

OC-1

A Labyrinth Lord  
Adventure

## DUNGEON MODULE OC-1

**Labyrinth Lord**  
Compatible Product

# A PARLIAMENT OF OWLS

by Andy Solberg



AN ADVENTURE FOR CHARACTER LEVELS 4-6



Strange monsters are terrorizing the frontier - part bear, part owl, and all carnivore. Where are the creatures coming from? Who is responsible for this unnatural fusion? What will daring adventurers discover in OwlCon module OC-1 - A Parliament of Owls?

"A Parliament of Owls" was created for use at OwlCon 33 in Houston, Texas.

# Labyrinth Lord

## Dungeon Module OC1:

### A PARLIAMENT OF OWLS

#### PART 1: INTRODUCTION

This module was designed to be run at OwlCon 33, which was held at Rice University in Houston, Texas on February 21 through 23 in 2014. As the theme of the convention was 'Owl School Revolution', it seemed appropriate to write an adventure that evoked the old-school feel of the Basic/Expert sets of D&D from the early 80's. Labyrinth Lord is a great product for that purpose.

This adventure is free to a good home. Feel free to download it, share it with friends, print off or photocopy portions of it for use in gameplay, and generally use/abuse it to suit your roleplaying needs. I ask that you abide by three rules. **First**, share complete and unedited copies of this adventure, with all attributions intact. **Second**, do not profit from this adventure – if you share it, do not sell it or barter with it for something of value. **Third**, if you enjoy this adventure, please consider making a donation to the **Houston Food Bank**. The Houston Food Bank is a terrific charity; they warehouse food products and distribute them to food pantries and other charities that feed the hungry in the Houston area. Thus far they have helped serve over fifty million meals to people who are hungry, and they could use your support. If you can afford even a small donation, options for doing so can be found here: <http://www.houstonfoodbank.org/donate/donate-money/>

If you plan to play in this module as a character, please **stop reading here**. The information in the rest of this module is for your Dungeon Master (DM) so that he or she may guide you and other players through the adventure. Knowing the details of this adventure will spoil the surprises and excitement of the game for everyone concerned.

#### The Scope of the Module

The basic adventure in this module is the locating and exploring of the structure known as Parliament. The party is hired by a town to seek out the source of the owl bears that have been terrorizing the countryside. The trail leads to Parliament, which has become a menagerie for bizarre creatures. It is also a battleground for two opposing tribes of owl-headed humanoids.

This module is designed for a party of five to seven characters between 4<sup>th</sup> and 7<sup>th</sup> levels. The average total levels of the party should be 30. If the players do not already have

characters, the pre-generated characters at the end of the module can be used. If the party is weak, NPC characters may be used to bolster the strength of the group. The DM may also weaken, strengthen, or otherwise change the encounters in the module to create a fair, balanced adventuring experience.

This adventure is designed to be completed in a single four-hour tournament slot, requiring industrious play and fast pacing. It may also be broken up into several sessions for casual play. In tournament action, the DM must keep events moving quickly, holding the players to a minimum amount of downtime to rest and recover spells. Note that the module is set in a wilderness area, and the meager outposts of civilization within reach offer little opportunity for upgrading equipment or changing spells.

This module is part of an ongoing series of adventures. The events and background of this module lead directly into dungeon module **OC2: The Dark Rookery**, and a successful party may wish to continue play there.

#### Notes for the Dungeon Master

This module, **A Parliament of Owls**, is a dungeon adventure in eleven parts.

**Part 1** is an introduction that outlines the adventure and gives the DM background information.

**Part 2** describes the town that is the starting point of the adventure, and the wilderness area that the party must traverse to reach the dungeon.

**Part 3** details the upper works of the dungeon.

**Part 4** details the dungeon's lower works.

**Part 5** describes what lies beyond this adventure, in **Dungeon Module OC2: The Dark Rookery**.

**Part 6** outlines new monsters used in this module.

**Part 7** provides pre-generated player characters, should players need them. They can also be used as NPCs.

**Part 8** is a tabulation of all combatants found in keyed areas of the adventure. This can be useful to keep handy during gameplay to avoid flipping between pages during combats.

**Part 9** supplies the maps detailing the keyed areas of the adventure.

**Part 10** is a listing of individuals to be credited and thanked.

**Part 11** is an accounting of this product's Open Gaming License.

Before beginning the adventure, please read the module thoroughly to become familiar with all encounters and areas. The **DM's Background** explains the history of adventure. The **Players' Background** should be read to the players before the adventure begins. In the **Encounter Keys**, the encounter number matches the location of the encounter on the maps.

The boxed encounter information can be read aloud to the players at the right time. The DM must decide how much of the rest of the information should be told to players and how much should be kept secret. The DM may also add more details as desired, such as room dimensions, smells, sounds, tastes, feelings of hot and cold, and so on. Plan how monsters will react if the party does nothing; this is especially important for intelligent monsters.

Most of the monsters in this module are found in the rule book for **Labyrinth Lord**, Revised Edition (Fourth Release), September 2009, as published by Goblinoid Games. As of the writing of this adventure, a free PDF of the full rules, without artwork, is available at [www.goblinoidgames.com](http://www.goblinoidgames.com); PDF or hard copies of the rules with artwork can be purchased at the same site. Complete information will be given for any new monsters. When monsters or non-player characters (NPCs) are described in the text, their details will be listed in the following order:

Name (Armor Class; Hit Dice or Class/Level; hit points; Movement per round; Number of Attacks per round; Damage per attack; Save as Class and Level; Morale; and Alignment)

Armor Class = **AC**; Hit Dice = **HD**; Cleric = **C**, Dwarf = **D**, Elf = **E**, Fighter = **F**, Halfling = **H**, Magic-User = **M**, Thief = **T**, Normal Man = **NM**; Level = a number; hit points = **hp**; Movement = **MV**; Number of Attacks = **#AT**; Damage = **D**; Save = **Save**; Morale = **ML**; Alignment = **AL**.

Class/Level is used for NPCs, while Hit Dice is used for all other monsters. Movement is the distance covered in one combat round. Movement distance in a *game turn* is three times the movement distance for one combat round.

The DM should always give the players characters a reasonable chance for survival. The emphasis is on “reasonable.” Although there should be a chance that an unlucky or foolhardy character will die, give the party the benefit of the doubt whenever possible. Everyone should cooperate to make the adventure as much fun as possible.

Sometimes a new player will want to join the party, or a player will want to replace a character that has been killed. The DM can always treat new characters as wandering adventurers exploring the wilderness area who stumble across the dungeon and wish to join forces. Characters could also have been members of Drommul’s expedition who were scattered by the original owl bear attack.

## DM's Background

### Ornovael and the Dark Rookery

More than 150 years ago, **Ornovael** was a magic-user who gained great power exploring the furthest bounds of human knowledge. His particular area of expertise was anatomy and the way that physical bodies are put together; his passion was birds in general and owls in particular. Ornovael believed that owls were the perfect life-form: graceful, intelligent, adaptable, and strong. The magic-user felt that all other life forms could be improved if some of the positive attributes of owls could be folded into their composition.

Few others shared Ornovael’s interests, and many regarded his exploration into anatomic science to be a heretical encroachment into the realms of the Gods. Ornovael packed up his laboratory and decamped for the wilderness, searching for a place where he might be able to complete his studies without interference from those who might meddle with his research.

Ornovael found such a place. In the deserted valleys north of the **Guldspr River**, the magic-user found a cave mouth on the shoulder of a mountain. Far below the mountain lay a network of natural caverns, carved by underground streams through the limestone. Here, Ornovael knew, he could forge more than a research laboratory; he could make an extensive controlled environment where his creations could run loose and be studied before releasing them onto the surface of the world. He cleared out most of the inhabitants of this subterranean labyrinth and set to work to create his underground paradise.

But Ornovael knew that he could not cut himself off from the world entirely. At the entrance to his underground environment – his **Dark Rookery** – Ornovael built a shrine. He called it his **Parliament**; it was a place where he could have samples of creatures sent from all over the world, receive them, and then take them below where they would become part of his greater works. Still, he kept quiet what he was doing; few knew where Ornovael had gone, and none truly knew what he was up to.

Ornovael could not complete his works alone; he needed helpers to complete his research. One of his first projects was to create two races of owl-men: the **Strigids**, who would be his workmen and field hands, and the **Tytonids**, who would serve him as his apprentices and overseers. The Strigids and the Tytonids worked together well, and under Ornovael’s guidance, the science of hybridizing owls and other living beings was greatly advanced. Working exclusively with his dedicated helpers, Ornovael withdrew further and further from the outside world. Eventually the Parliament was abandoned, and Ornovael’s name was largely forgotten. A landslide

partially buried the shrine and its entrance, further isolating Ornovael's project from civilization.

One day Ornovael went away. He knew that eventually he would perish, so he made preparations for his work to continue in his absence. He groomed **Shazzek-Ra**, most gifted of his Tytonid assistants, to take over for him and advance the work that they had started. Then Ornovael disappeared. The owl-men had no idea where he had gone, but they knew that the work must continue. Under Shazzek-Ra's leadership, the projects and experiments continued uninterrupted.

Then something happened that Ornovael had not anticipated. One of the secondary Tytonid apprentices, **Haffek-Du**, was a chaotic individual who felt that he should have been selected as the new leader. He schemed for Shazzek-Ra to be poisoned, and then positioned himself to seize control of the Tytonid leadership. Haffek-Du found that he lacked much of the lore that Ornovael had shared with Shazzek-Ra, but he concealed his deficiencies in this area and set a new and ambitious agenda for his people: to conquer the surface world.

Haffek-Du silenced any Tytonids who opposed his aims, but the Strigids proved stubbornly resistant to his influence. Holding true to Ornovael's core principles – that the lore they pursued was for the furtherance of knowledge, not for amassing power – the Strigids broke with the Tytonids, and soon the Dark Rookery was in a state of war. The Strigids were more adept with weapons and were more comfortable operating in the wilderness, but the Tytonids had magic on their side, and they also controlled the owl hybrids made by Haffek-Du. The result was a stalemate – the Tytonids were secure in their towers and enclaves, while the Strigids largely controlled the open lands around them.

Of crucial importance to Haffek-Du's plans was the Parliament, the most convenient exit to the outside world. The abandoned tower had been occupied by monsters for years after Ornovael's withdrawal, but now the Tytonids sent a force to take control of it. The Strigids caught wind of this and sent their own squad to oppose them. A pitched battle ensued, resulting in the surviving Strigids being trapped between the Tytonid wizards and the monsters below Parliament.

Meanwhile, a dwarf named **Drommul** learned of Ornovael's Parliament from old records buried in an archive. He assembled an adventuring team and traveled north of the Guldspur, pretending to be a prospector hoping to find silver. In reality he intended to find valuable magic in Ornovael's laboratories, but he hoped his cover story would keep other treasure-hunters from following his trail. Drommul located Parliament and excavated the entrance, but as soon as the

doors were opened, several **owl bears** emerged and killed him and his team.

Freed onto the surface world, the owl bears have been using Parliament as a lair while venturing forth into the wilderness in search of prey.

### Players' Background

You and your fellow adventurers have tasted success. The great troll that terrorized the town of Ashenford is no more, its flesh burned and its ashes scattered in the Guldspur River that flows past the inn you have called home for a fortnight. The troll had amassed treasure, and you still have some magic and coin from that profitable adventure. Of equal importance, your party's renown as capable solvers of problems and slayers of beasts is spreading across the land, and every night the locals toast your health in the taproom.

Still, it is neither gold nor glory that adventurers such as you seek most, but the call of the unknown. You find yourselves restless, wondering what new challenges lie over the horizon, and what new threats and riddles will test your mettle. It is with something akin to relief, therefore, that you receive the handful of anxious farmers who come seeking an appointment.

"I am Salber," says their spokeswoman, "and our homesteads lie north of the Guldspur River, on the edge of the Hoarwood." You nod, recognizing the risk these people take every day. The Hoarwood is a wilderness, and that rugged mountainous country is not patrolled by any army or nation.

"We have heard of your exploits defeating the terrible troll," Salber says humbly. "We have experienced our own problems with monsters. A week ago, a terrible creature attacked one of our farms. The cries of the victims brought us all to the defense, and with polearms and arrows we killed the beast, although two lives were lost in the process. It was a horrifying beast, rank and obscenely strong, combining all the worst features of bears and owls.

"No such creature had ever been known to haunt our woods," Salber continues, puzzled. "With the slaying of the monster, we thought the problem to be ended for good. But only yesterday, a shepherd-boy saw another of these awful 'owl bears' attack his flock. It charged from the trees, scooped up a full-grown ewe, and disappeared again!"

Salber mops her brow worriedly. "We have some craft with tracking," she says, "and we saw enough spoor and sign to know that the boy was not telling tales. One more of those terrible brutes haunts the Hoarwood. At \*least\* one more! It took all our strength to bring one down, and we dare not chase after another ourselves. Will you take the task?"

## PART 2: THE TOWN AND BEYOND

Salber and her fellow farmers live several miles north of Ashenford, but they will discuss their request with the PCs in the Ashenford Inn. Ashenford is a small village of fewer than 100 people; it was built along the river as a waystop for riverboat traffic. There is a general store from which items valued at less than 10 GP can be bought at standard book prices. The inn is comfortable and the prices are reasonable, but it is otherwise nothing to write home about.

Salber's folk offer the party an iron pot containing silver pieces. They have little money, so there is little room to negotiate a better price than the 90 SP they are offering. However, if asked for more information about the area, Salber will recall that a stranger passed through their land about a month earlier. He was a dwarven prospector named Drommul, and he and his four companions haven't been seen since. Salber recalls that for simple silver-miners, they were awfully well armed. They headed up into the hills in roughly the same direction the owl bears came from; the farmers freely speculate that perhaps Drommul stirred up this trouble.

