

WRAITH OVERLORD



TERROR BENEATH THE CITY STATE

by Scott Fulton

Judges Guild



A Judges Guild
UNIVERSAL
FANTASY SUPPLEMENT

SUBTERRANEAN CITY-STATE ADVENTURE!
EXPLORE THE TERROR-FILLED TUNNELS!
FABULOUS TREASURES AND UNIQUE
DANGERS AWAIT THE INTREPID
ADVENTURER WHO
DARES TO BRAVE
THE DEPTHS
BENEATH
THE
CITY!



860
\$12.00

TABLE OF CONTENTS

Introduction.	3
Encounters.	3
City Jail Maps.	4
City Jail.	5
The Three Temples	21
Temples Level One Map	21
Temples Level Three Map	21
Hellbridge Temple	34
Hellbridge Temple Level Two Map	34
Hellbridge Temple Level Three Map	35
Temple of Pegana Maps	38
Temple of Pegana	39
Thieves' Guild.	43
Thieves' Guild Level One Map	44
Thieves' Guild Level Three Map	46
Thieves' Guild Level Two Map	47
Thieves' Guild Level Four Map.	49
Despot Ruins	51
Despot Ruins Level One Map.	51
Despot Ruins Level Two Map	53
Temple of the Spider God.	55
Temple of the Spider God Level One Map	55
Temple of the Spider God Level Two Map	56
Temple of the Spider God Level Three Map	58
The Tomb	60
The Tomb Maps	61
The Watch Tower	70
The Watch Tower Maps	71
The Patrician Theater Maps.	81
The Patrician Theater.	82
The School of Ancient Knowledge Maps (Aboveground).	86
The School of Ancient Knowledge	87
The School of Ancient Knowledge Maps (Subterranean)	92
Armour.	101
Weapons	102
Explanation of Statistics.	103
Characters	104
Monsters	106
Probability Comparison Chart	110
Temples Level Two Map	Back Cover
Cynges-Leah's Domain Map.	Back Cover

Designed by the Judges Guild Staff

Front Cover by Rick Houser

Art by Erin McKee, Ken Simpson, Kevin Siembieda, Aaron Arocho

Graphics and Layout by Jerry Taryllo, Bart Hughes, John Mortimer,

Paul Vinton, Roger Harvey, and Rick Houser

Composing by Debye Pruitt and Penny Gooding



Copyright © 1981 by Judges Guild Incorporated, R. R. 8, Box 9, 1221 N. Sunnyside Road, Decatur, ILL 62522 - 9989. All rights reserved. This product is a playing aid designed to be used with a set of Role Playing Game Rules. The contents of the product may need to be changed by the individual Judge to suit the campaign he or she moderates. No similarity between any of the names of characters, persons, and/or institutions in this publication with those of any living or dead person or institution is intended, and any such similarity which may exist is purely coincidental. Printed in the United States of America.



INTRODUCTION

Any good Judge has probably already realized that a city the size of the City-State of the Invincible Overlord must have sewers and storm drains and that these would make a fantastic place for adventures. This product describes in depth what is there: not only the sewer system, but basements, secret tunnels, and even the City Jail. It describes the whole situation, people, places, and things as they stand now. Who knows how things will change once your group has become involved?

The sewers are not the only available avenues of travel below the city; there is also an entire maze of tunnels dug by the Goblins and others so old that no one knows where they come from. The creatures and people who inhabit this inter-connecting maze of sewers and tunnels rarely see the light of day and live in a perilous world where only the toughest survives.

There is an important struggle going on beneath the City-State of the Invincible Overlord. For years, the Thieves' Guild has had access to this maze and has regularly used it in furthering its business. Finally, the Overlord decided to do something about the problem. He ordered that a company of Fighters be formed to descend into the sewers and stop the Thieves. The group that was subsequently formed is known as the Amazons and consists entirely of female Fighters of 2nd to 4th Level. They are based near the Silverlight Palace and go down into the maze for 6 months at a time. They have a 50% survival rate.

There is another group involved in the struggle. The Assassins' Guild, which is nearly owned by the Overlord, has been using the maze for years on its own business and while spying for the Overlord. The Assassins' Guild is jealous of the Amazons and is determined to destroy their credibility with the Overlord because they feel that the Assassins' Guild should have been assigned to control the Thieves. The Overlord, on the other hand, is not entirely sure that the Assassins and the Thieves do not work together, and feels that an outside party, such as the Amazons, would be better able to do the job.

Thus, while relative peace reigns between them above ground, war brews below. If a member or party from one group meets a member or party from one of the other two groups in the maze, the result is instant and all-out battle, from which only one side will walk away. It should not be surprising that all three groups tend to consider anyone they do not know as part of one of the other two sides.

ENCOUNTERS

- 01 - 10 Adventurers
- 11 - 19 Giant Rats (Jail 3 F)
- 20 - 28 Giant Spiders (Normal) (Temples 3 C)
- 29 - 30 Giant Spiders (Temple) (Temple of Spider God)
- 31 - 32 Wraith Spiders (Temple of Spider God)
- 33 - 37 Suchfed (Temples 2 I)
- 38 - 42 Ongki (Temples 2 V)
- 43 - 44 Baboon (Temples 1 B)
- 45 - 46 Eoka (Temples 1 Z)
- 47 - 48 Berserker (Temples 1 P)
- 49 - 50 Croc-men ((Pegana 1 F)
- 51 - 55 Gosa (City Jail 1 F)
- 56 - 60 Ounga (Hellbridge 3 G)
- 61 - 62 Zombies (Hellbridge 2 C)
- 63 - 71 Goblins (Despot Ruins)
- 72 - 73 Skeletal Thieves (Thieves Guild Level 13)
- 74 - 82 Assassins
- 83 - 91 Amazons
- 92 - 00 Thieves



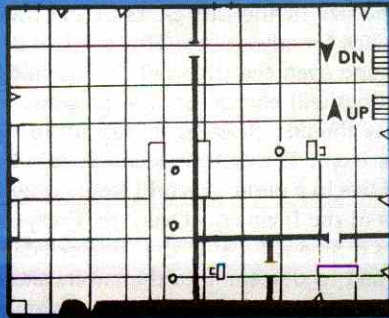
The Table above is for use anywhere beneath the City State that is connected to the maze of Sewers and Tunnels. Use reason, as some places simply do not have Wandering Monsters. There is a 20% chance each hour of running into something. The Locations in the parenthesis are places where information on the creature can be found.

The notation, Adventurer, indicates some person who is under the ground for reasons of his own, and not involved in the three-sided struggle in progress.

CITY JAIL

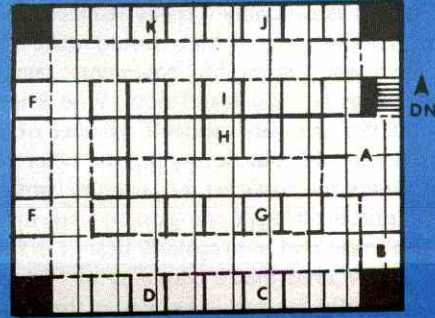


Ground Floor

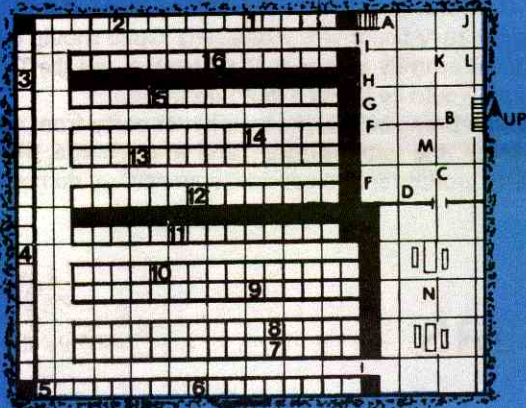


1 inch = 100 feet

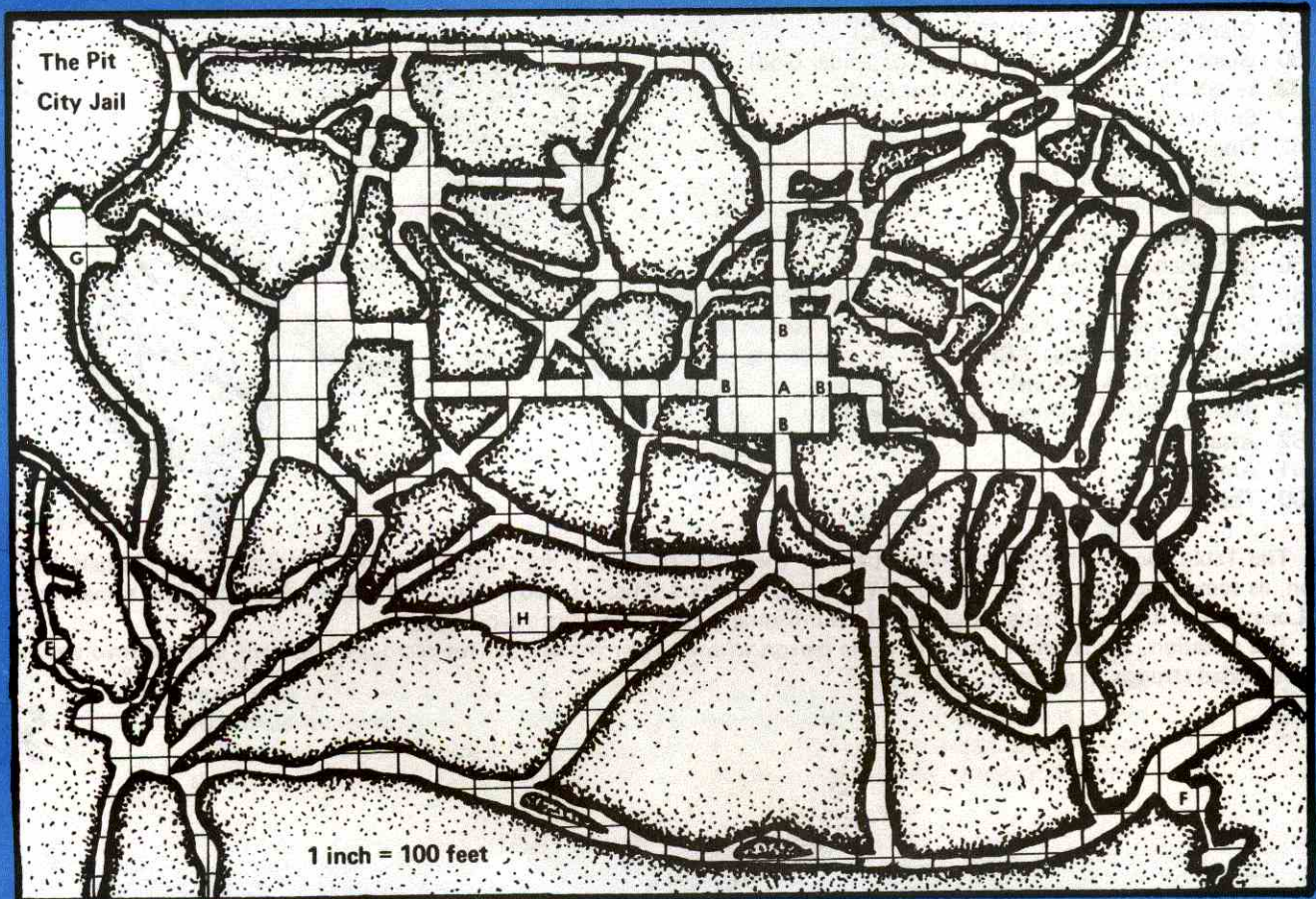
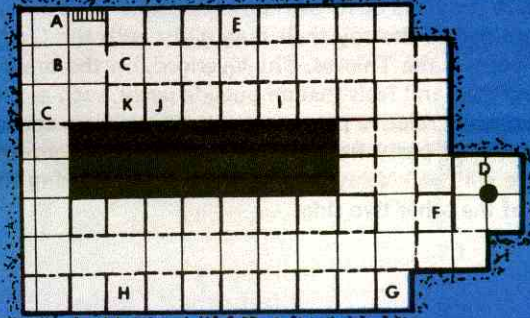
Upper Level



Basement Level 1



Basement Level 2



1 inch = 100 feet

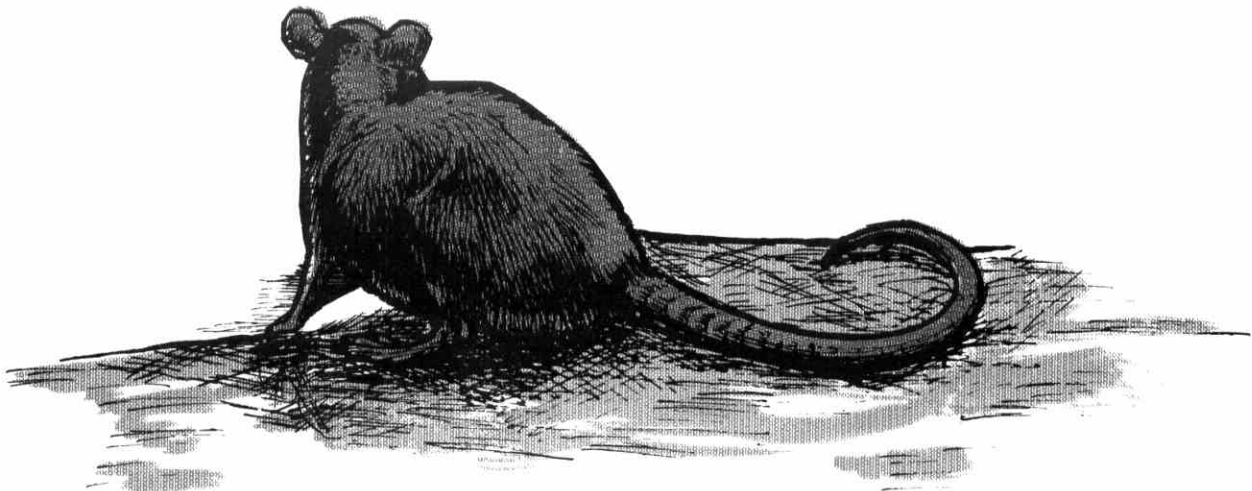
CITY JAIL

Many of the players who arrive at the City Jail will not have much time to explore. No one here has sympathy for the curiosity of prisoners. On the other hand, some one might be brought in for questioning, or to make an accusation, or might be rich enough to bribe the Guards to allow a visit to a friend. For these circumstances, as well as to provide background information for the Judge, a detailed description follows.

Ground Level

- A Entrance: The only public access to the building is by way of a set of double doors, which are led up to from the street by a set of three steps. These doors are over a foot thick with brass hinges, and a complicated locking mechanism on the inside. The walls they are set in are made of stone and are 10 feet thick. When one enters the Jail, one gets the impression it was built to withstand a siege, and, of course, it was. There is another door on the opposite wall which is just as thick and is always locked.
- B Waiting Area: Whenever there are more people than the Desk Workers can handle, the extras are instructed to sit down on these two 15 feet long benches. They are crudely built, but fairly smooth with a few marks carved in them here and there. The triangle shown on the map between the benches is a Torch Holder.
- C Desk: Behind this extremely long desk sit three Constables. Their job is to handle complaints, take information, and generally deal with the public. These jobs are much sought after by the Constabulary because it offers them a chance to loaf. As a result, they usually resent the intrusion of the public and tend to be surly. This can easily be taken care of by monetary compensation for their efforts.
- Unfortunately, they have no authority at all, and upon completion of a complaint, information, or whatever, will simply promise to see to the matter immediately, and will almost certainly forget all about it as soon as you are out of sight. If you push, or better yet, shell out more coins, they will go and inform their superiors immediately.
- D Window: If you get out your ruler and measure this triangular area, you will find that it is rather big, having a base of $7\frac{1}{2}$ feet, and a height of 10 feet. It is modeled after the arrow slits found in many castles, being intended to let in a maximum amount of light, without being useable as an entrance. In this case, its function as a protected spot for an Archer with a wide field of fire is only secondary.
- E Examination Room: This large room is nearly empty, being furnished only with a single stool, a large table with a bench along the wall.
- This is due to psychology. When a person is to be questioned, he finds himself placed on a large stool in the middle of the room. Facing him at a distance of about 12 feet, is a large table, behind which sits a group of grim-faced questioners. Almost all of the light comes from behind them, leaving their faces shadowed, while his is completely exposed. All of this will combine to maximize his feelings of isolation and smallness. His questioners will be firing questions at him at high speed, barely giving time for answers.
- The room also has a flight of stairs leading down to the basement, and a small window, like the one described in D, save for size, which does not let in much light at all due to its location and smallness.
- There are also two doors in the room besides the one the prisoner entered by. One, in the northwest corner, leads outside to an alleyway and is locked. The other, in the southeast corner, leads to the Guardroom.

To simulate this, the Judge might take on the role of the inquisitor and grill the player, judging the characters reaction. Those who do not wish to do this may use the Interrogation Tables given below, or a combination of the two methods may be used.



Interrogation

When a person is interrogated, he must roll less than or equal to his wisdom on a D20 to avoid incriminating himself. With a simple questioning, this is not difficult, and this Save need only be made once with -1 being added to the die roll. Anything more rigorous requires a periodic Saving Throw.

The following is a list of modifiers to apply to the throw:

Reason	Modifier to Die Roll
Constitution 1 - 4	+1
Constitution 5 - 11	0
Constitution 12 - 14	-1
Constitution 15 - 17	-2
Constitution 18	-3
Strenuous Questioning	+1 / 2 Hours
Beating	+1 / Occasion (+4 maximum)
Torture	+1 / Hour
Prisoner Not Allowed:	
Sleep, Food and/or Drink	+2
Shown Incriminating Evidence	+2 (+1 if Evidence is False)
8 Hours of Rest	-1
Less than 8 Hours of Rest	+2 (+4 maximum)
Experience	-1 / 5 Levels
Dedication of Inquisitor:	
Opposed	-1
None	0
Strong	+1
Fanatical	+2
Inquisitor is:	
Sympathetic	-1
Disinterested	0
Power Lover	+1
Sadistic	+2
Inquisitor's Experience:	
None	-1
Novice	0
Veteran	+1
Expert	+2



Notes

Beating is not a particularly effective method of extracting information. Therefore, the penalty for it is limited. Further beatings will require a Save, but not at greater penalties.

Torture on the other hand is effective, and if enough time is given, will break anyone.

Lack of food, sleep, or drink weakens one's will to resist, and is a powerful factor in breaking a prisoner. This does not have a cumulative effect, however.

Rest means a full day without torture/questioning. This strengthens one's will to resist, but only cancels out penalties. It can not increase it to beyond what a person begins with.

When Shown Incriminating Evidence, one starts to realize that interrogation is merely a formality. Even if the evidence is false, one starts to feel that denying is useless.

It is a fact well known to readers of any adventure story that experience renders one more able to withstand torture. On the other hand, realism forces us to limit the increase in this ability.

Inquisitor Roll for each Column Separately

Die Roll	Dedication	Temperament	Experience
01 - 15	Opposed	Sympathetic	None
16 - 60	None	Disinterested	Novice
61 - 90	Strong	Power Lover	Veteran
91 - 00	Fanatic	Sadistic	Expert

Dedication and Temperament determines how strongly the torture will be carried out, and the value of experience is obvious.

With torture, another problem must be considered, that of passing out. Each hour, after the roll for breaking has been made, a roll for passing out must be made. This is compared to the victim's Constitution. A roll greater than that figure on a D20 indicates passing out. The modifiers used are: Previous Torture or Beatings; Rest; Lack of Food/Sleep/Drink; Inquisitor Temperament; and Inquisitor Experience, in reverse order, that is, an Expert means -1, a Novice means +1, etc. The victim will be unconscious for 10 minutes for each point the roll is missed by. If the modified die roll is 10 greater than Constitution, the victim will die. Remember, die roll is modified, not Constitution.

Careful study of this system shows that while anyone will eventually break, the torturer must take care that they do not die first.

Also, the consequences of breaking are not always immediate confession. Roll a D6 and consult the following table:

- 1 Minor Slip, 20% chance Inquisitor Notices
- 2 - 4 Major Contradiction of Previous Story
- 5 Confession
- 6 Spill Guts

Treat a major contradiction or noticed minor slip as incriminating evidence for effect on interrogation (the innocent, treat as false evidence).

Confession means admitting to the crime, without intentional implication of any accomplices. Spill Guts means you tell all you know, and possibly lie, if you think they want to hear something.

Obviously, torture causes damage. Which is important in a game situation, but there is not enough room in this product to include an individualized damage range for each type of torture, so a generalized system is included. Assume that the first two hours of torture do no actual physical damage. Three to five hours would leave the victim with half normal HTK, and six or more hours leave him with only 1 HTK. The Judge must decide for himself about any permanent damage.

- F Guardroom: This room serves not only the Guards in the prison, but also those who patrol the streets. All of its walls are covered with hooks, set up in such a way that each vertical row will hold the equipment of one Constable. Many of these are empty at any given time, and not all of the Constables go on duty at once, so there is always plenty of room. The bench is some 25 feet long, and is provided for the Constables to sit on while cleaning, repairing, or putting on their equipment.
- G Office: The Superintendent of the City Jail works here and keeps his paperwork in the desk, which is locked. The key is always on his person. Among the papers stored there is a list of the prisoners held in the Jail. As far as the Superintendent knows, this list is complete. On the other hand, he would not be adverse to adjusting it, if the price is right. The desk also contains the keys to the two back doors, a set of duplicate keys to all of the barred doors in the lower levels, and a set of skeleton keys with which any of the cells may be opened.

Basement

- A Stairs: These stairs lead up to the ground level. They are made of heavy wood beams.
- B Stairs: This set leads down to the Sub-Basement and are made of solid rock. The two sets of stairs were intentionally put on opposite sides of the Torture Chamber to force prisoners to walk through it.
- C Rack: This fairly common and well known interrogation aid is a table about 10 feet long by 4 feet wide. Provisions are made for securing the legs, and the arms are tied to a windlass. This is then turned to encourage cooperation with a ratchet mechanism keeping the tension on the body constant.
- D Impalement Stake: As with many of the devices here, the details of use for this item will be left sketchy, or entirely unmentioned, out of regard for those with weak stomachs. It is sufficient to say that this is a 6 inch thick post, about 4 feet high with a point on its top. Those wishing further information should read up on *Vlad the Impaler*, the real "Count Dracula".
- E Rat Cage: This looks like some sort of holding pen. It is in a corner, and closed in with 2 inch metal bars which are placed ½ inch apart. The only furniture inside is a 5 foot square table which has chains for a prisoner's arms and legs. The cage swarms with Rats, 100 - 200 of them. Details are left to the imagination.
- F Whipping Post: This is a large (2 feet diameter) wooden pole, extending 8 feet from ceiling to floor. About halfway up it is a pair of wrist chains. The back of the pole is scratched, and the front is bloodstained.



- G Iron Maiden: The term "Iron Maiden" is only generic in this case, since this particular example is made of wood, brass, and leather. It is a roughly man-shaped device of about 7 feet high and 4 feet diameter. It splits into two nearly identical parts, the front being distinguishable only by the presence of a 1 inch by 6 inches vision slit. Both halves are covered inside with brass spikes, which leave just enough space between them to accommodate an average Human body when closed. The purpose of the device is to make it impossible to move without causing pain, and possible injury.
- H Cruciform: This consists of a pole similar to the Whipping Post, which has a crossbeam spiked to it at the 6½ feet level. A prisoner is tied by the arms to the crossbeams and left to hang with only that support. This is not only quite painful, but makes breathing difficult.
- I Barred Door: These are the doors leading into the area of the cells. They are made of 2 inch iron bars, 6 inches apart with a top and bottom plate and two cross pieces. Each door opens to a different key and they are always locked.
- J Discomfort Cells: These are similar to the Iron Maiden in purpose, but work on a different basis. They are made of wood, 4 feet tall, 3 feet wide and 2 feet thick with a 1 inch by 4 inch vision slit in the front. Due to their size, it is impossible for a Human to find a comfortable position in them.
- K Cauldron: This large kettle has a firepit beneath it, and is filled with oil. There is always a small fire beneath it which keeps the oil warm, and thus speeds up the time required to prepare it for use. Its top is covered with a frothy scum. There is an air vent in the wall nearby which carries the smoke out. There is also a large metal hook in the ceiling above which a prisoner could be suspended or lowered from by ropes or chains.
- L Brazier: This fire is also kept smouldering. It is kept in a large metal bowl on a 3½ feet high tripod. Heating in it are several poker/branding iron type devices. Most of these are simple metal bars, but one has a letter T on the end, and is used to brand those twice convicted of Thievery.
- M Main Table: When a prisoner requires special attention or treatment, he is put here. This table is the same size as the Rack, but instead of a windlass, it has four large iron staples which the victim's arms and legs are tied to. Beside the table is a stool on which the artist may sit, and beside the stool is a 5 foot square table which holds his tools. It holds such things as Pinchers, Thumbscrews, Knives from large and heavy to small and sharp, Needles from 1 inch to 6 inches in length, a Candle, Tweezers, a Hammer, a bag of Salt, a small crucible of Lead, several Fishhooks, long Feathers, and Funnels. Hanging from the side of the table are several varied Whips and Rods, and on its far side is a large barrel of Water with a bucket beside it and a hook above it.
- N: Guardroom: This is where the 21 Constables spend most of their duty time. There is a rack on the east wall for their weapons and two tables. They spend their time sitting at the tables and either sleeping or playing cards. About every 15 minutes, someone will get up to check the fires in the Torture Chamber or to take a stroll through the halls of the Cell area. The job of guarding the Jail is not very demanding and extremely boring. It mainly consists of being there when someone tries to break in or out. On the other hand, if a Constable ever stops to think about it, he fervently hopes that the job stays very boring.
- O Cell Area: There are 207 Cells on this level, each 10 foot square with a cot and a pail for necessary functions. The doors are of oak with a metal plate riveted on the inside. The only provision for vision is a 6 inch square window with a pair of vertical and a pair of horizontal bars. These are not particularly useful to the prisoners as the only light in the area comes from a pair of torches in each of the entrances to the area unless a Guard happens by with a torch.
- About two out of every three of these cells are occupied, each by a single prisoner, who is chained by the ankles to the back wall. These chains are 10 feet long and are more to prevent escapes than to restrict the movements of the prisoners.
- These prisoners are from the middle layers of society and the food they get is pretty good for prison fare. The characters below are representative of those held and the special types, but by no means a complete listing.
- O 1 Opapo: Like his father before him, Opapo is a Mercenary, but he has done better than his father. He is Commander of ten men, while his father was never more than a trooper. His father trained him to fight, but was quite displeased when Opapo decided to follow in his footsteps.
- His father's fears seem to have been founded because he is presently being held for killing a man in a fight. He faces the prospect of dying in a manner quite unlike his father who fell in battle.
- Opapo is very upset by his presence in Jail for he has a great fear of dirt and mold and contamination. This probably goes back to when he was a child and following the army camps. He and his four siblings were always covered with dirt, as was his mother. They were covered with lice and rat-bitten. They were sick and weak. He had to stand helplessly by and watch his mother and two of his brothers die of the fever. He swore then that he would die in battle, but it now looks as if he was wrong.
- Opapo is 38 years old with long brown hair and black eyes. He is 6' 5" tall, weighs 224 lbs, and is right-handed.

- O 2 Otte: Otte is an Elf, and the son of a Knight. He comes from somewhere to the south, he never mentioned where. He has also never mentioned that he left home followed by a hail of arrows, fired by his father and two brothers. One arrow caught him in the shoulder and his left arm has been stiff ever since.

Up to that point, Otte had spent his entire life in the woods where he lived and had never seen the full light of the sun. When he first saw it, it was an unpleasant surprise, and to this day he avoids sunlight if possible. He is capable of going out in sunlight and does so, if necessary. He simply is not happy about it.

Inasmuch as most of his time out is spent at night, and inasmuch as he left home with nothing but a Dagger, a tunic, a belt, and a pair of breeches, he turned quite early to Thievery. He is especially good at hiding and sneaking. In fact, this is partially responsible for his presence in Jail. One night when he was out and about, he saw a City Official meeting some unsavory looking characters. He tried to turn this to his advantage by way of blackmail, but, unfortunately for him, the Official had been acting on orders of the Overlord. Otte is much more philosophical than most about his imprisonment, for he enjoys the darkness.

He is 5' 1" tall, weighing 104 lbs, with white hair hanging to his shoulders and black eyes. He is right-handed, and 90 years old. In his travellings, he has served as Woodsman, Vagabond, Merchant, Scribe, and Physician. He also fights at the second level of ability.

- O 3 Uzishoc: After spending his childhood as the only son of a Forester, Uzishoc left home quite quickly after accidentally starting a forest fire. Having no really useful training, he became a Mercenary Soldier. He survived the early years and became a dangerous fighter. His latest job was as Guard Commander for a Noble. He was fired because of a difference in opinion with his boss as to the type of defense to be adopted against a siege. His boss wanted to try out some new ideas, while Uzishoc insisted on more traditional methods. Afterwards, he came to the City State looking for a new employer.

There, once again, his arrogance got him in trouble, and after 25 years as a Soldier, his luck finally ran out. He killed a fellow drinker over a minor insult and was instantly arrested. Now he rots in Jail awaiting trial.

He is 40 years old with short reddish hair and brown eyes. His skin is also browned from his times on the march. He is right-handed, 4' 7" tall, and weighs 147 lbs.

- O 4 Eadchat: 49 years ago, Eadchat was born into the family of a peasant farmer. It quickly became obvious that he was rather simple-minded. From his crib he showed a fear of the dark and after the age of 10, was absolutely terrified of the night.

At that time, his father did something to displease his lord, who sent his soldiers in the middle of the night to arrest the man and confiscate his land. His wife and two children were thrown off of it with the clothes on their back and no place to go. Poor little Eadchat was terrified. He did not understand why big harsh men had dragged his father off and chased them into the night.

His mother had finally drifted to the city and tried to feed him and his younger brother by selling her body. Within two years, she was dead. The children, left on their own, were separated and never found each other again.

Inasmuch as Eadchat, like so many of the weaker minded, is quite strong, he eventually got a job on a fishing boat hauling nets. He has been at the job for over 35 years and has gotten to the point where he can do his job without direct supervision if nothing goes wrong. He has no place to live and stays on the boat except for those occasions when the Captain invites him along to a tavern for a hot meal and a drink of ale. He likes ale and can handle it in moderate amounts, but would never think of going to a tavern on his own. The trips he does make are always over well before sundown.

Eadchat is 6' 1" tall and weighs 191 lbs., with black hair, turning to grey, a short beard which is completely white, and black eyes. He is right-handed.

It is through a series of unfortunate circumstances that he was arrested. It had been a good day for fishing and the boat had returned early. By way of celebration, the Captain had taken Eadchat and headed for a tavern.

As they walked, Eadchat was happily chattering away when a bug flew into his mouth. He immediately turned his head and spit it out. Unfortunately, a Noble happened to be passing by, and Eadchat scored a direct hit. The incensed Nobleman would not listen to any explanation and instantly had Eadchat thrown in Jail. Now his fate depends mainly on the mood of the Judge at the time of the trial.

- O 5 Chezl: All of his life, people have been referring to Chezl as beautiful. As a child he worked carrying drinks in his father's tavern and more than once, offers were made to buy him. Those who made the offers were shown the door by his father and firmly told not to return.

Three years ago, when his father died, his elder brother took over the business, and more out of jealousy than anything else, turned Chezl out to fend for himself. At that time, he was taken in by an old friend of the family, a Priest of a god of drink, and began training for the Priesthood.

Now, at age 24, he is as beautiful as ever with silky blond hair, a reddish fringe of beard which manages to make him look even more boyish, and snapping black eyes. He is 5' 5" tall, weighs 181 lbs., and is right-handed.

He is being held because he got rather rowdy after a religious ceremony, which, of course, involved drinking copious amounts of alcohol. Chezl, for some unknown reason, eats only meat.

- O 6 Ijeng: As the son of an unmarried serving maid whose father never acknowledged him, Ijeng did not have much in the way of social status as a child. His mother considered him an embarrassment. He grew up as a rather quiet child with no real friends. He never met anyone outside of the manor where he lived because he was always hidden away when visitors came.

On his 21st birthday, he was given a piece of land to farm by his leiglord. This was the closest anyone ever came to doing something nice for him. After the relative freedom of an uncontrolled youth, however, he found the life of a Serf irking, and took off for the woods with a stolen Shortsword.

He lived there for five years, avoiding all signs of mankind because he thought he was a hunted man. During that time, he learned the ways of the animals, how to track them, and how to imitate them.

Finally, after five years, he began to think that perhaps he could venture out safely and came to the city. The Constables found him wandering in awe through the Overlord's personal garden, whence he had come by pure chance, and instantly arrested him for trespassing. He now wants only to get out and go back to his forest.

Ijeng is a large man, 6' 5" tall, and weighs 226 lbs. He has jet black hair, black eyes, and very light skin. He has a short reddish brown beard and is right-handed.

- O 7 Acu: Acu is a Sailor and considered a master of his trade. He is fairly much in demand because besides being a skilled Sailor, he is also a trained Carpenter, which is quite a useful thing aboard ship. After fifteen years at sea, Acu now is generally hired on as a Second Mate which relieves him of the tedium of swabbing the deck and of handling the sails.

He learned his Carpentry from his father, who was a Master Carpenter and owned his own shop. He worked with his father for several years, but always had a secret desire to go to sea. Finally, he succumbed to his desires, and has never been sorry.

He was arrested while celebrating the end of a long voyage. He had the misfortune to slap a man he fancied had offended him just as a Constable Patrol entered the tavern. He is charged with inciting a riot.

Like most temperamental men, Acu is on the small side. He is 5' tall and weighs 155 lbs. He has two braids of red hair hanging to his shoulders and a red beard hanging to his waist. He has black eyes, and is right-handed.

Acu is a hypochondriac. He is a sucker for any snake oil salesman and always fears he is coming down with something. He spends his time in prison moaning and groaning. He is convinced that, with the awful atmosphere of the prison, he will die any minute now.

- O 8 Wynga: As the sixth son of a freehold farmer, Wynga was not in an enviable position when growing up. He had no chance of inheriting anything, and there was no money to get him any training. Thus, when he went out into the world to seek his fortune, he was almost totally unprepared.

The only thing he could do well was shoot a Bow, which he learned to do through militia training. He also got to be very good at sneaking as it was necessary for survival. Before long, he went from poaching deer to acting as a Hunter for a Noble. He enjoys his work, and continues to improve. He now also acts as a scout for his Leige.

Recently, his lord was required to go before the Overlord and brought Wynga along in his retinue. He, along with some of the other retainers, went to a tavern and a fight subsequently broke out. Wynga was singled out as the instigator, and is being held for property damages.

He is 30 years old, 4' 7" tall and weighs 131 lbs. He has brown hair, blue eyes, and is right-handed.

- O 9 Rafma, the Wolf Butcher: Unlike most of the prisoners, Rafma is not just chained by his legs, he is chained against the wall by his hands and neck. That has to do with his nickname. He is a notorious killer, and is called the Wolf Butcher because of his habit of mutilating his victims. He is such a vicious character that even the Assassins Guild professed to be hunting him, although they continued to make use of his services.

He was extremely difficult to catch because he is a master of disguise. It was only possible because an anonymous tip paid off. When seen, he will have long white hair and a beard hanging below his waist. This is a disguise; he actually keeps his face and head shaved to facilitate the wearing of disguises.

