

DragonQuest Adventure One

The Palace of Ontoncle

A fantastic
Role-Playing Adventure
for 4 to 6 Players
and a Gamesmaster

- ★ Complete floor plans
- ★ Hundreds of room descriptions
- ★ Briefings for Players
and the Gamesmaster



316P11

QUAYLE

DragonQuest Adventure One

The Palace of Ontoncle

A PUBLICATION OF SIMULATIONS PUBLICATIONS, INCORPORATED

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I. INTRODUCTION

The *Palace of Ontoncle* is an adventure scenario designed to be used in conjunction with *DragonQuest*, SPI's fantasy role-playing game. This adventure is provided as an aid to assist the gamesmaster in designing and conducting a *DragonQuest* campaign.

This adventure booklet is composed of several sections, including a description of each player's "mission" and particulars relating to the people and places involved in the adventure. Accounts will include both physical description and commentary intended only for the gamesmaster.

The *Palace of Ontoncle* is not intended as a solitaire adventure. It is intended to be used by a gamesmaster, and much of the material presented herein should not be read by the players. The players should be given access only to those sections specifically designated for them.

This adventure is designed for a party of four to six players. If more — or fewer — players want to participate, the gamesmaster should toughen or soften the adventure by varying the number and strength of non-player characters accordingly.

II. HOW TO USE THIS ADVENTURE

The gamesmaster should read through the entire booklet before play begins to familiarize himself with the general situation the players' characters will be in. Then the gamesmaster should carefully read Section IV and present it to the players as the adventure begins. The presentation to the players can take the form of the gamesmaster paraphrasing the **Briefing**, reading it aloud, or allowing the players to read it. The players begin the adventure in a small copse of woods, staring out at the ford to the northwest of the palace of Ontoncle at a distance of 10 yards (see Map F). The *DragonQuest* Adventure Sequence is used throughout the adventure.

The gamesmaster should guide the players through the adventure, referring to this booklet and to the maps provided when it is necessary to determine a specific detail.

1. HOW TO READ THE MAPS

Six maps are provided in this booklet, including one map of the area surrounding the palace and five floor plans for the various levels of the structure. The scale of the outdoor map is 40 feet to the square while the floor plans are scaled at 5 feet to the square.

2. AREA AND ROOM DESCRIPTIONS

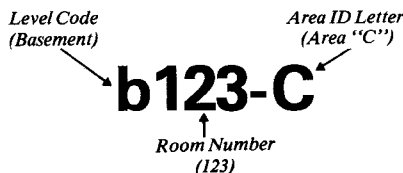
Outdoor areas will be described in terms of terrain type, noticeable features (such as decorative gardens, landmarks, etc.), and possible encounters.

Floor plans will be described room by room, with other areas (such as passages) receiving detailed description where necessary. The format used to describe rooms is as follows:

Room Label. This is a code used to identify individual rooms. Each room has a unique code. The first digit or letter of the Room Label is the Level Code. If the Level Code for a given room is a number (1, 2, or 3), the room is on a level of the palace corresponding to that number (1st, 2nd, or 3rd). A Level Code of **b** indicates that a room is in the palace's basement, while a **c** indicates a room in the cavern beneath the palace.

The three (two for the cavern level) digits following the Level Code constitute the Room Number. Two or more rooms on a level will occasionally have the same Room Number, in which case the contents of the rooms are identical.

The letter suffixed to the Room Number is the Area ID Letter. The Area designations assigned to each room are intended to reduce the amount of searching necessary to find a particular room. The designations mean nothing other than that a particular room is physically located in a particular section of the palace. The designations do not necessarily reflect a room's contents or occupants. Area ID Letters range from **A** to **P**, with the letters **I** and **O** deleted from this range.



Ceiling Height. The height of a room's ceiling is given here only if notable. If a ceiling is arched or otherwise unusual, that information will also be provided.

Occupants. Any inhabitants of the room will be listed here, as well as their mood and condition, if applicable. Note that probability of habitation will sometimes be given as a percentage chance that a particular creature will be present, or as a modifier to the chance of a random encounter.

Contents. Any objects of note that might be present in the room, including furniture and statues will be listed here.

Comments. Any peculiar features of a room or any special conditions that apply to it are described here.

It should be noted that not every room that has a Room Label on the floor plans is necessarily described herein. Rooms or passages that are not described are considered bare for all game-related purposes, although the gamesmaster could make up an interesting structural features, etc., if the players wish to know something about the rooms that they are passing through. Not all rooms will be described in all categories.

3. DESCRIPTIONS OF NON-PLAYER CHARACTERS

Important non-player characters will be given detailed numerical and qualitative descriptions. These characters include Loklar, Kalan, and Daghan. Less specific information about other characters is provided so that the gamesmaster can alter the difficulty of the adventure as necessary, depending on the skill of the players involved.

III. THE ADVENTURE

The basic situation for this adventure is a raid by the players' characters on a ruined palace. The players are informed that the palace has been occupied by an evil magician and his henchmen. In order to successfully complete the adventure, the players' characters must kill or drive away the adept and his servants, and clear the castle of any other creatures that they might come across.

General information on the nature of the adventure is given to the players in the form of the **Briefing for the Players** (Section 4). More detailed information is supplied to them by the gamesmaster as their characters enter situations in which more could be learned.

4. BRIEFING FOR THE PLAYERS

The players' characters are drinking at a tavern one night when they are approached by a tall, rather dignified-looking man who identifies himself as Daghan, a merchant. He says he is looking for a team of skilled adventurers, and has heard of the characters' expertise. He then goes on to give the players the following information.

Sixty miles to the north there is an old, crumbled palace, once the home of the dynasty of King Ontoncle the Great. This castle was abandoned almost a century ago, and has since decayed rapidly, although the structure still remains.

The palace has been occupied by creatures of various sorts over the years, but recently a new power has entered it, an Adept of the dread Circle of Demon Lords. His name is Loklar, and he seems bent on demolishing the building. He came there only a few years ago but, since his arrival, he and his reaver minions have been destroying the palace, knocking down walls and breaking through floors. More recently, sections of the building were set aflame. The fire might have been accidental, but vast explosions were heard, and it is believed that the fire was the result of a magical battle.

Daghan says he is Ontoncle's heir and thus heir to the palace. It grieves him to see his family's ancient home destroyed. He is planning to return there soon, and would like to have the players' characters help clear the place of the vermin now infesting it.

His proposal is this: He will give the characters 10,000 Silver Pennies each to kill or otherwise dispose of the evil mage Loklar and his retainers. Forcing them to leave the palace would also be satisfactory. Daghan adds that the characters will probably come across other creatures as they hunt for Loklar; these should be disposed of as well, with a 500 Silver Penny bounty for the head of each monster brought back. Half of any treasure the characters find along the way is theirs to keep as well.

Daghan concludes by saying that the characters can collect their rewards at the tavern when their task is completed.

Daghan then leaves, unless the players have any questions. If they do the gamesmaster will answer them for Daghan.

5. BRIEFING FOR THE GAMESMASTER

While much of what Daghan said was true, there was also much that was incorrect. Daghan is indeed the heir to the palace, although he does not care about the castle itself, but rather about an artifact within it.

When the palace was abandoned some 70 years before the start of the adventure, Daghan's father, at that time a boy being educated in a foreign land, received news that he was the only surviving member of the royal house of Ontoncle. The House of Ontoncle had gained its power through demon-worship, and Daghan's father continued his indoctrination into the Rites of Summoning, returning to his native land after having become an accomplished Mage of Greater Summonings.

After searching about for any who knew what had befallen his family, Daghan's father came upon the family's old head butler. From the butler he learned that, in a Rite of Summoning, a terror had been released in the temple beneath the palace. In anger at having been summoned to this plane, and even greater ire at discovering it could not return whence it came, the creature had caused the earth to shake, cracking the stones of the building. In order to prevent the entity from wandering at will, a seal was emplaced at the doorway to the chamber where the terror had been summoned, confining the creature. Upon discovering what had been done to it, a rage came upon the being, and it released a virulent plague, devastating the family. Master and servant collapsed within minutes, and for many years the palace remained empty.

Hidden somewhere within the palace, Daghan's father knew there was a great magical volume, the Tome of Aranaith, which allows any Adept of Greater Summonings to banish any creature not of this plane upon command. Thinking that he could dispell the terror with this Tome, thus regaining his ancestral home, Daghan's father went to the palace, never to return.

Several years before the adventure begins, Loklar moved into the palace in order to find the Tome and, not finding it in the open anywhere in the building, began to dig up the floors and break down the walls. Daghan moved in with Loklar, in a temporary alliance to find the Tome. Less than a year after they began to search, however, Loklar sent his servants to kill Daghan. Daghan escaped, and sent Aim, a demon of fire, back to wreak vengeance upon Loklar. The ensuing battle started the fire that Daghan referred to in his speech to the characters. Loklar, though badly wounded, managed to placate and to befriend Aim.

Daghan greatly covets the Tome of Aranaith and is afraid that it will be discovered by Loklar. He has returned to the palace several times to search for the Tome, but each time he has been chased away by Loklar's henchmen or the other creatures inhabiting the building. Once, in fact, he was captured by Loklar and barely managed to escape after much torture. Daghan hopes that even if the characters do not succeed in slaying Loklar (and he doubts they will succeed), they will be enough of a distraction to

permit an undisturbed search. He intends to enter the palace soon after the characters and search for the Tome while they are in the building diverting Toklar.

The gamesmaster should use his discretion in answering the questions the players put to Daghan. Daghan will be able to answer general questions about the layout of the palace (e.g., how many floors the palace has, whether it has a dungeon, etc.). He will not answer specific questions. He will pretend that he does not know the answers to questions if, in the gamesmaster's opinion, the answers would not be consistent with what he has told the players previously. If too many questions are asked, or the gamesmaster does not want to respond to a particular question, Daghan will say that he cannot stay any longer, and leave.

Daghan's characteristics are as follows:

PS: 17 MD: 15 AG: 19 MA: 21
EN: 16 FT: 20 WP: 20 PC: 15
PB: 17 APA: 11

When Daghan first meets the players' characters, he will be wearing leather armor and bear a silver dagger as his only weapon. If he meets them at any later point, he will be wearing gilded chainmail, a gilded buckler, and a gilded short sword.

Daghan is death-aspected and knows the following spells (Spell Code/Rank Achieved): Q-2/6, Q-3/2, Q-4/8, Q-5/7, Q-6/9, R-1/8, R-2/12, R-3/1, R-5/4.

Daghan has shields to protect against Demonic Dukes and Princes, but none of the other shields (see Section 47 of *Dragon-Quest*). He does not have an imp or devil as a servant, and is a Rank 5 Alchemist, a Rank 3 Healer, and a Rank 1 Astrologer.

Daghan has made a pact with one of his demon-allies, exchanging blood for the demon's favors. If Daghan is ever cut or has any other cause to bleed, he will lose one DP per Pulse after the wound was received until the bleeding is completely staunch. In exchange for this sacrifice, Daghan has the ability to terrify any who stare into his eyes. This ability functions as a talent with a 50% chance of success (although it can be passively resisted). Any who do not resist must roll on the Fright Table.

Daghan does not intend to reward the Players' characters, regardless of whether they succeed or not.

The complete powers of the Tome of Aranaith are as follows: The Tome works only for a member of the College of Greater Summoning and only when the Tome itself is in the Adept's possession. Any member of the College who uses the Tome adds 15 to his Base Chance of Binding a demon and adds 30 to his Base Chance in the Ritual of True Speaking. In addition, such an Adept has a 100% chance of successfully dispelling any being not of this plane upon command.

IV. LOKLAR AND HIS SERVANTS

Loklar and his servants are the only cohesive force within the palace, and most of the creatures within the palace are at least nominally loyal to the mage.

Loklar's purpose in occupying the palace is to find the Tome of Aranaith. During the course of his search he has accumulated a good deal of treasure, but he still considers the search to be a failure as the Tome has not yet been found.

If intruding characters are encountered by Loklar, he will attempt to capture rather than kill them so that he can question them about the Tome. After the characters have been thoroughly questioned (probably by torture) they will either be used as slaves or given to the nixie who lives in the cavern below the palace (See Section 12).

If characters are encountered by Loklar's forces while he himself is not present, there is only a 50% chance that an attempt will be made to capture them alive.

6. LOKLAR

Loklar is a bald, wizened old man with a white beard. His features are drawn, and his eyes seem to stare sightlessly from his head. The mage generally wears a black cape with a silver border.

Loklar wears silver partial plate. He carries no shield, but bears a silver great axe, with which he has Rank 5. He is a Rank 7 Magician and a Rank 6 Spy. His characteristics are as follows:

PS: 19 MD: 18 AG: 16 MA: 20
EN: 17 FT: 21 WP: 17 PC: 16
PB: 9 APA: 10

Loklar is sun-aspected and knows the following spells (Spell Code/Rank Achieved): Q-2/3, Q-3/1, Q-5/3, Q-6/12, R-2/2, R-3/4, R-5/4, R-6/8.

Loklar has shields to protect against Demonic Princes and Kings, but none of the other shields (See Section 47 of *Dragon-Quest*). Loklar also possesses a sun-shaped medallion that has been invested with four Rank 6 "Web of Fire" spells (College of Fire Magics, S-4). He always wears the medallion on a leather thong around his neck.

Loklar has a devil servant called Kalan. Kalan does not serve happily, however, and will take any opportunity to cause misfortune to Loklar so long as the mage is not physically hurt or endangered. Kalan is a member of the College of Sorceries of the Mind. His characteristics are as follows:

PS: 25 MD: 20 AG: 24 MA: 30
EN: 27 FT: 39 WP: 25 PC: 24
PB: 2 APA: 13

Loklar is also friendly with Aim, the demonic Duke of Fire. The Duke spends a large amount of time on this plane in Loklar's service. At any given moment, there is a 25% chance that Aim will be in the palace. Aim is loyal to Loklar but, like all demons, he will betray his summoner, given ample reason. For a description of Aim and of the other characteristics of devils, see Section 47 of the *DragonQuest* rules.

Loklar is looking for an apprentice. If one of the players' characters is an Adept of Greater Summoning, there is a 30% chance that Loklar will teach him in exchange for services. Loklar is extremely difficult to get along with, however. He is quick-tempered, stubborn, rude, and generally unpleasant enough so than an apprenticed character will

have to roll less than four times Willpower each day that he stays in contact with Loklar or the character will retaliate and lose Loklar's favor. Characters that have lost the mage's friendship will be given to the nixie in the cavern (see Section 12). Loklar is highly paranoid. He is ever watchful for unrest among his servants, and is suspicious of everyone.

Loklar is highly ambitious, and the Tome is only a tool for his ambition. If any of the player's characters seem in a position to help them through information, contacts, wealth, or other advantages, Loklar will consider making the character his lieutenant. If the character accepts, Loklar will milk the character for whatever gain he can, and then give the character to the nixie (Section 12). Loklar searches daily for the Tome, yet he fears he can never find it. Several years before Loklar ever came to the palace, he was cursed by an ancient shaman just before Loklar slew him. The shaman's curse was that "Thou shalt never find that for which thou most dearly longest, but be doomed to see another find it." The riddle meant little to Loklar at the time, but he now connects the curse with the Tome in his mind.

On a raid out into the countryside surrounding the palace, Loklar's servants brought back a countess, whom they had captured after slaying her retinue of men-at-arms. Loklar took her for his own. He keeps her in a room in the tower, where he woos her daily. She is well treated and the reavers are kept away from her, but she has yet to succumb to Loklar's advances.

7. THE REAVERS AND OTHER SERVANTS

When Loklar came to the palace, he was accompanied by 60 men and various other creatures. The men (called "the reavers") were tribesmen whom Loklar convinced to join him. Loklar came upon the tribe on his first journey to the palace and summoned a demon to coerce them. The tribesmen were so impressed and frightened that they vowed to serve Loklar for as long as he should want their service. Sixty of them serve him at any one time, and each group is replaced once a month by other members of the tribe.

Except where otherwise noted in the room descriptions (Section V) the reavers are armed with chainmail, kite shields, short-bows, and broadswords. Four of the men will have Rank 4-7 with each of their weapons, 10 will have Rank 2-3, and the rest will have Rank 0 or 1.

It is rare that all the reavers are in the palace at any one time. The group is constantly looting the palace (which Loklar doesn't mind, so long as he receives half of what is found and any information connected with the Tome) and small parties often set out to sell the looted goods and to bring back food and wine. The reavers destroy as often as they rob, and there is evidence of their vandalism throughout much of the palace.

None of the reavers are Adepts of any college, but a quarter will have the Thief skill, and another quarter will have either the Mechanician or Healer skill.