The party can ask around in the town about any other useful information about the lands to the north. If they spend at least 1 GP buying drinks, they can learn one of the following rumors (roll 1d6):

### Ashenford Rumors

1. Not too far up into the woods there is an old trace road. It hasn't been used in living memory, and it's mostly overgrown. **(DM Note: This rumor is true.)**
2. Old legends tell of an evil wizard who once laired high up in the rugged country. They called him the Death Hawk, and he kidnapped children. **(DM Note: This rumor is partially true. Ornovael wasn't particularly evil, and he never kidnapped any children, although he did trade in captured monsters.)**
3. Every hundred years, they say, a river of fire pours down out of the mountains and kills everybody between the peaks and the Guldspur. The last time this happened was nearly a century ago. **(DM Note: This rumor is complete nonsense.)**
4. That dwarf who passed through a month or so ago stopped in this very tavern. He had four friends: three humans and a halfling. Only the dwarf talked. He didn't know the first thing about mining, though. I asked him about silver prospecting and he just talked nonsense. **(DM Note: This rumor is true.)**
5. There are goblins up in the hills, and they're building an army. Once they're strong enough, they'll come pouring down out of the Hoarwood

and will slaughter everybody! My cousin was logging up there and he saw one of them, plain as day! **(DM Note: This rumor is partially true. The cousin in question did surprise a lone goblin while drunk late at night. The goblins are anything but an army, however.)**

6. If you climb deep enough into the Hoarwood, and you're in just the right place, when the sun sets it frames some kind of structure or tower, tucked right up at the foot of a mountain. **(DM Note: This rumor is true.)**

The DM should make every effort to convince the party to take Salber's offer. While the financial inducement is meager, the party should be intrigued by rumors of Drommul's group, and the possibility of intriguing things high in the wilderness. If nothing else works, let the townsfolk and farmers tell of the obvious rich equipment the dwarf and his companions carried, and stress that since they haven't been heard from again, their gear may yet lie unclaimed.

### The Hoarwood

Crossing the Guldspur River via footbridge is easy enough, and a short trek through the woods to Salber's cluster of homesteads is uneventful. North of that point, the Hoarwood looms oppressively. It is a thick, dark forest of pine trees. It has snowed recently, and snow depth varies from several inches to drifts several feet deep at the base of large trees. There are numerous small animal tracks in the snow, and even inexperienced trackers can discover signs of large talon-like feet and a heavy body being dragged through the snow and up into the deeper part of the woods.

Travel through the Hoarwood following these tracks will require 8 hours of daylight movement by a typical party. However, every two hours one of the party should be permitted to make an Intelligence check. If they make it, they can notice the remains of the old trace road that once wound from the banks of the Guldspur up to the doors of Parliament. By following the track of this old road, the party will not take the most direct route but will avoid the worst of the tangles of brush and deep snowdrifts, and will therefore shave two hours off their transit time.

During their travels, the party may also encounter wandering monsters.

### Hoarwood Wandering Monsters

In the Hoarwood, check for wandering monsters every two hours, day or night, traveling or not. Roll 1d6; encounters occur on a 1. If an encounter occurs, roll 1d4 and consult **Table 1:**

Table 1 - Hoarwood Wandering Monsters

Die Roll	Wandering Monster	No	AC	HD	hp	#AT	Damage	Move	Save	ML	AL
1	Wandering Goblins	6	6	1-1	4	1	1d6	60'(20')	NM	7	C
		1	5	2	10	1	1d6+1	60'(20')	F1	8	C
2	Angry Ogre	1	5	4+1	22	1	1d10	90'(30')	F4	10	C
3	Wolf Pack	4	7	2+2	12	1	1d6	180'(60')	F1	8	N
4	Sprite Pool	6	5	1/2	3	1(spell)	--	60'(20') Fly: 180'(60')	E1	7	N

1. **Wandering Goblins.** A small band of goblins has taken up temporary residence in this wilderness, having been chased out of their normal hunting grounds by an angry ogre (they stole its treasure). There are six ordinary goblins and one sub-chieftain. The goblins do not at all enjoy their current uncomfortable existence on the run, and as they know the ogre is hot on their heels, they have something of a hair trigger. Good negotiating by the party can avoid conflict unless the party seems weak; the goblins mostly just want to be left alone. If the party is aggressive or surprises them, however, they will fight to the death. Each goblin has 4 electrum pieces and a gold piece, and the sub-chieftain has 46 GP. He also has a golden statuette (165 GP) wrapped up in a dirty canvas sack; this is the ogre's possession.
2. **Angry Ogre.** A fearsome ogre is exceptionally angry that some goblins stole his precious "Little Man," and he will not rest until the statue is recovered and the goblins slain. He is very aggressive and will attack unless talked down, but if he is successfully talked with (the ogre speaks Giant and Goblin), he will haltingly communicate his problem. If the party gives him directions to the goblins, he will depart. If they give him back his statue without too much fuss, the ogre will be overcome with gratitude and give the party his only other treasure, a **Potion of Extra-Healing**.

3. **Wolf Pack.** This group of wolves is hungry and will attack fearlessly. They can only be driven away with multiple sources of fire, or if half their number are slain.

4. **Sprite Pool.** This 15-foot-diameter pond has ice forming around its edges, but the center is clear. The water is dark and very still, and flowering plants blossom out of season in a cluster in the pool's middle. If the encounter happens at night, the party's camp was made close to the pool.

The pool is the home to six sprites who are attracted to the party's activity. They will perform minor acts of mischief (tie shoelaces together, make ghostly sounds, etc.) but will not reveal their presence unless the party calls out in Fey, or if they seem to be taking their pranks in good humor. If so, they will appear and communicate with the party in a friendly way.

The sprites are very old and remember when Ornovael made his laboratory in Parliament; they will tell how a very private wizard lived in an owl-shaped building at the foot of a mountain. They can even indicate the approximate direction. They know nothing about Drommul and have no treasure. If the party acts hostile or destructive, the sprites will retreat into the center of their pool and sulk.

Eventually, either by following the owl bear tracks or the old trace road, the party will discover Parliament. Read the following when the party approaches within several hundred yards:

Up ahead, a man-made stone structure built close to the foot of a steep mountain rises silhouetted against the sky. It appears to have a great central dome, forty feet high and fifty feet across, with four arch-roofed wings radiating out from the center. The top of the dome is pierced by a line of high-arched windows, the interior dark and forbidding. Below the windows, a decorative cornice bears a repeating symbol that looks like the beak of a predatory bird. Each of the building's wings rises to twenty-five feet high and is sheathed in slate tiles picked out in a feathered pattern. It appears that from any angle of approach, this strange structure looks like an owl – the windows are the eyes, the beaks are spaced between the windows, and any pair of building extensions looks like a bird's wings spread in flight.

The mountain slopes have experienced significant erosion, and a rock slide has deposited a significant amount of debris and detritus around the building – half of it is covered in a loose pile of dirt, stones, and snow.

Refer to the next section for details as the party approaches more closely.

## PART 3: PARLIAMENT, UPPER WORKS

Ornovael originally designed his Parliament to be a building where he could occasionally meet with people from the surface world, receive shipments of creatures (alive and dead) for his use in his research, and move those materials down to the level of the Dark Rookery. He created a roost for his beloved giant owls to be able to come and go, and to serve as his watchmen and protectors. Below that, on the level of the entrance, he created rooms with fanciful murals that would communicate his love of owls and the perfect way in which they inhabit the world. Linking these levels and the ones below was a wrought iron spiral staircase; a circular void in the center of the stair shaft served as a hoistway for raising and lowering the glass tubes he used for moving his test subjects around.

The Parliament has since fallen into ruin. The wrought iron staircase has collapsed, leaving empty holes in the ceilings and floors of rooms on the various levels. The giant owls still live in the roost, but they have almost forgotten they ever served Ornovael or had any relationship with creatures other than themselves. Despite the ruin of the staircase, the collapse of one floor and the tunneling of other monsters have given the owl bears access to the entrance level, and they have made that their lair.

When Drommul and his minions came to Parliament, they found the structure to be half-buried in a rockslide. Drommul soon divined that the entrance could be easily uncovered with a small amount of excavation, and his group cleared a narrow path to reach the front doors. No sooner did they open the portals than the owl bears struck, killing Drommul and one of his henchmen inside the building, and chasing down a second as he fled to their camp. Drommul's third helper, a Halfling, avoided the owl bears by climbing a tree; unfortunately, when night fell the giant owls snatched him from his perch and made a meal of him. The remains of all these unfortunates

can be found throughout the upper works. The fourth accomplice escaped deeper into the structure, and his remains can be found in the lower works.

The upper works of Parliament are inhabited by a family of owl bears and a small group of giant owls. During the daytime these two populations remain quiet. Noise during the day will attract the attention of the owl bears, but the giant owls will remain quiet unless the party intrudes within their lair. When the sun sets, both owl bears and giant owls will leave their lairs to hunt for food, and may be encountered as wandering monsters.

### Wandering Monsters

After sunset and before sunrise, wandering monsters are checked once per hour and occur 1 time in 6. If a wandering monster encounter is indicated, roll 1d2 and consult **Table 2**:

1. **Giant Owls.** These owls are leaving their lair in search of prey. They can see very well in the dark and are extremely quiet when hunting in the night, surprising foes 5 chances in 6. The giant owls will generally avoid medium size creatures, and in many cases this encounter will bypass the party without them ever knowing it, but if a lone halfling or dwarf is spotted, the owls will see it as a chance for an easy meal and will attack. If these owls are killed, subtract their numbers from the owls encountered in area 7.
2. **Owl Bear.** This is the male owl bear from area 3, hunting for food for its family. It is very aggressive and will fearlessly attack any target. It is also very ill-tempered and will remorselessly attack any target that has injured it. It may split its attacks if it has several targets, but will always attack a single target with both its claws so it can potentially hug that opponent. If the owl bear is killed, it will not be encountered in area 3.

Table 2 - Upper Works Wandering Monsters											
Die Roll	Wandering Monster	No	AC	HD	hp	#AT	Damage	Move	Save	ML	AL
1	Giant Owls	3	7	3	13	1	1d8	30'(10') Fly: 180'(60')	F2	8	N
2	Owl Bear	1	5	5	26	3	1d8/1d8/1d8	120'(40')	F3	9	N



# KEY TO THE UPPER WORKS

## 1. APPROACHING PARLIAMENT

As you approach the building, heavy tracks through the snow become frequent, crossing and re-crossing each other, making it impossible to tell how many creatures there are or which tracks might be the most recent.

The forest opens up onto a wide yard, a rough square about one hundred feet on a side with no tree cover. The snow-frosted structure squats silently at the far corner, its black eyes seeming to stare down at you. The snow has been trampled to a nondescript mush throughout this yard, revealing a wash of dirt and humus and gravel overlaying old and uneven cobbles – the remains of an ancient road. All is quiet.

Thirty feet from the edge of the wood, dark shapes lie motionless on the ground under a dusting of snow. A half-eaten carcass of a mule is obvious, and several other profiles look like boxes or bedrolls. One pile could be a man, or part of a man.

The building is half-covered in rocks and scree; although snow covers the rockpile, you can tell that it looks particularly loose and unstable. The rockslide looks like it must have been there for some time, but some recent activity has disturbed it: a crude excavation has cleared a path up to the side of the building. There, nestled between two of the outstretched wings of the structure, stands a doorway, just barely exposed to view. Its two doors are opened inward and the doorway yawns wide, containing only blackness. Even from across the yard, a foul, musty odor emanates from the structure.

Drommul was a dwarven mercenary and adventurer. He was a chaotic, selfish type, interested only in personal gain, and uninterested in the fate of those who stood between him and gold. He hired four followers with similar dispositions – **Henny**, a shifty Halfling; **Orbolle** the Ostlander, a brutish fighting man; **Scaredy-Pete**, a cowardly thief; and **Miurda the Thirster**, a cleric and devotee of a particularly heinous cult. All five of these individuals are now dead, and the world is a better place thereby.

Drommul accidentally discovered a reference to Ornovael and Parliament in an old text. He asked enough circumspect questions to learn that Ornovael was a real magic-user from long ago who disappeared mysteriously. With visions of unclaimed treasure and magic swimming before his eyes, he quickly hired his accomplices, outfitted them as a group of bogus prospectors, and set off up into the hills north of the Guldspur.

The party found the trace road, and it led them to the partially buried Parliament. Drommul's documents roughly described the building's shape and layout, from which he divined that the doors to the place must be buried under the rockslide, but in a position from which a little digging could bring them to light. His group worked for two days to clear a path to the doors. During that time, they made camp in the clearing.

### The Camp

The irregular shapes close to the edge of the forest represent the remains of Drommul's camp. The rampaging owl bears killed a mule, the party's beast of burden, as it was tied up here; half of its carcass remains, half buried in the snow. Here is also where Orbolle met his end, squeezed by an owlbear while he was unwisely gathering his belongings before fleeing.

The camp has been largely trampled and covered in a dusting of snow. It consisted of two large tents that housed two sleep rolls each, and a tiny lean-to clearly too small for a human. There were also a few boxes full of supplies. The owl bears tore these open to get at the dried rations inside, and most of the contents are irretrievably ruined, but the following pieces of equipment can be retrieved:

- 50 feet of rope
- 8 torches
- 10 iron stakes and a mallet
- A miner's pick
- 5 large sacks

Orbolle's remains can be searched, although they are unpleasantly maggoty. His clothing and chainmail have been torn to bits and rendered unusable, but a perfectly sound broadsword lies under his body. A **Shield +1** lies 10 feet away, but it is covered in snow and will not be found unless the ground is searched or magic is detected. His coin pouch lies open next to him, and 12 GP and 13 SP are scattered under the snow. His one remaining hand has a thumb-ring made of iron set with a piece of sard, potentially worth 60 GP if polished.

Finally, some of Drommul's notes can be found inside one of the tents. An innocuous-looking book on garden herbs has a sheaf of loose pages pressed inside the back cover; these are leaves torn from other books. One is a page from an atlas, showing the Guldspur River, the town of Ashenford, and an 'X' with a question mark penned in just north of the river; another is a fragment of a history with a passage underlined:

...and so it was that assorted deliveries were made to the great wizard, who called himself Ornovael, and went about cloaked in a robe of feathers. Mighty were his magics and he was much-feared by the wise, but he tired of the world of men and retreated to the lair he built north of the Guilden Spur. He told few where to find him, for he valued his privacy, but he could not remove himself entirely from civilization, for he yet had magical researches to perform. Of the greatest importance was his need for the great glass tubes, procured from unknown places, to be transported to his tower, which he called his Parliament. This Ornovael loved birds, and owls especially, and his Parliament was built to look like an owl, with outstretched wings and great doors set into its breast. There he would receive his goods, hauled up the cobbled road and lugged into his Owl-Parliament, and then he would close his doors and disappear again, sometimes for months, not to be seen until he would require his next delivery for purposes unknown....

The remaining pages appear to be Drommul's attempts to piece together the location of Parliament by going through old merchant records and bills of lading for peculiar crates and wagon-loads of glassware.

### The Scree Pile

The rockslide originally happened some forty years ago, well after Ornovael had fully withdrawn from the world of mankind. A natural cracking of the rocks above Parliament led to a great shifting of stone, gravel, ice, and snow that partially buried the structure. Although the shrine was well-built and did not collapse, considerable strain has been placed upon its structure. Additionally, considerable quantities of loose material have fallen in through the windows of the Roost (see area 7.)