The fact that he had disguised himself as an old man shows that Rafma was aware of the great danger that he was in, for the greatest fear in his life is growing old. In fact, he seems to have become more violent as he got older, and he now is 49. This may have been an attempt to prove to himself that he was not old. He now hangs quietly at the end of his chain, occasionally undergoing a moaning, screaming spell. He swears he can feel the hair and beard becoming part of him. What he actually feels is his own hair growing since it cannot be shaved.

Rumors say that the Assassins Guild plans to break into the prison and kill him, but they actually plan to rescue him. They had better hurry or he will be totally insane.

He is 5' 5" tall, weighs 163 lbs., is right-handed and black eyed, and is also afraid of open spaces.

- O 10 Zlatos: After 8 years of apprenticeship, Zlatos inherited his father's Bakery when that worthy died. He is an above average Baker and friendly to boot, so customers tend to come back.

He is a jolly, chubby fellow with a florid face, a shiny bald head, and just a fringe of red hair. When he is not baking, he tends to sit with a lute on his lap and make up songs.

Zlatos does have one personality quirk, he hates animals of all kinds. If anything from an ant to an elephant comes in his direction, he goes absolutely wild until it is removed from his sight.

He is 5' 2" tall and weighs 169 lbs. He is right-handed, blue eyed, and is 36 years old. He is being held for tax evasion, but has no idea where the charge comes from. He is absolutely terrified at being chained up, because he knows that there are rats and bugs and other beasts about and he is sure they are all out to get him.

- O 11 Angemun of Aldersfield: Aldersfield is the small coastal village where Angemun grew up. He was trained in his father's field of Naval Architecture and his father took him fishing often.

What his father never knew is that Angemun is absolutely terrified of water. He was ashamed of the fact and afraid to tell his father.

Proximity to the hated element increased rather than decreased his revulsion, and when he moved to the City State, supposedly to get a job with a shipbuilder, he stayed strictly away from the waterfront. Instead, he resorted to picking pockets and petty thievery.

Eventually, he came to realize that this would not be enough, and conquered his fears enough to get a job building ships. With his previous training, he was able to pick up quickly on what was needed, and since his father had provided him with a little practical experience by way of building a dinghy, he was soon the best laborer in the place and quickly rose to be Foreman. Now, at age 44, he is Head Foreman at the yard he works at and responsible for any interpretations of ship plans required.

He is 5' 10" tall, weighs 183 lbs., and has grey blonde hair. He wears his beard trimmed close, and has blue eyes which turn green when he is angry. He is right-handed.

He was arrested for treason. Somehow, someone got the idea that he had gotten copies of the Overlord's Warship plans and sold them. They may be right.

- O 12 Ayshung Lizard Trapper: After five unsuccessful years as a peasant farmer, Ayshung gave up and fled to the City State. He went in the belief that jobs were plentiful in the city, and that he would be better off there.

On arrival, he discovered that the jobs were only for those with training and that he was likely to starve. He was forced to steal food in order to survive. From there, it was only a short step to robbing people at Swordpoint, and finally, he was caught while trying to kidnap the young son of a wealthy Merchant.

Ayshung's nickname comes from the fact that when he first came to town, he stayed in a damp basement and lived on the reptiles that were present there in such great numbers.

His years in the fields have left Ayshung quite deeply tanned. He is 5' 5" tall, weighing 165 lbs., with black hair, and a thin black moustache. He has blue eyes, is right-handed, and is 38 years old.

- O 13 Haag Woebringer: Until recently, Haag was a Mercenary and a terror in a fight. He still is an experienced Swordsman (4th level), but due to a nasty arrow wound, and the subsequent infection, his left arm is too stiff to successfully wield a shield. He is now in apprenticeship as an Armorer.

His present imprisonment is a result of his injury for he had been working as a Guardsman and was wounded in an attempt to capture a gang of Thieves. He was never officially reported as wounded, mainly due to an oversight, and never released from service. When he was found, he was arrested for desertion.

Haag's father is a Mathematician, which is a prestigious but not financially rewarding profession. Haag found life in an academic's household boring and secretly began training with a Sword at age 15. Three years later, his father found out and forbade him to practice further. He immediately left home, joined a Mercenary group, and received his first taste of battle less than a month later. When he was wounded, he was brought home and his mother tended him until he was well. The only acknowledgement his father gave of his existence was when he was first brought in. He spent the whole night sitting on the side of the bed, holding his son's hand, with the tears running down his face. Haag does not know that it was his father and not his mother who had him brought home.

Haag had a very sheltered childhood, and still struggles with a fear of the dark, and with shyness around strangers. He is presently in terrible shape, since not only does the dampness cause his injured arm to ache, but he also finds himself locked in a dark room with a person whose face he has never seen.

Haag is 27 years old, 5' 1" tall, and weighs 141 lbs., having lost over 10 lbs. during his illness. He has short red hair, and a moustache, which he began to grow right after he left home. His eyes are black and he is right-handed.

Besides the phobias already mentioned, Haag is also afraid of the water. This goes back to a boating accident in which he was almost drowned. He will not swim unless absolutely necessary. He will just sit in the shallows and soak.

- O 14 Ravo: Ravo's mother was the daughter of a landed Knight, who threw her out when she bore an illegitimate son. She soon got a job as a serving maid, and tried to raise the boy in a genteel manner. He was always a wild child, however, and did not take well to high class manners.

As soon as he was able, he left home and began making a living as a Tinker, or general repair man. He also picked up a little bit of Magic. He has gotten by in this way for thirty years, and has not gotten news of his mother in ten.

Recently, a man to whom he owed a large amount of money was found stabbed in the back. Ravo was arrested for the crime.

Ravo is 6' 2" tall, weighs 210 lbs. and is 48 years old. His hair and eyes are brown, but his beard is white and short. He is right-handed and dark of complexion.

- O 15 Shinga: If you asked Shinga his opinion of the City State, he would not give a complimentary reply. This is his first visit to the City State, and he has been arrested.

He came to town with his older brother to sell the produce from their father's farm. Shinga, given time to himself, was wandering around the city when he conceived an urge to see the view from the City Wall. He climbed up and was looking around when discovered. As this is expressly forbidden, he was arrested.

Shinga is very scared. He is sure they are going to execute him as a spy, and the very thought of death sends him into shivering fits. He has never been able to handle the concept of death. Even the sight of a dead animal upsets him, although not greatly. He is now forced to consider his own death however, and it nearly leaves him paralysed.

He is 6' 3" tall, weighs 210 lbs., and is only 22 years old. His hair has never been cut and he wears it in long braids that hang below his waist. His beard is also brown and uncut, but is very short. He spends most of his time in the fields hunting rabbits and birds, and if things are desperate, deer with his Longbow. It is illegal to hunt deer, of course, but more than once a deer has made the difference between starvation and survival for his family. Because of this outdoor life, his face is bronzed. His eyes are blue, and he is right-handed.

One of Shinga's well kept secrets is his fear of deep water. This stems from a situation in which he nearly drowned. In fact, he does not know why he did not. He remembers struggling in the water and then the next thing he remembers is waking up laying on the shore soaked. He had been hunting alone and no one was around when he regained consciousness. He does not plan to need such luck again.

Unknown to Shinga, there is a loose stone in the floor which gives access to Area C in the Pit. Treat it as a secret door.

- O 16 Legstriker: Legstriker is insane. There can be no doubt about that. He was arrested on 13 counts of murder. The crime's occurred over a period of 21 months and the public gave the unknown criminal the nickname of Legstriker for it was obvious that he was catching his victims by surprise and hacking their legs out from under them and then leisurely mutilating them till dead.

He was finally caught when a Constable Patrol happened to be within hearing range of his victim. They found him slobbering and laughing and swinging a Two-Handed Sword.

He was able to survive so long due to his uncanny ability to move silently and hide in shadows. Now, though, he simply hangs at the end of his arm chains and gibbers and screams, his mind having completely gone.

He had good reason for his psychotic behavior. His father was a servant in a Noble's house and was afraid that if his employer knew of the child, he would lose his job. Therefore, he kept the child hidden in a dark basement room. As a result he grew up fearing all strangers and had a fear of water as well as it reminds him of the dripping noise in his prison.

He was not well fed and grew up small, only 4' 7" tall and weighing 123 lbs. His skin is also a deadly white and his hair is blond. He has a short red beard.

He stayed in his dank basement for over 21 years and then finally broke out. His first victim was his father, the only person he had ever seen and a symbol of his captivity. His Two-Handed Sword he stole from the armory of his father's employer.

He found that he enjoyed killing and indulged in his new hobby every couple of months, keeping his Sword carefully hidden between times. He otherwise employed himself by stealing food and such baubles as caught his eye. He feared the sun which he had never seen before, but quickly blended in with the night prowlers. Normally, one who is such a low life, and insane as well, would simply be thrown into the Pit, but "Legstriker" is infamous, and the public would be outraged if not allowed to see his fate.

Upper Level

The only prisoners who are treated at all well are what might be called the high society prisoners. It is almost as though they are considered innocent while lesser types are considered guilty. All of the rooms have fairly large windows or skylights; the rooms are comfortable, and they even are allowed to order their meals from a menu which includes ten entrees. All in all, the atmosphere is more that of a hotel than that of a prison except for the bars on the doors.

The cells are 25' square with a bunk, a plain chair, and a wardrobe. A little niche is provided in the front wall on which an oil lamp may be set, but one is not always provided. There are rings set in the back walls to which chains could be attached, but few of them show any signs of use.

- A Guardroom: At 50' square, this room is plenty large enough to hold the 21 - 30 constables who stand watch here. There are two tables provided for their use, both 15' long and 4' wide, with benches on either side. Another 20' long bench sits against the south wall, and there is a rack to hold weapons on the east wall.

There are four doors into the room; each is metal-covered with small, barred windows. One of these, in the north-east corner, leads to the ground floor by way of a flight of steps. The other three, one each in the north, west, and south walls, lead to cell-lined hallways. All four are kept locked at all times.

- B Fijind: As the son of a soldier, Fijind received early military training but was quickly apprenticed to a weaver when it became obvious that he would always remain small. Indeed, after 40 years, he still is only 5' 2" tall and weighs only 151 lbs. He learned the weaver's art quickly although, at first, he was very angry at not being allowed to be a soldier. The interplay of the threads fascinated him, and the slow growth of the patterns seemed magical. As he grew, he advanced in skill and position until he now is a cloth merchant and rather well off. He is in prison on a charge of smuggling made by a competitor who claimed that he was sneaking products out of the city without paying export taxes on it. Fijind has red hair and a short, red beard. He is right-handed and has brown eyes. He is convinced that he has forgotten all of his early military training, but, if he should be forced to pick up a Sword, it would all come back to him.
- C Berzik: Berzik's father was an assistant butcher and had no extra money to give his youngest son specialized training. Thus, the boy was left to his own devices and soon turned to thieving. He was caught a time or two, but, with his white-blond hair and blue eyes, he looked so innocent that it was always just marked down to boyish pranks, and he was sent on his way with a stern warning. As he grew older, his hair stayed light, but the innocence soon faded from his blue eyes. He soon got to the point that he did not get caught, and, as he became more sophisticated, he went after richer and richer targets. He attracted the attentions of the youngest daughter of a rich and influential merchant, and it was her position that opened the doors to encounters with many of the rich and powerful. However, the Thieves' Guild resented his success because he never bothered to become a member, and, naturally they were loathe to relinquish some claim over the wealth he began to accumulate. They, therefore, set out to bring about his ruin. Berzik invested his ill-gotten gains wisely, however, and soon became a rich man. He then bought off the favor of the Thieves' Guild and retired from active thievery to spend his time orchestrating more high-classed crimes such as drug peddling, smuggling, and blackmail. He continued to court the daughter of the merchant although he secretly spent time in the less savory quarters with ladies of the evening. These activities brought him contacts in both levels of society and furthered his burgeoning career as a crime lord. Recently, however, one of his extortion schemes backfired, due to the efforts of a jealous serving wench with whom he had spent the night and then spurned outrageously, and he was arrested. Unless something happens soon to cause his release, he faces the prospect of having his career as a crime lord, and, indeed, his life, end at the young age of 24.
- Berzik is 5' 5" tall and weighs 170 lbs. He is right-handed. He has a morbid fear of snakes borne of the fact that his sister was bitten by one when he was very young and died in agony before the lad could run for help. No one knows of this fear, however, as he has maintained a completely macho image and claims to fear nothing. He wears his hair cut short, and his normally clean-shaven face is now covered by a stubble of beard.
- D Mathgi: Mathgi is a noble, although he has no title. He is the third son of a Count and spent his youth learning such things as falconry, writing, and astronomy. When it came time to choose a career for him, he was sent to train as a naval officer. Now, at age 46, he is Captain of a small warship. He got his position not as much by skill as by sheer survival, but he has seen a lot of action and is a fair leader. He is rather impressive looking with dark skin, jet black hair hanging to his shoulders, a small black moustache, and piercing black eyes. The effect is only enhanced by the fact that he stands 6' 8" tall. Few people realize that, although he weighs 214 lbs., Mathgi is incredibly thin. This is due to the simple fact that the thought of food moves him to active nausea. He will often go for days with nothing more than a few goblets of wine. In fact, he eats only at the many ceremonial events and parties his position requires him to attend. Even then, he eats as little as possible and just enough to satisfy protocol. He is presently being held pending investigation of a duel in which another naval officer was killed.
- E Ryongshu: Ryongshu has never known his parents because he was given to the priests of Odin as an infant. He assumes that he is illegitimate and that his father was a member of the Overlord's Court because, at age 20, he was called to become a cartographer at the Court which, since he had no idea the job was open, seemed to indicate some hidden influence at Court. At the time, he had achieved the third Level of Clerichood.
- Either the influence continued to operate or the Overlord liked him for, within five years, he was the head Cartographer. He may have deserved the job, for he does do good work, but there were others who may have been more deserving.
- Ryongshu is a strange person. He refuses to touch a pen or ink bottle until it has been used at least once, and his clothing is all second-hand. He also has claustrophobia and refuses to enter the private office provided for him. This works slightly in his favor because those under him see his avoidance of his office as an attempt to stay in touch with them, and, as a result, the work is done well and fast.
- Ryongshu looks like a man who desires simplicity; he wears old clothing and walks with an old staff. His physical appearance is impressive; he is 6' 9" tall and weighs 250 lbs. He is dark complected, with light brown hair hanging to his shoulders, a black beard, and brown eyes. He is left-handed.
- All that has happened to him, including the unexpected call to Court, his rise to the post of Head Cartographer, and the devotion of his workers, has convinced Ryongshu that he is a very special person. He is presently imprisoned and awaiting trial and execution (a sure thing) for treason; he attempted to give orders to the Overlord.

- F Zishun: Zishun, like Ryongshu, does not know who his parents are, but, unlike Ryongshu, he had no kindly Clerics to raise him. He grew up as a street urchin and survived only by his wits and the strength of his arm. Indeed, on many occasions, the only thing that saved him was the fact that he was left handed, and, thus, his attacks came from an unexpected quarter. By the age of 10, he was already a member of the Assassins' Guild. He prospered, and, at age 25, he was able to retire after buying a controlling interest in a silver mine. Since then, he has lived as a gentleman but still always wears a light Mail shirt under his clothing and carries two Daggers within easy reach. He reached 5th Level as an Assassin before retiring.

He is not a small man at 6' 1" and, since his retirement, has begun to put on weight. Now, at age 38, he weighs 216 lbs. His skin is bronzed because he spends much of his time out of doors, and he has short, black hair and a moustache. His eyes are normally brown, but, when his emotions are aroused, they seem to be more green.

Recently, the daughter of one of his neighbors sneaked into his house to avoid deserved punishment. When her father discovered her whereabouts, he charged Zishun with kidnapping and rape. Zishun is completely innocent; he didn't know she was there, but he is in big trouble because the girl is supporting her father's accusations in an attempt to avoid further, harsher punishment.

- G Baika: Baika's father was a Master Musician and could afford to set his sons up with good jobs. He secured a position for Baika as a clerk for a prosperous merchant. The boy had the intelligence and charm required of a merchant, and, as part of his pay was in trade goods, he soon was more of a junior partner than an employee. He was allowed to choose what goods he wanted as pay, as well as where to send the goods, because the merchant wanted his workers to learn the business. Baika chose well, and, by age thirty, he was able to start his own merchant ventures. However, he remained on good terms with his former employer.

He is now 49 years old and well off. He is also rather fat, weighing 191 lbs. at a mere 5' 4" tall. He has short, brown hair, green eyes, and a black moustache. He is right-handed.

Baika was arrested for extortion along with Berzik, despite his loud protestations of innocence. The two men have not realized the significance of the fact that they were placed in cells almost directly across from one another. The fact is that the cell just across from Baika's cell is occupied by an agent of the Overlord who hopes to pick up evidence by listening to them. So far, however, they have failed to say anything incriminating.

- H Daxong: Here is another example of a man who started out low and worked his way up. Daxong's mother was a prostitute and, of course, had no idea who his father was. He grew up in the brothel and ran errands to earn his keep. As he grew older, he became a bouncer, using stealth rather than force.

Two years ago, his boss was killed, and he immediately took over the brothel; he has since opened a second brothel and is doing quite well, financially. He was arrested for kidnapping, however, because it is rumored that some of his girls do not work willingly.

Daxong is 34 years old, and shaves his head. This, together with his long, brown beard, black eyes, dark complexion, 6' 3" height, and the gold ring in his right ear, gives him a rather barbaric appearance. He is right-handed and weighs 206 lbs. He is not getting on well in jail because he is afraid of the dark.

- I Dazoyosht: As the first son of a gentleman farmer, Dazoyosht has had a fairly easy life. He was trained to take over the farm from the time he was old enough to walk. He also received elementary training as a soldier as part of the militia.

His farm has done well, and he now spends much of his time in town. He is 44 years old with light hair and blue eyes. His skin is deeply tanned from his time in the fields. He is 5' 3" tall, weighs 167 lbs., and is right-handed. He is presently under arrest in connection with the murder of a noble which occurred on his property. For reasons beyond his comprehension, Dazoyosht is afraid of snakes.

- J Sir Eufoe: As you might expect, Eufoe is a Knight. It happens that it is an inherited title, but he would undoubtedly have earned it if it had not been inherited. He is a veteran of many battles and has fought courageously. He has even written a treatise on tactics which is used to teach young nobles. There is some land that accompanies his title and which he works with slaves.

Eufoe is extremely paranoid; this fact exhibits itself in many ways. One very visible evidence is his shocking emaciation which is due to his fear of being poisoned. Although he is 6' 1" tall, he weighs only 121 lbs. His paranoia is also manifested in the fact that he absolutely lives in Chainmail and practices hard every day to improve his already-phenomenal skill with a Sword. He is also afraid of changes of any kind, whether it be new clothing or a new battle formation. He sees any change as being part of a plot to "get" him. Also, and for obvious reasons, he is afraid of crowds. In fact, his reason for being in prison is even connected to his paranoia. He wished to gain an audience with the Overlord and went to the Court Chamberlain. When that official refused his request, he became convinced that the man was plotting against him and struck the Court Chamberlain. He was immediately arrested, of course, and now sits in his cell, shivering and waiting for "them" to come and kill him.

Eufoe is 50 years old with hair and beard that have turned to iron gray. His eyes are brown, and he is right-handed.

- K Rixju: Rixju is Eufoe's son, but neither is aware that the other is being held. That is because Rixju is in the Navy and has not seen his father in six months. He is a junior officer on a warship. He is well aware of his responsibilities as a land-owner and has learned the art of agriculture well. He is also an excellent archer and makes all of his own Arrows. In fact, his position on board is Commander of Archers, and he has shown good leadership ability. His elders are already nodding to each other and calling him his father's son.

He does hope to emulate his father, both in military success, hoping, eventually, to become an Admiral, and as a writer. He is keeping a diary which he plans to convert into a book on Naval tactics. He is studying this subject with the same dedication he gave to farming.

All of this studying and talk of high positions sounds very adult, but Rixju is only 23 years old and still subject to fits of youthful enthusiasm. For instance, he is presently being held for brawling. The only reason he was caught is that he had been knocked unconscious and could not escape.

Rixju is still quite fair skinned because he has only been in the Navy a short while. He is also clean-shaven, not by choice but because his beard is still quite sparse. He has black hair and brown eyes like his fathers, and he is right-handed. He is 6' 3" tall and weighs 197 lbs. He does not share his father's quirks, but he is afraid of snakes and heights. He is rather ashamed of his fears and has worked all his life to overcome them, but he has had not success at that whatsoever.

Basement Second Level

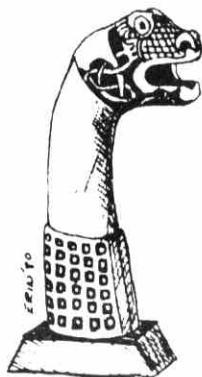
This level of the dungeon is reserved for the common rabble, those people who are neither important enough to command any respect from their captors nor unimportant enough to be relegated to The Pit as tramps. Although the fate of the middle class types on the level above is bad, conditions on this level are worse. Not only do they find themselves trapped in the damp and dark, but they are also chained to the walls with up to 8 prisoners in each cell. This might be considered an advantage because they all have someone to talk to, but the smell of so many unwashed bodies in close proximity negates any positive values.

Another real problem is that a pack of 1 - 20 Giant Rats may get in. The rodents tend to climb up from The Pit. There is a 30% chance each day that they will do this. Giant Rats are described in area F of The Pit. These beasts are able to squeeze themselves between the bars bisecting the windows in the doors and have been known to kill all the inhabitants of a cell before they are discovered.

The cells are 20' square with piles of straw below eight sets of manacles. Each prisoner is provided with a waste bucket and a food dish when he is first jailed. It is up to the prisoner to use them; the jailor takes no responsibility if he doesn't.

This level has a maximum capacity of 320 prisoners and is only rarely less than half full. Obviously, it would be impossible to identify all of the prisoners here. Instead, a random sampling has been given.

- A Stairs: This is a set of 5' wide stairs leading up to the first level of the basement. It comes out in the Torture Room.
- B Guardroom: This room is 60' by 40' with the stairs described in A in the northeast corner. Also, on the north wall is a long rack upon which the guards can hang their weapons.
There are 3 10' long and 4' wide tables with benches beside them in the room. They are provided for the guards who use them for eating, for gambling with dice or cards, and, occasionally, for sleeping upon. There are two doors leading out of the room, one each on the east and south walls. They are of the type described in C.
- C Doors: These doors are found in several places on the level and are all substantially identical even to the fact that they are all operated by the same key. They are made of bronze with iron banding and hinges. They have 8" square windows which have a pair of crossed bars set into each. These doors are rather more substantial than the normal cell doors which are wooden with a bronze plate on the inside. The windows are essentially the same on all doors on this level.
- D Pit: This room leads down to the area in which social outcasts, lepers, and lunatics are held. Beside the 12' diameter hole in the floor is a rolled-up rope ladder. This is brought up after the placement of the prisoners in The Pit proper and is never left hanging down unattended. The room is separated from the rest of the level by two C-type doors which are intended to protect prisoners and guards from rats and prisoners escaping from The Pit.



E Cutsing: It almost goes without saying that Cutsing is not the only person in this cell. He is one of seven; however, two of the other occupants have been partially eaten by a lone Giant Rat which considers this cell its personal larder. He is, in fact, a return customer to the City Jail. He was previously arrested for killing a man in a street fight. Although this was found to have been a fair fight, the Court ruled that he should be taught a trade to help him stay out of trouble. As a result, Cutsing was apprenticed to a rugmaker.

As it happened, Cutsing knew little about carpet making and cared less. Within a week, he had disappeared. He went back to his old method of making a living, that of picking pockets in the streets, and was doing well until an anonymous tipster identified him to the City Guards. Now, he sits in jail again awaiting trial for fleeing his place of punishment. He did learn one thing from his earlier experience, however, that he put into practice. This time, when it was obvious there was no escape, he gave up quietly rather than anger the City Guards. His one wish at this time is that the Court will get around to his trial before the Giant Rat decides to have him for supper.

Cutsing was born 34 years ago, the son of a journeyman interpreter. As a result, he has a 10% chance of knowing a word or two in any language spoken in the surrounding area. When he became old enough, he was apprenticed to a bowyer. He didn't really appreciate the fine art of bowmaking, however, and soon left to make a living on his own.

This was not as easy as he had expected, but he soon discovered he had a knack for cutting purses and quietly disappearing in a crowd. This served him well until one day when he got clumsy and, as a result, found himself in a knife fight with his intended victim. He killed the man, but received a nasty cut on his left forearm. This probably saved his life because it convinced the judge that it was a fair fight. The wound has healed until only the ugly, purple-red scar remains. His arm is still somewhat stiff from this encounter.

Cutsing is 4' 10" tall with a medium build and weighing 142 lbs. He has short, brown hair and keeps his face clean-shaven. At present, however, he has a stubble of a beard because he has no shaving facilities.

Since taking to the streets, Cutsing has developed a hearty fear of the dark. He feels, and rightly so, that the streets are not safe for him at night, especially when he does not have his trusty main gauche in his right hand. He is very nervous about being in prison, and this is not only because of the possibility of conviction and punishment for his "crime." He finds himself chained up in a totally dark room with six strangers and a fair possibility of being attacked by hungry rats. He finds the thought that the Giant Rat might just as easily attack someone else of small comfort.

F Cusheal: Cusheal is a manic-depressive. He has been in the deepest and blackest of depressions since he was arrested. He sits glumly on the floor, ignoring his food and his two cellmates. He deeply hates himself, at the moment, and, if given a weapon, would quickly open his own jugular. There is a 30% chance that his feelings would change to extreme elation and conviction of his own ability if he were released, but, otherwise, he would quickly seek his own destruction.

Cusheal's father worked as a clerk in a countinghouse and never got along well with his son whom he considered unbearably wild. When he discovered that the boy was studying magic, he threw the boy out of the house and ordered him never to return.

Thus, at age 15, Cusheal went to live with his mentor and teacher. He learned slowly, at first, but, with time, became acceptably proficient. He stayed with his teacher because he was rather shy and afraid to face the world alone. That worthy tried to instill confidence in the boy, but the pressure seems to have only made him retreat into himself still further.

Finally, his master died, and, for Cusheal, this was the last straw. He became convinced that he had inherited all of his master's powers and went to challenge a Master Mage. That Wizard simply turned him into a toad, called the city guard, returned the boy to his natural form, and had him arrested for trespassing. It happens that the method the Wizard chose of dealing with Cusheal was rather unfortunate because Cusheal has a great fear of most types of animals, especially Batrachians and lizards. He is also afraid of thunder.

Cusheal is 5' 3" tall and weighs 154 lbs. He is 39 years old, left-handed, and blue-eyed. His complexion is light, and his hair is red. He wears his hair hanging to his shoulders and has a moustache.



- G Tashu: Not all of the prisoners are male, but no special preparations are made for females. They are put in cells with men indiscriminately, and the only thing protecting them from the "attentions" of their male counterparts is that the chains are too short to allow much contact between prisoners. It happens that there are only two other prisoners in Tashu's cell, one male and one female. Nonetheless, she feels quite ashamed to be locked up with common criminals.

Indeed, it is through a rather long series of misfortunes that she finds herself here. Her father was an officer in the Stonemasons' Guild and very well off. He loved his daughter and took good care of her. She was a beautiful child, small, but solidly built. Indeed, she stopped growing at 4' 1" and now weighs 133 lbs. She has a beautiful mane of jet-black hair which hangs to her knees and soft brown eyes. Even now, at age 30, she retains her child-like appearance. She also acts rather like a child, for she is a rather simple girl although not overly naive.

About a year ago, Tashu's father was arrested on charges of embezzling Guild funds. All of his possessions were confiscated and Tashu was thrown into the streets. Since then, she has made her living as a beggar. At first, she encountered a lot of trouble from the Beggars' Guild because she was a non-member. As soon as she learned of its existence, however, she gladly joined because she had been taught to respect the power of the Guilds.

Tashu really hasn't the cunning to be a professional beggar; she only does it because she must survive. She relies on simplicity and honesty to get coins. She has had offers from several men to provide for her needs, but she does not want to pay their price.

She was arrested for arson, and the sad truth is that, legally, she is guilty. She was bedding down in a stable and fell asleep with her small oil lamp still burning. She kicked it over in her sleep and the entire building burned down. Tashu herself barely escaped with her life and still bears the scars of the untreated burn wounds she received when her clothing caught afire as she slept. It was only the fact that she rolled away from the fire, thus extinguishing her burning clothes, that saved her.

- H Thiafung: This unemployed miner is in prison awaiting trial on charges of attempted bribery. After being fired from the Glory Hole Mine, he spent several weeks looking for a job. Finally, in desperation, he applied for a job as a City Guard. He was told, however, that he was not considered acceptable. He thought the official was angling for a bribe and offered him 10 Gold Pieces to change his mind. Unfortunately for him, the official was the honest type and arrested him.

Actually, the reason he was considered unsuitable was that he suffers from a cleft palate. This is not a problem for a miner, but a City Guard must communicate with people and report quickly to his superiors, and Thiafung's affliction makes this difficult.

All his life, Thiafung has been plagued by his special problem. People constantly make fun of him and chase him away as if his affliction were contagious. As a result, he feels that the entire world is against him. He is able to fight at the first level of ability but prefers to clown his way out of a fight. He has become adept at clowning and, in a tight situation, instinctively makes himself look the fool. This is hard on his self-respect, but he abhors the thought of dying as well as that of killing anyone else. He is also afraid of lightning and is convinced that, if it sees him, it will deliberately strike out at him.

Thiafung is 5' 4" tall and weighs 160 lbs. He is 36 years old with short, blonde hair and a blonde beard. He is right-handed. Another reason that people are sometimes uncomfortable around Thiafung is that his eyes are not quite the same color. One is blue, and the other is green. Between his two oddities, few people will tolerate Thiafung's presence.

- I Gan: To give his full title, the man in this cell is Gan Lionrider, Champion of the Hinterlands. The name comes from two sources. The first comes from an incident in which, during a fight with a Lion, he ended up on its back, hanging on for dear life while the beast ran wildly about striving to throw him off. The second came about because he is continually extolling the virtues of wilderness living.

His love for the wilderness comes from the fact that his father was a biologist of some repute who passed his love of nature on to his children. Gan was his second son and took a more mystical view of nature than did his father. Three years ago, at the age of 22, he left home under the tutelage of a Druid. He has only been in town an average of one day a month since then.

He is now 25 years old, 5' 7" tall and weighs 189 lbs. He is right-handed with a naturally pale complexion and jet-black hair hanging past his shoulders. About his eyes, there is uncertainty; sometimes they appear to be hazel brown, and, at other times, they seem to be greenish-blue.

There are two great fears in Gan's life. He is afraid of the dark, much to his chagrin, and is also very worried about poisons. He never eats any plant or disturbs any animal unless he is very sure it cannot poison him. His Druidic training, however, has made it possible to live off what he finds in the woods because he can usually tell the difference between plants and animals that are poisonous and those that are not.

This dislike of poisons (and it is not an unreasonable dislike) is responsible for his being in jail. He saw a man putting something into another's drink and jumped to the conclusion that it was poison. He attacked the "poisoner," killed him, and was, subsequently, arrested. The doctored liquid, which actually contains a very mild sedative, is presently undergoing analysis, and Gan's fate hangs very much in the balance.

J Miwot, Gamle, and Lynzape: The first inhabitant of this cell, which contains only three prisoners, is Miwot, a healthy young woman of about 30 years old. She is 4' 10" tall and weighs 128 lbs. She has brown hair hanging to her waist and clear blue eyes. She is right-handed. Miwot's father works as a butcher, and, on his days off, he likes to go tramping through the woods. His daughter shares his passion for the out-of-doors. In fact, she makes her living by hunting and trapping.

Recently, while checking her traps, she discovered a prominent nobleman in a compromising position with a young lady. She removed several items of intimate apparel as proof and, later, went to the nobleman with her story and an offer not to reveal what she knew to the girl's father for the sum of 1,000 GP. Unfortunately, the nobleman was unconcerned about the reputation of the girl or the agitation of her father, so he really didn't care if Miwot told the father of his involvement with the man's daughter. He had Miwot arrested for blackmail. She is now desperately and, so far, unsuccessfully, trying to contact the girl's father in an effort to gain his assistance in effecting her release. She realizes that this is a gamble because the girl's father may prefer to let her rot in jail rather than besmirch the fair name of his daughter, but she sees no other recourse.

Gamle, the second inhabitant of the cell, is the illegitimate daughter of a serving maid. It is no secret that her father was the Master of the house, a landed Knight, and he treated both mother and daughter kindly, but his wife refused to accept the child as part of the family.

Gamle was a healthy child and big for her age. She was a bit of a tomboy; she could fish as well as any boy and would sometimes steal a skiff and go out sailing for several hours. As she got older, she became a rather lusty wench but quite selective as to where she bestowed her "attentions." Of course, this tended to create situations in which she received unwanted attention from amorous males, but she was usually able to talk her way out of such situations, deflating overgrown egos with her Rapier-sharp wit. Recently, however, she caught the eye of a romantic young buck who proved quite persistent.

She did her best to cool him down but to no avail. Finally, when he sought her out in the solitude of the cowshed where she was intent on doing the milking and attempted to embrace her, she slapped him. His pride wounded, the vengeful young man ordered her arrest, citing an old law that made it illegal for a commoner, which she was, to strike a nobleman, which he was, under any circumstances. He does not mean for her to go to the gallows for this minor infraction; he hopes that her stint in the City Jail will make her more pliable and willing the next time he approaches her, which he has every intention of doing. She, on the other hand, has made a secret vow to kill him at the first opportunity.

Gamle is 32 years old with brown hair and blue eyes. She is 5' 5" tall and weighs 182 lbs. She is right-handed and has a dislike of thunder and lightning.

The last occupant of the cell is Lynzape, the son of a highly-respected jewelry appraiser. No one ever disputed his father's appraisals. He, however, did not follow in his father's footsteps. Lynzape is a greedy man interested only in getting jewelry for himself. He showed no real aptitude at appraising gems, and so he was apprenticed to a Scribe.

Lynzape found the work of a Scribe somewhat boring, but the pay was good, so he kept at it, occasionally indulging in petty thievery to quench his thirst for adventure and selling secrets garnered from the work that he did for high officials and noblemen to gain extra cash. He enjoys picking pockets as he walks the streets of the City-State and has reached third level of proficiency in thieving ability.

Recently, on his 49th birthday, Lynzape realized that he was getting old without ever having been involved in a "real adventure." To remedy this, he exercised a contact he had with the Assassins' Guild and became a member. He started training in the evenings and soon was given his first job. A jilted lover had contracted to have a soldier killed for a small fee. Lynzape was given the particulars and set up an ambush. He was in the process of springing his trap when he realized that the wrong soldier had fallen into it. He managed to get his Knife put away out of sight, but he and his erroneous target ended up in a tangled heap on the ground. He was arrested and charged with interfering with an officer in the performance of his duties.

Lynzape is 5' 9" tall and weighs 180 lbs. He has a light complexion, short, light-colored hair, and a small moustache. His hair and moustache blend very well with his skin, making him seem almost hairless. His eyes are light brown, and he has a dark brown, square-shaped birthmark on the back of his right hand, which is the hand he writes with.



K Skemaz: The last person to be described on this level, but certainly not the least, is Skemaz, a blacksmith and weapons-maker of no little skill. He is not a local inhabitant but only came to the City-State to sell a handful of weapons.

After successfully disposing of all his wares at good prices, he stopped at a tavern for a celebratory drink of mead. There, he ran afoul of another customer who was drunk. The inebriate shouted that he was going to come back and get Skemaz as his more sober colleagues dragged him away.

Skemaz has become a very good judge of weapons and fighting men during 42 years of living by his wits and making weapons, and he was able to get a good look both at his opponent and the man's sword. He quickly came to the conclusion that both were too much for him, even if the man was drunk, and, therefore, decided to get out of town as quickly as possible.

