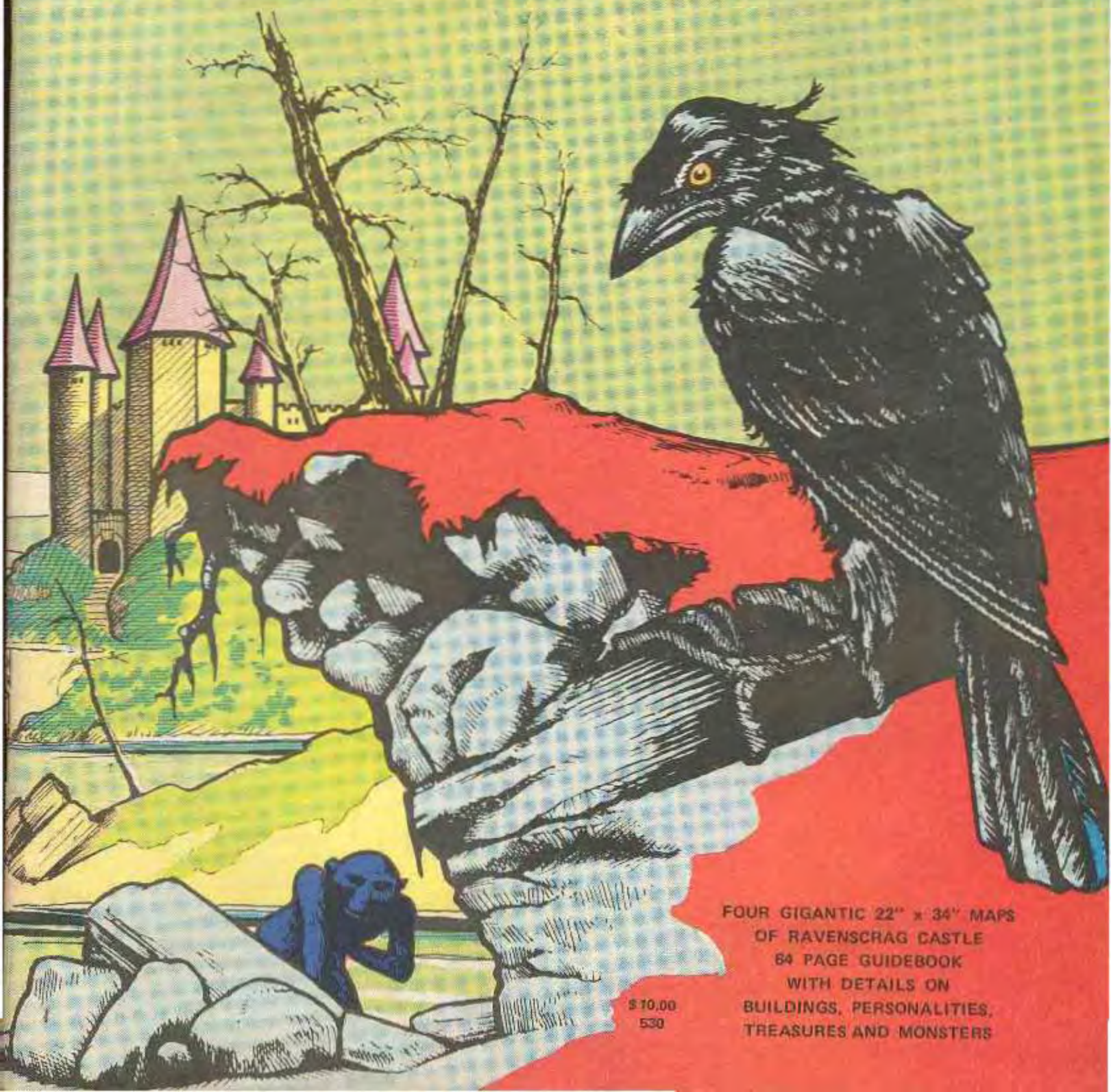


Ravenscrag



A Judges Guild
UNIVERSAL
FANTASY SUPPLEMENT



FOUR GIGANTIC 22" x 34" MAPS
OF RAVENSCRAG CASTLE
64 PAGE GUIDEBOOK
WITH DETAILS ON
BUILDINGS, PERSONALITIES,
TREASURES AND MONSTERS

\$10.00
530

Name/Title	Strength	Wisdom		Endurance		Dexterity		Speed	Leadership		Luck	
	Intelligence		Constitution		Stamina		Agility		Charisma			
Redloph	16	8	10	8	12	8	14	13	13	15	5	12
Purtuca	14	18	18	13	10	8	12	14	11	18	18	15
Anthony	14	15	10	13	14	12	13	16	18	14	15	7
Adreena	11	16	16	7	12	8	14	15	12	16	11	15
Ispochar	11	18	17	17	15	18	14	13	16	15	12	12
Kistorchus	11	12	16	12	13	17	14	10	14	17	14	8
Arturius	17	12	13	8	9	9	10	11	13	16	14	11
Toggle	14	12	10	11	9	9	14	13	14	8	10	15
Pablos	8	13	11	6	9	6	13	9	12	14	15	12
Knute Rockknee	13	13	18	11	11	11	18	18	14	14	9	12
Magdor	11	13	13	12	12	14	10	11	11	16	15	12
Bombur	10	12	7	11	10	11	7	10	7	18	13	9
Rexine	9	10	11	6	7	9	12	12	15	17	15	16
Fiona	9	11	9	13	13	13	15	12	12	8	9	9
Issy	8	6	7	10	13	10	12	13	13	10	8	7
Ozbal	12	15	14	17	15	14	10	12	11	13	12	17
Guard Captain	16	15	13	16	15	12	17	13	17	12	13	13
Guard Sergeant	14	13	17	14	14	14	12	15	14	15	15	17
Guard No. 1	17	7	13	13	17	12	13	11	12	9	11	9
Guard No. 2	17	12	13	12	13	14	10	13	12	9	12	14
Guard No. 3	17	6	9	16	17	14	7	12	11	18	14	16
Guard No. 4	11	12	13	7	10	12	14	10	10	15	11	15
Archer No. 1	18	12	14	13	15	16	12	12	10	11	14	13
Archer No. 2	16	13	14	14	13	16	11	12	12	16	12	12
Knight No. 1	17	9	8	14	17	13	18	13	8	11	14	10
Knight No. 2	18	13	12	18	18	14	14	13	15	12	10	12
Knight No. 3	16	12	10	15	16	18	16	12	16	17	15	18

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This product is the first in a series of **Judges Guild Fantasy Role Playing Adventures** designed for utilization with all gaming systems. The categories of statistics given were carefully selected to be applicable to all the major game systems. The statistics listed here should not be considered the only statistics open for use. If a game system requires the use of a term or statistic not found in this format, the Judge is encouraged to add it to the list. Simply omit all unused statistics. The values of the statistics given were generated with 3D6. A conversion chart is provided to permit the Judge to convert these values into 2D6 and D100 ranges of values. Interpolation may be necessary with some figures, but the Judge should keep in mind that these values are suggested only and may be modified to best suit the tone of the campaign he or she is moderating.

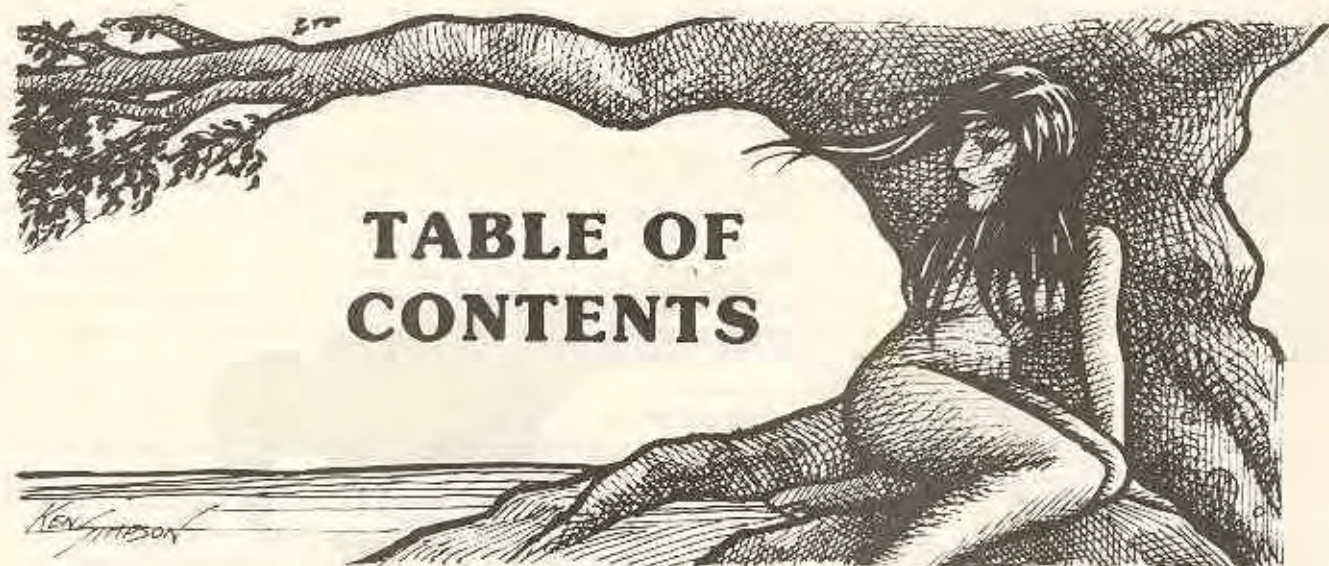
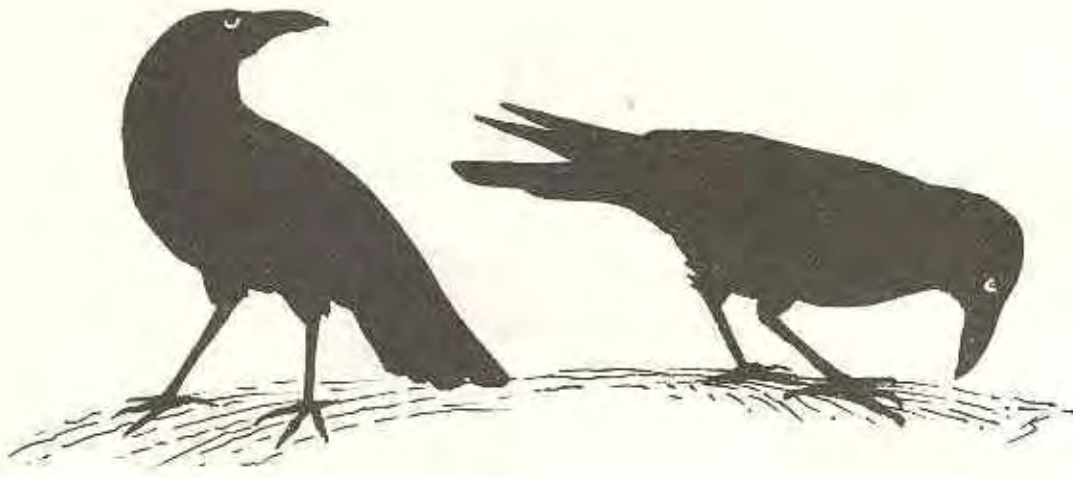


TABLE OF CONTENTS

History of Ravenscrag	4
Characters	8
Places	13
The Castle	17
Ground Level	17
Second Floor	22
Roof	25
Basement	28
Cisterns	32
Forgotten Level	32
Temple Area	39
Little People	50
Maze	51
Wizard's Level	58
Ravenscrag Castle Cross-Sectional Map	63

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History of Ravenscrag

Ravenscrag was originally settled by a migrating Koldonic tribe following the vision of a Druidic Priest. The Priest saw a vision of an altar stone on a hill that was formed by a large boulder cracked in half. This hill was to be the center of the Koldons' new home. The tribe searched the land for two years and found nothing which resembled what the Priest had seen in his vision. Finally a council meeting was called to decide what to do. Most of the tribe wanted to go back home, but the Priest was insistent that the God Kemiva had spoken to him, and that they would find the Altar Stone. That night, legend says, there was an earthquake, and the next morning a small boy found a boulder that had cracked in half on the top of a hill.

The Koldons lived a semi-nomadic life in the area for centuries; then the Cikcils arrived. These people were a group of serfs who had fled the destruction of a far off empire. They were technologically more advanced than the Koldons and easily established their presence in the area. The Koldons stone weapons were no match for the iron ones of the Cikcils. After several generations of uneasy peace, the Cikcils finally managed to subjugate the Koldons, and used them to mine the iron they used to make their weapons.

One Cikcil Noble was alarmed by the free access that the Koldons were given in the iron forging process, and he spoke publicly about the dangers of the Koldons learning how to make iron weapons. The Cikcils believed that the Koldons were unintelligent animals incapable of learning to do anything but dig for iron ore. Martin, Earl of Ravenscrag, however, knew differently. He had already collected evidence that the Koldons were secretly making and stock-piling iron weapons and planning to rebel against the Cikcil domination. Unfortunately, he could find no one who was willing to listen to him.

Martin's only choice was to fortify his estate of Ravenscrag and train his servants in the military arts. He continued to call upon his neighbors to prepare for the upcoming crisis, but they continually refused to listen to him. Disaster would have taken the Cikcils completely by surprise if a Koldon had not been caught with five iron swords. Threatened with instant and painful death, the unfortunate Koldon confessed to the plot, and led the Cikcil's to two armories that the Koldons had created in the woods.

When the Koldons found out that their plot had been discovered, they sent out a call for all the tribes to gather. They would attack immediately.

The Cikcils were in panic. Years of peace had induced them to send their standing army, and all of their veteran leaders to other lands as mercenaries; and now there was no time to get them back before the attack. An emergency meeting of all Cikcil Nobles was called. They pleaded with Martin to use his Army to protect all of the Cikcil estates, not just Ravenscrag. Martin, being a shrewd individual, used the emergency to his advantage. He agreed to defend the Cikcils on one condition; that all of the Nobles swear allegiance to him and declare him King. Left with no alternative, the Nobles agreed. For the first time in their history the Cikcils unified together under one ruler.

Martin was quick to take command of the situation and attacked the Koldon camp, taking them by surprise. The Koldons had not figured on the quick unification of the Cikcils, and were completely unprepared for a night attack on their camp. Martin's men raided the Koldons camp and burned it while most of its men were asleep. The Koldons scattered and fled. The revolt was crushed before it even began.

The decisive victory over the Koldons made a popular hero out of Martin, and no one challenged his claim as King of the Cikcils. Martin's first actions were to recall his mercenaries fighting for other Kings, and to build a castle on the site of the original Ravenscrag. During the building of the castle a powerful Wizard moved into the area. Martin quickly befriended him.

Using his magic, the Wizard hewed great stones out of far away mountains and flew them to the castle site for construction. Certain nobles were not entirely pleased with the way the power structure had shifted and were trying to turn the clergy against Martin. To gain the clergies' support, Martin had an underground temple built into Ravenscrag Castle. He also placated them by tearing down the Druidic Stone Circle of the Koldons.

Under the council of the Wizard, Martin began making changes in the kingdom. Chivalry began to flower in Ravenscrag and political missions were sent out to other kingdoms. Roads and bridges were built and trade routes were set up.

The town of Martinsburg came into being at the junction of an overland and trade route. It was soon an important center for commerce. Ravenscrag began to flourish. As the kingdom got richer and Martin grew older, his Nobles began to plot an overthrow of the King. In the middle of the night the conspirators stabbed him while he was sleeping. Their plot failed however, when the Wizard backed Martin's son, Alexis, in his claim to the throne.

The disloyal Nobles had suspected that this would happen, and had solicited the support of the clergy. The clergy, however, declared themselves neutral and Alexis was crowned King. Within a week of Alexis' coronation, the conspirators were all dead; killed by a sudden and mysterious madness.

Under Alexis' rule, Ravenscrag continued to prosper. Several new villages sprang up, but only one of them survived for more than a few years. A village at the ford was founded by the Winewyke family who set up a trading post along a major trading route in the area. An old Cikcil Inn that had been destroyed years ago was also rebuilt along the eastwest trade route and named Featherwine Inn.

After the death of his good friend Martin, the Wizard moved down into the catacombs of the Castle, virtually disappearing. He drove the clergy out of the temple areas, turning the clergy against Alexis. With the Wizard's disappearance many mysterious stories began emerging about the lower sections of the Castle. Few men were willing to go down there any more.

The mercantile system built by Martin began to break down. The area started suffering from severe winters, and Koldonic tribes started raiding the trade routes. With a decrease in the profits, many merchants decided to relocate to less remote regions. The Koldons continued to raid the trade routes and Ravenscrag's economy was on the verge of collapse. Alexis was forced into a war with the Koldons. Neither side won a decisive victory, but a peace was eventually agreed upon. The Koldons were granted possession of all land west of the river, and in return, the raids on the trade routes were stopped. The solution to the problem came too late for Ravenscrag; the trade routes had already been reformed and merchants were unwilling to risk changing them again. Ravenscrag was reduced to a backwater kingdom along all but forgotten trade routes. The only people who came to Ravenscrag now were adventurers and mercenaries looking for treasures.

At present the Koldons have rebuilt their Druid Worship Circle and are looking desirously across the river. They remember their days of captivity under the Cikcils, and are waiting for the right time, and the right leader to avenge themselves. Alexis is now dead and his oldest son Redloph is King.

Redloph is a weak, ineffective ruler. He is not nearly as intelligent or shrewd as his father, much less his grandfather. The King looks at the condition of the kingdom compared to when he was a child and goes into temper tantrums. His generals have to constantly talk him out of marching on the Koldons. Slowly the power of the Central Monarch has shifted back to a Council of Nobles. King Redloph is kept in power as a symbolic figurehead. He doesn't know it, but he has no real power.

The Wizard that befriended King Martin, though long since forgotten, or assumed dead, is still alive underneath the castle, and is aware of the situation with Redloph. He has no respect for the King, but he knows that Redloph will be the father of one of the greatest Kings ever. The Wizard told Martin this at the birth of Redloph, and Martin made him promise to help the unborn King.

Ispochar, as the Wizard is known in this part of the world, is secretly sending adventurers into the dungeon as a proving ground for men. Those who do well will be greatly rewarded, and will be used as an army to destroy the Koldons. Ispochar is ancient, and he knows that he himself will die shortly after the birth of the Prince, and all that he can do for the future King is to eliminate his greatest threat, the Koldons.

Ispochar is a Master Wizard who travels around disguised as almost anything, telling adventurers of wonderful treasure that can be found underneath Ravenscrag Castle. In fact, few adventurers come to Ravenscrag that haven't been sent by Ispochar.

Martinsburg

After securing his claim as King of the Cikcils, Martin began inducing foreign Merchants to come to Ravenscrag. In order for the merchants to come regularly he needed a center where trade could go on freely. Martin decided to build a town outside of Ravenscrag, and he chose the fork in the Black River as the site.

Martinsburg was built triangular shaped: 570 feet along the north branch, 510 feet along the south branch, and 270 feet along the Great River. The wall is wooden and six feet high. It is built along a four foot high earthen ridge with a four foot deep ditch in front of it. There are breaches in the south wall along the waterfront for the dock area.

There are six guard towers, built into the wall. The main gate was built in between two 12 ft. high guard towers and a retractable ramp was installed for crossing the ditch. There are four guard towers defending the north fork of the Black River, the one on the northwest corner of the wall along with two other towers on the western wall, defend the Great River. The south fork, where the water front was to be built was the most vulnerable spot to attack. The wall had to have a breach in order for the docks to be put in there. The guard tower at the southwestern corner guarded the mouth of the south fork, and was the only tower that offered protection for the docks. An earthen mound, 24 feet high and 48 feet around its base, was constructed on the eastern end of town with another wooden fortification on top. This protected both the north and the south fork of the Black River, and gave the waterfront a reasonable degree of security.

The mound fortifications, like the main wall, started with a 5 foot deep ditch, 6 feet wide and a 6 foot wall constructed on a four foot high mound. In the center of the fortification is a large wooden two story building, twelve feet high.

After the defense measures were finished a well was dug in the center of the town, but instead of producing a typical well the workers had released a spring which continually bubbled out water. A small canal had to be dug from the spring to the Great River as a drain for the well.

Martinsburg was ready for settlement and people moved in building homes and shops. The clergy of the Ravenscrag Temple oversaw the construction of a temple in Martinsburg, and several nobles built the docks along the south fork of the Black River.

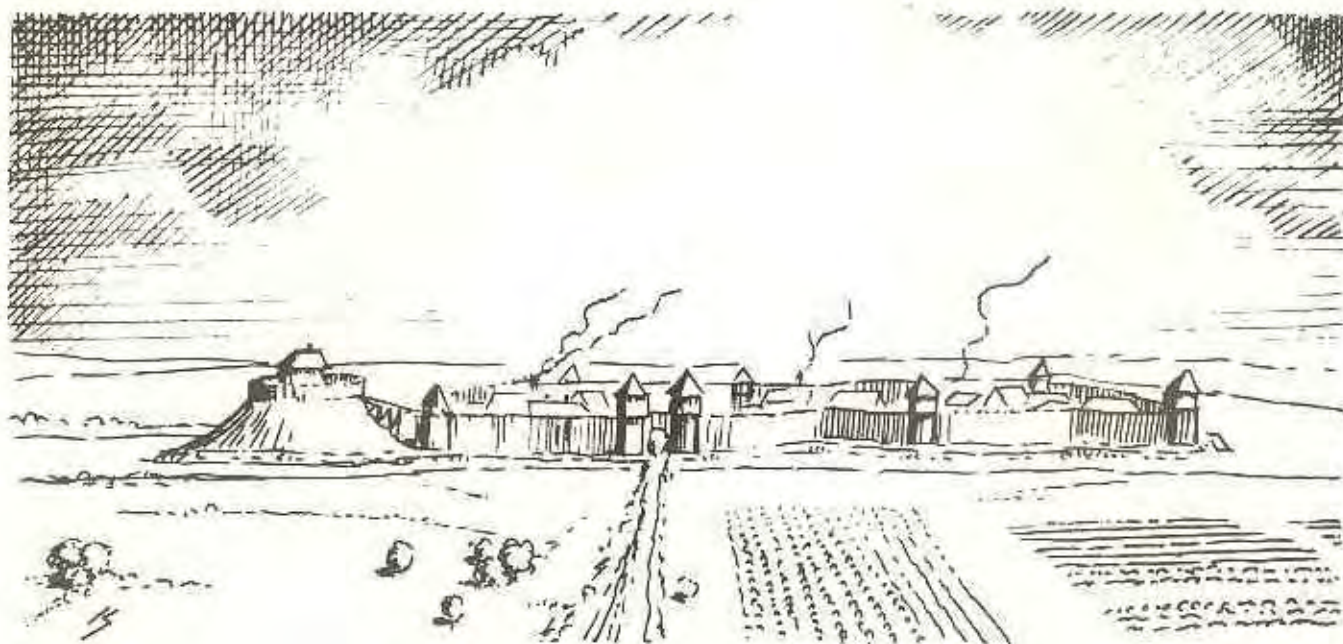
River traffic started stopping at Martinsburg, and soon the overland trade routes found them. The town flourished and grew. Martin gave a portion of his lands to the town for farming. This attracted more people and farmers moved into the village. An oval marketplace was built in the center of the town, around the well.

When it looked like Martinsburg was in danger of pillage from Koldonic raiders, King Alexis built facilities in the town for a garrison, and hired mercenaries to defend the town. This forethought by Alexis saved the town. The town was attacked, but the mercenaries held the invaders off long enough for the troops from Ravenscrag to counterattack. The mercenaries also proved valuable when Ravenscrag itself came under siege. The Koldons found themselves caught between two strong positions. Both Ravenscrag and Martinsburg had high ground and the Koldons didn't. After three days of archery fire from the Cikcils, the Koldons decided to pillage another area where the people were more cooperative.

War with the Koldons closed the trade routes for two years and the merchants that traveled them are as of yet unwilling to risk reopening them because the battling between the Koldons and the Cikcils over possession of Ravenscrag has only temporarily stopped.

Most of the people have left Martinsburg, and many of the buildings are deserted. Rumors of another invasion by the Koldons are sending even more people away from the area. The mercenary force has been reduced to three under the leadership of the Sheriff, and King Redloph has decided to double taxes in order to buy an army for the defense of Ravenscrag. The people of Martinsburg are furlous because no mention has been made of defending Martinsburg. The three mercenaries are training the townspeople how to fight, and they are storing up food in the empty buildings in preparation for a siege. More and more people are becoming discouraged with the idea of resistance. Redloph is a weak leader and, they don't see him leading the Cikcils into another victory over the Koldons. The final war between the two people is brewing, and few people in Martinsburg believe that they will be victorious.

Martinsburg





Redloph, King of the Cikcils

Characters

Redloph, King of the Cikcils, Lord of Ravenscrag, and Defender of Martinsburg

Redloph is thirty years old, and has been King for five years. He is slightly shorter than average with a medium frame. His body is well conditioned and his muscles are bone hard. He is a handsome man with brown eyes, black hair, and a neatly trimmed beard. At first he appears to be a strong dynamic leader; but this appearance quickly fades upon hearing him speak. His treble voice bears the unmistakeable mixture of immaturity, cowardice, and panic.

Redloph is best known among the castle dwellers for his raging tantrums. Whenever he is faced with a problem that doesn't seem to work out to his liking, his hands start to tremble, and his face turns wine red in anger. Several times he has been known to be overcome by a screaming madness. During these times of raw fury no less than ten men have been slain. As common, but less dramatic than his temper, are his fits of crying. After a blow-up, he becomes deeply depressed and will go off somewhere alone and weep. The guards have been given strict orders not to let him out of their sight while he is in this state because of past suicide attempts.

Redloph is the oldest of the three sons of Alexis. The younger two are Anthony, and Tristan respectively. Tristan was slain by Anthony 6 months ago when he tried to take over the Throne and assassinate Redloph. Redloph had been wanting to abdicate the Throne to his stronger, and more dominant brother Anthony, but Count Restrict persuaded him to retain his position. He told Redloph that it was his duty to retain the Throne long enough for him to pass the Crown down to his unborn son. Being confused, he turned to the clergy for answers, and they too wanted Redloph to retain the Crown. Both Count Restrict and the clergy have influenced him to the point of turning against Anthony, and they are now urging that he be arrested for treason.

Count Restrict

Count Restrict is a large, burly man rapidly approaching fifty. He is stoutly built, much like a bear. He is a fairly intelligent man, but often lets his passions do away with his common sense. The Count has long, unruly, red hair and a shaggy beard speckled with brown and gray. His voice booms with the resonance of an ocean storm whenever he gets angry. He curses all the known gods and tries to charge through his problems, whether they are physical, emotional, or political.

Restrict is covered with hair. He is reputed to be the most hairy man in the world. Underneath the red tufts which cover his body is a leatherlike skin. Exposure to rough cold wind have caused callouses to form all over his hands, forming leathery gloves for his fists.

Count Restrict is the head of the Council of Nobles. He inherited the title from his father under the right of the first born, and like his father, has looked for opportunities to increase his power. When Redloph became King, Restrict realized that here was a man who could easily be dominated. He wooed the new King and gained his confidence. Although he could never be King himself, Restrict was satisfied with controlling a King.

For years he has fought the High Priest who is also trying to influence the King. The two men are the biggest political rivals in the kingdom. When Tristan launched his revolt and nearly succeeded, Restrict and the High Priest got together and decided to join forces in order to insure that no third faction got into the government. Redloph's unborn son was the key. Once the young prince was born they would have Redloph assassinated. The child would be declared King, and Restrict and the High Priest would be able to raise him and mold his thinking to suit their designs. The only problem with the plan was Prince Anthony. The two realize that he would not allow their plot to be carried out. Somehow he must be eliminated. The High Priest has gotten wind of the fact that Anthony has a private army somewhere, and the two are urging that the King have him arrested because he is planning a take-over similar to Tristan's.

Putuca, High Priest of Ravenscrag in the Temple of Branicia

The High Priest is 57, ancient for a Cikcil, his physical stature is not impressive, but his emotional strength and will power are phenomenal. His eyes are of a neutral and changing color with a red tinge from the ceremonial incense. The colors aren't noticeable next to the piercing effect they have on people. It is said that Putuca can look right through a man, and dissect his heart to find the truth of his words.