The pile of scree is not particularly steep at any point along its length, apart from the excavation made at the doors of Parliament. A section of material about twenty feet in length has been removed from the pile, leaving an almost vertical cutting over 8 feet tall and shored up with timbers. This digging would be considered ineptly done by any self-respecting dwarf (no stone-cunning check required to determine this), and neither this worked portion nor any other section of the scree pile is particularly stable. Apart from the excavation itself, climb checks are not required to get on top of the scree pile; in fact, any character is capable of carefully walking up the pile and reaching a point where they can look inside the Roost's windows. However, for each character on the pile (with the exception of halflings), there is a cumulative 1 in 6 chance that a minor rockslide will result. If the rockslide

occurs, each character on the pile will take 2d8 HP damage and be carried off the pile. Characters within 10 feet of the pile must roll under their Dexterity score or take 1d8 HP. Additionally, there is a 3 in 6 chance that this noise will attract the attention of the owlbear in area 3. In no event will this rockslide block the entrance to Parliament. The pile will continue to be unstable after the first slide, and more rock slides may result.

### At the Front Door

Ordinary noises made outside Parliament will not attract any attention from within. However, loud sounds made at the entrance, such as a rock slide as described above, have a 3 in 6 chance of drawing the attention of the owl bear in area 3. Bright lights at the front door may also attract its notice, although this chance is only 1 in 6. The owl bears in area 4 are preoccupied and will not be drawn out, no matter what the attraction.

The doors to Parliament are made of stone but are well balanced and still glide silently on their hinges. They are each some eight feet tall and three feet wide. The doors open outward and could be barred from within with the right timber; the bar is missing. Massive iron rings on the doors are used to haul them outward; no provisions are made for knocking on the door, as Ornovael did not appreciate unscheduled visitors.

### Along the North Side

Characters who search the exterior of Parliament will discover something unusual along the north side of the structure, outside the wing of the building containing area 4. A large number of animal burrows can be found along the building perimeter. These are normal burrows for pikas, a burrowing rodent common to the wilderness area, but at least a dozen such holes so close together is unusual, with no other burrows anywhere else within hundreds of yards. If a pika is trapped and somehow communicated with, the animals will say that they are drawn by the singing from deep underground. This is the effect of the skull creeper in area 10, attracting prey with its call.

## 2. THE GREAT AVIARY

Your eyes adjust to the gloom inside the structure. A great round room is revealed, the far side only dimly visible. The ceiling is flat and easily 20 feet overhead. There are what appear to be four arched exits from the room, each heading in the general direction of the wings of the building. The floor is stone but the walls and ceiling are plastered, and while staining and rot have taken much of it, elaborate and colorful paintings are still visible.

In the floor in the center of the room is a circular hole. It appears to be about 10 feet across. Stubby remnants of twisted iron protrude from sockets around it, suggestive of some kind of old structure surrounding it, now absent. A matching hole is dimly visible in the ceiling.

There is a pile of something nasty lying on the floor on the far side of the hole – a carcass, most likely. The room smells of ordure and rotting meat, and you can hear the buzzing of flies.

The room is fully 50 feet across, occupying the entire bulk of the central core of Parliament. This was the place where Ornovael received his deliveries of glass tubes. These tubes contained samples of living creatures collected from various locales around the known world. The tubes were filled with **The Sleep of the Ages**, a magical gas that suspended animation for so long a time as the tube remained sealed airtight. Ornovael required the merchants who delivered these tubes to bring them inside Parliament and leave them here; he would then close the doors of the structure and have his Strigid servants do the rest of the work. This level therefore represented the one part of the shrine that the outside world ever saw, and in it he presented his love for owls of all kinds.

The walls and ceiling of the place are painted to resemble an open blue sky with all manner of owls wheeling about overhead. Observant characters will notice that no two owls are exactly the same; Ornovael personally painted each figure to represent one of the known species and sub-species of owls in the world, and the detail is exacting.

The hole in the center of the place is the shaft that used to allow Ornovael and his servants to travel up and down his Parliament. A wrought iron spiral staircase used to wind up and down through this hole, secured to the stone via the sockets that can still be seen. The 5-foot-wide center of the shaft was kept open; the tubes would be hauled to the edge, hooked to a chain on the hoist up in area **7**, and lowered by teams of Strigids to the floor of area **16** for further processing. The staircase is gone now, rusted away and knocked loose by the rock slide from many years ago; the twisted remnants of the stairs can be found wedged in the shaft below area **9**. The floor level of area **7** lies 30 feet overhead, and the floor level of area **9** lies 30 feet below; it is up to the characters to determine how to get up or down by mechanical or magical means. However, other means now exist to travel between the levels of Parliament.

The corpse lying at position 'x' on the map belonged to Scaredy-Pete, Drommul's thief. He was unlucky enough to be at the front doors, looking for traps, when the owl bears were attracted by the noise and burst out to attack them. Scaredy-Pete was hugged by the biggest owlbear and was drawn inside for later consumption; very little of him remains here, and

most of that is covered with maggots. His boots appear to be intact, however, and while these are ruined and of no value, each one contains something of interest. The left boot contains a usable set of thieves' tools, and the right one contains a hidden sheath with a slim dagger. The dagger is ordinary, but its blade is coated with a black goo. This substance is poison, a concentrate made from the venom of Giant Wasps, and it is potentially very deadly. Any living creature struck by this substance must save vs. poison. With a failed save, the victim will take an additional 1d4 hp of damage, and must save every round or take similar damage until a save is made or they die. After a single use of the dagger, the poison is scraped off and the dagger is no longer lethal. Unfortunately, handling envenomed weapons is potentially hazardous to the user as well; if the wielder of this dagger rolls a 1 on a to-hit roll, they have scraped themselves and must suffer the effects of the poison! The envenomed dagger will retain its potency for another month before the black smears turn to dust and blow harmlessly away.

Any sort of ordinary noise in this room will draw the attention of the owl bear in **3**, as will lights, with chances of 3 in 6. Loud sounds such as combat increase this chance to 5 in 6. Ordinary sounds or lights have no chance of attracting attention of the owl bears in **4**, but loud sounds will attract them 2 chances in 6.

### 3. THE ROOM OF DUNES

The space beyond the archway is a single room, 25 feet long and 15 feet across. The ceiling arches 20 feet overhead. The plaster on the walls in this room is largely intact and shows panoramic desert scenes. Depicted sand dunes are riddled with burrows, and numerous desert owls can be seen throughout the scene in naturalistic poses. Owls are shown flying overhead, congregating in the sand, and one is swooping down to kill a snake.

Ornovael used this room to store empty glass tubes for return to the mysterious sources of his living samples. None of these tubes remain in this room.

A large male owl bear has claimed this room as its lair: Owl Bear (AC 5; HD 5; hp 30 each; MV 120" (40'); #AT 3 (2 claws, 1 bite); D 1d8 each + hug; Save F3; ML 9; AL N). If the owl bear hits an opponent with both of its claws, it will automatically hug for an additional 2d8 damage. The owl bear is presently grooming itself, preening its half-fur/half-feathered hide with its long cruel beak; it is therefore not particularly attentive, as reflected in its chances for being attracted to noise or light elsewhere on the level. However, if it notices intruders, or if anybody enters its lair, it will attack savagely, following intruders and attempting to kill them as long as it can still see or hear them.

The owl bear keeps no treasure, but does leave remains of meals and refuse all around its lair. Owl bears have gizzards like owls do, and they swallow chunks of meat whole and digest them before spitting up pellets, although owl bear pellets are the size of basketballs. These rancid, disgusting masses are thoroughly nauseating, but one of the pellets in this room contains something valuable. Cutting it open, a small idol the size of a human hand is revealed. It is made of a polished piece of green aventurine in the shape of a toad with fangs; its eyes are two tiny garnets. A cleric will recognize this icon as being a representation of **Na'Kaa, Feaster of Blood**, a thoroughly chaotic deity. The item is worth 300 GP intact, but if broken up, the materials of its construction are worth 150 GP. This belonged to Miurda the Thirster, but Scaredy-Pete stole it from him shortly before he died, which explains how it wound up inside an owl bear.

#### 4. THE ROOM OF CLIFFS

This room is 25 feet long and 15 feet across, and the ceiling arches 20 feet overhead. Much of the plaster on the walls of this room has been ruined by dripping and rot, but here and there one can see fragments of scenes showing a vine-shrouded cliff wall. Owls are depicted flying in and out of burrows dug into the earth behind the screening vegetation.

Litter and refuse are scattered over the floor of this room. The smell of offal and rotted meat is extreme, and insects are thick here.

This is the lair of a female owl bear (AC 5; HD 5; hp 26; MV 120' (40'); #AT 3 (2 claws, 1 bite); D 1d8 each + hug; Save F3; ML 9; AL N) and her two half-grown chicks (AC 6; HD 2; HP 12 and 10; MV 90' (30'); #AT 3(2 claws, 1 bite); D 1d4 each; Save F1; ML 8; AL N). The chicks have fluffy fur that gives them a whitish coloration; they stand only 4 feet tall but are otherwise copies of their parents, except for the fact that they have not yet learned how to hug their prey.

These three owl bears are behaving curiously; they are all lying prone on the floor with one side of their heads pressed to the ground. They have fallen under the effects of the **Skull Creeper** that lairs one floor below in area 10, and are correspondingly less likely to react to stimuli outside their room. However, if they do detect an intruder, they spend a round rousing themselves from their stupor and will viciously attack. They will not pursue enemies outside Parliament, and the young only need make morale checks if their mother is slain.

There is a fair amount of treasure in the jumble of rubbish in this room. The half-eaten carcass of Drommul still wears his suit of dwarf-sized **Chainmail +1**, and his **Battleaxe +1** lies under a matted heap of ordure. His severed hand was being

irregularly used as a plaything by the owl bear chicks, and a golden ring on its forefinger bears the seal of a prominent bishop of a nearby city; an Intelligence check will reveal that news of that holy person's murder was all the talk of civilized lands several months ago. The ring could be sold for 120 GP, but might attract the attention of legal authorities. Drommul's money pouch has burst, and 28 GP and 16 PP are scattered about the room. Finally, Drommul's **Helm of Comprehending Languages and Reading Magic** lies forgotten against a wall; this may be useful to the party later on.

Ornovael used to spend his time in this room waiting for his deliveries. The few pieces of furnishings he had in this place were carried away or smashed up many years ago, but a small stack of books still molders in the corner. All of these are ruined save one, an illustrated volume on the life cycle of arctic owls. The book is very old and the illustrations are quite beautiful; this book could fetch 200 GP in a large city.

#### 5. THE COLLAPSING ROOM

This room is 25 feet long and 15 feet wide, and the ceiling rises almost 20 feet high; however, it is bowing downward. All the plaster has fallen off the walls, revealing that the structure is made of interlocking stone blocks, something like an igloo. The stone is bulging down and several of the square blocks have fallen loose; stones and gravel lie behind them. The loose stones and piles of scree litter the floor in a jumble several feet high.

This room used to be painted to imitate a barn habitat for owls, but little evidence remains behind to allow the adventurers to piece this together.

The structure overhead is very unstable, to the point where even normal sounds within this room might cause a partial collapse. Unless a character successfully moves silently through this room, there is a cumulative 1 in 6 chance per character per round that some of the roof blocks will fall in, bringing a torrent of stones and gravel along with them. This rockfall will cause 2d6 damage to each character in the room unless they make a saving throw vs. Breath Attacks. Characters outside the room will not be affected.

Searching the room for three rounds will reveal a rolled-up arras, 8' x 8'. It shows a glowing moon above a wintry forest, with the silhouette of a single owl in flight. It is very well made and will fetch 150 GP.

## 6. THE ROOM OF TREES

This room is 25 feet long and 15 feet wide, and the ceiling rises 20 feet high. The plaster of this room is intact but stained dark by dripping groundwater, making the murals on the walls almost impossible to discern. A faint outline of trees can be made out, but any other details, and whether owls are involved, have been lost to the elements.

The floor has buckled and heaved up in this room, and a jagged hole in the floor yawns wide. It is about eight feet across at its widest. A strange acrid odor rises from the hole.

An explosion in the room below led to the collapse of the floor. The largest piece of the broken floor dropped down at an angle, providing a steep but navigable path for characters to carefully climb down to area **8** without making climbing checks. This was also the path that the owl bears took when they climbed up from below.

This room is empty except for a small satchel lying against the back wall. This bag belonged to Miura and was thrown here in his haste to escape the owl bears. It contained six flasks, but three of them are cracked and their contents have leaked away. The three remaining containers are still stoppered with wax and appear intact. Two are flasks of unholy water; these are of no use against undead, but are very effective when splashed upon lawful clerics or servants of good deities. The third bottle is a **Potion of Extra-Healing**.

## 7. THE FAR-SEEING ROOST

This room used to have an excellent panoramic view of the surrounding lands through the many arched windows penetrating the walls on all sides. The rockfall has blocked many of the windows, however, and loose stones and gravel spill through the arches on those sides of this 40-foot-diameter room. The ceiling is a dome rising to 15 feet at the center.

Branches and pine needles have been heaped up in the southeastern corner. There is a pungent smell in the room.

The roost is home to a family of six Giant Owls (AC 7; HD 3; hp 13 each; MV 30' (10') or fly 180' (60'); #AT 1; D 1d8; Save F2; ML 8; AL N). When Ornoval occupied Parliament, he used these creatures as his pets and sentries. At that time, the owls had free range of the shrine; they could carefully fly up and down the shaft, and Ornoval could speak their language. The giant owls who live here now are descendants of Ornoval's companions, and they still speak the language of owl-kind, but they remember Ornoval only as an old legend, likely untrue, of the owl-who-did-not-fly. They no longer venture below, as the owl bears are dangerous and the rest of

the complex is blocked off; they only lair here and use the windows to fly out into the Hoarwood to catch prey.

The giant owls are very quiet and do not stir from their perches in the southeastern portion of the room during the day. They only attack if intruders enter the roost, and then they surprise 5 times in 6 owing to their silence. At night they are much more active, but will still only fight to defend their home, or to attack lone dwarves or halflings that look like a good meal.

Just above the hole in the floor is a massive hook set into the roof of the dome. Lying on the floor nearby is a huge block-and-tackle, and a 200-foot chain with a hook on the end lies nearby. These items are still coated in a thin layer of oil and are therefore not rusty and still serviceable. When tubes needed to be raised or lowered through the shaft, the block-and-tackle was suspended overhead and the chain threaded through it; teams of Strigids would do the heavy lifting.