He was in the process of doing this when he was apprehended by the City Guards and charged with excessive speeding on a public thoroughfare. His horse, his money (131 GP), his Chainmail tunic, and his fine steel falchion have all been impounded pending outcome of his trial, according to the arresting officer. The fact of the matter is that the arresting officer has turned over only the horse, 51 GP and the Chainmail tunic to the authorities, having kept the weapon and the rest of the money for his "trouble."

Skemaz was an illegitimate child. His mother died soon after he was born, and no one ever admitted paternity. He was raised by his grandfather, a peasant farmer. He was a husky child, and, at age 12, he was apprenticed to a Blacksmith. He has been learning the trade for thirty years and, today, can make almost any metal item that exists either in reality or in imagination. He has had to take up arms on several occasions and fights as a third level Fighter.

He is 5' 11" tall and weighs 232 lbs.; very little of that is fat. He has a dark complexion and has a mole in the center of his right cheek. He wears his hair in a thick braid down his back. In his younger days, it was black, but, now, it is streaked with grey. His eyes are usually a deep brown, but, when he is angry, they darken to a jet black.

Skemaz has had a rough life and, more than once, has defeated opponents only because of the advantage he gains due to his left-handedness. He is frankly afraid of large bodies of water, including ponds, and is allergic to cats.

The Pit

This level of the jail is reserved for social outcasts and the insane. The people here are considered somehow less than human. They are simply thrown in and abandoned with no thoughts given to such ridiculous notions as civil rights.

A glance at the map shows that, at one time, someone tried to build another level of cells but abandoned the project. What is not known is whether they ran into the maze of tunnels that appear here, or whether the tunnels were dug later.

The great distances to which these tunnels extend is also not realized. They are just a small portion of the vast network of tunnels that run beneath the city, and the lunatics and lowlife dumped here are being released to roam about and, possibly, find their way to the surface again.

Fortunately, one of their prime pastimes is killing each other which, added to the other nasty creatures that hunt them there, makes for a low survival rate. On the other hand, the ones that do survive are the toughest ones and, therefore, the most dangerous.

A Pit: This is the hole in the ceiling through which prisoners and guards enter and leave this level. It is about 12' in diameter and 10' up. This room is 75' square and is checked once a day for attempted escapes. The guards stay out of this level entirely, if possible, and always enter in a large group.

B Metal Doors: These doors are solid Iron with heavy locks and are set in Bronze frames which are firmly connected to the dressed stone of the walls. They have 6" square windows at about eye level with an inch-thick Iron bar down the middle.

C Vozwad's Room: This area is the largest in the pit besides the guardroom. Its ceiling is fully 8' up as opposed to the normal 6' of the tunnels. It has been claimed as home by Vozwad, the man who styles himself king of The Pit. The title is essentially meaningless, as most pit dwellers obey no one unless they want to obey them. Nonetheless, Vozwad is the most powerful person around, and few are willing to cross him. He can be found here about 20% of the time; otherwise, he will be wandering through the tunnels. He usually has one or two people with him who will do as he says.

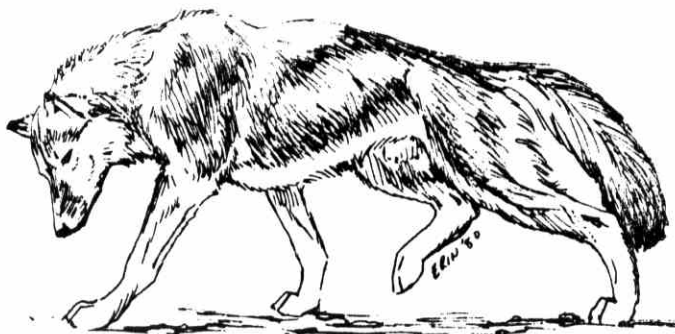
Before being thrown in The Pit, Vozwad seemed to have a brilliant career before him. He was a Mage of some ability, although by no means the most powerful around. Then he was arrested and charged with trying to eavesdrop on a Councillors private discussion. He was using a *Clairvoyance* spell at the time. He was thrown in The Pit because, although he had some magical skill, he had striven to keep himself out of the public eye and was, therefore, known to the officials only as a Beggar.

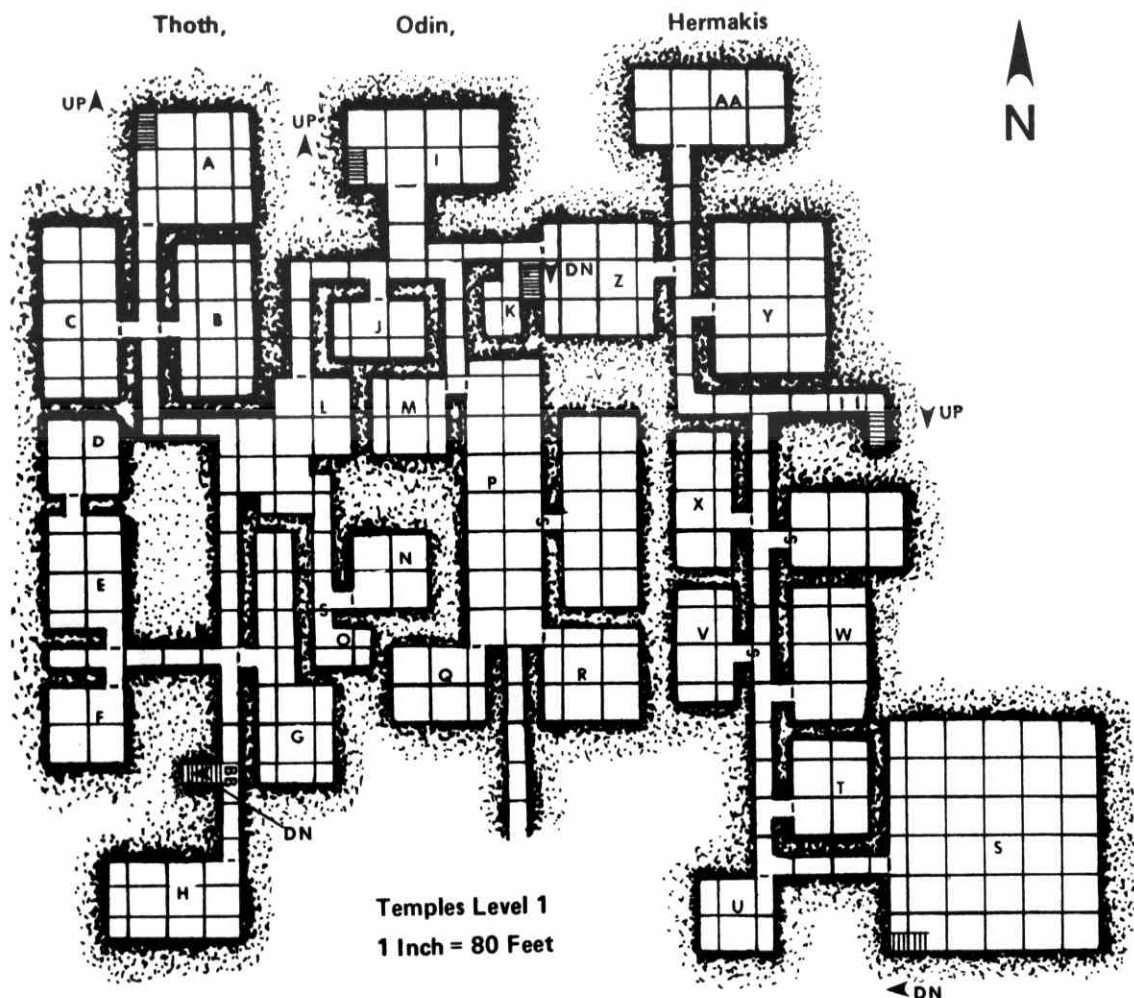
Vozwad's father worked for a wagon-maker, specializing in wheels. Vozwad got on with him but never wanted to learn anything but magic, and, when a wizard offered to teach him, his father reluctantly agreed. He was a dedicated student but rather too interested in the selfish side of the field of magic. His tutor felt able to change his point of view but failed miserably.

All of this ended two years ago when he was arrested. Now, he is the most powerful Mage in The Pit, and, although he knows of more than one way out, he refuses to leave since, if he did so, he would become only a second-rate Mage. He is not as powerful as he might be because he has not been able to learn any spells since his arrest, and he is not able to use any spell beyond the ability of a 4th Level Mage.

Vozwad is 29 years old, 5' 7" tall, and weighs 165 lbs. He has red hair which now hangs in tangles almost to his waist and a red beard. He has black eyes and is right-handed.

- D **Trap:** This is a trap which was set for anyone coming along. It consists of a 10' long and 30' deep pit which has been covered with a reed mat. The mat was then covered with dirt. Anyone walking down the passage has a 10% chance of noticing it, plus 1% per Level. The pit has already claimed one victim; at its bottom is a body which has its hands chained. Someone watches the trap, as is evidenced by the fact that it has been reset.
- E **Crocman:** This beast has escaped from its keepers and set up a lair here (see Pegana Level 1, Room F for full details). It has caught a pit dweller recently, and the remains lie to one side. This particular beast has 11 HTK, and its only treasure is a 90 GP-worth Silver ring on one of its forepaws.
- F **Rats' Nest:** This room serves as home for a pack of eight Sewer Rats. These beasts grow up to 2' in length and have 1 HD each. They have 7, 6, 5, 4, 3, 2, 2, and 2 HTK. They appear in packs of 1 - 20.
- The treasure this group has collected is buried in a wall and consists of 783 SP and a Crystal of Distance, a device which, when looked through, informs the user of the distance to the object on which it is focused to within +/- 10%. It works only on what the user can see.
- G **Vadrew:** Before being thrown in The Pit, Vadrew was a horse groom and a former cavalryman. That was 14 years ago. Then, he tried to blackmail a customer using a message he found in a saddlebag. The man had him arrested for attempted horse thievery. Vadrew unwisely got himself thrown in The Pit, and, 14 years later, he is still here. He has survived so long only because of an iron constitution. He is 41 years old now, and his hair and beard are snow white and very long. His skin is pale since he has not seen the sun in so long, and his eyes are brown. He is 5' 2" tall, weighs 143 lbs., and is left-handed.
- For most of his time in The Pit, Vadrew was pushed around by everyone he met, but he recently discovered something which makes him one of the powers in his little world: a cache of three magic items. How they came to be hidden is unknown, but they probably had not been disturbed for at least a century.
- The first item is a vacuum jug. This device seems to be a portable Gate to some extra-planar place, for, when the stopper is removed, a vacuum is set up which will draw in anything not held back by a STR of 11 or more. Anything smaller than the jug's mouth (3") will be immediately sucked into it. Anything larger will tend to be magically shrunk to the proper size. There is a 40% chance that this will happen, but living things subtract their INT from that chance. The stopper and jug are unaffected by this, and the jug seems never to fill up. The jug and stopper are made of pottery and will lose all magical power if attacked but will not react other than as a normal vessel.
- The second item is a Wand of Insect Slaying, a simple device but one that any mage would want. When pointed at a normal insect and commanded, a fine beam of white light springs from the end and kills the bug. The command word, which is carved in the side of the wand, is CJXSHPW.
- The third and most important item is a Necklace of Bidding. This device allows the wearer to issue commands which the hearers will follow as though they were their fondest desires. The device will work only three times per day and only once per day on any one person.
- H **Gosa:** A pair of these beasts have laired here. They are about man-sized and covered with fur but, otherwise, bear no resemblance to any known creature. They have six legs ending in blunt claws and two arms at the front of the body which have semi-prehensile hands. They have no heads and no eyes, and make their way around with the aid of two antennae which see in the infra-red spectrum. These antennae can also deliver a ray in melee which stuns the opponent for 1 - 12 rounds if CON or more is rolled on 1D20. If the Save is made, a second similar roll must be made. If this is failed, the opponent is slowed. Gosas have 7 HD and move 90' per minute. They do 2 - 12 points of damage with each hand and can kick with their front legs for 1 - 4 points each in desperate situations.
- The hands are built for grasping stunned creatures to bring them to the mouth at the front of the body. If the antennae can be hit (consider them AC: 2) for 2 points of damage, they will be severed. When one is gone, the other acts as a *Slow* spell. The Gosa is not coordinated enough to use its antennae to slow two opponents at once. If both antennae are severed, the Gosa will be blinded and no longer able to stun.
- This particular pair have 41 and 34 HTK and are protecting a child which has 2 HD and 16 HTK and whose ray can only slow if CON + 2 or more is rolled on 1D20.





The Three Temples

The temples of Thoth, Odin, and Harmakhis are built side by side, and, although entirely separated above ground, they are connected in several places below ground. Most of these connections are secret, although known to all involved, but at least one connection is open and acknowledged. It is identified in the room descriptions.

A Entrance (Thoth): The set of stairs in the northwest corner of this room leads to the temple of Thoth. It has been turned into a general lost and found room. Racks have been put on the wall which are hung with lost cloaks and hats and even one undertunic. There are also two bins against the stairs which hold Dress Daggers, brooches, earrings, and similar *impedimenta*. Most of this stuff is years old and probably will never be claimed. Also, none of it is very valuable because anything worthwhile is immediately put in the treasury as a gift from Thoth.

B Relic Storage: The things stored in this room are not of great intrinsic value but do have religious significance. On the north wall, for instance, are three wooden boxes that are 1' cubes. Two of the boxes are securely nailed shut, but the third has its lid off and leaning against it. Inside the box are two candles laying on a layer of straw. They are dipped beeswax candles, 10" tall, and about 3" in diameter. The closed boxes have nine of these candles in three layers of three. Normally, there would be several boxes of these candles, but the priests have almost exhausted their supply and are expecting another shipment soon. An empty candle box lies halfway to the door, on its side, with the straw spilled. The box top was left by the wall. These candles are worth 3 GP each.

In the northeast corner are 4 boxes which are 1' wide by 1½' long by 10" thick. They are stacked one on top of another, and the top one has a loose lid, although it is in place. Inside the boxes are wooden Ankhs which the followers of Thoth use as Holy Symbols. They are packed in five rows of five with straw between the layers, and each individual Ankh is wrapped in linen. There are four layers per box, for a total of 100 per box. The top box appears to be empty, except for the straw and linen, but it still has six Ankhs at its bottom. These Ankhs could be sold for ½ GP each.

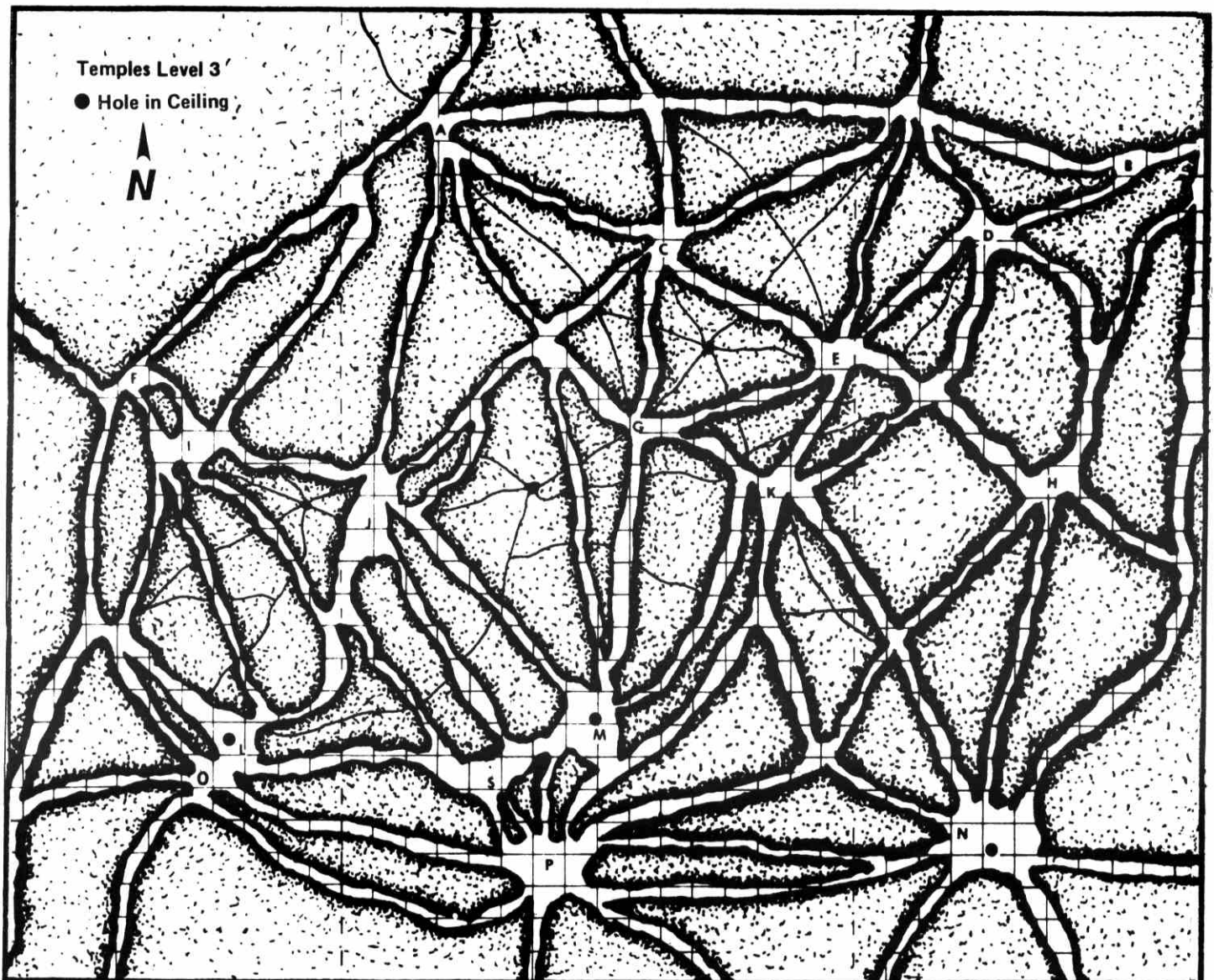
Along the east wall are seven 2' tall by 1' wide by 1½' thick boxes. In each box is a wooden statue of an Ibis-headed man, which is how Thoth is represented. The statues are made of Ebony and are worth about 20 GP. This is rather low for a rare wood like Ebony, but anyone who is likely to want a statue of Thoth is also likely to know that it is stolen.

In the southeast corner is another wooden box which is only 12" by 18" by 4" tall with a hinged lid. It looks pretty much like a cigar box. Inside, wrapped in linen and packed in sawdust are 21 brass rings, each with a Baboon's head depicted on it. The box was made to hold four rows of six rings, but three rings have been removed. The rings are worth 1 GP each.

So far, the room seems rather bare, but much of the remaining space is taken up by a pair of Giant Baboons which have a nest of sorts in the southwest corner. They have 27 and 22 HTK and have collars around their necks from which hang Ankhs. They are the guards of the Relic Room and will attack anyone who enters without an Ankh. Giant Baboons have 4 HD. They move 120' per minute and attack once per turn for 2 - 8 points of damage.

- C Ablution Room: This room is used for the ritual cleansing necessary before any ceremony. The water is piped in and pools in a receptacle along the east wall. A bucket sits on the floor beside the receptacle and is used to transfer water to the ablution tubs. These tubs have stone plugs in the bottom which let the water into open troughs and, thence, to a large drain. This drain, incidentally, leads to the sewer and is about 3' in diameter. It could easily provide access to or from the sewers although one would have to crawl through them. The end of the drain in the room is covered by a stone lid which has holes where the troughs lead in. Each ablution tub has a horsehair brush sitting on its rim.

One Inch = 100 Feet



- D **Treasury:** The door to the treasury is locked, and, unless the lock is turned a second time, a 500-lb. block will fall in front of it when the door is opened. This is too small to block the entrance and is light enough to be easily moved. It was intended solely to crush interlopers. The room beyond is filled with 59 bags, 2 small boxes, and several other items. 34 of the bags are lined up along the north wall and are filled with gold. All but one of the bags have 100 coins; the one in the northeast corner has only 36 GP in it. The other 25 bags are piled along the south wall, and, once again, all but one hold 100 coins each. The coins are made of platinum, and there are 80 of them in the bag in the southeast corner. There is a 10% chance per bag of a miscount which would result in an actual amount of one more or less than the nominal amount.
- Along the west wall is a group of larger items. In the center is a 2' tall statue of Thoth as an Ibis-headed man. He is wearing a sort of kilt and a necklace and is shown striding forward, carrying an Ankh-headed staff. The statue is made of silver and is worth 4,000 GP.
- On each side of it is a 1' tall golden Baboon which sits on its haunches with its hands on its knees. Each statue is carved as though wearing an Ankh hanging from a collar and has its mouth open and its teeth bared. The two gold statues are worth 200 GP each.
- To the right of the group of statues is a gold mask on a wooden stand. The mask is of an Ibis head and extends down to cover the upper chest and back. Details are colored in with glass paste. Around the neck of the mask is a wide, silver necklace inlaid with turquoise. The mask is worth 500 GP, and the necklace is worth 750 GP. On the other side of the statues are two identical carved and polished wooden boxes 12" long by 8" wide by 3" thick. Both have hinges and lock-plates made of silver. The locks are not made to hold the boxes shut but activate or deactivate a trap. When the trap is activated, a silver needle springs out of the lock hole. This needle is poisoned, and penetrates Leather armor on a roll of 8 or more on 1D20. If no one is within 3' of the box and on the side on which the lock is positioned, it will not be able to hit. Anyone hit by this poisoned needle must roll CON - 3 on 1D20 or die.
- Inside one of the boxes are 7 gems worth 10 - 1,000 GP each. The other box contains a silver Dagger with platinum wire wrapping the hilt, forming an intricate design. Both boxes are lined with black velvet. The final item in the room is a long, narrow leather case which is dyed blue. Inside is a staff made of wood with silver beaten over it and a solid silver Ankh set atop it. It is worth 200 GP, as is the Dagger.
- E **Vestry:** This room is where the priests of Thoth change from their everyday clothing into ceremonial garb. This ceremonial outfit consists of a short linen kilt, a 6" wide necklace made of feathers and painted wooden beads, and a head-dress made of horizontal stripes of blue and white cloth. There are 90 sets of pegs in the wall and two 20' long benches which provide the priests with a place to sit.
- F **Vestment Storage:** When not in use, the vestments are stored here. 90 sets of ceremonial garb are hung on sets of pegs around the room. An extra 52 sets are stored in three boxes along the south wall. One part of the outfit is stored in each box.
- G **General Storage:** The more common items donated to the temple are put in this room. These include such things as chairs, pottery, jugs, candlesticks not made of precious metal, clothing, and the like. If any of these items are needed, any priest may come down and get them.
- H **Baboon Room:** The Baboon is considered sacred to Thoth, so it should not be surprising that his priests keep a group of the larger variety about to protect the private areas of the temple. The beasts are trained to stay in the basement area and to be friendly to anyone who bears an Ankh. They do not need to be taught to be unfriendly with those who do not have examples of the symbol because that comes naturally.
- These are the same type of Giant Baboons for which statistics are given in Room B, the Relic Storage Room. There are 12 of them here with 27, 26, 25, 25, 23, 21, 18, 18, 14, 13, and 10 HTK. There are also three young Baboons, each with 2 HD. They have 11, 8, and 5 HTK.
- I **Entrance from Temple of Odin:** The stairs in the southeast corner of the room lead down from the temple of the Norse head deity. The room is basically empty, but in the east end is a pile of boxes and bags along with a 40' coil of rope. There is nothing of value in the boxes and bags.

- J Relic Storage: The things stored here are of religious importance but not of any monetary value. The first thing one would see upon entering the room is a larger-than-life-sized statue of a man on a horse. The man carries a broad-bladed Spear, wears Chainmail and a winged Helm, and has a beard and a patch over one eye. The horse has eight legs and is rearing back on four of them. Two Wolves run under the horses legs and appear to be fighting with, rather than against, the man and the horse. The statue is of granite and is set in a hole, as it must be, for it is 12' tall, and the ceiling is normally about 8' high.

People may wonder somewhat about the construction of the room or the statue when they realize that the door is only 6' tall. The fact is, each of the four figures was carved separately and brought here one at a time. The only way that these figures could be of value to someone going through the temple for treasure is if they could find a way to get at least one of these figures out and then demand a ransom. There is a 1% chance that, if anything in this room is desecrated or taken, Odin will animate the entire statue, which will attack the blasphemers.

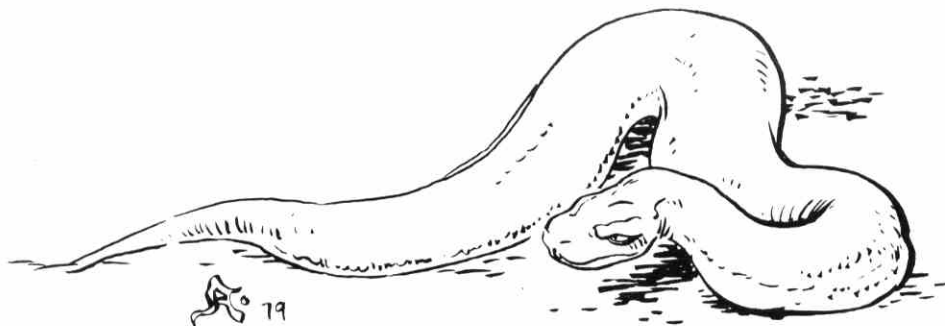
Hanging on pegs around the room are 20 small leather pouches. One, which is kept apart from the others, contains 7 eyepatches, a traditional part of the priestly garb for the followers of Odin, symbolizing that Odin has lost one eye. Each of these patches would be worth about 1 SP to a person with only one eye and would probably be worthless to anyone else. The other 19 pouches are stuffed with straw and each contains an iron disk and a chain of the same metal. An eye is painted on each disk with blue paint, the symbol of Odin.

In the center of the west wall are two Raven statues made of Ebony and 18" tall. They are shown with wings folded but poised for flight. They are worth 30 GP each. A word or name is carved in the base of each bird statue. The one word is Hugin, and the other is Munin.

Along the east wall is a rolled up tapestry showing Odin sitting on a throne with all of the other Norse deities around him and the Fenris Wolf chained to one side.

Finally, leaning in the northeast corner is a broad-bladed Spear and a target Shield which has the blue eye painted on it. These are totally non-magical and somewhat worn. They will sell for the price normally charged for such items.

- K Ablution Room: This is another room where the priests make themselves ritually clean before ceremonies. The water used here must be brought in and taken out in buckets and is put in the stone urns for the ceremonial washing. There are 12 of these Urns, each round, with a 2½' diameter.
- L Common Room: This room is considered to be part of both temples, that of Thoth and that of Odin. It is comfortably furnished with a table and chairs and provides a place for priests of both temples to get together, talk, and have fellowship with each other. A favorite pastime between the two orders is playing chess. For that purpose, they have a specially-made chessboard. The Kings, Queens, Bishops, Knights, Rooks, and Pawns are represented by Thoth, an Ankh, Clerics in ceremonial garb, Baboons, Ibises (birds), and worshipers, respectively, and, on the other side, by Odin, Slepnir (the 8-legged horse), Clerics in ceremonial garb, Wolves, Ravens, and worshipers, respectively. The pieces are of carved wood, and the set would probably sell for 200 GP.
- M Vestry: Actually, Vestry is just a fancy way of saying dressing room. The room has benches around all but the west wall at a distance of about 3' and has pegs set in the wall to hold the normal clothing of the priests.
- N Junk Storage: Often, things are given to a temple by way of offering that are totally worthless. As the priests here do not wish to offend anyone, they accept any offering, but those really awful things end up here. These would include things like a tapestry made by someone with no talent and no skill, an ugly brass container, a lice-ridden Ravens'-feather vest, or someone's favorite cloak which they offered when it had worn out. The priests honestly try to find a use for any item before relegating it to this graveyard of unwanted offerings. About once a year, when the room gets full, they cart the stuff out and hope no one sees their offering being dumped with the garbage.



- O **Treasure Room:** The treasure in this room is mainly magical. There is a bag containing 1,850 GP and another with 4,472 SP, but that is small stuff compared to the magic.
- First, there is a magic ring. It appears as a simple gold ring, but it causes a momentary tingle when put on one's finger. This ring has three powers. First, it raises one's AT by one Level. Second, it allows its wearer to regenerate 1 HTK every turn. Third, it reproduces itself each night; the reproduction is an identical ring without the magical powers. This reproduction can only be distinguished (until one tries to use it) from the real thing by the lack of a tingle when it is put on the finger. The reproductions are worth 100 GP, as is the original if sold as an ordinary ring. Every few weeks, the priests gather the reproductions of the magic golden ring to sell or to give to deserving individuals, and, in this way, they help to defray some of the expenses of running the temple. Currently, there are five other golden rings with the magic ring, so it may not be apparent, at first, which one is the real thing.
- The second item is a golden wand which also has three powers. On command, it gives the bearer the power of clairvoyance 3 times a day or the ability to fly for up to four hours a day, but not both at once. It can also be used in melee like a +1 Mace.
- The third item is an eyepatch which is made of silk and embroidered with gold and silver thread. It gives the owner the ability to predict the future, but it works only once a month. It works automatically when first put on but, if worn continuously, may be used at will. The user has little choice as to the subject or specificity of the prediction, but it will be a useful one.
- The other three items are more mundane, although still magical. They are a suit of +2 Ringmail, a +2 Longsword, and a +3 Spear.
- The entrance to this room is a secret door which is trapped. If the trap is sprung, a spear will fly from the ceiling, striking the exact center of the doorway.
- P **Berserker Barracks:** Berserkers are under the special care of Odin, and these are dedicated to his service. Their job is to protect the priests and the temple. When the berserker gang is upon them, they fight as though they were double their normal level, do double damage, and take half normal damage. Besides all this, although they fight bare-chested, in berserker gang, they must be attacked as though wearing Chainmail. They have an 80% chance of going berserk each round of melee and a 20% chance of recovering each round after they do.
- There are 19 Berserkers living in this room; all of them are second level. 4 of them, with 11, 9, 8, and 5 HTK wield Axes. 10 of them, with 17, 13, 12, 12, 11, 11, 11, 11, and 7 HTK, wield Two-Handed Swords, and the rest, with 18, 17, 12, 6, and 3 HTK, use Fighting Spears.
- This room is big enough to provide them with bunks, a recreation area, and a practice area. There are generally at least four or five of them out prowling around, looking for intruders.
- Q **General Storage:** This room and Room R are for those offerings which are not junk but are not valuable enough to be put in the Treasure Room. This actually accounts for most of the non-monetary offerings, so two rooms have been devoted to the purpose.
- R **General Storage:** Like Room Q, this room is used for those offerings which are not valuable enough to be included in the Treasure Room but which still retain some value.
- S **Entrance From Temple of Harmakhis:** Besides being the only way to get down to this level, this room also serves as a preparation room for sacrifices. The sacrifices are human, and the preparation consists of getting them in the proper mood for the ceremonies.
- To this end, several of the more common instruments of torture are placed in this room. There is a rack, a selection of whips, an array of knives, a device for hanging people by their arms with weights tied to their feet, and other such nasty paraphernalia. There are also several sets of chains set in the walls for holding people while the priests are otherwise occupied. The priests enjoy the preparatory torturing, and it often gets out of hand. They seldom lose victims, but they are sometimes too far gone to scream and struggle the way the worshipers expect.
- T **Vestry:** Two vestries have already been described, and this one is basically identical to the others. The only major difference is a large cask on the north wall which has a tin cup tied to its spigot. This is filled with a distilled alcoholic beverage. The priests are in the habit of getting drunk before ceremonies.
- U **Ablution Room:** Unlike the other ablution rooms, this one is not used for ritual purification before ceremonies but to wash off blood afterwards. Water is brought in buckets and used directly from the buckets for washing. There is also a large wooden tub for washing out bloody garments. After it has been used, the water is poured in a drain which is in the center of the south wall, on the floor. The drain hole is 2½' in diameter and is covered by a 3' diameter wooden lid which is held in place by a stone block. This is to keep out the rats which live in the drain.

V **Treasury:** This room is well-protected. First, it can only be entered by a secret door. It is also trapped; unless disarmed, the trap will release a cloud of poisoned gas into the corridor in front of the door when the door has been opened 3". Only the Priests know the method of disarming the poisoned trap. It will kill unless a Save vs Poison on CON or less on 1D20 is made. Even if the Save is made, anyone within 20' will be incapacitated for three turns. The third means of protection is a Demon of the type described in Room Z located inside this room. It has 23 HTK and will attack and kill anyone who cannot give the correct password, known only to Clerics of Harmakhis over 3rd Level. The treasure is simply tossed on the floor and consists of 1,457 SP and 2,828 GP.

There is one other item in the room, hidden in a secret compartment. It is a Ring of Regeneration which heals 1 HTK per round while its wearer lives. This may seem like an odd artifact for the Clerics of a god of death to own, but it is useful for keeping the sacrifices alive while you torture them.

W **Vestment Storage:** Hung on pegs around the room are 60 long, black robes with large cowls and extra-long sleeves. A few of them may be wet, and all will smell musty. Close examination will reveal that the robes all have bloodstains. Close examination is necessary because of the dark color of the robes.

X **Relic room:** The items stored here are religiously significant but not highly valuable. They are guarded by a demon with 26 HTK. It is similar to those in Room Z and only allows those to enter who display an unholy symbol first. 40 examples of this unholy symbol are stored in the room. They are made of iron and consist of a circular disc with the center cut out in the shape of a star. They are in a sack in the southwest corner and are worth about 1 SP each.

Along the back wall is a rolled-up tapestry which shows scenes of torture and degradation. It is done on a black background, and most of the pattern is done in red. Laying atop the roll is a square object which is wrapped in oilskin. When the skin is removed, it can be seen to be a book entitled "The Book of Tortures." It is not magical but is simply a textbook in the art of making people suffer. It could be worth up to 500 GP to the right people.

On the north wall hangs a Shield which appears to be more ornamental than useful. It is gray and has a black star painted on the center. Hanging on pegs below it are two Daggers. They are a matched set and have metal sheathes with inlaid ebony stars on them.

Y **General Storage:** The things that are stored here are the more common offerings, such as furniture, clothing, lamps, barrels of oil, etc. This stuff is put here and left until someone is looking around in here and finds something he wants. This is probably just as well, as part of it is stolen goods and articles taken from past sacrifices.

Z **Demon Room:** The floor and walls of this room are covered with splotches of blood. Behind the blood is painted a series of patterns and pictures which were quite obviously not created by any human imagination. This room is the quarters of the demons who control the temple. From here, they spread out and are likely to be found anywhere and on any level of the complex.

There are sixteen of these demons who call themselves Eoka. Their heads and bodies are like snakes. Their forelimbs are like a man's, but covered with the same green scales as their bodies. Their hindlimbs are batlike wings with which they can fly 150' per minute. Their tails resemble those of scorpions.

Eoka have 7 HD. Magic has a 50% chance of completely failing to work on them. Even if it works, they get a normal Saving Throw. On the other hand, only weapons with magical bonuses can hit them. Eoka are 8' tall and can attack up to six times a round. Their first attack is a bite which does 1 - 8 points of damage and requires a roll of CON - 2 on a 1D20 to avoid Death due to Poison. They can attack with each forelimb for 1 - 10 points or can carry a weapon and Shield, two weapons, or whatever. If using weapons, the Eoka get a +2 bonus to hit and damage rolls. If using two weapons, they are subject to the normal penalties as well. They can attack with the claws on the front edges of their wings, doing 1 - 3 points of damage per attack. Finally, the stings in their tails do 1 - 4 points of damage and require a Save vs. Poison equal to that for the bite. If they cannot, or choose not to, fly, the Eoka can only get around by crawling at 3' per round. Four of the Eoka live elsewhere as already described. The ones that live here have 41, 37, 33, 33, 32, 30, 30, 28, 27, 27, 22, and 17 HTK.