The High Priest is totally devoid of bodily hair. His voice has a wide range of inflection and he is a master of using subtle inflection changes to communicate secret messages to those in his confidence, or under his control. He can speak with the piercing pitch of an enraptured fanatic stirring up the emotions of the populace; he can chant in the monotone whisper of the mystic in a trance; or he can speak in the quiet voice of total command. He uses these talents to manipulate people.



Putuca is highly intelligent and well educated. He also has a photographic memory. He remembers everything he ever sees or hears. The High Priest is a ruthless man who wants the power to dominate people. He uses his abilities to do this rather than furthering his religion.

From early childhood, he has been trained to be a High Priest. His parents left him at the temple to be educated and never returned. He has no idea who they are, but he surmises that they were both royalty and unmarried. His intelligence helped him rise in the hierarchy of the temple until he was chosen by his peers to be the High Priest.

Putuca is driven by the desire for power. He does not believe in his religion, or in any God for that matter. His total life's ambition is to control Ravenscrag. He is using Count Restrict as a means to reach the king. The Count is unaware of the fact that he is being manipulated, and that it is Putuca who is calling the shots and deciding what to do next.

Vistas
Bringer of Doom and Protector of the Faithful

While this Deity takes special care of Ravenscrag and Martinsburg, he is somewhat capricious and will send storms to destroy crops for the slightest offence. Regular animal sacrifices are necessary to appease him, and offerings may win his favor, but if things get really bad, a Human sacrifice is required. Actually, much of these happenings are ideas planted by the Castle High Priest to increase his power and bring in wealth. He also performs auguries on the sacrifices, and when he wishes to get rid of someone, he fixes the augury, then rigs the lottery used to determine who the sacrifice must be. This is the method he plans to use to get rid of the King when the time is right.

Anthony, Prince of Koldonland, and Earl of Oakwood Manor

Anthony is a strong impressive reproduction of Martin. He carries himself with dignity, and prizes his honor and integrity above all things. Like his brother Redloph, he has black hair and brown eyes. His face isn't as handsome as the King's but even without a beard it has a ruggedness that makes him appear older than his brother. Anthony's voice is even and calm. He is a man who speaks very little, but commands attention to every word that he says.

Preferring to spend most of his time outside of Ravenscrag, and frequently sleeping in the woods at night, he has developed a thin layer of protective fat around him. This adds a fullness to his features, but in no way detracts from his appearance as a strong individual. A further contrast between he and his brother is the fact that he is left handed, and Redloph is not.

Anthony is a loyal and devoted subject of his brother, although certain parties within the Ravenscrag community are trying to blind the King to this fact. He loves his family, people, and brother deeply, and it tore him to find out that his younger brother Tristan was plotting to murder Redloph. It tore him even more to have been the one to slay Tristan. He pleaded with the younger Prince to surrender, but he was determined to take over Ravenscrag, and Anthony was forced to kill him in order to save the King.

The prince is aware that Redloph is being manipulated by Count Restrict and the High Priest. He is as of yet unsure whether they want to take over the kingdom, or merely control it, but he does have evidence that they are planning on murdering Redloph after the Queen gives birth to a son. Anthony has vowed to stop their plot. Recently Ispochar the Wizard has revealed himself to Anthony and supplied him with a personal bodyguard of elite mercenaries and adventurers. The force is being garrisoned at Anthony's estate, Oakwood Manor. Ispochar has also told him about the dungeon level underneath Ravenscrag, and some of its secrets.

Adreena, Queen of the Cikcils, and Duchess of North Shire

Adreena is a beautiful woman of 23, her delicate frame sets the image of her gentle manner. She has large, soft, green eyes that plead to be reassured the world isn't falling apart. The sun has almost totally bleached the color from her hair but enough red remains to create a light shade of tangerine. Her hair is a long cascading procession tumbling down to her knees. She wears it in three long braids wrapped in spirals forming a semi-circle around the back of her head. Her voice is soft as a whisper of wind blowing across the heather, and whenever she speaks she casts her eyes downward, unsure of her wisdom. Her skin is the color of deep, rich cream but bears the inconsistent tone of a girl losing her freckles.

The glow of her face is enhanced all the more by the fact that inside of her she is carrying a King. Soon a young prince will be born and she will be a mother. From the time she discovered that she was bearing Redloph's child, she has seemed secure, and with every day she gains more strength and confidence.

Adreena is the daughter of Duke Martizan, and as his only surviving child, she is heiress to his estate at North Shire. As a little girl, Adreena was hidden in a cabinet as Koldonic Barbarians stormed the Manor House and murdered her family. Her father was at Ravenscrag attending a meeting of the Council of Nobles. When he returned, he found his daughter was the only survivor. It was unusual for the Koldons not to have burned the estate. The Priests explained it as Brancia's assurance that she is to be the mother of the Great King.

Her charm and dignity have touched everyone at Ravenscrag. Even the treacherous Tristan waited until the Queen was safely outside of the castle before he ordered his followers to begin the revolt. She is popular and beloved by the people for her gentleness and charity. In the midst of the current crisis, she has taken up Martinsburg's cause and has demanded that measures be taken for the defense of its people. She is the balancing figure in the Monarchy. Redloph is a weak and inconsistent leader, but the people find consistency in his wife. History will most likely remember her as Queen and Redloph as her husband.

Ispochar

Ispochar is an ancient Wizard. To the best of his knowledge he is 485 years old. His knobby frame stands an even six feet tall. He is very thin with a slight frame. This appearance is caused by a Permanent Illusion spell that has been placed upon him. Whenever he is looked upon from a side angle he is invisible as if he were made of only two dimensions. He can only be seen by looking directly at him from the front. Another magical thing about him is that he has no back, whichever side you approach him from, he will appear to be facing you.

His eyes are the colors of an abalone's shell and can be used to hypnotize unintelligent animals. His hair is long, white, and straight. He has a beard and mustache that join his white hair in falling downward, making his head resemble a narrow spear point. His voice is strong and young with no trace of trembling, and his skin still has the springiness of youth.

Ispochar is a Prince of Alholysland, a kingdom that has been taken over by great evil monsters. His magic has been rendered useless against the creatures because of his promise not to use it against them, if they spared the lives of his family. His family has been given immortality by the Monster Horde so that they can serve as hostages and protect them from the revenge of Ispochar.

The Wizard made an appeal to the God Branicia for help. The God promised him a great hero in return for his aid in a fight against his brother Hegla, who is the Koldon God Kemiva. The two brothers have been battling for control of the area for centuries and each one has a people that they have promised the land to for a home. Once Ravenscrag is free from the Koldons, Ispochar will be allowed to take the great Hero King of the Cikcils and use him to free his people.

Kistorchus

Kistorchus is the High Priest of the Martinsburg Temple. He is considered to be a young man for the position even though he is 47. Along with two other Priests, Kistorchus presides over the religious aspects of Martinsburg.

Kistorchus has an average build. Due to long exposure to the incense Myxydynm, his eyes and skin have a permanent red tint. Keeping within the traditions of the High Priest's office, he has shaved his head bald, and grown a long bushy beard that is braided for the most solemn and holy religious ceremonies.

The incense that the Cikcils burn has also had its effect on his voice. As a young man Kistorchus' voice had a deep resonant quality, but now it has become a treble rasp. This, however, is not a disadvantage since it heightens his mystic quality.

Kistorchus is also ambidexterous, another pre-requisite for the High Priesthood; and he possesses a common genetic defect among the Cikcils; he has six fingers on each hand. Legends speak often of a Great Priest with six fingers and in his mind Kistorchus has convinced himself that he is that Great Priest.

Kistorchus' father was a Cikcil Noble whose land was raided and destroyed by a band of Koldons. Being destitute he was forced to sell his only son to the church in order to guarantee him an education.

When he first arrived at the Temple of Ravenscrag, Kistorchus was placed in the chant composer's chaste; but an elderly Priest saw in him great potential and perfect suitability for the High Priesthood. The old Priest personally groomed and taught the young boy how to be a High Priest and Kistorchus learned quickly.

Arturius Del Pusco

Arturius is a handsome man in his mid-thirties. He is considered tall, but not exceptionally so, and his build is well proportioned to his height. His complexion is a deep olive and his eyes and hair are black. His hair is curly and cascades to his shoulders in a classic display of vanity. His voice possesses a melodic, charismatic quality that charms people instantly and has the tendency to turn ladies' heads.

He is suave, sophisticated, and debonaire. His manners are genteel and he follows the code of gallant gentlemen. He is a man dedicated to the hedonistic ethic, and the pursuit of all beautiful women. Due to several entanglements with married ones, he has developed a proficiency in dealing with blade weapons.

It was during a duel with a jealous husband that Arturius lost his left eye and received a sabre scar on his right cheek. Unfortunately, the husband was a fencing master, and Arturius was forced to resort to ungentlemanly tactics in order to survive the duel. An eyepatch was added to his apparel with the effect of increasing his romantic image.

Arturius was born into a common family, but by using his quick wit he managed to infiltrate the circle of Nobility. Aided by his female patrons, he quickly received a position in the palace guard, quick promotions, and eventually a commission. Along with his commission, he received a minor title of Nobility. The frequency of his dueling, however, came to the attention of the King who looked upon it with displeasure. The situation forced him to flee his homeland in the middle of the night. The only thing he had time to take with him was a very fine black cloak which he constantly wears as a reminder of his beloved country which he will never see again.



Toggle

Toggle is the Mayor of Martinsburg. At 64 he is a squat, and grossly obese individual. His eyes are a pale blue-grey, and his snow white hair falls to his shoulders in unruly curls. His gravel voice resembles the growl of an angry dog about to attack. His entire body appears to be made out of a bouncy rubber that jiggles with every movement he makes. His hands are large and powerful and can still be deadly whenever he gets mad.

When he was younger, he was the sheriff of Martinsburg. While he was in office he gained a reputation of being a ruthless law enforcement official. Several time he was known to grab and strangle a troublemaker on the spot.

Toggles' father was a free worker. He was put in charge of the serfs on Baron Markham's Estate. Not being of noble blood, Toggle was not allowed to associate with any children of the estate except those of the serfs. Being the son of a free man afforded him certain advantages when dealing with these children, which he quickly capitalized on. Being immune to retribution, Toggle became a bully and learned to take out his frustrations on others.

The older he got, the worse his temper grew, and then one night while he was drunk, he had a fight with a sheriff and killed him. On these credentials alone he was hired by the Mayor to replace the old sheriff.

Toggle took the town by storm and raised havoc with those who didn't conform to society's norm. After ten years as sheriff, he was appointed to be Mayor of the town.

Pablos the Scribe

Pablos is the Scribe for Martinsburg. He performs the functions of legal counselor, newspaper, and notary-public. He is a short balding man with stooped shoulders, but is well-liked by the community because of his cheerful smile and optimistic outlook on life.

Pablos was born a frail child who has never been in good health. His skin is extremely delicate and so he must avoid direct sunlight as much as possible. He also has several allergies. His nose is always swollen and runny, and his eyes are permanently bloodshot.

Of all the people of Martinsburg, Pablos has the biggest reason for being cynical and depressed about his life, but nevertheless, he is always bright and cheerful. His voice has a song-like quality as he merrily glides his stooped figure along the streets of Martinsburg.

Pablos' father, Mortical, taught him the ancient art of the Scribes. He and his father were very close, and they were in business together before Mortical died. Since that time, Pablos has managed to move up in stature and is now a prominent member of the Scribes Guild.

Places

Koldon Village

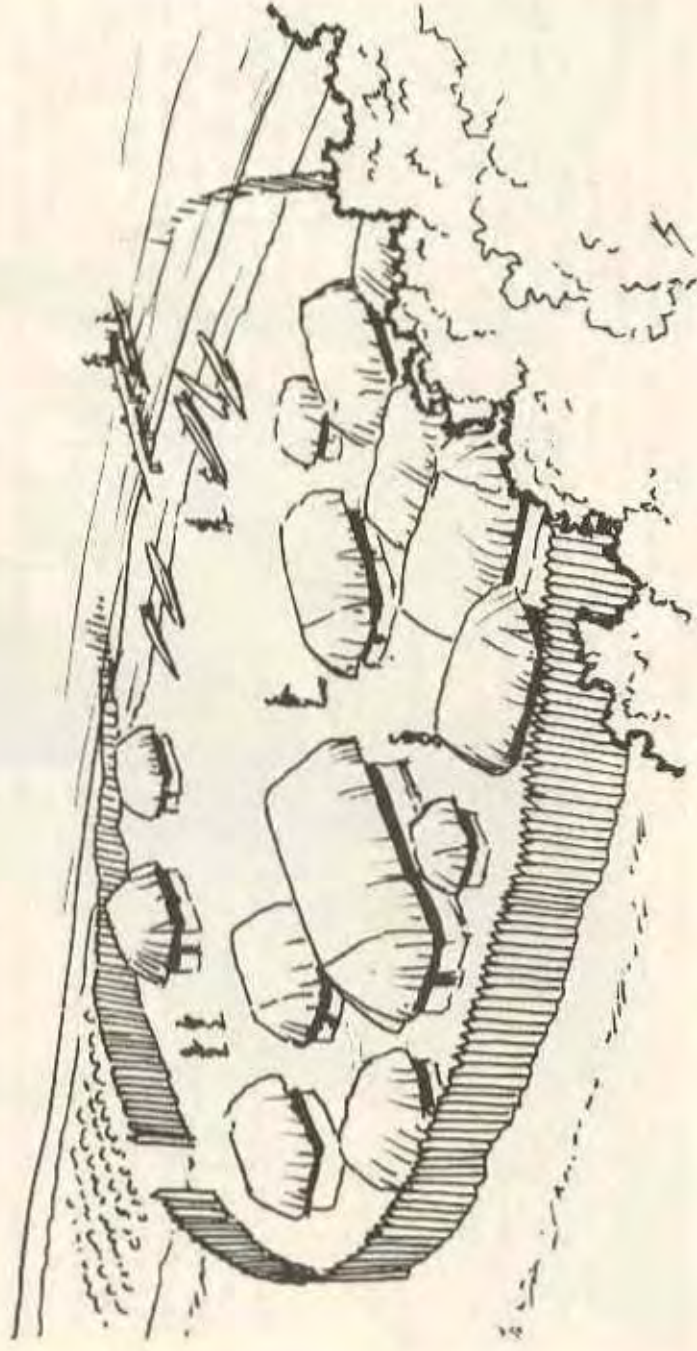
The village is located on the western shore of the Great River, about half way between Ravenscrag and Martinsburg. The village consists of 14 mud and thatch huts of various sizes. The chief's hut is the largest and is in the center of the circle, outside of the hut circle is a garden patch that the Koldon women care for while the men hunt. The garden produces a poor strain of carrots, potatoes, and onions.

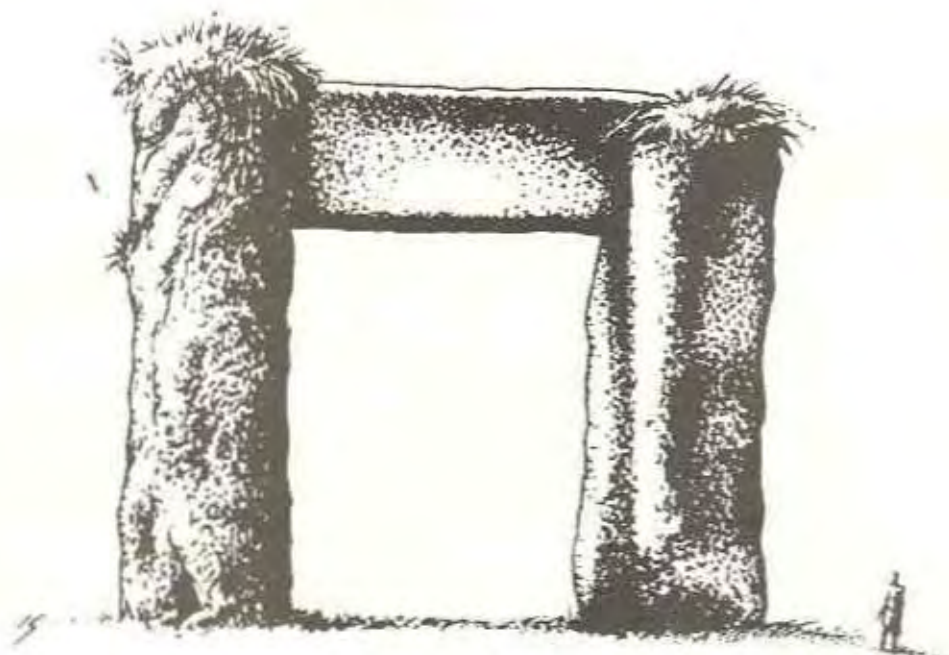
There is a dock on the eastern edge of the village where several canoes are tied up, the men use these to fish from when fresh game is scarce. There are several dogs and some pigs and chickens running around the village, which were stolen from the Cikcils. The total population of the village is 51.

The prominent figures in the village are the Chief, Kanute Rockknee, the Koldon High Priest, Magdar, and the ten adult warriors. This is a small Koldonic village, but it is important because it is the closest one to the Altar Stone, and is the home of the High Priest.

For years, the Koldons have been plotting to drive out the Cikcils. Magdar has finally succeeded in unifying the scattered Koldonic tribes with the common goal of the destruction of Ravenscrag. With Redloph as King, the Koldons feel that this is their best chance. A new prince of the Cikcils is due to be born within two months and the High Priest has prophesized that if he ever ascends the throne, he will become more powerful than either Martin or Alexis, and that he would bring about the final destruction of the Koldons.

Chief Rockknee is eager for the fighting to start. He has been peaceful toward the people he hates most in the world for too long and his Axe longs to split another Cikcil head. His warriors are also eager to restore honor and importance to their village.





Druidic Stone Circle

The Koldons' Holy Circle is on top of a hill to the southwest of the Koldon village. The circle is in a clearing and is 500 feet in circumference, and 160 feet in diameter. The distance from the outer edge to the center stone is 80 feet.

The Circle consists of twenty monolithic stone blocks standing upright in pairs, each pair spanned by a third stone. Each of these structures is 35 feet high.

In the center of the circle is a large boulder that is split into two pieces. This is the Holy Altar Stone of the Koldonic People. It is upon this stone that the High Priest sacrifices a virgin for each Koldon village every year. The sacrifices occur during the feast of the Moons when the God Kemiva visits the Koldons and takes back a bride from each village so that he will not forget to protect them that year. The virgins to be sacrificed are chosen a year in advance and live with the priest for that time learning from him how to approach the God and intercede with him for their villages. They are also instructed on the importance of listening to the songs of the priest in their villages. The girls are drugged with a strong drink prior to the wedding ceremony, and after a years preparation, go willingly to the altar stone where the priest cuts their jugular veins with his ceremonial flint knife.

Featherwine Inn

Featherwine Inn is an ancient structure which has survived many generations due to the forethought of its builder. The inn was built in an age when raiders frequented the countryside. Over the years many inns perished, but Featherwine survived due to its fortified structure.

Several times the inn has been sacked and burned, but there has always been enough left to rebuild. At present, only one of the four towers remains. This tower is the living quarters for Rexine and Fiona Brandycook. Bumbur Brandycook, the Innkeeper, has an apartment in one corner of the wine cellar. The main floor is taken up by the drinking/dining hall/kitchen while the upper floor contains six apartments for guests.

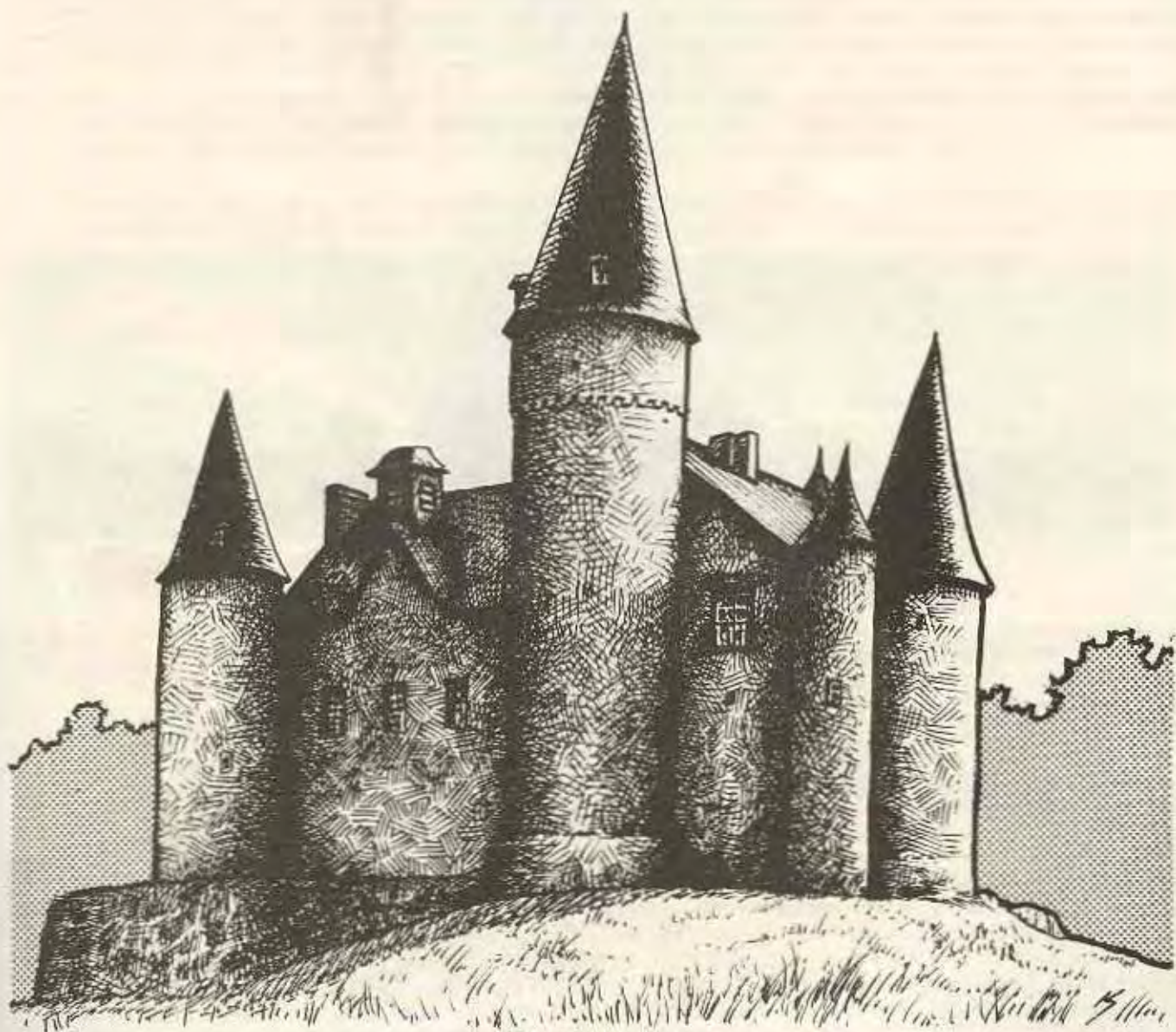
Across the courtyard is the stable where Issy, the serf, lives. The stable maintains three horses belonging to the inn, and can house up to ten additional horses with no ill effect.

Bumbur Brandycook, Innkeeper:

Bumbur is a large round man with the perpetual smell of goose fat around him. Age has turned his brown hair into the shade of molded hay, and his once rock hard arms are beginning to surround themselves with fat. Bumbur is a jovial fellow who makes an excellent friend, but his quick temper tends to discourage relationships. Bumbur is fifty years old.

Rexine Brandycook, Innkeeper's Oldest Daughter:

Rexine is a dark-eyed exotic beauty capable of bewitching a man's soul. Her fiery temper is the common topic of conversation when old men get together with nothing to do. They speculate that this young hellcat is reincarnated from a demon-witch, and they predict that she will bring great grief to her family. Rexine is twenty-nine years old.



The Featherwine Inn

Fiona Brandycook, Innkeeper's Youngest Daughter:

Fiona inherited Bumbur's shape and her mother's gentle disposition. She is quietly waiting for a handsome young adventurer to come and take her away. Loneliness has driven her into a friendship with Issy the Serf. She is twenty-seven years old.

Issy the Serf, Stablehand

Issy is a serf bound to the inn and its land for the rest of his life. At one time there were many serfs, but Issy is the last one remaining. He is a sincere, hard worker, but quite simple. His eyes possess that blank stare and his mouth that certain sag which clearly states that his imagination goes no further than food to eat and a warm place to sleep.

Village at the Ford

Village at the Ford is the home of the Winewykle family. Ozgol Winewykle founded the village in the days of King Alexis. At first he envisioned a trading post where people would stop on there way to Martinsburg, but few people bothered with such a small place, and so Ozgol turned to other ways of making a living.

Ozgol had three sons: Mordeko, Hanereb, and Sheoth. Mordeko is a farmer. He farms the land around Village at the Ford with his oldest son, Homer. Hanereb is a hunter. He hunts in the woods around Village at the Ford. Sheoth is a shepherd. He tends the Winewykle flocks along with his two sons, Ralph and Martin. Ozgol is a fisherman. He fishes the Black River and earns additional money by helping travellers cross the river. His team of oxen has rescued many stuck wagons. Ekla, Ozgol's wife, also earns money by making pottery which she sells every Wednesday at the marketplace in Martinsburg.

Village at the Ford is very small. It has a total population of 21. There are five cottages on the south side of the road and two barns and four storage buildings on the north side.



THE CASTLE

Ground Level

- G1 **Entry Road:** This road slopes up from the riverbank, it averages about 25' wide and comes in from the northeast. It leads to the first of three gates leading into the castle. Proper procedure is that no gate will be opened unless the other two are closed. Passage is barred by a heavy wooden porticullis, which is covered with iron. It is raised by means of a windlass in Tower G2. This device is made so that if the ratchet is knocked out, the porticullis will crash down, preventing entry. The other two gates have similar porticullis. The road is made of packed earth.
- G2 **Outer Gate House:** This is the base of the Tower built to protect the first gate. It is 30' in diameter with six small windows spaced about it, and a door leading south to G3, ladders lead down to B22 and up to S4. The lower room has basically bare walls except for torch holders, and nothing on the floors. It serves more as a passage than anything else.
- G3 **Outer Gate Yard:** This is a courtyard between the first and second gates. It's 95' long and 55' wide, the longer dimension going northeast to southwest. The northeast wall has 5 arrow slits in it. The second gate is in the southeast wall, and leads to G4. The mechanism for this gate is in S7. This area and the next have packed earth floors.
- G4 **Middle Gate Yard:** This is an irregularly shaped room area leading from the second to the third gate. It is 110' EW and averages 69' NS. At the west end it turns south and narrows to 8' wide. At this point is the third gate, whose porticullis is operated from S4. Beyond the gate is G6.
- G5 **Middle Gate House:** This area is cobbled to avoid the problems and dangers of mud. It is simply an outcrop of the wall that has been built up about 15', with steps up to a protected walkway designed to protect the third and main gate.
- G6 **Inner Gateyard:** The area is 20' EW by 230' NS and has a cobbled floor. At the center is a semi-circular out-cropping with a radius of 15'. The area forms the outer defense of the castle on the west side. The bulge is to provide fire along the length of the wall. The south end of this area opens into G31, and opposite the bulge is the entrance to the inner courtyard. This is protected by two porticullis with a pair of thick, iron banded wooden doors between them. A long, 1' square oaken beam is kept just inside the courtyard to bar the doors. The porticullis are controlled from S2.
- G7 **Main Courtyard:** This is the inner courtyard. For the first 165' NS, it is 85' EW; then for its final 105' S it measures 110' EW. The courtyard is cobbled and roofless. Near the east end of the south wall is a Tower that juts into the courtyard. A smaller Tower juts into the northwest corner. There are also four porches leading to main entrances. The first is just east of the northwest corner, and leads to G11. Another is in the middle of the wider portion on the north wall, leading to G13 through a large stone door. A third is just south of the northeast corner. It is both shorter and wider than the others, and leads through double doors to G16. The final porch is in the middle of the narrow portion of the south wall. It leads through double doors to G29. Another entrance leads south to G24 by way of a ramp in the Southeast corner. There is generally a soldier or page standing about in the courtyard who will take care of horses for visitors. Also, there will usually be 1 - 4 mongrel dogs who live off scraps thrown to them from the kitchen, and a number of birds who live off the same food source. These dogs are mangey, but not particularly mean. Their names are Bart, Naric, Lizzie and Karl; Lizzie is, of course, pregnant. Occasionally one of the dogs will rush a flock of birds. If it catches one, it will then sit down and contentedly crunch the morsel down. They also entertain the off-duty garrison by retrieving stones thrown for or at them. The dogs don't seem to mind this treatment, and if one of them starts to growl, the nearest person will simply fetch it a resounding kick, leaving the dog to run yipping into the corner to sulk and to lick its sore ribs. These dogs also receive the same treatment when they set up an uproar, barking and yelping, as they almost always do when anyone rides in. This has a 50% chance of spooking any horse not thoroughly accustomed to them. There are six windows on the courtyard at the ground floor level. Two of these are on the north wall, and the other four are on the east. These, and all other windows in the castle, are arched, wedge-shaped in cross-section with the point to the outside, and have a pillar in the middle. This allows light and arrow fire, but prevents entry. Another door leads just west of the jutting tower to G27.