The remains of another of Drommul's companions, Henny the Halfling, can be found here. When the team met their unfortunate end, Henny did the sensible thing and climbed a pine tree. The male owl bear treed him there but could not knock him loose or climb up after him. Unfortunately, the stubborn and vicious owl bear stood sentry at the base of the tree until the sun went down. At that time the giant owls emerged from their lair, found the lone Halfling exposed on the tree, and snatched him up as a quick snack. His body is entirely gone, but his few remaining worldly goods can be found scattered around the giant owl lair: a short sword, a short bow with no arrows (these having been exhausted trying to drive away the owl bear), scraps of leather armor, and a small hinged tin containing three sharp-smelling wafers. These are **Anodynes of Apheresis**, and are worth the princely sum of 200 GP each in a large city. They are quite useful for adventurers, for they have the ability to cure poison. If one of these wafers is snapped under the nose of a person afflicted by a poison, they are allowed a new saving throw, and if this happens within a round of the poison's introduction, it can even reverse the death of a victim provided the new saving throw is made. If this second save is failed, no additional anodynes will help!

The giant owls have three eggs in their nest. These eggs will hatch into chicks in a week's time if they are kept warm. Giant owl chicks, if fed and cared for, can be trained to become pets and guard animals. They can be sold for 50 GP each.

## PART 4: PARLIAMENT, LOWER LEVELS

Only the upper level of Parliament was intended for the use of visitors from the surface world. The lower two levels of the shrine were the sole domain of Ornovael and his two races of owl-men: The Strigids and the Tytonids.

Ornovael created rooms where owl-men could live, play, and work at the business of assisting him in his researches. There they could also learn about themselves and their place in the world, and why the magic-user created two separate races – the Tytonids, wise and intelligent apprentices in the magical arts, and the Strigids, industrious workers and craftsmen. Ornovael gave them tools to teach them to work together, and even provided them with a powerful tool for fighting any owl-creations that might become uncontrolled.

For many years, the owl-men in Parliament thrived. As time wore on, however, Ornovael had less and less need for contact with the surface world. He had acquired as many samples of creatures as he would ever need, and he found it tiresome to talk with those who did not share his passion for owlkind. Eventually he closed his operations in Parliament, moving his owl-men servants to other locations within the Dark Rookery, and the shrine was abandoned. Some of the monsters living in the caves moved into the structure. Parliament was not forgotten, but neither Tytonids nor Strigids saw any need to go there. It soon fell into ruin.

Then, a few years ago, Haffek-Du came to power. The ambitious, evil leader of the Tytonids made no secret of his ultimate goal: to use the science of owl-hybridization to build an army for use in conquering a portion of the surface world. **Chitti-Zurr**, wise-woman of the Strigids, took exception, and the harmonious symbiosis that had lasted many years past the departure of Ornovael was suddenly disrupted. War broke out between the two races.

Suddenly, Parliament took on new importance. As the sole known portal to the surface world, it represented the place from which Haffek-Du's forces would have to launch their attacks. Both Strigids and Tytonids launched efforts to take and hold the shrine, or at least the lower levels. Neither side has been able to gain the upper hand; while the Tytonid force leader, **Garbel-Shree**, has potent magic on his side, as well as a small number of dangerous hybrids, the Strigids are cunning at trap-making and resourceful in their use of the terrain.

Additionally, the Strigid squad chieftain, **Ippip-Yee**, has useful magic at his disposal.

The lowest level of Parliament is now a battleground between the two opposing sides. The level above it is a no-man's-land occupied by monsters. Some of these monsters have lairs; others do not.

### Wandering Monsters

Wandering monsters are checked once per hour, night or day, and occur 1 time in 6. If a wandering monster encounter is indicated, roll 1d4 and consult **Table 3**:

1. **Strigid Patrol.** These six hunters left their camp in area 17 to look for food, but they have been unable to return. They are armed with swords and bows, and they are very much on edge, but will communicate with adventurers if an attempt to parley is made. They wish to return to the rest of their group, and if the party helps them do so, they will fight monsters and will make a friendly introduction to Ippip-Yee. They have no treasure. This encounter may occur only once in the game; if rolled again, no wandering monsters appear.
2. **Owl Hulk.** This monster is part of the group found in area 14, although it is not counted against that area's numbers, and is only found as a wandering monster. It will burrow out of a wall to surprise the party, attempt to confuse at least one character, and then devour it. It has no treasure. This encounter may occur only once in the game; if rolled again, no wandering monsters appear.
3. **Grey Ooze.** This monster likely seeped into the dungeon from the pit in area 15. It mindlessly seeks food and attacks the closest target. It has no treasure. This encounter may occur more than once.
4. **Shrieker.** These bizarre fungi sprout from spores in all underground cave networks, and grow to full size with uncanny speed. If the shrieker senses light, it will scream loudly. For the next hour, the chances of a wandering monster are 5 in 6 (re-roll any shriekers found). This encounter may occur more than once.

**Table 3 - Lower Works Wandering Monsters**

Die Roll	Wandering Monster	No	AC	HD	hp	#AT	Damage	Move	Save	ML	AL
1	Strigid Patrol	6	7	1+1	6	1	1d8 (battleaxes) or 1d6 (short bows)	120'(40')	F1	8	L
2	Owl Hulk	1	3	6	29	3	1d4/1d4/3d4	60'(20') 30'(10') burrow	F5	10	C
3	Grey Ooze	1	8	3	13	1	2d8 + acid	10'(3')	F2	12	N
4	Shrieker	1	7	3	15	0	-	9'(3')	F1	12	N

## KEY TO PARLIAMENT, UNDERLEVEL 1

### 8. THE HALL OF LEARNING

This room is round, 25 feet in diameter, with stone beams supporting the foundation of the structure above, some 25 feet overhead. The walls are made of closely interlocked basaltic slabs. There is a single exit from the room, a short flight of stairs descending to the west.

Finely carved images are worked into the walls, taking up much of the height of the room. The images depict scenes of owl-headed humanoids surrounding a bearded central figure, much taller than the others. The bird-men appear to be reading scrolls, holding beakers, and speaking with each other and to the man in the middle. The central individual seems to be dispensing wisdom to those around him, who all seem to have heart-shaped faces.

A tall pile of rubble occupies the center of the room. It appears that the floor slab overhead has collapsed, and a canted monolithic stone block rests atop the rubble, angled upward steeply. The pile can be climbed, and from the highest point of the collapsed slab, the upper floor can be reached. Littered in and around this central heap are the broken and rotting remains of tables, shelves, and their contents; this room may once have been a magical laboratory.

Eight glass tubes are neatly arrayed in a row along the east wall. The tubes are four feet in diameter and about nine feet tall. The glass is slightly frosted, making it difficult to discern the contents, but some of the tubes do seem to contain forms within, and one of them glows greenly.

Now in ruins, this room was once a workplace for Ornoval's Tytonid servants. Although most tubes brought in to Parliament were destined to pass through to the Dark Rookery, some were diverted and brought here for testing or safekeeping. The ruined furniture in the room's center contains the shattered remnants of beakers and glassware, books whose pages have faded and turned to dust, and a variety of jars, urns, and pots containing arcane substances. A careful search by the party will reveal a fine set of bronze scales worth 140 GP, a vial of acid that still retains its potency, and a magical **scroll** that serves as a **Ward Against Magic**. The rest of the room's contents were ruined by an explosion – a shelf collapsed, mixing two chemicals together in a violent reaction that brought down the ceiling overhead. The room still reeks sharply of alchemy.

The tubes of frosted glass are remnants from the samples of surface-world monsters that Ornoval had delivered to Parliament. A typical tube contained a single creature and was pressurized with **The Sleep of the Ages** to preserve that creature's life force. The tubes were then sealed airtight and shipped. Although care needed to be taken to avoid damage in shipping, the glass tubes are actually quite thick and sturdy; at least 20 hp of damage from bludgeoning weapons or similar sources are required to crack the glass open.

Of the eight tubes, only one still contains magical gas. Two tubes were cracked when the explosion wrecked the room, and the remaining five were empty. The two that were cracked contained monsters, a doppelganger and a medusa, and they asphyxiated before they could escape; their bones occupy their tubes still. The remaining tube still glows with the greenish gas, however, and its inhabitant still lives: a Minotaur named **Haxxis** (AC 6; HD 6; hp 27; MV 120' (40'); #AT 2 or 1 (gore, bite or weapon); D 1d6/1d6 or weapon; Save F6;

ML 12; AL C). Haxxis was trapped more than one hundred years ago and crammed into his tube.

It is possible to free Haxxis. If the tube is broken open as described above, everybody within the room will be affected as by a Slow spell for three turns (no saving throw) as the magical gas spills out. Haxxis is included in this effect as well. When he awakens, Haxxis will be confused and angry, but it is possible that the party can negotiate with him. He will generally allow the party to live only if they give him substantial treasure, but a very successful parley could convince him to fight along with the party. He will only agree to do so for no less than half the treasure found, but he will be domineering and chaotic, and may betray the party at any time as his fickle nature dictates. Haxxis has no treasure.

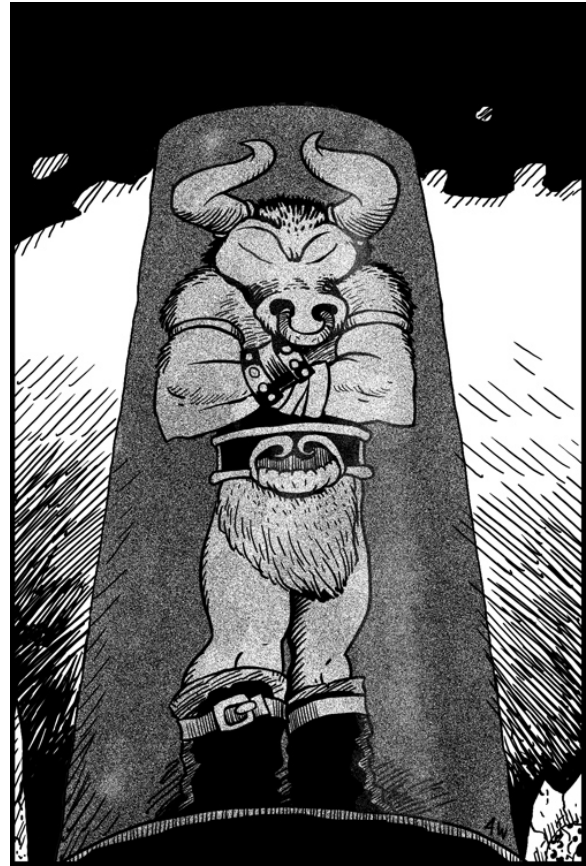
## 9. THE BIRTHING OF THE CHOSEN

This room is round, approximately 40 feet in diameter, with stone beams supporting the structure of the floor above, some 25 feet overhead. There is a 10-foot-diameter hole in the overhead stone slab, and another similar hole in the floor below; each of these holes is surrounded by sockets bearing twisted pieces of wrought iron. The walls are made of closely interlocked basaltic slabs. There are four exits from the room: short flights of stairs climbing up to the west, north, and east, and one small stair descending to the south.

There are elaborate carvings around the stone walls. Owl-headed humanoid figures appear to emerge from the arch to the west, proceeding in files along the south and north walls of the chamber to receive a blessing. The owl-men on the south side have spectacled faces, and the ones on the north side have heart-shaped faces. Straddling the eastern arch is a huge bearded human figure reaching out to the left and right to receive these lines of owl creatures and offer some kind of benediction.

A thin stream of water trickles along an irregular algae-stained track, dripping down one side of the stairs to the north. It flows across the floor of the room to the hole in the middle and pours down the shaft in a thin stream.

This room is empty of monsters and very quiet, save for the noise of the water. The subsonic hum of the Skull Creeper in **10** cannot be heard, but it will nevertheless start to act on the minds of the party when they enter this place. To represent this, subtly urge the party to explore to the north first; describe that exit as being the most interesting in appearance, but remain vague as to exactly why it should be so attractive. The ideal outcome would be for the party to decide on their own to look to the north, with nothing more than the merest of suggestions.



A character looking down the hole will see that the water pours past a tangle of wrought iron hoops and plates. This is part of the remains of the iron spiral staircase that once rose from the bottom level of Parliament all the way up to the All-Seeing Roost. It has now collapsed, and a portion of the remains chokes this shaft downward; the rest now lies in a jumble on the floor of area **16**. It is possible to climb past this wreckage, but the iron railings are not stable. Even a successful climb check has a 3 in 6 chance of dislodging the clutter (2 in 6 for a halfling), which will fall down to **16** with a terrifying crash. If the climber puts their weight on a rope instead of climbing past the wreckage, the chance of triggering the fall drops to 1 in 6. Anybody in or below the shaft when the scrap metal falls must save versus Breath Weapon or take 2d6 damage; additionally, climbers must roll under their Dexterity on a d20 or fall for 3d6 damage in area **16**.

## 10. THE WETTING OF BEAKS

This room is round, 25 feet in diameter, with stone beams supporting the foundation of the structure above, some 25 feet overhead. The walls are made of basaltic slabs, but here and there are narrow gaps between the stones. There is a single exit from the room, a short flight of stairs descending to the south.



A stone basin about three feet across is set into the north wall. A broken pipe spews water noisily into the basin, which is full to the rim with black water; overflow spills musically onto the floor. From there it flows into a brackish, algae-encrusted shallow puddle along the east wall before dribbling down along the east side of the stairs to the south.

This room is scattered with bones, particularly along the north and west sides of the room. Most of the bones are small, but some of them appear larger. A heap of skulls appears to have been stacked up along the west wall. The floor glistens with a uniform film of clear slime.

There are carvings on the walls flanking the fountain; owl-headed figures draw dippers from the basin and hand them to others, who tilt their heads back to wet their beaks. This bucket brigade proceeds back all the way to the entry arch.

The jumble of bones to the northwest is the lair of a Skull Creeper: (AC 3; HD 6; hp 30; MV 30' (10'); #AT 6; D 1d4+paralysis; Save F5; ML 10; AL N). The Skull Creeper will remain motionless, its tendrils concealed under its bone camouflage until a creature approaches within 10 feet; then it will silently glide to the attack. This creature is a native to the underground caverns that Ornoval transformed into the Dark Rookery; it crept into Parliament via the water supply and grew to adulthood here. This room is an ideal place for it to lurk; in addition to occupying one of the sources of water in this place, it is ideally located to attract burrowing woodland creatures from the forest above (see area 1), as well as the occasional owl bear, owl hulk, or Strigid hunter. Its call penetrates even the earth and stone floors above and below, luring prey to its death.