AA **Junk Room:** In this case, the name is a bit of an euphemism. What is dumped here is the "junk" left over after a sacrifice. Naturally, the room reeks and is rat-infested, but the priests have found that they have no need to do anything further with the remains, and the room never gets filled up.

There are always at least 10 Giant Rats in this room, and there is a 30% chance of an extra 1 - 20 Rats. These Rats have 1 HD, move 15' per round, do 1 - 4 points of damage per bite, and have a 10% chance of causing a random disease with each bite. They have AT of Leather and are from 1' to 3' in length. They are very aggressive.

BB **Stairway:** This represents the stairway down to the second level used by the priests of Thoth.

CC **Stairway:** This represents the stairway down to the second level used by the priests of Odin.

DD **Stairway:** This represents the stairway down to the second level used by the priests of Harmakhis.

Level Two

This second level of underground rooms were evidently built as part of the Temples but are seldom used. Many have become inhabited from above or below, but about one-third of them are empty. The three Temple areas are connected by secret rooms with secret doors. These rooms and doors are known to the people on both sides, but they all try to keep that fact from one another. Assume that any Cleric of the three Temples over 3rd level knows of the doors.

- A Empty Room: Although no one presently lives in this room, it is obvious that someone has done so in the past. The remains of a wooden chest lie in one corner; a leather bag which looks as though it has been torn up by an animal lies in the center of the room, and a pile of dung lies directly in front of the door.
- B Meditation Room: This is a special meditation Room for the Priests of Thoth. There is another such room in the main Temple, but this one is reserved for the higher level Clerics. Thus, anyone not dedicated to Thoth and at least 5th level will take 1 - 10 points of damage on touching the door or trying to enter the room. Also, any damage done to another person in this room causes double damage to the attacker. Thus, peaceful actions are encouraged and meditators are protected. Those who seek it have a 2% chance per level of direct contact with Thoth and a 10% chance per level of contact with one of his direct underlings.
- C Empty Room: The door to this room is well and truly jammed shut and will take at least 25 STR points to force open. When it opens, it will do so with a loud bang, so make an immediate Wandering Monster check. Each person pushing on the door must also roll DEX or less on a 1D20 or fall flat on his/her face when the door opens into the room. There can be no doubt that the room is empty because the floor is an inch thick with dust, and, except where party members may have fallen into it, it is completely undisturbed as though it had lain untouched for years.
Now, of course, the dust will be flying up and choking the party although not doing any real damage. The Judge may, optionally, have anyone who falls first in the stuff roll for serious choking.
All of this evidence that the room has not been entered for years is rather odd because the door was obviously spiked shut twice from the inside. There are no secret doors in the room. All the time they are in the room, the party will hear the sound of footsteps that seem to be coming toward them.
- D Baboons: This pair of Baboons escaped from the Priests and now live here. They have 18 and 12 HTK and have a child which has 1 HD, 7 HTK, and does not fight. In fact, all it does do is ride around in its mother's arms. If attacked, the Baboons will fight at +2 due to their desire to protect each other and their child.
In the southwest corner of the room is a secret door in the floor which leads to the third level.
- E Baboons: Another family of Baboons lives in this room. It consists of two adults and a nearly fully-grown child. They have 24, 18, and 15 HTK, and all fight normally.
- F Overflow Storage: At some time in the past, the Temple of Thoth evidently had more stuff than it knew what to do with, and some things were, eventually, brought down here. In this room is a large gong, 3 carefully folded altar cloths, a box of 14 ceremonial headdresses, and 12 small bells. It is doubtful if anyone remembers that this stuff is here. The bells would sell for 1 GP each, and the gong would sell for 500 GP, but the other stuff is pretty much unsaleable.
- G Boxes: This room is filled with empty boxes which look suspiciously like those in room B on the level above. It would seem that some lazy acolyte brought them down here rather than emptying out the junk room at one time.
- H Cobwebs: Upon opening the door to this room, the party will be greeted by the sight of a room absolutely filled with cobwebs. All of the room is filled; cobwebs will be pushed out of the way when the door opens, and, if they bother to look, they will find cobwebs in the back corners.
Somewhere in the center of the room lies a splintered wooden Club with bloodstains beneath it.
- I Suchfed: This room is a lair for 7 Suchfed. These 2' tall reptiles present a truly odd appearance because they have only two legs and no arms. They move 90' per minute, but their greatest defense is their ability to breathe fire. They can do this only three times an hour for 2 - 12 points of damage. Treat this as Dragon's Breath in regard to Saving Throws. They can also bite for 1 - 10 points of damage.
Suchfed have 3 HD and grey skin with green stripes. Their favorite food is burned rat, but they will eat almost anything. The creatures here have 18, 12, 12, 9, 8, and 7 HTK.

Temple Level Two Map on Back Cover

- J Empty Room: The only thing of real interest in this room is a jagged quarter-inch wide crack from which water is dripping and forming a small pool on the floor. The crack is on the south wall about in the middle and, if examined closely, will be seen to have small bits of fur in it. There will also be a faint sound as of giggling coming from it.
- K Ongki: Eight of these rat-like beasts live here. They have 21, 16, 13, 12, 10, 9, 8, and 8 HTK. Their treasure consists of 29 PP in a pile near the back wall. A full description of the Ongki is given in Room V of the second level of the Temples.
- L Hideout: Ucksaw, a 6th Level Assassin, is hiding here, trying to avoid capture until the search following his last job peters out. The only treasure he has is 3 GP in his pouch. Ucksaw is 33 years old and clean-shaven with shoulder-length, blonde hair. He is right-handed, 4' 7" tall, and weighs 129 lbs. His eyes are normally blue but take on a greenish tinge when he is aroused.
- M Baboons: This is another group of escaped Baboons which consist of a male, two females, and a child. The adults have 16, 16, and 15 HTK, and the child has 2 HD and 8 HTK. The child will not attack.
- In the northwest corner of the room is a chest which the Baboons have been lucky enough not to touch. It is a large chest 4' long, 3' wide, and 2' high. It has three separate locks on it and is heavily trapped. If any attempt to move it is made, the entire 10' of floor will drop out, except for where the chest is sitting. The pit below is 20' deep and studded with metal spikes.
- An attempt to pick the main lock without detecting and removing its trap will release a cloud of poison gas which will kill anyone within 10' unless CON - 3 or less is rolled on 1D20. Each of the side locks has a poison needle which requires the same roll of the person doing the unlocking.
- The keyholes are rather large, and, should anyone stick an Ankh taken from upstairs in one and turn it to the right, it will open with little or no effort, and the traps will not go off. Turning to the left will still set the traps off.
- The treasure inside is well worth the effort required to get it. It consists of 3,114 SP and 2,470 GP.
- N Cracked Ceiling: Not only is the ceiling of this room cracked, but it has partially fallen in. Water is dripping from the ceiling in several places, and stalactites and stalagmites are beginning to form, although they are still very small. The water all flows together and forms a pool along the south wall. In the center of the pool is a small hole through which it is seeping out.
- In the southwest corner of the room is a chest. When closely examined, it will be seen to be rotting; its back is smashed in, and any contents it may once have held have been removed.
- O Rats: 8 Giant Rats sit feasting on the body of a hapless human. They have 6, 6, 3, 3, 2, 2, 2, and 1 HTK. Their victim was obviously a Thief because he wears a Leather jerkin and is armed only with a Knife. A large bag lies beside him which contains 247 SP, 8 gems worth 1 - 100 GP each, and two magic items.
- The first magic item is a Potion of Understanding which allows the imbiber to converse with one creature of animal INT or higher when the creature and the imbiber speak no common language. To the rest of the world, they will both seem to be speaking in their own tongue. The effect will last for 1 - 6 turns.
- The second item is a bag of 17 Exploding Beans. These are the seeds of a very rare plant which, when thrown, will explode upon impact, doing 1 - 6 points of damage to anything within 3' of its point of impact. If planted, they will grow into an Exploding Bean Bush which will yield 10 - 100 Exploding Beans. The Exploding Bean Bush is an annual and must be planted in the shade of a sassafras tree by the light of a new moon in order to grow. It takes three months for the Exploding Bean Bush to reach fruition, and it promptly withers away after harvest.
- The Dagger of the dead Thief gets a magical +2 to hit and damage rolls.
- P Wysho: This gentleman is a Cleric who went down into the sewers to check out stories of Undead depredation and promptly got lost. He did not find any Undead but ended up fighting several live creatures. He has no idea how close to the surface he is. When he reached this room, he was too tired to go on and sank down to rest. Totally ignoring the fact that the room was far too dangerous to stop in, he crawled into a corner, and there is a 40% chance that, when the party enters, he will be asleep.
- Wysho is really too old for this type of thing. He is 44 years old and the illegitimate son of a minor noble. He was raised as part of his father's household and taught such noble arts as music, falconry, and fighting, in which he is 2nd Level.
- There was no future for him at the mansion, however, so, at age 14, he was sent to a monastery. After a short while, he became used to the monastic life and became quite happy.
- He is 5' 10" tall, weighs 188 lbs., and is right-handed. He has short, blonde hair tending toward grey, black eyes, and is clean-shaven.

- Q Suchfed: Two of these nasty little beasts live here. They have 13 and 11 HTK and protect 4 gems worth 580 GP, 620 GP, 870 GP, and 670 GP. Suchfed are fully described in Room I of this level.
- R Storage: There seems to be no reason for some of the Temple items to be stored on this level since none of the upper storage rooms are filled. One can only guess that things were put here when times were better. The situation is doubly incomprehensible in this case because most of the items here seem to have been discarded.
- There are four boxes in the room; each is a 2' cube. They are at least slightly battered, and one looks about ready to fall apart. The most badly battered box contains 36 of the blue-eyed disks used as holy symbols by the Priests of Odin. They are all scarred or bent and, in one case, broken in two. No attempt has been made to protect them or keep them from rattling around in the box. They were simply tossed into the box and left there.
- The second box also contains Odin's Eye holy symbols, but these are new and carefully wrapped in linen. There are 73 of them, and they are packed in straw. There is a mouse's nest in the middle of the box. These are field mice, not rats, and they will run away if disturbed.
- The third box contains 21 ceremonial robes, also from the Temple of Odin above. They are worn and, in some places, torn and stained. They are obviously discards.
- The last box contains four wooden statues. The first is of one-eyed Odin and his Spear. The second is of Slepnir, his eight-legged horse, and the other two are of Munin and Hugin, his two Ravens. The statues are unimpressive and are on a scale such that Odin is only 1' tall. The Ravens seem to be rather large, but, then, they are not normal Ravens. The statues are unpainted and rather lacking in detail.
- The statue of Slepnir has a secret compartment in it in which is hidden a whistle. If the whistle is blown, no sound will be heard, but, if it is blown twice in rapid succession, it will summon a Valkyrie. These warrior maidens are servants of Odin and ride winged horses that are quite similar to Pegasi.
- If the summoner is Evil, the Valkyrie will immediately kill him/her and leave. Other characters will be served for one day, and then the Valkyrie will demand the whistle and leave after obtaining it. A Neutral-Good Fighter will be served for one day for every CON point he has, after which the Valkyrie maiden will take the whistle and leave. A Priest of Odin will be served for one day and allowed to keep the whistle. It will operate only once a month, in this case.
- Valkyries appear as beautiful females attired for battle. They have 8 HD and move at 12' per minute on foot. They wield a +2 Longsword in battle and are of Neutral-Good alignment.
- The winged horses of the Valkyrie differ from Pegasi mainly in that they are of a more controlled temperament and lawfulness. They move 240' per minute on the ground and 360' in the air. They have 8 HD.
- S Vangshen: This 46 year old Warrior is very complex. He was the first son of a minor noble but gave up his birthright to become a Berserker dedicated to Odin. He was found to be unacceptable mainly because of his instinctive distrust of strangers, especially men. He just did not fit in. As the next best thing, he took up secret residence in this room to act as unofficial protector of the Temple.
- He is 6' 2" tall and weighs 208 lbs. Although his long, blonde hair is braided, it would still hang well below his waist if left hanging. He wears it wrapped around his head as a padding for his helmet. He has black eyes and is right-handed.
- T Empty Room: Like most empty rooms, this one is actually filled with little things such as pebbles strewn across the floor, a pile of dung in one corner, bits of fur on the doorjamb, cobwebs in an upper corner, and a slight dampness on the ceiling. If the party keeps quiet and listens carefully, they will be able to hear a slight rustling, but, no matter how hard they try, they will never be able to find or identify the source.



- U Congdewn: When Congdewn was eight, a wandering Magician came to the inn owned by his father and entertained and amazed the crowds with his feats of skill and power. Actually, all he did was to perform a few tricks and cast a few simple spells. Nonetheless, to young Congdewn, it was an impressive display. After that, there was no other career in which he was interested. He finally got his wish, and, despite the fact that he studies seriously and is aware of the dangers of the profession, he still contends that magic can be fun.

He is in the underground area because, in his studies, he came across a reference to a well-hidden treasure which he decided to make his own. He has his treasure and is on his way back to the upper world. He stepped into this room when he heard the party coming, hoping they would pass by him. When the door is opened, he will be standing in the back half of the room with a large sack behind him. It contains his treasure, and he is determined that no one else will get any of it since he alone took the risks and discovered it. The treasure consists of 44 gems worth 10 - 100 GP each and 12 jeweled items worth 100 - 2,000 GP (1D20 x 100) each.

As he stands waiting to see what the party will do, he holds the statue of a warrior in his hands. If the party attacks, he will throw the statue before him, uttering a command word as he does so. The statue will then animate and attack. It will remain 6" tall and will attack as a 5 HD monster, doing 1 - 12 points of damage per hit. The statue must be treated as AT: J due to its size and its speed of 12" per round. It has 40 HTK and will continue to fight until destroyed or until the battle ends, at which point it will return to statue form. When it does so, it will be unable to reanimate for 24 hours, after which it will return to full HTK. If it takes 40 points of damage, it will be destroyed and will remain as rubble.

Congdewn is 30 years old, 6' tall, and weighs 199 lbs. He has short, black hair and is ambidextrous. One of his eyes is blue, and the other is black.

- V Ongki: As the party enters the room, 7 Ongki will be swarming up through a 5' diameter hole in the floor. These 2' long creatures look much like rats but have front arms as well as four legs. They are semi-intelligent and Neutrally aligned. They have 3 HD and move at the rate of 150' per minute. They are covered with white fur except on the hands, tails, and feet, which are bare.

Ongki hate Dwarves and magic, which they can innately sense. They will attack Dwarves or bearers of magic in a frenzy until the offending creature is destroyed or they, themselves, are killed. They can bite for 1 - 3 points of damage and claw twice for one point of damage each, but their most dangerous attack is their ability to shoot lightning bolts from their tails. They can only shoot a lightning bolt once every two rounds, and the bolts do 2 - 12 points of damage unless ½ CON or less is rolled on 1D20.

The 7 Ongki encountered here have 19, 15, 12, 12, 11, and 12 HTK. The hole from which they came leads to the third level of the dungeon.

- W Storage: This is another of those rooms where things were inexplicably put and left. The list of things in the room, which are piled haphazardly, includes six rusty straight razors, a barrel of stale water, 5 common candles, all half consumed by mice, 3 empty bags, 3 bags filled with grain which have also been ravaged by mice, 7 spigots of the type used in large barrels, a barrel of oil, 3 hourglasses, and 1 moldy, rotting blanket.

- X Shicwe: After being thrown in prison and, worse yet, into The Pit, Shicwe managed to get out of his chains and wandered off, eventually ending up here. His whole life seems to have been geared by some mysterious force toward preparing him for life beneath the City-State.

He was born a younger son of a minor noble. As such, he was given military training which, at 19, he made use of by becoming a mercenary. He was hired as part of the fighting crew of a merchant ship, and, since the captain avoided pirate-infested waters, he learned a little about fighting, more about sailing, and a lot about the merchant trade. He had begun to entertain ideas about eventually becoming a merchant himself when, during the celebration of another successful voyage, one of his shipmates began to taunt him about his well-known fear of thunder. In the ensuing fight, his tormentor was killed, and he was arrested for manslaughter. Unfortunately, during the years of Shicwe's wanderings, his father's house had fallen on bad times due to some unwise investments and into the bad graces of the Overlord due to some unwise political maneuverings. Consequently, Shicwe was not given the preferential treatment usually reserved for prisoners of his standing and was thrown, willy-nilly, into The Pit. The jailor, however, felt that the young man had been given a raw deal and arranged for his chains to be fastened quite loosely in the hope that Shicwe would take the initiative to escape and, somehow, find his way to the upper world. It was the best the jailor could do without jeopardizing his own job security, and Shicwe took advantage of his efforts. However, he escaped through one of the connections between The Pit and the catacombs beneath the three Temples, and continued to wander below the surface.

Since he has taken to living underground, Shicwe has lived better than ever before, and he has decided to stake this bit of abandoned cellar out for himself, never dreaming how close he is to frequented areas. He has made it his business to collect magic items since he has been living underground and has done quite well at it. Besides the Sword he uses personally, he has managed to acquire two +1 Bastard Swords. He also has a magical belt which raises the wearer's AT by two levels. He fights at the second level of ability.

He is 29 years old, 4' 7" tall, and weighs 126 lbs. He has long, red hair, a pale complexion, and black eyes. He is right-handed.

- Y Trap: If the party is not careful, they will discover far too late that the latch on the inside of this room does not work. When the door closes, gas will shoot out of the cracks in the walls, and everyone in the room will become unconscious within a minute. Those who roll less than CON on 1D20 will wake up an hour later; those who fail the roll will die. This assumes, of course, that the door is not opened and closed again in the meantime, which would require another roll. There is a secret latch that must be found to open the door again.
- Z Empty Room: This room is filled with rubble, dirt, and dust. There is a large crack in the ceiling and scratchings on the east wall which look like they are supposed to be letters, but they are crudely done and cannot be recognized. As soon as they enter the room, the party will begin to hear a low, rhythmic thumping which will stop as soon as they step out of the room again.
- AA Empty Room: When opening the door to this room, the party will be confronted with a smell like that of a healthy compost heap. The room is filled with the rotting remains of some sort of wooden furniture. Whatever it was, there was a lot of it, but it has crumbled to such an extent that it can no longer be recognized. There is also a large pile of dung in the corner which is busily decomposing. It is very warm and humid in the room, and there are cobwebs in all four corners of the ceiling.
- BB Empty Room: Although presently empty, this room bears signs of previous habitation. There is a burned-out torch jammed in a crack in the wall. There is also a broken Arrow and a piece of wood that was obviously the end of a Spear, Polearm or Quarterstaff.
Both the ceiling and walls are cracked, and a thin trickle of water runs down the walls to a crack in the floor and, thence, out of the room. The walls and ceiling around the cracks are damp and slimy.
- CC Secret Room: This short secret passage leads from the Temple of Odin to the Temple of Harmakhis. The door to the west is opened by pressing a stone in the ceiling. This causes the door to slide north. The west door is opened by locating and pulling a lever on the west wall. This causes the door to drop downward.
- DD Secret Room: This passage leads from Odin's Temple to Thoth's Temple. The east door is opened by placing pressure on a point in the floor. This causes the door to slide down. The other door rotates clockwise when a ceiling lever is pulled. This door is presently open.
- EE Empty Room: This room is not just empty; it is suspiciously so, for, as was pointed out earlier, most "empty" rooms will have cobwebs or dust. This one does not. It has no dust, no mold, no bugs, and no smell. It is almost antiseptic in its cleanness. (Note to Judge: If this is properly described, the players will get very nervous about the room, but will never find out what caused it.)
- FF A more normal empty room than the previous one, this room has the normal contingent of dung, dust, cobwebs, and other junk. It also has an 8' length of rotting rope with a rusty iron spike tied to it lying in the center of the floor.
- GG Suchfed: 7 of these fire-breathing creatures live here. They have 17, 14, 13, 13, 11, 10, and 8 HTK, and guard 36 PP. The rest of the description of them is found in Room I of this section.
- HH Eoka: Unknown to the Priests of Harmakhis, the Eoka have set up a room which allows easy access to the plane from which they come. The door to this room has a type of *Magic Door* spell which renders it impossible to open either by force or through any Thieving abilities. The only two ways to open it are by speaking the magic word, which is "open" in the native language of the Eoka, or by dispelling the magic placed on it, which will require magical ability of 9th Level or better. If neither of these options are open, it would be smarter to try to go through a wall.
The walls of the room inside have been plastered smooth and painted black. They are dark, reflect no light, and are smooth to the touch with no noticeable joints between stones as there are in other rooms. The ceiling and floor are also dark and smooth.
Painted on all the surfaces of the room are strange designs that twist and intertwine and seem, somehow, three-dimensional even though they are painted on a flat surface. These designs appear to be a greenish-white in color and give off the faintest of greenish glows in the darkness so that they are barely visible, even with no lights. Anyone who attempts to *Detect Evil* in this room must roll less than twice his CON on 1D100 or pass out for 1 - 10 phases from shock. The room is extremely evil.
There is an Eoka in this room who is a permanent resident and guard. He has 21 HTK and fights with a Two-handed Sword. There is a 10% chance that another Eoka will be in the room. Use the description in Room Z of the First Level of the Temples to find its characteristics.

Each round after the party enters the room, there is a 10% chance that another Eoka will appear in the room for as long as the party poses a threat to them. They will appear in a clear spot in the center of the floor around which the designs in the room seem to be centered. The only ways these appearances can be stopped are by *Blessing* the room or by throwing Holy Water into the central clear space. Either action will cause a psychic explosion. To determine the amount of damage taken from this explosion, subtract the victim's WIS from 20. This explosion will affect everyone in the room with no Saving Throw. Either of the two actions described will destroy the power of the room and cause the designs to stop glowing. Additionally, any splashes of Holy Water which touch the design when it has been rendered powerless will erase it. Otherwise, the Holy Water will have no effect on the design itself. If the design is rendered powerless, the party will hear wingbeats, rustlings, and muted shrieks as long as they are in the room.

In the southwest corner of the room is another clear spot which holds 14 gems worth 10 - 1,000 GP each. They are guarded by a magic *Ward* which will explode into a 10' diameter Fireball doing 3 - 24 points of damage. The *Ward* will then be expended, and the treasure may be safely carried away. This *Ward* will not be detectable by a Thief trying to find traps; in fact, such activity will set it off. An attempt to *Find Traps* by magical means will detect it, however, and allow it to be dispelled by anyone using magic at or above the Third Level.

- II Empty Room: The walls and ceiling of this room are covered with slime and mold, and the floor is covered with what seems to be mud. A broken Scimitar lies near the south wall, and there are marks on the wall where the weapon was apparently beaten against it.

When the party has been in the room for 5 rounds, they will hear a thud and a scuttling as though a small creature had fallen and scurried away. Afterwards, if they listen, they will hear the sound of low whispering.

- JJ Empty Room: This room has a secret door in the northeast corner of the floor. The opening below leads to the third level of the dungeon. Upon opening the secret floor panel, the party will hear the following sounds:

First, there will be the sound of chanting followed by a scuffling noise and then a scream suddenly cut off. Then there will be the sound of receding footsteps followed by a grating noise and then a resounding thud. After that, there will be total silence. These sounds are totally in the imaginations of the hearer(s) and have no relationship to anything happening below.

- KK Eoka: The Demon living here has broken from service to the Temple of Harmakhis and lives here on his own. His intention is to gather treasure for himself, but, as he has only recently broken away, he has only 19 CP which he carries in a pouch bound to his wrist. He will be very interested in collecting any treasure the party has with them. He will attack immediately unless offered a bribe, which had better be a big one. He has 35 HTK and fights with a Longsword.

Level Three

This level is a maze of tunnels which connect to the sewers and, eventually, lead almost everywhere under the City-State. However, exit points are rare and hard to find. This level is under no one's control.

- A Oto: Although formerly a Beggar, Oto is now a rich man. There are 8 caches of 120 - 130 GP each buried around the walls of this intersection. Oto knows about them because he put them there.

Oto was the younger son of a peasant farmer and ran away to the city when he was 19 years old. He soon became a Beggar and was quite good at the trade, eventually attaining 4th Level. He was recently arrested when it was discovered that he had 694 GP stashed away yet had never paid a copper of tax. He was thrown in The Pit (see City Jail Level Three) but was soon out of his chains and wandering under the city. When he found a gigantic cache of gold, he immediately set about moving it and has just finished doing so. It took him eight trips. He is now trying to recover from the exertion and will fight at a -2 penalty due to fatigue. The various caches can be sought for and found as though they were secret doors.

Oto is 44 years old, 5' 9" tall, and weighs 178 lbs. He has short, blonde hair and beard and green eyes. He is right-handed.

- B An escaped Eoka (36 HTK) holds this intersection against all comers. 10 SP lay scattered on the ground. For details on Eoka, see Room Z in the First Level of the Temples.
- C All entrances to this intersection are blocked by spiderwebs. The Spiders that made them are of the giant variety. They are 2' in diameter and have 1 HD. They do 1 - 3 points of damage per bite and require a roll of CON or less on 1D20 to avoid death by poisoning. A successful roll indicates a loss of 1 CON point for 1 - 6 days. The Spiders move 90' per minute. There are 14 Spiders here with 8, 8, 7, 6, 5, 5, 5, 5, 4, 4, 3, 2, 2, and 1 HTK.

The treasure they guard is all magical. It includes a +1 Broadsword, a +2 Bastard Sword, a +2 Dagger, and a +1 Pike. There is a Ring of Flight which allows the wearer to fly at will 30' per round at 10 mph and a Ring of Fullness which prevents the wearer from feeling hunger pangs or from losing STR from starvation. On the other hand, it will not make food unnecessary or slow down the rate of starvation. There is also a Wand of Ambush Detection with 89 charges. This wand will detect enemies only if they are waiting to attack you from surprise and are within 100'. There is a Rod of Disorientation which will cause its victim to become completely lost unless INT or less is rolled on 1D100. There are only 9 charges left. This rod works only when held; if put down, the person will become reoriented (unless he really is lost) until the rod is picked up again. There is a linen undershirt, which cannot be penetrated by any missile, and a rolled-up painting. The painting is of a very surprised-looking man who appears to be holding the canvas. The person or creature looking at the painting must roll twice WIS or less on 1D100 or be sucked into the painting, thus releasing the person presently trapped in it.

The person presently trapped is Ruchaye, a Third Level Mage, who is the son of a Miller's assistant. He is 33 years old, 6' 2" tall, and weighs 210 lbs. He has black hair which hangs to his shoulders, green eyes, a bronzed complexion and is right-handed.

- D Berserkers: This group of three men have come down from the Temple of Odin looking for relief from boredom. The Berserkers are normally Second Level and have 16, 14, and 6 HTK; For further information on Berserkers, see Temples Level One, Room P.

Two of the Berserkers have Spears, and the other has a Battle Axe. One of them also carries a sack containing a suit of +1 Chainmail, a +1 boomerang, a Ring of Night Vision which makes it possible for the user to see at night as well as during the day, and a cursed Scroll which causes the user to forget how to read.

- E Gosa: This large area has been taken as a home by a Gosa with 29 HTK. For further information on Gosae, see City Jail, Level Three, Room H.
- F Gosa: This Gosa has 24 HTK and two Scrolls. The first allows the reader to throw a lightning bolt, and the second protects the reader from all harm caused by metal objects for 1 - 10 turns. Magical items get a Saving Throw with each attack. It must roll its magical bonus or less on a 1D20 to do damage.
- G Eoka: This Demon has escaped from the Temple of Harmakhis. It has 36 HTK. Other information about this type of Demon can be found in Temple Level One, Room Z.
- H Giant Rats: 14 of these creatures are swarming over the body of a former adventurer and over the bodies of 3 dead Giant Rats. These Rats have 6 HTK, and the rest of their description may be found under City Jail Level Three, Room F.

The body they are devouring has 565 PP, 26 gems worth 10 - 100 GP, and a Longsword.

- I Berserkers: These Berserkers have been sent to hunt for those mentioned in Area D. All three have Spears. They are normally Second Level with 15, 13, and 9 HTK, and the rest of the information on them can be found in Room P of the First Level of the Temples.
- J Eoka: This Demon has just caught an underground dweller and is devouring him. It has 31 HTK, and the body it is devouring has 5 CP in a pocket. Further information on Eoka can be found in Temples Level One, Room Z.
- K Giant Rat: A single Giant Rat sits cleaning itself in the middle of the floor. It has 1 HTK and sits on a pile of 12 SP. Further information on Giant Rats can be found in City Jail Level Three, Room F.
- L Baboons: Two Baboons have escaped from the Temple of Thoth and are hiding here. They will attack all human types and will have a +2 bonus to their attacks if an Ankh is displayed. They have 22 and 21 HTK. Further information about Baboons may be found in Temples Level One, Room B.

Buried in the middle of the room are two magic items: a Potion of Fire Breathing which allows the imbiber to breathe heated gases as though they were air, and a Necklace of Water Walking. This room has a hole in the ceiling leading up to Level Two of the Temple of Thoth Basement.

- M Empty Room: This room is not inhabited by any beast or creature but does have a hole in the ceiling leading up to Level Two of the Temple of Odin Basement.
- N Thumigee: While exploring the maze below the Assassins' Guild, Thumigee became lost and, after three days, has wandered to this point. He is rather frightened and hungry and does not know that there is a tunnel above him because his only torch was used up two days ago.
- Thumigee is 30 years old, 4' 7" tall, and weighs 127 lbs. He has black hair, a long, black beard, blue eyes, and is right-handed. His only treasure is the 6 PP in his belt pouch.
- O Eoka: This Demon was on an extended patrol of the underground mazes and is just returning. He has 34 HTK. Further descriptions of this demon type can be found in Temples Level One, Room Z.

Hellbridge Temple

The Hellbridge Temple is, more or less, a subsidiary of the Temple of Thoth, but the interrelationship between the two is minimal because of alignment differences. In fact, there is now more interrelationship with the Temple of Harmakhis.

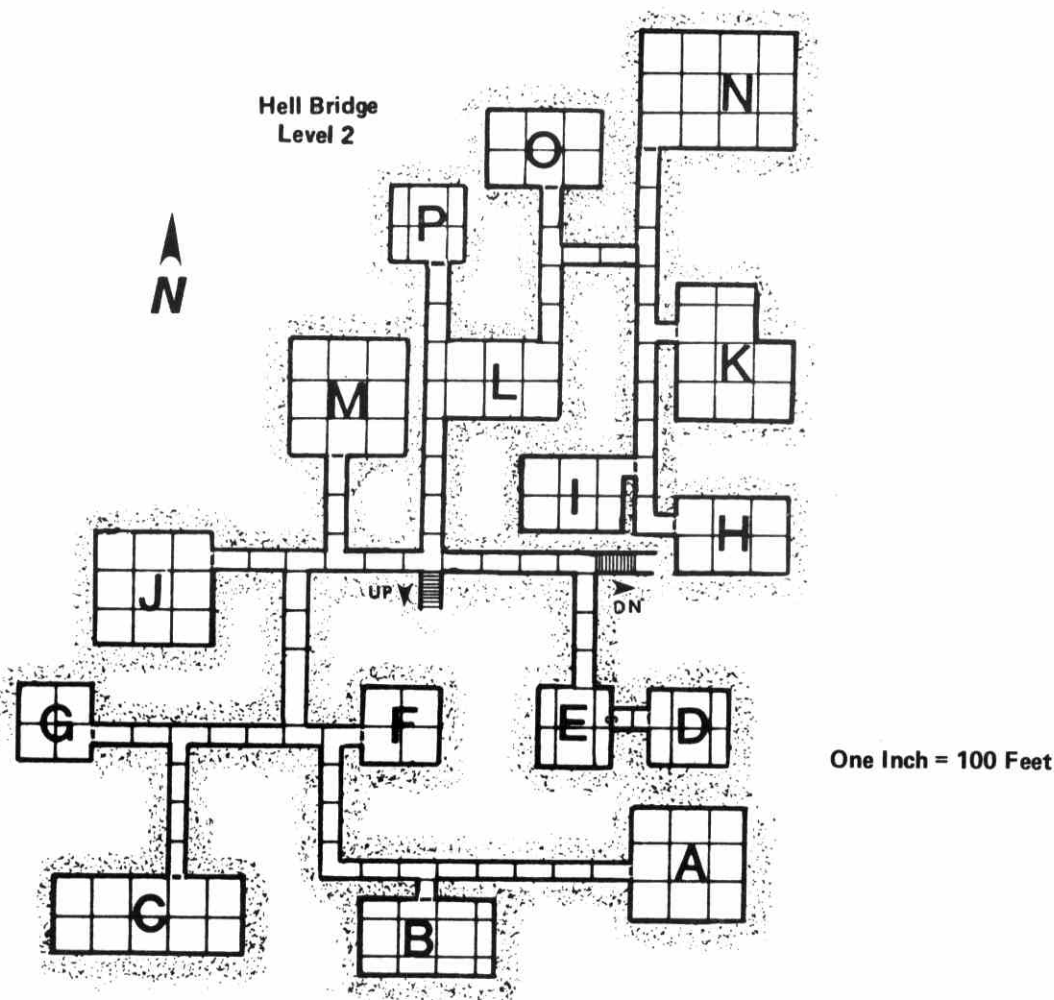
It is inevitable that four large Temples in such close proximity to one another should be in secret, yet violent, conflict, and the site for this conflict is the maze of tunnels beneath the more formally-built basements. There is no separation between the areas of the four Temples on this level, and, from time to time, violence will break out. On a more regular basis, Priests are in the habit of sneaking into the areas of one of the other Temples and destroying, defiling, or otherwise causing mischief in them. This, along with the normal contingent of creatures and lowlife people, makes this maze of tunnels more dangerous than most of the areas with which it connects.

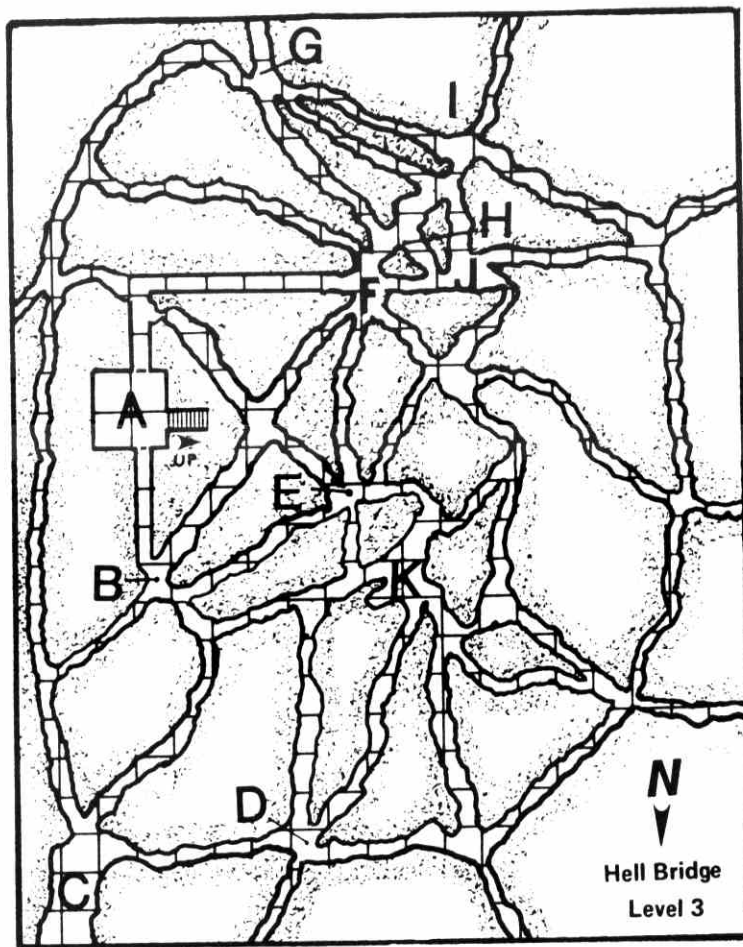
The Hellbridge Temple's Level 1 Map is included in the Judges Guild product, **City-State of the Invincible Overlord** (JG 0062, \$8.00), as are the descriptions concerning this level. Level One is **not** reproduced here. These descriptions begin with Level Two and continue from there.

