner.

This room appears to be an old barracks; rows of rotted beds lie in neatly-spaced piles.

There is also a secret door in the west wall, 5' from the north corner.

If PCs poke through any of the rotted beds they will be infested with 1D20 fleas each. These fleas cause all those infested to have -3 on all "to hit" scores. Magic-users so infested will have a negative spell fail modifier of -20%, and all thieves have a -15% on all thievery abilities.

The fleas can be gotten rid of in any reasonable manner, at GM's discretion.

Room 16: (30' x 30')

There is a set of stairs, which lead downward, in the center of the south wall. An ogre mage in a state of suspended animation is in the southeast corner.

There is also a secret door in the center of the east wall.

(1) Ogre Mage

HTK: 42, AC: 4

MV: 9"/15", AL: L. Evil

AT: 1, DM: 1D12

INT: Exceptional

THACO: 15, SZ: L (10½' tall)

Specials: Can fly for 12 turns, become Invisible, Cause Darkness in a 1" radius, Polymorph to human (or similar bipedal humanoid form from 4'-12' tall).

Regenerates 1 HTK per melee round (lost members must be reattached to regenerate).

Can do the following once per day: Charm Person, Sleep, assume Gaseous Form, and create a ray of cold the same dimensions as that of a Wand of Cold which does 8D8 HTK of damage (unless the appropriate saving throw is made).

If disturbed in any way (GM discretion) the ogre mage will return to a normal state and attack the PCs. If reduced to 25% of his original HTK, the ogre mage will assume gaseous form and float away.

Room 17: (20' x 20')

The north wall of this room is actually two 10'-wide doors.

When either door is open, the other door will automatically open and a 20'-wide flame will shoot out the doorway to the northern, passage wall and burn everything in that area, doing 12D6 HTK of damage.

NOTE: GM may wish to allow PCs a save vs. Spell.

Treasure: Ring of Fire Resistance (5 charges)*.

*Each charge can Resist 8D6 worth of fire damage.

Room 18: (20' x 20')

This empty room has two doors; one in the west wall, south corner, and the other in the east wall, south corner.

This room has a 5' x 3' secret panel in the middle of the south wall. The panel can be located in the same manner as a GM rolls to find a secret door. The panel conceals three levers in the upright position.

Room 19: (30' x 30')

This entire area is a pit which has two exits; a northern passage in the middle of the north wall, and a passageway sloping down to the west, in the middle of the west wall. A warm, moldy-smelling breeze wafts up the shaft, and vanishes when hitting the 15'-high ceiling.

The shaft is bottomless. A thought slinger floats throughout this shaft and will always be in this area when beings are in this dungeon.

The pit has many passages and portals branching from it, and the wind from the shaft magically teleports when striking this room's ceiling. Solid objects will not pass through the ceiling. (See New Monsters in the Briarwood Castle Guidebook for the thought slinger statistics.)

Room 20: (20' x 20')

Read the following to the Players if the PCs enter through the secret door:

Upon opening the secret door, you see that this room is empty. There is a northern passage in the north wall, west corner.

Read the following to the Players if the shaded area is passed:

Suddenly, the passage slants steeply; you begin to slide toward the room at the south end of the corridor.

When the shaded area in the passage (at 20' north of the room entrance) is passed by two or more cat-sized and/or larger beings, the passage will instantly slant 45° downward (surprising beings on it on 1-4 on 1D6).

The passage fills with oil on the first segment of the next round, and razor-sharp blades will spring from the passage floor (PCs must save against DEX at +3 or sustain 3D4 HTK of damage). If beings cannot stop/slow themselves, they will be deposited into the room in 2 rounds.

When landing in the bottom of this area, all beings will sustain 2D6 and 2D12 HTK of damage (2D6 for 20' fall, and 2D12 for the blades in the bottom of the room).

NOTE: If the GM wishes, s/he could set the oil on fire and/or assign damage to those beings that attempt to climb out of this room. The blades in the passage will retract back into the passage in 2D6 turns.

The secret door located in the south wall, east corner is the only other way into Rooms 20-26. If PCs enter this way, they will find nothing in the room. However, if they leave via the north passage, they will still activate the previously-described trap when passing the appropriate area.

Treasure: +1 short sword (Any being attempting to grab the short sword will take from 2D4 to 2D12 HTK of damage at GM's discretion due to numerous blades.)

Room 21: (60' x 60')

NOTE: If a secret door is opened, the shrieker behind that door will shriek. This shriek will alert the occupants of this room.

South Passage description (past the shrieker): As soon as you open the secret door, a mushroom-like creature before you emits a piercing shriek.

The stairs leading down to the south stop in a passage going west. The passage ahead glows with a pale green, phosphorescent light emitted by a moving sheet of slime.

North passage description (past the shrieker): As soon as you open the secret door, a mushroom-like creature before you emits a piercing shriek.

The passage turns west. The passage ahead and stairs leading down are covered with a phosphorescent slime which slowly moves toward the west.

(1) Shrieker

HTK: 24, AC: 7

MV: 1", AL: Neutral

AT: 0, DM: Nil

INT: Non-

THACO: 16, SZ: S to L

Specials: Noise — Light within 30' or movement within 10' will cause them to emit a piercing shriek which lasts for 1D3 melee rounds. This noise has a 50% chance of attracting wandering monsters each round thereafter.

Shriekers are normally quiet, mindless, ambulatory fungi that live in dark places under the ground.

(1) Luminescent Slime

HTK: 52, AC: 8

MV: 6", AL: Neutral

AT: 1, DM: 3D4

INT: Non-

THACO: 12, SZ: M

Specials: Striking the luminescent slime with lightning bolts simply divides the creature into one or more smaller creatures, each doing half normal damage.

The fluids excreted by these creatures dissolve flesh (3D4 HTK of damage per round of exposure).

Not damaged by edged weapons.

Luminescent slime seep about in dungeons, hunting for any form of flesh or cellulose to devour — they far prefer the former. Their amorphous form allows them to flow through small spaces. They can travel along walls or ceilings with ease. Cold- and fire-based attacks have normal effect.

Treasure: 5 cloaks; Protection from Slimes, Oozes, and Jellies; +3 slime club (club made of fungi-covered slime (see green slime for special abilities).

When the PCs enter the room, read the following:

There is a heavy odor of mold, decay, and dampness. Moss grows on ceilings and walls, and water drips from the ceiling.

When/If PCs get past the luminescent slime, finish appropriate passage descriptions and continue by reading the following area description:

It is difficult to judge the size of this area due to the molds and fungi of all sizes and kinds which completely obscure the walls.

A 20' x 40' area clears; the molds, fungi, and slime move out of the area. The living walls close around you, forcing you north. Humanoid mushrooms watch and help to herd you to the north.

You are herded to a beautiful wall made up of hundreds of kinds of deep violet beings, consisting of many types of mold and fungus. One being emanates a feeling of awe and serenity.

This room is only accessible via two secret doors. The "mushroom" symbol on the map represents a shrieker. The green light is emitted by the luminescent slime.

If PCs attempt to fight or show signs of aggression (GM discretion) toward the "herders," (which are fungoids), the PCs will be over-powered by sheer mass.

PCs must save against INS or avert their eyes and shy away from the violet beings' presence. These beings and all of their brethren are here to protect a portal which leads to the Sphere of Decay.

There should be no way for PCs to win a fight against these creatures. If PCs act aggressively toward the being they will be warned, and the second time they will be sprayed by rhizomes and puff ball dust. Beings so sprayed take 2D6 HTK of damage per round until Cure Disease or Wish Spell is cast, or the being becomes a fungoid (see the following). PCs may do some favor for the being in return for another favor, an

item, entrance to the Sphere of Decay, etc. (GM discretion).

The Sphere of Decay is not detailed herein, but, if the GM wishes to place the PCs here, then, s/he should use the creatures listed here and those found in the standard rule book as a base.

(1D12) Fungoid

HTK: 32, AC: 9

MV: 6", AL: Neutral

AT: 1, DM: 1D8

INT: Low

THACO: 15, SZ: M

Specials: Toxic Spore Cloud — Creates a cloud of poisonous spores 15' in diameter. Beings within the cloud must Save vs. Poison or suffer 1D10 HTK of damage per melee round until dead or out of the cloud's range.

Fungoids are extremely sensitive to light and will flee from any source of bright light.

Fungoids are mobile, semi-intelligent fungi that resemble giant walking mushrooms. Despite their ungainly appearance, however, the fungoids are dangerous fighters, particularly because of their inability to feel pain.

These creatures are slate grey on their "heads," turning to dingy white on their lower bodies. They possess no vocal cords and attack silently, a condition which most adventurers find extremely unnerving.

Room 22

This 10'-wide passage ends in a huge stone-like humanoid which completely blocks the passage. However, the passage turns west.

The being blocking the passage is a clay golem that was created by a cleric whose remains can be found in Room 23.

The golem can only be activated by reading the tome in Room 23.

(1) Clay Golem

HTK: 50, AC: 7

MV: 7", AL: Neutral

AT: 1, DM: 3D10

INT: Non-

THACO: 13, SZ: L (8' tall)

Specials: Damage inflicted upon living matter by a clay golem is only repairable by means of a Heal spell from a cleric of Skill 17 or greater.

A clay golem can be created by a Lawful Good cleric of Skill 17 (unless a magical tome is used, in which case a lower Skill cleric can create one).

Clay golems can be affected by the following spells: Rock to Mud, Wish, Limited Wish, and Stone Shape.

Room 23 (40' x 30')

This room has two exits: a door in the west wall, north corner, and a door in the south wall, west corner.

A robed body lies on a table in the middle of the room. The body is sprawled over an

open tome. A bed against the middle of the west wall is dusty and unmade. A red marble medallion in the form of a wolf head is tethered around the body's neck.

The body is that of a cleric of the Church of Riegin. The cleric was working on perfecting the clay golem's movement when he died of a heart attack.

Treasure: Tome of Creation of Clay Golems; (Any L. Good cleric of Skill 17+ can read this tome and gain control of the golem.); +3 Mace; Potion of Extra Healing.

Room 24 (30' x 30')

This room is empty.

Room 25 (70' x 30')

The door into this room is beaded with condensation. Steam slowly emits from under the door.

Read the following to the Players when the door is opened:

This huge room is filled with thick steam. As the steam clears, you see a huge room filled with bubbling hot water. The room's walls and ceiling are beaded with condensation.

PCs entering this room must make a save vs. Breath Weapon or remove armor/cloak (if applicable) or leave this room. PCs staying in this room and not making his/her save and/or removing clothing will lose 1D4 points of STA until affected PC's STA reaches 0 or the Character leaves the room. Modifiers may be added as GM sees fit (i.e. PCs in heavy armor or winter gear, cold-blooded beings, etc.). When a PC's STA reaches 0, s/he passes out for 1D4 turns.

Six aqua salamanders lair here. If the PCs disturb the water in any way, they will be attacked by the aqua salamanders.

(6) Aqua Salamander

HTK: 60, 60, 60, 61, 62, 63

AC: 5 (upper body)/3 (lower body)

MV: 9", AL: C. Evil

AT: 2, DM: 2D6 or by weapon type

INT: High

THACO: 13, SZ: M

Specials: Heat Attack — typically attacks with a metal spear which inflicts damage of 1D6 HTK plus a like amount for its heat. At the same time, it can lash out and coil around an opponent with its snake-like tail, constricting for 2D6 HTK of damage plus causing an additional 1D6 HTK of damage from the heat of its body. While fire resistant creatures will not suffer heat damage, they will be subject to normal attack damage.