There is treasure in the slime-encrusted jumble of bones: 390 CP, 200 SP, 237 GP and 35 PP in loose coinage, as well as five small gemstones worth 50 GP each. There is also a silver tuning fork that serves as a **Chime of Opening** (12 charges remaining), and a pair of golden bracelets that have the power of a set of **Bracers of Armor AC 5**.

The water fountain is overflowing because a matted plug of scum, grit, and bones is covering the opening to the drain. At the core of this nauseating bolus is the golden head of the spigot of this faucet, naturally worked in the shape of a sea owl's head. It is worth 120 GP. If the plug is cleared, the basin will stop overflowing and will begin draining normally. This will attract the attention of the other dungeon denizens, who have become used to the flow of water through their space. Intelligent creatures such as the Tytonids will be in a heightened state of alertness.

The water puddle on the east side of the room is harmless and is only a few inches deep. A careful examination of the

carvings on that side of the room reveals that not all the figures are drinking water from dippers; one owl holds a scroll open but looks out at the viewer with wide staring eyes. If both eyes are pushed in at the same time, the section of wall containing that figure hinges inward – a secret door leading to area 11.

## 11. THE HIDDEN NEST

The secret door opens up onto a small room, about six feet deep and 12 feet wide, with a flat ceiling only 10 feet overhead. The wet stone floor is slick with green algae.

There are three stone boxes in the room, one along the north wall and two against the east. Some fragments of a coppery metal lie in a heap along the south wall.

Fed by water from the puddle in 10 wicking under the secret door, the floor is a single hardy growth of Green Slime (AC N/A; HD 2; hp 15; MV 3' (1'); #AT 1; D dissolve; Save F1; ML 12; AL N). The bronze shards to the south are the fittings of a wooden chest that the slime dissolved, along with its contents; the stone boxes are immune. The green slime will eat through the boots of anybody entering the room in one round; after that it will begin to work on feet. A second, smaller patch of green slime (hp 8) lies above the stone box along the north wall, and 2 times in 6 it will drop on anybody passing under it. It will be noticed if the party examines the ceiling.

The stone boxes are untrapped and contain scrolls. The northern box contains two magic scrolls: one with four version of the spell **Read Magic** written upon it, the other containing the spells **Dispel Magic** and **Protection from Normal Missiles**. The boxes along the east wall contain mundane writings, mostly having to do with boring lists of chemicals and ingredients required for magical research. However, the party will notice that there are duplicate books with identical illustrations but very different writing; one set of books is written in Common speech, while the other is scribed in strange runes the party has never seen before – Owl-script. Ornoval required his Tytonid apprentices to learn to read and write in Common, and these duplicate books were a form of tutorial exercise. Using these books, a thief of 4<sup>th</sup> level or higher can use their ability to translate non-magical writings to understand items written in the language of the Owl-men.

## 12. THE SWORD OF THE STARS

This room is round, 25 feet in diameter, with a high domed ceiling arching to over 35 feet overhead. The walls are plastered over, as is the ceiling, and the whole affair is a deep blue-black with many points of brilliant white – the illusion of a starry sky. There is a single exit from the room, a short flight of stairs ascending to the north.

In the center of the room is a short plug of stone, 3' in diameter, jutting a foot above the floor. The hilt and quillons of a sword are visible above the stone, but the blade appears to be entirely embedded vertically in the floor.

This sword is magical in nature. If freed, it is revealed to be a **Two-Handed Sword +1, Flametongue**. Ornovael knew that someday one of his owl experiments might go wrong, so he left this weapon here to be used in dire emergencies. Flametongue swords are especially effective against avian creatures, and all owl hybrids, including Strigids and Tytonids, count as avians.

However, nothing the party can do on this level will release the sword. It is fixed in place and will not budge, not even if magic is used. This may very well frustrate the party, but while the means to release the sword can be found downstairs in area 18, a trap awaits the incautious as well.

## 13. THE EGG RELEASES ITS TREASURE

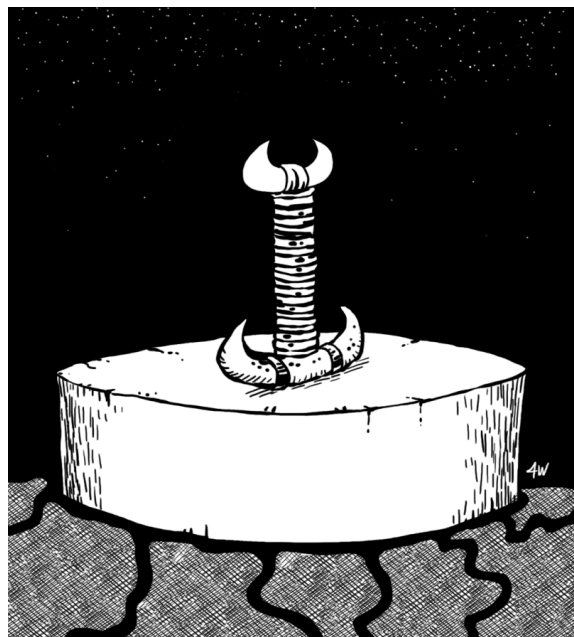
This room is round, 25 feet in diameter, with stone beams supporting the foundation of the structure above, some 25 feet overhead. The walls are made of closely interlocked basaltic slabs. There is an exit from the room, a short flight of stairs descending to the east; however, there are also three irregular holes cut through the walls. They are all approximately round and about six feet in diameter, with their bottom edges very close to the surface of the floor. Piles of shattered stone and loose dirt lie all around these openings.

In the center of the room is what appears to be a large statue of a bird's nest, with jutting sticks and branches cunningly carved from white marble. In the center of the nest is a huge marble egg, its pointed end canted slightly and standing taller than a man, its white surface smooth and unbroken.

There are carvings on the walls of owls sitting on eggs in nests. These pictures seem to show communal nesting, with multiple owls taking turns to care for the eggs.

The irregular tunnels around the room were created by Owl Hulks. Owl Hulks are capable of tunneling through solid rock; however, such going is slow and difficult, and the passages they create collapse behind them. These cunning creatures sometimes create more permanent passages, which allow

them to lumber along more quickly; the passages exiting this room are of this lasting variety. However, Owl Hulks are perfectly capable of creating new tunnels at will, and given this room's proximity to their lair, it is likely that one will tunnel through a wall to attack while the party is exploring. Chances for random encounters are 2 in 6 while the party is in this room, and if a random encounter is rolled here, it will be an Owl Hulk, as detailed in the random encounter table.



The stone egg represents treasure, because the owl-men value their ability to create children. This egg therefore contains items valuable to owl-men, although its existence has been forgotten by any Strigids and Tytonids the party may encounter.

The carvings on the walls give clues to open the egg. Causing an egg to hatch requires body warmth, and as the carvings imply, this is a job that more than one creature must perform. If at least four living beings press their bodies against the egg for at least one turn and remain still, spidery cracks will form in the otherwise perfectly white marble surface. Another turn later, the egg's 'shell' will crumble, allowing the party access to its contents. The egg will reform after another turn and will not be able to be opened for another day.

The egg contains: two magical potions (one of **Flying**, the other of **Clairaudience**), a magical **Ring of Alertness** (the wearer and their party will only be surprised on a 1 in 6), and a golden icon of Ornovael. This figurine fits in the palm and shows a bearded smiling figure in a lotus position. If the beard is tugged on and pulled out, a narrow ribbon is revealed with writing in the speech of Owl-Men. It reads: ORNOVAEL

LOVES ALL HIS CHILDREN, FOR THEIR OWL NATURE IS THE GIFT OF PERFECTION. It is worth 320 GP.

#### 14. CAVES OF THE OWL HULKS

The rough-hewn tunnel appears to have been cut through dirt and solid stone alike; huge gouges and scrapes line the tunnel walls, as if made by enormous claws. Where the tunnel bores through looser material, a resinous organic matter has been allowed to harden over the surfaces, making them stable and smooth.

Farther down, the tunnel widens and opens up into a larger space. The ceiling vaults to 12 feet high in this place, but the surfaces show the same means of construction as the tunnels. Large stones and loose rubble choke the uneven floor of this place, with occasional scraps of bone and organic detritus visible in the debris.

Two Owl Hulks live here: (AC 3; HD 6; hp 23, 30; MV 60' (20') or burrow 30' (10'); #AT 3; D 1d4/1d4/3d4; Save F5; ML 10; AL C). They will fight without needing to roll for morale as long as intruders inhabit their lair.

A dying Strigid named **Shazza-Skrzz** lies on the floor, bound within a wrapping of resinous matter exuded by the Owl Hulks. Hulk grubs are gestating within her body and will emerge in five rounds, killing her. The grubs are the size of footballs and are white, blind, and essentially harmless until they pupate and transform into adult hulks in several weeks; until then they are easily slain.

If freed, the dying Strigid will see any humans in the party as emissaries from Ornovael in the afterlife. She is a cleric and worships Ornovael as a god; she wears a pendant with a tiny icon of a smiling bearded human as her holy symbol. She will attempt to communicate with humans, although she only speaks owl-speech, which sounds like a series of chirps and squeaks. If a brief means of communicating is established, she will thank Ornovael's agents for carrying her to her final reward, and will ask that her body be carried back to Ippip-Yee in area **17**. Any party that does so will automatically receive a favorable reaction from the Strigid group.

There is little in the way of corpses left in this room; Owl Hulks are thorough in devouring all parts of their victims. However, they are fond of collecting treasure, and they have amassed a pile of owl-man weapons and loose equipment for the players to pick through. The pile also includes a quartz owl statuette worth 80 GP, a non-magical crystal ball worth 50 GP, and a tattered **Cloak of Protection +1**.

The tunnel continues beyond the room. It curves around and slopes gently down to the next level, although only a dwarf's ability to sense grades in stonework could determine this.

## KEY TO PARLIAMENT, UNDERLEVEL 2

#### 15. THE SHATTERED PILLARS

This room is round, 25 feet in diameter, with stone beams supporting the foundation of the structure above, some 30 feet overhead. The walls are made of closely interlocked basaltic slabs. There is one exit from the room, a short flight of stairs descending to the east. There is also an irregular hole cut through the wall to the north. It is an approximately round tunnel six feet in diameter, with its bottom edge very close to the surface of the room's floor. Piles of shattered stone and loose dirt lie all around this opening.

There is a 10-foot-diameter well in the center of the floor. The sound of gurgling water can be heard coming from this opening. Six free-standing pillars are spaced equidistantly around the hole. The pillars are made of stone, 10 feet tall and 2 feet in diameter, with flat caps on the tops, standing immediately upon the lip of the floor penetration. Four of them are still standing, but the other two have collapsed outward toward the southwest side of the room; they now lie in a heap of broken stone and rubble.

There are carvings on the walls of this room. They show owls of all sorts standing on pillars, apparently conversing happily with each other.

This room once served as a garderobe for the owl-men living and working in Parliament. The hole in the floor is a well, with dark water lapping at the algae-encrusted walls five feet below the floor level. The well extends twenty feet below the water level, with a grating-covered inlet admitting fresh water on one side of the shaft, and a similarly-protected outflow pipe on the other. These pipes are too small to crawl down, even if the gratings are removed. At the bottom of the well is the skeleton of a Tytonid; holes have been drilled in her beak and jade studs in golden settings are still affixed. These can be sold for 240 GP.

The collapsed pillars were part of a trap that has already been sprung; the remains of a tripwire can be found with a careful search. The Strigids hoped to catch a careless Tytonid with this deadfall. Their snare caught different prey, however – Miurda the Thirster. He fled the assault of the owl bears by creeping downstairs, but then could not find a way back out. In his wanderings he encountered the owl hulks and became confused; he fled and wound up here, where the trap pinned him under pillars too heavy for him to lift by himself. He has now become a Wight: (AC 3; HD 3\*; hp 12; MV 90' (30'); #AT 1; D energy drain; Save F3; ML 12; AL C). His armor

class reflects the fact that he is still wearing magical **Plate Armor +1**, and his **Mace +1** is still attached to his belt.

Miurda lies perfectly still, pretending to be an inanimate corpse. He only attacks if the columns are shifted to free him, which must be done in order to gain access to his armor. Moving the heavy columns is a job that will take three adventurers one turn to accomplish; their hands must be free to do this work. Miurda has gone insane and has lost all ability to cast spells or reason; he now only wishes to drain life energy. He still wears a silver holy symbol around his neck; this image of Na'Kaa will be repellent to Lawful characters, but the precious metal of the symbol is worth 25 GP.

## 16. THE VAULT OF CREATION

This room is round, approximately 40 feet in diameter, with stone beams supporting the structure of the floor above some 25 feet overhead. There is a 10-foot-diameter hole in the overhead stone slab, and it is surrounded by sockets bearing twisted pieces of wrought iron. Coils of rusting iron hoops and spokes are lodged in the overhead hole; more lie in a jumbled heap on the ground. The walls are made of closely interlocked basaltic slabs. There are three exits from the room: short flights of stairs climbing up to the west and north, and one small stair descending to the south. Additionally, to the east lies an archway where an exit ought to be, but a shimmering curtain of shifting colors fills the opening.

There are elaborate carvings around the stone walls. A huge bearded human figure leads a troupe of spectacled and heart-faced owl-men to a forested paradise. Here and there, where the carvings lie closest to the floor, some of the figures have plainly been defaced; scratches made by sharp tools or magic seem to almost erase one owl-man or another.

A thin stream of water trickles down from the hole in the ceiling. It forms a shallow pool, no more than a puddle, at a low point in the floor underneath, and from there an algae-lined stream winds to the east and passes through the shimmering archway.

This room appears to have been a battleground; a half-dozen bodies lie sprawled at various points around the room, unmoving. They bear a resemblance to the owl-men in the carvings. To the northwest, a slumped owl-man with a heart-shaped face stands with his back to the wall; only the long spear impaling him there keeps him from falling over. Two spectacle-faced owl-men lie motionless at his feet.

The shimmering archway is an illusion made by a charge from a Wand of Illusion employed by a Tytonid on the other side. The archway is opaque from this side but is transparent from the other side; Tytonids are watching the room with the

benefit of this concealment, and anybody entering the room will be seen by them unless invisible or hiding in shadows. Saving vs. the illusion does not allow one to see through it, but touching the shimmering wall makes it disappear. The Tytonids and their reactions are detailed in area 20.

The dead owl-men to the northwest died in a battle between the Tytonid and Strigid factions; however, the impaled Tytonid against the wall has been booby-trapped by the Strigids. The spear anchoring him to the wall also secures a wire that threads up behind the stonework of the walls and holds a loose basaltic panel in place. If the spear is removed without disarming this trap, the panel will fall. Any character standing adjacent to the Tytonid at this time must make a saving throw vs. Paralyzation or take 2d6 hp damage.