Level Two

- A** Spiders: Two arachnids of the giant variety have taken up residence in this room. They have 6 and 5 HTK. Other information about this type of Spider may be found in Temples Level Three, Room C. The only treasure they have is 11 GP which lie scattered about the room.
- B** Jengie: Born the son of a prostitute, Jengie has always been touchy about his social status. When old enough, he was apprenticed to a fletcher but soon attached himself to a Mage in an effort to obtain power to compensate for the shame of his illegitimate origin. Now, he can truly say that he has power, but, due to his inner insecurity, he insists on exerting it and, as a result, was forced to flee for his life after an assassination attempt was made by a vengeful Assassins' Guild which does not take kindly to anyone with undue power over them. There is a 70% chance that he will think that anyone he meets is from the Guild and attempting to kill him. If so, he will immediately attack. He will never throw a *Lightning Bolt* because he is horribly afraid of thunder and lightning. He will, however, use whatever other powers his 4th Level Magic-Using abilities can command. The Assassins' Guild has offered 1,000 GP as reward for definite proof of his death.

Jengie is 36 years old, 5' 3" tall, and weighs 155 lbs. He has short, black hair and beard, green eyes, and is right-handed.





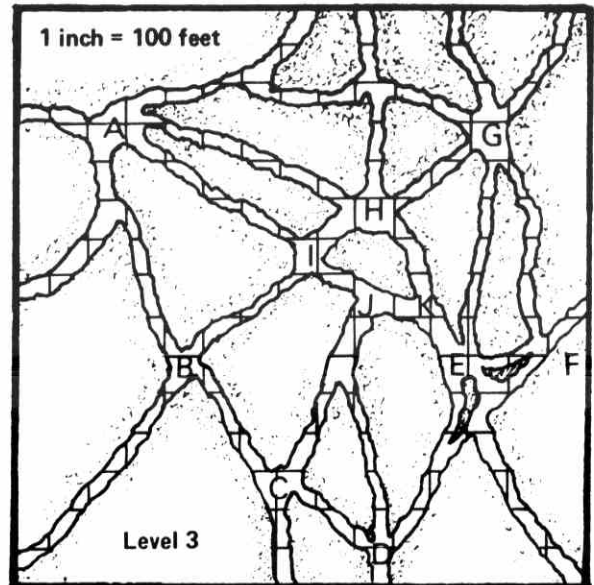
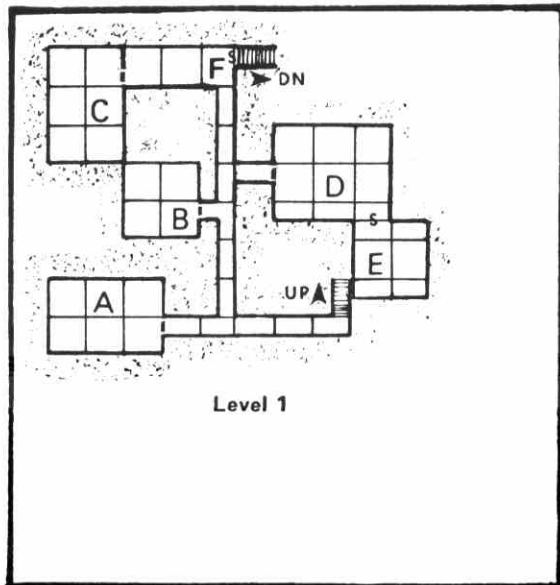
- C **Zombies:** Four of these Undead were placed in this room by a long-dead Mage to guard the treasure hidden here. This treasure is held in a carved and finished wooden box worth 20 GP which has been hidden behind some loose stones in the wall. It consists of a Silver pin with a large Opal in it worth 200 GP, a cast Gold goblet worth 250 GP, and a gold belt buckle with eight small jade stones set in it worth 50 GP.
- Zombies are animated corpses with no soul or will of their own. They may only carry out the will of their master who can be either the person who animates them or the person to whom they are given by their animator. They are slow, moving only 60' per minute and always attacking last in melee. They only attack once per round and do 1 - 8 points of damage per hit. They have protection as Leather and 4 HD because defeating them requires not just killing them but also chopping them to pieces. The four Zombies present have 23, 21, 16, and 13 HTK.
- Inasmuch as Zombies have no souls, they are prime candidates for possession. There is a 5% chance per week that this will happen. A possessed Zombie will be totally under control of its possessor, but, if the spirit is driven out, it will return to its corpse state and require reanimation to become a Zombie again. Also, because they are mindless, Zombies are not subject to spells requiring an intelligent victim.
- D **Poat:** As the son of an assistant Miller, Poat could expect little help in setting himself up in life. He was quite fortunate to get a job in the Glory Hole Dwarven Mines where he worked for four years until recently, when he was fired for no apparent reason. This left him deeply depressed, and, on top of that, he discovered that he found the company of females distasteful, feeling that they were "silly and stupid." Finally, he retreated to the underground regions of the City-State, finding them comfortable and reminiscent of the underground tunnels of the Mine that he had come to know so well.
- He is a profoundly disturbed man. He has a 50% chance of either being enthusiastic, helpful, and friendly or surly, sullen, and withdrawn. He has a 5% chance per turn of changing moods suddenly and without warning. Each such change adds 1% to the chance for further changes, and such changes will be progressively greater.
- Poat is 22 years old, 5' 3" tall, and weighs 160 lbs. He has black hair, a short, black beard, black eyes, and is right-handed.
- E **Suchfed:** Four of these nasty beasts have wandered into this room, trapping Poat in Room D. They have 13, 12, 10, and 8 HTK. Further information on Suchfed can be found in Temples Level Two, Room I.
- F **Crocman:** This result of a sick experiment by a demented Priest has escaped from his captors and is in hiding. It is afraid of all humans, and, unless a character rolls CON or less on 1D20, he or she will be unable to stand the sight of the Crocman without becoming violently ill. This Crocman has 10 HP. Other information on Crocmen can be found in the section on the Temple of Pegana.

- G Eoka:** Two of these Demons have migrated over from the Temple of Harmakhis and are setting this room up as a base of operations for disrupting the activities in the Temple above. They have 30 and 26 HTK and have already collected 20 gems worth 10 - 1,000 GP each, a large Silver medallion on a Silver chain worth 100 GP, a heavy Gold necklace worth 200 GP, and a Gold ring with an Emerald setting worth 300 GP. Further information on Eoka can be found in Temples Level One, Room Z.
- H Giant Rats:** 14 Giant Rats have collected in this room and, between them, managed to kill a Gosa, which is a large, 6-legged, 2-armed creature with no head but two sensor antennae at the front of its body. All but one of the Rats were killed in the fight, but the remaining Rat sits unconcernedly atop his victim, filled to bursting with Gosa flesh. He is licking his wounds which give him only 1 HTK. Due to his injuries and his full stomach, his movement rate is only half normal. Further information for Giant Rats can be found in the City Jail Level 3, Room F.
- I Ongki:** Three of these little beasts live in this room. They have 15, 13, and 12 HTK. Against the west wall of the room is a chest which is locked but not trapped. It contains 30 gems worth 10 - 100 GP each, and 26 jeweled items worth 10 - 200 GP each. All of this treasure is coated with a contact poison which kills unless twice CON or less is rolled on 1D100. Further information on Ongki can be found in Temples Level Two, Room V.
- J Giant Rats:** When the party enters the room, it will be attacked by 9 Giant Rats coming out of holes in the wall. They have 8, 8, 8, 7, 5, 5, 5, 3, and 1 HTK. In a corner, under a small pile of dust, is an Amethyst worth 330 GP.
- K Baboons:** After escaping from the Temple of Thoth, these beasts were forced out of the underground Temple area by the territoriality of their kind which had escaped earlier. They have set up this area as their territory and resent any intrusion of any kind. They have 27, 25, 16, 16, 16, and 14 HTK. Their only treasure is 21 GP which they have collected as curiosities. Further information on Baboons can be found in Temples Level One, Room B.
- L Empty Room:** This area is nominally empty, yet it is the site of unusual manifestations. As the party enters and looks about the room, they will hear the whistle of wind, and the torches will flicker, but no wind will be felt. As they listen, they will hear footsteps coming down the north corridor, but nothing will be seen. Following that, they will hear a sound like something large slithering past them. Then the sound of melee will break out, ending in moaning and maniacal laughter. Finally, all will fall silent except for the whistling, unfelt wind.
- M Spiders:** This room is filled with cobwebs, as well it should be. Ten Giant Spiders are laired here. They have 8, 4, 4, 3, 2, 2, 2, 1, 1, and 1 HTK and their treasure consists of 256 GP. Further information on Giant Spiders can be found in Temples Level Three, Room C.
- N Eoka:** This Demon is out on patrol and looking for trouble. It has 38 HTK and no treasure. For further information on Eoka, see Temples Level One, Room Z.
- O Clerics:** This patrol of six Clerics was sent down in order to try to clear the undesirable elements out. They are inadequate for the task. Their leader is Sixth Level with 35 HTK, +1 Chainmail and a Shield and Mace. The other 5 are Second Level with Chainmail, Shield, and Mace. They have 11, 9, 8, 8, and 7 HTK. They are standing about the room resting after fighting and killing 5 Giant Spiders.
- P Shay:** This 34 year old son of an unmarried servant girl took to living underground because he could not cross a street without having a debilitating fear of being run down by a horse or cart. This, along with his distrust of strangers, finally caused him to retreat underground where both horses and people were rare. Lately, however, he has become increasingly distressed at the rising frequency of his meetings with people underground due to the increase in activity caused by the Overlord's attempts to flush undesirables out of the underground world. This has made him also more hostile to any encounter. He will be suspicious and hostile toward anyone he meets but will not attack. In fact, he does not have any normal attack weapons but fights with two medium-sized Shields. These have 6" Spikes at the 1, 5, 7, and 11 o'clock positions which can be used for assault besides the normal trick of a Shield slam. He is able to use two Shields successfully due to the fact that he has a high DEX and is ambidextrous. He can attack with only one Spike every other round, but he gets +2 on his attack due to the fact that his opponent can never be sure which Shield he will use. Each Spike does 1 - 4 points of Damage. Additionally, he gets +1 to AT for each Shield.
- Shay is 5' 9" tall and weighs 190 lbs. He has long, braided red hair, a short black beard, and black eyes.

Level Three

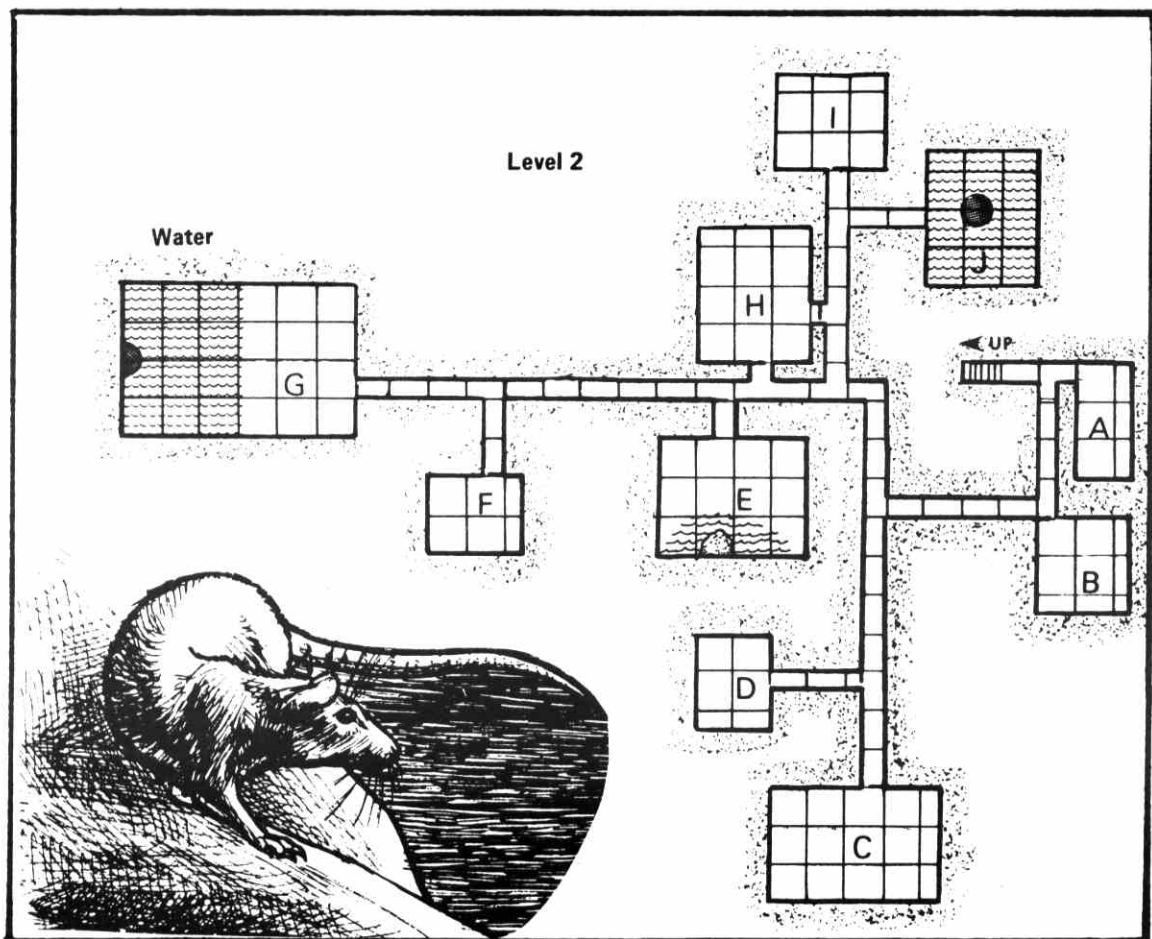
A quick look at the map will show that the builders of the Temple started to build yet another level and then either ran into tunnels or quit trying to make them uniform. This area is just as wild and woolly as the maze area described under Temples Level Three.

- A Clerics: Just as a party of Clerics was sent to clear Level Two of undesirable elements, one was also sent to clear out Level Three. Two of the Priests survived the ordeal and are returning. One is 6th Level, wears +1 Chainmail, and wields a +1 Mace. The other is 2nd Level, wears normal Chainmail, and uses a normal Mace. They originally had 28 and 13 HTK, respectively, but now, due to injuries and exhaustion, they have only 5 and 2 HTK, respectively. They have 11 GP between them.
- B Giant Spiders: These three Spiders were chased out of their previous location and are trying to set up shop here. They have 5, 4, and 1 HTK. One of them has managed to swallow three Silver rings worth 50 GP each. They are still in its gullet. Further information on Giant Spiders can be found in Temples Level Three, Room C.
- C Giant Rats: This was the scene of a great and recent battle. 7 humans and 18 Giant Rats lie dead. 24 other Giant Rats feed indiscriminately on the bodies. They will immediately attack anyone they see with a 20% chance each round that another Giant Rat will show up to join the fight. Treat these rats as having 6 HTK each. The human bodies wear Chainmail and evidently were fighting with Maces as these are the only weapons to be found. There is a total of 56 GP on the bodies. For further information on Giant Rats, see City Jail Level Three, Room C.
- D Berserkers: 9 of the guards from the Temple of Odin are on their way to the precincts of the Hellbridge Temple looking for relief from boredom in a good fight. They are all Second Level and, normally, have 17, 17, 13, 12, 11, 11, 10, 9, and 9 HTK. They have carefully left all valuables behind, and all are armed with Battle Axes. Further information on Berserkers can be found in Temples Level One, Room P.
- E Zombies: Someone was not careful with their orders and, somehow, managed to send these putrescent robots wandering randomly about. They have 17 and 15 HTK and will fight only if attacked. For further information on Zombies, see Hellbridge Temple Level Two, Room C.
- F Crocman: After escaping from his creator, this half-man-half-beast has just wandered around with no real plans for the immediate or far future. He has 6 HTK; the rest of the information needed to run him can be found in the Temple of Pegana, Level Two, Room F.
- G Ounga: Nature sometimes indulges in odd experiments such as the duckbilled platypus. The Ounga is such an experiment. It has only two limbs, which are located at the front of its body and end in fully prehensile hands. It moves along rather slowly (60' per minute) by pulling itself along with these hands. From its nose to the tip of its tail, it is 5' long with leathery brown skin. It has 5 HD and can attack twice per round: once with a bite for 2 - 12 points of damage and once with a hand for 1 - 8 points of damage. It has an AT of D. The Ounga is not intelligent enough to use weapons. There are four of these beasts here, and they have 29, 21, 15, and 15 HTK. They are wandering and have no treasure.
- H Suchfed: Five of these beasts are feeding on the body of an adventurer. Two of them can only breathe fire once and the rest can breathe fire twice. They have 13, 13, 11, 11, and 6 HTK. Further information on Suchfed can be found in Temples Level Two, Room I.
Their victim had +1 Leather Armor and a +1 Shield, both of which are now slightly scorched, and two potions: a Potion of Ugliness which lowers CHAR by 2 - 12 points, and a Potion of Hearing which doubles hearing ability. Both last from 2 to 20 turns. He also has 6 GP.
- I Chang: This noble went underground after an impromptu duel in which his opponent was killed. A richer man might have been able to buy his way out of trouble, but Chang's lands are rather heavily mortgaged, and he has only 9 SP to his name. His debts are not his fault; he inherited them from his father along with his title less than a year ago. He is also not totally responsible for his present predicament because his father taught him to distrust strangers, and his suspicious reactions brought about the disastrous duel. Chang is well aware that he would be safe if he could get out of the City-State and back to his own holding, but he is not sure how to go about this safely, so he continues to hide.
Chang is 26 years old with long, platinum blonde hair and a red beard. He is right-handed, black eyed, 6' tall, and weighs 194 lbs.



One Inch = 50 Feet

Temple of Pegana



- J Baboons: Four escaped Baboons are trying to claim this intersection as their territory. They have 24, 19, 15, and 13 HTK. Their treasure is 96 CP. Further information on Giant Baboons can be found in Temples Level One, Room B.
- K Pugost: After having been kidnapped for use as a sacrifice, Pugost managed to escape from the Hellbridge Temple and is in hiding here. As can well be imagined, he is scared almost witless.
 He is 49 years old and is an independent tailor. His father was the head butler of a noble's city mansion, and Pugost lived well as a child and acquired a taste for good food. As a result, he now weighs 225 lbs. although he is only 4' 7" tall. His thoughts right now revolve around food and Spiders. The mere sight of an arachnid sends him into screaming fits. In fact, he would rather face the Priests of Hellbridge than a common garden Spider, and, due to the fact that he recently encountered several Giant Spiders and narrowly escaped with his life, he would return to the Temple forthwith except for the fact that he has lost his way.
 Pugost is bald and red-faced, green eyed and right-handed. The only possessions he has with him are the clothes on his back which he was lucky enough to retain by escaping before the Priests were fully prepared to deal with him.

Temple of Pegana

The Temple of Pegana is a notorious place. Everyone knows about the revolt which led to its creation and of the beast which lurks inside the Temple. There are many stories of other strange things hidden within its walls. Rumors tell of strange rites and grotesque creatures which can be discovered deep within the Temple, but few can be found to admit to personal knowledge. This may be because those who do tend to disappear forever.

The rumors are true. The High Priest has, for some years, been experimenting with the concept of immortality using some of the foreign books in the library and certain exceedingly rare books which he stores elsewhere. Some of the subjects of his experiments have escaped into the sewers and underground world of the City-State, and some have even interbred so that their numbers are growing. The Priests are too frightened of Mung and his beast to let any word of these experiments and their results to get out.

Level One

This level of the Temple basement is public; if necessary, anyone would be allowed down here. It is devoted to the normal, everyday workings of the Temple.

- A Relic Storage: This room is fairly well-filled with items of religious significance. The largest portion of the room is taken up by 15 stacks of boxes that are 3' cubes. These are stacked 3 high along the west wall. Each box holds nine black beeswax candles packed in straw. The candles are 2½' tall and 3" in diameter.
 There are also two boxes containing ceremonial clothing. One is 4' by 2' by 1' high and holds 17 black robes with long sleeves and large cowls. The other box is 12" by 12" by 6" high and holds 10 black masks. It sits atop the first box in the northwest corner.
 On the north wall are two bronze braziers 30" in diameter and 12" deep in the center. They both sit on triangular wooden stands. Between them is a wooden reading stand upon which is a thick scroll in a soft leather case. Stamped on the case is the inscription, "The Words of Mung." In the northeast corner are four boxes, each 18" by 18" by 12" high. They contain the "Holy" Symbols used by the Priests of Pegana: cast iron crabs. There are 5 layers of 20 crabs each in each box, for a total of 100 crabs per box.
 In the middle of the south wall is what appears to be a large chest or cabinet with doors on the front and a gabled top. This is made of carved wood with gold beaten over it and gold rings set in the four corners at the top. The box is 3' wide by 3' thick by 4' high, and the front doors are held shut by a cord wrapped around two knobs. The box is actually a shrine, and inside is a 3' tall statue made of wood and covered with beaten gold. It is a statue of an armored female carrying a Trident. Leaning against the shrine, on its right side, are two 6' long wooden poles, also covered in gold. These are inserted through the rings on the shrine and are used to carry it. The shrine and statue together are worth 1,500 GP.
- B Ablution Room: Ceremonial washings are a part of the preparation for any religious rites in this Temple and are usually performed in this room, which has been set aside for that purpose. Water is supplied by pipes leading to the nearest well, but the room contains no drains, and so the used water must be hauled out in buckets.
- C Vestry: This room is used for storage of ceremonial garb and as a dressing room for the Priests. It is furnished with benches to sit upon and hooks on which to hang clothing.

- D General Storage: Any temple eventually collects quantities of various stuff which is too good to throw away but is not really useful. That is the type of thing stored here. The list includes a single, large, wooden spoon, 2 balls of twine, a bronze chalice, a barrel of vinegar, a small box of catnip, a burlap bag containing 11 garlic buds, a dusty smock, an old plum pudding, and a jar containing a viscous liquid of unknown nature.
- E Treasury: This room is entered by a secret door which is opened by pulling out a stone in the northwest corner of Room D. This causes the door to slide to the west. Inside is a large chest which has a locking mechanism but is not locked. Within the chest are four gems worth 690 GP, 570 GP, 300 GP, and 40 GP. There would normally be much more treasure, but Mung has spent most of it on his experiments.
- F Secret Door: This door leads down to the second level of the basement where the experiments take place. It opens or closes on pronunciation of the word "Alhazred." (Note to Judge: Some arrangements may have to be made to allow the player-characters to discover the secret word, such as overhearing it used, finding it written on a scrap of paper in another section of the Temple, having it whispered by a dying Priest, etc.).

Second Level

Unlike the First Level, this one is secret, and few people who have seen it have ever returned to tell the tale. This is where Mung performs his ghastly experiments and where most of the money and sacrifices of the Temple of Pegana have been spent until the Temple is on the verge of bankruptcy. This is not well known, even to the Priests, because any who complain or bring the problem to the attention of others promptly disappear. Mung spends 60% of his time on this level.

- A Laboratory: Any Wizard or Alchemist would probably feel right at home here. There is a small pentacle drawn with chalk on the floor, a table covered with various alchemical components on the south wall, and a desk covered with pieces of parchment near the north end of the east wall.

There are three books on the desk, two of which are bound in wooden covers, and the third is bound in what seems to be a very smooth, light-brown leather. None of them, of course, have titles on the outside, but, by looking at the title pages, they can be identified. The first two are **Le Metripol Submarinique** by Jean Congiere, and **Creaturae Immortatae** by Tharsus. The leather-bound book is titled **Necronomicon** by Abdul Alhazred. None of these books are written in any known language. In fact, all three are written in different alphabets. If a person is able to read the books by some magical means, he must roll less than his INT on 1D100 or go insane, claiming to see giant amoebae, floating spheres, frog people, and other grotesque things. If the reader keeps his sanity, he will never reveal what was read but only give dark hints about "horrors too great to be revealed," or "knowledge man was not meant to have."

Those who "go insane," incidentally, may not really be crazy. They simply have learned of beings both of ancient days and of other planes who lurk at the edges of man's knowledge. The general public, however, will never believe these stories and will consider the teller of them to be crazy.

There is a 10% chance that someone will recognize the covering of **The Necronomicon** as human skin. These books could be quite valuable if sold to an evil Wizard or an alchemist (name your price), but there is a 40% chance that such a person would simply kill the bearer of the book and take it instead of purchasing it outright. There is also an 80% chance that any given person has never heard of the books in question, which would drastically reduce the price. Any powerful person of Good alignment would probably burn the books and execute the owners as heretics if he or she ever discovered their existence.

Most of the other clutter on the desk is notes and a journal written in Mung's personal shorthand. Each player has a percentage chance equal to half INT of finding out what it says. It tells of his progress in breeding animals with humans and of the results of various alchemical mixtures and observations of the resultant creatures.

The table also has several alchemical components on it, some of which are labeled. The labels include Asafetida, Acacia, Acorn, Fennel, and Pumpkin Seed. All of these are powders or leaves. There are also several liquids, many of which have labels which will be meaningless to the players and others of which will have no labels at all. All of these are set in rows on the table except for one which sits alone near the edge of the table. This liquid slowly fluctuates in color from blue through green to yellow and back again. All three colors are present at any time, but the predominating color varies. The liquid also releases a colorless gas, and, if anyone is foolish enough to sniff it, that person must roll less than CON on 1D20 or die on the spot. If the Saving Throw is made, the person will only be incapacitated with a cough and burning lungs for 1 - 6 days, lose one point of CON, and suffer from shortness of breath ever afterwards. The person will also suffer from a slight thickening of the neck as though from scar tissue. Conversely, the victim will find himself able to hold his breath underwater for longer periods of time. Notice that these effects will not occur unless the vial is held directly under the nose, and a breath is taken.

If anyone drinks the liquid, that person will be transformed into a Crocman. A Saving Throw of CON or less on 1D20 must be made in order to return to normal in 1 - 8 hours. Otherwise, the person will remain a Crocman. For further information on Crocmen, see Room F of this section.

- B Storage Room:** The title of this room implies neatness and order, but that could not be less true. Lying in a tangled heap on the floor is clothing, cheap jewelry, and other personal effects taken from those who have been brought here for use in the experiments.
- C Holding Room:** This room is set up with 16 sets of manacles and is used to hold captives until needed for experimentation. It presently holds 9 males and 2 females between the ages of 10 and 59 years, all naked.
- D Shrine:** This room appears to be a small chapel dedicated to some evil god. A pentacle similar to the one in the laboratory is carved into the stone floor. This pentacle is not identical to the other; it is more complicated. This is used by Mung to summon extra-planar creatures for service, discussion, and friendship.
- E Nursery:** Upon Opening this door, the party will be hit by a tremendous fishy odor. Beyond are small creatures that look like small, fleshy crocodiles. They are young Crocmen. They average about 3' long, have only 1 HD, and do only half damage. There are 21 of them in this room and are assumed, for the sake of simplicity, to have 6 HTK each.
- The room is completely befouled by them. There is a pool of water at the back which is obviously an intentional creation as it is deep enough for the young Crocmen to swim in it. There is a rock in the center which is used by them as a resting place. Just in front of the pool are the remnants of their last meal: the carcass of an adult Crocman.
- F Breeding Room:** This room is thoroughly disgusting to anyone with normal sensibilities. A wretched, frightened, human female lies chained to the floor in a spread-eagle position while a Crocman sniffs about. The walls and floor are clammy and somewhat slippery, and there is an almost overpowering stench.
- Crocmen are just what they sound like, a grotesque cross between a crocodile and a human. They represent Mung's only successful attempt at crossbreeding, aided by some alchemical compounds, to date. They have long, jutting chins, sunken noses, shortened limbs, and a thick, fleshy tail. They have hair on their backs, and the males have hair on their chins. They are only dimly intelligent. They have no language but do have limited reasoning powers.
- They have 3 HD, and their skin provides protection as Leather. They move at 90' per minute. They measure an average of 8' from chin to tail. They still have opposable thumbs on their forelegs but are not very adept at grasping or handling things because their fingers are quite short. They do 1 - 10 points of damage by bite and can claw with both forearms for 1 - 4 points of damage each. Probably, the most dangerous thing about these creatures is the fact that they regenerate one point of damage per turn. The Crocman in this room has 16 HTK.
- G Quarters:** This long, narrow room is home for 8 Crocmen, one of which is a female. The 7 males have 17, 15, 14, 14, 14, 13, and 12 HTK. The female has 15 HTK.
- The back 30' of the room is filled with water which measures some 20' deep. On the back wall is a semi-circular island which is about 20' in diameter. When the party enters the room, the Crocmen will all swarm out of the water toward the party, expecting to be fed. They will attack without fear and will become positively frenzied if injured.
- If the party gets the chance to examine the pool closely, they will find it to be polluted with bits of floating flesh and other disgusting debris. If they dredge the bottom, they will find a layer of bones which have been dropped and forgotten. The water is murky with algae which grows well on the nauseating pollutants in the water. On the island in the pool is a human leg bone from which one of the Crocmen was cleaning the meat.
- H Disposal Room:** Should a Crocman, a human, or the victim of an experiment die, Morg brings it here until it is time to feed the Crocmen. Then the body is simply tossed into the quarters of the Crocmen, thus eliminating the need for any other type of disposal of dead bodies which might call the attention of the authorities to the Temple. If there are no dead carcasses available, a live captive or failed experiment (of which there are many) is thrown in. The Crocmen do not seem inclined to devour each other as long as they are well fed and none of them is dead or badly injured. They will, however, consume the dead bodies of their fellows and have been known to tear to pieces an injured Crocman, afterwards feasting on the remains.
- There is a hole in the floor in the northwest corner through which Morg habitually drops Crocmen when their quarters get overcrowded. He cannot bring himself to kill what he has created. He has no idea where the hole leads; he only knows that those creatures he releases into the hole do not come back. It actually connects to the third level of the basement, the doorway to the sewers and the underground world that exists below the City-State.
- I Quarters:** Unlike the other room for housing Crocmen, this one is completely dry except for a small hole of about 10' in diameter which seems to be the end of a water-filled tunnel. There will be a maximum of nine Crocmen in this room. There may be none at all because they may all be at the other end of the water tunnel which leads to the Pool. The nine Crocmen who may be here have 18, 17, 17, 16, 13, 12, 11, 11, and 11 HTK. Any Crocmen in this room will behave exactly as did those in Room G.

- J Pool Room: The door to this room is locked, unlike the rest of the doors on this floor. This is not as much to prevent its use as because there is no need to use it. The room beyond is a pool some 20' deep. This is where the other end of the water tunnel in Room I leads, so any Crocmen not killed there may be encountered here and vice-versa. In the center of the pool is a 25' diameter island. The water is polluted with blood, pieces of flesh, and algae, and the bottom is covered with a layer of bones.

As usual, when the door is opened, the Crocmen will immediately head toward it. They will be at a disadvantage trying to get out of the water through the constriction of the doorway; the party will get a +2 on attacks. On the other hand, if a party member should fumble while attacking a Crocman trying to climb out, there is a 90% chance that the player-character will fall into the water. This gives the Crocmen a bonus of +4 on attacks and the player-character a -2 penalty, provided, of course, that he does not immediately sink from the weight of his armor. Once a Crocman has climbed into the hallway, the +2 bonus against him will be lost.

Level Three

As stated earlier, Mung has no idea what is on this level, but he is pretty sure that it connects with the sewers because he has heard stories of his Crocmen appearing elsewhere in the City. He is pleased that they seem to be surviving and prospering and is not the least upset that the stories all involve the killing of at least one person.

- A Entrance: This room is at the bottom of the hole leading down from Room I of the Second Level. It is a 40' drop down, 6' of which is the height of the room. This makes the room taller than the main tunnels, which average about 5' in height and the side tunnels which are 3' high. The ground below the ceiling entrance is churned up, but there is no evidence that any Crocmen have been killed in the fall.

- B Gosa: One of these headless creatures, described in the Second Level of the City Jail, Room H, has set up a living space in this open spot. The Gosa has 26 HTK.

Lying in the center of the room are two items. The first is a very small wooden ring. It is too small even to fit on a human pinky and is neither round nor flat but, instead, irregular, as though it followed the grain of the wood. As a curiosity, it would be worth about 10 GP. The other item is a pair of brass knuckles. There were obviously intended more for decoration than use because they are not solid but are made of filigree with a small Amethyst set in each loop. Carved on the inside of each loop is a word in an archaic script; the four words are Break, Injure, Maim, and Destroy. This object would sell for 50 GP.

- C Giant Rats: Three Giant Rats sit feasting on the body of a Crocman. They have 8, 7, and 2 HTK (the third one is wounded). Other information on Giant Rats can be found in the City Jail Level Three, Room F.

- D Suchfed: One of these little fire-breathing nasties will enter this intersection just after the party does. It has 10 HTK but no treasure because it is simply wandering about. For further information on Suchfed, see Temples Level Two, Room I.

- E Ounga: 4 of these large, crawling beasts live in this area. They have 26, 23, 21, and 20 HTK. Other information on them can be found in Room G of the Second Level of the Hellbridge Temple. They have collected a treasure consisting of 372 GP and 1, 171 SP.

- F Crocman: A Crocman, 36 HTK, is consuming another. Inside the dead beast are two gems: a greenish Chrysoprase worth 43 GP and an Emerald worth 700 GP.

- G Suchfed: The two inhabitants of this area are a male and a pregnant female with 20 and 12 HTK, respectively. The male will attack anything that comes into the room with a +2 to hit due to the fierceness with which he defends his mate. The female is ensconced in a hole dug in the wall. She will use her breath weapon on anyone who tries to attack her and will do maximum damage due to the narrow entrance tunnel (1' diameter) and the consequent inability of any attacker to avoid the flames.

- H Empty: Although unoccupied, this area shows signs of recent habitation, for the ashes of a small fire lie in the middle of the intersection. Beside them is the head of a War Hammer with the stub of the broken handle still attached. The ground is scarred, as though by a fight, and the only clear sign to be read is what appears to be a bare human foot.

Hidden in the wall is a backpack which contains a half-pound of jerked beef, five small hard biscuits, three iron spikes, a whetstone, a small box of salt, a tinderbox, and a crystal disk.

The crystal disk is valuable. It is smooth and oval-shaped and can be used as a lens, focusing the light of the sun into a tight beam usable to start a fire. This lens is not clear enough to see through and will only work with the sun or some equally bright magical light. Its focus is also too near the stone itself to be used as a weapon such as a laser. The only way its light-focusing ability could be useful against an enemy is by holding him down and using the disk to inflict small, intense burns on him, as in torture. It could be sold for 300 GP.

- I Dengo: Because of his great magical abilities and devices, this Mage is a very dangerous foe. Despite his humble origin as the youngest son of a baker, he is now in a position to make his mark on society.