- G8 Guard Captain's Quarters: This is the base of a low Tower, and the sleeping quarters of the Captain of the Guard. It is 30' in diameter, with entrance to G9 through a door on the north. On the northwest is a desk and chair where the Captain conducts his business. On the south side of the room is a bed with a stand beside it, holding an oil lamp. On the other side of the bed, pegs are set into the wall to hold clothing and equipment. The Captain has 75 GP hidden in his straw mattress. This and all other inside rooms have the floors covered by rushes, which are changed every month or two, and often smell very bad in spots where something has been dropped.
- G9 Main Barracks: The castle has four barracks rooms, of which this is the first. Each contains two rows of double bunks, usually one row along each of the long walls. This room is 30' EW by 70' NS, and has sleeping room for 48. Each soldier is provided with Chainmail with leather padding underneath, and a small Helm, A Longsword, Pike, and Target Shield with a Raven painted on it in black are also provided. A ladder in the northeast corner leads up to S3. A door in the east wall leads to G11, and a secret door near the northwest corner leads to G10. A stone in the floor causes this door to slide downward when pressed, and up when pressed again. It is usually kept open unless the castle is under attack.
- G10 Northwest Tower: This is once again the base of a Tower, a ladder leads up to S4. This room is circular with a 30' diameter.
- G11 Guardroom: The Guards day room is 29' EW by 70' NS, and has a rack for Pikes at the west end of the south wall. Most of the rest of the wall space is taken up by stone benches built into the wall. Here the troops will sit and nap or play at dice, or just talk while waiting to relieve others on the wall. Like most of the inside rooms of the castle that are aboveground, the ceilings of this room are high and made of wood. A door in the south wall leads out to G7, and another in the west wall leads to G9.
- G12 Audience Room: This 80' EW by 70' NS room is the Lords Audience Hall. Eight 10' diameter pillars are spaced in a 60' EW by 40' NS rectangle, with curtains between them to form a room within a room. On the east end of the north wall is another curtain which blocks the sight of the door from G13. The Lord sits on the west end, in front of the middle pillar. In front of him and nearly in the center of the room, in the area where one must stand to address him, is a trapdoor, which drops its victims into the water in B18. This is operated by the pressing of a stone outcropping on the stone chair the Lord sits in. The procedure for entry into this room is as follows: One comes through the two massive stone doors entering the semicircular curtained alcove. As one starts to enter, the two Guards on the sides of the door will cross their pikes in front of him, asking his name and business. One Guard will then go and ask the Lord if he desires to speak with the entrant(s) while the other stands and bars his way with his pike. If the Lord grants an audience, the first guard ushers him in, while the second holds the alcove curtain aside for him. After holding the inner curtain open for him, the first guard returns to his post beside the door. When the audience is at an end, the Lord will summon the guards, who will once again hold the curtains open and escort the visitor(s) out. Along the west wall is a staircase leading to S5.
- G13 Waiting Room: The 20' EW by 60' NS entrance hall/waiting room for those who wish an audience contains two rows of 10' thick hexagonal pillars; the south row having three pillars, the north row having two. In the center of the north wall is a large fireplace, which is only lit on exceptionally cold days, or at night. This room is usually warm enough, however, as a blazing fire is built almost every night for heat, and the walls and the exceptional thickness of the doors insulate the room well. From the northwest corner comes G14, and in the southeast corner is the 3' thick stone door which leads to the courtyard, G7. This room and G12 are both about 30' high, as is the entrance door. The top of this door on the outside is covered by a giant carving of a Raven, with wings spread, and head facing to the right. In his right claw he holds a Battle Axe, and in the left, a pitch fork. This is the Arms of Ravenscrag, and is repeated upon Shields and Banners. The Banners have a red background with the Raven and tools in black. The tool is a reminder of the fact that the Cikcils were originally serfs. By this time, however, few people know why it is present, and fewer care; it is regarded as simply a part of the Arms, with little thought as to the reason. Below the Raven is a double-sized carving of Martin as he must have looked at his official coronation. He wears crown and robe, and carries a sceptre in his hand. He also has a large gem on a necklace around his neck. A fact that has been forgotten about this room is that the central pillar on the south side is hollow. If a stone on the southeast side is slid outward, a door will rotate counterclockwise, revealing the area inside. Stored here is an old scimitar in a dried and cracked leather scabbard. This sword is still usable, and is, in fact, magical, gaining +1 to hit and damage. This area was formerly used to store the weapons of those who went in for an audience. The owner of this particular sword never returned to claim it, and a rack for this purpose now stands on the east wall. Another secret door is located in the back of the fireplace, and leads to G15. A stone in the back wall of the fireplace must be pushed to open the door, and then pushed again after the door is open. If the stone is not pushed the second time, the door, when closed, will not open from the inside. When the Lord is holding audience, four guards are on duty in this room. Two guards are at the front door and block it until the Sergeant, who acts as receptionist, grants someone permission to enter. The fourth guard prevents entrance to G14 without permission.



An Audience

- G14 Corridor: This corridor leads from the Entrance Hall to the Audience Hall, and is 50' EW by 10' NS. The west end of the corridor is an alcove with a ladder in it leading to S7.
- G15 Hidden Passage: This room is mainly just a passage down to the prison area, and, incidently, to one of the towers. It is irregularly shaped but is based on a 40' square. In the southeast corner are the enclosed stairs down to B10.
- G16 Squires Quarters: This is the sleeping quarters for the servants of the three Knights. It also, of course, leads to G17. The sleeping area is 30' square with a 10' diameter pillar in the center. A 10' corridor leads from the southeast corridor and extends for 160' NS. Just at the start of this corridor are the double doors to G20. Slightly further along is the door to G21, and nearly across from it are the double doors to G7. Further along the corridor are four windows which would allow Archers to sweep the entire courtyard. Also leading from the corridor nearly opposite the entrance to G20 is a wide stairway leading up to S10. In the other direction from the sleeping area, the corridor leads to G17. In the sleeping area, pegs, driven into the walls, hold clothing at night, and bedrolls are stacked in the corners in daytime.
- G17 Stairwell: This is a 20' square landing for a crooked stairwell leading up to S12. Doors on the north and south sides lead to G18 and G16, respectively.
- G18 Archers Room: The main section of this irregularly shaped room runs diagonally to the northeast and measures 20' wide and 60' long. The middle of the southeast wall opens into an hexagonal area of 40' width, with a 17' pillar in the middle. From the south corner, one enters a triangular room which is roughly half of a 30' square. Along the northwest wall of the main area are three arrow slits which protect the area in front of the outside gate.
- G19 Cesspit: This is a cesspit, and has no entrance on this level. It is 20' in diameter, and has a ladder leading from B13, in the basement, to S13 on the second floor.

- G20 Knights Quarters: The first of three Knights Quarters is 40' EW by 60' NS. It contains a large bed with a down mattress, a Suit of reinforced Chain with full Helm and large Shield bearing the owner's personal Arms, and a Bastard Sword. The Armour and Weapons are on a dummy in the northwest corner. A stand is placed near the bed with an oil lamp on it. Another oil lamp is on a large table on the north side of the room. There are five chairs around the table. There is also a large fireplace on the north wall, and in the fireplace is a forgotten secret door. When one presses a stone on the mantle, the door slides to the west, revealing the space beyond. This space is approximately 30' EW by 20' NS and contains a Suit of reinforced Mail with +1 to Hit due to magic, a Great Helm, a +1 large Shield, and a +1 Bastard Sword. There is also a bag containing 150 GP. The owner of these things died without passing on the knowledge of this room's existence. The device on the Shield is a Gold Star on a red background. Directly across the room from the fireplace is a bricked-in archway. This once connected this room to G21. The room also contains four 8' diameter circular pillars.
- G21 Knights Quarters: This 50' EW by 60' NS room contains six 18' diameter pillars. On the north wall is a bed similar to that in G20 and a niche in the closest pillar on the west, which holds an oil lamp. A large table with oil lamp and three chairs is just south of the middle pillars. This room has two arrow slits in the east wall and a fireplace in the southwest corner. The Knightly Armor is in the northwest corner, and is the same as that in G20 save for the fact that the Shield has a +1 bonus for Armor Class, and has a different device. Also the Sword is a Longsword. The northwest pillar is hollow. If the niche containing the oil lamp is pressed downward, a door will swing open to show an area that contains 211 GP in a sack. A door in the center of the south wall leads to G22, and another in the west wall leads to G16.
- G22 Knights Quarters: This room is about 50' square with two arrow slits each on the south and east walls. It contains four 18' diameter pillars and a fireplace in the northwest corner. In this room the bed is on the west wall, and the table in the southeast corner with oil lamp and one chair. A suit of reinforced Chain with Great Helm large Shield and Bastard Sword stand in the southwest corner.
- G23 Survival Hole: This is another place prepared for hiding in case the castle falls. It is circular and 13' in diameter. It is entered by ladder from a secret trapdoor in the floor of S18. When the catch in the floor is pulled up, the door will pull open to allow entrance.
- G24 Secondary Barracks: This is another barracks room. It is 27' EW by 80' NS. Access is by a ramp and two doors from G7. Three arches have been bricked in on the west wall, having originally led to G27. There is also an arrow slit on the south side of the room. This room contains two rows of fourteen double bunks each, for a total of 56 soldiers quartered here. On the east side of the arrow slit area is a secret door. When a panel is found and slid aside, a key and keyhole are seen. The key must be inserted and turned to the right for two complete revolutions without removing the key or turning it left again. When that condition is satisfied, the door will rotate in a clockwise direction and allow access to G25.
- G25 Southeast Tower: This 40' diameter room is the base of one of the large towers. A ladder in the center of the room leads up to S20, and a trapdoor on the northwest leads down to B1.
- G26 Stairwell: A 37' diameter circular stairwell with a 12' pillar in the middle. It leads up to S23, and down to B29. A door to the south leads to G27.
- G27 Kitchen: This is the kitchen area. It is 80' EW by 60' NS, except for a protusion in the northeast corner by the walls of G26. There is a great fireplace for cooking on the south wall, and a set of stairs on the west wall descending to B25. Immediately west of the fireplace, and of the courtyard door, are a pair of 9' square pillars. There are four other doors. The ones on each end of the west wall lead to G29. The door on the east end of the north wall leads to G29, and the one on the east end of the south wall leads to G28. Down the center of the room is a long table on which food is prepared, and the meat carved. Above it is a rack on which hang knives, pots, and other utensils, and below the table are shelves on which platters, plates, trenches and goblets are kept. To the east of the fireplace is a secret door behind which the ceremonial gold plate is kept. The Cook opens this door by placing the poker in a certain crack and prying. The hinges on this door have come slightly out of place, so it screeches noisily each time it is opened. In a vain attempt to avoid this, the cook regularly assigns a flunky to pour grease from the cooked meats into the cracks where the hinges are, a technique which might be successful if he had the proper crack lubricated, but he is a mechanical moron, and has ordered the grease poured on the wrong crack. The Cook is also very jealous, and rules his domain in a despotic manner. Anyone entering the Kitchen had better have a good reason, or he will receive a tirade which will keep his ears burning for weeks. If this does not chase the offender away, the cook is certain to attack, brandishing a meat cleaver. What he would do if someone stood up to his attack is unknown, as no one has ever had the courage to do so. The Cook and his family live in G28.
- G28 Cooks Quarters: The Head Cook's quarters are entered through a 9' EW by 30' NS passage. This is a 26' EW by 12' NS room with two arrow slits.



Passageway

- G29 Great Hall: This room is 83' EW by 55' NS, and 30' high ceilings. There are eight pillars along the outside walls; the final two are on the raised dias on the west end of the hall. The main doors are in the center of the north wall, and lead to G7. Two tables run the entire length of the hall from the east, placed about 15' apart. Torches are placed in the walls at 5' intervals on both the north and south walls to give light. A 32' long table is set transverse on the dias, and provides a place for the Lord, his family, and honored guests to eat. This area is lit by 3 torches set in each of the two pillars on the dias. At the back of the dias is a large tapestry which depicts the life of Martin, his rise to power, and how he saved his people from destruction. In the northwest corner behind the tapestry is a door leading to G30. On the east wall is a wooden carving of the Ravenscrag Arms, painted and gilded. *Biting Chest*
- G30 Lord's Waiting Room: This room is 30' EW by 60' NS and acts mainly as a passage from G29 to the stairwell which goes up to S25. This stair well is hidden by a secret door which opens when a stone in the wall is pulled downward. The room has four arrow slits; two facing west, and one each facing north and south.
- G31 Stables: This is a large and irregularly shaped area between the outer walls and the castle. Its basic size is 140' EW and 90' NS. Only the area close to the outside wall is cobbled, the rest is packed earth. The area just east of the jutting tower has been filled with a wooden construction, and is used as a stable. This holds 32 horses in two rows, with an aisle down the middle. The Lord's six hunting dogs are also kenneled in this area, on the other side of the jutting tower. Some of these dogs are often in the Great Hall for meals, usually the Lord's two favorites, Bear and Slasher, but at times all are present. These dogs are highly trained, and will attack to kill on command. They will usually cease to attack on command, as well. They are large animals, with 2 HD each; Bear and Slasher each having 16 Hit Points. They move 15"/turn, and attack once per Combat Turn for 2 - 12 points of damage.

Second Floor

- S1 Gate Overpass:** This open walkway over the gate to the main courtyard is 10' EW and 65' NS, with doors at both ends. The northern door leads to S2, the southern one to S24. There are six arrow slits on this walkway, three out of the Castle proper onto G6, and the other three into the courtyard (G7).
- S2 Main Gatehouse:** At the southwest of this second story of a 30' diameter tower is the door leading to S1. On the north is the door to S3, and on the south are two large windlasses, side by side. These control the porticullis of the main gate. As they turn, they wind or unwind a 3" thick rope which is attached to a chain (of the type generally known as a logging chain) secured to the porticullis. When the porticullis is raised, the rope is wound in; thus the porticullis can be lowered again quickly just by releasing the ratchet, although in normal circumstances the men would lower it gently. There is also a very sharp Axe hung on the wall between the machines which would be used in an emergency, if the windlass jammed. This room also has two arrow slits, one facing out, and one in on the courtyard. An Archer and one other Soldier are almost always on duty. A ladder in the center of the room gives access to the next level. On the north side is another of the many Survival Holes for use if the Castle is taken. This one is opened by pushing a stone near the intersection of wall and floor downward. This area, like all those on this level which are not roofless, has a wooden floor.
- S3 Bodyguards' Barracks:** This 40' EW by 64' NS area is another barracks room, with two rows of eight double bunks each, placed foot to foot down the center of the room. The thirty-two Soldiers who sleep here are the King's bodyguard, and are the elite of the garrison. There are two doors in this room, each leading to a tower; the north one to S4, and the south one to S2. There are three arrow slits in the west wall, and a ladder in a niche in the northeast corner which leads to R2. A third door in the center of the east wall leads to S5. A secret door in the southeast corner hides a Survival Hole, which is opened by finding and pressing a stone in the ceiling.
- S4 Northwest Tower:** Another round tower, this one is 40' in diameter. The only door is on the south, and leads to S3. A trapdoor in the floor leads to G10, and a ladder beside it leads to R3. Just north of the trapdoor is the windlass to operate the middle porticullis, identical to those in S1, and also with an Axe hung beside it. There are five arrow slits in the room, spaced evenly about, giving cover to all of G4. To the southeast is a secret door, hiding yet another Survival Hole. This opens when a floorboard is pulled up, providing pressure to the lock mechanism. This is not accidental, or a case of causing a broken mechanism to work erratically. It was intended when the doors were made that one specific board be found and pulled up.
- S5 Lord's Chambers:** This 30' EW by 73' NS room is the living quarters for the Lord. It has three doors: the first, on the west wall, leads to S3; the second, on the south, leads to S6; and the third, on the east, leads to G12. The large four-poster bed is along the west wall, in the southwest corner. The fireplace is in the northwest corner. Just north of the center of the room is a large table with ten chairs around it. A large wardrobe occupies the southeast corner. The room has two arrow slits, one covering most of G4, the other covering G12. The door into G12 leads to a 10' square landing, and a flight of stairs leads down to the floor.
- S6 Corridor:** This covered walkway is designed to cover the courtyard. It measures 80' EW by 10' NS, with a 13' EW by 14' NS extension going north from the east end. On the north end of the extension is a narrow door leading to S8. This area has 8 openings along the outside wall, which allow observation and attack on the courtyard. There are also four windows which let light into G12.
- S7 Low Parapet:** This area is open, and has a stone floor. It is 50' EW at the longest point, and 20' NS. It forms a rectangle from which the outside wall has sharply cut the southwest corner. The only entrance to this area is by way of a trapdoor in the floor which leads to G14. On the inside wall are two windows which let light into G12. There are also three arrow slits on the outside wall which cover G4 and G3.
- S8 Corridor:** This covered walkway with three arrow slits opens onto the courtyard. The only entrance is through the door in the southwest corner that leads to S16. It measures 70' EW by 15' NS.
- S9 Outer Balcony:** This roofless area with stone floor is triangular with the legs of the triangle measuring 56' EW by 60' NS. Along the south wall are two windows which admit light to G13. In the east wall is a door which leads to S10, and on the wall going from northeast to southwest are three arrow slits which cover area G3. On the diagonal wall are the windlass and Axe for the outside porticullis. (See S2 for details.)

- S10 Inner Balcony: Another roofless, stone-floored area, measuring 53' EW by 110' NS. There are doors on the north ends of both the east and west walls, the former leading to S12, and the latter to S9. There are also two sets of stairs: the first, on the west wall, leads down to G16; the second, in the southeast corner, leads to R11. Under the second stairway is the opening which leads to S17. This first goes east under the staircase, and then turns south while underneath it. Besides all these exits, the area also has two windows which give light to S14, and two crenelations which cover the courtyard.
- S11 Armory: This is the main tower of the castle, and on this level is the armory. It is a large hexagonal room of 80' diameter, the only entrance to which is through double doors on the southeast wall from S12. On the same wall is a narrow clockwise spiralling staircase which leads to R8. On the east wall is a fireplace, used for light, for heat, and for use in forging. Each of the other four walls have two arrow slits each; four covering the road to the outside gate, and two each covering S9 and S10. This area serves the Armorer as his forge, and contains hammers, anvils, bellows, shears, files, punches, wirecutters, rivet headers, vices, and templates for the reinforcing plates that are on some of the Mail Suits. With all of this equipment, as well as Swords, Shields, Armor, Daggers, Arrowheads, Helms, Spears, and Halberds in both unfinished and broken states, this room is quite crowded. This crowding is not helped by the six pillars which are spaced in a circle around the room. These pillars are hexagonal, and 4' diameter.
- S12 Passageway: This is a triangular room with legs of 53' EW and 55' NS. A door in the northeast corner leads to S13. A set of stairs descends southwest to G17. A second door is on the south wall, leading to S14. The only other door, at the western point of the triangle, leads to S10.
- S13 Northeast Tower: This is a 22' diameter tower, with four arrow slits covering the approach to the Castle. A door to the southwest leads to S12, and a trapdoor in the floor leads to G19.
- S14 Guestroom: This 48' EW by 60' NS room is for the use of guests. It has six windows, three each on the east and west walls, and two arrow slits which cover S12. There are also two doors, in the north and south walls. The north door leads to S12, and the south door to S15. There is a large bed on the south wall with niches for oil lamps on either side of it. There is a wardrobe on the west wall, and a table in the center of the room, with two chairs on opposite sides of it. Another oil lamp is on the table.
- S15 Guestroom: This room is 47' EW by 55' NS, with doors on all but the east side. The north door leads to S14, the west door to S17, and the south door to S16. There are two windows in the east wall. The large bed is placed in the northwest corner of the room, with provisions made on the two jutting headposts for placement of oil lamps. A wardrobe is placed on the south wall, and a table with two chairs is in the middle of the room. As usual, there is an oil lamp on the table.
- S16 Guestroom: This room is 50' EW by 51' NS with two arrow slits in the east wall, and a third to the south. A door in the northwest corner leads to S15, and another in the southwest corner leads to S18. A door in the west wall permits access to S17. This room has the bed on the north wall with the wardrobe beside it. Niches for oil lamps are found in the wall on each side of the bed. The table, with two chairs and an oil lamp are in the southeast corner.
- S17 Corridor: This covered hallway is 12' EW by 120' NS. Spaced along it are four arrow slits which cover the entire courtyard.
- S18 Small Tower: This 15' diameter tower has doors on the northeast and southwest sides, and two arrow slits facing toward the southeast. In the floor is a hidden trapdoor, which is very hard to discover, since the floor is covered with reeds, and the trapdoor is the same thickness as the rest of the floor. The trapdoor consists of a grouping of floorboards which are not connected in the normal manner. Instead, they are fastened together by metal bands underneath, and held up by a thick board, designed to swivel when a dagger is slid into a particular crack between the floorboards, and force applied to it. This trapdoor is so well constructed that only half the normal chance should be given that it will be found.
- S19 Upper Barracks: The third of the barracks rooms, this contains two rows of sixteen double bunks each, for a total of 64 men quartered here. The room has doors in each of the corners except the southwest one, where there is an arrow slit. The northeast door leads to S18; the southeast door to S20; and the northwest door to S23. There are also four arrow slits on the east wall.
- S20 Southeast Tower: Yet another tower, this one is 40' in diameter, with 5 arrow slits covering directions from northeast through southwest. A ladder on the northwest side leads up to R17. A trapdoor in the floor leads down to G25.
- S21 Servants' Quarters: This is the common sleeping room for all of the servants and workers, except the lowest of the menials (about whom see G27). It is 80' EW by 60' NS, with a large fireplace on the south wall. The only entrance

to the room is through a door at the northeast corner which leads to S23. The room has one arrow slit on the north wall, which gives coverage to the courtyard. An opening in the southeast corner leads to S22, and a door in the northwest corner leads to S31. There is another Survival Hole behind a secret door in the southwest corner. This opens when the stone in the very southwest corner of the room is stepped on. After two minutes, this door will automatically close. This mechanism was kept simple to maximize the chances for the servants to remember how to use it.

- S22 Archers' Room: Access to this room is through a short, 8' EW by 20' NS, passage from S21. It is 28' EW, and 12' NS, and its primary purpose is to provide access to the two arrow slits on the south side. On the north side is another Survival Hole, behind a secret door, operation of which is identical to that in S21 except the stone is in the northwest corner.
- S23 Stairwell: This is a 40' diameter spiral stairway with a 12' diameter pillar in the center. On the southeast side is a wedge-shaped landing with two doors leading from it. The easternmost door leads to S19, and the more southerly one leads to S21. There are three arrow slits in this stairwell, at this level, which cover all of the courtyard. Going from the landing in a counter-clockwise direction, the stairs lead to R20, and in a clockwise direction they descend to G26.
- S24 Archers' Barracks: The last of the four barracks rooms, it holds two rows of twelve double bunks each, for a total of 48 Archers. The room is 40' EW by 63' NS. A door on the south wall leads to S25, and another in the northwest corner leads to S1. A 20' alcove in the southwest corner is the room of the Master Archer, and has two arrow slits facing south and west. The main room has two arrow slits facing west, and one facing north, covering the courtyard. A ladder next to the south door leads to R24.
- S25 Southwest Tower: This staircase up from G30 has a passage north to the doorway which leads to S24. The passage is 5' EW by 33' NS, and has three arrow slits facing east, south, and west, and covering G31.
- S26 Musicians' Balcony: This is a 10' EW by 60' NS wooden balcony with a 3' high wooden railing on the outside. There are three torch sockets on the east wall, and a door in the northeast corner leading to S21. The balcony is supported on the front by the two easternmost pillars. This balcony was built for the musicians so they could play and be heard, yet not be too loud or in the way. The northern pillar is hollow at this point, a fact that has been forgotten. There is a keyhole in the pillar which, when unlocked, reveals the interior. Hidden here is a beautifully wrought, gilt-edged harp with silver strings. This instrument is of Bardic quality, being enchanted, so that a talented and experienced harpist can calm any and all listeners to do his will. The key to this hidden area is in the possession of the Music Master, who has no idea what lock it fits. He carries it around with him, and sometimes pulls it out and absentmindedly tries it on any nearby lock.