All of the bodies have been stripped of wealth and weapons. However, the trapped Tytonid had a rolled-up piece of parchment concealed in the hem of his garment. This is a **Scroll of Telekinesis**.

## 17. THE DIVISION OF DUTIES

The entrance to this room is blocked by a motley collection of tables, benches, poles, and stones forming a makeshift barricade. Only about five feet of floor space is clear at the top of the entry stairs. A dead owl-man with a spectacled face lies dead at the base of the heap. The barricade blocks all view of the space beyond.

The room beyond the barricade is similar to other rooms of this type in this complex: it is round, 25 feet in diameter, with the ceiling a good 30 feet overhead. There are carvings on the dressed basaltic stone walls; on the west side, Strigid owl-men tend gardens, hunt peculiar animals in forests of unrecognizable plants, carry heavy burdens, and build beehive-like buildings. On the east side, Tytonid owl-men read from books, perform magical rituals, draw on rolls of parchment, and make observations in a starry sky. Between the groups on the north wall stands a representation of a tall bearded human, Ornovael, dispatching both kinds of owl-men to perform their duties.

This room is the strong point of the Strigid contingent. There are ten Strigid warriors (AC 7; HD 1+1; hp 6 each; MV 120'(40'); #AT 1; D 1d6 or by weapon; Save F1; ML 8; AL L) and one Strigid warchief, Ippip-Yee (AC 5; HD 5; hp 24; MV 120'(40'); #AT 1; D 1d6+1 or by weapon; Save F4; ML 9; AL L). The warriors have short bows and short swords; Ippip-Yee has a **Short Bow +1** and a battleaxe which causes 1d8+1 hp damage.

The leader also has a magical **Censer of Gruesome Combat**, which he will use if he thinks battle will be joined. It is an

incense-burner that can remain lit indefinitely and never consumes fuel. The incense has a powerful stimulating effect on the nervous systems of all creatures within 40 feet; in combat, if any participant rolls a natural 20 on a to-hit die, a critical hit is generated and the weapon automatically does maximum damage. Note that this affects friend and foe alike, so the user of the censer must be willing to accept some risk if they choose to use this powerful item.

The Strigids have been successful in keeping the Tytonids from penetrating deep into the complex below Parliament. However, their efforts have been hindered lately because their group has fallen under the influence of the Skull Creeper upstairs in room 10. So powerful is its call that Ippip-Yee has had to exert considerable discipline on his troops to keep them from climbing the barricade to get higher toward the ceiling; the dead Strigid at the foot of the barricade died because he climbed the barricade while on watch and was easily killed with magic spells when so exposed.



If the party returns Shazza-Skrzz to the Strigids, or if they attempt a friendly parley, the Strigids will sit and talk with them – humans remind them of Ornovael, whom they still

revere. If good morale rolls are made, the Strigids will be friendly and will explain by whatever means of communication are established that they are fighting the wicked Tytonids and would appreciate help.

The Strigids do not use coin for wealth, but instead trade particularly symmetric and lustrous cave pearls. Each Strigid warrior has six of these pearls in a pouch at their belt, and Ippip-Yee has forty-one of them. Additionally, he has a fine ivory scroll tube worth 180 GP; it contains a roll of parchment with a note written in owl-speech. It reads:

Ippip-Yee, you are charged most sternly to complete the following task: proceed immediately with three Talons of warriors to abandoned Parliament. If the Tytonid foe is not there, claim the shrine in the name of Strigid-kind and defend it against invaders. If Haffek-Du's forces have already arrived, engage them in battle and deny them any hold on that place, for they mean to wage war on the surface world, and such is against the Will of Ornovael. Our Dark Rookery is a bountiful paradise, and shall not become a breeding ground for armies! In His Most Humane Name, this task I give to you. Signed, Chitti-Zurr, Leader in Peace.

## 18. THE SWORD OF THE SUN

This room is round, 25 feet in diameter, with a plastered ceiling rising in a dome to a flat yellow 10-foot-diameter disk some 20 feet overhead. The walls are plastered over as well. There is a single exit from the room, a short flight of stairs descending to the north.

The disc overhead is painted bright yellow, and the walls show scenes of owl-men walking in the radiance of this 'sun' high overhead. Toward the east, spectacled owl-men fight owl-headed monsters with weapons while owl-men with heart-shaped faces stand back and throw magic. Along the west wall, another stylized sun resting on four pillars is being worshipped by adoring owl-headed humanoids. They cringe away from it, shielding their faces with their hands.

At the very center of the yellow disk in the ceiling is what appears to be a large steel clamp with a worm-gear mechanism to tighten and loosen the jaws. Protruding down from the ceiling, in the firm grip of the clamp, is the tip of a sword.

This is the tip of the sword whose hilt can be found in area 12. Loosening the clamp will indeed allow the blade to slide out of the stone. However, there is a trap.

The 10-foot-diameter yellow 'sun' surrounding the sword's tip is a single monolithic slab of stone about six inches thick. The weight of this slab is over three tons. It is not connected to the

structure in any way save by the sword and the clamp holding it up. If the clamp is loosened, the slab will fall, crushing anybody underneath it for 3d6 hp damage unless they save vs. petrification. The painting of the owl-men cringing away from the sun is a warning.

The sun on legs is also a clue for how the party can safely remove the sword without being crushed. The painted sun is actually a secret door; a careful examination reveals a seam around the edge of it on the painting, and also a depression near the edge of the disc. This depression is a socket into which a handle can be inserted and used to unscrew the sun a quarter-turn counter-clockwise; it then rolls to the side in a cavity in the wall, revealing a 4-foot-diameter opening.

## 19. HIDDEN STORAGE

The secret door leads through a narrow tunnel to a cramped, low-ceilinged cavity in the rock, less of a room and more of a storage alcove, six feet deep and 12 feet wide. Stacked neatly in this space are a number of sturdy iron poles, 10 feet long, protected from rust with a layer of grease.

Each pole has a clamp on the end with a bolt that can be used as a set-screw. There are a total of 30 poles here which can be used to erect a scaffold under the trapped sun to support the slab while the clamp and sword are removed.

Alternatively, the pillars from area **15** can be lugged in to support the trapped slab; they are 10 feet tall, and a dwarf can tell they will hold the weight of the trapped slab if two columns are stacked on top of two others. Additionally, the Telekinesis scroll from **16** can loosen the clamp without anybody being underneath the slab; however, the slab will shatter loudly on the ground, increasing the chances of encountering a wandering monster to 5 in 6 for that turn.

## 20. DOORSTEP OF THE ROOKERY

Beyond the shimmering wall, this room is round, 25 feet in diameter, with stone beams supporting the foundation of the structure above, some 25 feet overhead. The walls are made of closely interlocked basaltic slabs. There are two exits from the room, a short flight of stairs ascending to the west, and a pair of huge stone doors that stand partially open to the east.

Water streams down the stairs from the west and trickles into a pool in the center of the room. The pool is square, about 6 feet on a side, and a gentle gurgling emerges from it.

There are elaborate carvings on the walls. Owl-men of both sorts file toward the doors to the east – spectacled owl-men along the north wall, heart-shaped owl-men along the south. These two lines hold hands, and their leaders flanking the door beckon to each other to step through.

Two Tytonids stand at the foot of stairs (AC 8; HD 1; hp 5 each; MV 120'(40'); #AT 1; D 1d4; Save M1; ML 8; AL C). One of them has a **Wand of Illusion** (15 charges) and is maintaining the illusion of the shimmering wall. The other is watching for intruders, and will quietly signal his companions in the room proper if he sees any. He knows a spell, **Magic Missile**, and will cast it if anybody approaches within 10' of the wall, unless given orders to the contrary by Garbel-Shree. The one with the wand knows **Sleep**, but will not cast it unless the wall is dispelled by somebody touching it.

In the center of the room, Garbel-Shree has set up an old set of plans: blueprints for Parliament. He is using it to develop a plan to clean the structure out of all Strigids. The blueprints show the locations of the secret doors.

Garbel-Shree's statistics are: (AC 6; HD 5; hp 23; MV 120'(40'); #AT 1; D 1d6 or 1d6+1 (staff); Save M5; ML 10; AL C). He has a **Staff of Quills**, a magical weapon that functions as a +1 Quarterstaff. It is bristling with hundreds of long spines, and upon scoring a successful hit, the staff leaves 1d3 spines buried in the victim's flesh. The spines do no extra damage immediately, but while they are implanted, the target cannot benefit from healing, magical or otherwise. The quills are barbed and will cause 1 hp damage if pulled out. Garbel-Shree also has a **Wand of Viscid Globbs** with seven charges. This wand will shoot a clear ball of gooeey resin that, upon hitting, will bind together anything within 4 square feet – arms to shields, weapons to body, feet to floor – unless the target makes a saving throw vs. Wands. The bond is magically strong, and very powerful creatures can tear themselves apart trying to escape. The bond can be cut with alcohol, however. The wand's range is up to 60 feet.

Garbel-Shree knows the following spells:

**1<sup>st</sup> level: Magic Missile, Shield**

**2<sup>nd</sup> level: Mirror Image, Continual Light**

**3<sup>rd</sup> level: Lightning Bolt**

Garbel-Shree is attended by six other Tytonids. They are unarmed and have the same statistics as those above, but each one knows a different 1<sup>st</sup> level spell. The spells memorized are: **Light**, **Magic Missile**, **Protection from Good**, **Shield**, **Sleep**, and **Ventriloquism**. Additionally, each Tytonid is capable of commanding the pets of their master, two Owl Boars (AC 6; HD 4; hp 18,17; MV 120'(40'); #AT 1; D 2d6; Save F3; ML 10; AL N).



The Tytonids will fight to repel intruders. Note that this has the potential to be a very dangerous fight, but if the party withdraws, the Tytonids will not follow until they have had a chance to assess this new threat. If the Tytonids become aware of intruders, Garbel-Shree will cast defensive spells if he has time. If it looks like the party is planning on coming through the wall, he will have his Owl Boars charge to the attack (negating the wall) and will hang back using magic while his Tytonid apprentices engage the enemy. He will attack with his Staff of Quills only if the situation is desperate. If Garbel-Shree fails his morale check, he will flee through the open doors into the Dark Rookery.

The Tytonids have bedroll kits arrayed haphazardly around the room. Each Tytonid apprentice has eight cave-pearls in a pouch at their waist; their leader has thirty-one of them, plus a very finely carved garnet worth 480 GP. Additionally, Garbel-Shree has a strongbox that is locked; the key is around his neck. The strongbox contains several scrolls which appear to be crude maps of the surface world, including the Guldspur River and the location of Ashenford. There are also four **Potions of Healing** and a **Folding Boat**.

The water in the pool is only an inch deep. It has formed here because there is a secret pit trap that Ornovael had built in the

center of the room – a last line of defense against any surface-worlders who might invade his beloved Rookery. Garbel-Shree and the Tytonids are unaware of this pit – it was added after the blueprints were drawn. Standing on the pit's lid has a 1 in 6 chance per person of causing it to open. The pit is 20 feet deep but full of water, which slowly drains from a grating at the bottom; if somebody falls in, they will immediately start swimming. In addition to normal chances for drowning, the pit has occupants: four swimming Skeletons (AC 7; HD 1; hp 4 each; MV 60' (20'); #AT 1; D 1d6; Save F1; ML 12; AL C) who will immediately attack any targets that present themselves, climbing out of the water if necessary. If the flow of water is cut off, the water in the pit drains away within 6 turns, leaving the four skeletons at the bottom of the pit. If the grating at the pit's bottom is explored, a silver pin is found. It is shaped in the form of a constrictor snake with an owl's head and tiny diamond eyes; this bizarre piece of jewelry is worth 800 GP.

If the party ventures through the doors to the outside, read the following:

You are looking out onto the gloom of a dimly lit wilderness area. It takes some time for your eyes to adjust, but soon you realize that the lands beyond the door are not part of the surface world, but occupy a cavern whose scale defies the imagination. If the light were better, you might be able to see for miles! The 'sky' is a vaulted cavern, studded with huge stalactites, its highest point so far up that it must lie in the belly of the mountain to not pierce through to the surface. The place is illuminated by a great 'sun' and many smaller 'stars,' but these appear to move, and are soon revealed to be some sort of enormous phosphorescent grubs clinging to the roof overhead. Below, mists shroud forests of pale fungus of many varieties – some have the shapes of trees, but others look more like ferns, and still others have the general appearance of toadstools, corals, oozes, and shapes stranger still. The cries of strange beasts echo through this enormous vault, and the cobbled remains of a road wend forth from this doorway to descend to the floor of the mammoth cavern below.

This is the Dark Rookery, Ornovael's masterpiece – a self-contained ecosystem below the mountains where his owl-experiments could be bred without interference. If the party is on speaking terms with the Strigids, they will explain that both their people and the Tytonids live here, but a state of open war exists, and moving through the Rookery is not safe. Further details of this area will be revealed in **Dungeon Module OC2: The Dark Rookery**.

## PART 5: FURTHER ADVENTURES

**1. The Dark Rookery.** If the party intends to continue on the current adventure, dungeon adventure **OC2: The Dark Rookery** contains information on those locales outside the gates on the lowest level of Parliament.

**2. Further into the Hoarwood.** The ogre and goblins in the Hoarwood wandering encounters have their lairs deeper into the wilderness. The DM can flesh out the wilderness areas and develop dungeon adventuring areas for caves and ruins in the area.



## PART 6: NEW MONSTERS

### Owl Boar

Armor Class:	6
Hit Dice:	4
Move:	120' (40')
Attacks:	1 (tusk)
Damage:	2d6
No. Appearing:	1-4 (1-4)
Save As:	F3
Morale:	10
Treasure Type:	None
Alignment:	Neutral

**Owl Boars** have pig-like bodies, with a crest of vertical feathers running along the spine. Their hooves have stubby talons, too short to be used as natural weapons, and two sharp tusks jut from behind their great curving beaks. Owl boars can see very well in the dark and hunt for prey at night. They are extremely aggressive and generally attack on sight.

Owl Boars are capable of a charging attack. If they can charge at least 20 feet in a straight line before reaching their target, their tusk damage is increased to 3d6.

### Owl, Giant

Armor Class:	7
Hit Dice:	3
Move:	30' (10')
Fly:	180' (60')
Attacks:	1
Damage:	1d8
No. Appearing:	1d4 (3d6)
Save As:	F2
Morale:	8
Treasure Type:	VI
Alignment:	Lawful

**Giant Owls** look like great horned owls, but they stand almost six feet tall and have a 12-foot wingspan. They are night hunters, with excellent vision, and they snatch up prey in their talons and bear it to their remote lairs in high caves and trees before tearing it to bits, or dropping it from a great height.