He is likely to come up against some strong opposition because he is convinced that nothing good has happened since he was born 49 years ago and would like to obliterate all progress made since then. In fact, that explains his presence in this underground maze. He heard of the new threat posed by the Crocmen and decided to find and remove the source. He has managed to get this far because of two magical devices which he wears constantly. The first is a headband which makes him totally immune to any damage from edged or pointed weapons except for natural weapons such as teeth or claws. Magical weapons can also attack normally if the attacker can roll the magical bonus of the weapon or less on 1D20. This roll must be made for each attempted attack. The second device is a Cloak of Shifting which causes the position of the wearer to appear to randomly shift. The wearer may appear to be anywhere within a 5' radius of his actual position, and the image constantly changes position. This gives a 40% chance that an attack will completely miss the wearer. This power is negated by the ability to *See Invisible*.

Dengo is impressive-looking, mainly because anyone looking closely at him will note that he has one black eye and one blue eye. He is also left-handed which has led many people to claim that he was a changeling. He strongly wishes that he could discover who started that rumor so that he could deal with the person as he or she deserves. He is 5' 7" tall, weighs 185 lbs., and has black hair. Besides the more common things in his backpack, he also carries 47 GP and a Potion of Earth Elementalism which allows the imbiber to move through solid ground as though it were air for a period of 1 - 6 hours. This applies to dirt and to natural rock formations but not to worked stone such as brick or stone walls or pavement. The great danger of this potion is that, if you are in a solid area when it runs out, you will be instantly killed when earth or rock fills up every empty space in your body.

- J Giant Rats: This is the nesting place of 10 of these large rodents who have dug three nests in the walls of the tunnel. Only four of the rats are adults and have full HD. They have 7, 7, 4, and 2 HTK. The rest are young and do only half normal damage. They have ½ HD and 4, 4, 3, 2, 2, and 2 HTK. Spread about in the various nests are 20 gems worth 10 - 1,000 GP each. Further information about Giant Rats may be found in the City Jail Level Three, Room F.

- K Giant Spiders: Seven large Spiders have spun their webs across the entrances to this intersection and hold it as their own. They have captured an adventurer, bound him with their silk, and laid eggs on him so that the newly-hatched Spiders can feed immediately. The young Spiders, having just hatched, have killed him in the act of feeding on his juices. There are 25 of these young Spiders with 1 HTK and doing 1 point of damage with each bite. They do not yet have any poison.

The only treasure in the area is 46 SP in the belt pouch of the young Spiders' unfortunate victim. Further information about Giant Spiders can be found in Temples Level Three, Room C.

Thieves' Guild

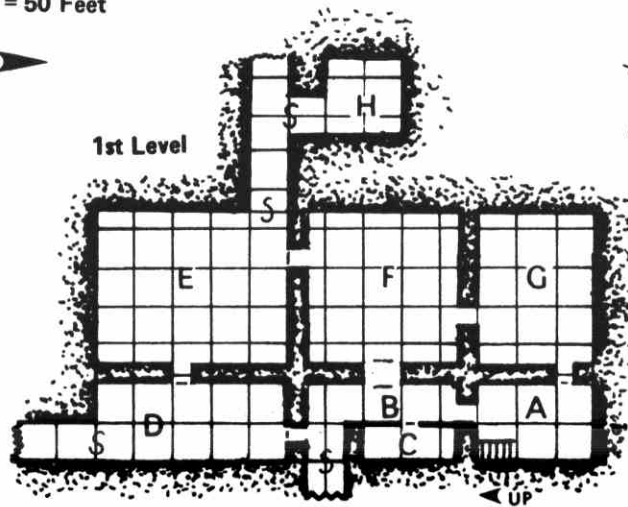
Needless to say, this is a dangerous place to go without an invitation. Nonetheless, someone may wish to do so. A member, of course, would be able to enter safely. Even for a member, however, this is not an easily accessible place because it is in a restricted area and behind a locked door. The lock was especially designed by the Guildmaster to be impervious to any lock-picking abilities, so subtract 40% from the base chance of picking. It is also, of course, trapped. The Guildmaster devised the trap also, so subtract 30% from the chance of finding and deactivating the trap. If the trap is set off, it will release a cloud of powerful sleep gas which will render unconscious anyone within 10' for 2 - 6 hours unless they roll CON or less on 1D100. If the roll is greater than 3 times CON, that person will die.

The reasons this opening is so securely protected are two. First, the area below is where the loot the Guild collects is stored, and, second, the Guildmaster knows that the skeletons of ancient Thieves stalk the lower passages. He fears that they will someday seek to come to the surface and attempt to destroy the living Thieves.

Level One

This level is where the loot is stored and, incidentally, where the entrances to the various tunnels out of the building are located. It may be entered with relative safety since the skeletons have never been seen on this level, but the Thieves spend as little time as possible here. Kafatela, the Guildmaster, is quite frustrated by the fact that his people suffer their greatest fears in their treasure rooms.

One Inch = 50 Feet



Thieves' Guild

- A Disguises:** A good Thief must be able to disguise himself, and to successfully do so requires a large array of costumes, wigs, false beards, and such things. This is the type of thing kept here. It is felt necessary to keep these supplies in a safe place in order that some Guild official will always know what the wearer of any of the articles looks like in case he or she is wanted for any reason. The only person who can get in here without a superior is the Guildmaster who keeps the key in his possession and has no superior anyway.

The doors out of this room are locked as are all the doors on this level. These are ordinary locks unless otherwise noted and will hardly slow down any high-level Thief.

- B Hallway:** This connects to most, but not all, of the rooms on this level. It also connects to one of the secret tunnels leading out. The door occurs at the end of the east leg and opens when pressure is placed upon a stone in the center of that wall. It opens to the left and makes a frightful amount of noise. It has recently slipped slightly off its hinges, and no one has felt like staying in the basement long enough to fix it.

- C Clothing:** This long, narrow room has a dual purpose. The clothing stored here is loot from burglaries, but it also serves as a source for costumes. Nearly any type of clothing can be found here: party dresses, priests' robes, fine cloaks, and beggars' rags. Some attempt has been made to keep these in some kind of order, but it doesn't seem to help much. Nevertheless, there is a 95% chance that a searcher can find some item of wearing apparel that he or she wants after 1 - 10 turns of searching. Assuming the item is there, determine how long it will take to find it by rolling a 1D10. Then, do not tell the searchers whether the item is present until they have spent that many turns searching. If they give up too soon, too bad! Don't forget to roll for the appearance of a Thief while they are searching (2% chance per turn).

Less common items, such as the priestly robes from a specified Temple are less likely to be present (35% chance) and will take 2 - 20 turns to find. Handle this search as suggested above.

- D Armory:** This is also an amazingly well-stocked room, and, of course, everything here is stolen. Included here are weapons of all types, Shields, Helms, and Armor.

Any type of common weapon can be found, but the predominant type is cheap Daggers. Uncommon types, including most Pole Arms, have only a 15% chance of being represented.

All types of Shields and Helms can be found although the smaller types predominate. With both weapons and protective devices, there will not be many examples of the larger types; there may be only one, in fact.

Armor has only limited representation. There are ten sets of Leather Armor, three of them with metal studs, three Mail shirts, several pieces of Plate (i.e. 3 Breastplates, 2 sets of Greaves, 2 sets of Armlets, 2 Gorgets, etc.), and even one full set of Plate Armor.

There is a 1% chance that any item taken is magical. The small percentage is because magic is not common, is better protected, and is likely to be recognized by the Thieves and put elsewhere. If an item is determined to be magical, roll a 1D10. A roll of 1 - 4 indicates a +1 bonus, 5 - 7 means a +2 bonus, 8 - 9 means a +3 bonus, and a 0 indicates something very special which the Judge must create.

In the southeast corner of the room is a secret door. It is opened with the same key that opens the door at the top of the stairs. The keyhole is hidden behind a loose stone in the center of the south wall.

- E Personal Goods:** The contents of this room are things that people tend to carry around with them such as tinderboxes, snuff boxes, belt buckles, and handkerchiefs. No attempt is made to keep these things in order; they are simply dumped in boxes and piles. It does not take nearly as long to look through this stuff, however, and anything you want could probably be found in a turn or two if it is present.

There is a secret door in the northwest corner of this room which is opened by pressing a trigger stone in the ceiling. This causes the door to sink into the floor from whence it will arise again after one minute.

F Household Goods: The list of things stored here includes candlesticks, pans, rolled-up carpets, metal and wooden dishes, fireplace tools, chamber pots, cooking utensils, lamps, and most any other common item deemed reasonable by the Judge.

G Religious Items: Almost anything of a religious nature that is acquired by the Guild is put here. There are idols, fonts, altar cloths, holy writings, incense burners, musical instruments, and several things which don't seem to be particularly religious in nature. There are also Holy (and unholy) symbols all over; they are hung on every projection and lying everywhere. The only religious item not to be found here are religious robes which are stored with the other clothing.

This room should immediately strike the party as being quite odd if they have done much exploring of the other rooms because some of the items are quite valuable whereas the items in the other rooms are generally not of value.

The reason for this change of procedure is to be found near the northwest corner. It is a stone trapdoor which is held closed by three 2" thick metal bars inserted through rings on the floor. The trapdoor is literally covered with symbols.

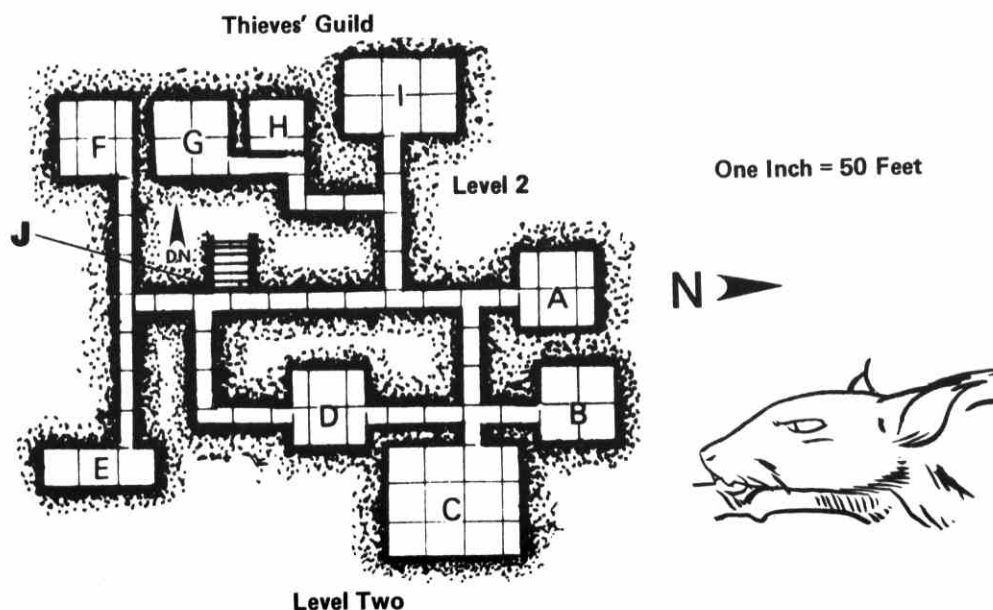
A bright player might figure out that the trapdoor leads to the domain of the old Thieves. The Guildsmen have put every religious item in their possession in this room in an attempt to put an impenetrable barrier in the way of their Undead predecessors. It seems to be working, but no Guildsman will swear to it.

H Treasury: Getting into this room is a chore. It requires getting through the locked door at the top of the stairs, opening at least three other locked doors, and finding and opening a secret door. After that, the secret door leading into this room must be located. This opens upon pronunciation of the word ECKTYSH, which, as far as anyone alive knows, is a completely meaningless word. It is carved on the key to the upstairs door which the Guildmaster always keeps with him.

If the party manages to get past this door, they will find themselves in a closet-like room with a door opposite the secret door. The door is locked, and a quick examination will show the lock to be identical to that on the upstairs door. If anyone managed to pick the other lock, they have a normal chance of picking this one.

The door is trapped, however, and the chances of detection and deactivation are equal to the chances of doing the same on the door above. If the trap is sprung, the floor will open and drop anyone between the secret and the normal doors 20' down onto metal spikes for 3 - 30 points of damage.

The room beyond is filled with treasure. There are 8 bags with 1,000 coins each and three partially-filled bags. Two of the full bags have gold in them, and one of the partially-filled bags contains 777 GP. Four bags are filled with copper, and another of the partly-filled bags holds 138 CP. The last two full bags hold silver, and the final partially-filled bag has 305 SP. There is also a box which holds 20 gems and 3 rings. The gems are worth 10 - 1,000 GP each, and the rings are non-magical and are worth 1,400 GP, 1,700 GP, and 1,700 GP.



This level was originally used for storage and other Guild business but now has been abandoned to the Skeletons. There is a 10% chance per turn of meeting 1 - 4 wandering Skeletons. However, this is not necessarily a disaster for the party.

These Skeletons are not the normal kind but are very powerful with glowing red, jewel-like eyes. They have 6 HD and protection as Chainmail. They move 120' per minute and do 1 - 8 points of damage with each of their bony hands. They have Thieving abilities of the 10th Level and never make any noise whatsoever although a weapon wielded by them or striking them would make normal noise. On top of this, any who meet the gaze of a Skeletal Thief (10% chance per round) must roll INT or less on 1D20 or be frozen with fear which allows the creature a free attack at +2. If this happens, the victim must roll each round thereafter for as long as he lives or melee continues until he makes his roll which means he has successfully broken free of the Skeletal Thief's gaze.

The Skeletal Thieves are only hostile to normal Thieves whom they will instantly seek to kill. If killed by a Skeletal Thief, a normal Thief will become a Skeletal Thief at his normal level unless the body is religiously purified.

To any non-Thief, the Skeletal Thieves will try to communicate; they speak in whispering voices. They will be friendly with anyone whom they feel to be opposed to Thievery and probably will allow anyone who is not opposed to Thievery but is not personally a Thief to leave safely. If attacked, the Skeletal Thieves will defend themselves.

- A Entrance: This room is 30' directly below room G of the level above and at the other end of the trapdoor in that room. There are handholds and footholds between the two rooms to make access easier. As soon as the first person gets to this room, a horrifying screech will ring out, followed by a scrabbling and moaning which slowly degenerates into mindless giggling.

This is a tactic devised by the Skeletal Thieves to repay the efforts of the living Thieves to keep them out of the first level. There is nothing behind the sounds, but it is unlikely that any Thief will stick around long enough to find that out.

The room is basically empty but does contain the stub of a burnt-out torch, a badly-dented Helmet, and a Spear with a rusted head and a broken shaft.

- B Storage: This room is filled with things that were formerly useful household items. Time and damp, however, have reduced most of it to the junk category. Included are five 100' coils of rotted rope, 8 rusty kettles, four bales of moth-eaten wool, four hourglasses with clotted sand, 14 tinderboxes with tinder that has turned to dust, a roll of parchment that has become damp and stuck together, and 15 quill pens that are bug-infested and decayed.

- C Uthick: The Skeletal Thieves are not at all averse to having human allies. Uthick is such a person. He has only recently moved into the area and is working on ideas to get the trapdoor open. He was recently released from the army and, finding civilian life boring, decided to seek adventure underground.

He has found as much adventure as he wanted and more. He arrived in the domain of the Skeletal Thieves hotly pursued, and when he came on them, was sure he was dead. His pursuers quickly disappeared, however, and the Skeletal Thieves did not attack.

When he found out their purpose it seemed to him to be good, so he offered to assist them, an offer they quickly accepted, since despite their great power, they are quite limited.

Uthick is 34 years old, with long red hair and a short beard. He is right handed, 6' 1" tall, and weighs 200 lbs. He has black eyes.

- D Prisoners: At the time when the Skeletal Thieves first appeared, the Guild was keeping prisoners in this room. There were two people chained to the walls, and, in their haste to get away, the Thieves abandoned them. Who they were and why they were here will probably never be known, but they died in their chains and are now nothing more than skeletons. They are not even Undead; they are simply abandoned bones that are uncared for by anyone. If the party enters into discussion with Skeletal Thieves, one of the things that they will be requested to do is to free these poor souls from their chains and provide them with a decent burial. Should the party promise to do so and then fail to follow through, each party member will find himself followed by two Skeletons who will not be affected by attack, exorcism, or any other activities designed to drive them away or destroy them. These creatures will not do anything more than simply watch, but their presence will unnerve the victim and give him a penalty of -1 (or -5%) on all rolls. This will cease when the victim has done everything within his power to secure rest for the unfortunate souls. If he is killed first, the two watching Skeletons will have a 30% chance of stealing the soul of the victim so that he may never be resurrected.

- E Food Storage: This room was prepared for situations in which the Guildmembers could not safely leave the Guild Hall. By now, the food is completely spoiled. The items stored here are tea which may still be useable but which is probably stale or bug-infested, grain which has almost completely been consumed by rats, dried prunes which have rotted, cheese of which the remnants smell inexpressably vile, nuts which have spoiled and molded, and leeks which have also rotted.

- F Skeleton: This is not a Skeletal Thief but simply the non-animated remains of a dead body. This skeleton lies against the south wall with its arms out to the sides. Near one hand is a burned-out torch, and near the other is a Javelin with a rotten shaft and a head corroded to the point of uselessness. The broken shaft of an Arrow protrudes from the skull.

There is a crack in the ceiling near the northwest corner, and the wall is damp from ceiling to floor at this point.

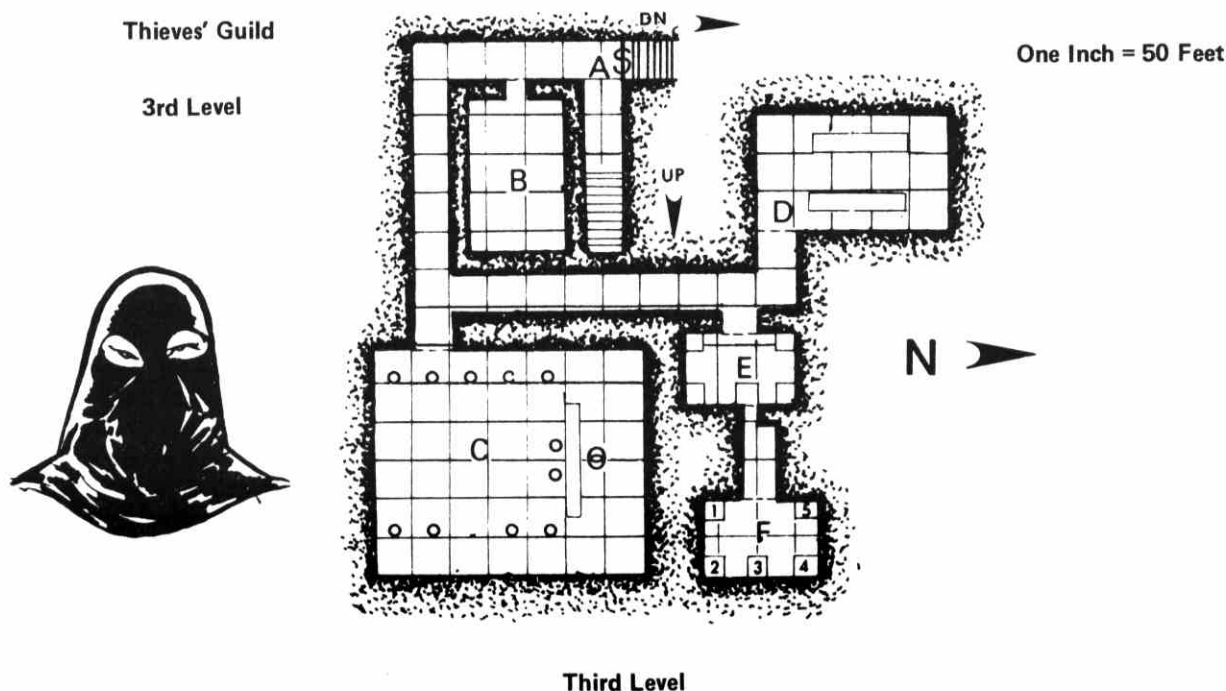
- G Watchroom: The real home of the Skeletal Thieves is on the level below this one; it is a level no longer remembered by the living. They have taken over this level, however, and use this room as a base from which to control it.

There are nine Skeletal Thieves in this room with 39, 38, 30, 30, 29, 26, 26, 21, and 19 HTK. All but one will seem not to be animated; they will be lying on the floor with hands folded over their sterna. If the party surprises the Skeletons, they will not reanimate until the third round and will spend the fourth round getting up. If they are not surprised, they will animate in the second round and get up in the third. Their reactions will be the same as a wandering party of Skeletal Thieves.

- H **Treasury:** The precipitous exit of the living Thieves from this level prevented them from recovering the wealth which was stored here. This was their original treasury, so that wealth is not small. The Skeletal Thieves knew that this, if anything, would draw their living counterparts back to this level. Indeed, it has, and all of those attempting to regain the treasure have swelled the ranks of the Skeletal Thieves.

The secret door to this room slides downward into the floor whenever anyone stands, facing the door, within 5' and pronounces the word, "Poverty." The room beyond holds four chests, all triple-locked, and three single-locked boxes. Each of the chests holds a different type of coin. The first holds 3,418 CP; the second holds 35,896 SP; the third holds 7,292 GP, and the fourth holds 213 PP. The boxes hold small items of value. The first holds 64 gems worth 10 - 100 GP each, and the second holds 2 statuettes of silver worth 300 GP and 800 GP each, a gold chain necklace worth 25 GP, 9 rings worth 10 - 100 GP each, 5 armbands worth 20 - 200 GP each, 9 brooches worth 20 - 200 GP each and six earrings worth 1 - 20 GP each. The third box holds magic items. The first item is a Ring of Mastery which allows the wearer 25% more spells than he would normally have. This does not allow non-spell users to use spells because 25% of nothing is still nothing. Any fractional results are dropped. The second magical item is a Potion of Desirability which heightens the imbiber's attractiveness to the opposite sex within his or her own race by 50%. On the other hand, it lowers by 50% the user's ability to relate to members of the same sex. This potion lasts from 2 - 24 hours. The third item is a Lamp of Truth. When this lamp is lit, it will shine only on those who are not lying. Thus, if a person stands in its light and intentionally tells a falsehood, he will be temporarily engulfed in darkness. This effect can be avoided if the liar can roll INT or less on 1D100. In addition, if the liar is holding the lamp, he will suffer 1 - 4 points of damage to the hand and must roll DEX or less on 1D100 to avoid dropping it. This will occur despite any precautions such as gloves, holding the lamp at the end of a rope, etc. The Lamp of Truth is subject to spillage and fire as a normal lamp when dropped, but it will not break or dent. It is not normally immune to such damage, only when dropped by a liar. The last magical item is a pair of Boots of Constriction. When put on, these boots adjust themselves to the size of the wearer's foot, but, each turn thereafter, they shrink one-eighth of an inch until removed in the manner commonly used for such cursed items.

- I **Clothing:** This room contains five boxes of clothing. Two of them hold capes, shawl, and cloaks; there is a total of 203 items. The third box holds 42 tunics, the fourth holds 91 hats, and the last one holds 53 pairs of breeches. Unfortunately, the clothing is mildewed, rotted, and mice-infested.
- J **Secret Door:** Behind this hidden portal is a set of stairs leading down to the forgotten third level. The triggering mechanism for the door is under a loose stone in the floor. Beneath the stone is a lever which must be pulled away from the door to open it. If it is pushed in any other direction, the door will lock and can only be opened from the other side.



One of the main reasons the Skeletal Thieves came back to punish their living counterparts is the abandonment of the old religion. This level contains an ancient Temple, the quarters for its Priests, and the crypts for burial of dead Guildmembers. The living Guildsmen have forgotten that this level even exists. The Skeletal Thieves are more interested in destroying the upstarts than in restoring the old religion; it is a reasonable attitude since reverence to abandoned gods is usually considered pointless (except, perhaps, by the gods).

A Secret Door: The first point of interest the party will encounter after coming down from the Second Level is the entrance to the Fourth Level. The secret door may be opened by pressing on a rock in the northwest corner.

B Priests' Quarters: When the Temple was in use, its master lived here. When it was abandoned, this room was left intact. In the center of its south wall is a desk. It is fairly large and made of teakwood. It sits on a fine, hand-woven rug along with a large and comfortable-looking, padded chair. These were the most luxurious items in the room, but now the chair and desk are worm-infested, and the rug is faded, moldy, and rotten. The desk contains several pieces of parchment with writing on them that is now illegible and a penknife which, as the name suggests, was used to restore the point on all quill pens.

The remains of one of these pens lies atop the desk. There is also a dried-up inkwell, a tarnished pewter flagon, and a badly-corroded lamp. In the southeast corner of the room is a stack of firewood which is rotten. Next to it, on the east wall is a fireplace and mantle with a grating. There is a set of fireplace tools on the hearth. The grating and the hearth are still covered with ashes and there is an ash bucket standing on the other side of the fireplace which is also filled with ashes.

Beside the fireplace is a large wardrobe which holds a selection of dark robes which are all moth-eaten. The doors have warped and swelled so that one is firmly stuck shut, and one will not close. If pressure is put on either door, the wardrobe will disintegrate.

In the northeast corner, placed against the east wall, is a simple cot with a straw mattress. Mice have nested in the mattress for years and have reduced it to utter uselessness. Between cot and wardrobe is a row of metal pegs set in the wall. There is no clue to their intended purpose, and nothing is hanging on any of them. Beside the foot of the bed is a "honeybucket," the poor man's chamber pot. It no longer smells, but is still encrusted and disgusting.

At the end of the bed is a large chest made of wood with metal bands and cornerpieces. This is locked, and the lock is too rusted to be opened normally. The tongue of the latch, however, is also corroded and will snap easily. Inside is a cloak made of a good material that has been protected well enough by the chest that it might be still usable and a pair of soft leather boots in the same condition. The other item in the chest is a Plombee, a type of Heavy Mace. This is a hand-and-a-half weapon; that is, it is usable with one or two hands. Used one handed, it does 2 - 12 points of damage and can only be used to attack once every other round. Used two handed, it does 2 - 16 points of damage and can be used every round, but its use precludes the use of a Shield.

The center of the north wall is taken up by a bookcase. This holds 145 books on three shelves. Most of these have been ruined by the dampness to the point that their pages crumble when turned. 42 of them are still readable, however, although not in perfect condition. (Judges Note: It is left to the Judge to decide what subjects the books were written about, but two suggested subjects are Thievery and comparative religions.)

In the northwest corner of the room is a large wooden barrel with a wooden lid and a tin cup hanging from the handle of the lid by a piece of twine. The barrel is about half-filled with water which is quite brackish but still drinkable.

C Temple: It seems that the worship carried on here was rather austere. The Temple is plain with little in the way of carvings or precious metals. Two rows of pillars divide the Temple into three parts. The pillars are just over 3' in diameter and are made of unadorned stone. There are five pillars in each row, and there are two extra pillars set close together about two-thirds of the way to the front of the Temple. Just beyond this last set of pillars is an altar which is 24' long, 4' wide, and 4' high. On the altar are four large brass candlesticks. There are two candlesticks on the ends and two in the middle.

Beyond the altar is an 8' tall statue of a figure wearing a hood-type mask over its face. It carries a Dagger in one hand and a Truncheon in the other. This idol is as plain as the rest of the Temple and is made of granite. It is carved out of a single block of granite rather than being made of several smaller blocks as is commonly done.

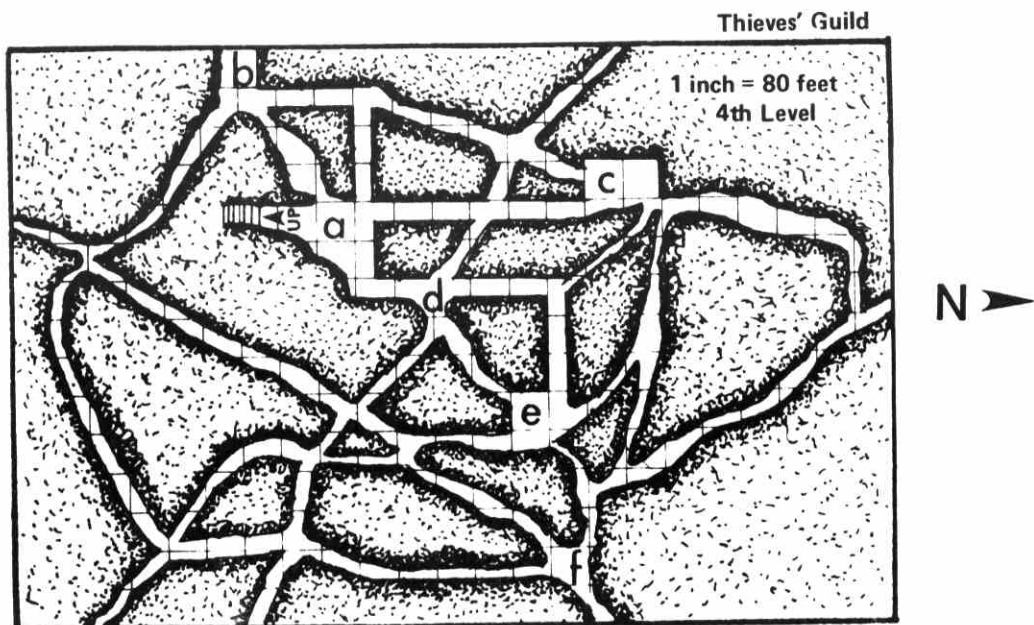
Divine intervention is unlikely because abandoned gods have little power, but anyone desecrating the Temple will bring the full wrath of the Skeletal Thieves upon themselves.

D General Crypt: Formerly, this room was used for burial of Guildsmen who died, providing their bodies could be recovered. The bodies were placed with care and ceremony into their niches. Now, however, the crypts are abandoned except by the Skeletal Thieves.

Indeed, the crypts give a good indication of why such great changes took place. There are 87 niches in the common crypt, not enough to handle present needs let alone those of the past as well. When the Temple and crypts were built, the Guild was very much smaller. As it grew, its values and purposes changed. It became much more business-oriented rather than being simply a mutual aid society. It also gained many more contacts in the outside world although it still seems to the general population to be a secret and hidden organization. As it grew, the crypt space became too small, and a secret, specialized god seemed less important. Finally, when the High Priest died, instead of choosing a successor, the Guild simply abandoned the entire level.

There are only 11 Skeletal Thieves left in this crypt. The rest have all moved to other areas such as the Guard-room next to the Treasury on the level above this one (Room G). They have 31, 30, 30, 30, 28, 28, 26, 25, 25, 24, and 21 HTK. Each of them lies as a normal skeleton would in the niche in which he was buried. As with the Skeletons in Room G above, it will take them two or three rounds to animate and another round to get up and get ready to fight.

- E Crypt of the Masters: Anyone who had earned the title of Master Thief was buried here rather than in the Common Crypt. It is, of course, smaller and less crowded. There is space for 16 bodies, and 9 of the niches are filled by Skeletal Thieves. They have 40, 38, 37, 36, 34, 32, 30, 29, and 28 HTK.
- F Crypt of the Guildmasters: The outer crypt is divided into five individual inner crypts which are each intended to hold a single occupant. Four of these have seals on the doors, but the seals are broken. The fifth has no seal.
- F1 The Skeletal Thief here has 56 HTK. This is possible because the Guildmasters are more powerful than the average Thief. They have 10 HD and operate as 15th Level Thieves. They were also buried with even greater reverence than the average Guildmember. This man, for instance, was buried with a small model of the idol in the temple also carved in granite. In addition there is a small brass decanter of wine sealed with wax. He wears two necklaces with lockets worth 100 and 180 GP each, a silver medallion worth 30 GP, a silver and Amethyst cloak brooch worth 10 GP, a belt and belt-buckle with a Jade setting worth 400 GP, and an ivory armband worth 120 GP. On his index finger is a thick wooden ring with some sort of blue stone in it. Actually, this is simply blue glass. The ring is worth only 1 GP. In a sheath at his waist is this Guildmaster's favorite weapon, a Kukri. It is a curved, wide-bladed knife which does 1 - 8 points of damage, is about 18" long, and weighs about 1 lb. 5 oz. It is sharpened only on the inside of the curve.
- F2 This former Guildmaster has 61 HTK and has by his side a Kindjal. This double-bladed Knife is about 18" long, weighs 1 lb. 2 oz., and does 1 - 8 points of damage. On his other side is a silver wine decanter which is empty but still worth 190 GP. He also wears two gold neckchains worth 30 GP each and a silver headband with inlaid Onyx worth 100 GP. He has a silver cape brooch worth 12 GP, an ivory bracelet with inlaid gold and turquoise worth 210 GP, and a silver armband with six moonstones of various sizes set thereon worth 800 GP.
- F3 This Skeletal Superthief has 48 HTK and wields a Kapee Dha, an 18" long Shortsword which weighs 2 lbs. 2 oz., and does 2 - 12 points of damage. Lying by his head are a small statuette modeled after the idol in the Temple and a jeweled comb made of silver and set with Jacinths. The comb is worth 55 GP. He also has a matching gold necklace and headband, both set with Garnets, worth 400 GP and 500 GP, respectively.
- F4 Since this crypt is empty, the party will be better able to examine its construction if they so desire. It is made of the same stone as the rest of the walls and has a door made of Iron-plated wood. The seals on the other doors are made of two daubs of clay with a silver wire connecting them. One of the daubs is connected to the door and the other to the frame so as to prevent the opening of the door without breaking the seal. The empty crypt, of course, is not sealed. The inside of the crypt measures 10' square, but half of that is taken up by the area in which the body is meant to be laid. The crypt is very plain and appears to have been built around a single block of stone which forms the base of the niche.
- F5 This Former Guildmaster has 44 HTK and uses a Xiphos in melee. That Shortsword is 27" long, weighs 2 lb. 14 oz., and does 2 - 12 points of damage. He wears a gold necklace with a small diamond pendant worth 150 GP, a gold anklet worth 200 GP, and a cape brooch of carved Amber worth 50 GP. Another miniature model of the statue in the Temple stands by his head.



Level Four

When the lower levels of the Guild headquarters were abandoned, along with the ancient religion, the Thieves were in the process of expanding downward by digging out a level below the Temple and the crypts. This is left just as it was when the work stopped, but has since been penetrated by the maze of tunnels which run under the City State. The Skeletal Thieves use the tunnels to infiltrate the city and find the living Thieves wherever they might be in order to destroy them. Of course, animals from other areas of the tunnels beneath the City State have also moved into the domain of the Skeletal Thieves.

- A Suchfed: Nine of these little nasties have just moved into the area and are in the process of claiming it for their own. They have 18, 16, 15, 15, 14, 12, 10, and 6 HTK. Further information on Suchfed can be found in Temples Level Two, Room I.

Unknown to them, a treasure cache is buried in the diagonal wall of their base area. It must be found as though it were a secret door. It contains 3,344 GP, 9 gems worth 10 - 1,000 GP each and 9 rings worth 20 - 200 GP each.

- B Giant Spiders: These arachnids are busy remaking and repairing their webs after a recent skirmish with the Suchfed from Room A. As a result, the party has a 50% chance of surprising them and only a 10% chance of being surprised themselves since the charred corpses of six Spiders are lying in the middle of the room. The 11 remaining Spiders have 8, 7, 6, 3, 3, 3, 2, 2, 2, 1, and 1 HTK; obviously they have received injuries from the Suchfed. Further information on Giant Spiders can be found in Room C of Temples Level Three.

- C Empty: It is not hard to determine why this room is empty. Approximately in the center of it is a pit which is irregularly shaped but with smooth walls. Coming from the pit is an unearthly humming which will make any hearer distinctly uncomfortable although it will not hamper anyone in any way. Should anyone investigate, the pit will be found to be 40' deep with a solid stone floor. The humming noise comes from beneath the floor. The stone extends for at least 100' below the floor of the pit. (Judges Note: If anyone manages to dig further than that, you're on your own.)