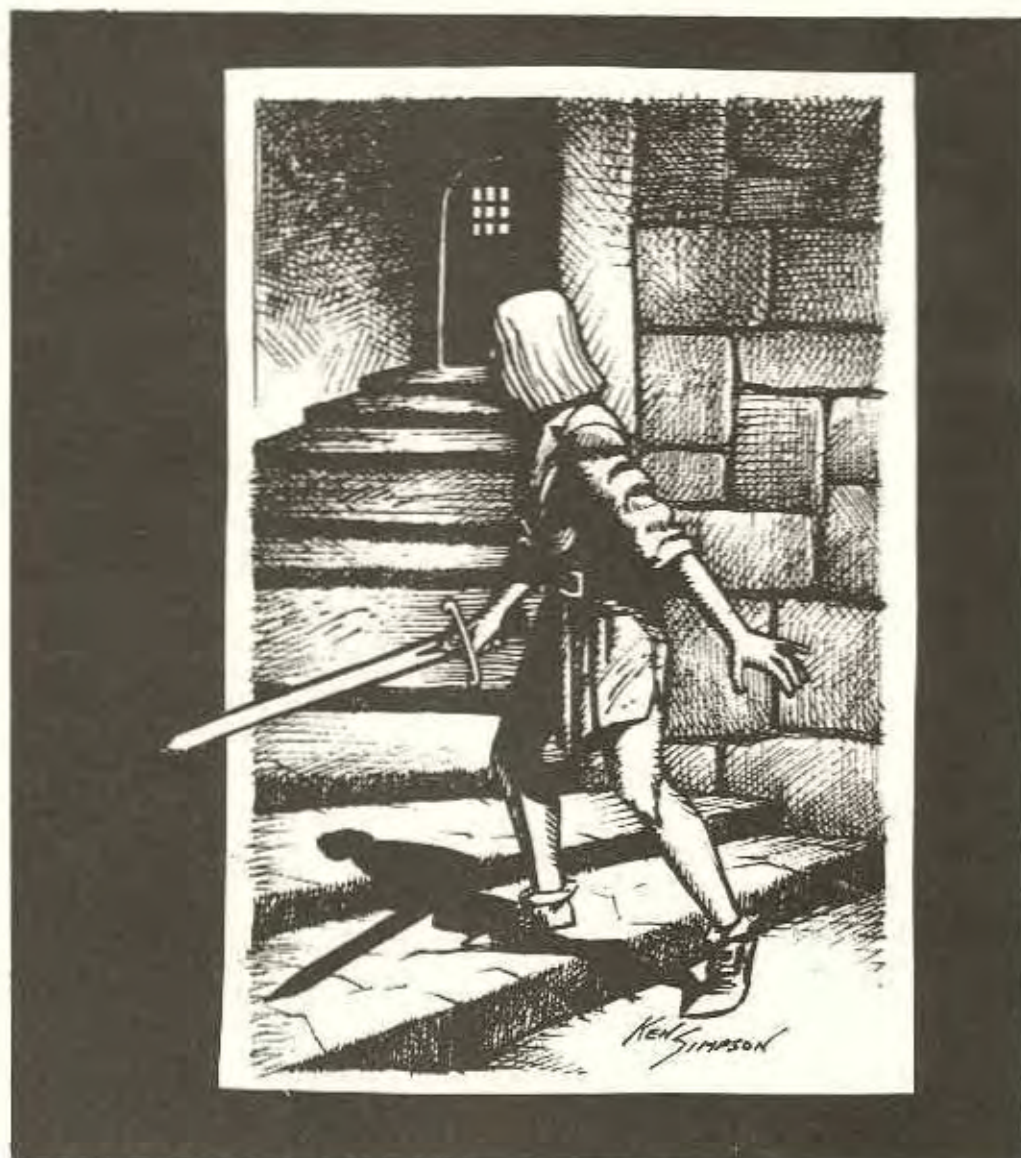
Roof

- R1 Main Gatehouse: This 30' diameter room is the top of its tower. It has four arrow slits covering the courtyard, the area in front of the main gate, and the walkway above the main gate. There is a door in the north wall leading to R2, and a trapdoor in the floor which leads to S2. The roof of the tower is conical, and made of slate. This makes the ceiling 15' high at the walls, and 35' high at the center.
- R2 West Battlement: This is what is commonly known as an open battlement. It is 40' EW by 60' NS, with three arrow slits on the west wall, and three windows on the east wall, which give light to S5. A door in the south wall leads to R1, and an opening in the north wall leads to R3. There is also a trapdoor in the floor, in the northeast corner, which leads down to S3.
- R3 Northwest Tower: This room is the penultimate of its tower. Entrance is from R2 through a passage to the south, or through a trapdoor in the floor coming from S4. A ladder beside the trapdoor leads to R4. This room has five arrow slits, and a niche to the southeast in which is a rack holding 100 Arrows.
- R4 Northwest Tower: At first glance, it would seem that something is wrong, as this 50' diameter room is larger than R3, just below it. However, this is because this room has thinner walls, not because the tower gets bigger at this level. This room has eight arrow slits spaced symmetrically around the wall, and, being higher than the average roof level, gives cover to most of it. Access to this room is through a trapdoor down to R3. The roof is a typical conical-shaped affair, measuring 10' vertically from base to point.
- R5 Audience Hall Parapet: A stereotypical parapet running along the north wall, it is 120' EW by 10' NS, with a 3' EW by 70' NS passage leading back to the only entrance, the stairs up from S8. Behind this parapet is a sloped slate roof. The six crenelations of this wall provide protection for Archers covering areas S7 and G4. An opening at the east end leads to R6.
- R6 Waiting Room Parapet: This parapet leads completely around the roof of the entrance hall, G13. It has but one opening, to R5. It is in the form of a 70' square, with the thickness of the walkway being 8'. There are only six crenelations in the walls of this area, three going west and three going south from the northeast corner of the wall. These cover areas S9 and S10, respectively. Crenelations are lower areas in a wall, almost as if a large block has been knocked out. In the case of the Castle, the crenelations are 3½' tall, and the wall itself is 6' high.
- R7 Keep Stairwell: Going from S11 to R8 is a spiral stairway. It has a diameter of 12', but has a 6' pillar which it turns around. The purpose of this spiral is to make ascending it prohibitively dangerous, if it is defended.
- R8 Armorer's Quarters: Above the armory is the room in which the armorer and his assistants live. This hexagonal room is 80' in diameter, with six hexagonal pillars placed one at each corner. Each of these pillars measures 10' in diameter. The Armorer and his four assistants have each selected a pillar, and driven pegs into it for use as a sleeping area. The pegs are to hang up their clothes at night, and during the day their bedrolls will be rolled up and placed next to their pillars. Often, when they are not busy in the armory, the workers will be in this room, tinkering, talking, or sleeping. The Master Armorer has claimed the northeast pillar as his own. This is because there is a secret area within it. By placing his hand on the northwest side of the pillar, and speaking the name of Gsydzisp, the Cikcil God of Fire (pronounced size-lisp), a panel will be opened which hides a +2 Sword, and a +1 Battle Axe. These are of the best quality, the Armorer's master works. He is keeping them hidden until he finds someone worthy of them. There are eleven arrow slits in the walls, two on each wall, but the southeast wall has only one arrow slit and a door onto R11.
- R9 Main Keep: The spiral staircase (R7) continues on past R8 to this room. It is hexagonal, and 75' in diameter. It has the expected 10' hexagonal pillars located in the expected places. Connected to the south pillar is a ladder which leads up to R10. The room has twelve arrow slits, 2 in each wall, for all-around protection. Also, to the northeast, northwest, and southeast are three Survival Holes into which Soldiers may retreat if the Castle falls. (They would then come out again, when the enemy is off guard, and attempt to retake the castle.) The doors to the Survival Holes here all open in the same fashion. To open one of them, 120 lbs. of weight must be put on a stone very close to the wall (and, therefore, very unlikely to be accidentally triggered). The roof of this room is also the roof of the tower. It is hexagonal, and measures 10' from bottom to top.

- R10 Main Keep Parapet: The symmetry of this slate roof is broken by the trapdoor that leads from R9. Around the roof is a 10' wide walkway, which forms a hexagon. The sides of the walkway are 50' long. Each wall has four crenelations, and, because it is one of the highest points, this parapet is one of the main defense points of the Castle. It can provide fire in defense of, or against, almost any point in the Castle.
- R11 East Parapet: Unlike most of the roof areas set up for use in defense, this area is not set around a slate roof. This 50' EW by 240' NS area is completely stone floored, with crenelated walls almost all the way around. Access to this area is through a northwest door from R8, through a northeast door from R12, through a southwest door from R14, and up a flight of stairs and through an opening from S10. Besides protecting the outside wall, this also provides a place to fire on S10, and on G7 (the courtyard). This area is one of the most likely for the building and use of defensive engines to take place. Another might be R16. Theoretically, a Catapult or Ballista could be built at almost any point on the walls, but for successful use, more than the 10' usually available is needed. A Ballista resembles a giant Crossbow. This would be put on a wheeled cart, and built high enough that it could be aimed downward at a good angle. It would be wheeled to a crenelation, aimed and fired, then pulled back again for reloading. A Catapult is a device for throwing rocks, rubble, garbage, or even corpses. It would be built back from the wall, and fired from complete safety. It could even be built in the courtyard, and throw its load over the walls, although the range would be less than if it were on the roof. All in all, the Ballista is the better weapon for defense; although it is more dangerous for the user, it is also more accurate. In addition, it is twice as fast, firing once every five minutes compared to once in ten minutes for the Catapult. The advantages of the Catapult, besides safety, are damage done, 11 - 30 as opposed to 2 - 16 for the Ballista; and versatility: it can fire almost anything, while the Ballista is limited to an oversized Crossbow Bolt. Examples of both of these Weapons are stored, in prefabricated form, in the basement.
- R12 Northeast Tower: One of the main reasons for towers is to provide fire on the base of the main wall. Although they seem to be in a very exposed position, their defensive value is proportionally greater than that of a straight wall. This particular example is 25' in diameter and is accessible only from R11. A ladder in the center of the room goes up to R13. The five openings cover an arc from northwest through east to southeast.
- R13 Northeast Tower: As is true of all the tops of towers in the Castle, this one has openings all the way around it. This is because height is a great advantage in combat, and every attempt must be made to take advantage of it. This room is 25' in diameter, and has the conical slate roof of all the round towers. A trapdoor in the center of the floor leads down to R12.
- R14 Small Tower: There are two doors to this tower. One leads north to R11, and the other one southwest to R16. It is 14' in diameter, and has a ladder to the northeast which leads through a trapdoor to R15. Two arrow slits cover the area to the southeast of the Castle.
- R15 Small Tower: As with R4, this room is larger than the one below, because it has thinner walls. In this case, the room is 25' in diameter. An upper room, it has openings all around and a conical ceiling that is actually the inside of the slate roof. This tower is particularly well-placed, as it covers not only the southwest approaches to the Castle, but also R11, R16, the courtyard, and even S10. Obviously, this is a key defensive area should the Castle be invaded. The only entrance is through the floor from R14, and, since R14 can only be entered from R11 and R16, this room can maintain its integrity as long as the Arrows hold out.
- R16 South Parapet: This is the other of the two most likely places for the construction and use of war machines in the Castle. There are actually three sections to this area. The first and easternmost is 70' EW by 93' NS, the second is 40' EW by 70' NS, and the third is 150' EW by 10' NS. All of this area is roofless and stone floored. The third section is a walkway on the outside of the roof of the Great Hall. On the southeast corner is the door to R17, and on the northeast corner is the door to R14. A third door leads from the north wall into R20. The outside wall is crenelated along the entire length.
- R17 Southeast Tower: Another round corner tower, accessible by a door on the northwest from R16, and by a trapdoor beside it from S20. On the other side of the door from the trapdoor is a ladder leading up to R18. This room is 40' in diameter, and the five arrow slits cover nearly half of the immediate area around the Castle.
- R18 Inner Tower: This room has eight arrow slits for an all-around field of fire, and is placed to provide cover of the entire courtyard. Entrance to this room is through a trapdoor in the floor, and a ladder coming up from R20. A ladder is beside the trapdoor, and leads up to R19. The room is 40' in diameter.
- R19 Inner Tower: The capabilities of this tower are somewhat wasted, since it has few clear lanes to areas outside the Castle. As a result, this tower is only used for control of interior movement. It has all-around openings, for a 360 degree field of fire, but most of that is blocked by the Castle itself. The entrance is a trapdoor in the floor on the northwest side, which leads to R18.

Basement

- B1 Stairwell: This is a circular staircase with 28' diameter. A door is found on the southwest side, leading through a passage to B2. A secret door is on the west side which leads to F19. It is operated by pulling to the right on a nearby torch bracket. The door automatically closes 10 - 30 seconds after it comes fully open. Hand and foot holes cut into the wall or the east side of the entry door lead through a trapdoor to G 25.
- B2 Temple Chancery: This 70' EW by 140' NS by 40' high room is the Chancel area of the chapel. On the west end of the south wall is a large stone door which leads through a passage to B1. The door is at the end of a 10' EW by 20' NS alcove. The passage is 9' EW and 70' NS, but is irregular; that is, not perfectly straight for its entire length. In B2 are six hexagonal pillars. These measure 12' from side to side and are situated in two rows of three along the east and west walls. These pillars have faces to the east and west and are 8' from the wall and 30' apart. 18' from the north end of the west wall is an opening which leads to B3. In the center of the north wall is a set of large double doors which are 10' wide each and 30' tall. The doors are of wood with gold overlay around the edges. Carved into the door is a line of skulls all the way around the edge. Carved into the main section of each door is the picture of a man in a robe with his inside hand raised and pointing straight out. There are two more hexagonal pillars, identical to those already described set into the wall, with the effect being that the wall has been built around them. These double doors lead to B6.



- 83 Corridor: An L-shaped corridor, the first leg being 58' EW and 12' NS. The other leg is 10' EW by 65' NS. An opening 10' from the south end of the east wall leads to B4, and a door 21' from the same end of the west wall leads to B5.
- 84 Ablution Room: This is the Ablution Room. Here the Priests undergo a ceremonial washing before proceeding to the Vestry (B5). In the center of all walls, except the west, is a basin in which the Priests wash themselves. In the center of the west wall is the entrance which leads to B3. This room is 20' EW by 22' NS.
- 85 Vestry: This 15' EW by 50' NS room is the Chapel Vestry. Here the Priests store and put on their special robes for services. These robes are black, and are pulled together at the waist by a black chain. There will be 8 - 18 robes here at most times, if there is not a service going on. This door is kept locked, and the key is hung about the High Priest's neck. The door is in the center of the east wall.
- 86 Temple Sanctuary: Here is the holy place of the temple. No one but the Priests are allowed into this area on pain of death. It is 70' EW by 60' NS by 40' high and has two more pillars identical to those in B2, both in positioning and size. 10' out from the center point of the north wall is a 15' wooden statue on a 5' pedestal. This statue is painted black, and despite the fact that it is well taken care of, it is old. In front of the statue on the floor is a set of four iron rings. These are set in a square 3' apart, and are used to tie the sacrificial victim down. All of the walls, except where the west doors are set, are covered with a purple curtain. The doors to the west are the doors partially described in B2. The inside of the doors are also wood and gold rimmed with the inside carvings showing the man shown on the other side with both hands raised in a gesture of benediction. This is because when ceremonies are held, the doors are opened so the people will be able to see. Another set of double doors is hidden behind the curtain in the middle of the west wall, leading to B7. A secret door is also found at the west end of the north wall behind the curtain. The mechanism for it is on the northwest face of the nearest pillar, in the form of a key hole at floor level. The key is carried by the High Priest.
- 87 Preparation Room: The basic shape of this room is a 40' square, but with a 10' EW by 7' NS chunk out of the northwest corner. It is used for preparing the sacrifices and for holding them for short periods of time. The door at the east end of the north wall leads to B8. 3' away on the east wall are the doors to B6. Finally, the door to B9 is on the north end of the west wall.
- 88 Storage Room: This room is 9' EW by 50' NS and is used for storage of common temple items such as the things needed to prepare sacrifices, the skins and meat of butchered animals, and the personal effects of the occasional Human sacrifice.
- 89 Weapon Room: This room is used for the storage of weapons. It is 40' EW by 80' NS. In the middle of the room are three 15' by 10' pillars. They are 13' apart and the middle one is in the center of the room. On racks around the pillars are various weapons. Around the northernmost pillar are 200 Spears, around the central pillar are 150 Halberds, and around the southern pillar are 150 Bows. In racks along the west wall are 9000 Arrows, done up in bundles of 100 each. In the southeast corner are hung Bowstrings, groups of 50 are wrapped in oilskin. A total of 50 such packages are present for a total of 2500 strings. The entire mass is wrapped in an outer oilskin. All around the room at about chest level are hung Shields to a total of 50. Between the two doors on the east wall is a rack containing 50 Long Swords. Any wall space not otherwise occupied is taken up with Armor. There are 25 Suits of Chain with Great Helms in this area. At the east end of the north wall is a curtained alcove which is 20' EW by 10' NS. This holds Knightly weapons and those which are heirlooms and gifts. Included are two Broadwords, a Lance (cracked), a gilded Helm and a solid gold Shield, with pearls set around the rim. 20' north of the southeast corner is a door leading to B7. Another door 30' further north leads to B10, and in the northwest corner is a door that leads west to B18. There is a secret door in the center of the south wall which leads to B17. This door opens when the Shield hanging on it is removed and its peg is pressed. Another secret door is found in the northeast corner of the curtained alcove, leading north to B15. This is opened by pressing the proper wall stone.
- 910 Repair Room: A flight of stairs goes north and upwards in the northwest corner of this room. Stored in the southeast corner of the room are the materials for Armor repair; a bale of hardened leather sheets, varying sized pieces of Chain-mail, a box of individual links, six spools of iron wire to make links (1000' per spool), a few metal plates for kneecaps, etc. and two spools with 50' of leather thong each. The opening on the northeast corner goes to B11.
- 911 Prison: This is the prison area. First there is an L-shaped passage, the initial leg being 40' NS by 12' EW. This is approximate because the west wall is very irregular. The other leg is diagonal, 25' NE-SW and 15' NW-SE. It ends in a row of iron bars set 6 inches apart, with four transverse bars. The door that is part of this set of bars is locked with the key which is hung in the northwest corner of the diagonal passage. The irregular architecture puts this area in shadows generally, so one who doesn't know where the key was would have to specifically look there to find it. Beyond these bars is the prison proper. This is a hexagonal area which measures 44' from side to side and 60' from corner to corner. A basically round pillar is in the center which has a diameter of 15'. On each wall except the southwest (which has the door in it) are two sets of manacles. Also the central pillar has six sets, for a total capacity of 16 prisoners. Presently there is only one person occupying this room, a suspected Koldon Spy who is being held for questioning.

- B12 Temple Storage:** This room serves two purposes. The first is storage of offerings to the temple. The second is to act as a passageway to the cesspit (B13). It is triangular in shape, the less being 51' each and the base being 65'. The Treasury area is at the tip of the triangle, to the southeast. It contains 5 sacks each with 1200 GP, 41 Gems, and 12 bejewelled Boxes or votive objects.
- B13 Cesspit:** This is the cesspit. The entrance from B12 comes in from the southwest. The pit is circular and 20' in diameter. A secret door is on the northwest side, and leads to B14. Entrance is gained by pressing a stone above the door. A ladder on the south wall leads up to S13.
- B14 Ramp:** This is the beginning of a ramp leading down to the dungeon level. It is 10' EW by 45' NS and connects with M2. It is not as smoothly finished as most of the basement.
- B15 Tower Entrance:** This is the entrance to a tower. From the secret door detailed in B9, the tunnel extends under the foundation stones in an approximately eastern direction for 105' and is 10' wide. Then the tunnel enters a 30' diameter circular tower basement with a ladder in the center leading to the tower proper (G2). This tunnel is only roughly finished as are B14, M2, and M 42. On the northwest is the secret door leading to B16.
- B16 Survival Hole:** The door to this room opens only when one stands within 3' of it and pronounces the cikil word for disaster. It was intended as a place to hide if the castle was taken, providing opportunity for counterattack, escape or annoyance. It is now generally forgotten. This room measures about 20' square.
- B17 Castle Treasury:** The castle treasury room is divided into two parts. The first part is 9' EW by 13' NS and serves as the modern treasury. It hold 1100 GP and 12 Gems. It also contains the King's Ceremonial Crown and Sceptre which are used only on special occasions. The inner area has been forgotten. It is entered by a secret door at the back of the modern treasury. If pressure is applied to the proper stone in the wall, this door would rotate clockwise with a great grinding and screeching. Inside are 1300 GP and 81 Jewels. This inner area is 30' EW by 10' NS.
- B18 Pool Room:** The most prominent feature of this room is the 30' EW by 40' NS pool in the center thereof. This serves a dual purpose. Firstly it serves to isolate area B22 which is part of a tower from the rest of the castle, so that if one falls, the other is still protected. The only passage across this area is by a wooden plank, which is easily removed in case of trouble. This pool also serves as a landing point for the trapdoor in G29, the Audience Chamber. This pool is connected by pipe beneath the basement level to the cisterns, and thus the water is kept fresh and at a constant level. It is 20' deep. There are three separate sections of walkway around this pool. The first cove is the north and east sides. The space on the north side is 20' square and that on the east is 9' EW by 58' NS. A 9' square pillar is at the northeast corner of the pool. In the far end of this area are stored seven Pigs of Iron weighing 100 pounds each, eighteen Iron Plates, each 5' square and one sixteenth of an inch thick and six 1000' coils of Rope. The second area is 9' EW by 32' NS and contains two Ballistae and a Catapult in prefabricated form. It also contains 150 large Bolts for the Ballistae in bundles of ten. A plank to allow access to this area is stored in the corner of the first area. There is also provision for rigging a rope and tackle to get the seige weapons across the pool. The third area is 26' EW by 20' NS and connects with the first area by a plank. A door on the west end of this area connects to B19. A door 18' from the south end of the east wall gives access from the first area to B9. There is a secret door 10' from the east end of the north wall, which opens when a certain stone is pulled out and then to the right. Any other movement of the stone will cause a 100 pound block of stone to drop directly over the area one must stand in to operate the mechanism. Inside is an approximately 15' square room which is used to extract information from prisoners. All of the normal equipment is there, Rack, Thumbscrews, Iron Boots, Brazier, Branding Irons, Pincers and a variety of Knives. The person in charge of this area is not extremely bright. He has recently been chastized for dumping his biproducts in the pool, and thereby taking the risk of contaminating the water supply. Those who fall into the pool from above, by the way, are picked up by guards and escorted to B11.
- B19 Weapon Room:** This room is 20' EW by 60' NS with a 30' EW by 10' NS passage coming off the north end of the west wall. Along the east wall are stored 80 Spears and 60 Halberds. On the first 20' of the north wall are 60 Longbows with 1000 Bowstrings hung in the corner wrapped in the same way as those in B9. Along the west wall are fifteen sets of Mail, Shield, and Helm. Also along the south wall leading to B18 are 75 Longswords on racks. At the west end of the passage is a secret door. In the center of it are two stones to be pressed. The north one must be pressed and then the south one. Any other action causes the door to lock and not open from that side until it has been opened (or muffed) from the other side.
- B20 Missile Room:** This room is 20' EW by 30' NS with a 10' square alcove on the east side of the south wall. On the east side of the alcove is a rack of Ballista Bolts. There are 10 Bolts to a bundle, with 12 bundles in the rack for a total of 120 Bolts. Across from this is another rack, this one holding Arrows. There are 18 bundles of 100 for 1800 Arrows total. In the southwest corner of the room are two Ballistae and a Catapult in a prefabricated and unbuilt condition.

- B21 Repair Room: This room is 21' EW by 38' NS. Two doors are found at its northwest corner. The one going east leads to B20. The one going north leads to B22. An opening going south from the southwest corner leads to B23. In the southeast corner of the room are a large number of Chainmail pieces of various sizes for use in repairing Armor. There are also several thousand individual links and ten 5' square sheets of leather. There is also a 1000' spool of wire for repair of Armor and two 500' spools of leather thong.
- B22 Tower Entrance: This 40' diameter room is the basement of a tower. Access to the upper levels is by way of a ladder. There is also a trapdoor in the center of the floor leading to W1. The wall is pierced to the south by a door leading to B21. A secret door to the north opens only when someone pronounces the name Ispochar while touching it. Within is a complete set of blueprints for the castle, including the forgotten aera. It gives no information about contents or how to operate mechanisms. This is placed here to assure Ispochar of his orientation if he should desire to go somewhere in the inhabited areas. Another secret door on the southeast is opened by pushing up a hidden stone. This causes the door to slide upward with a great grinding noise, which is designed to announce its use. Beyond it is a 7' long and 5' wide area ending in another secret door. This one also slides up, this time when a stone in the 6' ceiling is pressed. This allows entrance to B19.
- B23 Pit: This is the second area used for the isolation of the towers. It is a 29' diameter pit. It drops down for further than a torch will allow a person to see. About 10' below the level of the dungeon the dressed stone walls stop and become solid rock. A wooden plank is usually put over this pit to allow passage, but if the castle were invaded, this would be removed or knocked down the pit. The openings on the north and the south lead to B21 and B24 respectively.
- B24 Corridor: This 10' EW by 42' NS passage ends in a secret door. This opens when a stone in the floor is stepped on and allows access to B25. About 1/3 of the way from B23 to B25 on the east side is another secret door. The opening mechanism is on the west wall, and is a stone which must be pressed. This gives access to C3.
- B25 Food Storage Area: This room is 18' EW by 50' NS by 20' high. There are five 11' square pillars down the center of the room. There are three exits from the room. The first is the secret door described in B24; the second is a set of stairs on the east wall leading to the kitchen (G27) on the ground floor; finally, there is a door in the southeast corner leading to B27. Along the north wall are seven 1200 gallon casks of Ale, for a total of 8400 gallons. In the southwest corner are 14 upright barrels of various foodstuffs. Two contain Butter, three contain Hardtack, three contain Salt and six contain Oil. Next to the barrels, going along the south wall are five Grain bins, each having 17 bushels of Wheat for a total of 85 bushels. Next come 380 rounds of Cheese, followed by eight Hogsheads of Wine with 500 gallons each, for a total of 4000 gallons of Wine.
- B26 Spice Room: This room is used for storage of Spices. The list of types stored includes the following: Allspice, Anise, Basil, Black Pepper, Caraway, Cinnamon, Clove, Cumin, Dill, Garlic, Ginger, Mace, Majoram, Oregano, Parsley, Peppermint, Rosemary, Sage, Sesame, Spearmint, and Thyme. The room itself is 14' EW by 30' NS. Each type of spice is packed in a separate box, these boxes averaging 2' long, 1' wide and 1' high.
- B27 Corridor: An irregular hallway which goes east from B26 for 30' and is 10' wide, then it turns north for 45' and finally back east for a further 40'. The door to B26 comes on the west wall just after the first turn. Near the end of the hall and across from each other are two more doors. B28 is on the south, and B29 is on the north.
- B28 Meat Room: This room is 30' EW and 25' NS and is used for storage of meat. Therefore, hooks have been installed in the ceilings and walls. Nine whole smoked Pigs are hung in the room along with three smoked Cows and two smoked Deer. There are also four barrels of smoked Fish, three of Jerked Beef and three of Pickled Pork. To accomodate all of this, the ceiling is 20' high. The doors to this room and to B25 and 26 are all made of stone to minimize the threat of mice. To help with this, eleven cats also live in B25 and in the Kitchen (G27) moving freely between the two.
- B29 Stairwell: This is a circular stairwell, which is 40' in diameter with a 12' diameter pillar in the middle. It leads up to G26. On the northwest side is the secret entrance to C1. It is operated by pushing down on the inward end of the step it is level with.
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Cisterns

- C1 Cistern Entrance: This is a passage that extends northwest from the stairwell to the cistern. It is 25' long and 10' wide. The doors at the northeast end allows access to the cistern..
- C2 Survival Hole: This is a secret room known only to one of the Subcommanders. It was intended as a place to hide in case the castle fell. This particular soldier's father told him about it, gave him the key to it and told him how to use spikes to get around the wall to it. If one gets to it, one must find the hidden keyhole and unlock the door, all the while holding on to cracks in the wall and standing on a spike. The room within is 20' EW and 17' NS.
- C3 Cistern Entrance: This 15' EW by 10' NS passage leads from B24 to C6, and is open to the cistern. It is used to collect water during a seige.
- C4 Inter-Cistern Passage: This is a 20' EW by 5' NS connecting way between the two main parts of the cistern, and keeps the water level of the two equal.
- C5 East Cistern: This is the western part of the cistern system, being circular and 73' in diameter. The water level is about 6' below the floors of the various passages to and from the cistern. The ceiling of this area, C4, and C6 are each 30' above the floor level of the basement.
- C6 West Cistern: This eastern section is also circular and is 74' in diameter. The stones in the walls of the cistern are as tightly fitted to gates as possible to prevent water leaking out.

Forgotten Level

Access to the Forgotten Level is gained through a hidden door in the south wall of Stair Chamber, B1, into Corridor F19. A stairwell leads off the southern end of F19 to the west through F18 down to T45 on the next lower level.

- F1 Storage Room: A rectangular 14' EW by 22' NS by 8' high room of semi-finished stone previously used as a storeroom for F2, this chamber is littered with bundles of rotting cloth. Access to it is achieved through a wooden door centered in the east end of F2. This door has a concealed latch hidden in the northern doorjamb. The far or east wall has a small moldy set of wooden shelves set into pegs driven into cracks between the stones. Several small wooden chests are on the shelves. Along the right hand or south wall are piles of rotted cloth interspersed with rods and poles of splintered wood. Along the left hand or north wall is a clothes rack with many garments of various types. This clothes rack is very rotten and will collapse into a heap at the slightest touch. The west wall is plain stone with a metal bracket for a lantern on the right side of the door.

The clothes on the collapsed rack and the intact rack were once of high quality but are now so moth-eaten as to be valueless. Three wooden chests, each about 8" by 12" by 6" high, on the shelves at the north wall contain the remains of cloth linings now turned to dust. The third chest contains a small copper bracket engraved with the name 'Martinus'. No traps or secret doors exist in the room. The only animals are small insects.

- F2 Eating Room: The door to this room measures 6' high by 6' wide and is made of fir planks held together with iron straps. It is latched closed but is not locked. The room is a rectangle 15' NS by 58' EW with a 10' high slightly arched ceiling. The door is centered in the south wall. The walls and ceiling are rough stone blocks with some cracks and gaps between the stones. Two massive oaken chairs flank a 8' long plain oaken table which is centered along the north wall. An old mice-gnawed candlestick in a tarnished pewter candlestick sits on the center of the table. The right wall is plain with a 6' high and 6' wide wooden door (to F1) set into it. There appears to be no visible means of opening the door. The left wall is plain with two rusted iron hooks set into the wall 2' out from the center and 6' off the floor. The eastern wall has another pair of rusted iron hooks set 4' on either side of the door and 6' off the floor. The corners of the room are covered in cobwebs. Several small spiders inhabit the cobwebs. They are non-poisonous and interested only in an insect lunch. No items of value are in this room and no tricks or traps are present.