There are several other groups under Loklar's service in the palace. In the cavern

(See Section 12) there is a nixie, her human lover, and a tribe of suarime under her sway. There are two hill giants in the tower (See Section 10) who lived in the palace before Loklar's arrival, and were allowed to remain under the condition that they would guard the tower for Loklar. Loklar also keeps slaves in the dungeon to do the menial labor that his upkeep requires. The reavers themselves keep slaves (mostly female) in the dungeon. Loklar is also guarded by a band of ogres and several other creatures he has suborned, as described in Section V.

V. THE PALACE

The Palace of Ontoncle consists of five levels: three above ground, and two below. There is also an enclosed garden at the rear of the first floor. The different levels of the palace are interconnected by ten stairwells and one chute. There are three ground level entrances to the palace: the front entrance, the side entrance, and the entrance through the garden at the palace's rear.

The palace was abandoned when a virulent plague struck it and the area around it. The entire ruling family was killed, along with almost all of the servants and soldiers who had occupied the palace.

When the rumors went out that those who guarded the palace lay dead and that the riches of the palace were free for the taking, hundreds of looters came from all around. But though those who had lived in the castle were no more, the plague lived on, and all who came to the palace perished as well. Thus the palace's riches survived unmolested after their owners' demise.

By the time the plague finally left the palace, nearly 40 years after its initial onset, rumors of the palace's wealth had been replaced by tales of terror and a rotting death. Until Loklar's arrival almost three-quarters of a century after the castle's abandonment, the building and its treasures were untouched. Since his arrival, most of the palace's riches have been taken away, and now only a fraction of the castle's initial wealth remains, although even so the palace is rich by most standards.

The palace is in good condition, at least structurally. Loklar's entourage has made no attempt to maintain the castle, however, and this has resulted in the accumulation of large amounts of debris in several areas. The garden at the rear of the palace has also become thoroughly overgrown. Within the palace, Loklar has brazenly knocked down many walls and pulled up many stones in his search for the Tome. In his paranoia, Loklar has also blocked all the ground floor and most of the second floor windows that once made the palace bright and airy. Those windows that have not been sealed have been broken; shards of glass litter the palace floors.

The area immediately surrounding the palace is also run down. The ivy that once covered the palace's walls has all but disappeared, and the grass that covered the palace grounds has been replaced by tall weeds. The road that ran up to the front en-

trance is mostly shifting dust. The once-magnificent staircase that leads up to the front doors is cracked in many places. The columns that stand at the base of the stairs are also broken and crumbling. Only the strong exterior walls of the palace remain untouched by the years since the building's abandonment.

8. THE FIRST FLOOR

In the golden days of the palace, the first floor was a center of much activity. Guests were received in the main hall at the front entrance (151-A). There were frequent balls and feasts in the Great Hall (120-K) and troubadors entertained in the East Room (149-B). The floor was filled with libraries and sitting rooms where the royal family and their guests could relax. Now, however, the first floor is almost completely abandoned.

Much of the floor is covered with debris, and the accumulated filth has attracted hordes of rats. The northeast corner of the floor has been gutted by fire, and little remains but blackened stones. Many of the heavy oak doors that were common in the palace have been smashed or unhinged.

Loklar has been using the Round Hall (136-G) as a meeting area, and thus it is the only room on the floor that has retained some of its original appearance.

Area A

151-A

Contents: This small room contains many old cloaks, hats, boots, walking sticks, and other outer clothing, all in poor repair.

Comments: This was the main cloak room of the palace.

156-A

Ceiling Height: 40. The center of the ceiling rises up two floors in a vaulted arch. A balcony on the second floor looks down upon the chamber.

Occupants: There is a reaver at the back of the room.

Contents: There are four great pillars that rise up in the center of the room, up inside the balcony rim to the ceiling. There are two large staircases on either side of the room. The stairs are cracked and damaged in several places, but they are still safe. The main doors are off their hinges and lean up against the entryways.

Comments: There is a ward on each of the doorways. If a character who is not in Loklar's service passes through one of them, a Rank 10 Molecular Disruption Spell is released (College of Sorceries of the Mind, S-4). There is a similar ward every five feet along the staircases. *10/10 + 11 1/2 sec*

152-A

Contents: There are tables and chairs in the room, along with much refuse.

Comments: This was once a guard chamber.

Area B

148-B

Contents: This is a trophy room. The heads of mundane and fantastical creatures bedeck the walls, along with weapons and shields. The south wall has no heads or weapons, but is decorated with a magnificent 30 by 15 foot painting of a hunting scene. Prominent in the hunt is King Ontoncle, galloping forward

carrying a shield embossed with the likeness of a flame-breathing red dragon. A shield similar to the one in the painting hangs on the north wall, and hanging next to it there is a broadsword with the hilt elaborately carved in the shape of a flying dragon, outstretched wings forming the guard, body and tail forming the grip, with the blade protruding from the dragon's open mouth.

Comments: The sword and shield were Ontoncle's own. The shield is an improved buckler, but it has been enchanted to absorb one damage point in addition to the amount that would normally be absorbed. The sword is not magical, but it is very well crafted and has a Base Chance 5 greater than an ordinary broadsword. Loklar, seeing Ontoncle's greatness so magnificently portrayed, has kept his reavers from looting or vandalizing the room, fearing a curse.

149-B

Contents: There are buffet tables along the north and east walls of the room. Cabinets in the tables contain empty boxes designed to hold silverware and service knives. In addition, there are dozens of hardwood tables and chairs piled in the center of the room. Decorative pillars also rise up to the ceiling at several places. There are many paintings on the walls, and four broken chandeliers hang from the ceiling.

Comments: This was once called the East Room. It was used when the king held large banquets and on other festive occasions. The chandeliers are each worth 100 Silver Pennies if they can be taken down from the ceiling without further damage.

158-B

Contents: This room was a kitchen for the East Room (149-B). There are tables, chopping blocks, fire pits, tanks for large fish, and other cooking equipment normal to an important kitchen. There are also several cookbooks.

Comments: There is a niche concealed behind a cabinet on the east wall. The niche contains three vials of 3 DP per Pulse poison. The poison is intended for administration in food, and is completely tasteless.

157-B

Contents: There is a staircase leading down to the treasury in the palace basement.

Comments: The door to the stairs is concealed behind the painting in 147-B.

AREA C

143-C

Contents: There are charred tables, chairs, and tapestries all over the room.

Comments: This room was used for special banquets and for groups too small to fill the East Room (149-B). Aim and Loklar engaged in battle in this room when Daghan sent the demon to wreak vengeance on Loklar. Loklar subdued Aim, however, and the demon has frequently been found in Loklar's service since the battle. The two pillars in the center of the room are elegantly carved with relief figures of fantastical creatures. There is a secret door leading into 110-D at the northwestern corner of the room. The door is concealed beneath a half burnt wall-hanging depicting farm produce.

AREA D

110-D

Contents: This was the main kitchen for the ground floor. There are cabinets, fire pits, heavy oak tables bolted to the floor and other cooking equipment.

142-D

Contents: This was an adjunct to the kitchen (110-D). Some food was prepared here, but mostly this room was just used as a route from the kitchen to 149-D.

137-D

Contents: Beverages were stored here. There are many empty casks that once contained wine and ale, but all are empty.

138-D and 139-D

Contents: Food products were stored here. There are some rotted items left, but everything that was still partially edible has been carted off by the reavers.

122-D

Contents: There is what was once a fine fur rug on the floor, but it has been ruined by the reavers' vandalism. It is torn and covered with filth. The walls were once decorated with pictures of various types, but this art has also been marred by the vandals' work.

123-D

Contents: Cleaning utensils were stored in this closet. A few items remain.

133-D

Contents: There is a stairwell leading down to the dungeon level of the palace.

Comments: The door to the stairs is concealed behind a cabinet of dishes and porcelain. Only Loklar (among the palace's present occupants) knows about the secret door.

AREA E

146-E

Contents: There is a fine teakwood desk and chair at the back of the room.

Comments: This was the office of a minor official under the Minister of State (See 118-E).

109-E

Contents: There is a bed with silken sheets at the west end of the room. There is also a bag of preserved food, a barrel of water, and a flask of wine in a box. A second box contains silvered chainmail, a silvered improved buckler, and a gilded broadsword.

Comments: This was a secret refuge that the royal family prepared in the event of a rebellion or siege. It has never been discovered by Loklar's men. The doors are concealed as part of the walls of 159-K and 109-E. They are opened by pushing concealed levers 6 inches above the floor.

116-E

Contents: There are two desks in this room, as well as a shattered chest of drawers. The desks and the drawers contain loose pages dealing with minor diplomatic subjects.

Comments: This was an office for minor officials under the Minister of State (108-E).

117-E

Contents: As 116-E. In addition, there is a political map of the nations around the country containing the palace.

Comments: As 116-E.

108-E

Contents: There is a large desk and a chair with a high back in the center of the room. Behind the desk there is a map of the continent on which the palace stands. There are flag stands in the northern corners of the room. There are five beautiful stuffed chairs, all slashed open, facing the desk.

Comments: This was the Minister of State's office. His desk has been ravaged, and there is little of value to be found here.

AREA F

131-F

Contents: There is a staircase leading down to the prison sector of the basement.

130-F and 132-F

Contents: These were guard chambers. There are tables, chairs, and two pallets in each room.

AREA G

121-G

Occupants: Four reavers are stationed on guard in this room.

Contents: There are two unbarred windows in this room, one on either side of the doors on the north wall. There is a square table in the center of the room. There are four chairs around the table and a deck of cards on it. The walls of the chamber are painted a bright yellow, and there is a thick but soiled carpet on the floor. There are indentations in the carpet where it is apparent that there used to be more tables.

Comments: Unless approaching characters make a disturbance, the reavers will not notice them as they are intensely engaged in a game of cards.

136-G

Ceiling Height: 25

Occupants: Make an additional check for random encounters if characters happen to enter this room.

Contents: Six large pillars encircle the room. At the center of the hall there is a 20-foot high marble statue of a man in chainmail, his helm thrown back, holding his broadsword aloft. He has a shield on his back, with a figure of a dragon is carved in basrelief. There is a small platform near the statue.

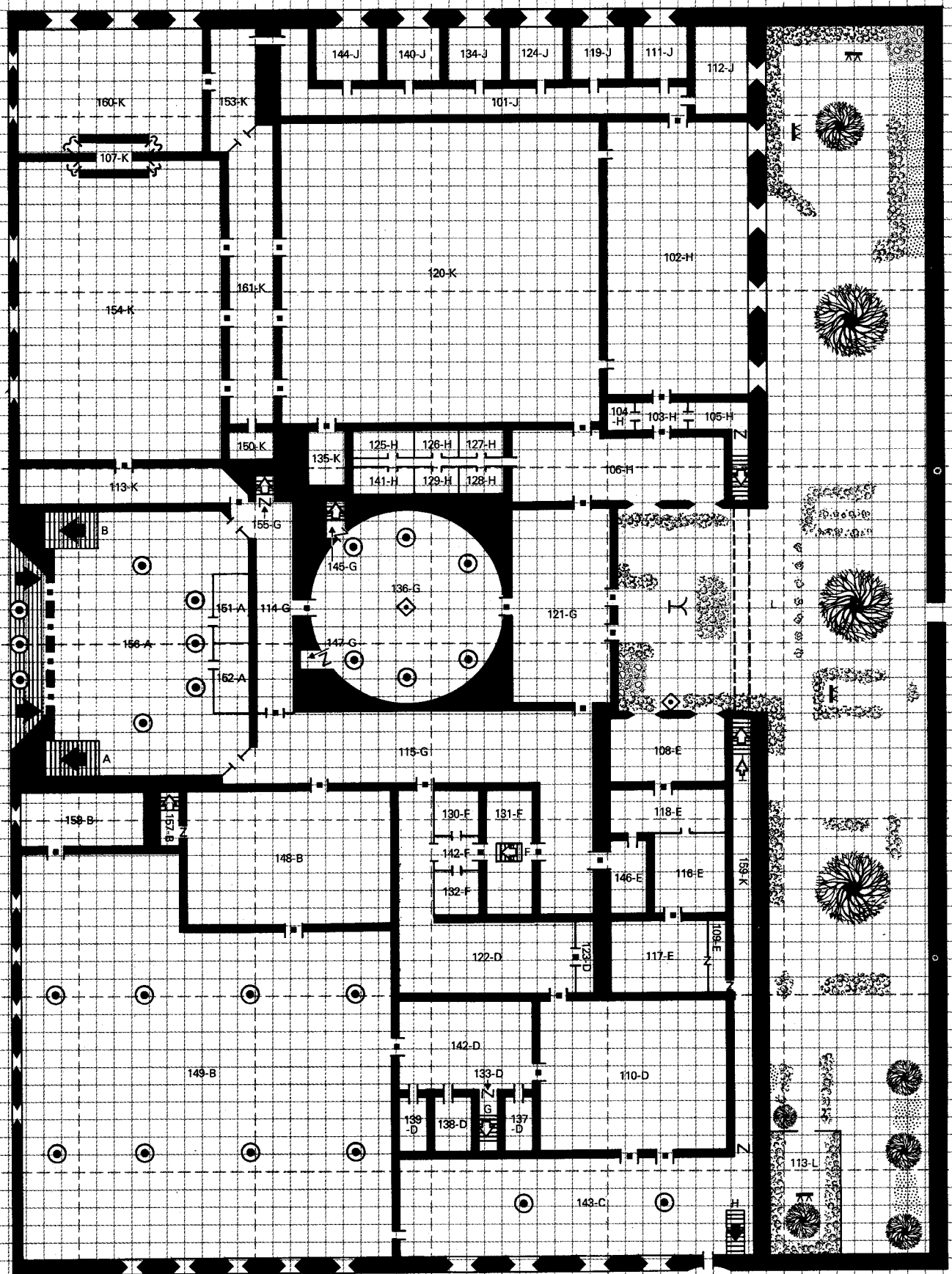
Comments: This room was commonly known as the Round Hall and the name has been adopted by Loklar and his servants. The room is frequently used for gatherings of the wizard's entire entourage. There is a secret cavity in the statue. The shield on the man's back can be pushed sideways to reveal a niche. There is a small red orb in the cavity. The orb glows slightly with a magical aura. Fifteen charges of the Hellfire spell of the College of Fire Magics (S-10) at Rank 8 are stored in the orb. An Adept of Fire Magics will have a 50% chance of discovering how to release the spells every half hour that he spends studying the item. There is also a 5% chance that the spells will be accidentally released during the half hour of study. The statue is of Ontoncle.

145-G

Contents: A staircase leads down from here to the temple section of the dungeon.

Comments: These stairs are used fairly frequently by Loklar's searchers.

Map C (The First Floor)



147-G

Contents: There is a three-legged stool in the room, next to a peephole in the wall into the round hall. There is also a mace in a corner of the room.

Comments: When entertaining guests who were not fully trusted, the king used to keep guards in this niche in case of treachery.

155-G

Contents: There is a staircase leading down to the temple section of the dungeon.

Comments: The door to the stair is hidden. It can be opened by sliding a section of the wall up to the ceiling.

AREA H**102-H**

Contents: There is a long, low table in the center of the room.

Comments: This was once a large sitting room for the king's parties. Most of the furniture that was once in the room had been looted by Loklar's reavers.

104-H

Occupants: Two dozen rats have made their nest here.

Contents: The floor is covered with shredded cloth.

Comments: This was once a storeroom for cleaning rags.

105-H

Contents: There are rotted tables and chairs stacked in tangled piles along the walls.

Comments: Furniture was stored in this room when not needed for a social event.

106-H

Contents: There are large buffet tables in the southeast and southwest corners.

Comments: This was the Veranda Room, where guests could look out into the garden while eating or enjoying a drink.

127-H, 128-H, 129-H, 126-H, 125-H, and 141-H

Contents: There is a table surrounded by four chairs in the center of each room.

Comments: These were card rooms for guests seeking relief from the noise and bustle of the main rooms.

AREA J**112-J**

Contents: This was a servants' dining room. There are tables, chairs, and broken cabinets in which plates and silverware were kept.

111-J, 119-J, 124-J, 134-J, 140-J, and 144-J

Contents: There is a bed at the back of each room. There is also an empty bureau in each room.

Comments: These were servants' rooms.

AREA K**120-K**

Ceiling Height: 40

Contents: The floor of this room is green-veined marble in the center, with parquet wood forming a ten-foot wide border around the marble. There is a long, thin table against the north wall. There is a balcony on the second floor which overlooks the marble dancing floor.

Comments: This room was called the Great Hall. It was used as a ballroom for the king's largest affairs.

153-K

Ceiling Height: 14

Contents: The floor is carpeted, and there are several slashed tapestries depicting the king's might in battle. There are holes in the ceiling from which it appears chandeliers once hung.

154-K

Contents: There is a massive chair at the west end of the room, carved from a huge marble block. Gems, gold, and truesilver were once embedded in the marble, but they have been stripped away. Gold hangings once bedecked the walls, but they have also been taken. A red carpet remains, leading from the double doors on the east wall to the chair, which sits on a platform above three wide steps.