Can only be affected by magical weaponry or magic spell/abilities.

They are impervious to all fire-based attacks. Cold-based attacks cause an additional 1 HTK of damage per die of attack value.

Not affected by fire-based attacks or Sleep, Charm, and Hold spells.

Aqua salamanders hate cold, preferring temperatures of 300° upwards, and they can abide lower temperatures only for a few hours.

Treasure: 1000 gp; 40 pp; Potion of Climbing; Boots of Levitation; +1 chain mail (shirleling size).

Room 26 (30' x 20')

This empty room houses three levers in the center of the south wall. There is a door in the center of the west wall.

Lever pull/push results are as follows: Roll 1D12 for each lever repositioning and consult the following list:

- 1) Activate Blade Barrier (as per spell cast by Skill 20 cleric).
- 2) Dispel Magic to everything in room (as per spell).
- 3) Continual Darkness (as per spell cast by Skill 20 cleric).
- 4) Shocking Grasp to puller/pusher (as per Skill 20 magic-user).
- 5) All in room teleport.*
- 6) All in room fall in 10'-deep pit. 1D6 HTK damage each PC (GM discretion).
- 7) Portcullis in doorway of room falls, trapping those in the room. (Bend Bar percentages as normal.) Combined STR of 80+ to lift portcullis.
- 8) Flame Strike all in room (as per spell cast by Skill 20 cleric).
- 9) Cone of Cold all in room (as per spell cast by Skill 20 magic-user).
- 10) Silence Spell (as per spell cast by Skill 20 cleric).
- 11) Cause Serious Wounds (as per reverse of Cure Serious Wounds spell).
- 12) Slow Spell (as per spell cast by Skill 20 magic-user).

*This can work in any way, teleporting beings to another dungeon, room in this dungeon, outdoors, etc. at GM discretion.

Ralf's Dungeon

Ralf's dungeon is actually a small group of special dungeons which were made to keep people out or to subject intruders to tremendous perils.

Areas marked with an 'X' on the 3Ralf's Dungeon map represent 10'-deep spike-filled pits unless otherwise stated. Any being falling in one of these will take 3D6 HTK of damage (GM discretion).

This dungeon is accessible by a few hard-to-find "entrance areas" (teleporters, lever rooms, etc.) which are indicated on the Ralf's Dungeon map.

If a GM wishes to make this dungeon more or less accessible, s/he may add or delete "entrance areas" to fit the needs of the campaign.

If an "entrance area" is located in a dungeon, only the level that contains the entrance area is included. (No additional levels or off-shoot dungeons are included due to space restrictions in this book.)

These dungeons are for Characters of varying Skill levels. Most dungeons should be overly-tough, however, to deter PCs from entering; some areas have been designed to destroy Characters. Ralf (the name Dowons assumes while in lich form) has placed monsters, traps, puzzles, etc. for "peace and security." He is not opposed to getting more treasure and food for his monsters, however.

The dungeon section containing Rooms A-I contains two entrance areas: a random teleporter (explained following) to the extreme east, and a secret entrance (Room A) from Waldrin's basement (see #27, page 13 of the *Map and Population Book* in the basic set of City-State of the Invincible Overlord) to the extreme west.

Random Teleporters

When a PC(s) enters a random teleporter (see appropriately marked/numbered areas on the Dowons' Dungeon map), the GM rolls 1D6 and locates the area containing the number rolled. This is the area to which the PC has teleported. For example, a PC enters teleporter 1, the GM rolls 1D6 and comes up with a roll of 2. The GM consults the map and places the PC in teleporter 2. If the GM had rolled a 1, nothing would have happened (as the PC is already at the teleporter).

Now that the PC is in teleporter 2, he is in a separate dungeon section.

Finally, in order for teleporter 2 to function again (using the previous example) another teleporter must be used. The use of another teleporter will allow teleporter 2 to "reactivate." (This is so PCs won't jump back and forth through teleporters until they land in desired location.)

Room A (50' x 100')

This passage leads to an archway to the west, through which emits light as bright as daylight.

This area is Waldrin's basement (see #27, page 13 in the *Map and Population Book*).

The secret door from this area leads to a sloping passage to the east.

Room B (90' x 100')

The passage from the room in the west continues 35' into a huge room as a 10'-wide bridge. There, it abruptly ends in a jagged stump.

This room is brightly lit from the bottom. A door can be seen directly across the room.

The floor to this room is 50' below the passage.

The magical light that emits from the floor can only be negated by two Dispel Magic Spells, two Continual Darkness spells, or a Wish Spell.

The Keeper of the Gate is located in a 15' x 10' x 15' alcove in the west wall. Any creature (GM discretion) that moves across the bridge will be "shot" at by the Keeper.

(1) Keeper of the Gate Guardian

HTK: 86, AC: 4

MV: 12"/18", AL: C. Neutral

AT: 2, DM: 3D10

INT: High

THACO: 9, SZ: L

Specials: The Keeper's eye stalks sense movement in the air, home in on that movement, and shoot out rays of intense light force.

Immune to light- and cold-based attacks.

A guardian (called Keeper of the Gate by locals) is a strange abomination created by a demented magic-user. These creatures are large, but fast despite their size.

Treasure: Helm of Change Alignment, 2 Javelins of Lightning, Scroll of 1 Spell: Delayed Blast Fireball, 4,380 gp.

Room C (30' x 30')

There are four doors in this room, one in the middle of the west wall, and one in each ten-foot-section of the east wall. Each door in the east wall has a polished, bronze plaque above it.

The plaques read (from north to south): Humans and Elves (northernmost) Shirelings (center) Others (southernmost)

Any being can go through any doorway, completely unaffected.

These one-way doors are here only to separate the PCs, thereby rendering the party more vulnerable.

Room D (30' x 30')

This room has two exits; a western, upward-slanting passage in the middle of the west wall and a northern passage in the north wall, east corner which slants down. The room appears empty.

This room is empty.

Room E (30' x 30')

This empty room has four exits; a passage in the middle of both the east and west walls, a southern passage in the middle of the south wall, and a door in the north wall, west corner.

The door is made of iron-bound oak with "elephant spikes" in it, a small iron covered peep door, and no handle or visible hinges.



This room is empty. If PCs tamper with the door, go to Room F, following.

Room F (20' x 20')

GM NOTE: Due to the strength of this door, and its more than two dozen locks, latches, bolts, etc. on the inside, the door will not open if physically attacked or a Knock spell thrown on it. If PCs knock on the door it will be of no avail. PCs can only enter this room through magical means.

This room contains: a pile of furs on the floor in the northeast corner, a 3'-wide well in the northwest corner, a round oak table and three chairs in the center, and a pair of bunk beds on the south wall, southeast corner. A scaly, man-sized creature lies on the furs on the floor. There is a doorway in the south wall, west corner of the room.

Alter the following to fit the scene:

Two dwarves are standing just inside the room. They ask your business, and tell you that you have no right to enter their home.

The dwarves will disappear into the room and ready the basilisk named Spot for the upcoming confrontation.

(1) Basilisk (Spot)

HTK: 49, AC: 4
MV: 6", AL: Neutral
AT: 1, DM: 1D10
INT: Animal
THACO: 13, SZ: M (7' long)
Specials: Gaze turns victim to stone.

While it has strong, toothy jaws, the basilisk's major weapon is its gaze by means of which it is able to turn to stone any fleshly creature which meets its glance.

Basilisks are usually dull brown with yellowish underbellies. Their eyes glow pale green.

Relus

Dwarf, Skill 7 Fighter

STR: 18/05 (+1, +3), INT: 13, INS: 12
STA: 11, DEX: 16 (+1, -2), APL: 12
HTK: 51, AC: 2
MV: 6", AL: L. Neutral
AT: 3/2, DM: by weapon type
THACO: 14
HT: 4'3", WT: 152 lbs.
Armor: +1 chain mail
Weapon Proficiencies: dagger, throwing hammer, battle axe II
Weapons: battle axe, dagger, and throwing hammer
Magic Items: Potion of Gaseous Form, Ring of Spell Turning, Glasses: Protection from Gaze, Rod of Seven Pieces (has one piece)
Specials: Infravision: 90'

Relius, who has a braided red beard and a moustache, is very stocky and muscular. He is the more aggressive of the two dwarves, and is not afraid of any being; his exceptional STR is a great source of pride and confidence.

Denny

Dwarf, Skill 9 Fighter

STR: 12, INT: 13, INS: 13
STA: 17 (+3), DEX: 12, APL: 12
HTK: 90, AC: 4
MV: 6", AL: L. Neutral
AT: 3/2, DM: by weapon type
THACO: 12
HT: 4'7", WT: 140
Armor: chain mail and shield
Weapon Proficiencies: battle axe I, short sword, dagger, short bow, crossbow, war hammer
Weapons: battle axe, crossbow, dagger, and war hammer
Magic Items: Ring of Featherfall, Horn of Valhala (Bronze), Glasses: Protection from Gaze Attacks
Specials: Infravision: 90'.

Denny has a long, red beard, but no mustache. He is very shy, but he is a champion wrestler.

Denny and Relus "maintain" this level. They have not ventured past the pit on the western side of Room G, and will not tell PCs of any other areas. However, if tortured Denny will tell of Room G.

The well is used for the disposing of wastes.

Treasure: (Located in a hidden compartment in the floor, under the bunks.) 1 Gem (275 gp), Potion of Water Breathing, Ring of Warmth, 50 gp, 78 pp, and Flail +1, +2 vs. undead.

Room G (30' x 30')

This empty room has two exits: an eastern passage in the middle of the east wall, and a western passage in the middle of the west wall.

The only things of interest in this room are three traps.

1) **Smashing Wall:** When 150 lbs. or more are placed on the pressure plate along the west wall of the room, two 3'-wide stone slabs smash together, causing those on the pressure plate to take 10D6 HTK of damage (no saves allowed). Stone walls automatically lock back into place.

2) **Shooting Thorns:** Upon crossing the line (see map) a 10' x 10' wall of thorns will hit everything in the middle 10' area. Each being within this area takes 6D8 HTK of damage. This trap will reset itself three times before running out of thorns. The GM may wish to give armored Characters damage modifiers.

Leaving east from Room G:

3) **Pit:** Anyone 50 lbs. or more who stands or walks in the X-marked area falls into a pit which closes and starts filling with water. The pit will fill in 6 rounds. Also, when the trap is sprung, a portcullis will drop (see map for location).

Room H (30' x 30')

There is a door in the middle of the south wall, and a 6' deep alcove in the middle of the north wall. The room is empty.

This room is a trap. If any PC steps in the alcove, the room will tilt 45°, spilling its contents down the slanting passage to the south, and into Room I. Oil gushes out of the alcove spreading down to Room I in three rounds.

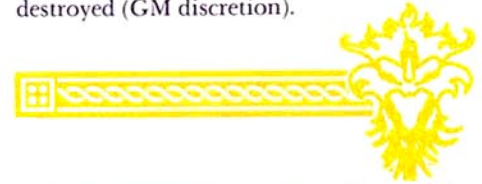
NOTE: PCs will spill into Room I in three rounds unless the GM wishes to allow PCs a save against DEX when sliding out of Room H to see if a PC can hang on to the side of the door and not fall.