- F3 Mummy Room: The entrance is a plain fir plank door measuring 6' high by 6' wide. The door is held together with iron straps and is latched but not locked. The room is a rectangle 28' NS by 49' EW with a 10' high slightly arched ceiling. The door is centered in the south wall. The walls and ceiling are rough stone blocks with some cracks and gaps between the stones. The North wall is composed of three massive stone blocks 8' high. The right and left walls are rough stone and totally bare with the exception of a single rusted iron hook set in the center of each wall 6' from the floor. The floor is smoothed stone slabs as in the ceiling. The ceiling was at one time whitewashed but most of that has since flaked off and forms a whitish dust on the floor and room contents. In the center of the room are two large stone slabs, each 4' by 8' and 2' high. The slabs are 3' apart and have their longest orientation in the north-south direction. Four vaguely body-like forms lie shrouded on the slabs, covered with dusty rotted cloth. Closer examination shows that these forms are the mummified bodies of four Warriors completely dressed in Chainmail and Helm, armed with Swords and small Shields. Closer examination also reveals that the rotted shrouds are banners bearing the arms of King Martin, whose arms are also painted on the Shields. These arms will be familiar to anyone with even the slightest acquaintance with the region. The eyes of the mummies will slowly begin to glow red if approached within 6'. The mummies do detect as magic, but will animate only if King Martin's coffin in F9 is opened. The armor and arms are of good quality but not exceptional. Each mummy wears around its neck a gold chain with a medallion bearing the arms of King Martin on one side and an "I" rune on the other (worth 100 GP). Each has a small leather belt pouch with 10 Gold Pieces in it. The mummies' statistics are given on F9 since they are aggressive only if King Martin's coffin is opened. No other treasures or traps are in this room.



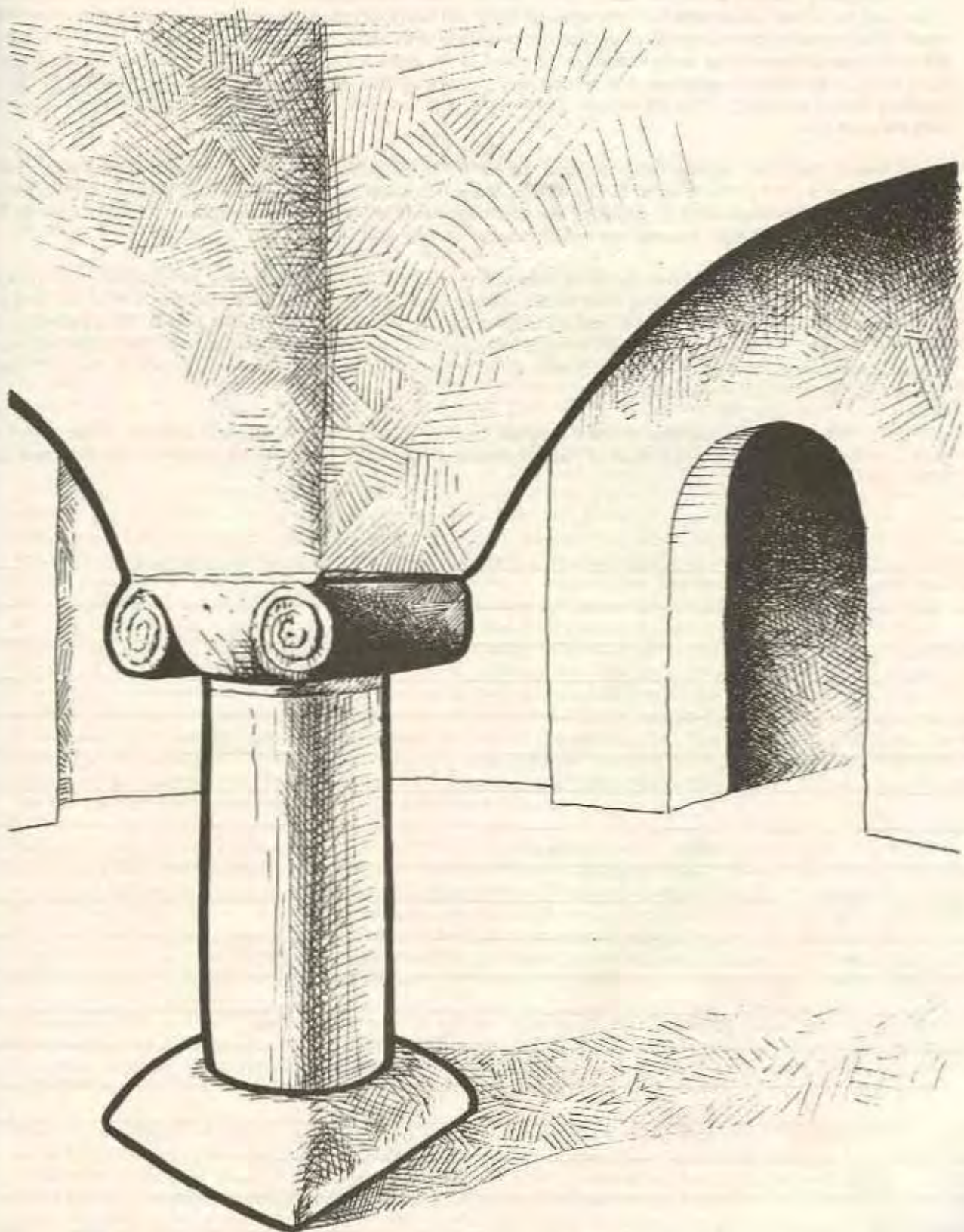
- F4 Map Room:** This irregular room is shaped like an upsidedown "T" with the stalk being 16' wide NS and 31' long EW with a slightly arched ceiling 12' high. The top of the "T" is 45' long NS and 14' wide EW with a 12' slightly arched ceiling. An archway 10' wide and 8' high at the east end of the "T" top provides access into F5. A 6' wide by 6' high oak door at the southwest corner of the "T" top opens west into F6. A blind 6' wide and 8' high archway extends 16' northward from the southeast corner of the "T" base. A 4' wide corridor opposite this archway, also 8' high, extends 13' northward to end in a stone slab which is a pivoted secret door allowing access from Corridor F19. The room is made of rough stone blocks for walls and ceiling with stone slabs smoothed into a floor. Minor piles of dust sprinkle the floor. The only item of furnishings is a large wooden chest at the back of the northeast alcove. The chest appears to be a 4' cube of ebony wood. Each corner has a brass corner cap, the hinges are also brass as is the lock plate. The large brass key is in the lock. All brasswork is tarnished to a moldy green color. The lock is not trapped but is very hard to turn. The contents of the chest are a series of 12 inch long black ceramic tubes 3 inches in diameter with ceramic caps sealed on with wax. There are 147 of these tubes in two layers. The caps are upward and each has a symbol or two inscribed on it that is inlaid with red or white laquer. If broken open the tubes contain scrolls which are maps of a land unknown to any on this plane. Magical forms of information research will reveal some sort of connection with the god Branicia, but any detailed information is deliberately obscured. The chest is worth 125 GP and the tubes are worth 1 GP each. The maps are worth 2 GP each as curiosities. No traps or other devices are present.
- F5 Weapon Room:** A room of rectangular shape 16' NS by 31' EW with a rough but flat ceiling. The northwest corner has an archway 10' wide and 8' high carved stone panel set into a recess in the wall about a foot and a half deep. Driven into cracks between the rough stones in the walls of the room are 18 iron hooks. Some cobwebby bundles are hanging from the hooks, others are lying on the floor beneath the hooks. The walls are rough stone blocks which have once been plastered. The ceiling was also plastered but the plaster has since cracked and fallen off. Most of the wall plaster has also fallen to the floor flagstones and provides a crunching accompaniment to anyone's footsteps. Upon close examination of the bundles, they will be discovered to be leather-wrapped Swords, Axes, and Daggers. The oiled leather wrapping have preserved all but one or two intact. They are high quality Warriors weapons, adorned only with runes of darker metal set into the blades. The runes are all the same: 'MARTINUS + REGIS'. They are not magical, just high quality, worth perhaps triple the going rate for their type of weapon. The carved stone panel also has the the runes 'MARTINUS + REGIS' set into it. Examination of the panel shows it is a door. The door is not locked and will swing open with a firm shove. No other items of value are present and there are no tricks or traps in the room.
- F6 Corridor:** This room is an L-shaped corridor 10' wide with a 12' high arched roof. The northsouth leg is 79' long and the eastwest leg 55'. The western extremity opens into the slightly wider corridor F12, while archways 2/3 and 3/4 of the way along the northsouth leg open east into F4 by a 6' by 6' oak door and south into F7 through a 4' wide opening. It is constructed of rough stone walls with an occasional iron torch holder pounded into a crack between the rough stone blocks. Small bits of dust and debris litter the floor and an occasional small rodent scurries through. No valuables, hidden doors or other items are located here.
- F7 Storage Room:** A rectangular 30' NS by 20' EW chamber of rough stone walls 10' high with a slightly arched ceiling and rough flagstone floor. Bundles of materials and several piles of small casks fill the room. In the center of the east wall is a 4' wide and 6' high opening into corridor F6. At the southwest corner a 4' wide by 6' high wooden door opening into a 4' wide by 8' high corridor which runs 20' directly west to open into corridor F12. At the southwest corner, a 9' wide passage leads eastward 20' into F8. At the southeast corner, an 8' wide passage leads southward 20' into F8. The bundles are the moldy remnants of what was once expensive velvets and laces. They are now valueless but provide a nice home for roaches and other such vermin. The casks once contained fine Wine. Of the 50 casks in the room, only three still contain something drinkable, though sour. The rest has soured to uselessness. Poking around in the debris will uncover several (1D6) centipedes. These creatures are afraid of light or fire and will flee into the darkest corners. They are non-poisonous and have only 1/2 Hit Die each. They are Armor Class 4 due to small size and chitinous covering. No valuables are in this chamber. No tricks or traps are located here.
- F8 Seed Room:** A roughly rectangular chamber 25' NS by 30' EW by 12' high, this room is reached only through the two passageways from Room F7. The eastern passage is 8' wide and 20' long leading from the northeast corner of Room F8 to the southeast corner of Room F7. The other passage is 9' wide and leads from the center of the north wall to the southwest corner of Room F7. The south wall of the room has two small roughly cubical blocks of dull black stone located in the southwest and southeast corners on the floor. Each cube is roughly 1' square. Set into the precise center of the floor and the east and west walls are 1' square white stone blocks. The center of each white stone block seems burnt and scorched. Neither the black nor the white stones test as magical. In the center of the western half of the floor is a small bronze coffer surrounded by a faintly glowing circle of greenish chalk. The area registers strongly magical. The circle will give a sharp shock of electrical nature causing no damage to the first person to touch it. Any attempts to dispel or neutralize the circle by magical means will be successful. The bronze coffer is very tarnished and has a rune set into its top: '☿'. Legend lore will reveal that this rune had an ancient association with fertility phenomena but is no longer used. The coffer is not trapped. Opening it reveals a quantity of black dust in the center of which is located a 1' in diameter oval seed. The seed is greenish brown, quite hard and tests as magical. The dust and the coffer itself

also test as magical. If planted and tended, the seed will grow into a silver-bluish tree which resembles a spruce tree. The seed could be worth as much as 1000 GP to a student of plant life. Otherwise, as a curiosity it and the coffer are worth only 25 GP. No traps or treasures are located in this room.

- F9 Mummy Room:** The chamber is 58' NS by 28' EW by 15' high rectangular room with a smooth stone block construction. The center of the north wall has a 10' high by 8' wide carved stone panel hinged to act as a door. The southwest corner has a 10' wide and 12' high corridor extending off to the west. Eight pillars, each 2' square, are arranged in two rows of four along the north and south sides of the room 2' out from the wall. In the center of the row of pillars is an area which is blurry and very difficult to look at. The entire room detects as strongly magical. Tapestries are hung on the east and west walls depicting the exploits of a Warrior-King. The tapestries are still in fair shape and have a continual border decoration of runes which read: MARTINUS + REGIS + SUPERBUS. Because of the fairly high quality of the six 4' wide by 8' high tapestries, they are worth 250 GP each. Closer examination of the blurred area in the center or a Dispel Illusion magical spell will reveal a large black marble sarcophagus which is 8' long by 4' wide by 6' high. Set into the top of the lid of the sarcophagus are runes of gold reading: MARTINUS. Opening the sarcophagus will produce a cloud of fine dust. This dust will cause 1D4 points of damage to anyone in the room. A saving throw of the player character's Dexterity or less on 3D6 will permit the character to avoid the cloud. In the sarcophagus itself are a pile of mouldering bones and several small scraps of unimportant jewelry. Opening the sarcophagus or damaging it will activate the mummies in F3. It will take 1 melee round for the mummies to be activated and one turn for them to exit F3. Two mummies will proceed east to the hidden entrance to F4 and two will proceed west to the entrance to F12. It will take four additional melee turns for the first mummies to traverse F4 and F5. It will take five additional melee turns for the second group of mummies to traverse F12 to the entrance of F9. The mummies attack as 5 Hit Die monsters, are Armor Class 8, and are armed with Sword and Shield. They are not fire resistant and take 18 Hit Points each. The bottom of the sarcophagus is solid and no further items of worth are in it. One secret hiding place is concealed in the second pillar from the east in the northern row. It is opened by pressing a certain portion of the bottom trim and twisting the pillar to the right. Wrapped in a velvet banner are a Sceptre and a Crown. The banner is sprinkled with a contact poison, which through age is only potent enough to cause severe illness if touched with bare skin. In 1D6 melee turns, the individual will become very nauseous for a period of 3D6 melee turns. A saving throw of Constitution or under on 3D6 will permit the character to suffer a temporary loss of 1 point of Strength and Constitution for 1D8 melee rounds. The Crown was made for a large man and is gold tracery and filigree, set with four large rubies. The Crown is worth 1000 GP. The Sceptre is a simple carved ivory rod about 2" in diameter and 20' long. One end is a silver ball 3" in diameter set with 12 small sapphires, while the other end is a 4" in diameter ball of gold set with 18 medium sized emeralds. The Sceptre is worth 750 GP. The banner is worth only 25 GP. The banner, crown, and sceptre are not magical. No other tricks, traps or valuables are located in the room.
- F10 Empty Room:** Entered from F12 by a 4' wide and 6' high wooden door, this rectangular room is 20' NS by 25' EW and is 10' high in the slightly arched center. The walls are constructed of plain rough stone blocks with an iron hook driven into a crack in the wall in the center at about 6' high. A 4' wide by 6' high closed wooden door is set in the center of the west wall. The room has a low wooden bench 4' long and 18" deep centered against the north and the east walls. An old broken wine bottle lies in the middle of the floor. No secret doors or hidden items are located in this room.
- F11 Torture Room:** The door to this room is made of oak wood, is 4' wide by 6' high. The door has a large iron lock with a large brass key still in the door. The door is closed, but not locked. The room is rectangular 20' NS by 15' EW and is 10' high to its slightly arched roof. On the center of each of the south, north, and west walls at 6' from the floor is driven an iron staple. A pair of chains and manacles is attached to each staple. An old rusty iron Brazier with some instruments of 'questioning' stands on three legs in the middle of the room. No items of value are in this room. No tricks or traps are present.
- F12 Corridor:** This is a long, irregular L-shaped corridor, primarily connecting F19 with F9. The major width varies from 10' to 13' over most of the length, though it tapers down to a rugged 4' wide irregular northeast squeeze into F19. The western northsouth corridor has a straight run of 115'. The southern eastwest corridor has a straight of 75'. Archways open eastward into F9 and westward into F13. Corridors run eastward into F7 and as part of F6. All of the walls and arched ceiling are built of rough stone blocks. Some small pebbles and little drifts of dust now litter the rough flagstone floor of this corridor. Iron torch holders are driven into cracks in the wall about 6' high every 30' or so. No items of value are in this corridor, neither are there any tricks, traps, or inhabitants.
- F13 Audience Room:** This large room takes up nearly half of the Forgotten Area. It is 75' EW by 100' NS, with two rows of three pillars each running down the length of the room. These pillars are 10' square and 17' apart, with the same distance between the rows, and between each pillar and the closest wall. The ceiling is 20' high and made of fairly high quality material. The walls and ceiling of the room were whitewashed, but as usual, the lime is now crumbled on the floor. The west end of the room is filled with rubble, and anyone with any knowledge of castle construction will immediately know that the ceiling has collapsed. Anyone else can figure it out by rolling less than their Intelligence on 2D6 (it takes a real dummy not to figure it out). This area is obviously structurally weak, and any pounding on the

walls, ceiling and floor, or even extremely loud noises have a 10% chance of causing a further cave-in. Light taps will not cause such an effect, but a blow such as one might use to drive in a spike might. The die roll may be modified as the Judge sees fit for the power of the blow and the distance from the cave-in area. Any major shifting of the rubble also has a 30% chance of causing a cave-in. Should a cave-in occur, roll percentile dice to determine how much of the room is filled with rubble and draw in the result freehand. Note that each cave-in makes a further one more likely, though not necessarily any more extensive. At the center of the south wall is a large stone chair. The seat is raised 4' off the floor, and a foot stool is provided in the shape of a lizard. The back of the chair extends another 4' above the seat, and the top is carved with the runes: MARTINUS + REGIS, flanked by two Ravens. The front edges of the arms of the chair are carved to resemble double-bladed Axes. There are two 18' wide openings coming from F12 on the east wall and two doors on the south end of the west wall. The door in the southwest corner leads to F16 and the more northerly door leads to F17. An opening near the west end of the south wall leads to F15 and a secret door is on the other end of the same wall. This door will radiate magic, if it is detected for, and if the name Martinus is spoken within 5' of it, it will open. This will allow access to F14.

- F14 Armor Room:** When the door to this room opens, one will be confronted by what seems to be an armored figure facing them. It wears a Chainmail Shirt with long sleeves coming down to articulated Plate Gauntlets. The Mail comes down well below the knees and the legs are covered with sturdy leather boots, which have metal plates riveted on to protect the shins. The hands are resting one upon the other on the handle of a Battle Axe, and a Great Helm is on the head. The figure is non-moving. In fact, it is empty Armor, but if anyone enters the room without displaying the Sceptre from F9, it will animate and attack. It fights as a five Hit Die creature, and will continue to do so until both Gauntlets and the Helm are knocked off. If one Gauntlet is knocked off, it will swing the Axe one-handed, and if both are removed, it will flail with its arms until the head is knocked off, causing 1D6 of damage per Hit. When all three are removed, the Armor will collapse in a heap. The Mail Shirt and the Axe are both enchanted; both receive a +2. The Boots are also enchanted to allow the wearer to move twice the normal speed (foot movement only). Atop the Great Helm is a Raven Crest. As one moves beyond the Armor, one will see a room which is 45' EW by 15' NS. On the floor of this room laid out in an orderly fashion are 20 Skeletons. Beside each Skeleton is the rusting remains of some farm implement. Along the east wall are three coffers which were originally very well made, but are now somewhat decayed. The first box is fairly large, 20" by 26" by 14" high. It contains 12 Gold Plates and 12 Gold Goblets, each inscribed on the bottom with the symbol, M. R. The smaller coffers are 6" by 6" by 6", one containing 100 GP, and the other containing 25 plain Gold Rings and a large, dual, Silver Brooch with an amethyst in its center worth 75 GP. The walls of this room are of unwhitewashed roughly dressed stone and the ceiling is 10' high.
- F15 Dust Room:** When one enters this room, he will once again be greeted by the sound of crunching lime. This room is 30' EW by 16' NS by 10' high. Save for the dusting of lime, cobwebs, drifts of dust and a rodent or two, this room's only contents are a 4' by 3' by 3' high chest in the center of the west wall. This is a wooden chest with steel straps and a large padlock attached to the front. This padlock is rusted completely solid and will never open under any circumstances. If the chest is broken open, it will be found to be one quarter filled with dust. This is plain ordinary dust, with no special uses. The person who breaks open and/or first looks into the chest, has a 20% chance of inadvertently stirring up the dust, after which he must roll his Dexterity or less on 3D6 to avoid a coughing fit lasting 1 - 6 rounds. The same saving throw must be made by anyone intentionally disturbing the dust. If the chest is tipped over in an attempt to remove the dust, it will billow up and fill the entire room. In this case, a roll of Dexterity or less on a 3D6 means one is not affected for 1 - 6 rounds. Failure in this case means coughing for 1 - 6 rounds after leaving the room, with the same result for those who save and start coughing later. If anyone continues coughing for 20 rounds, he will pass out, and, if exposed to it for a number of rounds equal to his Constitution after passing out, will die. If it has been disturbed enough to billow out, the dust will take an hour to settle. This can be bothersome, as the victim of a coughing fit will immediately drop anything in his hands and be unable to pick anything up. Assuming one has recovered from the coughing fit, entry before the dust has settled requires another saving throw. The only other thing in the chest is lying at the bottom of the dust. It is the wing feather of an eagle.
- F16 Library:** This room was fitted out as a library. The door is 6' high and 4' wide, made of wood with brass strips (long since turned green) binding the planks together. The bottom of the door is brass bound, presumably to keep rats from chewing through. The handle of the door is a simple lift and pull latch. The room on the other side is 14' EW by 22' NS with a 10' EW by 3' NS alcove in the northwest corner. On the west wall is a rack containing 135 ceramic tubes, each with sealed ceramic end caps. Most of these seals have failed, however, and the scrolls inside have decayed. Of the remainder, six are in old Koldonic, two dealing with History, and one each about Religion, Culture, Flora, and Fauna. The rest are written in an archaic form of the Cikeil language, and deal with the Empire that fled from the events of the migration, and with the events of the area, ending about the time Martin became King. These might be worth up to 100 SP a piece, to a scholar or Sage, but otherwise, the only value is 10 SP for each tube. Approximately in the center of the room is a table with a chair on its north side. Setting on the table is an oil lamp with what might be the remains of a charge of oil in the reservoir. These remains consist of a gummy slime on the bottom of the reservoir. Also on the table is an inkwell with the ink dried and a decayed quill pen stuck in it. Beside the lamp is a tarnished silver tinderbox. This is, of course, air and water tight, so the tinder flint and steel inside are still usable. The box itself is worth 20 GP.



Temple Area

- T1 Stairwell: This is a circular stairwell coming down from B1. It is 41' in diameter with a 10' pillar in the middle. There is 12' clearance between the stairs and the ceiling. The center of the stairs show evidence of wear, and in some places are cracked although still fairly sturdy. The stairs spiral in the clockwise direction. They come out to the north, leading to a 20' wide hallway, which leads to T2.
- T2 "Tine" Temple: The double doors to this room are 20' high and 7½' wide each. They are covered with gold and various animals, monsters, and creatures are depicted on them. They are provided with simple staple type handles. These open inward to reveal a very large room, 120' EW by 290' NS. There are four 40' high buttress stone arches along the walls. The buttresses are about 10' thick, and, like the walls, are covered in black granite. In front of each buttress is a hexagonal pillar of 20' diameter. These have faces toward the east and west and are covered with obsidian. Torch holders are provided on both sides of each buttress and on the inner east and west of each pillar. When the far end of the room becomes visible, the first thing seen will be a large idol, 20' high on a 10' hexagonal black granite pedestal. On the face of the pedestal facing the center of the room is carved the name, Vivstate; the carving being inlaid with red quartz. The statue itself is obsidian with ruby eyes. It holds a Mace in its left hand, the right hand being held up, palm outward and having a chaos symbol depicted in ruby on the palm. In the north corners of the room are two further buttresses similar to the others except that at their widest points they run into the wall, and therefore, appear as only a quarter circle. A further buttress runs up the center of the north wall. This is a regular halfcircle. Just south of the northwest corner is a set of double doors, each 7½' wide by 10' high. These are simple iron bound wood (the door of entry shows capability to be barred but the oaken beam needed is gone). The south wall is covered by a large tapestry depicting various legends of Vivstat. In the center of the wall behind it, a secret door may be found. Careful inspection of the floor nearby will show a small (6" by 6") square. If a force of 150 pounds is exerted on it, the secret door will open, allowing access to T3. If a torch or similar object is placed in the socket just south of the center on the west wall, pressed tightly in and it's top pushed toward the wall, another secret door will open. This leads to the room in which the temple treasures were stored. At the bottom of the pillar on the north end of the wall will be found a small hole. If a finger is inserted therein and outward pressure is applied, a small section of the pillar will swing out to reveal a hidden room. This consists of the area inside the pillar plus a 10' by 10' alcove. Here the unholy items needed for services were kept. Another secret door is located just west of the central pillar. This will only open if one speaks the proper magical word. Upon trying to open them, the party will find that they can not, and that they are presumably locked. In fact, they are not. They are barred from the other side. If the easily visible lock is picked, this will simply result in the door being locked and will serve to complicate matters.
- T3 Garbage Room: This very oddly shaped area is 9' EW by 56' NS, with the last 7' widening to 16' EW. On the north end is a hallway that appears to be a dead end. Entrance to the area is through two secret doors. The first is at the end of the narrow hallway to the north and leads to T2. Operation of this device is detailed there. The other one comes on the east wall. Just at the end of the north hall, this one revolves if pressure is put on either side. It leads to P3. This entire area of T3 is absolutely choked with refuse. The north and south ends are particularly full. Much of this stuff is in an advanced state of decay and the stench is tremendous. It would appear that some creature or creatures have used this area as a garbage dump for some time. Careful examination will show that any discarded artifacts found are very small.
- T4 Passageway: This is simply a passageway. It is 10' EW and extends 17' NS. This is the end of the dressed stone, but what seems to be a crevasse of about 5' width extends for another 10' to the northwest. Then it seems to simply come to an end. However, if the proper projection is located and depressed, the wall will swing upward and allow entrance to M12.
- T5 Priests Room: The doors on the east side of this room are barred by a 1' thick oaken beam. The room itself is 80' EW by 101' NS, with four hexagonal pillars. These are 10' thick and aligned so that two of the faces are perpendicular to the north-south axis. They are so situated that each is 20' from the two of the four walls. Between the two northern pillars is a bronze Brazier with a 3' diameter and standing on a 4' base. Along the west wall are four sets of double doors. The first is in the southwest corner, and the others are spaced along the wall at intervals of 12'. The first door leads to T6 and the other three lead to identical 10' EW by 11' NS cubicles. These contain a straw pallet on a cot and a peg driven into the wall. Evenly spaced along the south wall are three hidden doors. To operate each of these, the proper stone must be found and pressed with the foot. Each contains a black robe, a completely black Mace, and an obsidian skull on a chain with red quartz eyes. The southwest pillar is hollow. A panel on the north side slides upward to reveal a space in which has been placed a record of all that happened in the temple, although it stops nearly 100 years ago. The reason for stopping seems to be because the book was full. The door in the east wall leads to T2.

- T6 Corridor: A hallway, 140' EW by 19' NS. On the northwall, 30' from the south end is a door. A further 20' along the hall on the same side is another. These lead to M28. On the south wall, in the southwest corner is an opening to T12. 30' further along is the sealed door leading to T9. After yet another 40' comes the bricked-in entrance to T7. The double doors on the east end lead to T5.
- T7 East Tomb: The entrance to this room is noticeable only in that it is not flush with the walls of the corridor, for it is blocked by the same dressed stone as the rest of the dungeon. Careful testing will reveal that there is a room beyond. If the door is broken down, a room will be revealed beyond that is 40' EW by 70' NS. All of the walls are plastered and whitewashed with lime. There are five pillars along the east and west walls, 5' in diameter and round. A similar pillar stands at the center of the south wall. In front of it are some wood fragments and a small bone, which determined study will identify as a fingerbone. The ceiling and floor are dressed stone and remarkable only in that the ceiling is only 6' high. The south wall is plaster over thin wood. Removal of this allows access to T8.
- T8 East Treasury: This room is 32' wide by 19' long. Along the east wall is a pile of straw which obviously is used for sleeping on the floor. Beside it is a lit lamp. A once beautiful, but now badly scarred chair is in the northeast corner. In the northwest corner is a box with somewhat worn clothing within. This clothing was obviously rich and expensive but now could only be classified as rags. Also along the west wall are some clay shards, three battered copper dishes, worth 1 SP each, and a fairly good-looking Silver Goblet with a few small gems set into it worth 15 GP. The first person looking into the room will almost certainly meet the gaze of a Medusa. This creature is basically shaped like a Human female, but has red-rimmed eyes, snake-like hair, and a truly horrid looking face. Unless surprised (a 1 in 6 chance) it will have a Longsword and Shield in hand. Otherwise, it will be found leaning against the east wall. This creature can attack in two ways: either with the Sword, or by meeting the gaze of the opponent. This will turn the opponent to stone unless the appropriate die roll is made. If the creature is defeated, the treasure will be found under the straw. In the southeast corner is a corridor 5' wide and going south for 15'. The end wall of this will open out if pushed. To open it from the outside, the proper ceiling stone must be found and pressed.