Giant Owls are as intelligent as humans and have their own language. They have been known to make alliances with intelligent and lawful forest races, and can even serve as flying steeds to creatures halfling-size and smaller, although they are reluctant to do so.

### Owl Hulk

Armor Class:	3
Hit Dice:	6
Move:	60' (20')
Dig:	30' (10')
Attacks:	3
Damage:	1d4/1d4/3d6
No. Appearing:	1-3 (1-3)
Save As:	F5
Morale:	10
Treasure Type:	XVIII
Alignment:	Chaotic

**Owl Hulks** are an unnatural fusion of owls and insectoid monstrosities. They are tall and broad, their bodies covered with a curious combination of chitin and fur. Their talons have been shaped into great spade-like paws that are adept at digging through even solid rock. Owl Hulks make networks of tunnels as their lairs, and they can sense the vibrations of living things standing on solid stone up to 30 feet away. They frequently attack in ambush by tunneling out of walls or floors right next to prey, which surprises most targets 3 times in 6.

Owl Hulks' heads are owl-like, but an additional pair of multi-faceted eyes juts from the side of their heads. Any creature that meets their gaze must save vs. petrification or be affected as by the Confusion spell for 1d4 rounds. Owl Hulks like to confuse their prey before eating them alive. They have a low-grade intelligence and like to collect the belongings of their prey as trophies.

### Skull Creeper

Armor Class:	3
Hit Dice:	6
Move:	30' (10')
Attacks:	6
Damage:	1d4+paralysis
No. Appearing:	1 (1)
Save As:	F5
Morale:	10
Treasure Type:	XXI
Alignment:	Neutral

**Skull Creepers** are a form of slug or snail. When they are born they have soft, slimy bodies. As they age, old bones adhere to their backs and sides, accreting a shell of skulls and bony matter. At rest a skull creeper looks like a pile of bones, but when it is roused, its head with six ropy palps emerges. A full-grown skull creeper is six feet across, four feet high, and

eight feet long; the palps can reach ten feet away from its body.

A skull creeper's palps exude an acid with paralytic properties. Any creature struck by a palp is burned by the acid and must also save vs. Paralyzation or be unable to move for 1 turn. Skull creepers paralyze their prey and then crawl over them, slowly dissolving their flesh and adding selected bones to their shells – the skulls are preferred. The remaining bones are dropped in a heap around their lair, along with whatever non-organic goods the victim may have had.

Skull creepers give off a continuous subsonic hum that attracts living creatures within 100 feet. All creatures with an Intelligence of 1 or higher will unconsciously gravitate toward the skull creeper. In combat, during the movement phase, all living opponents must save vs. Spells. If they fail, that round they must move such that they are 10 feet closer to the Skull Creeper than they were. If they make their save, they may move normally. Whether the save is made or failed, all other actions are as normal.

### Strigid

Armor Class:	7
Hit Dice:	1+1
Move:	120' (40')
Attacks:	1 (or by weapon)
Damage:	1d6 or by weapon
No. Appearing:	1d6 (5d6)
Save As:	F1
Morale:	8
Treasure Type:	XVII
Alignment:	Lawful

**Strigids** are owl-headed humanoids standing about five feet tall. They have the mottled coloration and spectacled faces of burrowing owls. They are flightless, their wings having been transformed into strong arms ending in hands with fingers and an opposing thumb. They hop instead of walking. Strigids do not wear clothing but prefer harnesses, tool belts, and packs to carry objects.

Strigids speak the common Owl-language of both Strigids and Tytonids, as taught to them by Ornoval when their people were created over 100 years ago. They are stocky but strong and used to hard work. Strigids are comfortable in the wilderness but enjoy building settlements out of materials at hand, especially making burrows screened by thorns and vines. Exceptional Strigids may take levels in Thief or Fighter. Strigids are craftsmen and make tools and weapons of all sorts, and they make shields but prefer to wear no armor.

Strigids live in communities of several dozen adult individuals. Males lead warbands and hunting parties, while females rule a general council that makes decisions for the tribe. The chief of a Strigid tribe is a female during peace but a male during war. The most important male and female in a tribe will have at least 3 HD and will do +1 weapon damage. There will also be 1d6 hunters and 1d6 counsellors who are 2 HD creatures. Sometimes a Strigid tribe will have a shaman, but dabbling in magic for this species is rare.

### Tytonid

Armor Class:	8
Hit Dice:	1
Move:	120' (40')
Attacks:	1 (or by weapon)
Damage:	1d4 or by weapon
No. Appearing:	1d6 (5d6)
Save As:	M1 or C1
Morale:	8
Treasure Type:	XIX
Alignment:	Chaotic

**Tytonids** are owl-headed humanoids standing about six feet tall. They tend to have uniform pale plumage and have the heart-shaped faces of barn owls. Like their Strigid brethren, Tytonids are flightless, as their wings have transformed into long, graceful arms ending in slender, dexterous fingers. Tytonids pattern their habits after humans, walking as they do, and wearing garments, particularly robes and kimonos of rich cloth.

Tytonids speak the Owl-language that was taught to their kind by Ornoval. Where the Strigid became the worker and warrior class of owl-kind, however, Tytonids became the sages, the wizards, the experts, and the planners. Exceptional Tytonids have levels of Magic-User or Cleric. Tytonids are tall and graceful but unused to physical labors; they prefer to dwell in towers and structures built of stone, using magic or created labor to do the hard work. Tytonids still have much of the Beast-Creation lore of Ornoval, and they make servitors to do their bidding.

Tytonids live in enclaves of several dozen adult individuals. Males constitute the ruling wizard cadre, while females may only learn to become clerics. Each enclave is dominated by the strongest magic-user, who will be at least 5<sup>th</sup> level; he always has 1d6 apprentices who are 2<sup>nd</sup> or 3<sup>rd</sup> level. Each enclave also has a wise woman who will be a cleric of at least 3<sup>rd</sup> level. Every male Tytonid can cast one spell as a 1<sup>st</sup> level wizard; every female Tytonid has similar 1<sup>st</sup> level cleric spell-casting ability.

## PART 7: READY-TO-PLAY CHARACTERS

The following characters can be used as player characters or NPCs. Armor Class and hit points have already been adjusted for Dexterity and Constitution. These characters can be made higher level by rolling the extra hit dice and adding any Constitution bonuses for each additional level.

**Odd Frannik** (Class F5; AC 0; hp 20; S 18, I 10, W 12, D 13, C 7, Ch 8; MV 30' (10'); AL N)

Equipment: 50 GP; **Bastard Sword +1, Boots of Traveling and Springing, Potion of Healing, Potion of Super-Heroism, Cloak of Protection +1**; Backpack, Plate Mail, Shield, Longbow, Quiver with 20 arrows, Dagger, Trail Rations (5 Days), Waterskin, Flint and Steel, Crowbar, Shovel.

Languages: Common, Neutral

**Neezil the Lithe** (Class T6; AC 5; hp 18; S 11, I 13, W 10, D 17, C 12, Ch 6; MV 90' (30'); AL N)

Equipment: 60 GP; **Leather Armor +1, Dagger +1, Elven Cloak, Potion of Healing, Potion of Gaseous Form**; Backpack, Shortsword, Shortbow, Quiver with 20 Arrows, Trail Rations (5 Days), Waterskin, Flint and Steel, Lantern, 3 Flasks Oil, Thieves' Tools.

Languages: Common, Wererat, Neutral

**Friar Gothgurt** (Class C5; AC 5; hp 20; S 11, I 9, W 16, D 7, C 12, Ch 14; MV 60' (20'); AL L)

**Spells Memorized:** Cure Light Wounds, Light, Protection from Evil, Bless, Find Traps, Dispel Magic

Equipment: 50 GP; **Mace +1, Staff of Healing, Scroll: True Seeing, Potion of Healing, Potion of Plant Control**; Backpack, Chainmail, Shield, Sling, Pouch with 10 Bullets, Trail Rations (5 Days), Waterskin, Flint and Steel, Silver Holy Symbol, Small Steel Mirror, 3 vials Holy Water

Languages: Common, Lawful

**The Leper-Mage** (Class M5; AC 7; hp 15; S 7, I 17, W 12, D 13, C 10, Ch 9; MV 120' (40'); AL N)

**Spells Memorized:** Sleep, Magic Missile, Web, ESP, Fireball

Spellbook: spells listed above, plus **Read Magic, Detect Magic, Shield, Phantasmal Force, Levitate, Lightning Bolt, Water Breathing**

Equipment: 50 GP; **Ring of Protection +1, Wand of Detect Magic (20 charges), Scroll: Polymorph Self, Potion of Healing, Potion of Clairvoyance**; Backpack, Quarterstaff, Silver Dagger, Trail Rations (5 Days), Waterskin, Flint and Steel, 3 Scroll Cases, plenty of parchment and ink and pens, Spellbook

Languages: Common, Giant, Sylvan, Neutral

**Mequellin** (Class E4; AC 3; hp 16; S 14, I 14, W 10, D 14 C 10, Ch 10; MV 30' (10'); AL L)

**Spells Memorized:** Charm Person, Hold Portal, Invisibility, Knock

Spellbook: spells listed above, plus **Read Magic, Detect Magic, Sleep, Continual Light, Mirror Image**

Equipment: 50 GP; **Two-Handed Sword +1, Wand of Paralysis (2 charges), Scroll: Telekinesis, Potion of Healing, Potion of Giant Strength**; Backpack, Banded Mail, Longbow, Quiver with 20 Arrows, Dagger, Trail Rations (5 Days), Waterskin, Flint and Steel, 10 Torches, 10-Foot Pole, Spellbook

Languages: Common, Elvish, Gnoll, Hobgoblin, Orc, Dragon, Lawful

**Bolgo Birdwhistle** (Class H5; AC 1; hp 20; S 14, I 10, W 6, D 16, C 12, Ch 11; MV 60' (20'); AL L)

Equipment: 50 GP; **+1 Shield, +1 Scimitar, (10) +1 Arrows, Potion of Healing, Potion of Growth**; Backpack, Chainmail, Shortbow, Quiver with 20 Arrows, Dagger, Trail Rations (5 Days), Waterskin, Flint and Steel, Silk Rope 50', Grappling Hook

Languages: Common, Lawful

**Black Qwarg** (Class D5; AC 2; hp 35; S 14, I 7, W 12, D 9, C 16, Ch 11; MV 60' (20'); AL L)

Equipment: 50 GP; **+1 Banded Mail, +1 Longsword, Ring of Fire Resistance, Potion of Healing, Potion of Heroism**; Backpack, Shield, Heavy Crossbow, Case with 10 Quarrels, Dagger, Trail Rations (5 Days), Waterskin, Flint and Steel, Miner's Pick, 5 Large Sacks

Languages: Common, Dwarf, Goblin, Gnome, Kobold, Lawful

## PART 8: COMBATANT ROSTER

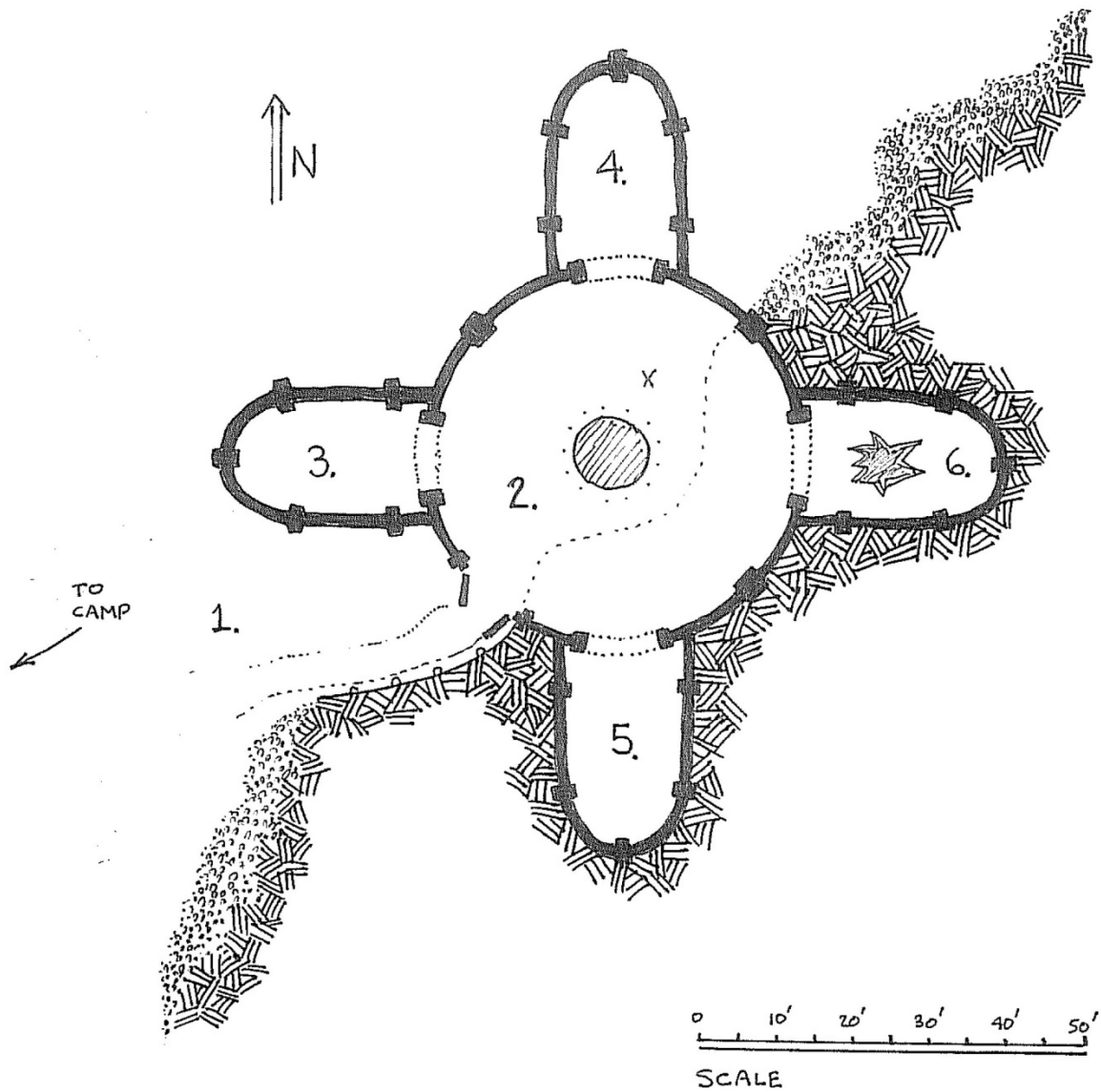
This is a tabulation of all monsters found in keyed areas of the adventure. Break this out separately for your use in keeping track of combatants during gameplay.