After 6 turns, Room H will become level again.

Room I (30' x 30' hexagon)

This room has a smooth, curved floor which tapers into a funnel shape and ends in a hole in the middle of the room.

This room can lead to lower subterranean caverns, dungeons, lakes, etc. Or, beings entering here may be automatically destroyed (GM discretion).



This dungeon section covers Rooms J-Q. There are three entrance areas in this level: Teleporters 2, 3, and 4 (note that teleporter 3 is in the Maze).

If PCs have "waltzed" through previous encountered areas, toughen things up; boost monsters' HTK, add more monsters, or increase damage done by beings and traps. Remember that PCs are supposed to be deterred by these areas.

Room J (50' x 50')

This room contains two doors; one in the middle of the east wall, and one in the middle of the west.

The room is unnaturally cold, and blue lights flash off and on randomly.

This room contains a main resting place for poltergeists.

(3D12) Poltergeist

HTK: N/A (see Specials)
AC: N/A
MV: See Specials
AL: C. Neutral
AT: 1 see following
DM: See following
INT: High
THACO: See following, SZ: M

Specials: Dispel Magic will disperse a poltergeist for one round per Skill level of the caster; a Remove Curse spell will send the poltergeist to its ultimate otherworldly destination, be it heaven or hell (GM discretion).

A poltergeist is not given HTK dice, as the spells previously listed are the only methods in which it may be attacked.

If, when alive, a poltergeist was a druid, illusionist, or magic-user, there

POLTERGEIST CHART

Poltergeist will attack as follows:

If rolling for a poltergeist which has retained its magical abilities from its former life, roll 1D12. Otherwise roll 1D10.

The following letter codes are used to indicate whether an individual Character or the entire party is affected: (P): Entire party is attacked. (I): Individual is attacked.

ROLL	OCCURRENCE	DAMAGE/EFFECT
1	Wall Slam	(I) 1D8
2	Throw Objects	(P) 2D6 or by weapon
3	Vacuum Pack	(I) 1D8 rounds/Suffocation **
4	Poltergeist Attack (Monster Form, THACO: 12)	(P) 1D8/1D8
5	Break Random Limb	(I) GM Discretion
6	Attacking Arms from Walls	(I) 2D8
7	Rock from Ceiling Falls	(P) 1D6
8	Phantasmal Fist	(I) 1D6; no attacks for 5 rounds
9	Bitter Cold	(P) 1D10; -2 "to hit" for 2D4 rounds
10	+1 Sword "Gift"	(I) 1D8+5
11	Spell (at GM discretion)	(P/I) As per spell (Skill 1-3)
12	Spell (at GM discretion)	(P/I) As per spell (Skill 1-3)

** Character may survive vacuum for STA/2 rounds.

is a 5% chance it will retain its Skill 1 through 3 spells as a poltergeist (GM discretion).

The form a poltergeist is most likely to assume is either a monster likeness, an amorphous aura of light, a transparent phantom-like shape, or an ectoplasmic representation of its former body.

Room K (90' x 30')

This room is empty. The only exit is a door in the middle of the south wall.

This room's 60' ceiling houses 40 aerial ixitxachitls.

(40) Aerial Ixitxachtil

HTK: 5 (x15), 6 (x15), 7 (x10)

AC: 6

MV: 12", AL: C. Evil

AT: 1, DM: 3D4

INT: Average to high

THACO: 19, SZ: M

Specials: For every ten encountered, there will be one which is the equivalent of a Skill 2 human cleric with regard to spell use; for every twenty encountered, there will be a Skill 3 equivalent.

Aerial ixitxachitls are of evil disposition, and clerical in nature.

Treasure: Shield of Missile Attraction; Bag of Holding.

Room L (30' x 30')

GM NOTE: The door to this room (in the center of the west wall) is the first encounter in Room L.

This door is bluish-black and almost transparent. There is no apparent lock, and the door gives off a faint feeling of evil.

This door should be treated as a spectre except where noted following. The only way it can be opened is if it is successfully "turned". When "turned" the door will

still drain energy levels from anyone but the cleric who "turned" it.

Undead Door

Can be Turned as a lich. When touched it drains 1 life energy level (see following).

This room has only one exit, and contains the following:

A 3' diameter well in the northeast corner of the room, a rack of assorted weapons (see following) along the middle of the south wall, and a large bed and chest of drawers in the northwest corner of the room. Also, a round oak pedestal table with three chairs is in the center of the room.

As soon as the door is disturbed, Jarrick will activate his Ring of Invisibility, cast a Darkness spell, and ready a Blade Barrier spell for the entering PCs.

Only if PCs are polite will Jarrick react favorably.

Jarrick

Half-elf, Skill 9/9 Cleric/Fighter

Religion/Deity: Vikkar Tornor

STR: 16 (-0, +1), INT: 13, INS: 18

STA: 11, DEX: 10, APL: 1

HTK: 61, AC: 2

MV: 12", AL: L. Neutral

AT: 3/2, DM: by weapon type

THACO: 12

HT: 5'11", WT: 151 lbs.

Armor: banded mail and +1 shield

Weapon Proficiencies: bastard sword

II, dagger, throwing hammer II

Weapons: +2 flaming bastard sword,

+1 throwing hammer

Magic Items: Wand of Lightning (23

charges), Iridescent Ioun Stone (sus-

tains person in an airless environment)

Spells: 6/6/4/3/1

Specials: Will never break an oath.

Jarrick is calm and cool, and can easily defend himself if needs be. When he befriends someone it is a life-long friendship. Jarrick has made this his home due to the death of his party in this dungeon.

If needed, Jarrick will use a weapon on the rack for bartering. All weapons are non-magical.

Room M

NOTE: This is the Maze (see separate map). There are three ways in and only two ways out. Also note that Room N and Room O are located herein.

This area is littered with bones, small scraps of metal, and an occasional dead rat.

Very little metal can be found in The Maze because two rust monsters lair here.

(2) Rust Monster

HTK: 40, 36, AC: 2

MV: 18", AL: Neutral

INT: Animal

AT: 0, DM: Nil

THACO: 15, SZ: M

Specials: If the rust monster touches metal with its two antennae (roll "to hit" die) it rusts or corrodes the metal. Note that magically endowed items gain a saving throw, a 10% chance of not being affected for each bonus (i.e. a +2 weapon or armor gains a 20% chance of being saved). Metal affected rusts or corrodes and falls to pieces.

Weapons striking a rust monster are affected just as if the creature's antennae had touched them. Rust monsters can smell metal from 9' away.

Rust monsters will stop for a round to devour such items as a iron spikes or a mace if a fleeing party throws them away, but they will go after ferrous metal in preference to copper, silver, etc.

Room N (20' x 20')

This room has one exit; a door in the north wall, east corner. Some old furs lay scattered on the floor. There is nothing of worth in this room.

This room is usually used by those beings trapped in the Maze. This area is the most easily defendable in the Maze.

Room O (20' x 20')

This room is filled with thousands of skulls. They range in size from mouse- to ogre-sized. There is one exit: a door in the west wall, south corner.

A giggler (see Room R) scours the Maze looking for new additions to his skull collection.

Room P (60' x 30')

This area is a pit with a 2½' ledge all the way around it. You see only the secret door through which you entered.

This pit room is rumored to be bottomless, but it is really 300' deep. The gigglers (Room R) use this pit for waste disposal.

NOTE: There may be access areas to other levels in this pit at the GM's discretion.

Room Q (20' x 20')

NOTE: The portcullis here is only open when gigglers are emptying waste into Room P. (See Room R.) Read the following to the Players:

Ten feet in front of you is a closed portcullis. Raucous, high-pitched giggling can be heard coming from beyond the portucullis to the north.

Continue reading to the Players if the portcullis is open and the party chooses to enter the room:

To the west of the room's entrance four small humanoid creatures giggle loudly. Two of them operate a pair of cranks set into the south wall. The other two, seated on the floor, are playing a card game, giggling all the while. One of the seated humanoids suddenly jumps up and down and shouts at his partner in a high-pitched voice, "You cheat! You cheat! You look at my cards!" The other card player simply points at his shouting partner and giggles, saying, "He silly! He look at my cards all the time, and he say I cheat?"

This room contains the cranks which operate the portcullis in Room Q and Room R. There are always four gigglers here guarding and operating the portcullis.

PCs can figure out how to operate the portcullis if they each roll against INT with a +3 modifier.

(4) Gigglers

HTK: 6, 5, 5, 4, AC: 7/5

MV: 12", AL: Neutral

AT: 1, DM: 1D4 or by weapon

INT: Low—Very

THACO: 20, SZ: S

Languages: Common, Giggler, and Ogre (50% speak goblin)

Gigglers get their name from their loud giggling, which they do uncontrollably.

These small humanoid creatures are the lowest and easiest creatures to dominate. Many giggler tribes are run by ogres or an ogre mage, hobgoblins, bugbears, and goblins. For this reason, many giggler tribes remain secluded so they can rule themselves.

For every twenty gigglers there will be a shaman (Skill 2 cleric).

For forty or more gigglers that are encountered, there will be a shaman (Skill 4 cleric) and six body guards (Skill 4 fighters) carrying swords and wearing skins (equivalent to leather armor).

Skill 2 Cleric

HTK: 2D8, AC: 8

MV: 12", AL: Neutral

AT: 1, DM: by weapon or spell

THACO: 20

Armor: none

Weapon Proficiencies: morning star, staff

Weapons: morning star

Magic Items: +2 Cloak of Protection

Spells: Cure Light Wounds, Detect Magic

Skill 4 Cleric

HTK: 4D8, AC: 8

MV: 12", AL: Neutral

AT: 1, DM: by weapon or spell

THACO: 18

Armor: none

Weapon Proficiencies: mace, morning star, staff

Weapons: mace

Magic Items: +2 Cloak of Protection

Spells: Cure Light Wounds, Detect Magic, Purify Food and Drink, Silence 15' Radius, Spiritual Hammer

Skill 4 Fighters

HTK: 4D10, AC: 8

MV: 12", AL: Neutral

AT: 1, DM: by weapon type

THACO: 18

Armor: skins (as leather)

Weapon Proficiencies: axe (throwing), crossbow, dagger, quarterstaff, short sword

Weapons: dagger, short sword, (50% throwing axe)

Room R (40' x 40')

GM NOTE: Make alterations to the information given following according to encounter circumstances.

This room has two exits; a western passage in the west wall, north corner, and a western passage in the west wall, 20' from the south wall.

There is a portable ballista here and an urn holding 24 ballista bolts. Five gigglers are here at all times (see Room Q for statistics).

In the floor in the southwest corner of the room is a hole which leads to another 40' x 40' room with only the hole as exit.

The lower room contains forty beds and a private area for the shaman.

The gigglers throw their waste into Area P and worship the Maze as a deity.

They say that the Maze kills unfavored beings and lets favored beings live. To the gigglers' knowledge, only their tribe is favored by the Maze.

Gigglers have many jobs; scout out dungeon, scavenge, patrol Room M through Room T, sharpen weapons, make weapons, etc. Twenty gigglers are on duty at all times. Gigglers will know that PCs are in the Maze 4 rounds after the PCs arrive. From that point on, the gigglers will be at full strength.