Comments: This was the king's throne room. There were once many powerful and valuable items here, but all have been removed. The windows on the south wall are made of stained glass, and begin 10 feet up on the south wall.

161-K

Contents: There is a beautiful carpet in the center of the hall. There are also silver lanterns along the walls.

Comments: The lanterns were built into the walls, and cannot be removed without much labor (and damage to the lanterns).

160-K

Contents: Spread about the room are racks on which royal robes once hung.

Comments: This was the room where the king was dressed for important engagements or for royal audiences.

107-K

Contents: This was a thru-way to and from the Robing Room (160-K) and the Throne Room (154-K).

150-K

Contents: Ancient mouldering garments hang from hooks around the room.

Comments: This was an overflow cloakroom, used when the capacities of 151-A and 135-K were exceeded.

135-K

Contents: As 150-K

Comments: This was a cloak room where guests could leave heavy clothing while they danced in 120-K.

113-K

Contents: There is a long, low bench along the east wall.

Comments: This is where subjects waited for audiences with the king.

AREA L

Area L is the gardens. The main garden runs the entire length of the rear of the palace. The wall that encloses the garden is 15 feet high. The garden was once a beautiful, tranquil resting place, but now it is overgrown and run down. The fountain in the south end of the garden no longer works and is crumbling. Many of the stones that carpeted the walkways through the garden are cracked, and others are overturned. The trees of the garden are still alive, but their bark is diseased. The hedges, once neatly trimmed, bear little resemblance to their original shapes. There is a small area at the east of the garden that is enclosed by a 12-foot wall. The wall is still covered with ivy, but the stones in the

wall are loose and the wall is beginning to collapse. There is an archway in the middle of the north part of the main wall, leading into what were once the stables for the palace.

A sabretooth tiger is kept in the garden to guard against intruders. The tiger hunts at night, and there is only a 15% chance that it will be in the garden at night. During the day the chance is 90%.

9. THE SECOND FLOOR

The second floor is an area of much activity. The mage has set up his living quarters in the apartments of the royal family. Many of the reavers are also barracked on this floor. The southwest corner of the floor is being used as a storage area for the profits of their treasure-hunting. An armory has also been set up on this floor, as well as storage rooms for food and other equipment.

AREA A**264-A**

Occupants: Make an additional random encounter check if characters enter this room.

Contents: There is a long wooden table along the west wall. There are also paintings depicting the great deeds of the royal family on the walls around the room.

Comments: There is a low balcony around a hole in the center of the room, which looks down upon 156-A.

AREA B**236-B**

Contents: The walls on either side of the passage are decorated with fresco paintings of gladiators in battle.

AREA C**246-C**

Occupants: There is a 90% chance that there will be D5 - 3 reavers present cooking food.

Contents: This room was originally a servants' kitchen. It has been taken over by the reavers, and is being used in its original capacity. There are heavy carving tables, pots, knives, wooden eating utensils, plates, barrels of food and beer, and other items relating to cooking scattered about.

265-C

Occupants: There is a 90% chance that there will be D10-5 reavers here.

Contents: This is a dining room. There is a long table down the center of the room, with benches on either side. Dirty plates and empty mugs litter the table and the floor around it. Lanterns hang from the ceiling, providing light.

250-C, 247-C, 248-C, 249-C,**261-C, 260-C, and 251-C**

Occupants: There is a 20% chance that any one of these rooms will be occupied by a reaver at any given time.

Contents: Each room has a bed and a foot locker containing the clothes and personal effects of the room's occupant.

Comments: These were the rooms for the palace's upstairs servants in the days of the kings.

AREA D**237-D**

Occupants: Two ogres live in this room. There is a 60% chance that they will be present at any given moment.

Contents: There are two thick beds of straw at the western corners of the room. There is also an array of huge weapons hanging from the southern wall. The ogres will be armored in chainmail and wield great axes.

Comments: This was originally a children's room for the younger members of the royal family. All the furniture was removed by the reavers and the ogres claimed the airy room (and the room nearby) for their own.

239-D

Occupants: There is a 30% chance that D5 – 1 ogres will be present.

Contents: The room is laid out as a sitting room, with couches, tables, and chairs. None of the furniture is very valuable or decorative (it was taken from the servants' quarters).

Comments: This was originally a sitting room for the royal family's children. The ogres in 237-D and 238-D now use it.

238-D

Occupants: Two ogres live here. There is a 70% chance that they will be present at any given moment.

Contents: There are two double-sized beds in the room. Clothing and other soft things have been heaped upon the beds. There is a large chest in the southeastern corner of the room containing 500 Silver Pieces worth of items that have been looted from the palace.

Comments: The ogres here and in 237-D are very loyal to Loklar.

AREA E

267-E

Contents: There are several small tables here, along with sunken sofas, chairs, and other furniture.

Comments: This was a sitting room for the palace servants. Loklar's reavers use it only rarely, however.

242-E, 243-E, 244-E, 245-E, 256-E,

257-E, 259-E, 258-E

Contents: Each room contains a bed and an empty chest of drawers.

Comments: These rooms were additional servants' quarters. They were not needed by Loklar's forces, however, and have remained basically untouched.

AREA F

207-F

Contents: This is a staircase leading up to the tower.

AREA G

218-G

Occupants: If Loklar was not found elsewhere, he will be found here with Kalan, his devil. If he has been alerted by his henchmen or by the sounds of combat outside his chambers, Loklar will be armored and armed and will have a heavy crossbow aimed at the door. Otherwise he will be sleeping, with Kalan watching over him.

Contents: There is a bed with silk sheets in the northwest corner of the room. There is also a bureau containing Loklar's clothing and other personal possessions. There are two books of Greater Summoning, a silvered dagger, a glass prism that allows one to view the invisible when one looks through it, and a flask of excellent wine. If Loklar sees that he is outnumbered and in danger, he will attempt to negotiate with the intruding characters. He will offer them some wine, and

will take a sip himself to prove that it is not poisoned. After he drinks, however, he will depress a stud on the bottom of the flask, releasing a deadly poison (5 DP per Pulse until an antidote is applied).

Comments: Kalan will not fight or cast spells unless it is obvious that Loklar is in mortal danger.

211-G

Occupants: There is a 10% chance that Loklar and Kalan will be present, unless he has been warned of the presence of intruders by his guards or by the sounds of combat.

Contents: This room is filled with the choicest of the booty taken from the palace. There are three solid gold statues, each man-high and weighing more than a ton. There are also several chests filled with gems and coins, totalling 10,000 Silver Pennies in value. The three chests are locked and booby-trapped with Rank 10 spells of Molecular Disruption (College of Sorceries of the Mind).

Comments: If the characters search the east wall carefully, they will find a small hidden cabinet built into the wall. The cabinet contains a highly enchanted platinum dagger. The dagger has a Base Chance of 65% of doing +3 Damage. It can also be thrown with no diminishment in accuracy for a distance of 60 feet. The dagger is intelligent and can communicate telepathically with anyone who holds it. Once each hour that the weapon is on a character's body, however, the character must roll less than 5×Willpower on D100 or he has been taken over by the dagger and will go on a killing rampage, attacking every creature in sight.

226-G

Occupants: A gargoyle guards this room for Loklar.

Contents: This room is a library. Its walls are lined with shelves of leather and brass bound books of all sorts. Most of the books are in languages other than Common, so characters will be unable to read them in most cases. Almost all the books are historical in nature, but several deal with magic (although they are not magical themselves).

Comments: The gargoyle is vicious, and will attack anyone but Loklar immediately.

233-G

Occupants: There is a 10% chance that Loklar will be present here (accompanied by Kalan), unless he has been alerted of the characters' intrusion.

Contents: This is Loklar's drawing room. There are couches, tables, chairs, and a carpet on the floor. There are also several paintings on the walls. An interesting feature is a sunken area of the floor in the northeastern corner of the room that has been made watertight and filled with water.

Comments: The water has healing properties, and will cure 4 DP if a character soaks his body in the pool. A drink will cure 2 DP. Also, there is a magical mirror on the south wall of the room. The mirror can be commanded to show whatever the viewer desires. Each image produced will cause the viewer to lose one point of Fatigue or Endurance).

210-G

Occupants: There is a 15% chance that Loklar and Kalan will be here if not found elsewhere.

Contents: There is a rich oak table and heavy wooden chairs here. There is also a silver chandelier (worth 1000 Silver Pennies). There is also silverware and golden goblets.

Comments: This was the king's private dining room.

227-G

Occupants: Two reavers will be on guard at this room at all times.

Contents: There is a small table and two chairs here. The guards will be sitting at the back of the room. They are armed with heavy crossbows in addition to their normal equipment.

231-G

Occupants: There is a 10% chance that Loklar will be here if not found elsewhere.

Contents: The walls of this room are painted black. There is a low shelf that runs along the north and east walls. On top of the shelf there are several censers, piles of burning incense, and several candles. A small torch is mounted in the center of the east wall. A large pentacle inscribed in a circle has been inlaid into the stone floor. A triangle is also set into the floor at the southeast of the floor. There is a marble bath at the southwest corner.

Comments: This is one of Loklar's ritual rooms (the other is in the basement (b107-B)). If he is in the room, there is a 95% chance that he will be engaging in a ritual of some sort. A staircase leading down to the first floor and the basement is concealed in the floor of this room. If the command is given to "Rise," a section of the floor will come away to reveal the stairs.

AREA H

215-H, 204-H, and 205-H

Contents: These were guest rooms, appointed with plush furniture, but they have been thoroughly looted by Loklar's men. Now they are bare, dustystone cubicles.

203-H, 206-H, and 208-H

Comments: These were closets. The doors to these rooms have been torn off their hinges and are lying inside the closets.

AREA J

209-J

Occupants: Two reavers will be on guard here.

Contents: There are two chairs at the west end of the room, and a staircase at the east end.

228-J

Contents: There is a square table and several heavy chairs in the center of the room. There are some several mugs, barrels of ale, and plates of food.

Comments: This was originally a guard mess hall, and Loklar's guards take their meals here when on duty guarding staircase H.

229-J

Comments: This was the private room of the captain of the guards. It has been picked clean by looters.

230-J

Contents: There are five triple-bunk beds and five empty footlockers.

Comments: This was a bunk room for the king's guards.

AREA K**240-K**

Occupants: There is a 10% chance that 2× (D5 – 2) reavers will be watching/engaging in gladiatorial combat here.

Contents: The stone floor is covered with a thin layer of sand.

Comments: This room was originally used for mock-combat and other entertainments that required large areas. The reavers have turned it into a full-fledged arena in which they settle their differences with blood.

216-K and 217-K

Occupants: There is a 5% chance that D5 – 3 reavers will be present.

Contents: This is a dressing room for combatants in 240-K. There are chairs, footlockers, benches, and tables.

223-K

Occupants: There is a 5% chance that D5 – 3 reavers will be here.

Contents: This is an armory. There are 5 suites of chainmail, 3 improved bucklers, 5 plain bucklers, and an assortment of 50-odd weapons of all types. The weapons and armor are stored on racks on the walls or in boxes, as appropriate.

221-K, 224-K, and 225-K

Occupants: If there is a combat in 240-K, these rooms will be filled with reavers (2D10 among all of them); otherwise they will be empty.

Contents: These rooms are booths looking out on 240-K. Their walls have been cut away above the three-foot mark to allow spectators sitting in the rooms to watch the events in the arena. Each booth contains 5 chairs.

AREA L**201-L and 202-L**

Comments: The railings on the balconies are about 2½ feet high. The balconies are 25 feet above the garden.

AREA M**269-M**

Contents: The walls of the chamber are covered with paintings of various types. There are a few broken chairs scattered around near the edge of the balcony looking down on 120-K.

Comments: The edges of the balcony rim are crumbled and broken. It appears that carved figures have been cut away from them.

212-M, 213-M, 214-M,**219-M, and 220-M**

Comments: These were guest rooms. They have been stripped bare.

AREA N**232-N, 263-N, 262-N, and 268-N**

Comments: These were guest bedrooms. In the event of visiting royalty or very high nobility, all of Area N could be turned into a single suite. For less distinguished guests, the area was divided into individual living areas. Each of the rooms in this area has been looted clean.

222-N and 253-N

Comments: These were sitting rooms. All have been stripped bare.

252-N

Comments: This was a closet for 268-N. It is now empty.

254-N

Occupants: There will always be at least two reavers here, although there is a 40% chance that there will be D5 additional men.

Contents: Goods that have been taken from other areas of the second floor are brought here for storage until they are taken to be sold. Almost everything has already been sold, but a few items remain: There are two beds, five beautiful walnut bureaus, three mahogany desks, two busts of demons, and three paintings. The gamesmaster will have to decide the value of these items based upon the condition in which they are delivered to a merchant of the appropriate type, but in total they are worth about 10,000 Silver Pennies.

255-N

Comments: This was a closet. It is now empty.

10. THE THIRD FLOOR (The Tower)

The Tower was once a display area for royal artifacts and family heirlooms. Now, however, many of the objects have been stolen, destroyed, or removed to another part of the palace. Most of the rooms of the floor stand empty, although a few are occupied by Loklar's servants and by a pair of hill giants that entered the palace before Loklar.

AREA A**313-A**

Occupants: During the day there is a 50% chance that one of Loklar's reavers will be in this room. At night the chance becomes 95%.

Contents: There is a bed in one corner of the room and a footlocker on the floor near it. The locker has a Rank 5 trap that releases a poison gas if it is triggered. The gas does D10 to all who are within the room when the trap is sprung.

Comments: This room used to be used as a prison cell for powerful political prisoners when the palace was in its heyday. There are bars across the slit window.

317-A

Contents: There is a pallet in the center of the floor, with dirty sheets and grimy blankets. There is a skeleton (inanimate) in a back corner of the room, with the hilt of a broken sword protruding from between its ribs. The remains of cloth garments are around it.

322-A

Occupants: A beautiful countess is kept prisoner in this chamber. Loklar is wooing her, so she is kept protected from his reavers. She is generally well-treated.

Contents: There is a fine bed and chest of drawers in the cell. The room is well-decorated. The chest contains an assortment of women's clothing and a bag of gemstones worth 8,000 Silver Pennies.

AREA B**310-B**

Occupants: There will be two reavers on guard here at all times.

Contents: The room is set up as a guard chamber, with tables, cots, chairs, and weapons.

Comments: The reavers on station here are Loklar's most faithful. The doors to this room have been removed so the reavers can look out into 309-B.

309-B

Contents: Three plain candleholders hang from the ceiling.

Comments: See 310-B.

306-B

Contents: The walls of the room are decorated with an elaborate fresco painting of King Ontoncle riding his chariot into battle against a chimaera.

Comments: The painting is magical. As characters enter and walk through the room, the king's eyes will turn towards them and follow them across the room. If a character bows to the figure of the king (which is life-sized), the paintings will answer questions concerning the layout of the floor.

AREA C**302-C**

Contents: Broken glass-doored cabinets line the walls.

Comments: The room was once a showcase for a collection of ceramics.

301-C

Occupants: Two hill giants have made their home here. There is a 45% chance that they will be present here during the day, and a 85% chance that they will be present at night.

Contents: There are two huge beds, and a sack containing giantish clothing. There are also hooks in the wall from which hang a giant axe and a giant spear. These weapons will not be present if the giants are out.

Comments: If the giants are not present in this room, there is a 50% chance that they will be in 304-C. Characters can see into 304-C easily through the 10-foot doorway, and vice-versa.

303-C

Contents: The landing has a scarlet rug, now suspiciously stained.

Comments: The doors to the landing are shattered and hanging awry by their hinges.

304-C

Occupants: See the "Comments" for 301-C.

Contents: There are three intricately carved statues in the center of the room. The statues are of kings that came before Ontoncle. They are made of granite, and are too heavy to be carried away.

Comments: The walls used to be lined with paintings, but they have long since been taken away, leaving slightly discolored paint along the walls where the pictures used to hang. The giants now use this room for mock fights and other exercise. The ceiling is vaulted.

305-D

Contents: There are coffee tables and chairs in this room. There is also a cabinet built into the side of the back wall containing two flasks. One is empty, but the other is sealed, and contains whiskey. The cabinet door is locked.

307-D

Contents: Chairs line the walls of the room. There is a six-foot circular rug in the center of the floor.

Comments: The rug is a trap set by Loklar. If a character steps on the rug, a net will fall to

the floor and the fringes of the rug will become magically attached to the net, enclosing any character between them. A character can cut himself out in 10 Rounds, but D10 Reavers will arrive from their quarters in 2D10 Rounds, unless they have been previously destroyed.

308-D

Contents: There is a sofa with its front two legs broken off at the back of the room, covered with a greenish tarp.

Comments: Inside one of the pillows on the sofa there is a journal that gives the key to finding the hidden compartment in the statue of Ontoncle in 136-G. The statue itself will be mentioned and described, but the Players will have to either remember where they saw it (if they did) or hold onto the key until they do, for the journal does not say where the statue is located.