"Tine" Temple

Medusa (T8)

Hit Dice	4
Hit Points	14
Armor Class	7 (6 with Shield)
Move	12"
Attacks	by Weapon
Damage	by Weapon
Special	Gaze turns to Stone unless Intelligence or less is rolled
Treasure	900 GP, 900 SP

Sidra's Mummy (T9)

Hit Dice	8
Hit Points	31
Armor Class	4
Move	9"
Attacks	2
Damage	2-12
Special	Saving Throw vs. Necklace Roll Constitution or less on 3D6

T9 West Tomb: The door is granite, 6' square, with a picture of a bald man in a robe with a Mace raised over head. He is wearing a belt that seems to be made up of connected skulls. At the top of the door is an inscription in an archaic form of Cikeil which says, "May the doom of Vivistat fall on all who desecrate this sacred place". There is a seal on the door consisting of a clay insignia on the door and the wall with a black cord between them. The insignia on the door depicts a skull and the word 'doom'. The one on the wall duplicates the carving on the wall and has on it the inscription, "Vivistat is Supreme". When the door is opened, a rush of noxious air comes out. This is not poisonous, but a character with a weak Constitution might become ill. Just inside the door is the skeleton of a Giant Rat, with the front teeth that are completely worn away. The back side of the door will show rather deep grooves near the bottom.

The room is 35' EW by 7' NS. The ceiling is but 6' high. Immediately on entering, the party will see a stone sarcophagus with the head facing the far wall. That wall is covered with plaster and illustrated. Barely enough pigments remain to determine colors. It shows the man from the door (Vivistat) dressed in a black robe. The skulls on the belt are also black and close inspection will reveal that their eyes are red. Vivistat's eyes are also red. Coming out from his Mace are eight black rays. Beside him is another man in similar dress, also with a Mace, but somewhat smaller in size. Above his head is the inscription "Sidra, faithful servant of Vivistat, who has brought destruction to many". They are engaged in crushing the skulls of a group of people who seem unaware of their presence. Along the right wall are five pillars of about 3' diameter. They are hexagonal with one face toward the wall. They are covered with black granite and have a life-sized skull carved in the center of the inside face. The eyes of each skull are inlaid with red quartz. The wall behind is plastered and has various painted scenes of Vivistat and Sidra performing destructive acts. The left wall is partially obscured by similar pillars and is plastered and painted with scenes of Sidra performing acts of devotion to Vivistat. The north wall is also discovered to contain pictures of Vivistat and Sidra. This time one is on each side of the door with Mace poised to crush those who enter. The floor is the normal stone floor of the dungeon, but was obviously polished to a high gloss at one time. The ceiling is flat, but amazingly enough for this room, is not only unpolished, but looks as though it's stones are undressed. That is, the ceiling is very rough. The inside southern side of each pillar will be found to have a hole into which a torch may be thrust. Indeed, four still contain the stubs of burnt-out torches. The sarcophagus is also black granite. The top repeats the black skull, red eye motif all around its edge. The top shows an effigy of Sidra, who seems to be in the same costume as shown on the walls. If the sarcophagus cover is removed (no easy task, as it is about 20' by 8' by 4" thick and solid granite), a coffin will be found inside. This is made of gold covered wood and is also in the shape of Sidra. When the top of the coffin is removed, a mummy will be seen. It is wearing a necklace, this is a gold chain and the now familiar black skull with red eyes, this time in obsidian and ruby. When the coffin cover is removed, the mummy animates and attacks. It is not affected by normal fire and gets a save vs. magical fire. It also regenerates 1 HP per round. The mummy will not leave this room. If the party flees and later returns, they will find the door closed and the coffin and sarcophagus lids replaced (presuming the mummy was still active or wearing the necklace). If a person who is not Chaotic Evil puts on the necklace, he (she) must make a saving throw against death. Survival means the person is turned to Chaotic Evil, and will also resist attempts to remove the necklace from his (her) neck. The necklace will also cause regeneration of 1 HP per round unless the character is brought below 0 HP in one melee round. If both of the eyes on the center east pillar are pushed at the same time, the skull will come loose, allowing one to see that the pillar is hollow. Inside will be found a black Mace. This weapon is magically aligned Chaotic Evil: +1 vs. Law, +1 vs. Good, +2 vs. Lawful Good. Finally, if the south wall is examined, it will be seen that the plaster is applied over wood. Further examination will show that the wood is very thin and there is a room hidden behind (see T10).

- T10 West Treasury:** This room is fairly crowded. It's 19' EW by 19' NS by 6' high area is filled with a jumble of furniture, utensils and weapons. One of the first things to catch the eye might be an exquisitely carved Hardwood Chair. The scenes on it depict battles and hunts. As an art object, this would have a value of 50 GP. Next, one might see 36 large clay jars, 19 of which contain 10 gallons of Wine. The other 17 contain the same amount of Olive Oil. These have been sealed with clay, and everything but one jar of wine is still usable. In the northwest corner is a set of 8 solid Gold Plates worth 100 GP each, and 10 Silver Goblets worth 25 GP each. Along the east wall are three boxes containing neatly arranged clothing. Types and amounts are difficult to determine, as all of the clothing is badly decayed. Stacked beside the boxes are 14 pairs of sandals, also rotten. Near the back, on the right, is a dummy upon which is a suit of Chain Mail, along with a full Helm and Shield. The Mail and Helm are rusty, but usable. The Shield, however, was mainly wood and has rotted. On the floor below the dummy is a Scabbard and Broadsword. The Scabbard looks aged, but it and the Broadsword have been protected by the animal grease that the sword was stored in. Taking up the rest of the back of the room is what seems to be a horse dummy, wearing Chain Mail Barding, Saddle, and other equipment. The Barding could be used if the leather straps were replaced. When the Barding is removed, the "dummy" will be seen as an actual mummified horse. The other equipment is beyond repair, as is the Lance that stands in the southwest corner. Along the west wall are the remains of a Bow, Quiver and Arrows.
- T11 Healing Room:** This 20' EW by 32' NS room is totally empty. It is a first aid room. Everyone who enters has one point of damage healed, and for each hour spent therein, a further point is healed. Successive entries and exits will have no effect, except to delay the achievement of an hours stay. This effect cannot be detected, although if detecting magic, the entire room will glow. The secret door to this room will only open if touched by fresh blood. This door leads in from T12.
- T12 Corridor:** This corridor is 10' EW and extends for 105' NS. Then it angles southwest for another 92'. 90' from the north wall, the corridor is cut off by a door. Just beyond this door on the east is an alcove which is 20' EW by 10' NS. At the north end, this corridor opens into T6. 50' down the west wall is an opening that leads to T13. 15' further along is the secret entrance to T11. The diagonal hallway opens into T21.
- T13 Corridor:** An 85' EW by 11' NS corridor. An opening 40' down on the south side leads to an 8' EW by 45' NS corridor ending in a door which leads to T14. Near the end of the first corridor are the hidden entrances to two rooms. On the north is T15, the door to which is opened by pressing a rock in the ceiling. To the south is T16 which may be entered by pressing a stone in the ceiling.
- T14 Pit:** This is a circular area of 40' diameter with doors on the north and west sides. These lead to T13 and T17 respectively. This room has no floor on this level and extends out of torch range below.
This chimney-like area is the home of 17 Vampire Bats. These creatures have 4' wing spans. They are fast and maneuverable. They nearly always attack by surprise and after a successful bite, can completely drain a victim in under two minutes. Also, anyone who survives a bite has a 10% chance of getting rabies. There is a 30% chance that these creatures will attack each time a door opens with the chance being increased by bright lights and commotion.
- T15 Skull Room:** After a 7' EW by 10' NS entranceway, one enters a 20' EW by 16' NS room. All this room contains is 19 Skulls. These are of varied types, some being Humanoid, some obviously are not. The most disturbing fact is that all of them are arranged in a semi-circle and set as though staring at the door. If viewed in the dark, the eye holes will be seen to be glowing red. If anyone remains in this room for two minutes, or disturbs any of these Skulls, all will jump into the air, fly at the party and attack, inflicting terrible bites and continuing until destroyed. They can be damaged only by crushing weapons. If the jaw is crushed, the creature can continue to attack by ramming.

**Vorpals Skulls
(T15)**

Hit Dice	2
Hit Points	5
Armor Class	3
Move	18"
Attacks	2 (Bite/Butt)
Damage	8 - 12/1 - 8

**Sphinxes
(T16)**

Hit Dice	8 (4)
Hit Points	27 (Male), 25, 15 (Female)
Armor Class	3
Move	15"
Attacks	3 (Claw/Claw/Bite)
Damage	1 - 8/1 - 8/2 - 12
Special	On two Claw Hits, Back Claws Rake for 1 - 10 points of damage each if successful

- T16 Sphinx Room:** A short entranceway leads to a 28' EW by 36' NS room. In the northwest corner is a curtain, and in the south wall at the center is a 4' EW by 10' NS alcove. In this alcove is a pile of equipment. This includes a Suit of Banded Mail, a rather small studded leather Jerkin, three partial Helms, an oblong wooden Shield with metal rim and a cat's head carved in a circle just inside that rim, three Daggers, a Shortsword, and a Long Sword, 187 SP, 230 GP, 18 CP, two Jewels worth 500 GP each, and a ring which has set in it a piece of turquoise carved into the shape of a ram's head, value 25 GP. Behind the curtain is another small room, 10' EW by 8' NS. This is the nesting area of three Sphinxes, a male and two females, the second being half-grown. These Human-headed Lions are very intelligent and would prefer to talk rather than fight. Nonetheless, they can fight rather effectively when forced to. They consider all of T16 as their home. The end of the south alcove is a secret door. On this side of it as well as the other, are hidden panels which when found and slid open will reveal a key and keyhole. When the key is inserted and turned left, the door will open. If turned to the right, the door will lock and the key will become stuck in the hole. It will then only be removeable after the key on the other side is inserted and turned.
- T17 Corridor:** This is a 44' EW by 8' NS corridor with doors at the east and west ends. Another door comes just 5' from the west end on the south wall. These lead to T14, T19, and T18 respectively. There is a secret door 20' from the west end which leads to T16.
- T18 Gas Room:** This 20' EW by 15' NS room is entered by an 8' by 22' hallway which comes into the west end of the north wall. Once the main room has been entered, it will be found that the entrance door will no longer open. It will also be immediately noticed that gas is seeping into the room between the stones and slowly filling it. This gas is very vile smelling and if one is trapped long enough, will cause violent retching. Once the main door is rendered inoperative the only way out is a secret door in the southeast corner on the south wall leading to T21. The operating mechanism for this door is hidden in the northeast corner of the main room. Beyond this door is a corridor which is 4' wide and 20' long on the west wall. It ends in a diagonal wall running northeast to southwest. This is actually another secret door which opens when three protuberances near the top of the door are pressed in the proper order (press the middle one twice and the right one once). This is not rendered easier by the fact that this hall is also filled with gas. This secret door leads to T21. The entrance door, incidentally is magically protected against attempts to batter it down.

**Gas Room
(T18)**

Saving Throw vs. Gas: roll less than Constitution; on first 3 turns, less than Constitution - 1; turns 4 - 6, less than Constitution - 2; thereafter persists 20 minutes, then dissipates.

**Scorpion
(T19)**

Hit Dice.....	1/2
Hit Points.....	1
Armor Class.....	8
Move.....	9"
Attacks.....	3 (Claw/Claw/Sting)
Damage.....	1 - 3/1 - 3/1 plus Poison
Special.....	5% chance of Death per Sting Illness 1 Day per Sting

- T19 Hall of Arches:** This hall is 20' EW by 210' NS. Spaced along it at 10' intervals are arches (thus the name). Between each set of arches is a 3' tall jar containing a large amount of sand and a single Scorpion. Anyone digging around in the sand is quite likely to be stung. The entrances to the hall are 4' wide, the north one being 55' long, the south one only 10'. 4' is also the amount of space between each set of arches. There is a door in the east wall between the third and fourth set of arches counting from the north end. This leads to T18. The space between the eighth and ninth arches on the north side is twice as deep as normal (16' EW), and between the thirteenth and fourteenth arches is a secret door which leads to T24. This is opened by pulling out a loose stone and pushing on the bottom of the stone above it. The north hallway leads to T20 and the south one leads to T44, T20, and a set of stairs up to the basement.
- T20 Corridor:** The first part of this corridor is 20' EW by 7' NS, then it turns south. At this point, it is 12' NS and extends for 56' EW. In this area are four alcoves which are 8' square, then the corridor narrows back down to 7' EW and goes for another 235' NS. After that distance it runs into T45. Also at that end on the east wall is an opening that leads to T19, T44, and a set of stairs up to the basement. The other end of the corridor gives access to other hallways which lead to W1, W3, and T19.
- T21 Ogre Room:** This is a 33' square room with its corners situated on the four points of the compass. It has openings in the northeast and southeast walls. The northeast opening leads to T12 and the southeast, through a 10' long passage, to T22. There is also a secret door which leads to T18 in the middle of the northwest wall. This room, along with T22, T23, and T24, is the home of 10 Ogres, two of which sleep in this room with a similar number in T22 and T24. The rest sleep in T23. These large creatures wear uncured skins and use crude wood or stone weapons. Their favorite meal is Human flesh.

- T22 Ogre Room: This room is similar in size and orientation to T21, as are T23 and T24. The differences are in placement of openings. This room has openings on all but the northeast side. The southeast opening leads to T25. The southwest one leads through a 10' long entranceway to T23, and the northwest one through a similar passage to T21.
- T23 Ogre Room: (see T21 for size, etc.) This room has entrances on the northeast and northwest sides, the former leading to T22 and the latter to T24. Both go through 10' long passageways.
- T24 Ogre Room: This room is sized and oriented similarly to the other three, but has its western corner cut off. Its only opening is to the southeast and leads to T23. There is a secret door in the wall that cuts off the west corner, which leads to T19.

Ogres (T21)

Hit Dice	5
Hit Points	26
Armor Class	6
Move	9"
Attacks	1
Damage	1 - 8 or by Weapon
Special	All have Wood Clubs that do 1 - 6 points of damage, +3 for their great Strength, for a total of 4 - 10

Wind Room (T26)

Subtract Strength from 20; this is the number of inches taken off Speed when wind is full strength. A total Strength of 20 is required to open a door. Speed is also reduced by 1" for each round over two spent in the room while wind is blowing. After 12 rounds of wind, anyone in the room begins taking 1 point of damage per round. Roll Dexterity or less on 3D8 each round or be blown off feet.

- T25 Corridor: This is a hallway that leads northeast from T22. It is 10' wide and 55' long. At the other end are openings which lead east to T28, and southwest to T26.
- T26 Wind Room: An octagonal room of about 45' diameter with doors on the east and northeast sides. The east door leads to T29 and the northeast one to T25. This door is set into a 5' deep alcove. In the center of the room on the floor is a black dot. If anyone steps on this, a very light breeze will be felt. This will quickly build up. This breeze blows toward the center of the room from all sides. It will continue to blow harder and harder until the last person steps beyond one of the two doors. This wind will eventually require great effort to be expended in moving or standing away from the center. It also makes it difficult to open the doors as both open outward.
- T27 Troll Room: This room is entered by a secret door (see T28 for method of opening). After going through a 5' by 15' entranceway, you come to a room, which is 22' by 30', with the southwest corner cut off. All it contains is a gigantic heap of dung in the northwest corner, and two badly chewed bodies. This room serves as home for three Trolls. These creatures are a loathsome shade of green with black teeth and nails. They regenerate damage, and any severed parts will continue to fight. Severed parts will also regrow an entire new creature unless treated with fire or acid, which are the only two ways to completely destroy these creatures.

Trolls (T27)

Hit Dice	4D8
Hit Points	20
Armor Class	8
Move	9"
Attacks	3 (2 Claws/Bite)
Damage	3 - 8/3 - 8/1 - 10
Special	Regenerate 2 Hit Points per Combat Turn

Giant Centipede (T28)

Hit Dice	1/2D8
Hit Points	3
Armor Class	7
Move	12"
Attack	1
Damage	1 - 2; Poison

- T28 Corridor: This is a 175' corridor stretching north and south. It is generally about 7' wide, but one stretch is a full 15'. At the south end is an opening that leads to T25. About one third of the way down from that point is the door leading to T31. Across from that door is a secret door, which can be opened by applying 100 pounds of force on its south side. This leads to T27. Another secret door is at the south end of the corridor, which is opened by putting a Dagger in the southeast corner and pulling outward. This leads to T29. A final secret door comes almost at the north end on the

east wall. A certain rock in the floor acts as a safety catch. If this is removed, the door will easily swing upward. Behind it is a corridor which leads to T8, T33, and T34. All along corridor T28 will be found Centipedes. A total of 10 of these creatures are about, and they are very large due to the favorable conditions. The bite of these creatures are poisonous, and if it does not kill, it will make the victim ill and helpless for one day. Results of non-lethal bites are cumulative (i.e., two bites means two days of illness, etc.) and there is a 10% chance of dying each day of such illness. At the north end of the hall is an unfortunate Orcish victim. If anyone is ghoulish enough to cut him open, they will find nearly 50 Centipede Eggs implanted within.

- T29 Monks Quarters: A 30' EW by 60' NS room with a 10' by 10' alcove, and a door in the center of the south wall. 23' from that wall on the east side is another alcove (5' square) and a door. A third door and alcove are 30' from the north end of the west end. This alcove is 2' EW by 9' NS. The east door leads to T30; the south to T35; and the west to T26. There is also a secret door on the north wall at the east end leading to T28.
- T30 Monks Quarters: This room, as well as T36 and T37, are the same shape as T29; that is 30' by 60' with a 10' square alcove on one end. This room also has another alcove on the west wall 20' from the south end. This leads to T29. The one in the other alcove leads to T35.
- T31 Empty Room: The main part of this room is a 40' square, but 8' from the north end of the west wall is an opening which leads to a 22' EW by 8' NS passage ending in a door. This door opens into T28. On the east side, 12' from the south end is a secret door. This operates by way of two pressure points on the floor, which must be pushed right first and then left. If pushed in the wrong order, the door will not open for three hours from that side.
- T32 Gorgon Room: This room would be a 29' EW by 20' NS rectangle except that the wall of a nearby stairwell encroaches and cuts off a good bit of the northeast corner. The room is entered by a 10' EW and 8' NS passage that leads from T31 through a secret door. In this room is a Gorgon. This creature is closely related to a Medusa, having the same snakey hair. It does not, however, turn the viewer to stone. Instead the viewer will run away in fright 50% of the time. This female looking creature also has wings, enlarged teeth and claws of bronze. As a result, it is fast, well balanced and inflicts terrible damage.

Gorgon (T32)

Hit Dice	3
Hit Points	11
Armor Class	4
Move	12"
Attacks	3 (Claw/Claw/Bite)
Damage	2 - 8/2 - 8/2 - 12

Wraith (T33)

Hit Dice	3D8
Hit Points	15
Armor Class	5
Move	10"
Attacks	1
Damage	1 Strength point per Hit
Upon reaching 0, means death and becoming a Wraith (Strength is regained at 1 Hit Point per day)	

- T33 Dead End: This is actually a dead end hallway which is 7' wide and 34' long and is connected to the hallway which leads from T28 to T34. Anyone searching for a secret door here will think they have found one on a roll of 1 on a D6, but if the pressure point in the wall is found and operated, a one ton block of stone will fall on them and crush them. The real menace, though, is the three Wraiths.
- T34 Room of Far Seeing: Entrance is through a standard 8' by 3' door with strips of metal near the top and bottom. When the door is opened, the first things seen will be a party entering opposite. After a moments consternation, this will be identified as a mirror. The room can then be found to be circular and 50' in diameter with eight semi-circular alcoves, which are 8' deep. Four of these are aligned along the cardinal points of the compass; the others are halfway between the cardinal points. The door is in the west alcove, and the mirror previously mentioned is in the east one. The other six alcoves contain large flat objects covered with shrouds. There is a 2' black circle in the exact center of the room. When the door is closed, a mirror will also be found on the back of it. Wooden protrusions extend out from the door to protect it from shattering against the wall. When the shrouds are removed, it will be found that all eight alcoves contain mirrors.

When a person stands exactly on the black circle, with no part of his foot extending off it, and looks at any mirror, he will see as if he stood at the top of the castle. This will give him a viewing range of about 25 miles. Everything seen will be perfectly clear although no bigger than it would actually look at that range. This will occur only if all mirrors are unbroken and uncovered and the door is closed.

- T35 Monks Day Room:** When the temple was still in use, this was the main living area for those who served it, and the four rooms that come off from it were the sleeping rooms. This room is 70' EW by 81' NS and has three hexagonal pillars down the north and south sides. These pillars are 10' thick measuring corner to corner, and have sides facing east and west. The most northerly pair are 7' from the north wall. There is 11' between the first and second pair, and 18' between the second and third. A seventh pillar is located in line with the third pair in the center of the west wall. In the center of the east wall is a 20' by 9' alcove ending in a door which leads to T46. There is a door at the east end of the north wall leading to T30. 32' west on the same wall is the door to T29. 10' from the north end of the west wall is the door to T36 and 30' further on is the door to T37. Finally, at the east end of the south wall is the door to T38. A secret door leading to T39 may be found at the south end of the same wall. This is opened by pressing a spot on the nearby pillar.
- T36 Monks Quarters:** This is a 60' EW by 30' NS room with a 10' square alcove on the east side. The door in the alcove leads to T35. In the center of the west wall is a secret door which is opened by pressing the stone in the exact center of the wall. This door has obviously seen better days, as it emits a loud screech of stone on stone as it opens. It leads to T41.
- T37 Monks Quarters:** This is identical to T38, save for the secret door.
- T38 Storage Room:** This 9' EW by 23' NS room has shelves carved into its walls. These shelves are empty, save for dust, cobwebs, and spiders. The door on the north end leads to T35.
- T39 High Priests Quarters:** This room is 49' EW by 14' NS and is entered by a secret door from T35. On the west wall is the remains of a tapestry which was hung by two pegs set in the wall. This is so badly decayed that no idea can be gotten as to what it showed. Below it along the south wall is a wooden bed with the remnants of leather springs still visible. In the northwest corner is a locked chest. In this chest is an Ivory inlaid casket with gold filigree on the lock mechanism and edges. It is worth 5,600 GP, is locked and has 250 SP inside. The chest also contains various other bits of unidentifiable vegetable matter in decayed form. In the middle of the north wall are a desk and chair. A skeleton sits in the chair and lays spread across the desk with a Dagger in its back. It wears what remains of a black robe with a necklace around its neck. This is an obsidian skull with ruby eyes on a gold chain, value of 3400 GP. It also wears a plain gold ring worth 5 GP. In its left hand is a quill pen in an advanced state of decay. A copper inkwell lies overturned on the desk, with the ink soaked into the wood. A parchment lies on the desk also. It is inkstained and yellowed with an illegible scrawl on it. It will completely crumble if touched.
- T40 Corridor:** This is a 36' EW by 9' NS corridor which leads to a set of ascending stairs which are blocked by rubble. There is a 38' extension of this passageway which is 5' wide and shows evidence of having been dug out after the building of the dungeon.
- T41 Corridor:** This 9' EW by 78' NS passage connects T36 to T42. 20' from the north end on the east side is a 12' EW by 9' NS alcove, which ends in the secret door leading to T36.

Hydra (T42)

Hit Dice	8
Hit Points	32
Armor Class	9
Move	—
Attacks	1 per Arm
Damage	1-3
Special	5-8 Arms

This particular creature has 6 Arms. A Character must save vs. Paralyzation by rolling Constitution or less on 3D8. If engorged, a victim will die in six rounds due to Acid and Suffocation.

Lich (T43)

Hit Dice	10
Hit Points	54
Armor Class	0
Move	24"
Attacks	1
Damage	1-10
Special	The Touch of a Lich draws Life Energy

from the victim, and thus prolongs his own life. They also use Magic at the 15th Level of Ability. This powerfully evil creature has been confined to this area by Ispochar and cannot leave it.

- T42 Hydra Corridor:** This is a branched corridor. The first part encountered is 9' EW and 45' NS. Then it branches east and west. To the east it runs 30' NS and is 14' EW and then turns northeast for another 40', narrowing to 10' wide. The western passage is 28' NS and 10' EW and then turns north. It is still 10' wide NS and extends another 20' EW. Hanging from the ceiling at the intersection is a giant form of the microscopic creature known as the Hydra. The shape of this creature is basically that of a tube with arms. The base of the creature has a muscular foot which acts as a suction device to hold it in place. These creatures are thicker in the middle than at the ends and have a mouth in the midst of the arms at the front end. They can more than double the size of their body and arms. This particular creature has a base 3' long body and 6' long arms. The creature will attack any living thing which comes within 10' and if it hits, will inject tiny poison barbs which will paralyze. It will then seek to drag its prey into its mouth with its arms.
- T43 Lich Quarters:** This is a double room. The main part is 16' EW by 76' NS with a door in the middle of the west wall. This leads to T44. A 4' opening on the west end of the north wall leads through an 8' passage to the second room, which is 20' EW by 10' NS. At the east end of this small room is a door, which leads to T42. These two rooms have been appropriated by a Lich, which is an ancient Wizard who has prolonged his life for centuries by magical means. Despite this magical prolongation, however, the body still decays, although at a lesser rate. Thus, the Lich looks like an animated corpse, although the clothing and jewelry will be the finest and will show no signs of decay. These creatures will attempt to control or destroy all living creatures. This is likely, since they have centuries of experience with magic.
- T44 Corridor:** This corridor is 12' wide and runs 119' NS, and then turns east for another 96'. At the north end is a 4' opening which leads to T19, T20, and a set of stairs up to the basement. 45' from the north end on the east wall is a door which leads to T43. Across from it is a 3' wide opening which leads to T45.
- T45 Corridor:** This is a 7' wide corridor. From the end of T20 it extends 150' south, then turns east for 245'. Finally, it turns east for a further 25'. 60' from the connection with T20 is a 3' wide opening which leads to T44. The other end of the corridor connects to T56. There is actually a secret door at this point, but it is presently open. It is not easily seen, as it slides into the west wall. The mechanism for this door is a hidden lock, also in the west wall. The key is not present. Somewhere in this area or in T20 explorers will run into a Banshee. This creature will only be visible as a flickering shadow, which will be easily missable in torch or lantern light. This creature attacks by emitting a piercing wail, which reduces Intelligence by one point for any person within 30'. When a person reaches 0 Intelligence, he dies. This Intelligence effect is temporary; if one survives, one point of Intelligence is regained per hour, up to the original level.
- T46 Vestry:** This is an 11' EW by 55' NS room with torch holders spaced at frequent intervals along the east and west walls. There is also a door in the center of each of these walls; the east one leading to T47 and the west one to T35. On the north wall is a painting of Vivistat in his traditional costume, with Mace upraised.
- T47 Entry Room:** This is a 60' square room with five sets of 4' square pillars along the east and west walls at a distance of 8'. The first set is against the south wall, and the others are at 8' intervals. There are two more sets of pillars in line with the first and last set, with one 8' inside each original pillar. There are three doors, in the centers of the north, west, and south walls, which lead to T48, T46 and T56, respectively. The east wall is covered by four tapestries, which show Vivistat in the act of crushing four different unsuspecting creatures. The other three walls each contain two torch holders on each side of the central doors.

**Banshee
(T20 and T45)**

Hit Dice	5
Hit Points	17
Armor Class	4
Move	15"
Attacks	1
Damage	1 point Intelligence lost

**Black Widows
(T52)**

Hit Dice	½
Hit Points	2
Armor Class	3
Move	12"
Attacks	1
Damage	Poison
Roll Constitution - 3 or less on 3D6 or Die. If successful, ill for 1 - 6 days.	