Room S (20' x 20')

This is a cell that has one exit; a portcullis in the east wall, north corner.

The 10' section of the south wall, west corner, consists of fieldstone.

If there is a dwarf or mason PC s/he can tell that the wall has been here no longer than three weeks. It takes a combined STR of 80+ to cave in the wall.

Room T (30' x 20')

This room is filled with glowing blue lights of varying shapes and sizes that fly around sporadically. The room is unnaturally cold.

There is a door in the middle of the east wall.

The secret door in the middle of the east wall leads to teleporter 4.

The blue lights are poltergeists (see Room J for statistics).



This dungeon section contains Room U through Room CC. This dungeon is Dowons' main dungeon; that which he, in his identity as Ralf, uses as his lichly lair.

This dungeon should be treated as the deadliest of all dungeons herein. Ralf's lair is Dowons' base for all his extra-curricular affairs.

There are two entrance areas in this dungeon, teleporters 5 and 6.

GM NOTE: Upon anything entering this dungeon section, Magic Mouths are activated, warning Ralf and his minions of the intrusion.

All beings killed in this section are brought to Ralf's lair for his inspection.

Room U (60' x 30')

This small temple of Lovianis has four pews (seating twenty-four persons), and two braziers in the southwest and southeast corners. The 30' altar against the middle of the north wall is heaped with the hacked remains of dog-sized and smaller sacrifices. The sacrifices seem recent, but no one is in sight.

There are two passages leading out of this room; a western passage from the west wall, north corner, and an eastern passage from the east wall, north corner.

The secret door in the middle of the south wall leads to teleporter 5.

This temple is one of the most dedicated to Lovianis. Two ice devils have been "given" to Ralf as a gift from Lovianis (see Ralf's Lair, following).

If things go awry for Ralf, he will Teleport here and invoke Lovianis, who will come and assist. (Amount of assistance is at GM discretion.)

Room(s) V (30' x 30')

This is a 30' x 30' room with a 10' x 10' block of stone in the middle. There are four passages in the middle of a each wall.

One round after a 200+ lb. PC(s) leaves the room, the stone block will move in a random direction. Roll 1D4 for block destination and confer with the map. The stone block will move into that passage. Example: If a block moves to 4, next time the block is activated, it will move. If the block destination roll results in a 4, the block moves back into the middle.

Room W (10' x 10')

The passage ends.

When the shaded area (on the map) is stepped on or 10+ lbs. is placed on it, a 10' section of wall on either side of the shaded area springs inward and smashes anything in the shaded area for 10D10 HTK of crushing damage. The secret door in the middle of the south wall leads to Room X.

Room X (30' x 30')

This room has one exit; a northern passage to a secret door in the middle of the north wall.

An ornately-carved well is in the room's center and thousands of 1" x 3" wax-sealed urns are on shelves lining all wall space.

The urns are filled with the shrunken remains of others who went into the well. Each urn contains one shrunken body, and is magically sealed allowing no magic to work from within. Each being that goes completely into the well is teleported into an urn and will die in as many rounds as the being's STA.

Room Y

This northern passage dead ends; there are two levers in the north wall.

The levers are in a neutral (that is, at a 45° angle between the upright and mid positions) position.

1) Upright: 10D10 Fireball covers entire passage.

Mid: 12D6 Magical Ice Storm 20' area.

Low: 10D6 Lightning Bolt through whole passage.

2) Upright: 6D8 Acid Rain (From Ceiling) 10' area.

Mid: 10D6 Cone of Cold through whole passage.

Low: Life Energy Drain 10' area.

NOTE: Results are cumulative.

Areas of effect on previous results originate from the 10' in front of the levers.

Lever can only be pulled when the "puller" is in first 10' of the area. Beings in the area of effect get no saves.

Room Z (10' x 20')

The passage ahead widens five feet to each side for 10'. Each alcove holds a platinum minotaur statue with its arms out and palms up. The passage continues another 10' past the alcoves and dead ends.

These statues will turn to platinum any organic matter that touches them.

Only a Wish spell can negate the effects of the "platinum touch" (GM discretion). The statues do not radiate magic.

Any platinum found here is sacrificed to the artifact (see Ralf's Lair).

Room AA (30' x 30')

This room has an western passage in the middle of the west wall, and a 5'-deep alcove in the middle of the east wall.

Placed randomly here are seven stuffed, 7'+ tall, hairy humanoids with jack 'o lanterns for heads. The largest is 9' tall and is standing in the alcove.

The Firebears are in a state of stasis. If any one of them is disturbed, all will attack.

(7) Firebears

HTK: 72, 70, 68, 68, 66, 65, 60

AC: 7

MV: 12", AL: C. Neutral

AT: 3

DM: 1D6/1D6 (claws)/2D12 (Eyes; see following)

INT: Low

THACO: 10, SZ: L

Specials: Hug — The firebear attacks with its vicious claws and its eye attack which causes searing heat damage. If it scores a claw hit of 13 or greater, it has dragged its victim to itself for a hug doing 2D8 HTK of damage, that melee round and every melee round thereafter until the firebear is killed or its victim is killed or breaks free.

The bizarre firebear has the body of a grizzly bear and a head that resembles a lit jack 'o lantern. They are evil-tempered at all times, attacking prey on sight and fighting to the death.

Room BB (20' x 20')

The passage in the middle of the north wall is the only exit here.

A pipe organ covers the middle 15' of the south wall. The organ's pipes are well over 20" high.

The muralled ceiling is 40' high and arched. The murals depict a party of adventurers; one plays an organ which drives away ghosts, zombies, and mummies.

The organ is useless unless the PCs look closely at the mural and play the same keys as are being played in the mural.

When these notes are played, a banshee yell emits from the organ (all within 50' must save vs. Breath Weapon or die).

Room CC (30' x 30')

The only exit is the secret door in the middle of the east wall. A pit on the west side of the room contains one titan floating two feet off the floor in prone position; a blue force surrounding the titan glows brightly.

Three levers are in the north wall, east corner of this room.

The pit is in the shadowed section of the room.

Each lever does one thing no matter its positioning.

From left to right:

1) Black Pudding spray (15' rad.): Does 3D6 HTK of damage to exposed flesh and eats away a two-inch thickness of wood equal in area to its diameter in 1 melee round; chainmail in 1 melee round, plate mail in 2 and an additional melee round for magical armor at a rate of 1 melee round for each plus of armor. Thus, +1 magic (plate) armor would have to be in contact with a black pudding for 3 melee rounds before being dissolved.

2) Acid Spray (15' rad.): Does 3D8 HTK of damage to exposed flesh.

3) Chlorine Gas (10' rad.): Does 3D10 HTK of damage to exposed flesh.

The only thing that will affect the blue force is a Wish spell.

Room DD

This 10'-wide passage dead ends into a wall holding three levers.

Each lever works only once, and moves the stone block in the nearest Room V (see Room V for details).

Ralf's Lair (250' x 160')

GM NOTE: This room can only be entered in the following ways:

1) **Teleportation via Ralf Bag:** Any being using a Ralf Bag (see Briarwood Castle Book) teleports into the platinum cage (see following).

2) **Random Teleportation:** Any being attempting a random Teleport, Dimension Door, Blink, etc. into this room ends in the steel cage (see following).

3) **Memorized Teleportation:** Few beings have been allowed to memorize an area in this room used for faultless teleports. However, beings granted such a privilege teleport into Room A: The Antechamber.

NOTE: Due to the various locations in which to enter this room, the GM should vary the following description as fits the circumstance.

This immense room is dominated by a huge beast's skull, which is over 130' long, 90' at its widest, and 30' high. The ceiling is 50' high. A steel, reinforced leads into the jaw portion of the skull.

At the back of the skull are two 10' x 10' cages, each suspended from the ceiling by a heavy chain. The cage behind the northeast area of the skull is made of platinum, and the cage behind the northwest area of the skull is made of steel. An occasional red blur flies past.

In front of the double doors to the south stand twelve skeletons.

One of the two cages at the back of the skull is made of platinum, and the other is made of steel (see descriptions following).

The red blurs are actually impish devils, of which there are twelve residing here. The twelve skeletons guarding the double doors are super skeletons.

(12) **Impish Devils**

HTK: 3-5D8+2, AC: 0

MV: 6"/18", AL: L. Evil

AT: 2

DM: 1D4+trident (see *Specials*)

INT: High

THACO: 16-15, SZ: S (2' tall)

Specials: When fighting, they descend upon their victims, forcefully jabbing their barbed tridents into the victim's body (as a 5D8 monster). If the attack is successful, the limb hit withers.

Magic Resistance: 35%

Extremely vile and cunning, the impish devil appears to be a diminutive demon and is notorious for vicious attacks. When this creature flies, it seems to be little more than a blur; this is the reason for its extremely low Armor Class.

(12) **Super Skeletons**

HTK: 4-5D8, AC: 4

MV: 12", AL: Neutral

AT: 1

DM: by weapon type +6

INT: Low

THACO: 15-13, SZ: M

Specials: Shield bash — on a successful "to hit" roll, an opposing Character is knocked back 1D3x10 feet and sustains 1D6 HTK of damage per 10' knocked back.

Magic Resistance: 20%

The super skeleton appears to be a normal skeleton, but it is actually more formidable and ruthless.

PLATINUM CAGE

This magical, doorless holding cell is suspended from the ceiling by a 10'-long chain which emits a dull violet glow. The entire cage is magic resistant, damage-proof, and escape-proof from the inside. However, from the outside the cage can be damaged, but is at AC: 0 due to its bars and its constant swaying.

Each bar of the cage can take 30 HTK of damage before breaking. The solid floor can take 70 HTK of exterior damage before it breaks. The chain cannot be damaged; for every round it is touched, it does 12D6 HTK of damage to the object touching it (no save allowed).

The occupants of this cage can only get out of the cage if s/he has outside help. Ralf can Teleport any object/being from the cage by muttering the words, "IDUOS OLAN AMA" (which translates to, "OPEN TALKS (SAYS) ME" and naming the desired object/being. Immediately after the words are muttered, the object/being will be teleported 10' in front of Ralf.

STEEL CAGE

This magical, doorless holding cell is suspended from the ceiling by a 40'-long chain that emits a bright blue glow. The chain is magical and can only be affected by a Wish spell. The bottom of the cage is made of evenly-spaced bars.

Every segment a bolt of electricity pulses through the entire cage, requiring anything therein to make a save vs. Spell (or a save vs. Magical Electricity at -4 if an object) or take 2D6 HTK of damage. The cage can only be damaged by electric-based beings or attacks made from outside of the cage. (Those beings within the cage cannot attack due to avoiding the electrical pulses.)

Each cage bar takes 20 HTK of damage before breaking.

Treasure Area (50' X 50')

Scrolls, wands, and other miscellaneous magic items are on the top story of this room; the bottom floor houses weapons, armor, and other large/heavy items.

This two-story area is accessible only with a Teleport spell. Also, any being not wearing the Mark of Lovianis must make a save vs. Breath Weapon or sustain 2D6 HTK of cold damage per round in this area.

This area contains the items listed in Downons' statistics (see *Personalities in the Briarwood Castle Guidebook*). This area also contains 15,000 pp, 25,000 gp, and 37,500 sp.