324-D

Contents: The walls of the room are carved into geometric patterns.

Comments: If three triangles in the center of the eastern wall are pressed at the same time, the wall will slide away to reveal a niche containing a foot-long box. The box is locked. Inside the box, there is a giant onyx-stone that is worth 5000 Silver Pennies.

AREA E

312-E

Occupants: There are two reavers here who have deserted from the group following Loklar and are temporarily being hidden by the giants in 301-C in exchange for a bribe of silver. They will be waiting behind the door of the room as characters enter, and will attack immediately (from the rear, if possible).

Contents: The personal possessions of the two men, including food, wine, water, rope, 500 Silver Pennies each, and other minor items are in packs at the back of the room.

Comments: There are lit torches in the room, and the light will be visible in the hall outside. The reavers will put out the torches if they hear characters approaching, however.

314-E

Contents: This was a storeroom for foods of various sorts that were served to guests viewing the tower's treasures.

Comments: Most of the food was perishable and is thoroughly rotted. There are two bottles of excellent cognac which remain, however, tucked beneath a pile of rubbish.

315-E

Contents: This was the preparation room for food for the king's guests who were viewing the rest of the tower. There are cutting utensils and other preparation equipment.

316-E and 318-E

Contents: This was a bedroom for one of the third-floor servants. There is a bed, a chair, and a small table.

319-E

Occupants: There is a giant amoeba at the back of the room, feeding on a broken barrel of rotted food.

Contents: There is a desk in the west corner of the room. There are administrative papers in the desk.

Comments: This was the upstairs butler's office.

320-E

Contents: The most precious delicacies that were served to the king's guests were kept here, under the eye of the butler. All are rotted.

321-E

Occupants: There are half a dozen uncommonly large rats nesting in this room.

Contents: There is a small altar at the back of the room on which stand two candles.

Comments: This was a prayer and meditation room for the king's servants. If the candles are lit, they will give off vapors that cure one Fatigue or Endurance point worth of damage per minute that the fumes are inhaled. Any number of creatures can benefit from the fumes at the same time. The candles can burn for a total of two hours. When the candles burn, they give off a pungent odor that will be noticed by creatures within 50 feet while indoors, or for varying distances outdoors (depending on the wind and other conditions). The doors to this room are concealed behind ordinary-looking walls, which open inwards to the lightest pressure.

11. THE BASEMENT

The basement, or dungeon, is the largest and most complicated of the levels of the palace. It was constructed at the same time as the rest of the building, with the intent that it would serve as a prison and treasury. Certain areas were also given over as barracks for elements of the palace guard.

Several centuries after its initial construction, the palace's rulers fell under the influence of a powerful religious sect of demon-worshippers. The kings of the palace had for a long time been aligned with the Forces of evil and became priests of the sect, and as the dungeon had turned out to be considerably larger than was needed, the excess space was given over to the sect. The demon-worshippers took up residence in the palace basement, and turned it into their main shrine and temple. The events described in Section 5 occurred in the temple section of the dungeon.

The only entrance to the temple part of the basement are now hidden by secret doors, and the corridors outside them are heavily boobytrapped. Loklar's henchmen have found several of the entrances and most of the stairwells leading into the shrine. They have concentrated their search for the Tome in this area, although they have yet to find anything.

Several of those who were to search the temple sections of the dungeon have not returned, however, and others bring back tales of terrible ghouls stalking the passages below the palace.

In addition to the rumors of grotesque creatures stalking the temple, searching in the northwest area of the dungeon Loklar's searchers came upon a passage blocked by with rubble. Resting on the stones was a disk of hammered bronze inscribed with evil-looking runes. Loklar was brought, and upon grazing at the disk, he commanded that it was death for any man to touch the circle of bronze. It was, he said, a barrier against another dimension and its removal would bring death to all.

Half of the basement was never used by the religious sect, and was left untouched

after their departure. This half of the dungeon contains the palace's prison, treasury, and barracks. Loklar uses the prison on occasion, although most of the time he gives prisoners to the nixies in the cavern. Daghan himself spent a period of time in the prison before he managed to escape with demonic aid.

Thick walls separate the treasury from the prison. A number of reavers have broken off from the main force supporting Loklar and are in the process of looting the treasury. Loklar is unwilling to waste the time to kill them. Nevertheless, he would be glad of their extermination if it could be easily arranged.

The area to the north of the prison and the treasury was used as a barracks. The barracks were used as prison cells at certain times, and vice-versa, when need dictated.

There is another small section (Area B) of the dungeon that only Loklar, Aim, and Kalan know about. It is used by Loklar for solitude when engaged in Summoning Rituals and is accessible only through one entrance.

AREA A

b111-A

Occupants: There is a 15% chance for each of the five cells to be occupied by prisoners that Loklar is using as slaves.

Contents: Each cell contains dirty straw and a small metal pan.

Comments: The doors to these and all cells on this level are metal, with a barred grill at the top and a slit at the bottom. The slit is used to shove food under the door without opening it. All prisoners will be highly emaciated. If it is determined that a prisoner is present in a cell, the gamesmaster should roll D100+25. The number found is the percentage of the prisoner's Fatigue and Endurance that have been lost through starvation and disease. If the percentage is 100 or greater, the prisoner is dead. All the cells in the dungeon are very dark, damp, and filthy.

b113-A

Occupants: There is a gnome in this room. He is unconscious (two Endurance points remaining).

Contents: Usual for a cell (See b111-A). The gnome is clothed in tattered leather armor.

Comments: The gnome was found wandering on the second floor. He was subjected to heavy torture, and then cast into the cell to die. He will be very suspicious of any characters who try to help him, and there is an 80% chance that he will attempt to run away if given any opportunity.

b114-A

Comments: There is a loose stone in the floor of the cell. A previous occupant attempted to tunnel his way out of the cell, but died before the tunnel was completed. A week of digging with bare hands (less with tools) will connect the tunnel with the passage outside the cell.

b115-A

Occupants: There are eight rats in the cell.

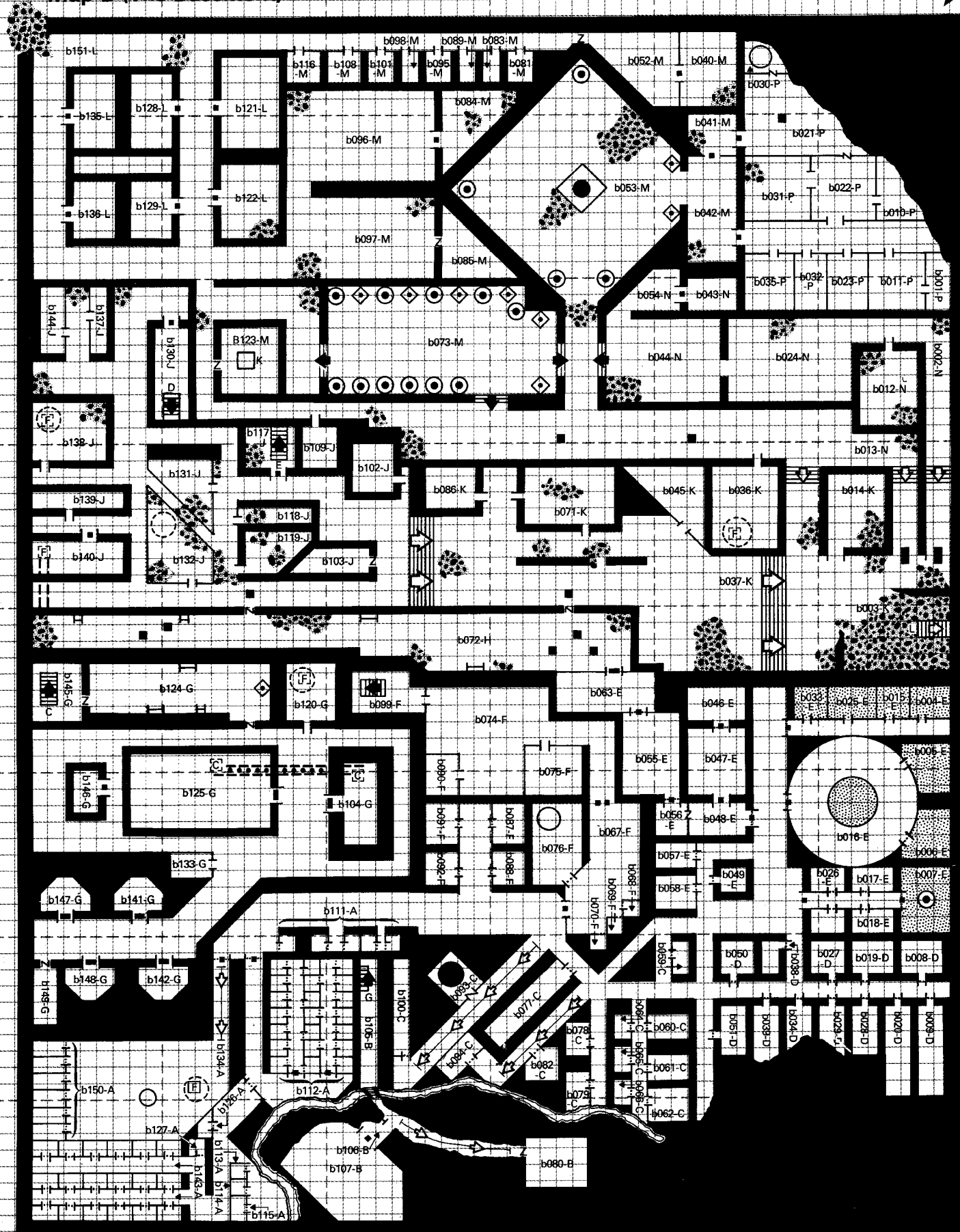
Contents: Usual cell contents (See b111-A).

Comments: There is a rat-hole in the back wall of the cell.

b126-A

Occupants: There is an elvish ghost in this cell. If it sees that a character is an enemy of

Map B (The Basement)



Loklar, the ghost will befriend him. Otherwise the ghost will scare the character.

Contents: The ghost's skeleton.

Comments: The ghost is consumed by hatred for Loklar. Loklar's demon-allies killed the elf's companions as they travelled through the woods and put the elf in a cell to die. The elf's ghost seeks only for Loklar's demise, and will only depart to rest in peace once he has been slain.

b127-A

Occupants: There is a 50% chance that there will be two reavers here.

Contents: There is a table, two chairs, a deck of cards, a candle, and a jug of wine in the room.

Comments: The reavers are guards for cell block b143-A.

b112-A

Occupants: There is a 10% chance each that these cells will be occupied. The reavers keep captured female prisoners in these cells.

Contents: Usual cell contents (See b111-A).

134-A

Ceiling Height: 24

Occupants: There will always be at least one Trollish guard in this chamber. There is also a 45% chance during the day that a deformed reaver torturer will be present, with two or three assistants. The chance is reduced to 20% during the night.

Contents: The walls of the room are lined with torture equipment of all descriptions. There are racks around the room, and iron cages hanging from the ceiling. There is a 50% chance that one of these cages will be occupied. The rest will contain skeletons. There are also two pits in the room. One is open and has spikes at the bottom, the other is reached through a trap door. The latter contains hundreds of rats.

Comments: Once the torturer is done with a prisoner, there is a 60% chance that he will be returned to his cell, a 10% chance that he will be put in one of the iron cages, and a 30% chance that he will be thrown into the pit with spikes. A person thrown into the 25 foot deep pit will suffer 4D10. If the torturer wants to soften a character up before beginning the torture in earnest, he will lower the character into the rat pit for a few seconds. The rats are ravenous, and will do D10+5 before the character is withdrawn.

b143-A

Occupants: These cells are not occupied.

Contents: Usual cell contents (See b111-A).

b150-A

Ceiling Height: 5

Occupants: There is a 30% chance each that these cells will be occupied. Prisoners in this block are Loklar's own, waiting for torture.

Contents: Usual cell contents (See b111-A).

Comments: The walls and doors of this cell block are especially well-constructed.

AREA B

b105-B

Occupants: There is a 4% chance that Loklar, Kalan, or Aim will be present in the passage. If they are not, there is no chance of a random encounter in the passage.

Contents: The corridor is bare except for torchholders spaced 20 feet apart along the walls.

Comments: There is a small stone bridge at the end of the corridor that crosses over a small stream that runs alongside the dungeon. The stream is covered with an iron grating on either side of the bridge. The passage on the eastern side of the bridge is roughly hewn out of the bedrock. There are two secret doors concealed in the walls of the passage. The doors are opened by depressing small protrusions in the rock where the wall of the passage meets the floor. The secret doors are very well hidden, and there are no cracks to show their presence. The doors are also thick enough so that no hollow sound will be noticed if the walls are tapped.

b080-B

Ceiling Height: 14

Occupants: There is a 10% chance that Loklar and Kalan will be in this room. If they are not, the room will be empty.

Contents: Hundreds of moldering books are stacked all around the room. There are several shelves full of books and other materials against the north wall. There is also a desk in the room, with parchment, dozens of quill pens, ink, etc. There are two chairs and a table piled high with journals. There is also a bed. The room is lit by lanterns hung by pulleys from high in the ceiling.

Comments: The room is used by Loklar as a hide-away study and sleeping quarters. A character who is a member of the College of Greater Summoning will gain 1000 points worth of experience (to be expended on spells) for each month that he spends studying in the library, for a maximum of two years. There is a small box in a drawer of the desk. The box is locked with a key that is under the mattress of the bed, and cannot be opened except with the key. There are one hundred platinum shillings in the box. The lanterns hanging from the ceiling are held up by ropes attached to pulleys. The ropes are tied around hooks at the side of the room. If the ropes are released or break, the lanterns will fall and set the room ablaze.

b106-B

Occupants: This room will always be empty.

Comments: The heavy double doors at the back of the chamber have three knobs. If the knobs are turned in any combination other than middle knob, left knob, right knob, the doors will not open and Loklar will be alerted that there are characters in the room, regardless of where he is himself.

b107-B

Ceiling Height: 18

Occupants: There is a 20% chance that Loklar will be present. If he is not, the room will be empty.

Contents: The contents of this room are identical to those of 231-G.

Comments: Loklar uses this room for his most important and dangerous Summoning Rituals. The room is mana-rich. If Loklar is in the room, there is a 5% chance that there will also be a summoned demon. There is a 90% chance that he will be involved in a ritual if there is not a demon present.

AREA C

b060-C

Comments: The walls of the room are covered with cobwebs and the floor is coated with dust.

b061-C

Occupants: One of the more powerful of the reavers has taken up residence here and in b062-C and in b066-C. He has Rank 5 with the great axe.

Contents: There is a bed in the room and a small table and a chair.

Comments: The reaver has a Perception of 21, so there is a good chance that he will hear approaching characters and be ready for them if they enter the room.

b062-C

Contents: There is a large table in the center of the room, surrounded by eight chairs. There are three barrels of beer and two of wine in a corner, as well as assorted forms of preserved food (beef jerky and the like).

b066-C

Contents: There is a strongbox at the back of the room. The box can be bashed open with a Difficulty Factor of 1. The box contains 5 gems, each worth 4000 Silver Pennies, and 500 Copper Farthings. There is also a suit of chainmail, a great axe, and three daggers hanging on the back wall of the room.

b065-C

Occupants: There is a 10% chance of encountering a naja which nests in the room.

Contents: There is a pile of refuse in the back of the room, but there is nothing of value.

b064-C

Contents: There are three inanimate skeletons lying on the floor of the room, along the three suits of chainmail.

Comments: The mail is rusted through. The skeletons dressed in suits of chainmail are the remains of three reavers.

b059-C

Contents: There is a silver chandelier hanging from the ceiling that has been overlooked by Loklar's men. It is worth 300 Silver Pennies.

Comments: The chandelier cannot be removed from the ceiling without severe damage (except, perhaps, by magical means). If it is damaged, lower the chandelier's value by half.

b078-C

Occupants: There is a 30% chance that there will be a reaver in this room.

Contents: There is a bed, a chair, a table, and a chest of drawers. There are various forms of clothing in the chest.

Comments: If the reaver is in the room, he will be asleep. His short sword will be by his side, but his armor will be on the table. He has no shield and no money.

b079-C

Occupants: There is a 10% chance that D5 reavers will be in the room.

Contents: There are spikes for towels around the room. The floor is tiled, and the east wall is open to the stream that runs by this part of the dungeon.

Comments: This room is frequently used by those few among the reavers who like to wash. The stream is cool and too quick to swim in, but not too cold to bathe in. The water is drinkable.

b077-C

Occupants: There is a 40% chance that there will be 2 reavers here.