- T48 Chapel: This room contains only one door, which is in the center of the south wall and leads in from T47. It is 80' EW by 71' NS. The ceiling is 20' high, as is that of T47. Along the east and west walls are three sets of evenly spaced pillars, 8' in diameter. There are also two sets along the north and south walls which are in line with the first and last sets, each being 8' inside the original pillars. Just inside the north line of pillars, at the center of the wall, is a statue of Vivistat. This is 8' tall and made of black marble. It stands on a 2' base. Vivistat is shown in the classic pose, one hand by his side, the other holding a raised Mace. In front of the state is an altar of black marble that is 10' long, 3' wide, and 4' high. The edges are covered in beaten gold with inlaid ebony skulls, which have red quartz set in the eyes. At each end of the altar is a bronze brazier which is 2' in diameter and stands 4' high. On the east wall, 20' from the north, is a secret door. This was made to rotate perpendicular to the wall when a trigger in the floor was stepped on. Something has gone wrong, however, as the trigger stone is protruding about two inches above the floor. Stepping on it will no longer work, but if it is somehow hammered down, the door will still open. It leads to T49. Also, the pillar in the southwest corner is hollow. It was originally magically set to open when a certain phrase was pronounced, but the magic has somehow been dispelled. Thus, the only way to get past the door is to batter it down. If someone manages to do this, he will find 823 GP within as this was the main storage point for temple offerings.
- T49 Corridor: A corridor that is 10' EW and runs for 50' NS, then it turns northwest for another 30'. The door at the end of this corridor leads to T50.
- T50 Stairwell: This is a circular staircase leading up to B29. It is 44' in diameter with a 10' thick circular pillar in the center. As with T1, it shows many signs of wear.
- T51 Corridor: A corridor which measures 13' EW, and after running east for 66', narrows to 8' EW. It then runs a further 168' before running into P1. Going up the south wall, there is a door 47' from the west end, which leads to T52. Another door 33' beyond this one leads to T53, as does the one 62' further on. On the north wall, 58' from the west end is the door to T47 and 66' beyond that is the door to T54. 55' from the north end is a trap designed to close off the corridor when a stone on the north wall and west of the trap is pulled outward, two 8' thick stones slide across the corridor. Once this has been done, however, another method must be found for moving the stones back into their recesses.
- T52 This is a 20' EW by 56' NS room with only one entrance and populated only by six Spiders. These Spiders, however, are Black Widows. If disturbed, they will bite and inject powerful poison which will either make the victim ill for 16 days or kill him. Black Widows are distinguished by the red hourglass design on their abdomen.
- T53 Doppelganger Room: This room measures 8' EW and 80' NS. There is an 18' EW by 8' NS passage at both ends of the north wall, which lead north to T51. The symmetry of this room is what makes it dangerous. As the party rounds the corner, they will see an identical party coming toward them. The only difference in the two will be that each is a mirror image of the other. If a person comes in contact with his alter ego, he will receive a point of damage and be thrown back. A person also suffers identical damage to that administered to his counterpart, and if one dies, the other will also. If the party turns around and leaves, they will not have any further difficulty with their counterparts.
- T54 Castle Room: This is a 25' EW by 49' NS room, with the tip of the northwest corner cut off by the walls of T1. Access is by a 31' EW by 8' NS passage from the center of the south wall to T51. This room serves as a guard post for the little people. Indeed, these folk are so small that this room serves as a small castle for them. They have carved out rooms in the walls and built a few miniature buildings on the floor. The description and activities of the little folk are found under P1.
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Temple Scene

Little People

- P1 Market Place:** This room is 85' EW by 15' NS, widening to 18' after 58'. There is a leather curtain at the north end, which leads to P4. Another curtain 10' from the north end on the west wall leads to P3. 36' further along the west wall leads to P2. 20' from the south wall on the east side is the curtain leading to P6, and just at the place on that wall that P1 widens, is a curtain leading to P5. This room is used mainly as a Market Place by the little folk. These small people are about 4 inches high and are very magical. They are not malicious, but mischevious, and if their home is invaded will play such pranks on the invaders as stealing magical items, or cutting open waterskins, or anything else which tends to make the invaders uncomfortable and less able to survive in a dungeon environment. They are able to fly and are always invisible despite all but the strongest seeing aids. They have domesticated rats and use them much as larger folk use horses and mules. These creatures are stabled beyond a small hole in an area which has been excavated in the south wall of P1. The little folk have done a lot of excavating through the P areas, most of it used as living or storage space. These excavations extend up to 4' from the floor, and 2' into the walls where they are thickest.
- P2 Residential Room:** This is a 35' EW by 20' NS room which is used as a living area by the little folk. Not only have they built homes on the floor, but also in the walls. If a party penetrates into this or any other room off P1, and causes any significant damage, the little folk will not only attack them while they are in the area, but will follow them and continue to harass them until they leave the dungeon level.
- P3 Residential Room:** Another living area, this one 20' EW by 55' NS. Housing arrangements are basically similar to those in P2. In the southeast corner is a very deep 2' diameter hole which serves as a well.
- P4 Residential Room:** This is the agricultural area of the community. Here they grow mushrooms of several varieties. The rooms in the walls of this area are exclusively for food storage. If an adventurer eats or drinks anything from this area, it will cause all of his hair and nails to grow to 10 times their normal length and be uncuttable until the curse is removed. Also, although gold may be found in this area in fairly large quantities, upon leaving the areas frequented by the little folk, any money taken will turn into body lice and infest the bearer.
- P5 Residential Room:** Yet another living area. This runs 40' NS by 15' EW. Included is one very large building with gold doors (the palace).
- P6 Temple:** This serves as a temple for the little folk, dedicated to Fim Govure, goddess of their kind. It includes a mammoth 12 inch statue and a 4 inch by 2 inch by 1 inch altar. Simply entering this room is sufficient to cause the entire community to attack. In the south wall of the temple is a secret door. It is activated by pressing a trigger on the ceiling. The little folk have overcome this problem by installing a smaller door. This is quite large by their standards. It is a double door, each half being 8 inches tall and 4 inches wide. The area beyond is P7.
- P7 Cemetery:** This is used by the little folk as a cemetery. The dead are put in tombs carved into the walls. The passage leading to the burial area goes 30' south, then turns west for 35'. It is 9' wide throughout. The burial area itself is 21' EW by 37' NS.

These folk can be reasoned with and might be persuaded to accept money and assistance in repayment for damage done or desecration of Temple or Cemetery. Assistance is likely to take the form of going to the rubble choked staircase off of T40 and bringing back material for buildings or repairs.

The Little Folk (Area P)

Hit Dice	1/2
Hit Points	Various
Armor Class	0
Attacks	1
Move	12"/24" (Fly)
Damage	1-3 or by Weapon Type
Special	Experts at Confusing, Illusionary or Annoying Spells
They use Magic at the 5th Level of Ability	

Maze

- M1 Cesspit: This is a 19' diameter hole with no roof and no visible floor. The smell emanating from it is terrific, as it leads down to a cesspool. Anyone who can stand the smell might use this as a fast way of getting to S13, by using the ladder on the inside wall.
- M2 Descending Tunnel: This is a descending tunnel going down and to the south which leads from M42 to M3. It gradually widens from 5' at the top to 10' at the bottom. The total length that one travels in this tunnel is 85'. The walls, floor and ceiling of this area are not as well finished as most of the dungeon area, as it is intended merely as an access tunnel, and not a regularly used passageway. At the bottom end is the door to M3 and at the top is a secret door which leads to M42. This door is opened if a specific stone is turned to the right, as though it were a doorknob.
- M3 Mosquito Room: This room is a 50' cube, although its architecture makes the ceiling seem even higher. There are four 10' square pillars grouped symmetrically around the center of the room, each being 10' from its neighbors. In the center of the east and west walls are doors leading to M6 and M48, respectively. Another door 10' from the east end of the south wall leads to M2. There is also a secret door 10' from the west end of the south wall which leads to M4. There are three more secret doors about halfway up the wall, which leads to rooms which are the lairs of a group of Giant Mosquitoes. These foot long creatures drain 1 - 4 points of damage in blood for each turn with their 9 inch probosci until they have engorged a total of 10 points worth. Then, they will fly off, being fully fed. A total of ten of these creatures lurk in the area. The doors to their lairs are sections of wall, which are perfectly counterbalanced, so that the slightest touch will cause them to open upwards. The first of these hidden doors is in the middle of the west wall and leads to M45. The second is 20' from the west end of the north wall and leads to M47. The third is 15' from the west end of the south wall and leads to M46. This third door has its counterweight broken, and it will not operate unless a total of 25 Strength points are applied to it.
- M4 Quatyl Room: The secret doors to this room opens when the word "open" is spoken in the language of Quatyls. The reason for this is that this room is occupied by one of these intelligent winged Serpents. The room is 40' EW by 20' NS and is at the end of a 5' wide, 30' long passage. The Quatyl is very magical, and is probably able to perform any magic connected to the element of Air. These creatures are, of course, highly intelligent, and can speak various Human and Serpentine tongues. They average about 12' long.
- M5 Janitors Quarters: A 15' EW by 33' NS room with its entrance covered by a leather curtain. This room, along with M6 - M10, is the home of a nest of 32 Giant Spiders. These creatures are 3' long and deliver a poisonous bite which will kill the victim or incapacitate him for 0 - 5 days (a roll of 1 on a D6 means incapacitation for 5 days). Roll a 3D6; a total less than Constitution saves from death.
- M6 Janitors Entry: This room is 27' EW by 20' NS, with an 8' EW by 38' NS passage extending north from its northeast corner. At the north end of the west wall of the room is a door leading to M3. All other openings off M6 are closed off by leather curtains. The first of these is at the east end of the south wall and leads to M7. 10' away on the east wall is the entrance to M8. At the end of the passage is the entrance to M10. 20' south on the west wall is the entrance to M5, and 22' south on the east wall is the passage to M9.
- M7 Janitors Room: This room is 39' EW by 16' NS with its entrance 20' from the west end on the north wall.
- M8 Janitors Room: This room is 10' EW by 20' NS with the entrance in the middle of the west wall.
- M9 Janitors Room: This room is identical to M8.
- M10 Janitors Room: This is an L-shaped room with the long part of the L being 45' EW by 17' NS. The short leg is in the southeast corner and is 11' EW by 10' NS. The leather covered door is 20' from the west end of the south wall. There is also a secret door in the middle of the west wall which will slide into the floor if a particular rock is pulled outward. This leads to M11.
- M11 Corridor: This is a 166' EW by 9' NS corridor which at its western end turns south for a further 6'. At the end of this shorter passage is a door. This door has a lock which any thief will automatically be able to pick (make a secret roll anyway). However, despite this or any other effort, the door will not open. This is because it is illusionary. If the illusion is dispelled, all that will remain will be a protrusion of rock (for the latch), with a small hole below it. Also, 69'

from the point that the passage turns is an opening leading to M43.

- M12 Magnetic Room:** A roughly hexagonal room which measures 52' from side to side and 60' from point to point. In the center of the room is a lodestone which is roughly in the shape of a 20' diameter sphere. Any iron objects the party has will be pulled to this giant magnet and will be almost impossible to remove again ((18 or more Strength points required). Indeed, if the party takes the time to look around, they will find a skeleton in a suit of reinforced Mail plastered to the stone. There are two entrances to this room. The first is a door leading north into M43. The other is a secret door to the southeast which opens when a stone on the floor near the lodestone is pressed.
- M13 Storage Room:** This room is 40' EW by 75' NS. In it are four 10' pillars, each 10' diagonally from a corner. In the center of the east wall is a door leading to M47. On the south wall, 5' from its west end, is the door to M18. 10' from the north end of the west wall are the double doors to M15. 25' further along the same wall is the door to M14. In this room is a pack of 13 Rock Eaters. These rodent-type creatures munch on the walls and floor of the dungeon, and have taken fair-sized chunks out of the pillars. If attacked, these creatures will spit small pebbles at high velocity, causing one point of damage for each hit. Due to their rodent-like habit of storing food in their cheeks, they will have a good ammunition supply (2 - 20 pebbles).
- M14 Storage Room:** This is a 40' square room with a door in the center of the east wall. Another door is 20' from the west end of the north wall; a third is 8' from the south end of the west wall; and the last is 20' from the east end of the south wall.
- M15 Corridor:** This corridor is 79' EW by 10' NS. At the east and west ends are sets of double doors which lead to M13 and M20, respectively. 10' from the east end of the south wall is a door leading to M14 with another door across from it leading to M34. 10' from the west end on the north wall is a secret door. This opens when the proper stone is pressed with the foot, then closes 20 seconds after the pressure is released. This secret door leads to M16.
- M16 Empty Room:** This is a 38' EW by 24' NS room with a secret door 6' from the west end of the south wall.
- M17 This room is 28' EW by 40' NS with a door in the center of the east wall which leads to M18 and an opening in the center of the west wall, which leads to M21. Another door is at the end of a 9' square alcove which is at the east end of the north wall. This leads to M14.**
- M18 Maze:** This room is a 39' EW by 50' NS rectangle, but for the fact that the wall of M12 largely cuts off the southeast corner. A door in the center of the east wall leads to M17, while another door 8' from the east end of the north wall leads to M13.

Vampire Bats (M1)

Hit Dice	3
Hit Points	17
Armor Class	5 (7 if motionless)
Move	18"
Attacks	1
Damage	2-8
Special	10% chance of Rabies

Quatyls (M4)

Hit Dice	7 (10)
Hit Points	35
Armor Class	3 (0)
Move	24"
Attacks	2 (Bite/Constrict)
Damage	2-5/1-12
Special	Quatyls can use any Air-related Spells at the 5th (8th) Level of Ability. This individual is ancient and experienced, and thus uses parenthesized entries.

Giant Mosquitos (M3, et al)

Hit Dice	2
Hit Points	8
Armor Class	5 (8 if motionless)
Move	18"
Attacks	1
Damage	1-4
Special	Only hold 10 points of Blood

Giant Spiders (M5)

Hit Dice	5
Hit Points	Various
Armor Class	6
Move	12"
Attacks	1
Damage	1-6
Special	Poison Roll Constitution - 3 on 3D6 or Die

M19 Maze: This is a 50' EW by 35' NS room with a cloth curtain at the south end of the east wall. Behind this is a 10' EW by 20' NS alcove, in which is a bag containing 25 GP, a Spear and a Dagger. These items are protected by the Minotaur which is detailed under M31.

M20 Maze: This is an L-shaped room, the longer leg being 20' EW by 70' NS, and the shorter one 20' square. The first of several entrances to the room is a door in the center of the east wall of the smaller leg, which leads to M14. A set of double doors 7' from the north end of the east wall leads to M15, and 10' beyond them is the opening which leads to M41. Directly across from the first set of double doors is another such set, this time leading to M23. Then 22' further on is the final door which leads to M22.

M21 Maze: A 30' EW by 40' NS room with doors in the middle of three of the four walls. The first is on the north wall and leads to M20. The one on the east wall leads to M17 and the one on the south leads to M33. There is also a door 2' from the north end of the west wall which leads to M22. The set of double doors on the south wall is infested by Whistlers (as is any door in the dungeon on a roll of one on a D6). These tiny insects live in wood of any kind, and whenever any creature comes into close proximity to them, they let out an almost ultrasonic whistle to chase the attacker off. Close proximity in this case is about two inches, that is, a situation such as listening at a door. If a person suffers such an attack, he will lose 1 - 2 points of damage, be stunned for 1 - 4 combat turns and be rendered incapable of effectively listening at doors for 1 - 6 hours.

M22 Quzl Room: This room is 20' EW by 56' NS. An opening to M25 is located in the center of the west wall, and two entrances are found in the northwest corner. To the north, a set of double doors open on Room M23. The door to the west leads to M24, 20' south of this door on the west wall is an opening leading to M25. An opening in the center of the south wall leads to M40. 2' from the north and south ends of the east wall are two doors which lead to M20 and M21, respectively. In this room and in all rooms connected by openings to it will be found a total of eight Quzls. A Quzl looks like a furry slug with multitudes of tiny feet underneath it. It also has two tentacles on its front which can deliver 1D8 of electricity damage every other combat turn. These creatures have an affinity for leather and when they come in contact with it, they will secrete an acid which will "digest" an area equal to their size (18 inches by 6 inches) in three combat turns. If this contacts the skin, it will do 1 - 3 points of damage per turn for 5 turns or until washed off. These creatures are fast but not intelligent, so they are likely to attack anyone with leather, going for footwear first, but later for scabbards, belts or backpacks also.

M23 Maze: A 30' square room with double doors in the center of the east and south walls. The east set leads to M20, the south set leads to M22. An opening 3' from the north end of the west wall leads to M26.

M24 Maze: This room is 31' EW by 15' NS. There is a door at the north end of the east wall which leads to M22. Another door is 8' from the west end of the south wall and leads to M25.

Rock Eaters (M13)

Hit Dice	1
Hit Points	Various
Armor Class	7
Move	18"
Attacks	3
Damage	1

Quzl (M22)

Hit Dice	2
Hit Points	9
Armor Class	4
Move	15"
Attacks	1 every other round
Damage	1 - 8
Special	"Digest" Leather with Acid which is potent for 8 turns, doing 1 - 3 points of damage each turn it contacts skin.

Whistlers (M21)

Hit Dice	1/4
Hit Points	1
Armor Class	3
Move	"
Attacks	1
Damage	1 - 2

Giant Baboons (M26)

Hit Dice	4
Hit Points	13
Armor Class	6
Move	12"
Attacks	1
Damage	2 - 8

- M25 Maze: This room is 32' square with an opening in the middle of the south wall which leads to M28. Another opening is 3' from the north end of the east wall. A door is located 8' from the west end of the north wall which leads to M24. 2' from the same corner on the west wall is the door to M29.
- M26 Baboon Room: A 56' EW by 30' NS room with a stretched fabric screen across the middle. Both sides of this screen are very realistically painted to resemble a wall, so that at a glance, the room seems to be divided into two nearly square parts. Each half has a separate exit, the first being on the east wall, 10' from the north end. This opening leads to M23. The opening for the east area is 10' from the west end of the south wall and leads to M29. The west end of the room is occupied by four Giant Baboons. These creatures are just as fierce and aggressive as their younger cousins, but are stronger and faster. Nevertheless they are not intelligent and must be treated like the animals they are.
- M27 Maze: This room is 27' EW by 15' NS. A door comes at the middle of the south wall and two more come at the northwest corner. The first door leads to M35. The corner door leading north leads to M33 and the one leading west leads you to M36. A fourth door is 8' from the east end of the north wall and leads to M32.
- M28 Rotation Room: This is a circular room with a 60' diameter. Through the center of this room runs a 10' wall. This wall rotates in a counterclockwise direction, assuming a random new position once a minute. If the Judge prefers, the wall may be assumed to be permanently rotating. All doors out of this room are set at the end of 20' passages. Two of these run south at a distance of 20' from each other leading to M33 and M38. The other door leads east to M33. There are also two other openings, one leading north to M25, the other leading west to M39.
- M29 Maze: A 26' EW by 77' NS room with doors in the middle of the north and south walls. The north door leads to M25 and the south one to M44. Another door is 30' from the north end of the east wall. This door leads to M25. This room also has six sets of pillars along the east and west walls, each being 3' from the wall and 9' from its neighbor.
- M30 Storage Room: Measuring 30' EW by 35' NS, this room has a single entrance in the middle of the north wall; a door leading to M44.
- M31 Minotaur Room: A 20' EW by 15' NS room with an opening 10' from the west end of the south wall. This room is inhabited by a Minotaur, a human body with a Bull's head. This beast is aggressive, and has low intelligence. It can bite, butt with its horns, and carries a Great Axe. It also defends M19 as part of its territory.
- M32 Storage Room: This room is 16' EW by 15' NS, with its entrance 6' from the east end of the south wall.
- M33 Passage: 2' EW by 15' NS with doors on 3 sides. The north door leads to M21. The south door leads to M27, and the east door to M28.
- M34 Corridor: This is simply a 9' EW by 39' NS corridor, with a door at the south end which leads to M11.
- M35 Maze: This room is 40' EW by 15' NS, with a door in the center of the east wall which leads to M19. The other door is on the north wall 10' from the east end, and leads to M27.
- M36 Storage Room: A 7' EW by 15' NS room, with entrance at the north end of the east wall, which leads to M27.
- M37 Corridor: This passage is 10' EW and 24' NS, and leads from M28 to T6.
- M38 Corridor: This is 7' EW and 24' NS, and also leads from M28 to T6.
- M39 Corridor: This passage is 25' EW by 7' NS, and leads from M28 to M44.
- M40 Storage Room: This room is 18' EW by 11' NS with a door in the center of the north wall which leads to M22.

Minotaur (M31, et al)

Hit Dice	8
Hit Points	27
Armor Class	4
Move	15"
Attacks	1 (Bite)
Damage	1-8 or by Weapon Type



- M41 Storage Room: 17' EW by 10' NS, this room has an opening at the north end of the west wall, which leads to M20.
- M42 Ascending Ramp: This is a curving ramp which leads from M1 up to B14 on the basement level. It has a total length of 85', and an average width of 10'. It is open on both ends. For details of construction and use, see M2.
- M43 Overpass: This passage totals 140' NS and 6' EW, and leads from M12 to M11. But, 70' north of the entrance to M12, it turns into a flight of stairs which goes up 15' to get over a perpendicular passage. After going over the other passage, M43 returns to its original level. There is a total of 45' of stairsteps. Then, the passage continues normally to M11.
- M44 Blocked Passage: This room is 15' square. There is an opening on the east side of the room in the center of the wall, which leads to M39. There are doors on the east ends of the north and south walls. The former leads to M29 and the latter to M30. There was, at one time, an opening on the west side of the room which led to W4, but this has been securely bricked-in. Getting through this wall will take more time and equipment than the average party has.
- M45 Mosquito Lair: This is one of three rooms led to by secret doors from M3 (details of the secret door are listed under that heading). It is reached through a 40' EW by 8' NS passage, and is 18' EW by 36' NS.
- M46 Mosquito Lair: The second of the secret rooms, it is 7' EW by 19' NS. Its secret door is broken (as explained under M3), and inside are the bodies of two dead giant mosquitos.
- M47 Mosquito Lair: The passage to the third secret room is 3' EW by 20' NS. The room itself is 25' EW by 14' NS.
- M48 Underpass: This is the passage that runs under M43. It is 45' EW by 8' NS, and leads from M3 to M13. There is no evidence in this corridor that another runs over it.



Wizard's Level

This area is far more regular, and better built than the rest of the dungeon area. The walls are very smooth, and freshly whitewashed, and all of the ceilings are 12' tall, unless otherwise specified. The doors are all simple wood, held together with wooden crosspieces, and simple latches.

- W1 Tower Entrance:** This is one of only two entrances to the Wizard's area. It is a 40' diameter round room with a trapdoor in the middle of the ceiling. There is no ladder. The only other exits from the room are two secret doors on the north and west walls. The north door opens when the words, "Ispochar," and "open" are spoken in Green Dragon. The other door requires one hundred pounds of pressure to be put on a stone in the floor. The first door leads to W4, the second to W3, and the trapdoor to B22.
- W2 Illusion Room:** When one opens this door, he sees a flight of stairs going up. This is, of course, an illusion. The room is actually 20' EW and 9' NS, and empty. Everyone, of course, has a chance to see through the illusion; to do this, one must roll 3D6+3 and get a result lower than his intelligence. If with someone else who sees through the illusion, one must roll 3D6-2 and get his intelligence or less. Failing this, a character will continue to believe in the illusion until it is dispelled in some magical manner. Should one try to climb the stairs, one will find that they seem to continue forever. To someone who sees through the illusion, it will be seen that the victim has walked to the far wall, and is trying to continue walking, with his face pressed against it. To the victim of the illusion, it will seem that anyone in the room is walking up the stairs with him. If, and when, a person finally gives up and heads back down the stairs, he will find himself at the west end of the room after travelling only 20' no matter how far he seems to have travelled upward.
- W3 Corridor:** This is a simple passageway, which seems to be a dead end. It starts out 3' wide EW, and after 15' NS, widens to 10' EW for the final 30' NS. The only visible break in the wall is the door leading to W2. There is a door at the north end of the hall, which is hidden by illusion, and leads to W5.
- W4 Golem Room:** Once you get beyond the secret door in W1, you find yourself in a 10' EW by 25' NS passage, ending in a locked door. There is no magic in the door, it is simply locked in a normal fashion. Beyond it is a 40' EW by 70' NS room with three pairs of 7' square stone pillars running down the center. These are 15' apart, and 2' from the walls. In the center of the room, on the north end, is what appears to be a silver idol. This is actually a copper golem, which will attack anyone who enters without Ispochar. This creature is 10' tall, and holds a double-bladed Axe in his hand. This is not a separate thing; the giant Axe is actually part of its body, connected to the right hand. The copper golem will grasp the giant weapon with the left hand, and swing it back and forth. It does 11-30 points of damage, and on a "to hit" roll of 15 plus, can continue on to hit someone else. These things are automatic, and have no intelligence. They move 9' per combat round. They have 6 hit dice, and can only be hit by magical weapons of +2 or better. They are immune to fire and cold attacks, and electricity attacks add hit points rather than subtracting them. There are three exits from this room. One is through a curtain on the east. This covers an 8' passage which extends 15', and is blocked off by a brick wall that was obviously built later than the original dungeon excavation. On the north is a door in an 8' square alcove, which leads to W6. On the west is another door which leads to W5.
- W5 Meditation Room:** Curtains have been hung all around the walls of this room, making it rather pleasant. The curtains are made of a dark red brocade, with a border embroidered in gold thread. On each side of the doorway is a sort of brazier, made of bronze. A muted yellow glow emanates from each one. This glow is steady, and undoubtedly magical, as no evidence can be seen of anything causing it. The braziers give just enough light to see properly, without being harsh, or revealing possible flaws in the curtain. The easiest way to describe the lighting would be, "romantic." At the south end of the room is a Roman style couch, which looks like a padded chaise lounge. Beside this piece of furniture is a small stand, upon which are a platter of sweetmeats and a goblet of wine. Anyone tasting these will find them cold and fresh, and if emptied, either will be refilled when no one is observing them. Also on the table is a small book. This book is written in some sort of symbols that seem far too complicated for distinction with the human eye. If this book were removed, and taken to a sage, it would take him a week just to discover that no two symbols in the book are alike. If extreme measures such as a Wish, or long-term study by a sage were used, the book would be found to contain the greatest love story of a long-dead race on a distant plane. The floor of this room is covered with a painfully white carpet with exquisite scarlet and gold designs. There seems to be a sound of tinkling music in the air, which always remains just below the level of hearing. All in all, this is a very restful room. A party of adventurers will feel very crude and uncouth, clomping and clanking into this room, with torches and weapons. Behind the curtains are two doors. The first is on the south side, and is under an illusion, which causes it to look and act like a stone wall. This

Illusion affects both sides of the door. The door is also Wizard locked: Ispochar did not want unwelcome visitors coming into his private area, especially his meditation room. The second hidden entrance is a secret door near the north end of the east wall. It is triggered by saying the word, "Branicia," which is the name of the god Ispochar reverences. On the other side of the door is a small gold icon to which Ispochar pays his homage. Two foot long beeswax candles will be found in holders on either side of the icon, which have never been lit. Also, behind the icon is a small box, which contains an exotic incense. If a pinch of this is thrown into one of the braziers, the delicate aroma which will be released will enhance the restful quality of the room, and has a 10% chance of putting anyone to sleep. It is Ispochar's habit to take out the icon, and set it in the north end of the room, put a pinch of incense on a brazier, and meditate on the ways and words of Branicia. After an hour or so of this, he goes on his way, feeling rested and refreshed. If more than just a pinch of incense is thrown on the brazier, incidentally, the aroma will become overpowering, and everyone will become nauseous.