SKULL

Room A: Antechamber

This room contains two stools upon which sit two ice devils. They sit on either side of a steel, reinforced door. Each ice devil wields a jagged ice sword.

The ice devils will attack anyone entering the antechamber.

(2) **Common Ice Devil**

Religion/Deity: Lovianis

STR: 18/76(+2, +4), INT: 12-14

INS: 9-14, STA: 15-18

DEX: 9-14, APL: 12-18* (5)

HTK: 92, 98, AC: 4

MV: 6", AL: L. Evil

AT: 4

DM: 1D4/1D4/2D4/3D4

THACO: 10

HT: 10'-10'6", WT: 500-650+ lbs.

Weapon Proficiencies: spear, throwing spear, bastard (ice) sword

Weapons: bastard (ice) sword (10%), spear (100%) (see *Specials*)

Spells: Can cast the following at will, once per turn or melee round, as applicable: Fly, Wall of Ice, Detect Magic, Detect Invisible, Polymorph Self, or Gate (60% chance of success (70% two bone devils, 30% another ice devil).

*Specials:** APL to other devils only.

Can cause an Ice Storm once per day (as per spell).

Ultravision: 60%.

Regenerate 1 HTK per melee round.

Radiate Fear: 10' radius (save vs.

Wand applicable).

Spear does 2D6 HTK of damage plus numbs with cold the being struck. Also, the struck being is slowed by 50% unless a save vs. Paralyzation is made.

Any devils summoned by Frosty (see Room B: Main Chamber) will recognize him and will do his bidding.

Room B: Main Chamber

This room is dominated by a huge, intricately-carved, black marble table. A large stack of pillows lies to the right of the table, above which floats a rune-covered, ancient-looking beholder. On the left side of the table rests a chair of ice with a huge, powerful-looking ice devil seated upon it. Directly across from the door through which you entered sits a withered, pale humanoid wearing a red, hooded cloak. This humanoid evokes an inexplicable feeling of fear in you.

The pale humanoid is the lich Ralf (see Downons' statistics in *Personalities: Briarwood Castle Book*). Ralf, the beholder Praigor, and Frosty will all go on segment 1 for initiative. PCs must roll for surprise, but are surprised on a 1-4 on 1D6. PCs must also save vs. Paralyzation or run in fear.

Frosty, Greater Devil

Religion/Deity: Lovianis

STR: 18/76 (+2, +4), INT: 14, INS: 14

STA: 18 (+4), DEX: 12, APL: 17* (5)

HTK: 125, AC: 4

MV: 6", AL: L. Evil

AT: 4

DM: 1D4/1D4/2D4/3D4

THACO: 10

HT: 10 ½', WT: 596 lbs.

Magic Items: Ring of Cone of Cold (as Wand of Frost)

Weapon Proficiencies: bastard sword, florentine fighting, short sword, spear, throwing spear

Weapons: ice sword (see sidebar) and +3 short sword

Spells: Casts the following spells at will, once per turn or melee round as applicable: Fly, Wall of Ice, Detect Magic, Detect Invisibility, Polymorph Self, Charm Person, Suggestion, Illusion, Infravision, Teleportation (no error), Know Alignment, Cause Fear, Animate Dead, and Gate (80% chance of success (70% two bone devils, 30% one ice devil)).

Specials: * APL to other devils only. Radiate Fear: 10' radius (save vs. Wand applicable).

Ultravision: 60' range.

Regeneration: 2 HTK per melee round.

Can converse with any intelligent being due to telepathic abilities.

Can only be struck by silver and magical weapons.

Psonic Ability: 166

Attack/Defense Modes: C, D/F, G, H

Frosty, so-named by Father Miles Oak (see *Map and Population Book* in the basic set), was encountered by Father Oak three times, and was successfully turned by the cleric each time. Frosty hates Oak and will soon devise a way of ridding himself of the cleric.

Frosty is shrewd and scheming but completely rational. He knows that his current partnership with Ralf and Praigor the beholder is a key to power, success, and recognition as a leader of ice devils and lesser devils.

Frosty will summon two more ice devils (see statistics, Room A: Antechamber) during the first round of combat.

Praigor

Race: Beholder

Religion/Deity: Lovianis

STR: 12, **INT:** 16, **INS:** 13

STA: 9, **DEX:** N/A, **APL:** 18* (5)

HTK: 75, **AC:** 0/2/7

MV: 3", **AL:** L. Evil

AT: 1, **DM:** 2D8

THACO: 9

HT: 6'7" diameter, **WT:** 1,230 lbs.

Magic Items: ‡Ring of Teleportation (33 charges)

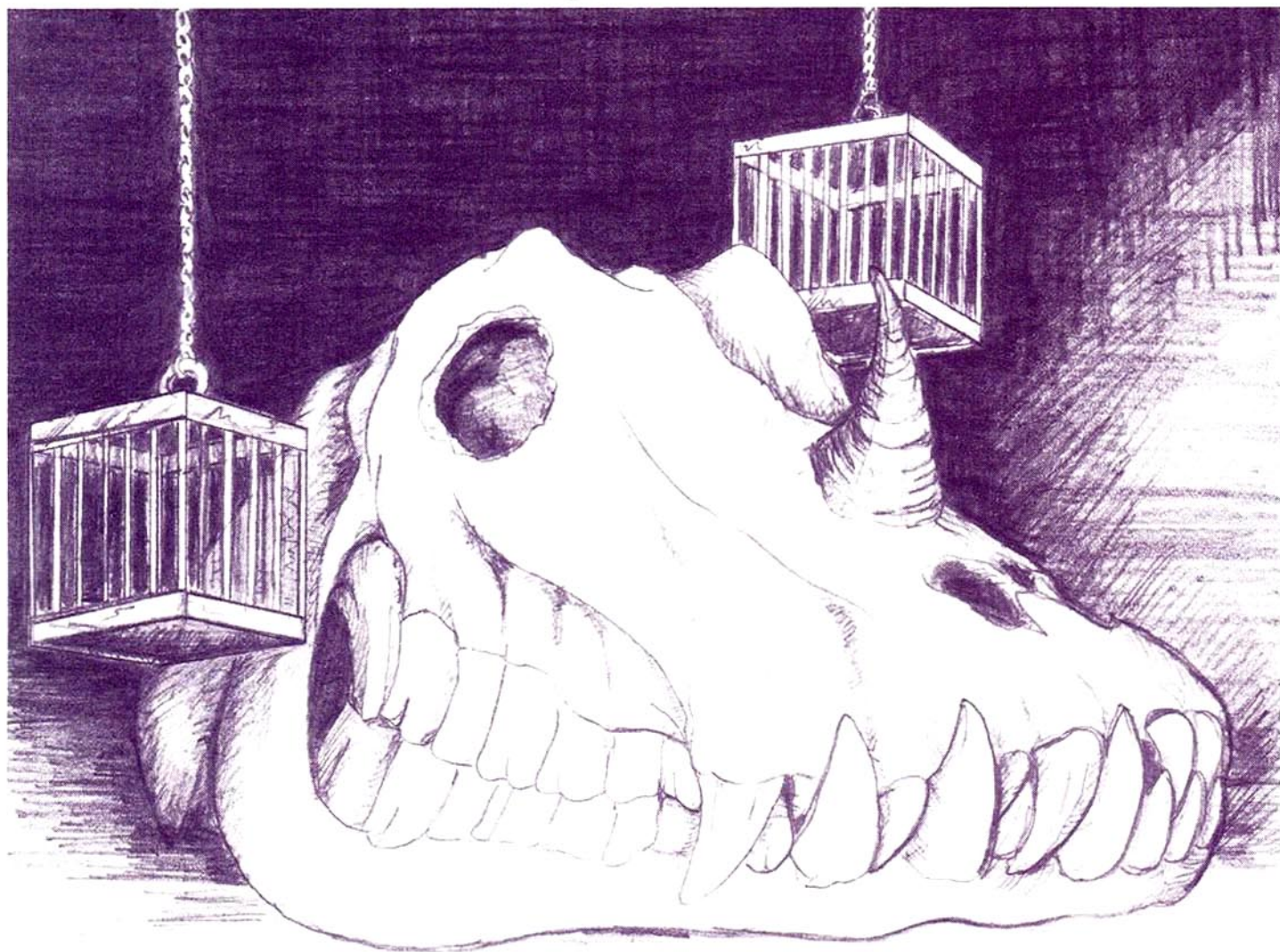
Spells: One spell per eye as follows: 1—Charm Person, 2—Charm Monster, 3—Sleep, 4—Telekinese 2,500 gp wt., 5—Flesh to Stone ray (3" range), ‡6—Disintegrate ray (2" range), 7—Fear (as a wand), 8—Slow, 9—Cause Serious Wounds (5" range), 10—Death ray (4" range), 11 (central eye)—Anti-magic ray (14" range)

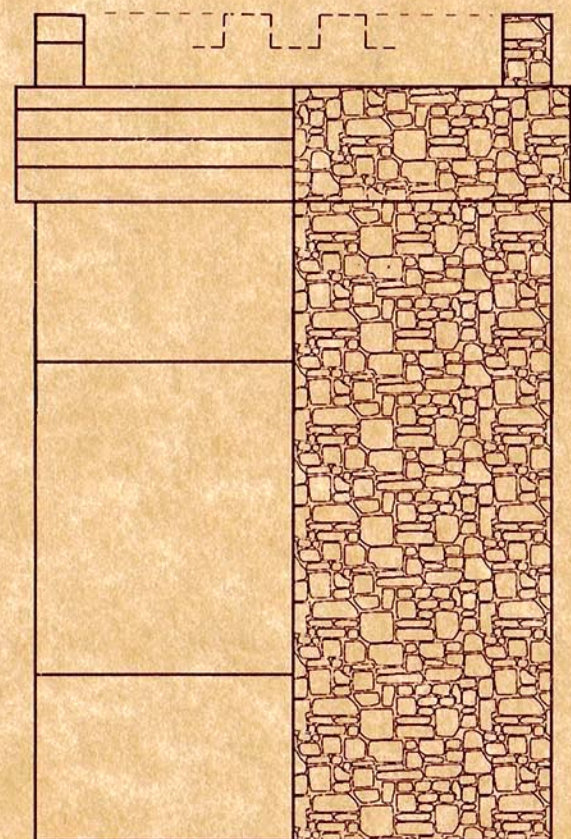
Specials: * APL to other beholders only.

‡ wears Ring on eyestalk #6.