Contents: This room is an armory. There are ten suits of partial plate, four suits of full

plate, 20 plain and 5 improved bucklers, and 12 barrels containing 50 spears, 20 short bows, 20 short swords, and 10 great axes.

b094-C

Occupants: There are six bloodhounds here.
Contents: There is a water trough, food and straw on the floor.
Comments: The bloodhounds are Loklar's. They are excellent trackers, and are frequently used for that purpose.

b093-C

Contents: The walls of the room are white-washed stone. There is a 20 foot deep refuse pit in the middle of the floor.
Comments: The door to the room is covered by a tapestry on the side with the passage.

AREA D

b008-D

Contents: The floor of this room is thickly matted with hay. There is a feeding trough in one corner of the room.
Comments: This was used as a cage for small creatures kept as curiosities.

b009-D

Occupants: There is a 10% chance that there will be D-6 reavers here.
Contents: There is a large bullseye at the back of the room. It is made of canvas stretched tight over straw. There are many holes in the target.
Comments: This room was used formerly by the king's guards for target practice with spears and javelins.

b020-D

Occupants: There is a 50% chance that there will be D-7 Reavers here.
Contents: There are two small bullseyes at the back of the room. There are many holes in the targets, which are made in the same way as those described for b009-D.
Comments: This room is used for weapons practice.

b027-D

Contents: There are eight rotting bodies lying around the room. They are naked, and there is nothing of value on them.
Comments: Loklar plans to give the bodies to the suarime in the cavern.

b028-D

Contents: There is a cot in the back of the room.

b029-D

Contents: There are bunk beds on either side of the room, but they do not seem to have been occupied for some time. The blankets are rotted and the wooden parts of the bed are beginning to give way.
Comments: This room was once used as a barracks. There is a large pile of rubble extending up the ceiling at the back of the room.

b024-D

Comments: The door to the room is off its hinges and lying on the floor inside the room, partly buried by rubble.

b038-D

Contents: There are several metal pails, a broom, a mop, and other such utensils in this room.
Comments: This room was used as a closet.

b039-D

Occupants: There is a 10% chance that D-7 reavers will be present.

Contents: There are picks and shovels lying around the room. There will also be several large sacks in the room, although these will be empty. There are signs that digging has been going on at the rear of the room.

Comments: When Loklar's men first entered this room, they discovered a shiny substance amid the rubble at its rear. This substance was found to be gold coins. The reavers are too lazy to dig through the rubble often when there are goods about to be taken for little or no effort, but a few of the men mine occasionally, as much for the exercise as for the money.

b050-D

Contents: There are wooden swords hanging on hooks at the back of the room.
Comments: The swords are used for practice fencing.

b051-D

Occupants: There is a 10% chance that there are 4 reavers in this room.
Contents: Three shelves and numerous hooks line the walls of the room. The shelves and hooks are covered with tools of all descriptions: hammers, awls, chisels, saws, nails, etc.

AREA E

b004-E

Occupants: A reaver lives in this room.
Contents: There is a bed, a table, and a chair in the room. The chair is silk-covered and studded with cheap gem stones. It is worth a total of 1000 Silver Pennies.

b005-E

Occupants: There is a 50% chance that there will be a reaver in this room.
Contents: There are cabinets all around the walls. The cabinets contain leather armor and ordinary clothing.
Comments: This room is used as a dressing room for the combats that take place in b016-E.

b006-E

Occupants: There is a 30% chance that there will be a reaver in this room.
Contents: There are cabinets all around the room. The cabinets contain chainmail and kite shields, as well as ordinary clothing.
Comments: This room is used as a dressing room for the combats that take place in b016-E.

b016-E

Ceiling Height: 24. The ceiling is a four-cornered arch.
Occupants: There is a 30% chance that two or more reavers will be engaging in combat or sport with prisoners conveyed from the cells used by the reavers.
Contents: A deep pit is sunk into the floor in the middle of the room.
Comments: This room is used for gladiatorial combat and torture. There is a 20% chance that the combat will be to the death, and an 80% chance that the combat is until first blood. The pit in the center of the room is 10 feet deep, and padded with a soft dirt floor.

b007-E

Contents: There is a thick pillar in the center of the room.

Comments: The pillar is made up of 1-foot high segments. The third segment from the bottom can swing easily out, and if it is, a niche inside the segment below it will be discovered. Concealed in the niche there is a dagger. The dagger is magical, and will add 10% to the Base Chance of a character using the dagger. The weapon also adds one to damage done.

b018-E

Occupants: An ogre lives in this cell.
Contents: The ogre carries a giant club. The creature has a golden helmet worth 5000 Silver Pennies.

b015-E

Occupants: A reaver lives in this room.
Contents: There is a hammock strung across the room, as well as a pack containing the reaver's equipment. He has nothing of extraordinary value.
Comments: The hammock is made of a highly flexible material that is suitable for catapults, etc. It can be detached from the wall.

b025-E

Occupants: An ogre lives in this room.
Contents: The ogre has buried a small box containing a set of chessmen and a board underneath the dirt in one corner of the room.
Comments: The chess set is truly magnificent. The pieces are gold and silver, and the board is ivory and ebony. It is worth 2000 Silver Pennies. The ogre is Loklar's servant.

b033-E

Contents: There are sacks of wheat along the wall, and barrels of foodstuffs jumbled about.

b046-E

Occupants: There is a 20% chance that there will be D5 reavers in this room.
Contents: There are two tables in the room, each with four chairs. There is a deck of cards on each table. There are torches on each wall which will not be lit unless, this room is occupied.
Comments: This is a card room.

b047-E

Contents: There is a cloth curtain down the middle of the room (from north to south).

b048-E

Occupants: Roll once every half hour for random encounters instead of hourly if characters stay in this room.
Comments: There is a tapestry on the south wall of this room. Behind the tapestry there is a door to b056-E.

b049-E

Occupants: There is 70% chance that the cell is occupied by a prisoner.
Contents: Usual for cells (See b111-A).
Comments: This cell is intended for powerful or magical captives. Several wards are attached to the room that are intended to prevent an Adept from casting Spells while in the room.

b055-E

Contents: Two chandeliers hang from the ceiling. They are copper and hold lamps, but the lamps are empty and must be filled before they can be lit. There are also four urns filled with dirt on either side of the room. The stumps of dead plants stick out from the dirt.
Comments: This room was once a reception area for those who wished to enter the temple

section of the dungeon from the barracks area.

b056-E

Contents: A golden rayed star is inlaid into the south wall of the room.

Comments: The rayed star was a religious symbol of the sect that inhabited the dungeon. As a character prepares to go through the double doors at the west of the room, a voice will boom out of the star, saying, "There is but one law and that is: 'Do what thou wilt.'" The voice will repeat this each time a character prepares to go through the door, but will add nothing more.

b057-E

Occupants: An ogre inhabits this room.

Contents: The ogre wields a great axe and wears partial plate armor. There is a bunk at the back of the room, and next to it there is a giant barrel half-filled with ale.

Comments: The ogre is usually drunk. If he is engaged in combat, subtract 10 from his Base Chance, and add 10 to the Base Chance of characters trying to hit him.

b058-E

Occupants: A powerful reaver lives in this room. He has Rank 6 with the broadsword. He is also a Rank 5 Healer.

Contents: The room is well-decorated. Silk curtains hide the walls. Silver lanterns hang from golden thread. Mahogany furniture and a thick-mattressed bed fill the room.

Comments: The room was the sleeping chamber of a captain of the guard in the palace's olden days, and remained untouched after the building was occupied. Jewelry and coins in the room total 3000 Silver Pennies in value.

b063-E

Occupants: Roll for a random encounter once every half hour that a character spends in this room instead of the normal once per hour.

Contents: The wall of this room are painted solid black.

Comments: The bronze door on the west wall is a foot and a half thick, and it is locked. The lock can be picked, but the door cannot be broken open except by magical means.

AREA F

b067-F

Occupants: There is a 50% chance that a reaver will be on watch here.

Contents: There is a chair in the northwestern corner of the room, and there are lit torches in holders along the walls.

Comments: This cell block is for special prisoners.

b068-F

Contents: Underneath a bunk in the back of the cell, there is a rough stone knife and a nail. The nail is strong enough to be used to dig away the mortar holding the stones of the cell.

Comments: The tools were placed in the cell by Loklar as a torment. If a character begins to dig, he will be stopped after his work is only half completed and then tortured.

b069-F

Occupants: A dwarf is being held in this cell.

Contents: Usual cell contents (See b111-A).

Comments: The dwarf was found wandering near the palace and was thrown into the dungeon by Loklar.

b075-F

Occupants: A reaver will be on guard here.

Contents: There is a chair in the room and a table. The reaver will be wearing heavy gloves and padded thigh high boots.

Comments: The boots and gloves combined with a suit of chainmail and a visored helm provided protection against rats and other vermin.

b090-F

Occupants: A hundred ravenous rats live in this room.

Contents: There are rat nests on the floor along the walls.

b076-F

Contents: There is a 50-foot deep pit at the back of the room.

Comments: If a character looks into the pit, he will see a pile of silver at the bottom. If a character descends, he will find that the silver pieces are stuck onto the pit's floor. If a character steps onto the floor, the reavers in b087-F, b088-F, b091-F, and b092-F will be alerted.

b087-F and b029-F

Occupants: A reaver lives in this room.

Contents: There is a bunk, a footlocker, and a table in the room. There are 200 Silver Pennies in the locker.

b088-F

Occupants: A reaver lives in this room.

Contents: Same contents as b087-F.

Comments: The reaver has full plate mail and a crossbow.

b091-F

Occupants: Four reavers are in this room.

Contents: There is a large table with 6 chairs. There are food and eating utensils on the table.

Comments: The reavers are talking loudly and will not hear a character approach unless he is very noisy.

b099-F

Comments: The door to this room is securely locked.

AREA G

b104-G

Occupants: There is a 70% chance that there will be D5-1 reavers in this room. The reavers are no longer in Loklar's service.

Contents: There are 24 large chests around the room, most on shelves above the floor. The chests are all locked (the locks have a Difficulty Factor of 0.5). All but four of the chests are empty, but the four remaining chests are filled with a total of 500 Gold Pieces. There are also a few minor gems scattered about, along with bits of Truesilver dust.

Comments: An unsuccessful attempt to open one of the chests will cause the release of a poison gas. The gas will fill the room, but spread no farther. Any creature within the room must roll three times Willpower or less on D100 or else suffer 4D10 if the gas is released. There is a trap door in the ceiling, concealed beneath a thin layer of plaster. The trap door has not been discovered by Loklar or the men.

b125-G

Ceiling Height: 16

Contents: 50 barrels, each containing a few Silver Pennies are around the room, next to

the walls. The barrels are made of metal, and cannot be moved. There are also hundreds of copper ingots stacked around the walls.

Comments: The door to this room is one foot thick bronze. The door is locked, and the lock cannot be picked by any character who does not have at least Rank 7 Thief skill. A trap door is concealed beneath a thin layer of plaster on the ceiling. The trap door has not been discovered by Loklar or his men.

b146-G

Contents: This was a jeweller's shop. There are crucibles, bellows, hammers, and other metalworker's tools. Some of the tools are encrusted with precious metals of various sorts.

120-G

Contents: The north wall is covered in shelves and there is a heavy oak table in the northeast corner. Hundreds of vials and flasks are stacked along the shelves, and other alchemical equipment is on the table.

Comments: A trap door is concealed in the room's panelled floor. The trap door conceals a pit which is filled to the top with a healing potion. The potion has lost its potency since the years of the palace's greatness, but each four-ounce dose drunk will cure 2 Damage Points. There are 500 gallons of potion in the pit.

b124-G

Occupants: There will always be two large men in this room, and there is a 55% chance that there will be D10 additional men. The two that are always in the room have Rank 5 with the great axe and are armored with partial plate and improved bucklers.

Contents: There is a statue at the north end of the room. The statue is that of a guard armed with a crossbow. The string of the bow has been broken. When a character enters the room, the bow will cock itself and fire at the character. It cannot fire, of course, unless the string has been replaced. Quarrels appear magically in the bow, and disappear after they have hit a target. There are heavy brown splotches on the walls where it is apparent the guardian took its toll among the reavers. The crossbow has a Base Chance of 85%. Thick blankets are laid out over the floor, along with packs, sacks, and other equipment. There are several tables and chairs in the room. A fire-pot has also been carved into the rock at the south end of the room. There are three false doors along the walls of the room. Spikes are concealed in the doors, and if a character tries to muscle his way through a false door, he will take D5 Damage. There are sacks containing 5,000 Silver Pennies worth of gold and gems in the room.

Comments: Those reavers who have broken away from Loklar and who are looting the treasury have made their camp here. The two men who guard the room will be alert and prepared to repulse intruders.

b145-G

Comments: The secret door to b124-G is well concealed among the stones of the north wall. The door is not thick enough to prevent a hollow echo if the door is tapped, however.

b123-G

Contents: There is a table, a cot, and two chairs in the room. A large bell hangs from

the ceiling, with a rope dangling down from the clapper to the floor.

Comments: The room used to be a guard-room for the treasury. The bell is very loud, and can be heard in every room in Area G.

b141-G

Occupants: There is a 50% chance that D5 – 2 reavers will be present.

Contents: This room was a repository for magical and enchanted volumes. Shelves line the walls, but all save one are bare. One shelf contains 3 books of the College of Necromantic Conjurers, but the superstitious reavers will not touch them. The books are worth 3,000 Silver Pennies each. They halve the EP cost to progress in general knowledge spells of the College of Necromantic Conjurings.

Comments: The door to this room and b142-G, b147-G, and b148-G are thick and securely locked.

142-G

Occupants: There is a 10% chance that D5 – 3 reavers will be present.

Contents: Empty chests litter the floor.

Comments: This was once the repository for magical items of all descriptions. It has been stripped bare since the looters' arrival, and the merchandise sold. The looters continue to search in the hopes of finding a hidden compartment, etc. There is none to be found.

b147-G

Occupants: There is a 60% chance that D5 reavers will be present.

Contents: This room was once a storehouse for magical weapons. Most have been removed, but three still have not been claimed and taken by a looter. These include: a short sword with a bonus of 10 towards its Base Chance; a broadsword that automatically kills its target if a grievous injury is scored; and a gilded mace that adds 20 to its owner's Magic Resistance. The weapons are all stored in locked boxes, each of which is protected by Rank 10 physical traps.

Comments: The looters are trying to open the boxes, but have been unable to detrap them. Several bear wounds from unsuccessful attempts.

b148-G

Contents: Empty chests and cabinets line the walls and floor.

Comments: This room was once used to store magical armor and shields, but has been looted clean and the armor sold.

b149-G

Contents: Lying on the floor, just inside the room, there are three mouldering skeletons in rich-looking robes bearing the insignia of the House of Ontoncle. The corpses are those of the king and his family, who came to this room when the ground first began to shake due to the tremors that ruined sections of the basement. When the plague hit the palace, however, the king and his family perished along with the rest of the household. There are cots and sealed barrels of food and drink at the back of the room, all still edible. There is also a small urn concealed within a barrel of cheese containing 100 Truesilver Guineas and five gems, each worth 100 Gold Shillings.

Comments: The secret door to the room has never been discovered. An entire section of

wall makes up the door, and it will move only through magic, brute force, or the command of a true heir of Ontoncle. If a character does gain entrance to the room, a magical enchantment will force him to immediately roll twice on the Fright Table, suffering both results consecutively in order of seriousness (gamesmaster's discretion). The urn is also protected with a ward containing a Rank 10 Bolt of Fire spell.

AREA H

b072-H

Occupants: Roll once every half hour for random encounters, as opposed to the usual once per hour, if characters remain in this room.

Contents: Piles of rubble are scattered about the room. Directly above the rubble there are large gouges in the ceiling where it can be assumed the rocks have fallen. A secret passageway is concealed beneath the stones on the floor at the south end of the room. False doors have been emplaced all along the west wall, but they have been carefully built so that they will shake and move just as a real door when knocked against and when attempts are made to open them. They will not open, but it will appear that they are strongly locked as opposed to being built right into the wall. There are five traps spread around the room. If a character enters a square in which a trap is emplaced, a spear will shoot out of a small hole in the ceiling. Each spear has a Base Chance of 75% (modified only for the target's Agility). If a spear hits, it will do normal damage for a spear (but add 5 to the chance of a grievous injury) and will explode upon impact, doing D10 additional points of damage to all within 20 feet of the target. The fact that a trap has been triggered once does not mean that it cannot be triggered again.

Comments: The traps were emplaced by the demon sect to protect their temple. All fragments of the spears will disappear after impact. The two secret doors in the west wall are not very well concealed, and can be detected with a minimum of difficulty if a character searches.

AREA J

b102-J

Contents: Obscene paintings on demonic themes cover the walls.

b108-J

Contents: This room was once a library for religious texts. The scrolls and other volumes have since been burned by Loklar's reavers. Shelves line the walls, and burnt ashes cover the floor.