At some time in the past, someone fell or was pushed into the pit. A body lies at the bottom, and, although it is partially decomposed, it is obvious that it fell to the bottom because the broken ends of bones protrude through what remains of the flesh. The poor victim wore a Chainmail shirt, Greaves, and a Great Helm and carried a Scythe and a Wedong.

A Scythe is a single-edged Polearm with a total length of just under 8' and a weight of 5 lbs. 4 oz. It does 2 - 12 points of damage and can be used once a round.

A Wedong is a curved, single-edged Knife. It is 13" long, weighs 14 oz., and does 1 - 4 points of damage. The only other thing of interest to any discoverer of the body would be the 6 GP in the belt pouch on the body.

- D Giant Rats: Eight rodents calmly feast on a windfall left by the Suchfed when they passed through. The windfall is ten crisped Giant Rats. The eight remaining Rats have 8, 8, 7, 6, 5, 5, 3, and 1 HTK. They have a treasure of 2, 434 SP. Further information on Giant Rats can be found under City Jail Level Three, Room F.

- E Skrayf: The Assassins' Guild is well aware that the Thieves' Guild is hiding something big and important because various members of the latter Guild have been overheard making dark hints about something terrifying that is going on deep in the Thieves' Guild headquarters.

Skrayf has been sent as a spy to try to find out what is going on in case the Assassins can use it to their advantage. He is not the first to be sent; the others are now among the many victims claimed by the Skeletal Thieves. Skrayf is using the underground tunnels because everyone at the Assassins' Guild headquarters agrees that it would be useless and, perhaps, suicidal to attempt infiltration from above ground. It is hoped that, by sneaking in from below, Skrayf can get in, find the secret, and get out without being detected. As it may turn out, of course, Skrayf is likely to find out more than he wants to know about the secret of the Thieves' Guild.

Skrayf is a young man of 25 who gave up all contact with his family to become an Assassin. He is not crushed by his loss, however, because, since he is the sixth son of a bartender, all his family had to offer him was responsibilities, and he gets on better with his new friends at the Guild.

He is rather odd; for instance, he completely shaves his head except for a very large, very red moustache. He is known to his associates as the "First Story Man" because he will not, under any circumstances, take to the rooftops, a standard Assassin's procedure when fleeing from the scene of a job. The smart ones, however, never mention that he is afraid of heights because he is very sensitive about it, and it is just plain dangerous to arouse the ire of an Assassin.

He is 6' 6" tall, which makes his trek through the tunnels rather difficult, and weighs 214 lbs. He has dark brown eyes which change to hazel green when he is working. He is right-handed. His favorite weapon is a Pacho, which is a Club spiked with Shark's teeth. It is 2' long, weighs 1 lb. 6 oz., and does 1 - 8 points of damage.

- F Empty: This intersection is inhabited only by debris. Spread on the floor are a ragged tunic and a pair of ragged breeches. Lying near one sleeve of the tunic is an inch-thick and 2' long iron bar which is bent at one end, much like a crowbar. Near the other sleeve is a pile of pottery shards mixed with straw. If anyone is interested enough to piece together the jigsaw puzzle of pottery, it will form a small bowl. It will take an hour of work to be sure what the thing originally was, and another hour to get it all together. This assumes, of course, that the party has some method of holding it together and that it has not been stepped on or otherwise further damaged. If it is further damaged, there is effectively no chance of putting it back together.

Despot Ruins

This area holds the ruins of two ancient fortresses. Above the ground, they are simply rubble, but the areas below the surface are still relatively intact.

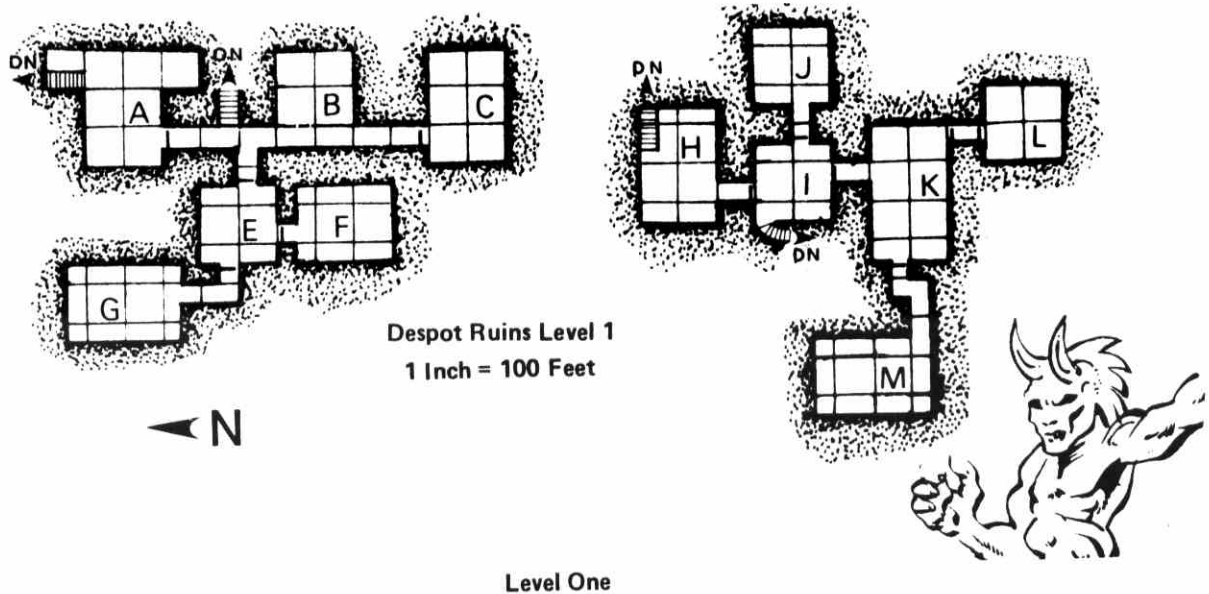
No sign of the builders and original owners remains, however, because the tunnels and catacombs have been taken over by the Goblins. They have dug deeper, connected the two underground levels, and connected both with the tunnels they have dug into the City-State. The rooms beneath the Despot Ruins are not popular with the Goblins, who prefer to dig their own holes, but many Goblins live there, nevertheless.

The major problem the Goblins have had since tunneling into the City-State and connecting with the existing system of tunnels and sewers, is that, sooner or later, any race of creatures that moves into the underground maze ends up on the doorstep of the Goblins, and many of them are thoroughly mean and nasty (especially the Humans). What's worse, the ones that do end up here are the dregs of the crop, those who have been rejected by everyone else.

The Goblins take it all pretty well, however. They feel that it is not too high a price to pay for the privilege of having secret access to bakeries, weapon shops, wine shops, and nearly every other type of shop in the City State. They have free supplies of nearly everything they want or need, and the shopkeepers have no idea where the stuff is going. Many a pitiful shopboy or shopgirl has been beaten and accused of theft as a result of the Goblin's secret lair.

Goblins are a small breed of about 4' tall and weighing around 125 lbs. They generally have dark hair, beards, eyes, and skin and live to be about 150 years old. They can see in relative darkness; they see twice as far as Humans in torch light. They see no better than Humans in sunlight, however, and bright lights tend to hurt their eyes. Goblins have 2 HD and natural protection as Leather Armor due to their size and the toughness of their skins. They move 90' per minute normally, or 120' per minute underground. They attack once per round for 1 - 6 points of damage, if unarmed; otherwise, they attack as normal for the weapon they are using.

Due to their diminutive size, Goblins cannot use regular two-handed weapons but can use some of the larger one-handed weapons with two hands for a +2 to damage. A Bastard Sword, for instance, they can only use with both hands.



These two separate areas are the underground sections of the two ruined fortresses. Most of the rooms are occupied by Goblins or wandering nasties, but a few have been left alone and may still have a few things left from the original builders.

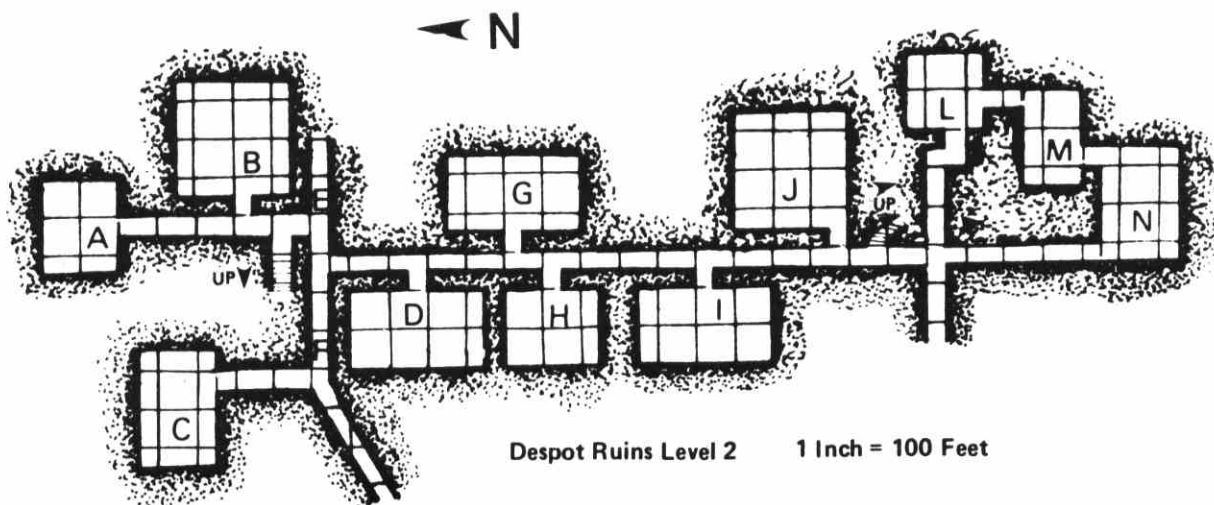
- A Goblins: Three Goblins are clustered around a small fire arguing about a correct method of cooking rabbit. The question is not academic, as they have one over the fire. As it happens, they are all losing the argument, and the rabbit is nearly burned on one side and hardly warm on the other. They have 13, 10, and 8 HTK.

Two of the Goblins carry Kledys, a form of leaf-bladed Shortsword which is just under 2' long, weighs just over 3 lbs., and does 1 - 8 points of damage. The other Goblin has a Cumber-jung, a form of Flail with two sharpened steel rings at the end of chains. This is about 2' long altogether and weighs 3 lbs. It does 2 - 12 points of damage.

- B Goblins: This single Goblin is hiding from his wife who is upset with him because she thinks he drinks too much. He carries a Falchion, a broad-bladed, single-edged Sword which is 31" long and weighs 3 lbs. 12 oz. If he uses both hands to swing it, he does 4 - 14 points of damage; otherwise, he does 2 - 12 points of damage. He has 17 GP.

- C **Goblins:** Having just returned from a stealing trip into town, this group came to the ruins looking for a quiet, out-of-the-way place to divide up their loot. There are 13 of them, and they have 14, 14, 14, 13, 11, 11, 10, 9, 9, 9, 8, 7, and 6 HTK. One of them has face, hands, and the front of his jerkin stained dark blue. This is because he broke into a bakery, stole eleven blueberry tarts, and ate them all himself. He is not taking a very active interest in dividing the rest of the loot and looks as though he regrets eating all those sweets.
- The loot is not very interesting anyway. It consists of 77 SP, 10 pewter mugs with "Prancing Ki-Rin" engraved on the sides, six pairs of work gloves, and a Sopok, a combination Blowpipe/Spear which is just under 4' long and weighs 1 lb. 2 oz. This is not much of a weapon. It does only 1 - 4 points of damage as a Spear, and its Darts do only one point of damage and have a range of 120'. Two of these Darts can be fired per round. Unfortunately, the Goblins did not think to take any with them. There is a 20% chance for each round that it is used in melee that it will break due to structural weakness. On top of any other modifications, anyone without at least a month's practice with a Blowpipe gets a -2 penalty when using the Sapok in this mode.
- D **Stairs:** This set of stairs was made by the Goblins and leads down to the second level. A door has been built at the top of the stairs to keep animals from the sewers from coming in. This plan works amazingly well, considering that the door is quite often left open, as it is now.
- E **Zombies:** These Zombies are from the Hellbridge Temple where they were slaves. A description of them can be found there in Level Two, Room C. Most of the Zombies that get loose from the Temple do so because of vaguely or improperly-worded orders which send the the mindless automatons wandering aimlessly. These, however, stand patiently guarding a small pile of treasure and will attack absolutely anything that enters the room. This is attested to by three dead mice which lie on the floor.
- The Zombies have 23, 22, 21, 19, 19, 18, 18, and 11 HTK, and the treasure they guard consists of 40 gems worth 10 - 100 GP each, 25 pieces of jewelry worth 20 - 200 GP each, and the following magic items. First, there is a Ring of Clear Speech which leaves only a 1% chance that what the wearer says will be misunderstood, provided that the hearer understands whatever language is spoken. This power only operates with languages in which the user is completely fluent. Second, there is a Rod of Fire which is a carved stick that will cause to burst into flame any normally inflammable material upon command. This device cannot be harmed by fire of any sort and has 20 charges. Third, there is a suit of +1 Leather armor. Fourth is a +3 Flyssa, which is a 39" long, single-edged Bastard Sword which weighs 3 lbs. 5 oz. and normally does 2 - 12 points of damage. Fifth, there is a +3 Kikuki, which is a 55" long, 2 lb. 10 oz. Spear which normally does 1 - 8 points of damage; Finally, there is a pair of magical wire-pullers, a tweezer-like contraption which operates by grasping a piece of metal with them and pulling. This results in a fine wire being pulled from the metal object in an unraveling effect. The thickness of this wire may be varied from a hair's-breadth to about one-sixteenth of an inch. The wire can be made as long as the piece of metal it is drawn from will allow. As a convenient unit of measure, assume that the average coin holds about 10' of wire. If a smaller length is desired, the wire pullers can be used to pinch the wire off from the remainder of the metal object. The remnant will, of course, be smaller than the original metal piece due to the unraveling effect of the wire upon the metal object. The wire pullers will not affect magical objects, and the user will take 1 - 6 points of damage should he try to "unravel" a magical item.
- F **Puskmid:** Puskmid is not a lucky man. He inherited a thriving farm from his father, and, within the year, he was wiped out by a particularly harsh winter and a plague of grasshoppers. His land was taken by his creditors, so he decided to join the army. Within a month, his lord went into battle against the Invincible Overlord and was soundly defeated. Puskmid was taken prisoner, brought to the City-State and marched in chains through the streets by his captors, along with the rest of those taken prisoner. He was then released.
- Not knowing what else to do, he hired himself out as a mercenary guard, and his new master was almost immediately arrested for treason. He is now a wanted man and is in hiding. Puskmid is 26 years old, 5' 3" tall, and weighs 152 lbs. His skin is very pale, and he has black hair and a small black moustache. He is right-handed and green eyed. The only weapon he has or knows how to use is a Couteau de Breche which is a Polearm of about 6' 10" long. It weighs 5 lbs. 12 oz. and does 2 - 12 points of damage.
- G **Storage:** This room has hardly been entered since the fortress above it was abandoned. It contains 11 straw pallets which are infested with mice, a grindstone, two braziers, a large barrel of oil, 17 wooden pails, and a pile of burlap sacks which are now rotted and useless.
- H **Miners:** A group of 15 Goblins have decided to enlarge this room and are busily demolishing its walls with picks. Unfortunately, instead of concentrating on one wall, they are spread out over three walls. This makes the room rather uneven, and they aren't getting anywhere fast. They have 14, 14, 12, 12, 12, 10, 10, 9, 9, 6, 6, 6, 4, 4, and 4 HTK. Between them, they have 69 GP.

- I **Goblins:** This group is preparing to go into the sewers after a rumored hoard of gold said to be hidden under the Merchants' Guild. There are 17 of them with 16, 16, 13, 13, 13, 13, 11, 11, 9, 8, 8, 7, 6, 5, and 5 HTK. They are armed with various weapons, predominately Hammer and Gladius. The Gladius is a prototypical Shortsword which is 23" long, weighs 2 lbs., and does 1 - 8 points of damage.
- As it happens, they are chasing a rumor that is totally false. There is no gold or much else of interest beneath the Merchants' Guild. If the Goblins were closely questioned, it would be discovered that each of them heard the rumor from someone else in the group. The Goblin who started the rumor then heard it from someone else in the group and believed it to be true, forgetting that he had started the rumor in the first place. Near the Northwest corner of the room is a set of curved stairs leading down to the second level.
- J **Storage:** The door to this room is locked and jammed, and no one has ever bothered forcing it open. The room is full of stored items, mostly containers. There are 200' of glass tubing in 10' lengths, 29 vials, 35 candles, 64 empty scroll tubes, 26 pottery bowls, 70 jars, and 15 large cast iron kettles.
- K **Goblins:** This trio has no place to go; they live here. They do not live with the other Goblins because they are not welcome, since they tend to be troublemakers. Two of them carry Schestropjors, a form of Mace which is 27" long and weighs 3 lbs. 12 oz. It normally does 2 - 12 points of damage but can do 4 - 14 points of damage when used with both hands. The other Goblin has a Keerli, a type of stone Axe which is 19" long and weighs 1 lb. 12 oz. It does 1 - 8 points of damage or 3 - 10 points when used with both hands. The first two Goblins have 11 and 9 HTK, and the other has 3 HTK.
- L **Giant Rats:** 17 of these creatures have wandered into this room and were unwittingly trapped here by the three Goblins in Room K. The Rats are getting desperate and will attack immediately when the door opens. Assume that they have 6 HTK each. Further information on Giant Rats may be found under City Jail, Level Three, Room F.
- M **Goblin:** This gent would normally be with the Goblins in Room K, who are his best friends. He is presently angry at them, however, because one of them referred to him as "slightly overweight." The fact is that he is grossly fat, and he, quite predictably, blames it on his heredity and his glands. The only glands that are at fault, however, are his salivary glands. He claims he has a great deal of willpower, and the truth of the matter is that he can resist anything but temptation. He is as lazy as he is fat, and there is an 80% chance that he will be asleep. He is no coward, however. If he hears the sounds of fighting from Room K, he will charge into the fray, whooping his battle cry and flailing away with his Kopsh. The Kopsh is a type of Shortsword which is 23" long, weighs 3 lbs. 1 oz., and does 1 - 8 points of damage. This Goblin has 7 HTK and 15 CP in a belt pouch. Due to his size, he is +1 to hit, but, due to his fat, he is -1 to damage.



Second Level

This level was built by the Goblins and is directly connected to the sewers. It is more Goblin-inhabited because it is "good Goblin build." On the other hand, it is not free of troublesome creatures which have wandered in from other areas. In addition, unlike those on the level above, the Goblins on this level consider it to be their home and will almost certainly be hostile to non-Goblin intruders.

- A Newlyweds: This pair of Goblins have just been married and are settling into their new home. The male has 8 HTK and fights with a Tabar, which is a form of Battle Axe. It is 27" long, weighs 4 lbs. 6 oz., and does 2 - 12 points of damage. It is so large that he can only use it as a two-handed weapon, but a Human could use it with only one hand for 1 - 10 points of damage. The female has 11 HTK. Due to the depth of their feeling for one another, they will both get a bonus of +3 to hit.
- B Three brothers: This room is the quarters of three Goblin miners. Two of them are married and have a total of five children between them. There is a 30% chance for each adult male to be out of the room working or stealing. The females and children will always be there.
The three brothers have 14, 10, and 3 HTK. The females have 12 and 3 HTK. The children have 1 HD each for 8, 8, 7, 7, and 1 HTK. The brothers each fight with a Goblin's Pick. These are smaller than the normal type. They are 3' long, weigh 5 lbs., and do 1 - 8 points of damage. A Goblin can only use this two-handed, but a Human could use it one-handed and do 1 - 6 points of damage with it.
The females and children have no weapons and fight only with their hands. The children do only half normal damage.
There will also be a Badger in the room. It is a family pet. It will move 6' per round, do 1 - 8 points of damage, attack once per turn, and have 2 HD for 13 HTK.
Everyone present will fight at a +2 bonus because they are defending their home and families. There are 21 SP in the room, located in several places.
- C Widow: The only adult Goblin living here is a female whose husband has been killed. She has 7 HTK. She also has four children who have 6, 4, 3, and 1 HTK and do half damage. Unlike most females, this one carries a curved-blade knife called a Sewar which is 16" long and weighs about 14 oz. It does 1 - 4 points of damage. She also carries a purse with 7 SP in it.
- D Mage: Magic is almost unheard of among the Goblins. They rarely get the chance to learn of the art. Nevertheless, this room is the home of a Mage, his daughter and son-in-law, and their two children. This Mage lived below the tower of a Human Magic-User when he was younger and, through eavesdropping, sneaking, peeking, and other stealthy tricks, learned something of the magic arts. He has 8 HTK and operates as a Second Level Magic User. His son-in-law could not care less about magic. If there is trouble, he prefers to handle it with his Barong, which is a single-edged Knife that is 16' long, weighs 18 oz., and does 1 - 8 points of damage. The son-in-law has 3 HTK.
The female, who has 7 HTK, is not impressed with magic, either. She remembers being neglected by her father when she was younger in preference to his magic practice. He found it necessary to practice often in order not to forget what he had learned, and this kept him rather busy. His daughter firmly believes that there is nothing that can be done with magic that couldn't be done without it. Her two children, however, are fascinated by their grandfather's tricks and have become his willing students. They can both already start fires and summon up cute and harmless phantasms. They have 7 and 2 HTK.
- E, F Sewer Entrances: Areas E and F are actually quite prosaic as far as the Goblins are concerned, but, presently, they are serving as the site of a classic monster confrontation. Two possessed Zombies, 22 and 17 HTK, have just come out of entrance E, and 3 Suchfed, 11, 10, and 9 HTK, have just come out of entrance F. Both are intent on going through the opposite entrance, and the party is in the middle. Further information on Zombies can be found in Helbridge Temple, Level Two, Room C. Information on Suchfed can be found in Temples Level Two, Room I.
- G Empty Room: This room is empty only in that it is uninhabited. It shows evidence of previous occupation. Lying on the floor near the center of the room is a rug. On the rug is a comfortable-looking, padded chair and a hassock which is just in front of the chair. These are all covered with dust and are Goblin-sized.
In the southeast corner of the room stands a medium-sized barrel. It has a lid on it, and a large ladle is laying on the lid. The walls behind the barrel are very damp, and there is a puddle of water around the barrel because the barrel is rotten and starting to leak. There are 31 GP in an oilskin at the bottom of the barrel.
- H Party: There are 9 adult Goblins and 7 children in this room. Not all of them live here; about half of them live in Room J. They are here because the four males banded together and stole a sheep which they managed to drag to this room and are now cooking. The four males have 13, 9, 4, and 4 HTK and are armed with three Sangs each. A Sang is like a Javelin. It is 74" long and weighs 5 lbs. 1 oz. It does 1 - 8 points of damage and may be thrust or thrown with a maximum range of 120'.
The females are unarmed and have 13, 12, 11, 6, and 4 HTK. The children have 1 HD and have 8, 5, 4, 4, 3, 3, and 1 HTK. They do half normal damage. The only object of real value in the room is a copper necklace that is worn by one of the female Goblins. It is worth 5 GP.
- I Giant Rats: This room was left uninhabited by the Goblins, and 8 Giant Rats have moved into it. The Goblins are unaware of this and, probably, wouldn't care anyway unless someone was attacked. If this happened, they would band together, trap the rodents, and beat them to death. Maybe a nice Rat stew. . . . The Rats have 7, 6, 6, 3, 3, 2, 2, and 1 HTK.

- J Empty: The occupants of this room are in Room H having a party. This room contains several pallets, an oil lamp, two small barrels, and a table. One of the barrels is empty, and the other is half full of salt pork.
- K Sewer Entrance: This area serves as entrance to the tunnels which connect with the sewers.
- L Bachelors: Two unmarried Goblins live in this room. They have 13 and 11 HTK and carry Kukris. These Knives are 18" long, weigh 1 lb. 8 oz., and do 1 - 8 points of damage. They have collected 215 SP which is hidden behind a loose stone in the wall.
- M Cobwebs: This room has an unbelievable amount of cobwebs in it, but no Spiders of any size are to be found here. It does contain a rickety, wooden chair with a stained, red velvet cushion on it and the broken haft of a Goblin's Pick which is a shorter version of the regular tool. The portion of the haft lying here is about 30" long.
- N Extended Family: The occupants of this room include a mother, father, three sons, two daughters-in-law, and three grandchildren. All three sons wield the tool of their trade, a Goblin's Pick. The father wields a Galraki which is an Axe with a 19" haft that weighs 3 lbs. 1 oz. It does 2 - 12 points of damage. The father has 14 HTK, and his three sons have 15, 15, and 6 HTK. The females have 11, 7, and 5 HTK, and the children have 7, 5, and 1 HTK (1 HD).
The family is relatively rich and has 181 GP that was recently "found" by the sons hidden in one of their straw pallets, and the family is struggling to keep anyone from knowing about it. Actually, their behavior is self-defeating. If they would just remain calm and behave normally, it is unlikely that anyone would ever find out about their windfall, but they insist on being secretive and keeping to themselves, and everyone is beginning to wonder what they are hiding.

Temple of the Spider God

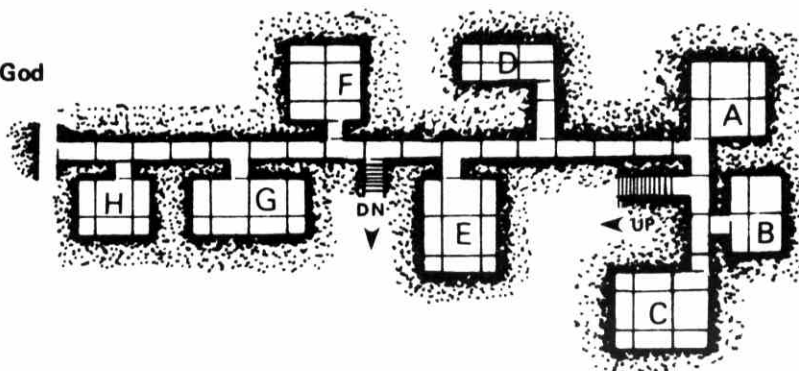
The diety of this Temple is a goddess of wealth, so, of course, it is a very rich Temple. It is far from unknown how rich the place is, and this tends to attract Thieves, so the Priests have taken steps to protect their wealth. One such step is to lock all the doors with keys available only to Temple Clerics of 5th level or higher. Other precautions will be mentioned later.

Level One

- A Ablution Room: An ablution room almost always requires water, and this one is no exception. Getting water is no problem because the room is underground and gravity flow is easily provided. It is also quite easy to remove the water since a sewer runs just past the room. On the other hand, the Priests need to consider the possibility of someone using the drains as means of entrance. To protect against this, they were careful to use pipes no larger than 6" in diameter, and they are inspected on a regular basis.
- B Vestment Storage: This room is used to store the ceremonial robes when they are not in use. There are 42 of these outfits hanging on pegs around the room.
- C Vestry: The robes are hung in Room B, but it is really too small for the Priests to use as a dressing room. This is the room that they use to put on their ceremonial garments. There are pegs in the walls on which to hang everyday clothing and benches upon which they can sit while dressing.
- D Relic Storage: This room contains valuable and religiously important items, so it is protected by a secret door as well as a locked door. Opening that secret door is a matter of finding a loose stone in the wall and pressing on it.
In the room are eleven boxes. The first is 2' by 2' by 2' and is filled with items wrapped in wool and embedded in straw. These items are beautiful gold Spiders. They are the Temple's holy symbol. There are 93 of them in the box; each is worth 50 GP.
Seven of the other boxes are 1' cubes. These boxes hold large beeswax candles packed in straw. There are 9 in each box, and they are worth 20 GP each.
The last three boxes are 1' by 2' by 1' high and contain small gold bells. These are intended to be hung on the ceremonial robes and are believed to drive off evil spirits. They are worth 25 GP each.
Also stored in the room are 3 large, silver censers, each of which is worth 300 GP, and a book cover. The book cover is made of walnut with a layer of gold beaten over it. Set into the front of the book is a pattern of jewels, Carnelian, Sapphire, Peridot, Topaz, and Amethyst, all set around a single Tiger Eye. This beautiful object is easily worth 1,000 GP, but its components would be worth less than that if it were dismantled.

Temple of the Spider God

Level 1



One Inch = 100 Feet

E Spider Room: This room is the main reason that this is referred to as the Temple of the Spider God. No one really knows how Spiders became connected to the worship of a goddess of wealth, but the story that the Priest tell the novitiates is that the Spiders were already there and they simply learned how to control them. The name "Temple of the Spider God" supposedly comes from the days before the occupancy of the current religious sect. This seems to make some sense, as there is no god now connected with the Temple; instead, there is a goddess.

The Spiders in the Temple are larger than the average Giant Spiders. They have 2 HD and a poison so strong that CON or less must be rolled on 1D100 to survive it. They seem to instinctively avoid attacking those who wear the Golden Spider holy symbol, but they will defend themselves if attacked.

Although they are much larger, they are also quite slow to reproduce. There are 10 of them in this room, and, as far as anyone knows, this represents the majority of those in existence. They have 13, 13, 12, 11, 9, 8, 8, 5, and 4 HTK.

Not only is there no locked door to this room, there is no door at all. This allows the Spiders to roam the hall at will, much to the detriment of all intruders. In fact, they often manage to get through locked or even secret doors, somehow, so they might be found nearly anywhere. These are hunting Spiders and do not spin webs.

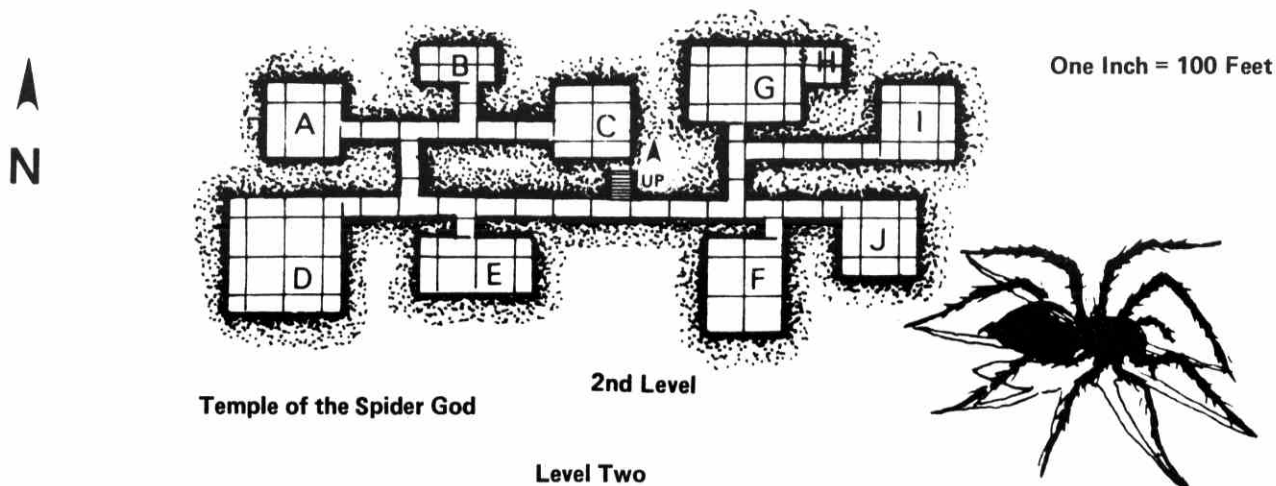
F Treasury: The Giant Spiders seem to get everywhere, but no one is sure exactly how they do it. Two are in this room and have 7 and 6 HTK. There are also 4 Spider eggs in the room which could probably be sold for 20 GP each. There are also bags and bags of treasure. The party will find 6,851 GP, 4,133 CP, 56 gems, 2 Longswords, 1 wand and 1 potion. All of the treasure is a sham. The copper is actually enchanted gold, and the gold is actually enchanted copper. The gems are worth 1 - 10 GP each, and the Swords, wand, and potion are all enchanted to falsely appear magical to all tests. The potion is detrimental. It is actually Spider venom enchanted to seem magical. If consumed, the imbiber must roll less than CON of 1D100 or die. Even if the Save is made, the victim will take 2 - 20 points of damage and be unconscious for 1 turn for each point of damage taken.

G General Storage: There are all sorts of things of little value here which the Temple has collected over the years. There are, for instance, 10 pottery jars of dried beans. There is a 100' length of chain, a box containing 81 wide leather belts, a box that holds 49 cloth caps, and a box with 48 pairs of gauntlets in it. Single items include a barrel of salt, a really awful-looking necklace made of iron and glass beads, an amateurish painting of a spider web in the shape of a Human female face, and a set of thumbscrews. Much of the stuff is useful but not worth the trouble of trying to sell.

H Treasury: Anyone exploring this Temple is likely to get the impression that its reputation for great wealth is ill-deserved. In the first Treasury, all the gold is copper, all the gems are fake, and all the magical items are either non-magical or cursed. Then, in this Treasury, there are four large chests, all triple-locked, which seem to be filled with gold. Upon digging below the surface, however, the party will find that, in each case, all but the surface layer is composed of lead slugs. There are only 2,000 GP in the room, and all of it is covered with a contact poison that will kill unless 4 times CON is rolled on 1D100.

I Secret Door: At this point, a set of stairs leads down to the Second Level. The secret entrance to the staircase is opened by applying pressure to the proper point of the wall which causes the door to rotate in a counterclockwise direction.

J Secret Door: The Priests of the Temple do not actually know of this door, but they suspect its existence. When a stone in the floor is stepped on, the door swings open with a loud, grinding noise. It is seldom used, and there has never been a Priest on this level when it was used, so they can only guess at its existence.



The upper level is mainly just for show. This level is where the real treasure is stored. It is felt that it is nearly impossible for unauthorized people to get in here. Nevertheless, the level seems to be plagued with monsters, and even some of the Spider

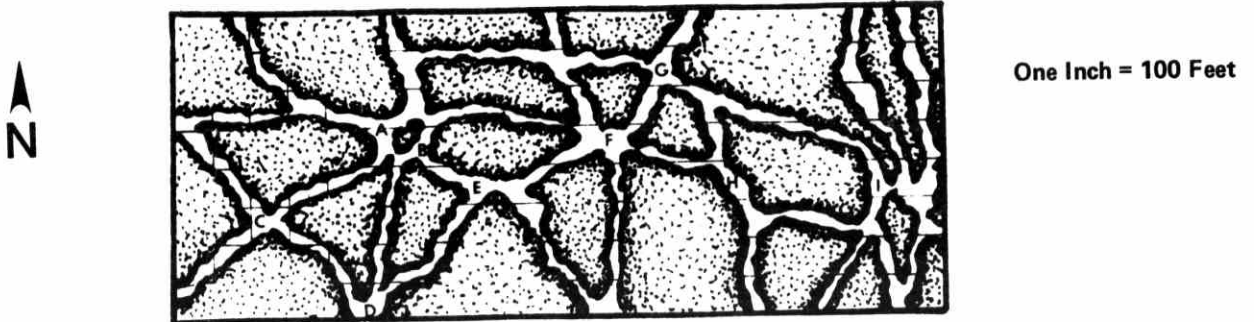
Guards that manage to get down here take on strange new properties and become dangerous even to those who wear the Gold Spider holy symbol.