- W6 Corridor: Going north from W4, this passage measures 44' long NS, and 12' wide EW. There is a door at the north end, which leads to W10. At the south end of the hall, on the east wall, is a curtained opening which leads to a 10' square alcove, with a door at its end, opening into W11. Across from this alcove is another door which gives access to W7.
- W7 Main Storage Room: As soon as this room is lit, it will be seen to be a storeroom. It measures 45' EW by 24' NS. There are two curtained openings on the north wall, the east one leading to W8, and the west one to W9. In the southwest corner of the room are four wrapped-up bundles. (It turns out that each is a bolt of material; one contains 500 yards of light blue linen; a second is 500 yards of brown serge, the stuff the more common curtains are made of; the third is 200 yards of red brocade; and the last is 200 yards of leather, stitched-together hides.) Six wicker baskets also sit nearby, four of these contain smaller baskets, which contain smaller baskets, which contain smaller baskets. The smallest baskets are empty. One of the other large baskets contains spools of thread. There are three colors: red, light blue, and black. All told, there are 69 spools. Also in the small basket is a packet of 64 needles of varied lengths and sizes, from small to very large. The other basket contains a large coil of leather thong, 500 feet in all. A little further along the south wall are four boxes. Two are 24" by 18" by 18" high, and the other two are slightly smaller. The first large box contains a complete set of wood and leather working tools, for everything from cutting the raw material to putting on the final polish. The second large box contains another box identical to the two smaller boxes. Investigation will reveal that in actuality these are three sets of four boxes which nest one inside the other. One of the largest and one of the smallest types are missing, but anyone who has found the incense box in the secret room off of W5 will recognize it as one of the small boxes.
- W8 Tobacco Room: When one enters this room, two things will immediately strike one. The first is the fact that sixteen medium-sized bags are hanging from hooks in the ceiling. The second is an interesting and pleasant odor. The two are related, for the bags contain large amounts of fine-cut tobacco, 5 pounds each. There is also a rack on the east wall which holds eight finely-made pipes. The only other thing this 16' EW by 15' NS room holds is a cake of soap which is a 12" cube.
- W9 Writer's Storage Room: Beyond the second curtain is a second storage room. This one is 22' EW by 16' NS. It contains a roll of 1000 feet of parchment, a keg with 10 gallons of ink, a box containing 100 quills, and 98 bone scroll tubes with ceramic tops, all empty. These tubes are tied in groups of ten (one group of eight), with leather thongs, and put in a sack, with padding for protection.
- W10 Wizard's Bedroom: If and when the adventurers encounter Ispochar, this is one of the three most likely places for him to be, along with his lab and the meditation room (W5). This is Ispochar's bedroom and living quarters. When one enters, one will find oneself in a 50' EW by 31' NS room, the west wall being made up of another red brocade curtain. The other walls are painted blue. There are also three of the strangely glowing bronze braziers. These are brighter than those in W5, however, and light the room well. On the north wall is a small chest of drawers. Two drawers, in fact. The top drawer contains three carefully folded robes made of light blue linen, and a cap of red brocade. The bottom drawer has five pairs of sandals, and two leather belts, each with a built-in pouch. Set in the middle of the room is a table with two upholstered chairs facing each other across it. One chair is slightly worn, and the other looks brand new. On the table is a chess set, which looks as if it has been left in the middle of a game. The board is set up as if the worn chair was the white side, and the white seems to have captured four pawns, a knight, and a rook, as opposed to two pawns and two knights captured by the black. Finally, in the middle of the east wall is what looks like a wig mannequin made of ceramic. On it is a plain silver circlet with an emerald in the center of the forehead, flanked by two slightly smaller rubies. On the other side of the curtain is the sleeping area of Ispochar. It contains only the large bed, with linen sheets and a heavy fur coverlet, and another of the odd braziers, this time with a lid, which is attached by a chain. This brazier lights the area quite well, but when the lid is in place, the room is in total darkness.
- W11 Corridor: A corridor leading to a flight of stairs, the corridor is 8' EW by 60' NS. The stairs lead up to W12. This is the entrance to the Wizard's workshop, and is its only connection with the castle proper. This workshop area is in the shape of a circle, the main work area being in the middle, and storage rooms in a ring around it. In order to keep in-

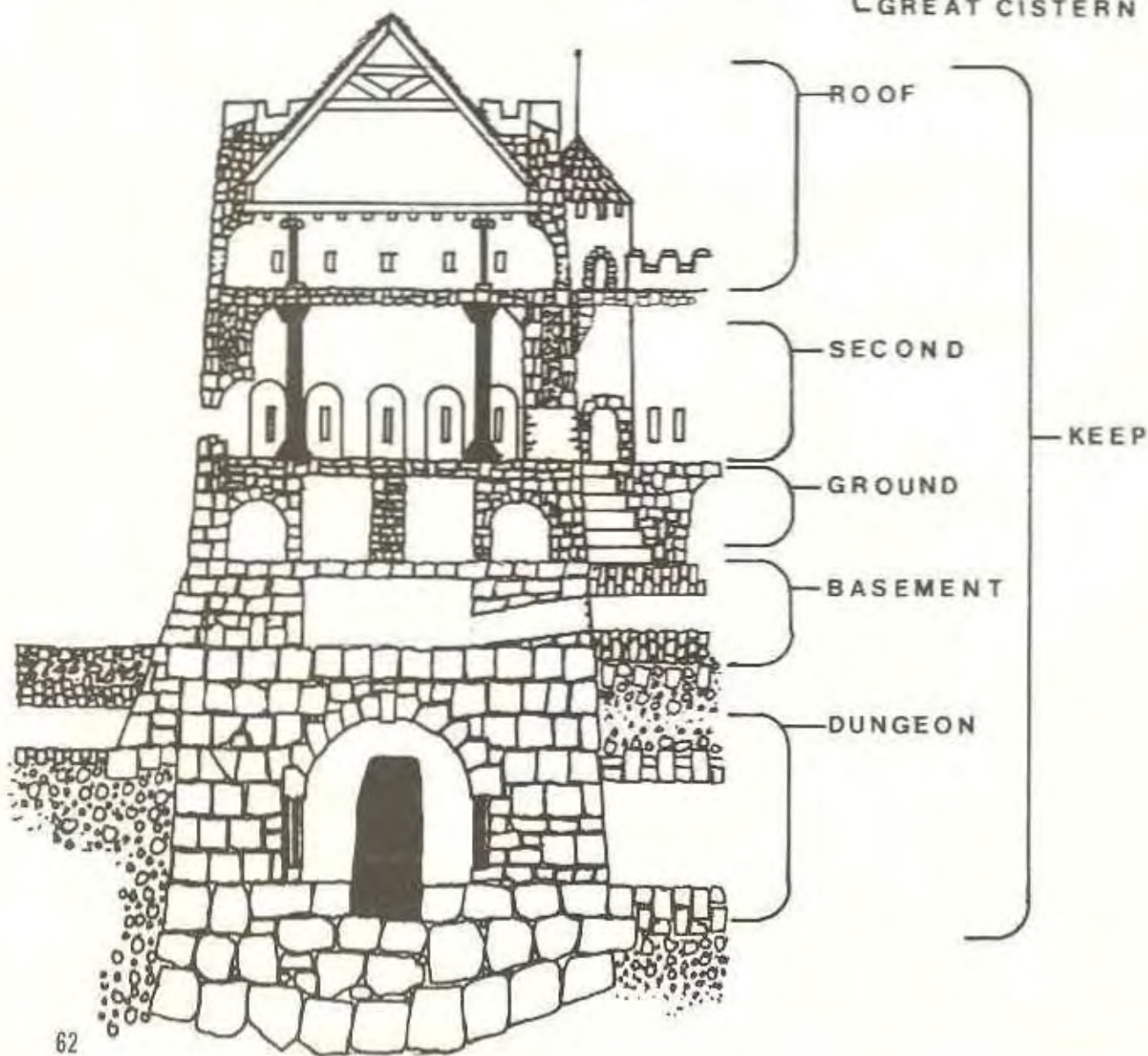
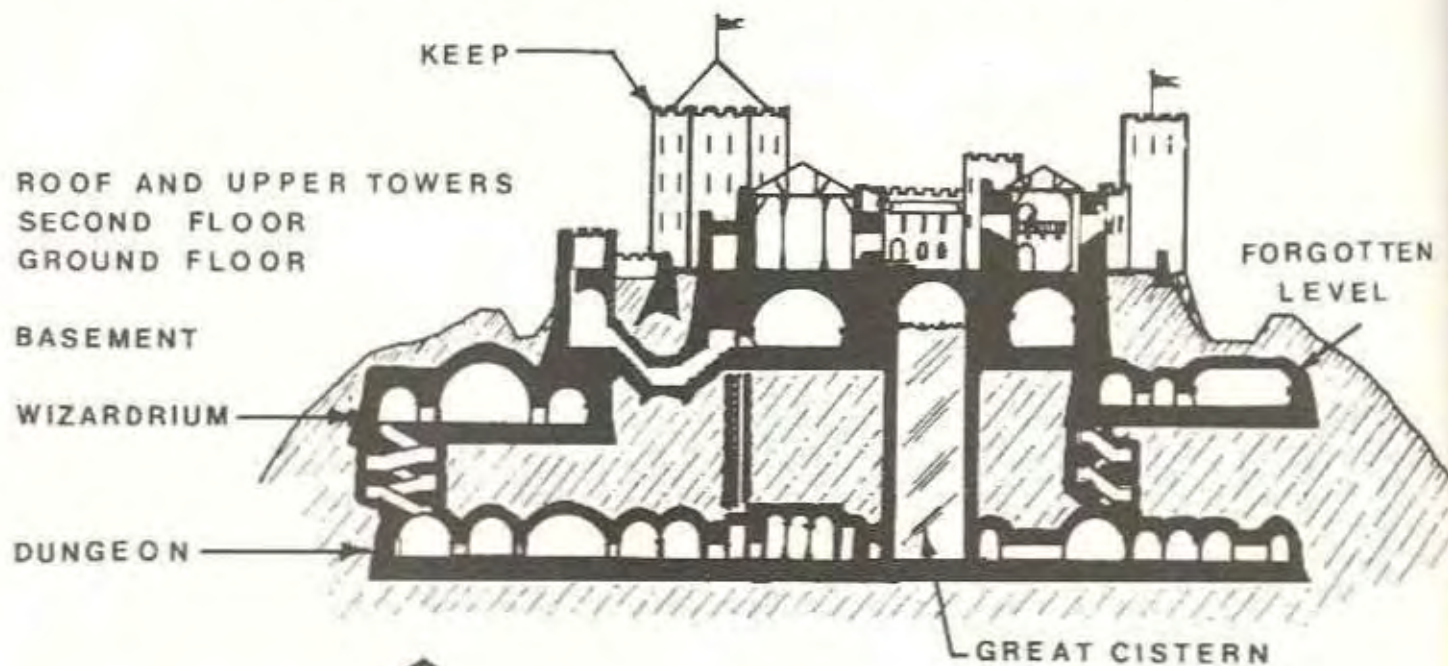
truders under control, Ispochar has trapped the stairs. Each step a person takes up, he shrinks by 5% of his original height. As there are twelve steps, anyone going up the stairs will end up only 40% of his original size. Thus, someone 6' tall would end up about 2' 5". This effect lasts only until one goes back down the steps, or can be counteracted at any time by Ispochar.

- W12 Lab Entry Room:** Like most of the rooms in this area, this room curves. As a result, the distances given will not be NS and EW, but from the center of one wall to the center of the opposite wall. This room, for instance, is 65' by 33'. It has a door in the southeast wall, and an opening in the southwest wall. The door leads to W13, and the opening to W25. On a roll of 1-4 on a D6, anyone entering without Ispochar will be attacked by ten Kobolds. These creatures live in W13, and will be described there.
- W13 Kobold Quarters:** Due to its small size and curvature, this room looks like a wedge. It is 20' by 34', measuring center to center. It houses ten Kobolds. These small creatures were hired by Ispochar for mining, and as a final line of defense for his laboratory. Kobolds are CN Humanoids, about 2½' tall. They move 6' per combat round, and have 1 HD. They are intelligent, and do damage by weapon type. They will wear Chainmail and Helm, and wield a Hammer (40%), a Pick (40%), or a Shortsword (30%). These creatures are fierce, as they have no place to run to and they are loyal to Ispochar, anyhow. They might surrender to an overwhelmingly superior force, but generally will fight to the last man. Strewn about the room will be ten bedrolls. Each will contain 200-600 GP and 1-10 gems. These gems will range from pretty rocks to one-of-a-kind items. Two of the bedrolls will have shovels leaning against them. There are ten flagons set around, partially filled with wine, which came from a cask on the south wall. This cask originally held 100 gallons, but is now only one-quarter full. Also in the center of the floor is a large wooden platter containing a whole roast pig. (Originally it was whole, that is - it has since been carved up and is partially consumed.) This is obviously fresh; the aroma of the cooking still wafts about the room. The room is lit by two torches, one each on the inside and outside walls.
- W14 Taxidermi Room:** When stepping into this room, one might get the impression he has been transported to a large zoo. This 26' by 35' (center to center) room is filled with animals. The idea of transport is more firmly planted by the feeling of vertigo one will feel entering this room. Also, upon turning around, instead of the room one came from, one will see a long passageway stretching out of sight. If he tries to step into the corridor, he will find himself back in W15. The feeling of being transported will also recur. If one stays in W14 for very long, he will start to see movement out of the corner of his eye, and begin to believe that the figures within have changed position. This is completely illusory, as all are stuffed, and non-animated. If magic is detected for, however, all will be indicated as possessing it. This is only because Ispochar has cast a spell on them to preserve them. As part of the spell, anyone touching one of the animals will receive 1D4 of damage. There are seventeen stuffed creatures, including a Bull, a Hippogriff, a Brown Bear, an Ogre, a Goblin, a Frog, a Giant Owl, a Giant Toad, a Giant Eagle, a Lion, a male Human, a Sphinx, an English Wolf, a Manta Ray, a Dolphin, a Merhorse, and a Portugese Man-O-War. As far as can be determined, all of these creatures were males.
- W15 Container Storage:** Here is where the Wizard stores containers. There are racks along the walls and standing free on the floor. They contain 70 stoppered Flasks, 69 Liquid Decanters, 25 Glass Jars, 30 Retorts, and 89 Vials. This is about one-third the capacity of the shelving. There is a door to W14 in the counterclockwise wall, and a secret door on the inside and outside walls. The one on the inside wall is simply an illusion of a wall. There is an opening at this point, and the Wizard cast the illusion as protection for what is beyond. Ispochar simply walks through, but anyone who follows is almost certain to run into a solid wall. This illusion holds on both sides of the wall. The door leads to W25. The other secret door is real, and to open it, one must pronounce the word, "Rachopsi," which is Ispochar backwards. The door will then slide open, giving access to W16.
- W16 Magic Room:** This nearly square area is where Ispochar stores finished products, and his spellbook. It would be hard to guess the existence of this room, as it is one of the two which are not part of the circle. This room is 33' EW by 35' NS, and has four pillars supporting the roof. There are racks on each wall, except the north, where the door is. The east and west walls hold potions, and the south wall contains scrolls in bone tubes with ceramic tops. There are 82 potions, and 65 scrolls, which must be determined by the Judge as to type. The spellbook is on a stand in the center of the room, and contains almost any known spell, with possibly a few unknown ones as well.
- W17 Science Storage:** Entry into this room will take real ingenuity, as the handle of the door is glowing red hot. This is no illusion, the ring which is used to raise the latch and pull the door is at a temperature of 900 degrees F. This is, of course, a magical effect, so it does not burn the door. It also does not radiate tremendous amounts of heat, although anyone putting a hand near it will feel that it is very hot. Any wooden object touching the handle will, of course, burst into flame, and most metal objects will melt. The handle continually puts out heat, so ice or water boil away with little effect on the handle. Should anyone touch the handle, they will receive 21-40 points of damage, incapacitating the body part which made contact, and requiring a saving throw of less than half the Constitution of the character (rounded up) on a D20 or be unconscious 1 - 6 hours. The room beyond is 33' by 40' center to center. It holds "scientific equipment on a large table in the center of the room. The inventory includes: 4 Funnels, 19 Stirring Rods, 3 Spatulas, 32

Measuring Spoons of various sizes, and 95' of Glass Tubing in various lengths and in diameters, from one sixteenth inch to one inch. Some of these are straight, some bent, and a few twisted in spirals. There is a secret door in the outside wall. It is triggered by saying the Cikeil word for victory. The room beyond is W18.

- W18 Heros Room: The walls of this room are very rough and it is irregular in shape. The contents of this 42' EW by 25' NS room were made by Ispochar for the great Hero-King who will help him free his land. Inside is a suit of +3 Chainmail with Great Helm, a +3 Shield and a +3 Broadsword which dispels Demons upon scoring a Hit. Also in the room is a set of +3 Leather Barding and a Great Lance with magical protection from breaking. There is also a Ring which regenerates 2 points of damage per combat turn. All of these items have been magical to expand or contract to fit the wearer, as long as he is approximately Human size.
- W19 Spool Room: The handle of this door is also trapped. Anything that touches it permanently adheres to it. Only if a Dispel Magic is placed on it can anything be removed. However, if something else comes in contact with it after the spell is cast, it will stick. The only way to deactivate this is to hit it with a Dispel Magic while nothing is touching it. The room beyond is one of the circular rooms. It measures 50' by 33' center to center. In the middle of the back wall is a set of shelves. On the top shelf are 11 Skulls, 5 are Human, the others are Lizardman, Stegosaurus, Rhinoceros, Ogre, Elf and Halfling. These can all be identified fairly easily, as a slip of parchment with its species on it has been glued to each skull. On the shelves below are 3 Water Clocks, 5 Hourglasses, 39 Glass Lenses (all different), 3 Prisms ranging in size from fist size to 18" tall and 17 Quill Pens in a holder. On the bottom shelf is a 26' roll of parchment and a stoppered Flask containing about 1 quart of Ink. Strewn about the floor are 31 large spools. These are made of 2' diameter wooden circles which are nailed to 2' long and 6" diameter centerpieces. Of the spools, one has Gold wire, one Silver, two Tin, three Iron, one Platinum and six Copper. All of this wire is about 20 gauge. The rest of the spools are empty.
- W20 Magical Component Room: If the previous rooms have seemed strange, this one will seem positively weird. This 40' by 33' center to center room is the storage area for the various material components for spells. There are literally hundreds of Jars containing Human Bones, Dirt, Incense, Clay, dead Glowworms, Chalk, Silk, Rose Petals, Feathers, Flint, Licorice Root, Reeds, and many other strange and sometimes obscene things. These Jars are on racks along the north, west, and south walls.
- W21 Mineral Library: This room is one of three that serve as a library for the Wizard. It is 20' by 21' center to center. The books in this particular room are devoted to the study of minerals. These books are rare and often delicate. They must be handled with care or they will be destroyed. To a Sage or Magic User, or even to an Alchemist, they would be worth a minimum of 500 GP a piece, but they would be all but valueless on the open market, especially as most are in foreign tongues and many in dead languages. Each of the three library rooms has a desk, an oil lamp and a chair.
- W22 Vegetable Library: This also is a library room. It measures 15' by 20' center to center, and contains books on vegetable matter. Other than in subject matter, these books are identical to those in W21 in all respects.
- W23 Library Entrance: All three of the book rooms of the library lead into this common hallway. It is 50' by 11' center to center. In the center of the inner wall is the door leading to W25. This is simply a corridor and not really of any real importance.
- W24 Animal Library: The third room of the library is dedicated to animal lore. It is 15' by 15', nearly square except for the curvature, which is barely noticeable in this room. The books here are as rare and delicate as those in the other two rooms.
- W25 Wizards Laboratory: In the position of importance that it deserves, at the center of the hub is the lab of the Wizard. The outside wall of this 80' diameter room is bounded by counters except at the points where doors enter the room. Spaced around the room are eight pillars four 8' interspersed with four 4' ones. There is also a circular 10' diameter table in the center of the room. Above the center of this table, hung by a chain from the ceiling is one of the bronze braziers seen elsewhere. This one is much larger than any of the others and lights the room brightly. Almost all of the counter or table space is taken up with some apparatus or another. There are no less than three distilling apparatus set up, all bubbling merrily away with no visible source of heat. Containers of various and often unidentifiable liquids and gases are everywhere. There are also several books and scrolls lying about. Most of these are around the outside. The middle table is slightly more orderly, although there are still jars of stuff and a book or two lying about. More prominent on the table, however, are more unusual things, such as the Crystal Ball at the center of the table. Other items on the table include a small furnace, which is not presently in use, a balance and weight set, a prism, a water clock, a mortar and pestle with a blue powder in it, a set of five measuring spoons, a magnifying lens, and several sets of tweezers. Spaced around the room at different spots, and usually next to a book or apparatus are ten high stools. There are so many because the room is large and Ispochar is usually too involved in his work to want to drag a stool very far. The southwest pillar (8' diameter) is hollow and may be gotten into from the side closest to the center by saying magic in Giantish. Inside is a Staff which allows the bearer to appear as any type of adult Human he chooses, and a Ring which gives the wearer 20% resistance to magic.

Ravenscrag Castle Cross-Section





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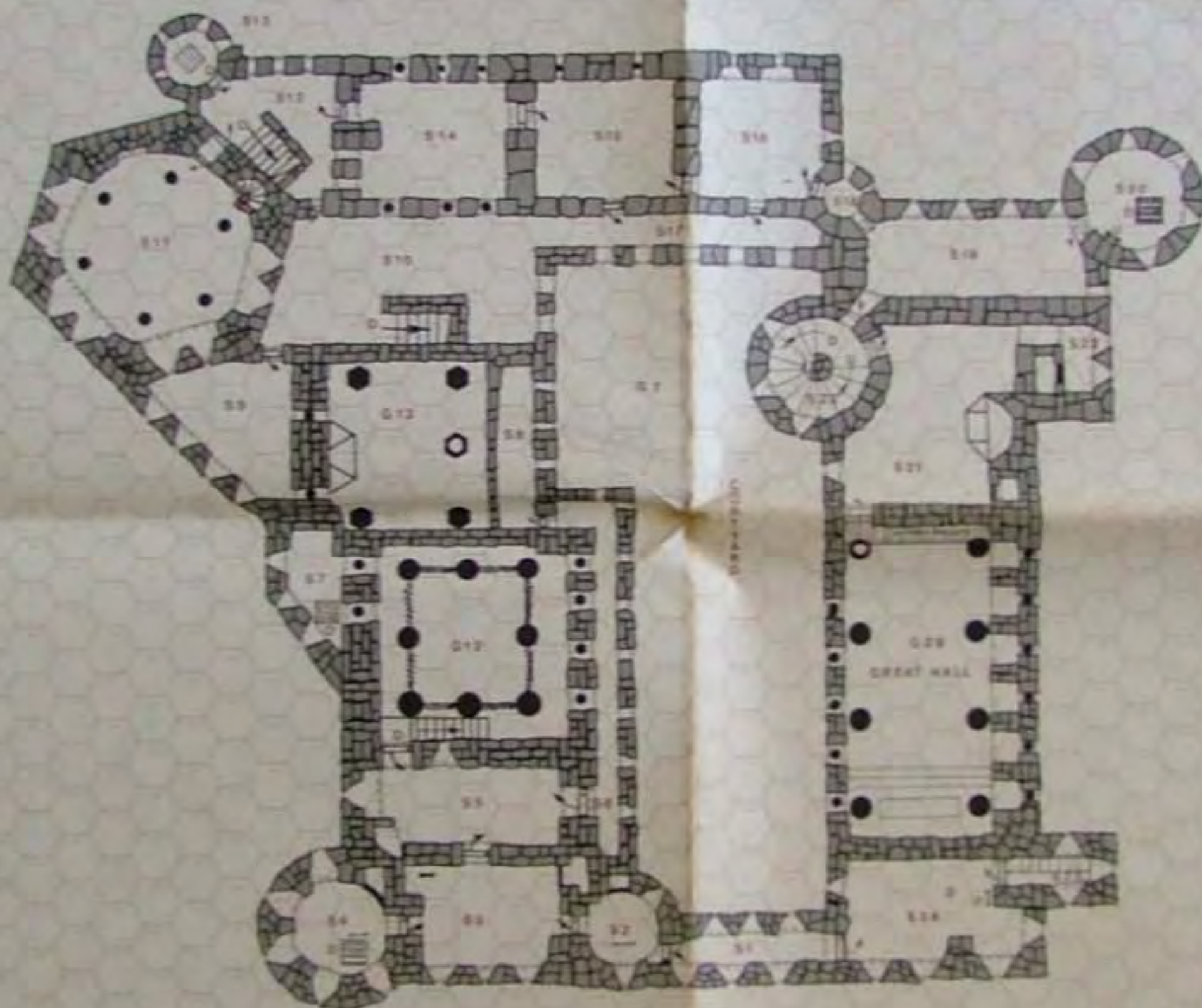
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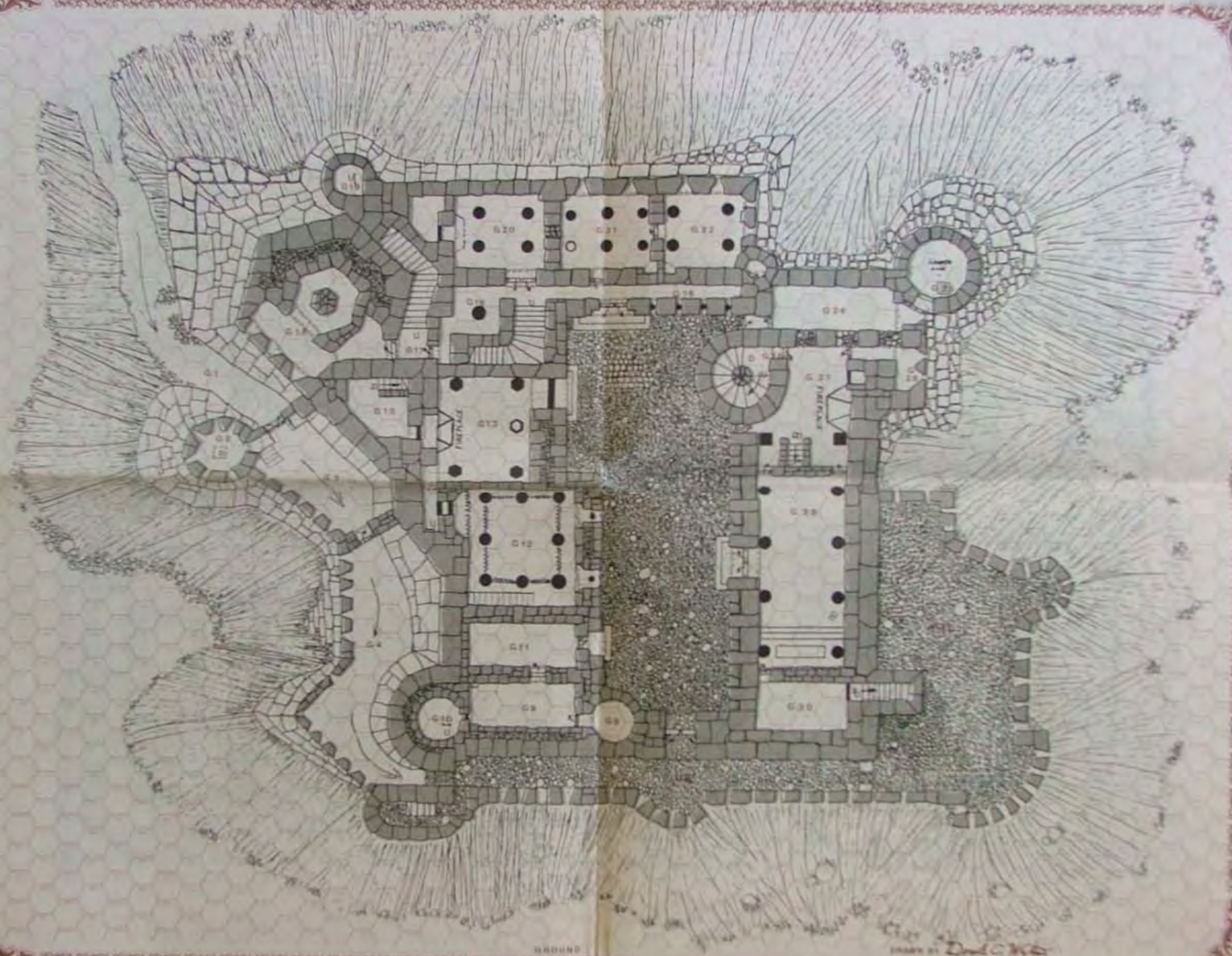
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