Found in Area	Monster	AC	HD	#AT	Damage	Move	Save	ML	AL
3	<b>Male Owl Bear</b>	5	5	3	1d8/1d8/1d8 plus hug	120'(40')	F3	9	N
	hit points:	(30)	00000	00000	00000	00000	00000	00000	
4	<b>Female Owl Bear</b>	5	5	3	1d8/1d8/1d8 plus hug	120'(40')	F3	9	N
	hit points:	(26)	00000	00000	00000	00000	00000	0	
4	<b>Owl Bear Chicks</b>	6	2	3	1d4/1d4/1d4	90'(30')	F1	8	N
	hit points:	(12)	00000	00000	00				
		(10)	00000	00000					
7	<b>Giant Owls</b>	7	3	1	1d8	30'(10') or Fly 180'(60')	F2	8	N
	hit points:	(13)	00000	00000	000				
		(13)	00000	00000	000				
		(13)	00000	00000	000				
		(13)	00000	00000	000				
		(13)	00000	00000	000				
		(13)	00000	00000	000				
8	<b>Minotaur</b>	6	6	2 or 1	1d6 gore/1d6 bite or by weapon	120'(40')	F6	12	C
	hit points:	(27)	00000	00000	00000	00000	00000	00	
10	<b>Skull Creeper</b>	3	6	6	1d4+paralysis (x6)	30'(10')	F5	10	N
	hit points:	(30)	00000	00000	00000	00000	00000	00000	
11	<b>Green Slime</b>	N/A	2	1	dissolve	3'(1')	F1	12	N
	hit points:	(15)	00000	00000	00000				
		(8)	00000	000					

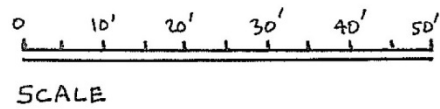
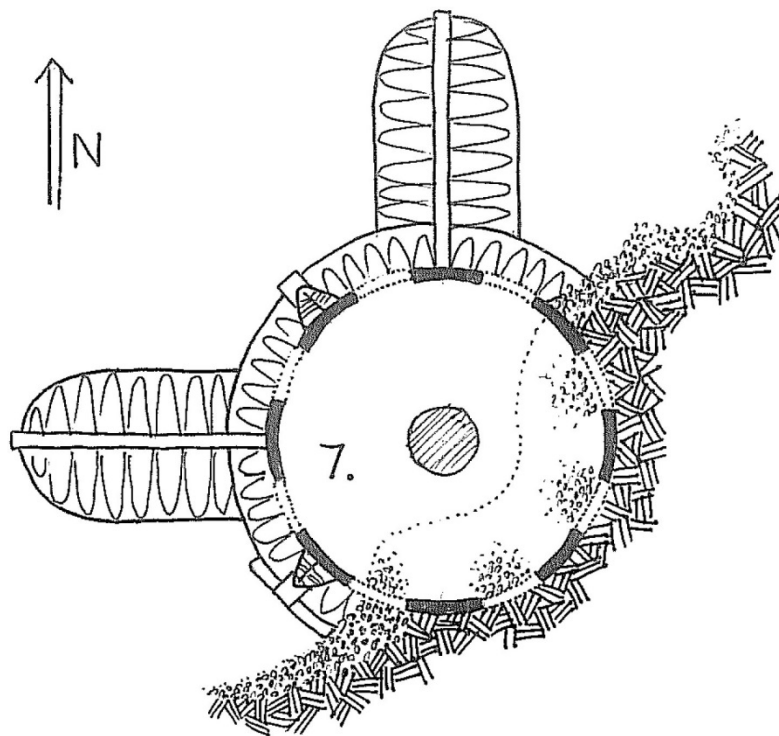
Found in Area	Monster	AC	HD	#AT	Damage	Move	Save	ML	AL
14	<b>Owl Hulks</b> hit points:	3	6	3	1d4/1d4/3d4 + confuse	60'(20') or dig 30'(10')	F5	10	C
		(23)	00000	00000	00000	00000	000		
		(30)	00000	00000	00000	00000	00000		
15	<b>Wight</b> hit points:	3	3	1	energy drain	90'(30')	F3	12	C
		(12)	00000	00000	00				
17	<b>Strigid Warriors</b> hit points:	7	1+1	1	1d6	120'(40')	F1	8	L
		(6)	00000	0					
		(6)	00000	0					
		(6)	00000	0					
		(6)	00000	0					
		(6)	00000	0					
		(6)	00000	0					
		(6)	00000	0					
		(6)	00000	0					
		(6)	00000	0					
17	<b>Ippip-Yee</b> hit points:	5	5	1	1d6+1	120'(40')	F4	9	L
		(24)	00000	00000	00000	00000	0000		
20	<b>Tytonid Apprentices</b> hit points:	8	1	1	1d4	120'(40')	M1	8	C
		(5)	00000						
		(5)	00000						
		(5)	00000						
		(5)	00000						
		(5)	00000						
		(5)	00000						
		(5)	00000						
20	<b>Garbel-Shree</b> hit points:	6	5	1	1d6	120'(40')	M5	10	C
		(23)	00000	00000	00000	00000	000		
20	<b>Owl Boars</b> hit points:	6	4	1	2d6	120'(40')	F3	10	N
		(18)	00000	00000	00000	000			
		(17)	00000	00000	00000	00			

## PART 9: MAPS

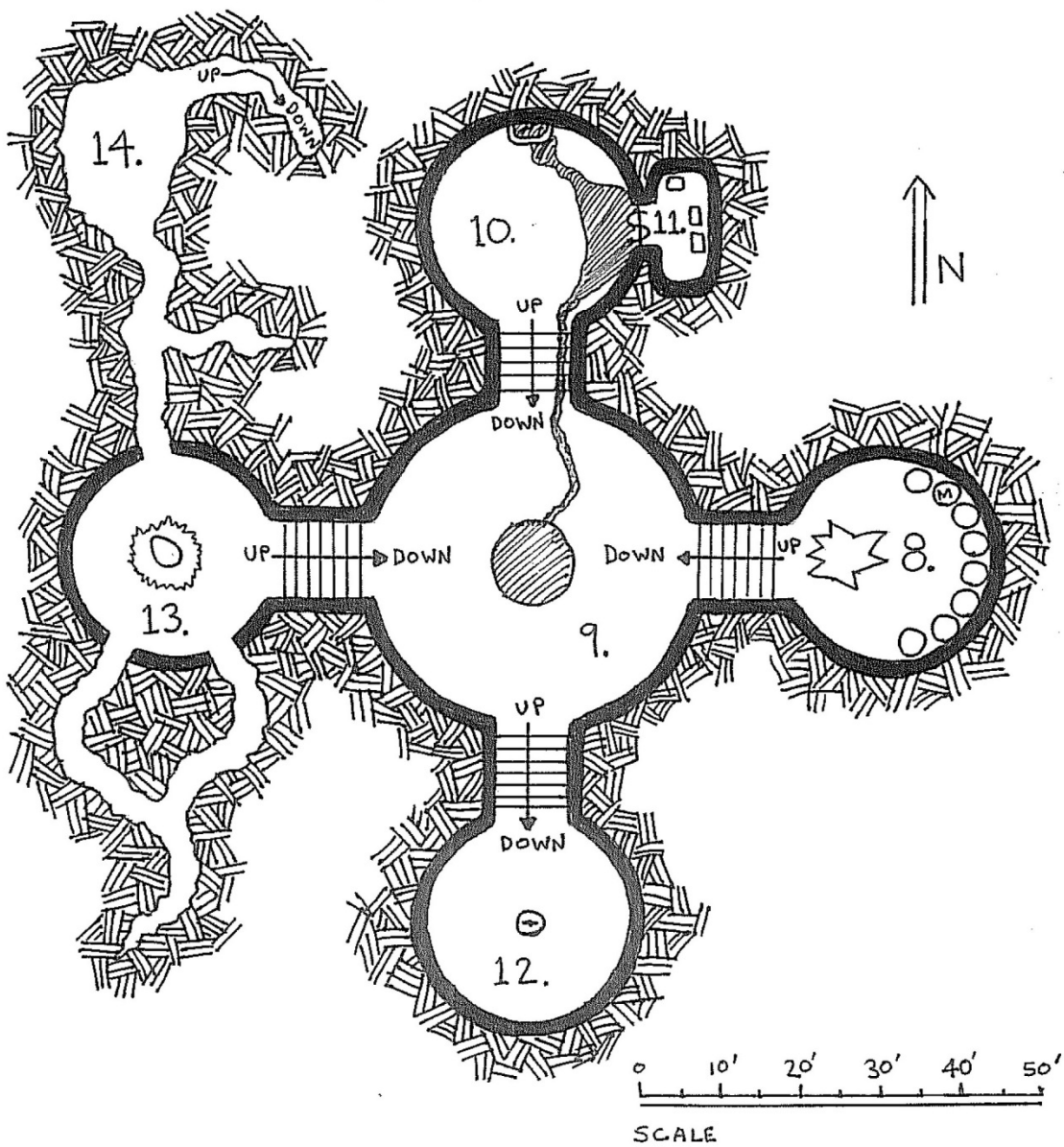
### MAP 1: PARLIAMENT UPPER WORKS



MAP 2:  
THE ALL-SEEING  
ROOST

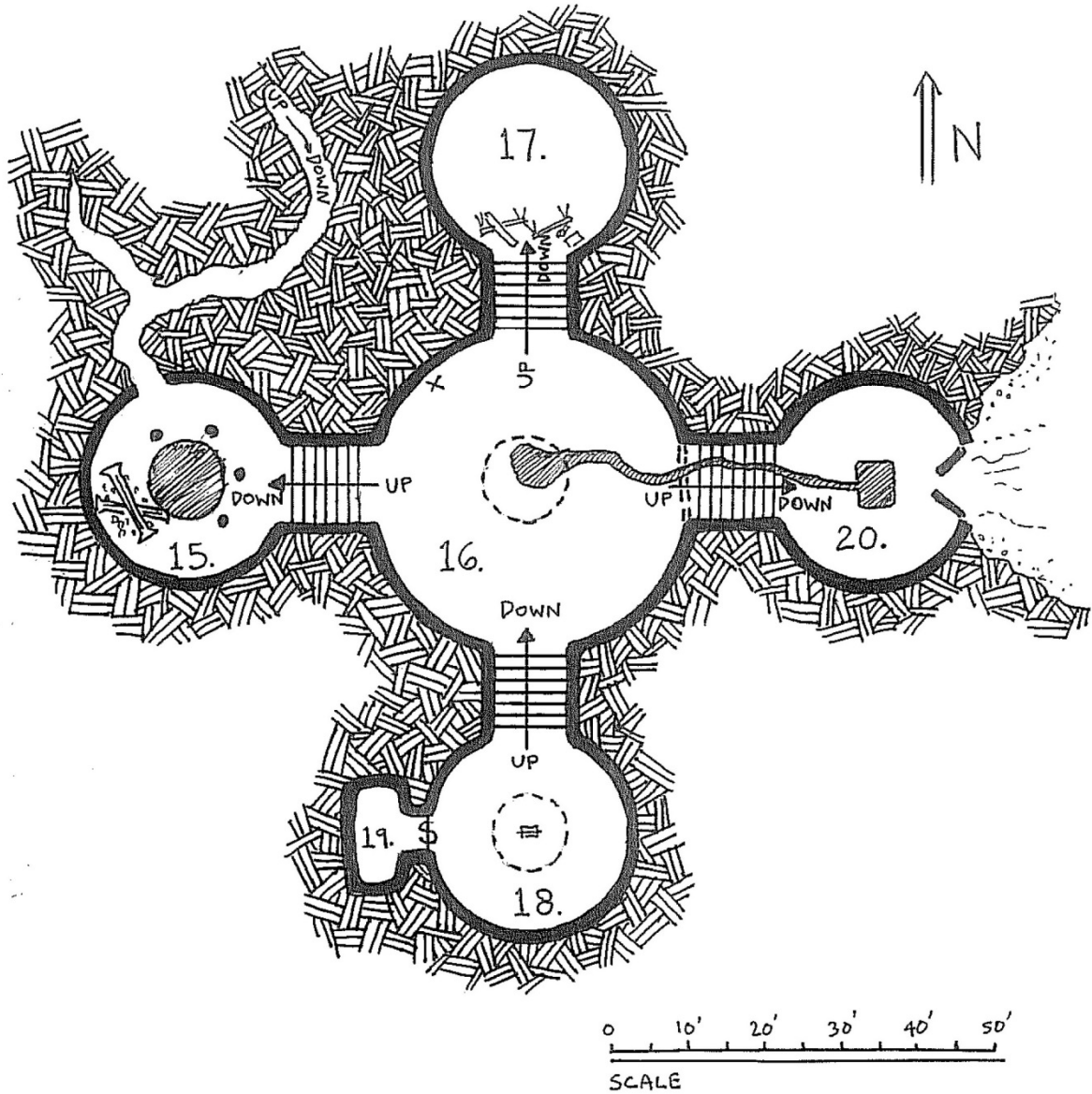


MAP 3:  
PARLIAMENT  
UNDERLEVEL 1





MAP 4:  
PARLIAMENT  
UNDERLEVEL 2



## PART 10: CREDITS

Design/Layout: Andy Solberg

Editing: Mason Hart, Griffith Mon Morgan III

Art: James V. West (go to [jwarts.com](http://jwarts.com) for more excellent  
fantasy gaming artwork!)

Playtesting: Angelo Benedetto, Theron Bretz, Tim Gilheart,  
Alana Groshong Davis, Reed Macomber, Greg  
Morrow

Special Thanks: This could not have happened without Daniel  
Proctor, who compiled the Labyrinth Lord rules,  
and Tom Moldvay, who is missed. I would also like  
to thank the staff of OwlCon and the students of  
Rice FastWarp for their support. Finally, thanks to  
the Houston Food Bank for all the great work they  
do with Houston's hungry.  
<http://www.houstonfoodbank.org/>

## PART 11: OPEN GAMING LICENSE

### DESIGNATION OF OPEN GAME CONTENT

This entire product is open game content.

#### OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game

Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins and JD Wiker.

Labyrinth Lord Copyright 2007-2009; Author David Proctor.

Wand of Viscid Globs from G3 Hall of the Fire Giant King, Copyright 1978 TSR Games, Author E. Gary Gygax.