ICE SWORD

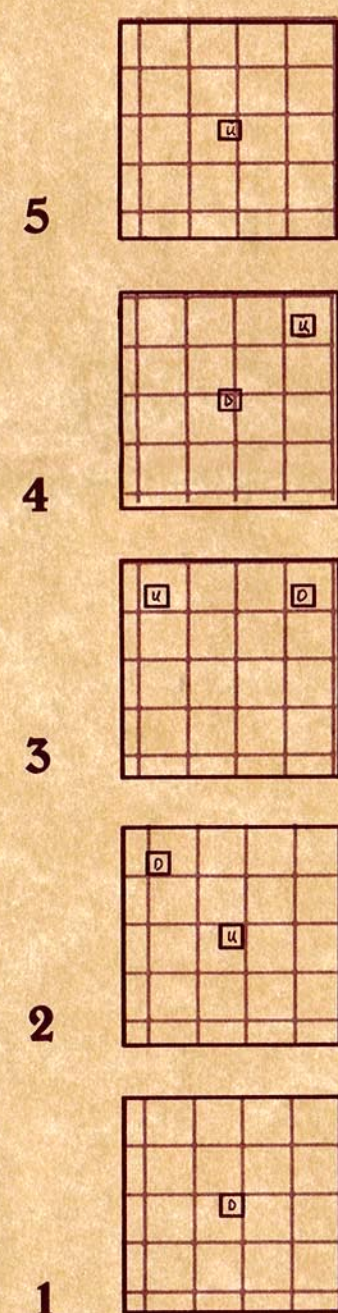
Ice swords are long, jagged shards of ice which are magically forged and honed. Each does 3D8 HTK of damage plus numbs with cold the being struck. This effect slows the struck being by 50% unless a save vs. Magic is made.



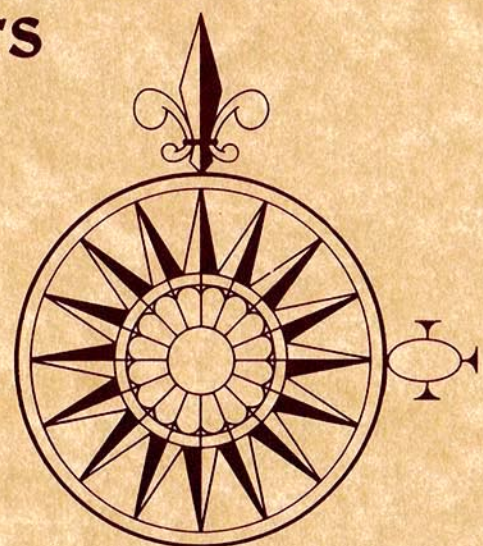


cut-away

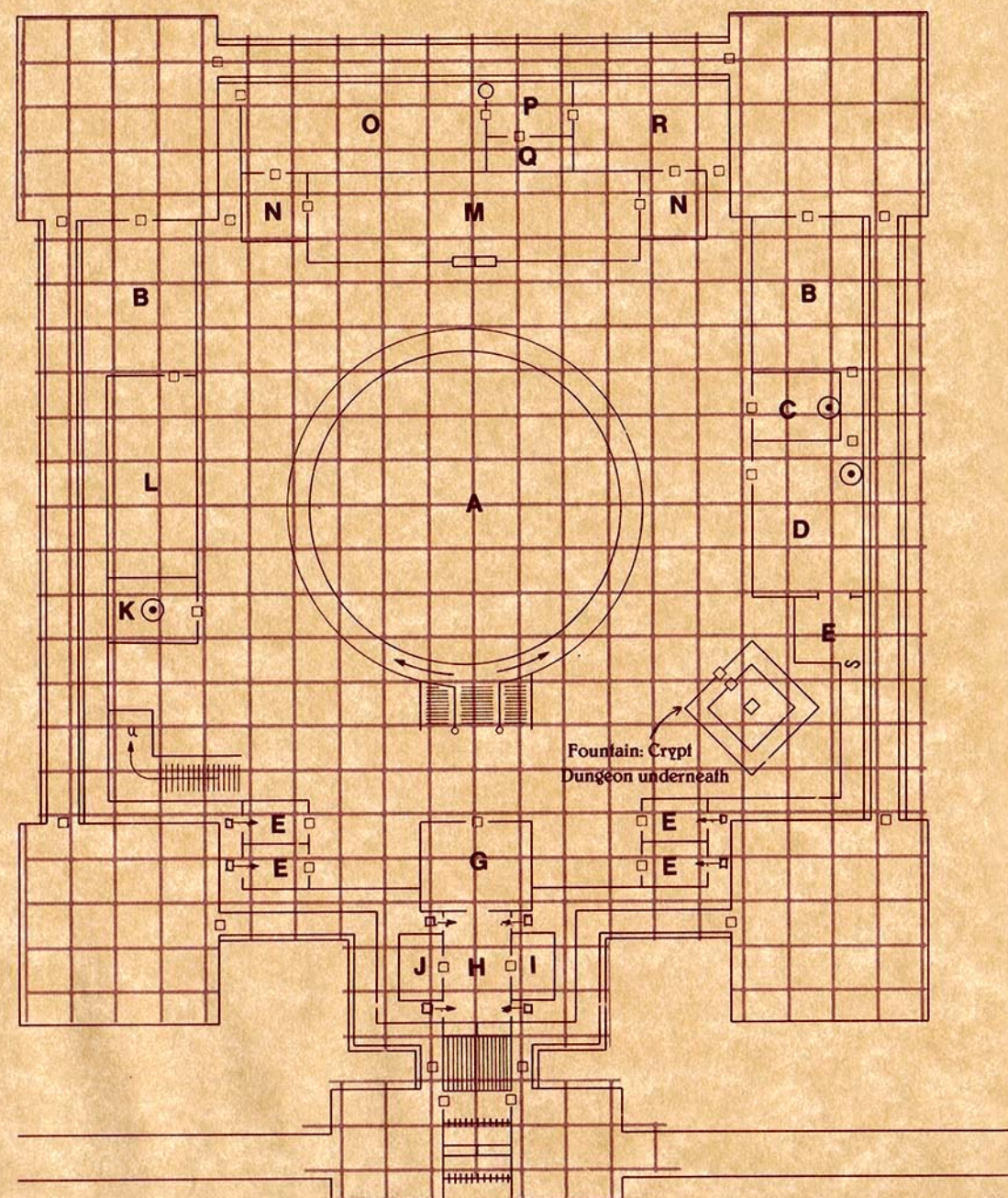
not to scale



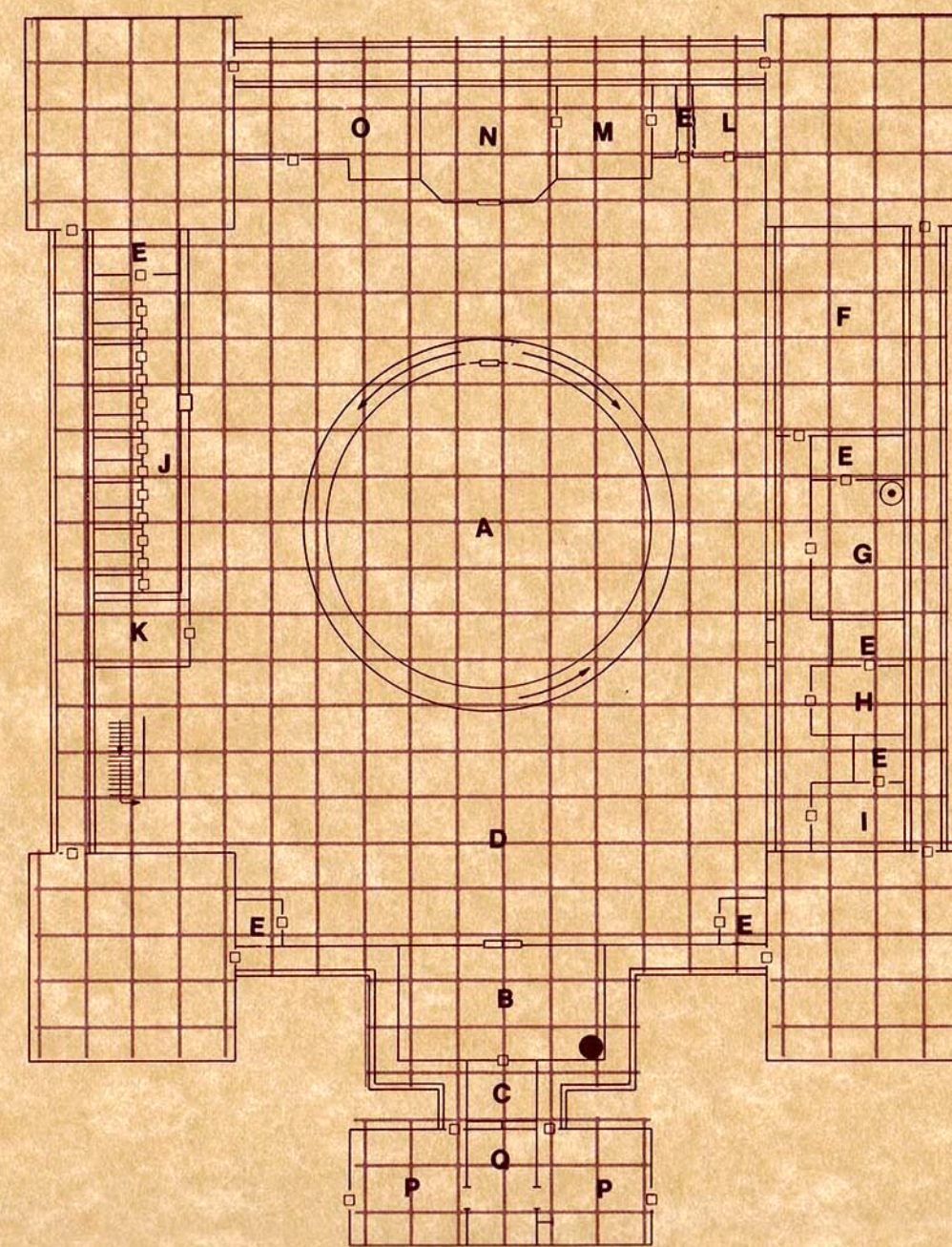
Towers



First Floor



Second Floor



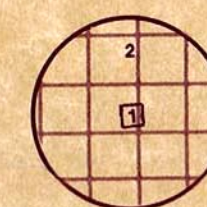
Briarwood Castle

Key

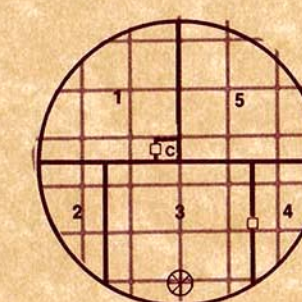
- = Dumb waiter
- = Steel iron door
- = Door
- = Pneumatic tube
- ↔ = One-way door

1 square = 20'