Comments: The door to the room is covered by a religious painting on the wall outside.

b109-J

Occupants: Six dozen bats live in this room.

Contents: There is a 6-inch layer of bat guano on the floor, but there is nothing of value.

Comments: The door to the room is open.

b117-J

Contents: There is a staircase leading up to the first floor in the room.

Comments: The door to this room is securely locked and bolted.

b118-J

Contents: There is a small altar at the back of this room. There are four lit candles on the altar. The candles cannot be put out and do not burn down.

b130-J

Contents: There is a stair leading up to the first floor in this room.

Comments: The door to this room is securely bolted from the inside.

b132-J

Occupants: Make an additional random encounter roll with a 30% chance of an encounter if a character enters this room.

Contents: The room is filled with rubble. Stacks of equipment lie among the stones. There are mallets, stakes, hammers, picks, wedges, and other equipment. There is also a bundle of leather sacks and a few small chests, all containing tools of various sorts.

Comments: This room is used as a storeroom by Loklar's searchers. There is a covered refuse pit in the southwest corner.

b137-J

Contents: Censors of all metals and sizes hang from the walls of this room. There is also a small collection of various sorts of incense on a table in the east corner of the room.

Comments: If burned, the incense will lift the spirits of all within 20 feet. Add 10 to the Willpower of affected characters for one hour after the incense has been burned. There are 30 applications of the incense. No more than one application is effective at the same time. One censor is worth 100 Silver Pennies; the rest are practically worthless.

b144-J

Contents: Thirty scarlet religious robes are hung all about the room. There is nothing of value in the robes, and the fabric is rotted sufficiently so that the robes will fall apart if a character tries to wear them.

b138-J

Occupants: There is a 5% chance that Daghan will be in this room at any given moment if not already discovered.

Contents: The room appears to contain only rubble, but a well-concealed trap door in the floor leads to a pit under the room. The pit contains a bed, a table, a desk, two chairs, a barrel of ale, food, paper, pens, and other equipment.

Comments: This is the room that Daghan stays in when he is searching the dungeon.

b139-J

Contents: There are five skeletons (inanimate) at the ends of the room. They appear to have been clawing at the cracks in the walls before they died.

Comments: Acolytes who lost favor with the high priests of the temple were cast into this room to starve.

b140-J

Contents: There is a large desk at the south end of the room in front of a heavy wooden chair. There are papers in the desk and in its drawers. The papers have been rifled, but there is nothing of importance: the pages deal with routine administrative matters of the temple.

Comments: There is a concealed trap door under the desk containing a pot of sealing wax and a seal ring of truesilver (value D10 × 100 silver pieces as an objet d'art).

AREA K**b003-K**

Contents: A large section of the ceiling caved in on this room, and big sections of the walls of the room collapsed inwards as well. There is a staircase leading down to the cavern, but a large stone blocks most of the stairs. The way down can be cleared in an hour if four average-strength characters work together; otherwise a character cannot descend on the stairs.

Comments: Loklar intentionally filled in the stairs to prevent access to the cavern.

b036-K

Occupants: Two dozen bats live in this room.
Contents: The floor of the room is covered in priestly garbs and bat guano.

Comments: There is a trap door under the clothing. The trap contains a 2-foot depression full of neatly folded robes similar to those scattered about the floor.

b037-K

Contents: There are torch-holders at regular intervals along the walls of this hallway.

Comments: The two traps covering the doorways to b072-H are the same as those traps described for that room.

b045-K

Contents: 20 chairs are arranged in a semi-circle about the center of the room facing an engraving of a rayed star on the southeast wall of the room.

Comments: This room was used for conferences of the full priests of the cult who lived in the dungeon. Any but a priest who touches the star will suffer from a Rank 5 minor curse (gamesmaster's option as to the exact curse).

b086-K

Contents: Oiled torches are stacked around the room.

AREA L**b121-L**

Occupants: A family of ghouls lives in this room (90% chance that D-1 of the ghouls will be present). There is an aged-appearing ghoul, three ghouls of men, two of women, and three children turned to ghouls. All seem infected with a horrible, rotting disease (leprosy) in addition to the disease of the undead.

Contents: There are rags and bits of human bones scattered around the room, but otherwise the room is bare.

Comments: The aged ghoul was infected before the desolation of the palace. The rest of the ghouls were travellers infected by him as they passed through the woods near the palace. The ghouls prey only rarely on the reavers, although there are still tales among the reavers that something horrible lives in the dungeon. The ghouls hunt outside the castle, leaving through 151-L.

b122-L and b135-L

Contents: There are three barrels in the middle of the room containing picked human limbs. Human and humanoid corpses hung upside-down from the ceiling.

Comments: The corpses are kept here by the ghouls (121-L) for food.

b128-L

Contents: There is a beautifully woven rug in the center of the room, and the walls are hung with portraits of demonic figures.

Comments: The paintings are of the demons worshipped by the sect and by the high priests during the time the sect was based in the dungeon.

b129-L

Contents: The room is divided into nine separate stalls by curtains. There is a cushion on the floor in each of the stalls.

Comments: This room was once used for meditation.

b136-L

Occupants: Three ghouls live in this room and there is a 40% chance that they will be in.

Contents: There are sacks containing armor, shields, and other adventuring equipment in the corners of the room.

Comments: The ghouls were adventurers who descended to the dungeon and were infected by the ghouls in b121-L. They spent the night in the room, died, and arose as ghouls.

b151-L

Contents: The walls at this corner of the basement have collapsed, revealing a hidden passage winding up towards the surface. The passage is wide enough for a man to pass in full armor. The tunnel's outlet is in the woods just west of the palace.

Comments: The passage is used by the ghouls in Area L to get to the surface to hunt for travellers and other prey. The tunnel was originally designed as a secret escape route, but was revealed when sections of the dungeon walls collapsed.

AREA M**b40-M**

Contents: Heavy curtains cover the doorway. The room is painted solid black.

Comments: When the curtains are drawn, the room is pitch-dark. Acolytes used to come into this room to converse with beings from the seventh plane, who would sometimes speak in the darkness without having been summoned.

b052-M

Contents: There are hooks along the walls for the hanging of censers and other paraphernalia. The floor of the room is tiled with a scene of a lesser devil with a spear in his hand emerging from a giant swan's egg while a horned lion looks on.

Comments: The room is considered unholy ground for the purposes of spells, etc. The secret door leading into the room is concealed by a stone panel that slides up into the ceiling.

b041-M

Contents: An inanimate skeleton is buried under a pile of rubble in the southeastern corner of the room.

Comments: The skeleton is that of a priest who was killed in the first earthquake to hit the temple. If a character digs under the rubble, a platinum ring will be found. The ring has magical properties which allow its wearer to see in the dark with an effective visual range of 100 feet.

b042-M

Contents: A light curtain covers the entryway to b053-M.

b053-M

Ceiling Height: 25. The ceiling is a four-cornered arch.

Occupants: Raum, demonic Earl of Theft and Destruction, is here with 2 devils. All will instantly attack any who enter.

Contents: There is a badly damaged 20-foot high statue of Vine, a king of demons seated on a great black horse in the center of the room. There are also several pillars at the corners of the room. Two statues of rearing unicorns seem to guard the entrance to b042-M. The ceiling is intricately carved with mythological figures and horrible scenes. Sections have collapsed, however, and the floor is littered with crumbled stone.

Comments: The statue in the center of the room is very imposing, but has no magical properties. The two unicorns are magical, however. They were both originally real unicorns that were turned to stone by a gorgon. The touch of their horns provides immunity to poison, and if the horns are broken off, they will provide the same permanent immunity as a live unicorn's horn.

This room was intended as a tribute to Vine, who was the most important of the patron deities of the temple. During a prayer to the king, however, acolytes accidentally breached the barriers between the planes, bringing Raum and his devils to the chamber. As the demon arrived, a great flux of mana occurred, releasing tremendous amounts of magical energy. The demon and his servants were trapped in the chamber (and in Area P) by a magical shield emplaced at its entrance by priests of the temple, unable to pass the barrier or to attempt to shatter the walls. Before the demon was trapped, however, it had used the tremendous resources of mana released to shake the very earth on which the palace stood in the convulsions mentioned in Section 5. Confined in the chamber, one of Raum's devils released the plague that laid waste to the palace. Raum and his devils have remained in the room since the palace's destruction.

The shield mentioned above is the shield guarding against demonic Earls, although it was greatly strengthened by the mana around it when it was emplaced. Most of the mana in the area has left, so the dungeon is no longer even mana-rich, but the shield retains its original power. If the shield is removed, Raum and his devils will instantly be released and will destroy the individual who has removed it.

b073-M

Occupants: Add 40 to the Base Chance of any random encounter rolls made while characters are in this room.

Contents: The west wall of this room is obscured by pillars and gem-encrusted agate statues of the demons that were worshipped in the temple. There is a marble statue of a man in armor and several pillars on the east wall.

Comments: A character who attempts to rob one of the demon statues of its gems will suffer a Rank 10 major curse (referee's discretion as to the exact curse).

b123-M

Contents: There is a hidden trap door in the center of the room. The center of the door will fold in if it is stepped on, and the stepping character will fall into a chute that leads down to the cavern.

Comments: The door to the room is concealed in the wall of the passage, but poorly. Cracks can be seen where the door is located, and every character who walks by has a chance equal to his Perception of noticing that there is a door in the wall.

b084-M

Contents: There is an altar at the back of the room. A bejewelled bone sacrificial knife (value: 600 SP), encrusted with blood, lies on the altar.

b085-M

Contents: There is a coffin containing the embalmed corpse of a priest in the southwestern corner of the room.

Comments: The door to the room is concealed behind a large shield on the north wall of b097-M.

b096-M

Contents: Maces, flails, and other clubbing weapons hang from the walls.

Comments: The weapons were captured in wars against other sects.

b097-M

Contents: A collection of shields are hung on the walls of this area.

Comments: See b085-M.

b083-M, b081-M, b089-M, b095-M, b098-M, b101-M, b108-M and b116-M.

Contents: There is a hard plank bed in the wall of these rooms and 6 to 12 religious scrolls scattered about.

Comments: The documents are in a peculiar dialect of Common and are not easily understood. These were the rooms for the lesser acolytes of the temple.

AREA N**b002-N**

Contents: There are torch holders along the walls of the passage.

b012-N

Contents: There are oak benches about the walls and a lantern near the center of the ceiling.

Comments: The room was once a dining hall for the acolytes of the temple. A large table that occupied the center of the room has since been removed.

b013-N

Contents: There are two traps in the hallway of the same type as those in b123-M.

b024-N

Contents: The walls of this chamber were once covered by elegantly-woven tapestries. They have been ripped down, however, and now lie mouldering on the floor.

b044-N

Contents: The walls of this hall are hung with half a dozen mirrors. The mirrors seem to shimmer of their own light, and seem more reflective than ordinary mirrors. Two have been broken and lie in pieces on the floor.

Comments: The mirrors are backed with Truesilver, which gives them their extraordinary qualities. Each is worth 20 Truesilver Guineas, half that if only the backing is stripped away and sold.

b043-N

Contents: This room is a well-equipped alchemist's laboratory. There are test tubes, burners, metal pails, bottles of all descriptions, and other such tools. There are also

vials of acid, poisons, potions, and other products of alchemy.

Comments: The acids and poisons are all fairly dilute, and the potions will only be minimally effective. The vials are not labelled, so any but an alchemist would have difficulty identifying the various liquids.

AREA P**b001-P**

Occupants: The ghost of a priest is kept tied here by Raum, who torments his soul for lack of anything else to do.

b010-P

Contents: The walls of the room are covered with colorfully dyed tapestries. Half of what was apparently once a large room is covered with rubble. The foot of a bed sticks out from the rock, however.

Comments: This room was the bedroom of one of the high priests of the temple. When the earthquake hit the temple, the quarters of the high-priests were almost completely buried.

b011-P

Contents: There is a large round table in the center of the room. The table is solid marble and stands on gold-plated legs. The remains of a rotted fur rug are on the floor.

b021-P

Contents: There is a long red carpet on the floor and gilded torch holders along the walls.

Comments: The high seat of the temple was at the other end of the room but was completely buried when the ceiling collapsed. There are 20,000 silver pieces worth of gems in the ebony high seat, but it will take four characters D10+1 days to dig through the 2,000 cubic feet of stone covering it.

b022-P

Contents: There is a square table in the center of the room, with a chair on each side. There is also a cabinet with plates, silverware, mugs, and other eating utensils.

Comments: This room was once a dining hall.

b023-P, b032-P, and b035-P

Contents: There is a bed and a chest of drawers at the back of the room. The chest of drawers will include an average of 800 silver pieces worth of money and artifacts (bejewelled censors and such).

Comments: These rooms were bedrooms for monks of the temple.

b031-P

Occupants: There will be corpses of priests' in the room.

Contents: The floor is covered with cloth items of all sorts. There are also several barrels of food and drink of various types.

b030-P

Contents: There is a large pit in the center of the room. It is only 8 feet deep, and there is a six-inch layer of water at the bottom.

Comments: The pit is fed by a small stream that runs under the palace. The water used to be used for holy water. The door to the room seems like a panel of b021-P until one of the torch holders is twisted outward, at which point the wall slides inwards to reveal the pit.

12. THE CAVERN

Far below the basement of the palace there is a large cavern. Long before the palace itself was built, the cave was occupied by goblins. The goblins expanded the original hollow and added new passages west of the main cavern to use as their lair. Soon after the palace was built, however, the cavern was discovered by the kings and the goblins were exterminated. The ceiling of the cavern is over 80 feet high. Half the cavern is filled with a small lake that is fed by a river running the length of the cavern. There is a small island in the middle of the lake, covered with boulders and rubble.

Carved into the rock at the side of the cavern there is a labyrinth. The floor of the cavern and the labyrinth is mostly stone, although there are patches where the dirt shows through.

There are several ruined buildings in the cavern, built long ago by the ancient inhabitants of the palace. The walls of what used to be a temple have all but collapsed. The only building that is still in fairly good condition is a storage warehouse that was kept filled in preparation for a siege.

There are two entrances to the cavern: a staircase and a chute. A heavy metal grate covers the inlet of the steam and the mouth of the tunnel into which the overflow from the lake goes, and so it is impossible to enter or leave the cavern by those routes. The stairs descend to a small spit of land at one side of the lake. The chute (See b123-M) comes out of a low section of the roof of the cavern. The drop is about 40 feet down to the sand that covers the area directly below the opening. Falling characters will take D10+4 Damage.

After the palace was abandoned, the cavern also lay vacant for several decades. Then the cavern was discovered by a nixie living in the river to the northwest of the palace. The nixie moved in, and with her came a family of suarime, who were her servants, and an ensorcelled human, who she had claimed as her lover. The nixie settled down on the island in the center of the lake in the cavern, maintaining contact with the surface by the pike who swam in the rivers above and who were under her command. If the characters cross the river northwest of the palace, they will be seen by the nixie's pike, and she will be forewarned of their arrival and may or may not tell Loklar.

When Loklar came to the palace and began his search, he went down to the cavern and encountered the nixie and her servants. The nixie was not bothered by Loklar's presence in the palace above, and Loklar could do little about the nixie without waging full-scale battle, so the two came to an understanding that each would let the other alone. Loklar brings the nixie prisoners occasionally, after he is done with them, and the nixie sends fish from the lake up to Loklar. The nixie has not allowed Loklar to bring reavers down to search the cavern, however, and the mage is certainly not willing to go down alone, nor to fight over the right to search the cavern until he is certain that the Tome is *not* to be found on the upper levels.

AREA A**c01-A***Ceiling Height:* 90*Occupants:* The nixie and her lover spend a good amount of time beneath the surface. There are also small edible fish in the water.*Contents:* The lake is about 20 feet deep and is filled with crisp, cold water. There is a slight current between the stream and the opening where the water flows out of the lake, but the current is slight enough to pose no problem for any character that can swim.*Comments:* There is a chest containing the nixie's treasure at the bottom of the western-most tip of the lake. The chest is locked and feels very heavy. It contains many bright and beautiful items, but virtually nothing of real value.**c02-A***Occupants:* The nixie lives here with her lover, a former soldier who retains his leather armor, dagger, short sword, and battle axe. He has Rank 5 with all three weapons.*Contents:* There is a small hill of rubble on the island. There is a pit in the center of the island that has been almost completely filled in with rubble. The pit contains about 40 skulls, a sacrificial bone knife, and a bronze censor.*Comments:* The island was once a place where obscene and bloody religious rites were practiced.**c03-A***Contents:* There is a boat with caved-in sides on the beach.*Comments:* The boat was formerly used to transport people to the main part of the cavern, but it is no longer seaworthy.**c05-A***Occupants:* 12 suarime.*Contents:* There are fish bones littering the floor.*Comments:* The suarime are very territorial. They will attack anything that they hear within the main cavern except for the nixie, or those whom she commands them not to attack. Buried under the sand in a corner of the lair there is a trunk containing 700 Silver Pennies, and three rings made of platinum with inset rubies. Each of the rings is worth 2,000 Silver Pennies to a jeweller, but each is also magically endowed as a charm against spells of the College of Fire Magics. One who wears one of the rings adds 5 to his magic resistance against spells of the College of Fire Magics. Only one ring at a time can be worn for effect by any one character.**c06-A***Occupants:* None (But see c05-A).*Contents:* The remains of seven buildings stand in the cavern. Each of the buildings will be individually described (see c07-A, c12-A, c11-A, c15-A, c16-A, c20-A, and c22-A). Over the years, the buildings have crumbled, leaving piles of rubble about that have since been scattered by the suarime.