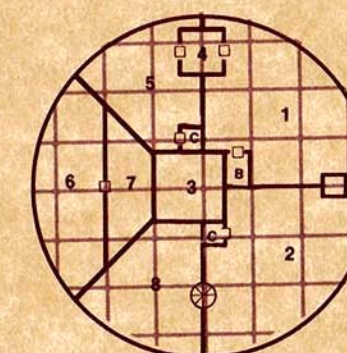
Dowons' Dome



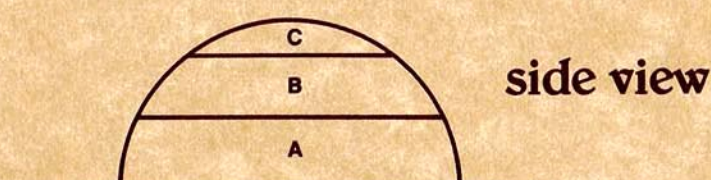
C



B

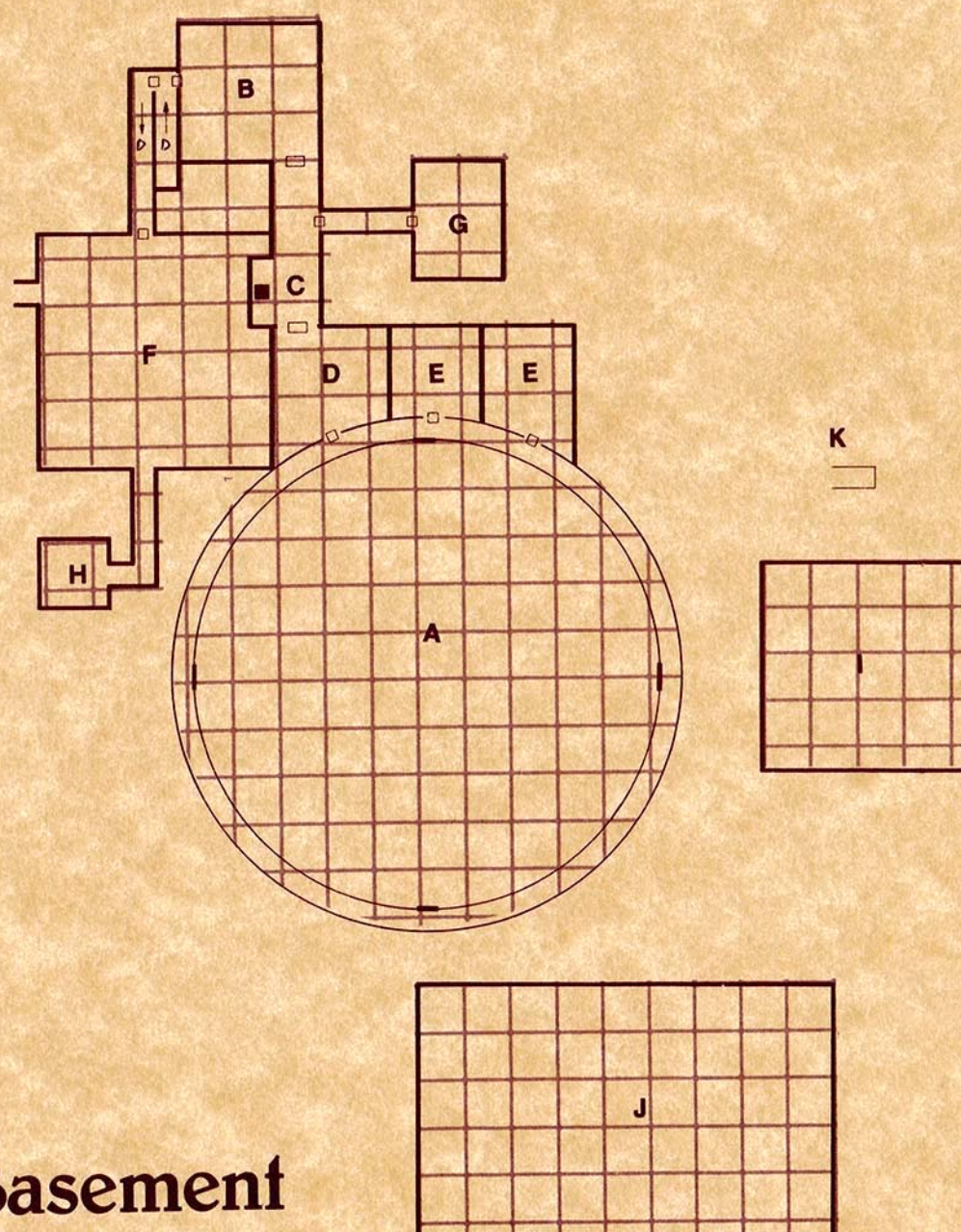


A

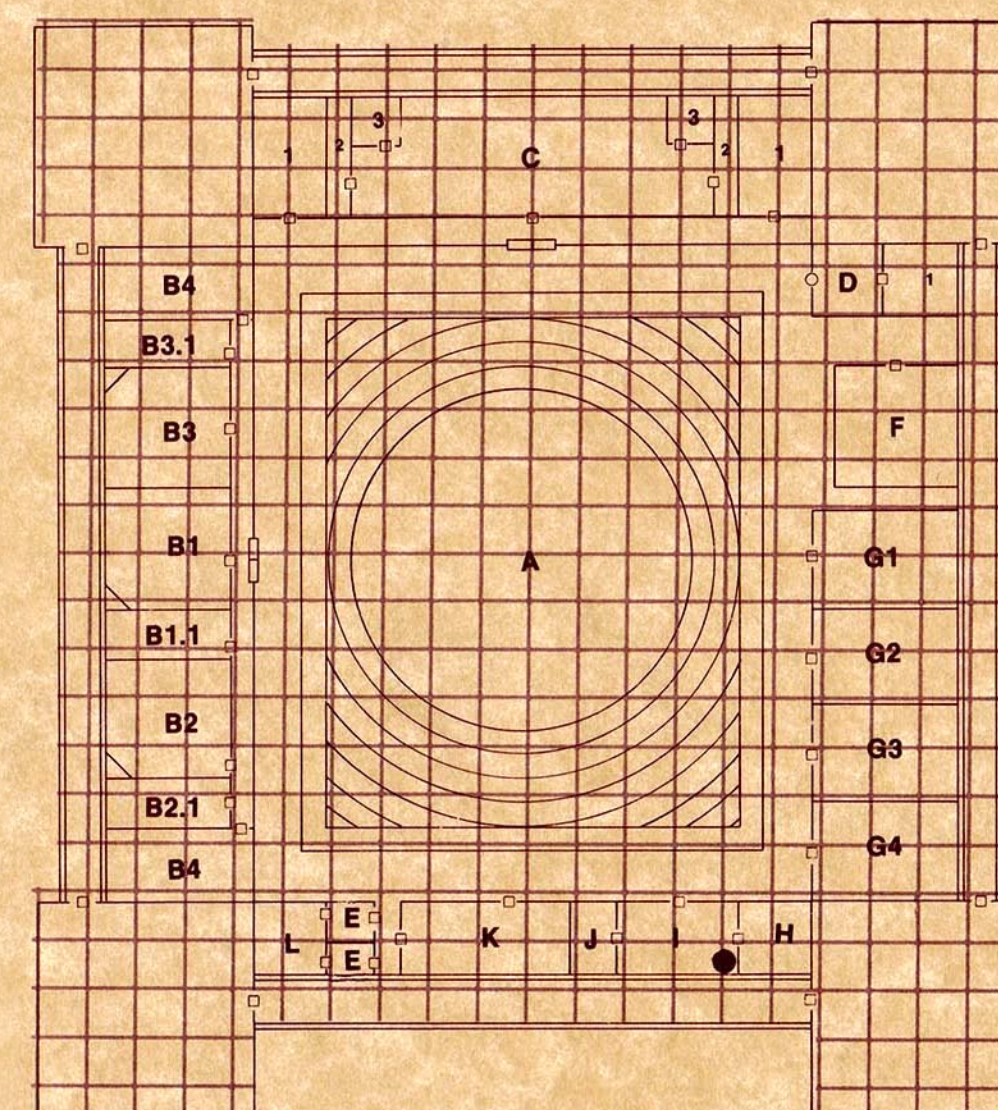


side view

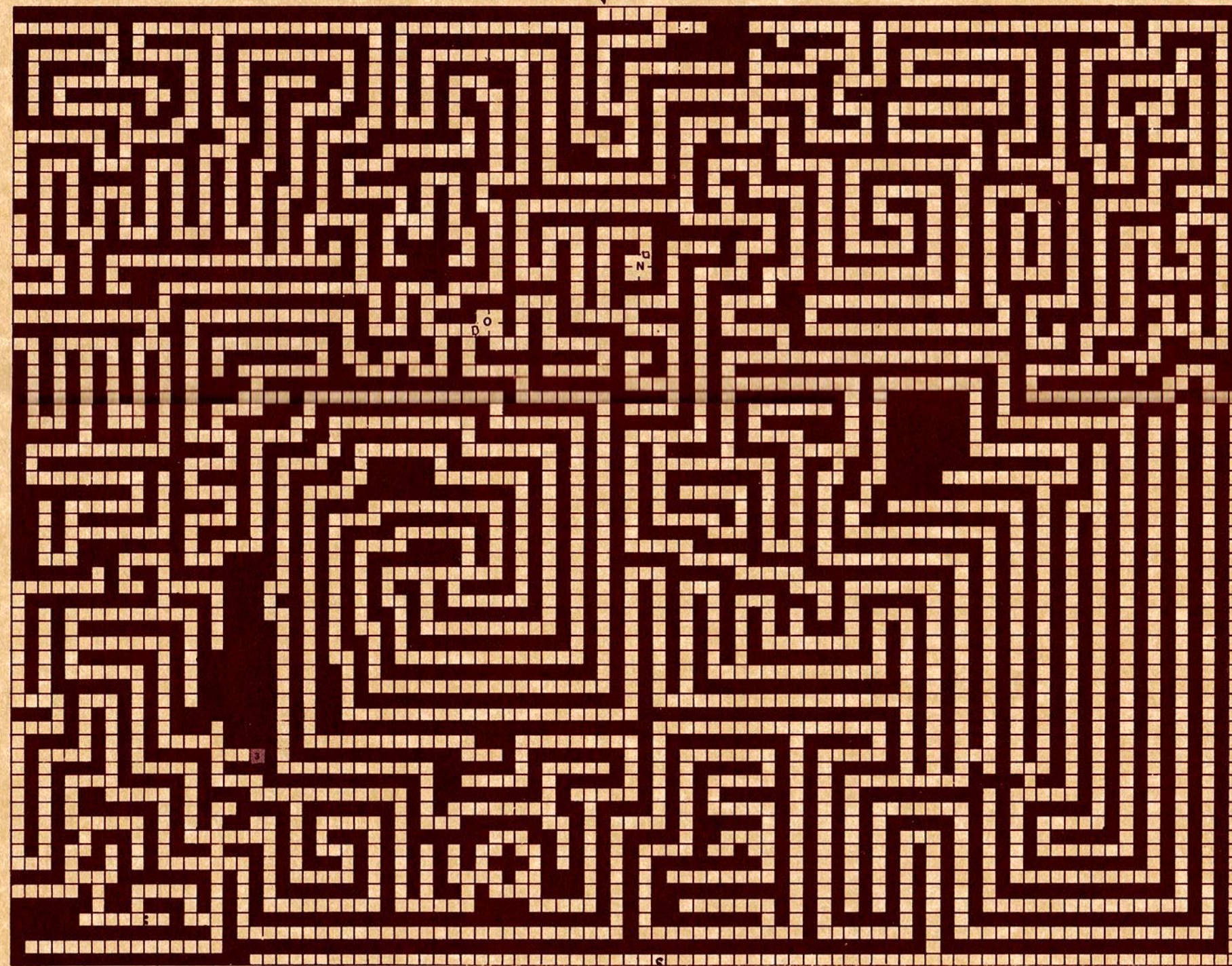
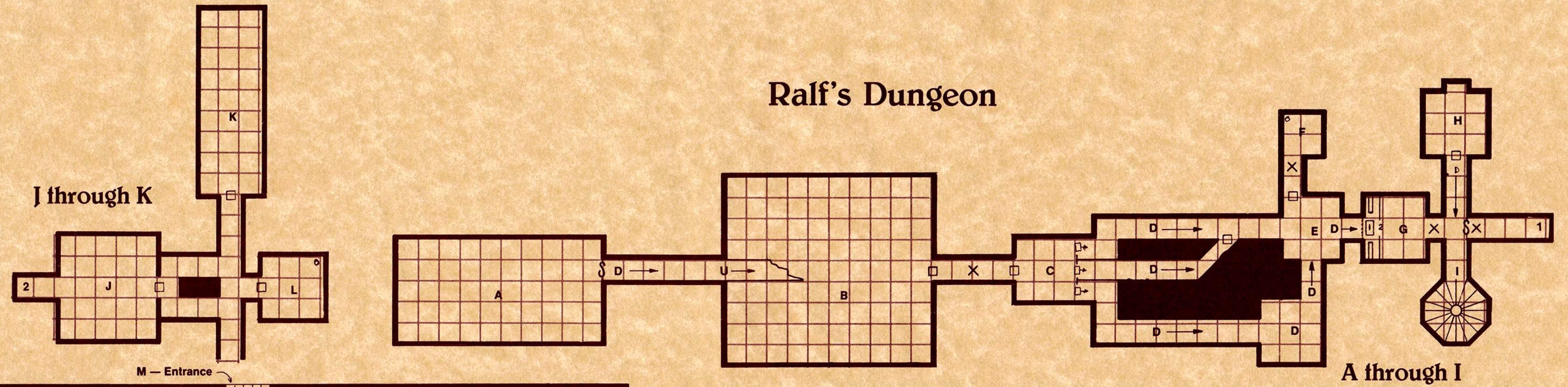
Basement