There are also four pits on the floor of the cavern. The pits are about 20 feet deep. There is nothing in any of the pits, but if a character falls in the pit at the southeast of the cavern, there is a 50% chance that the sides of the hole will cave in, doing D10+5 Damage. It will take 15 Rounds to dig a character out of the pit if the sides fall in.

Statues are dotted around the cavern. They are figures representing the demi-gods

that were worshipped by the ancient kings of the palace. There are holes where the eyes should be.

Comments: If a character puts gems in the holes where a demi-god's eyes once where, there is a 10% chance (for each statue whose eyes are replaced) that the demi-god will appear in place of the statue and perform some service for the character (The gamesmaster must use his judgment as to what services to allow).

The stream that runs through the cavern is 4 feet below the level of the rest of the floor and has vertical banks. The stream is about 5 feet deep in most places. There are the remains of a bridge near the mouth of the stream.

c11-A*Contents:* There are nets hung up on the wall.*Comments:* The nets were used to catch fish coming down the stream. There were once baskets and other utensils here but they have rotted away into nothingness. The nets are still serviceable, however.**c12-A***Contents:* Stacked neatly in an extensive system of racks are about 200 weapons. There are 50 spears, 20 broadswords, 30 maces, 20 battleaxes, 20 great axes, 10 morningstars, 30 short bows, and 20 crossbows. All the bow strings have rotted away, but the rest of the weapons are in good repair, although some do have a thin layer of rust. There are 2,000 arrowheads in a bin that stands in a corner of the building.**c15-A***Contents:* This is a springhouse in which the spring has dried up. The floor is made out of wooden planks. There are barrels stacked in the back of the room. The barrels contain fresh water.*Comments:* If a character steps into the center of the room, there is a 50% chance that the rotting planks will break or overturn and the character will fall into a 15 foot deep pit. There are sharp stones and several inches of standing water at the bottom of the hole, and a character who falls into this area risks 2D10 Damage.

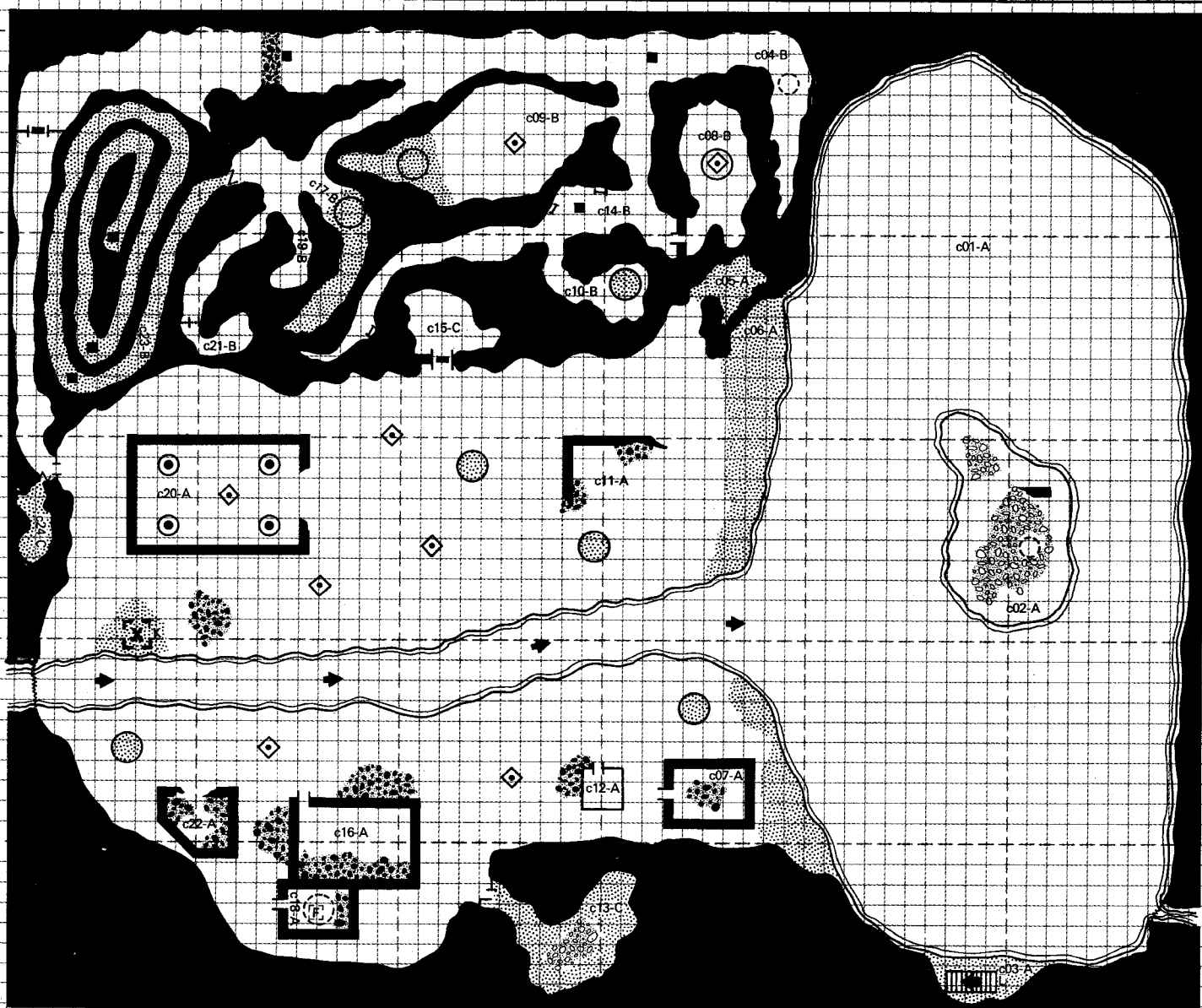
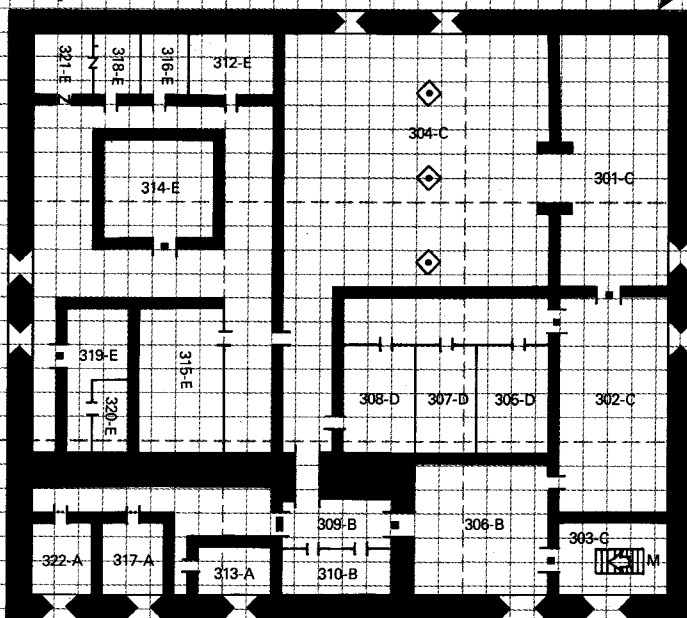
Fresh water was stored in this springhouse as a preparation against the stream being poisoned in the event of a siege.

c16-A*Contents:* There are boxes of food here, but all is thoroughly rotted and inedible.**c20-A***Contents:* There are four pillars in the room and a statue of a maiden in a flowing gown. Her face is set and her eyes are grim.*Comments:* This was once a temple. If a character who is not a member of the Colleges of Black Magics, Necromantic Conjurations, or Greater Summonings kneels in front of the statue and prays, modify any D100 rolls by 5 in the character's favor for the next 2 hours.**c22-A***Contents:* There are piles of scrolls in rough oak bins all around the room.*Comments:* The scrolls tell the story of the rise and fall of the kings of the palace. A character who has at least Rank 2 with the Troubadour skill will gain 1 Rank in the ability if he spends an entire day reading the scrolls.**AREA B****c04-B***Contents:* At the north end of the passage there is a pit. The pit is covered with a thin slab of rock that will split if a character steps onto it. The pit is 20 feet deep. There is a small ruby in the center of the passage about 35 feet south of the pit. If the ruby is dislodged, a hail of darts will shoot out of the wall, with a Base Chance of 90% of doing D+3 Damage. At the southeastern turn of the passage there is a bronze door. The door has a grill in it that can be seen through. The door can be bolted from either side. There is a pile of rubble near the bronze door. The pile reaches to within a few inches of the ceiling. Just on the north side of the rubble there is a rope stretched across the corridor. If the rope is pulled or if dislodged stones fall on it a cloud of blue gas will be released that will put out any torches that are within 30 feet of the trap. The gas will take about 20 minutes to dissipate. There are empty torch-holders at 10 foot intervals along the passage.**c08-B***Contents:* There is a pond in the center of the cave. The pit is 20 feet deep, and the bottom 10 feet are filled with water. There is a statue of a knight in armor at the bottom of the water. If the statue is examined, a niche in the base will be found. The niche contains a set of two bracelets. The bracelets are magical. A character wearing one of the bracelets can converse telepathically with a creature or character wearing the other. The telepathic bond will work only so long as the characters can see each other.*Comments:* The room was once part of a goblin lair before the construction of the palace. The goblins stole the bracelets and the statue from the palace when it was first built and hid them under the water when a party was sent down to kill the goblins. The goblins were annihilated, but the statue remains.**c09-B***Occupants:* There are two dead men in the room. One is wearing leather armor and bears a silver short sword, while the other bears partial plate and a great axe. They have 100 Silver Pennies between them.*Contents:* There is a pit in the back of the cavern, over which the bodies will be bending when the characters look in. There is another body in the pit. There is nothing of value on the body.*Comments:* The men escaped into the labyrinth after they were given to the cavern nixie by Loklar's reavers. There is a ward five feet inside the cavern mouth which can be triggered by any creature entering the cave. The ward consists of a Rank 6 Bolt of Fire.**c10-B***Contents:* There are crude paintings of goblins and men on the sides of the cave.**c14-B***Contents:* There are three false doors in this part of the labyrinth. Near two of the doors there is a rope hanging down from a hole in the ceiling. If the rope is pulled, a loud bell will ring. (An immediate Random Encounter Check is made, with 30 subtracted from the dice roll. The Check is in addition to the normal hourly check that must be made).

Key To Floorplans

	= Single Door		= Downstairs (+ direction of fall)		= Rubble (heap)
	= Double Door		= Letter code identifying stairway that connects different floors		= Rubble (barrier)
	= Secret Door		= Downsloping Hall		= Stones
	= False Door		= Upsloping Hall		= Tree
	= Cell Door		= Pillar		= Bush
	= Double Cell Door		= Statue		= Hedge
	= Bronze Door		= Bench		= Dirt Surface
	= Grill		= Fountain		= Lower Level
	= Window		= Bottomless Pit		= Bridge
	= Slit		= Pit		= Underground Stream
	= Curtain		= Hidden Pit		= Lake Shoreline
	= Low Wall		= Chute		
	= Interior Wall		= Chute Landing Area		
	= Lesser Wall		= Trapdoor (floor)		
	= Mail Wall		= Trapdoor (floor and hidden)		
	= Passage Under Floor		= Trapdoor (ceiling)		
	= Passage Over Floor		= Trapdoor (ceiling and hiding)		
	= Upstairs (+ direction of rise)		= Trap (other than pit)		

Map E (The Tower)



Map A (The Cavern)

Comments: The bell was first emplaced while this part of the cavern was still occupied by goblins as part of a warning system.

c19-B

Contents: A small (4 inches long) box is wedged into a crack on one side of the chamber.

Comments: The box was hidden there by a character just before he was eaten by a suarime who chased him into the labyrinth. The box contains a platinum medallion. A character who wears the medallion has 2 added to his Manual Dexterity.

c21-B

Comments: This room was used as a prison by the goblins that once occupied the labyrinth. The door to the cave is locked.

c23-B

Contents: This is a long, winding, dead-end passage. There is a false door on the passage, and there are three traps. In the order in which the traps would be encountered by a character entering the passage, the traps are:

A foot trap hidden under the sand that covers the floor of the passage. If a character steps on the trap, he takes D10 Damage. The trap can only be removed by a character with a PS of 20 or greater, or through the intervention of a Mechanician of Rank 3 or greater. The trap is not fastened to the floor, so a character can walk with the trap on his foot, but each hour that he does so he will take 3 points of damage.

The second trap is a spike that is buried under the sand. If a character walks past the trap, he has a 40% chance of stepping on the spike. The spike will not do anything to characters wearing metal boots, but other characters will take 3 points of damage and 1 additional point per hour due to poison until an antidote is taken, the poison is removed by a healer, or the character dies.

The third trap is magical in nature. Sitting at the end of the passage is the Tome of Aranaith. The tome is a huge volume bound in human skin, inlaid with gold, silver, and gems. If a character picks up the tome, a guardian naga will appear. The naga will not attack immediately, but give the character a chance to leave the tome and depart. If he does not, the naga will attack.

Sprawled on the floor near the tome is a skeleton with a red cloak. The cloak is the same type as that worn by the acolytes of the temple in the basement.

AREA C

c13-C

Comments: This room was once used as a graveyard by the goblins. There are 20 goblin skeletons in shallow graves around the room.

c15-C

Contents: A hangman's noose droops from a hook in the ceiling.

Comments: The suarime hang their prisoners here by their feet before they eat them.

c24-C

Contents: There are eight inanimate skeletons lying about the room.

13. THE SURROUNDING AREA

When the Palace of Ontoncle was first built, the country it was located in was a

peaceful area of rolling plains. Over the years since its construction and abandonment, however, shifts in the climate of the area have caused huge forests to grow, and the once pleasant countryside has been transformed into a dense wilderness.

The palace itself is located on a small rise, so it stands tall against the nearby trees. The hill is relatively clear of trees. The forest which borders the hill is broken in a few spots by small outcroppings of rock. For the most part, however, the woods are thick, and movement cross-country around the palace is restricted.

There was once a road that ran through the woods to the palace. As the forest grew, however, the road became heavily overgrown. Only small sections of dirt are left now, and the road is no wider than a footpath. What is left of the road is still in use by the occupants of the palace, and there is a +10 modification to the chance of a random encounter while travelling on the road. There used to be paths branching out from the main, road, but these have long since disappeared.

The atmosphere around the palace is very moist. Rainfall is frequent and unusually heavy in the area. The heavy rainfall has been one of the main factors stimulating the growth of the forest around the palace. The rain has also turned what was once a stream near the palace into a sizeable river.

At the time of the adventure, the waters have receded slightly to expose a mud bank, but after a substantial rainfall the river has the capability to turn into a rushing fury. The river is 40 feet deep under ordinary conditions. The water is fresh, and is populated only by harmless aquatics. It is believed that it is an underground outlet of this river that feeds the stream running through the cavern under the palace.

In the immediate vicinity of the castle, there is a large boulder that rises high above the treetops. The gargantuan rock formation is triangular in shape. Two of the sides of the boulder are extremely steep, and climb almost vertically to the top. The third side of the boulder is sloped and can be ascended fairly easily. The base of the boulder is covered with moss, however, which makes it very slippery.

Creatures of various types roam the woods about the palace, for Loklar keeps creatures to guard the area and other monsters have made their home in the palace and hunt in the forest.

At night there is a 50% chance that a party within a mile of the palace will encounter D10 wolves, in addition to any other rolls for encounters. The wolves are ordinary in every respect.

At night there is also a 30% chance that a party within two miles of the palace will be attacked by a sabretooth tiger. This is the tiger that lives in the palace gardens (See Section 8), and if it is encountered outside the palace, it cannot be encountered again (unless it escapes alive).

A number of ghouls have made their home in the dungeon below the palace, and there is a 30% chance, day or night, that any character wandering within a mile of the palace will meet up with D5 of them.

There were once several buildings behind the palace, including an armory, tannery, stable, fletcher's shed, and other outbuildings. In order to satiate Aim's pyromaniacal tendencies, Loklar let him burn the smaller buildings, and all are now charred wood. There are several blazes in the woods surrounding the palace where Aim released his fires after the outbuildings had been cindered.

There is a small graveyard to the north of the palace where members of the royal family were buried. There is a 12-foot high wall about the graveyard, but for 40-odd years ghouls, a group of whom have taken up residence in the palace basement, have been leaving their graves and haunting the graveyard and surrounding woods.

14. RANDOM ENCOUNTERS

The Palace of Ontoncle is inhabited by many different beings, a few pursuing their own affairs, most in Loklar's service. Most will not take kindly to the intrusions of adventurers. While journeying through the palace, there is a good chance that a party will encounter some of these creatures in places other than their lairs. This type of encounter is called a Random Encounter.

Checks for Random Encounters while the characters are outside the palace itself should be made according to Section 63 of *DragonQuest*. The Danger Level for the surrounding area is **Moderate**, and the Terrain Type is **Woods**.

When a party of characters is inside the palace itself, checks for Random Encounters should be made hourly using the Palace Danger Table instead of the standard Danger Table to determine the percent chance of a Random Encounter. Note that the chance of an encounter varies only on the basis of the level of the palace the characters are on when the check is made. There are no **Frequency**, **Danger Level**, or **Encounter** sections to the Palace Danger Table. In addition to an hourly check for Random Encounters, certain room descriptions will indicate that an additional check must be made to determine if the room in question is occupied.

Once it has been determined that a Random Encounter has taken place, an additional D100 roll is made on the Palace Encounter Table to determine the exact nature of the encounter. Note that the nature of Random Encounters made outside the palace is determined using the standard Encounter Table from *DragonQuest*.

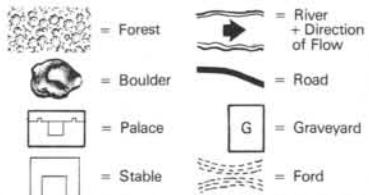
Palace Danger Table (see page 27)

Palace Encounter Table (see page 27)

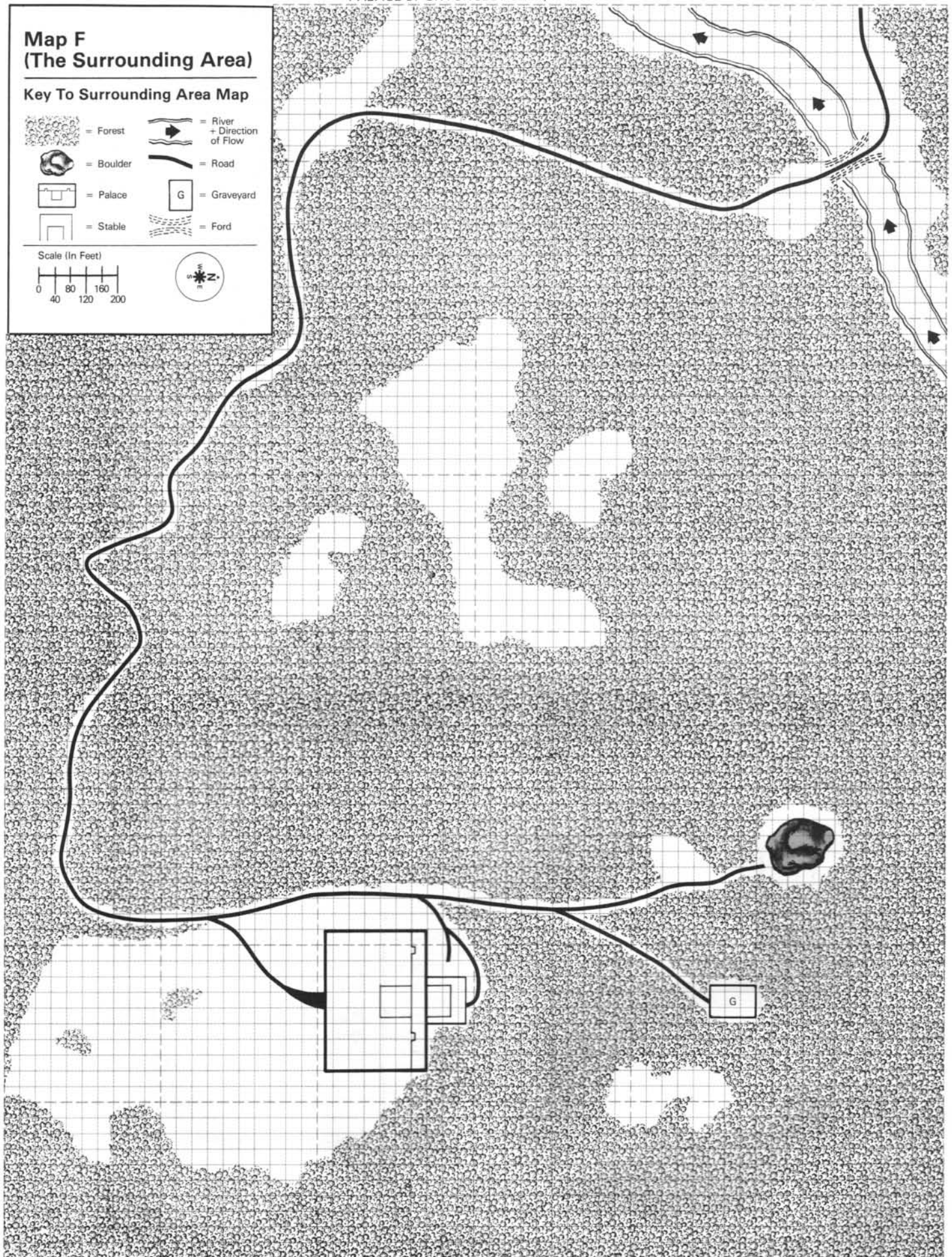
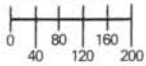
VI. Final Notes (see page 27)

Map F (The Surrounding Area)

Key To Surrounding Area Map



Scale (in Feet)



DragonQuest Character RecordPermission is granted to copy
this sheet for personal use

FIRST NAME

LAST NAME

PHONE

STREET

CITY

STATE

ZIP

CHARACTER'S NAME

DAGHAN

ID#

Age

Exm

Nr. of Adv

☐ Male ☐ Female

Handedness

☐ Left ☐ Right ☐ Ambi

Aspect

DEATH

Parental Status

Birth Order

Notes

Magic

Resistance %

College

Spell

Rank

PRIMARY CHARACTERISTICS

PS 17

AG 19

MA 21

MD 15

EN 16

WP 20

APA 11

SECONDARY CHARACTERISTICS

FT 20

PC 15

17

Skills

Rank

Notes

Q-2

6

Q-3

2

Q-4

8

Q-5

7

Q-6

9

R-1

8

R-2

12

R-3

1

R-5

4

ALCHEMIST

5

HEALER

3

ASTROLOGER

1

Special Abilities

Stealth %

Racial: ABILITY TO TERRIFY ANYBODY
WHO LOOKS INTO HIS EYES - 50%DAGHAN HAS SHIELDS TO PROTECT
AGAINST DEMONIC DUKES & PRINCES**Armament**

Armor Type

Protect

AG
Mod

GILDED CHAINMAIL

6

-1

Shield Type

Protect

MD
Mod

GILDED BUCKLER

4

-1

Possessions

Weight

Location

Weapons

BC Dm Rg C Rn Use Rank

GILDED
SHORTSWORD

45+4

P

A

1

M

5

General NotesIF DAGHAN IS
EVER CAUSED TO BLEED AT ANY
TIME, HE WILL LOSE 1 DP PER
PULSE AFTER THE WOUND WAS
RECEIVED UNTIL THE BLEEDING
IS COMPLETELY STAUNCHED.**Money**

in coinage

Amount

Value in
Silver Pennies

Silver Pennies

Experience Points Bank

71P

☐ Male ☐ Female

Notes

Racial:

U

7

AG
Mod

6

—

MD
Mod

nk

AROUND HIS NECK

GREAT
SILVER AXE

151

4 D

17

7

21

44

5

HAS CURSE ON HIM THAT HE
WILL NEVER FIND THE THING
HE WANTS THE MOST.

Value in Silver Pennies

Silver Pennies

Experience Points Bank

DragonQuest Character Record

Permission is granted to copy
this sheet for personal use

FIRST NAME

LAST NAME

PHONE
()

STREET

CITY

STATE

ZIP

CHARACTER'S NAME

KALAN

ID#

Age

Exm

Nr. of Adv

☐ Male ☐ Female

Handedness

☐ Left ☐ Right ☐ Ambi

Aspect

Parental Status

Birth Order

Notes

Magic

Resistance %

College SORCERY OF MIND

Spell

Rank

PRIMARY CHARACTERISTICS

PS

25

AG

24

MA

30

MD

20

EN

27

WP

25

APA

13

SECONDARY CHARACTERISTICS

FT

39

PC

24

PB

2

Skills

Rank

Notes

Special Abilities

Stealth ____ %

Racial: _____

Armament

Armor Type

Protect

AG
Mod

Shield Type

Protect

MD
Mod**Possessions**

Weight

Location

Weapons

BC

Dm

Rg

C

Rn

Use

Rank

BITE

30

+2

P

A

-

C

6

HORNS

25

+2

P

A

-

C

5

TAIL*

30

-1

P

D

-

M

8

TAIL*

50

-1

P

D

-

C

8

General Notes

KALAN IS A SERVANT OF
LOKLAR, BUT WILL TAKE
ANY OPPORTUNITY TO CAUSE
MISFORTUNE TO LOKLAR.

*QUICK ACTING NERVE POISON
THAT DOES 3 TO 5 DPS PER PULSE.

Money

in coinage

Amount

Value in
Silver Pennies

Silver Pennies

Experience Points Bank

PALACE ENCOUNTER TABLE

DICE	Level 1	Level 2	Level 3	Basement	Cavern
1-5	-6 Rats	-8 Rats	-8 Rats	-8 Rats	-8 Reavers
6-10	-4 Rats	-6 Rats	-4 Rats	-7 Rats	-7 Reavers
11-20	-1 Rats	-5 Rats	-1 Rats	-6 Rats	-6 Reavers
21-25	+4 Rats	-3 Rats	-7 Reavers	-4 Rats	-5 Reavers
26-30	+9 Rats	+1 Rats	-5 Reavers	-2 Rats	-3 Reavers
31-38	-6 Ogres	-7 Ogres	-3 Reavers	D Rats	-1 Reavers
39-43	-3 Ogres	-5 Ogres	D Reavers	+4 Rats	+2 Reavers
44-55	-2 Ogres	-6 Dire Wolves	-8 Ogres	-8 Ogres	-4 Rats
56-60	-8 Trolls	-7 Reavers	-6 Ogres	-3 Bats	D Rats
61-66	-7 Trolls	-5 Reavers	-5 Ogres	+3 Bats	+6 Rats
67-72	-4 Reavers	-1 Reavers	-4 Ogres	-6 Ghouls	-8 Trolls
73-80	-2 Reavers	D Reavers	-9 Hill Giant	-4 Ghouls	-7 Trolls
81-83	+2 Reavers	Kalan	-8 Hill Giant	Aim	-5 Ogres
84-88	Loklar	+1 Reavers	-8 Hill Giant	Daghan	-4 Ghoul
89-91	Kalan	Loklar	Aim	-4 Reavers	-3 Ghouls
92-97	+7 Reavers	+3 Reavers	Loklar	-2 Reavers	Loklar
98-99	Daghan	Daghan	Kalan	D Reavers	Daghan
100	Aim	Aim	Daghan	Loklar	Aim

Creature: A number of the given creature appear that is equal to a roll on D10 modified by the given number. Modified rolls of **zero** or less are treated as **1**.

PALACE DANGER TABLE

Level	Base Chance of Random Encounter
1st Level	45%
2nd Level	50%
3rd Level	33%
Basement	75%
Cavern	10%

Level: The level of the palace which the characters are on when the encounter check is made. **Base Chance of Random Encounter:** If the roll on D100 is less than or equal to this number, a Random Encounter occurs and a roll must be made on the Palace Encounter Table. The gamesmaster should note that the above percentages and the distribution of creatures on the Palace Encounter are based upon the assumption that a party is proceeding fairly quietly. If characters enter combat or shout, there should be an additional chance that reavers or other servants of Loklar will appear.

VI. FINAL NOTES

The Palace of Ontoncle was intended to be as complete as possible and to save the gamesmaster unnecessary labor wherever practical. Naturally, however, the gamesmaster will have to use his own discretion and imagination at certain points as everything

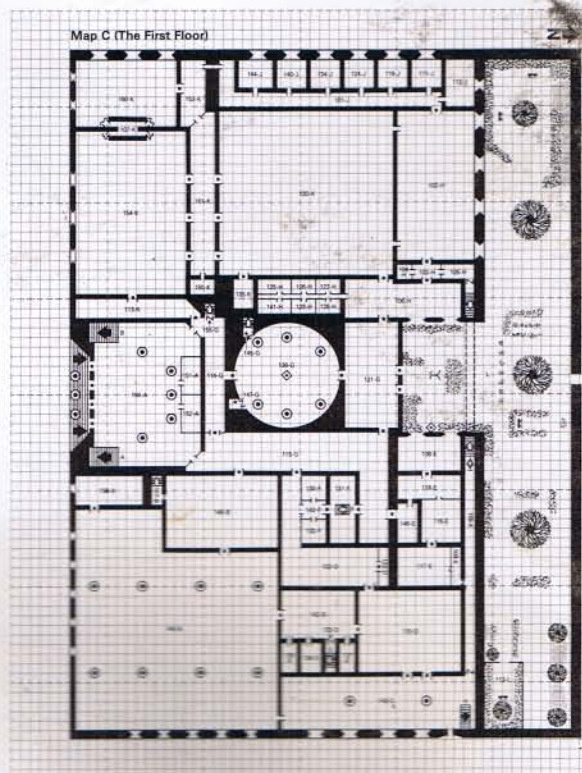
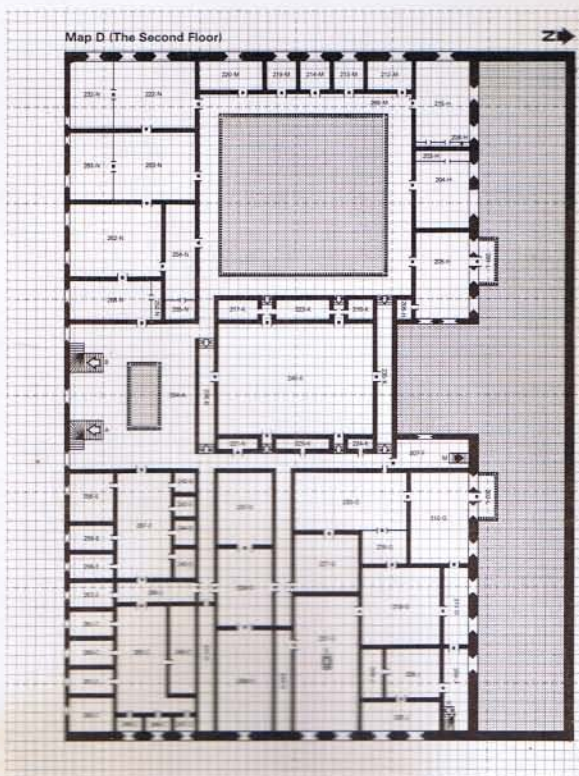
the players might need to know could not possibly have been covered.

It is also suggested that the gamesmaster make some minor alterations in the maps and in the room descriptions to prevent players who also own copies of this booklet from growing overconfident. Minor changes in the palace and its history might also be made to keep the adventure consistent with the rest of the gamesmaster's world. This booklet should be treated as a guide for the gamesmaster, not as a scenario intended to restrict him.

DragonQuest Adventure One

The Palace of Ontoncle

The Palace of Ontoncle is a fantasy role-playing adventure scenario that can be used in conjunction with SPI's *DragonQuest*. The gamesmaster uses this booklet to describe the missions for the players and to guide them through the palace of an evil magician and his henchmen.



MAP C: THE FIRST FLOOR

In the golden days of the palace, the first floor was a center of much activity. Guests were received in the main hall at the front entrance (151-A). There were frequently balls and feasts in the Great Hall (120-K) and troubadours entertained in the East Room (149-B). Now, however, the first floor is almost completely abandoned.

MAP D: THE SECOND FLOOR

The second floor is an area of much activity. The mage has set up his living quarters in the apartments of the royal family. Many of the reavers are also barracked on this floor. The southwest corner of the floor is being used as a storage area for the profits of their treasure-hunting. An armory has also been set up on this floor, as well as storage rooms for food and other equipment.

BUYER'S GUIDE FOR THE PALACE OF ONTONCLE

Age Range: 12 years to adult.

Number of Players: 4 to 6.
(Low suitability for solitaire)

Average Playing Time: 15 hours.

Complexity: Moderate (6.0).

For purposes of comparison, *Monopoly* is considered to have a complexity rating of 2.34.