Third Floor

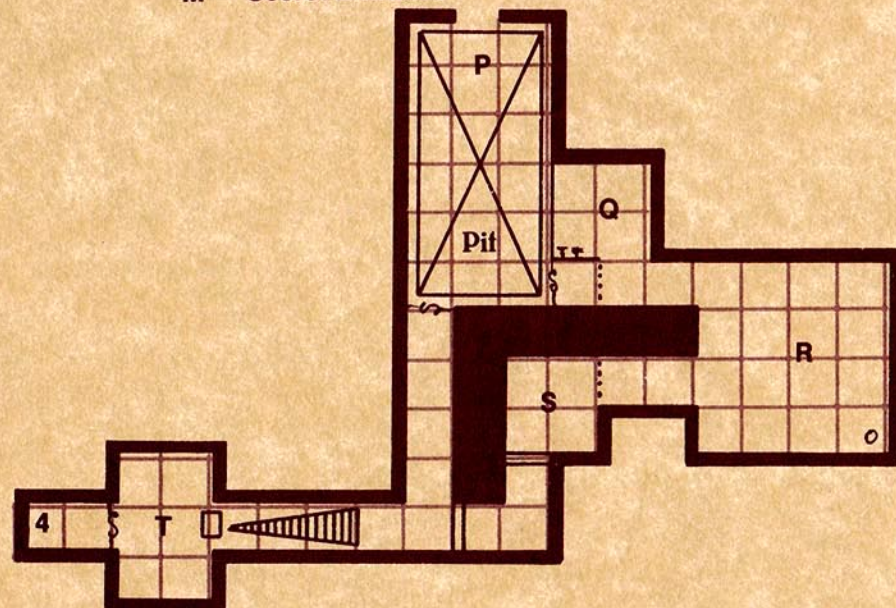


Ralf's Dungeon



M through O

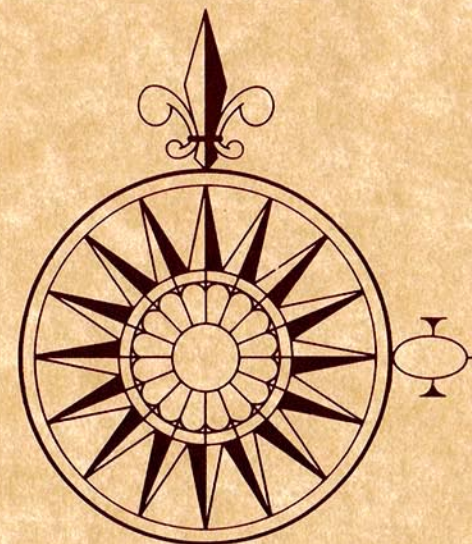
M — Secret Entrance



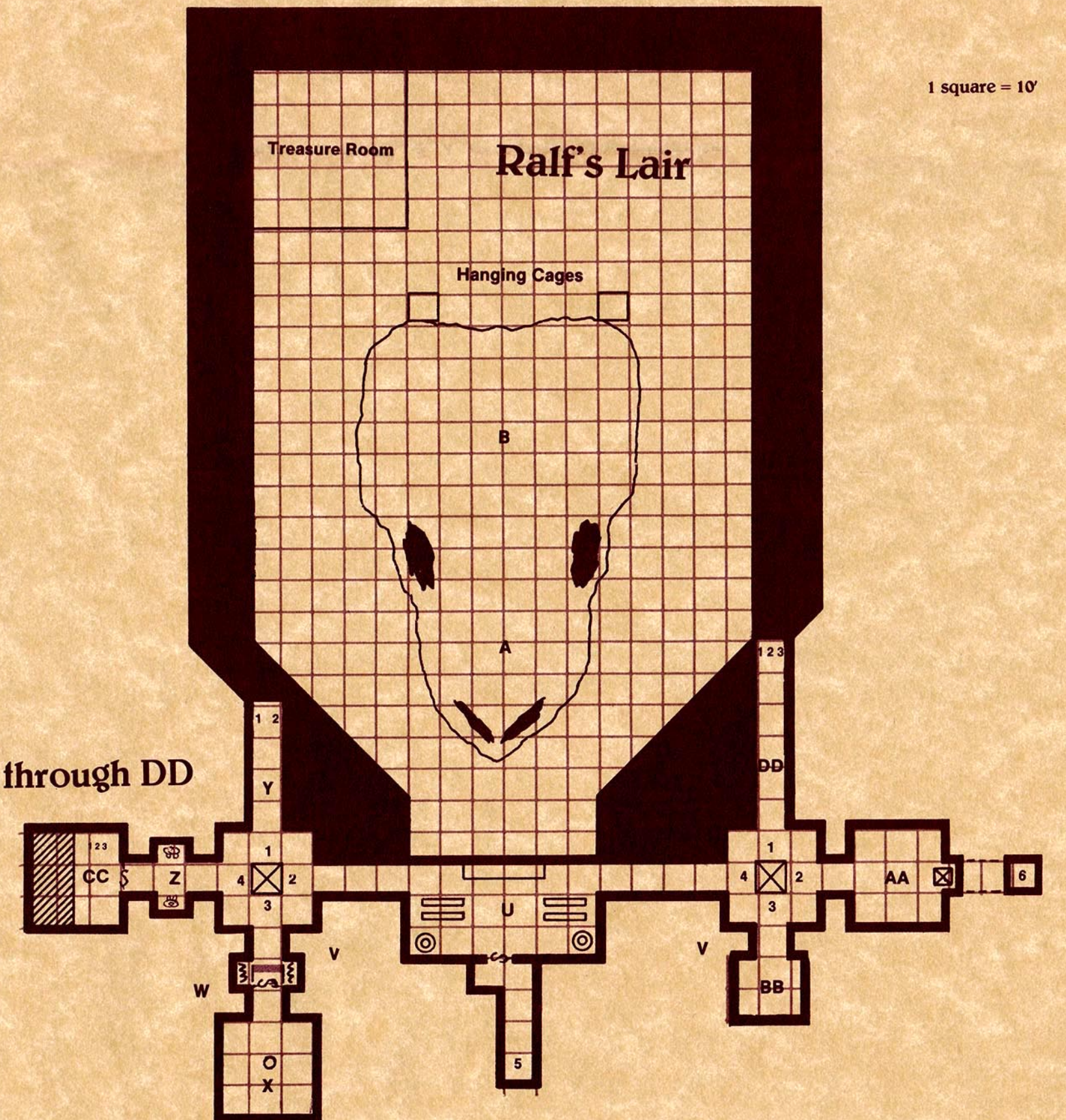
P through T

Key

- ✕ = Teleport Location
- = Door
- ~ = Secret Door
- Passage Slant:
D → = Down
U → = Up
- ☞ = Stone Golem
- = Well
- = Portcullis
- = Trap
- ⊙ = Braziers
- ⇨ = One-way door
- ⊠ = Pit



U through DD



1 square = 10'

In the heart of the City-State of Briarwood, capital of Calandia, lie the confines of Briarwood Castle. Home to the Invincible Overlord, the Castle's interior has always been a mystery to outsiders. Now you can be privy to the closely-guarded secrets of Briarwood Castle in this two-volume set, which includes *The Briarwood Castle Guidebook* and *The Dungeon Book*, plus a separate parchment GM's map depicting the dungeon controlled by Ralf, a lich whose quest for power could have a profound impact on the City-State. This set provides exciting material for an endless variety of fantasy role-playing scenarios.

The Briarwood Castle Guidebook features detailed information on Briarwood Castle. This 40-page volume includes:

- * *A history of Briarwood Castle*
- * *Personalities:*
 - The Invincible Overlord Lucius II*
 - The Consort Cassandra*
 - Chancellor Dowons*
- * *New Monsters*
- * *New Spells*
- * *New Magic Items*
- * *Briarwood Castle:*
 - Guards and Defenses*
 - a floor-by-floor description of the Castle*
- * *Maps of Briarwood Castle plus the Bathhouse Dungeon*

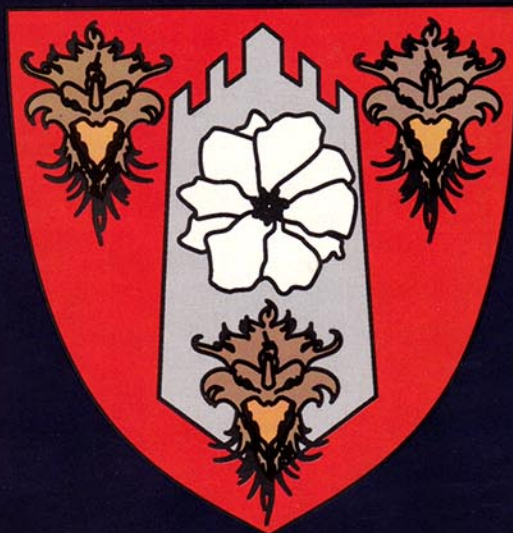
The Dungeon Book includes additional material pertaining to Briarwood Castle. This 24-page volume includes:

- * *An adventure*
- * *Special Dungeons:*
 - The Old Bathhouse Dungeon*
 - Ralf's Dungeon*

In the adventure, you are convicted criminals of the City-State. The Overlord himself has offered to save you from the Death penalty if you can find the vulnerabilities in the Castle's defenses and enter the Castle from outside of its walls.

Someone close to Lucius II is betraying him, and that person rules over the depths of The Old Bathhouse Dungeon and Ralf's Dungeon. These dungeons hold a legacy of evil, and death awaits those who venture here!

The adventure is for 4-6 Player Characters with Skill Levels of 20+. Six evil pregenerated Player Characters are provided for this adventure, or Players may generate their own. The Special Dungeons may be used either with the adventure in this set, or in an existing adventure or campaign.



BRIARWOOD CASTLE

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