What the Priests do not realize is that their nice, safe, lower level has a secret entrance to the maze of tunnels and sewers that run under the city. Therefore, they leave the doors of this level unlocked, blissfully unaware that their defenses have been short-circuited.

- A **Treasury:** The real wealth of the Temple is on this level and is just as fabulous as it is fabled to be. There are 13 bags in the room, each containing at least 1,000 coins. There are 5,023 CP, 5,937 SP, 2,458 GP, and a bag containing 58 gems worth 10 - 1,000 GP each and 33 pieces of jewelry worth 20 - 200 GP each.
- B **Giant Rats:** This room contains a large chest and 12 Giant Rats. Assume the Rats to have 6 HTK each. The rest of their statistics can be found under City Jail, Level Three, Room F. The chest is unlocked and empty.
- C **Wraith Spiders:** 5 of these semi-corporeal arachnids lurk in this room, ready to drop on the unwary. They have 13, 13, 11, 6, and 5 HTK. Further information on Wraith Spiders can be found in Room H of this section.
- D **Wraith Spiders:** Two more of these beasts are in this room. They have 15 and 7 HTK. The treasure in the room is 300 GP and 19 gems worth 10 - 1,000 GP each.
- E **Treasury:** This level contains several Treasure Rooms, so rich is the Temple. This one contains 41 bags of coins. 38 of these bags have 1,000 GP each. Two others hold 1,000 CP each, and the last one holds 759 GP, 2, 126 CP and 7 gems worth 10 - 1,000 GP each.
- F **Giant Spiders:** The Spider population on this level is quite confusing. Three types of Spiders have been described, and all three types are present on this level. (Judges Note: Hopefully, the players will become confused, and the Judge won't. The Priests certainly are.) The Spiders in this room are the common kind of Giant Spider described in Temples Level Three, Room C. There are 10 of them in the room with 7, 7, 6, 5, 5, 4, 4, 4, 4, and 1 HTK. The room also contains a chest. Within the chest are 6,223 GP, 16 gems worth 10 - 1,000 GP each, 26 pieces of jewelry worth 20 - 2,000 GP each, and a +1 Rapier. A Rapier is 39" long, weighs 1 lb. 12 oz., and normally does 1 - 8 points of damage.
- G **Wraith Spiders:** Six of these non-planar nasties frequent this room. They have 12, 7, 5, 4, 4, 4, and 2 HTK. They are more fully described in Room H of this section. The treasure in the room is mostly magical. Besides 25 gems worth 10 - 1,000 GP and 17 pieces of jewelry worth 20 - 2,000 GP, there is also a Ring of Lightness which makes the wearer's body behave as though it was half normal weight and a Wand of uncertainty which causes the victim to be unable to make decisions for 1 - 10 rounds. If the victim rolls a 10 or less on 1D100, he may make one simple decision that round. It is up to the Judge to prevent him from doing too much. The wand has 26 charges.
- There is also a Crown of Imagined Authority which causes the wearer to think that any creature he sees is under his command. He will immediately start giving orders and demanding homage. He will be quite upset when his colleagues refuse to obey him and will, of course, resist all attempts to remove the crown. The crown is a circlet of copper with a blue-glass setting in the front. It might sell for 5 GP, but nobody in his right mind would buy it, and the wearer will refuse to part with it in any case.
- Finally, there is a set of +1 Leather Armor, a +3 Isau which is a 27" long, 2 lb. 4 oz Shortsword that does 2 - 12 points of damage, and a Kapak which is a 16" long, 2 lb. 7 oz. Throwing Axe that does 1 - 8 points of damage and has a range of 30'.
- H **Statue:** This neglected and generally forgotten room contains a statue of a Spider with the head of a man. The statue is of stone but shows signs of having been covered with gold leaf. This is a statue of the Spider God which has been moved down here and abandoned.
- The Spider God is quite weak but not completely helpless since his name is still associated with the Temple even though he is no longer worshiped in it. He is trying to exact his revenge upon the usurpers and has created the Wraith Spiders to accomplish this purpose. The Wraith Spiders are like the Spiders controlled by the Priests in most respects but are not actually on this plane. Thus, although they may strike normally, they may not be hit by anything except magical weapons. Their poison is weakened so that one need only to roll three times CON or less on 1D100 to avoid death. They move 90' per minute, do 1 - 3 points of damage per attack. The secret door to this room is operated by pressing a stone in the floor, but it is broken. This explains why this room has been forgotten.
- I **Ongki:** Seven of these ratlike beasts have managed to get into this room and inadvertently guard the treasure here. They have 22, 20, 14, 13, 11, 10, and 6 HTK. Other information can be found in Room V of the Second Level of the Temples. Also in the room are 25 gems worth 10 - 1,000 GP, 25 pieces of jewelry worth 20 - 200 GP, and 10 magic items.
- The first magic item is a Ring of the Armorer which increases the wearer's ability to make or repair weapons or armor by 10%. Of course, the wearer must have some ability to do this in the first place, or the ring is of no effect. The second item is a Rod of Babel which causes its victim to be totally unable to communicate with any intelligent creature

for 1 - 20 turns unless he rolls twice his INT or less on 1D100. It has only 13 charges left. There is also a suit of +1 Leather armor and another of +1 Plate which is Dwarf-sized. There is a +1 Seax which is a 27" long, 2 lb. 13 oz. Short-sword which does 2 - 12 points of damage, a +3 Assegai which is a 55" long, 3 lb. 15 oz. Spear which does 1 - 8 points of damage and has a range of 60', a +1 Hercules Club which is 47" long, weighs 5 lbs. 8 oz., and does 2 - 12 points of damage when used one-handed and 2 - 16 points of damage when used two-handed, and a +3 Quarterstaff which is 70" long, weighs 3 lbs. 5 oz and does 2 - 12 points of damage. The last two items are a Robe of Goodness which gives the wearer a shock for 1 - 6 points of damage each time the wearer attempts an evil act and cannot be removed without powerful magic inducement, and a Necklace of Greed which makes the wearer do everything within his or her power to obtain wealth and which the wearer will not want to take off, believing it to be the source from which his or her wealth comes.

- J Giant Spiders: These arachnids came down from the level above. There are 3 of them with 13, 13, and 8 HTK. This room also has a loose floor stone. When it is lifted out, the Third Level is revealed. There are no stairs to the Third Level, and the drop between them is 15'.



3rd Level
Temple of the Spider God

Third Level

The Clerics know nothing about this Level and so will not be found here. On the other hand, there are several types of monsters. This is not uncommon because monstrous creatures are everywhere in the underground maze, but they seem to be rather concentrated in this area. This is probably due to a call by the Spider God who is undoubtedly marshaling his forces for the destruction of the usurpers of his Temple. What the Goddess of Wealth might do in retaliation remains to be seen.

- A Ongki: 10 of these rodentlike creatures are clustered around this intersection. They have 24, 22, 14, 14, 12, 11, 10, 9, 7, and 7 HTK. Their treasure of 1,450 GP and 10 gems worth 10 - 100 GP each is carefully buried in the floor and must be found as a secret door. Further information on Ongki can be found in Temples Level Two, Room V.
- B Wraith Spiders: It is probable, but, by no means, certain, that their presence on two planes at once allows these shadowy creatures to move through solid walls. This would make it fairly easy for them to move here from the level above as well as from room to room on that level. It is also possible that the Temple Spiders share just slightly in this ability. There are 6 Wraith Spiders here with 12, 12, 9, 9, 8, and 4 HTK. They will attack anyone who is not committed to the destruction of the usurpers of the Temple above.
- C Ongki: This group also consists of 10 members and is quite likely to attack any party that happens along. This rather aggressive attitude might be explained by the presence of two dead Humans and 5 dead Ongki in the area. The remaining Ongki have 20, 16, 15, 14, 14, 13, 12, 8, and 7 HTK.
- D Giant Rats: 17 of these large rodents are in the process of digging 8" diameter tunnels in the walls. They will try to hide in the tunnels rather than fight, but, if someone tries to dig in after them, they will come out and fight. Assume that they have 6 HTK each. The floor of the area is littered with loose dirt from the digging. This makes it hard to tell if anything is buried in it. The fact is that nothing is hidden here, but the Judge need not tell the players this. There is also nothing in the rat tunnels but rat dung. Further information on Giant Rats can be found in City Jail Level Three, Room F.

- E Giant Rats: 8 Giant Rats have wandered into the area. Of all the creatures to be encountered, these are the only ones who do not seem to be affected by a call from the Spider God and whose presence in this place at this time is mere coincidence because they are just passing through. They have 8, 7, 7, 6, 4, 4, 2, and 1 HTK.
- F Suchfed: Eleven of this little fire-breathing lizards lurk here. They have 23, 15, 15, 13, 13, 12, 12, 12, 10, and 9 HTK. They have dug nests in the floor and, beneath the nests, have buried their treasure. This consists of 43 gems worth 10 - 1,000 GP each, 19 pieces of jewelry worth 20 - 200 GP each, and two special magic items.
- The first magic item is a Ring of Magnetism with which the wearer may move one pound of ferrous metal 1 foot for each point of CON of the wearer. For example, a person with a CON of 15 could move one pound of metal for 15 feet, fifteen pounds of metal for 1 foot, five pounds of metal for three feet, etc. If there is something holding the metal in place, such as a hand, this will lessen or prevent the movement of the object. Note also that any movement must be in a direct line toward the wearer of the ring. The ring will do this once an hour, and the effect is not cumulative.
- The second item is a Staff of Shaping which allows the wearer to create creatures. It will not create inanimate objects, and the creatures it creates will never attack. These creatures are not real but are a form of harmless phantasm which will behave as though it were the real thing, including acting in a threatening manner, except that it will never attack and cannot do any damage whatsoever. These creatures have a 5% chance each hour of disappearing but will, otherwise, continue to exist until attacked. Any such attempt to intentionally do damage will cause the creature to disappear with an audible pop which may cause the attacker some surprise and confusion. Even the creator of the creature cannot control or dismiss it except by attack. One charge is expended for each cubic foot of volume of the created creature. The Staff has 91 charges remaining.
- G Suchfed: Six of these beasties have wandered over from area F and set up a home here. They have 24, 18, 17, 14, 14, and 13 HTK. These two groups will support each other in case of attack.
- H Giant Spiders: These arachnids are of the variety described in Temples Level Three, Room C. There are 13 of them with 8, 7, 6, 5, 3, 2, 2, 2, 2, 1, 1, 1, and 1 HTK. These Spiders have spun webs and, generally, made themselves at home.
- I Giant Rats: 8 Giant Rats have wandered into the area. Of all the creatures to be encountered, these are the only ones who do not seem to be affected by a call from the Spider God and whose presence in this place at this time is mere coincidence because they are just passing through. They have 8, 7, 7, 6, 4, 4, 2, and 1 HTK.





THE TOMB



The Tomb

"The dominating structure in an area long shunned by superstition-ridden villagers and city-dwellers alike, The Tomb has remained amid the tangled undergrowth and uncared-for graves of a fear-cloaked burial ground as a silent monument to man's all too definite mortality. The centre of a wave of Un-dead hysteria that swept through the region roughly a decade ago, the crypts and graves that survived the onslaughts of the frenzied populace still bear the marks of the desecrations inflicted by the mobs in the name of safety and religion. In many instances, entire gravesites vanished altogether when the self-styled ghost chasers and vampire hunters directed the destruction of great numbers of structures and markers, believing themselves and their followers to be safe from the supposed menace of the **Nosferatu**. Many times, these senseless acts were carried even further when the occupants of the graves were unceremoniously hauled out, stripped of all goods, clothing, and valuables, and put to the torch or dismembered and abandoned. By the time the frenzy had passed, the burial ground of kings, queens, and heroes had been reduced by better than 50%, and no definitely proved Un-dead had been brought to the surface.

Since this time, now unaccountably known as 'The Time of the Great Awakening,' the locals have kept an ever-watchful eyes on the surviving tombs, frightened of what may yet be lurking within their confining stone walls but even more terrified of venturing into the old burial grounds to deal with the suspected dangers. It is a common sight, these days, to find beggars on every corner selling charms or cheap spells to ward off the anger of the dead. Even the subject of Death or word of one of his visitations is to be avoided at all costs. Whether these bizarre actions are truly the result of grounded fears or whether they are the result of deeply-buried guilt stemming from the wanton destruction of ancestral remains is uncertain, but those nights of madness years ago have clearly left their mark on the participants and on their descendants.

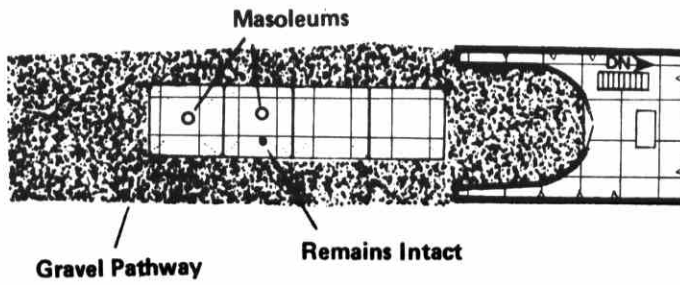
Growing out of this dark time, much like the tale of one man's prowess grows out of a fierce battle, is the legend of The Tomb. One of the few major structures to remain relatively intact, The Tomb has become the centre of many tales, not all of them believable. Originally, the Tomb was merely the final resting place of Cynges-leah Dirhan, whom many claim was the finest warrior and champion to be found in the Overlord's, or in any ruler's, forces. By surviving nearly untouched, The Tomb has gradually become fixed in the popular imagination; it has assumed a position of dominance upon the thoughts and expressions of the residents of the villages and of the city. Hardly a day goes by that a child is not threatened with being sent to The Tomb in lieu of any other punishment for misbehaviour or a merchant or craftsman consigns a piece of faulty work to the mercies of The Tomb.

Constructed nearly a half-century ago to commemorate the passing from this world of the fabled warrior, Cynges-leah Dirhan, The Tomb was a masterpiece of the sculptors' arts. Lavishly decorated with inscriptions and bas reliefs portraying Dirhan's many feats in battle and in the Royal Courts, The Tomb rivaled those of many of the nobility in splendor. Far overshadowing the delicate and ornate chiselwork that caressed nearly every inch of the stone were the massive, curved brass doors that formed the main entrance to Dirhan's final resting place. Even these doors had been used to record his exploits as did the great stained-glass window on the back wall of The Tomb overlooking the Gold Bosum Pool. What condition these treasures are now in, ten years after the masses swept through the burial grounds, is uncertain. All that can definitely be stated is that the main mass of the structure is intact, and, periodically, light can be seen reflecting from the doors."

Excerpt from "The Great Awakening - A Treatise"
by the Sage, Pollondiar II

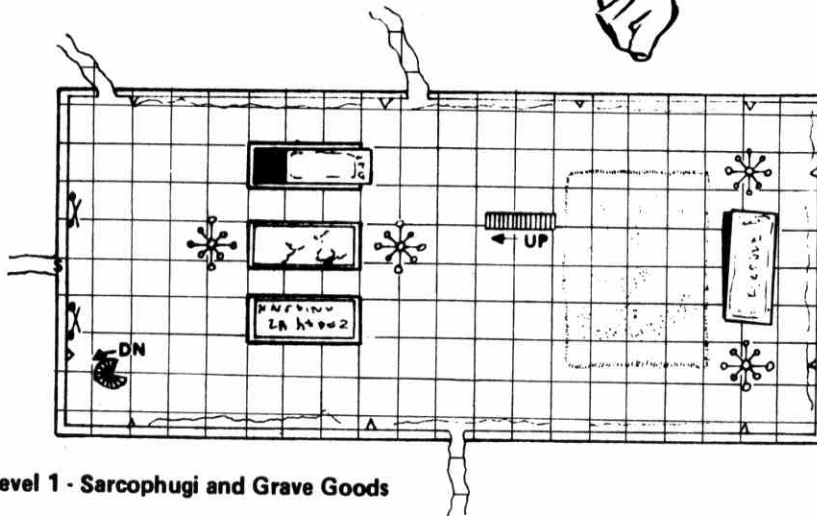
The Tomb

Ground Level - Shrine

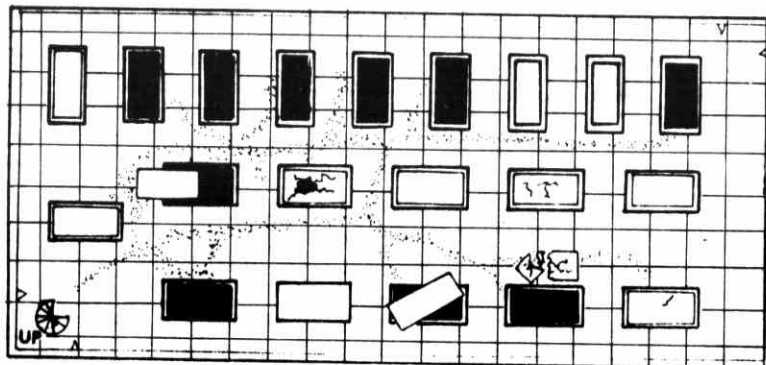
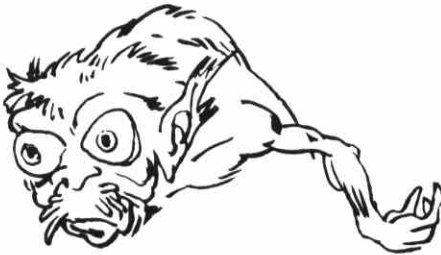


- ^ = Torch Holders
- > = Door
- = Stained Glass Window

One Square = 10 Feet



Level 1 - Sarcophagi and Grave Goods



Level 2 - Vaults

THE TOMB

Standing pretty much as described by the sage Pollondiar in his treatise on "The Great Awakening," the black stone and deeply tarnished brass doors of Dirhan's tomb can often be seen lurking in the frequent fogs coming in, morning and evening, from the lake. A large building, the above-ground portions of The Tomb cover an area roughly 40' wide and 60' long, and stand some 60' high. Arrayed in a row in front of The Tomb are four lesser mausoleums, each roughly 20' square, housing lesser members of Dirhan's family. Sadly, all five of the buildings display signs of wear although, by and large, most of the damage was the result of the mobs and their rampages rather than time and weather. Of the entire cluster of grave sites, it can be said that the tomb of Dirhan has suffered the most. Many of the delicate inscriptions and highly-detailed carvings have been defaced or entirely obliterated by the crude blows of the raiding bands of terror-stricken people. The extent of the damage to the large, stained-glass window cannot be reliably determined by casual observation from without because it was boarded over soon after the nightly forays into the burial grounds began in an attempt to preserve it until such time as it was safe to remove the boards. Even the heavy brass doors were damaged by the mobs who, in their zeal to gain access to the sub-surface crypts themselves in order to put to rest the hated Nosferatu as well as to plunder and pillage the crypt, tried unsuccessfully to force their way through them. Almost through sheer defiance, the doors remained closed despite the battering that eventually marred many of the panels and bowed the doors inward. Eventually, the people left in frustration, first sealing the doors shut with lead. As a result of this, the legend grew of the magic of The Tomb and how the strength of the creature inside kept the living outside. Another part of the legend suggests that, as an added measure, a sorcerer of some reputation cast a spell upon the doors to prevent anyone or anything from opening them, but the truth of this rumor has not been proven.

Ground Level

The tomb of the warrior, Cynges-leah Dirhan, is, without a doubt, the most impressive structure to be found in what remains of the old burial grounds. Those tombs that remained more or less visible have been slowly swallowed by the grass and various forms of undergrowth with the exception of this one. Constructed entirely out of closely-fitting sections of black stone, the above-ground level of this particular complex had originally been used as a shrine by family members, and it was a common occurrence for weddings, birthings, meetings, and funerals to be held here instead of within the City itself. It is rumored among the townsfolk and the less fortunate within the city that these family gatherings were more often held on the crypt level and that strange and blasphemous rituals marked the ceremonies. However, it may be difficult to corroborate or deny the stories since there have not been any known members of the Dirhan bloodline living anywhere near the City-State for the past thirty years.

Physically, The Tomb is of an unusual shape, measuring some 40' in width, 60' in length, 20' in height, and with a projecting roof rising an additional 40' to 45' in height at one end. The front of The Tomb is marked by a horseshoe-shaped courtyard measuring some 35' across at its widest point and nearly 40' deep. It is at the end of this graveled extension of the pathway that one will find the large brass doors leading into the shrine. As far as is known, these doors are the only means of gaining access to the interior. At one time, the curved doors fit snugly with the walls, but, as a result of the battering a decade ago, their fit is no longer as secure. Once ornately decorated with panels depicting a warrior's exploits, the doors now primarily sport a dark patina of tarnish and a great number of dents and creases that obscure much of the detail. This same type of damage is evident on the scarred walls where the remains of the inscriptions and illustrated carvings may be seen under a growing covering of grey-green lichen. While time, weather, and the lichen have taken some of the detail, it is still quite easy to see the chisel and hammer marks of the decorations. For the most part, the inscriptions are illegible, but, where it is possible to read them, they merely recount stories of Dirhan's life. As a final travesty, the once finely-crafted brass doors are further marred by sloppy attempts at soldering them closed with molten lead. Wherever the presence of a seam was suspected, this process was applied, the result of which was that the only entrance to the crypt was turned into a solid mass of metal.

With one major exception, all but one of these mausoleums have suffered much the same fate as the main crypt. Possibly as a result of being unable to gain access to The Tomb, the crowds seem to have vented their frustrations in the form of renewed vigour upon the small buildings. By the time the mob had spent its fury, three of the four smaller mausoleums had not only been defaced, but the outside doors and the panels over each of the niches inside had literally been torn away, leaving the corpses defenseless against the depredations of the vandals. The dead within were dragged from their resting places to face the fearful fury of the mob, and, today, these three buildings stand open and empty except for the fallen, rustling leaves and one or two tattered shreds of cloth that still stir in the infrequent winds.

Gaining access to the interior of The Tomb is not going to be an easy task for anybody attempting it. This is not due to the presence of a large number of overly-deadly traps, or even of any traps at all, but because of the damage to the doors. The first step in opening The Tomb is to find where, under the solidified streams of lead, the lock to the doors is located. This can be accomplished in two ways: by banging away randomly at the lead until the lock is revealed, a 1% chance, cumulative, per phase, or by making a successful search for traps at one half normal effectiveness. Once the lock is found, it becomes a matter of clearing away enough of the lead to get at the covered mechanism and jimmy it open; again, this is attempted at half effectiveness. Successfully picking the lock is only part of the battle; opening the doors still requires removing as much of the solder as possible. The chances of being able to force the doors open are 1%, cumulative, for each turn spent working at the obstructing material with a base chance of 2% after having cleared the lock and picked it. At any time the roll permits, the players may attempt to open the doors. In view of the damage and the ill fit of the doors, to open either of the doors three feet will require the use of 35 STR points divided up in any way among the characters.

Inside the Tomb

Ground Level: The Shrine

Assuming that the players have managed to force their way into The Tomb, they will find themselves looking into the shrine section of the complex. Although it is unlikely that they should encounter any form of guardian at this point, there remains a 35% chance that Dirhan has posted several guards. If this has occurred, there will be one quietly watching from the stairs leading down, and two will be flanking the doors with drawn Bows, waiting for a good shot. The two archers are also armed with Broadswords, as is the guardian on the stairs, for use when engaging in melee. On the other hand, if the players manage to gain a measure of surprise over Dirhan and enter when there are no guardians in the room, there is an additional 10% cumulative chance for each turn the characters do not start down the stairs that the three guardians will arrive. Using the stairs will definitely alert Dirhan to an outside presence. While they may be a bit rough about it, their purpose is to subdue intruders rather than to kill them, but they will kill if necessary.

The Shrine Guardians are 3 Skeletons, each clad in gradually decaying Chainmail and armed with an equally rusty Broadsword. Two of the Skeletons are armed with Short Bows as well as Swords and have 24 Arrows each. The Judge should note that these Skeletons were once members of Cynge-leah's command and have been uprated accordingly.

Dractha: Skeleton No. 1: This one takes his position on the stairs after the archers have passed, unless, of course, the Skeletal Guardians meet the party on the stairs, in which case he will remain in front and let the archers fire from behind, and will not budge. His entire purpose in the crypt is to make sure that no one manages to gain entry via the stairs. His loyalty is unswervingly placed at Dirhan's feet, and his life force is nearly as strong. As a result, there is a 10% chance each turn after he has been bested in physical combat that he will reform and once again begin to patrol The Tomb. He wears Bascinet, Chain Hauberk, and Tower Shield; treat him at AT: CB overall, due to decay. He has 8 HD and fights as a 14th Level warrior due to experience and training. He has 37 HTK and carries a Broadsword (1 - 8/1 - 12) and Dagger (1 - 4/1 - 3).

Volgnar: Skeleton No. 2: One of the two archers in this particular patrol group, this one will attempt to take a position south of the doors facing north with Bow drawn. If it is impossible for the Skeletons to take up their assigned positions, they will fight from the staircase. Although the "resurrected" remains of one of Dirhan's men, this particular Skeleton, like most of the Nosferatu now under Dirhan's command, does not have the intense life force of either Dirhan or his lieutenant, Dractha (Skeleton No. 1). If bested in physical combat or through Clerical action, like any other Skeleton, Volgnar will not rise again. He wears Chain Hauberk and open-faced Helm. Treat him as AT: CB due to decay. He has 6 HD and fights as a 9th Level warrior. He has 29 HTK and carries a Shortbow (1 - 6) and a Broadsword (1 - 8/1 - 12).

Daarak: Skeleton No. 3: The other archer in the pair, this one is assigned to a position on the north of the doors facing south where, hopefully, the two will be able to catch intruders in a crossfire. An average Skeleton like his companion, it is unlikely that Daarak will rise again if killed a second time. One thing is certain about Daarak: that, even in death, he is an excellent Bowman. He wears Chain Hauberk and is AT: H. He has 6 HD and fights as a 7th level warrior. He has 31 HTK and uses a Shortbow for 1 - 6 points of damage, but he is +2 to hit due to training.

Upon entering through the doorway, the characters will find themselves within an oddly-shaped, darkened stone room made even darker by the boards still covering the large, stained-glass window. The first thing that anyone going inside will notice is the overwhelming dankness of the air combined with a pervasive odor not unlike the smell of rotting flesh. While they will, most likely, become used to it in time, any fighting on the part of the characters for the first half an hour they are within The Tomb will be with a -1 to hit and damage. The room itself measures 40' wide by 25' long, connecting to two tapering extensions that form the walls for the horseshoe courtyard. The back wall is interrupted by the large, stained-glass window which covers an area 20' wide and 35' high, beginning 4' from the floor and extending in to the decorative fan roof. Very little, if any, of the window's design may be seen because the boards outside block out most of the incoming light. Where there are little seepages of light, it is possible to observe two things about the window. First, the window was the work of a master craftsman, and, second, it had been damaged, to a small degree, before being boarded up.

This room is not as ornate as one might expect a family shrine to be; in fact, it is rather austere. Regularly spaced along the walls at roughly 20' intervals are cleverly-wrought, cast iron torch holders, each fashioned to resemble the head and neck of a writhing serpent. Still wedged within the toothsome jaws of each holder may be found the long burned-out and rotting remnants of a torch. Between each of these serpentine constructions hang a number of portraits of various family members, all bearing the same unearthly quality. Any character attempting to examine any of the paintings must immediately make one or two Saving Throws; the first will be against CON. If this roll is successful, the character must then immediately make a roll against WIS. The effects of these rolls are as follows. Missing the roll versus CON indicates that the character has involuntarily turned away from the painting; making the Save indicates that the character has steeled himself or herself enough to look at the painting. It is at this point that the character who is examining the painting, and only that particular character, will be able to finally realize what is so discomfiting about it. Regardless of which painting is viewed, the same features will be apparent. A faint, scale-like quality to the skin is present in addition to sharply-pointed ears, thin, lizard-like lips, and hard, almost rigid, eyes with a snake-like, hypnotic stare. These, combined with a faint, mockingly cruel smile to the lips and an unexplainable greenish glow to the portraits will cause the viewing character to suddenly be gripped with a feeling of intense evil and a sensation of slowly being submerged into the deepest of nightmares. At this time, the character will become aware of a

soft chanting in an unknown tongue rising in volume along with rising feelings of fear and loathing. This is the point at which the throw against WIS is made to determine if the character is capable of tearing his or her gaze away from the visage. A successful roll means the character has been freed, but a missed roll leaves the character even more deeply mired in the spell. If, after the Saving Roll against WIS has been missed, the character's attention is not broken by some outside stimulus, the character will be "drawn" into the dimension from which the paintings look out at the end of 10 phases, leaving behind a lifeless husk. Any character so trapped may never be freed although the body can easily be resuscitated as a mindless and soulless automaton. If an attempt is made by someone else to distract the character, the character is entitled to another roll versus WIS for each phase of attempt, not each individual attempt. For each additional roll after the first initial Save, the chances of success lessen, however; figure them at a -1 on WIS for each time. If, by the final phase, the Save has not been made, the character is lost for all eternity. Being trapped by a portrait and then gaining release or missing the CON save on three tries will result in that character fleeing blindly from the crypt with an overwhelming urge to not return regardless of any impelling reason for doing so.

A casual glance at the walls will invoke none of the previously described occurrences but will reveal to the characters that one predominately-placed portrait has been removed from its niche leaving behind a conspicuously blank place on the wall. Although there are no names on the paintings designating the subject of the painting, it is possible for the characters to eventually surmise that the missing portrait is that of Cynge-leah Dirhan.

Looking up towards what should be the inside of the sloping roof will reveal what appears to be an inky-black painting of a night sky. Looking at this for any appreciable length of time will result in several startling revelations about this seemingly-ordinary painting. First, the stars have been painted on with an incredibly brilliant color; second, the artwork appears to stretch on into infinity, and, third, the patterns of the stars bear no resemblance to any arrangements ever charted in any regions on this particular planet. Any character staring up long enough to arrive at these conclusions will, by now, have begun to feel somewhat ill at ease, as if he or she had tried and failed to view one of the paintings, and will faintly hear, as if in the imagination, a wild, twisted, almost insane skirling of pipes struggling to play impossible notes. Anyone brave enough to try throwing something up to the roof is going to be surprised because whatever is thrown up will not come back down. Anyone watching will see the object hurtling towards the supposed stars and eventually vanishing into the darkness. This will lead the characters to only one conclusion: that this is not a painting at all but some unique form of trans-dimensional gateway. Anyone not frightened away by this discovery is entitled to whatever profit they can derive from this unholy place. Any character who wants to try his or her luck at passing through the gateway may certainly do so; nothing will prevent anyone from entering. If a character makes the attempt, success is certain, but the character will immediately become aware of two things. First, the character will realize that he or she has made a hideous blunder, and, second, the character will feel something helping to pull him or her through the portal. In the last few moments before the intrepid traveler succumbs to the cold and other effects of deep space, he or she will be able to look back and discover that the opening of the portal appears much as the other "stars" of the new universe into which the character is being drawn appear.

In front of the now-covered window is an ancient scarred altar that, at one time, had been richly carved and, perhaps, brightly polished but now seems dulled and, in its own way, monstrously alive. The beautifully carved illustration of a brightly-rayed sun is now stained and coated with an encrustation of some thickly-dried, dark reddish-brown material that now has a flaky texture. Through these puddle-shaped splotches, carvings can dimly be seen of an unintelligible nature that seem almost to defy the observer to make sense of them. Upon approaching the altar, all but the most dull-witted clod will be able to sense that it has been perverted or contaminated in some outrageous fashion. While the altar provokes the same revulsion that the rest of the shrine has so far imparted to intruders, this feeling manifests itself more as a sensation of horrified fascination and will usually draw people to it. Behind the altar will be found several fist-sized rocks and an artisan's hammer amid a scattering of rainbow-colored glass particles, silent testimony to the damage done to the window before it was covered. At this point, these rather mundane objects may well be the most normal and rational objects visible to the characters and may very well provide timely and quite necessary assurance that there is a sane world still in existence outside this loathsome place. While examining the altar in great detail may not be the wisest move that anyone could make, it will reveal the existence of a concealed panel in the top of the altar and what appears to be the catch in the center of the sun. Depressing this circular release will cause the lid to the compartment, specifically, the entire top of the altar, to open by sliding to the right as one faces the doors. Within the hidden chamber will be found a number of diverse items, all of which are wrapped in concealing black cloth and tightly bound with black cords. Once all of these objects are removed from the compartment, the top of the altar will slide back into place, presumably operating on some form of counter-balancing system, and provide the examiners with a suitable place to lay out the finds. These packages contain a number of dried substances long ago crushed to powder, a rather primitively-made mortar and pestle, and several candles made of an undefinable, oily, greasy material. Also similarly protected but much more unusual are a long, wickedly-shaped Knife, heavily stained and with a rough edge that appears to have been designed more for ripping flesh than for cutting it cleanly, and a fair-sized book of obviously immense antiquity. Although the book even feels to be of great age, it is, nonetheless, in very good condition. On the spine of the book is some form of title in impressed runes that will require the use of some type of *Translate* spell to decipher. Casting such a spell will allow the holder of the book to read its title: **Unspeakable Cults**. Those who are foolish enough to read through the book, either now or later, have a percent chance equal to their WIS doubled of not reading the enclosed rituals aloud. Missing this Save indicates that this person has suddenly and unexpectedly begun to recite one of the summoning rituals within in a loud voice, much to the surprise of any companions. There is only a 3% chance for each companion to prevent him or her from completing the call. If unsuccessful on the first attempt, the chanter will continue to repeat the summons with increasing excitement and energy until something responds. As the caller becomes more excited and involved with the ritual, it will become harder to prevent its completion. The companions of such a person may well be presented with the necessity of

dispatching the caller for their own safety, and, even then, their attempt may not be soon enough or sure enough! The chanter will summon to the room the putrid God of the Sewers, a hideous demonic personna! The Sewer God, whose name is unpronounceable by human tongues, appears as a mass of feculent, stringy gobs without discernable features but faintly humanoid in structure. The Sewer God cares nothing for any being or for any thing. It exists, and, in its wake, it leaves nothing but a horrible slime.

The Sewer God will attack any and all beings within its sensory range (100 ft. regardless of intervening obstacles) with its disgusting, amorphous, tentacle-like appendages. The first hit upon a victim will cause the victim to exude a horrible stench for a period of 7 - 12 months. This will cause all who can smell to stay as far away from the victim as possible because the odor will cause excessive vomiting if one is within 10' of the unfortunate victim. The second hit and all hits thereafter will cause the victim to be transformed into an amorphous mass of indeterminate sewer sludge unless a Saving Throw of the average of CON and END or less is rolled on 4D6. No protection of any kind, including magical protection, will serve to save one from this terrible fate if the Save is missed.

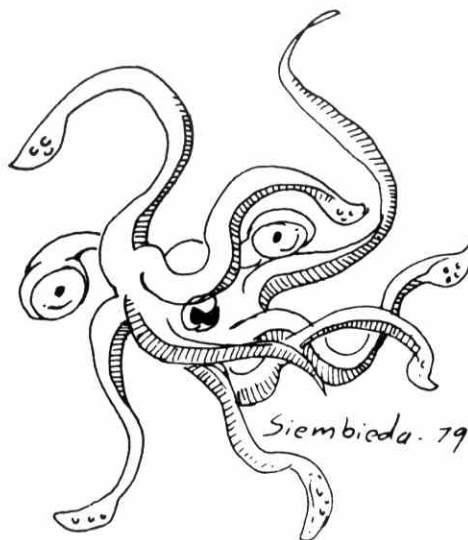
The Sewer God has 20 HD and 200 HTK. It cannot actually be killed, but it can be banished to its own plane by exceeding the HTK figure. It can only be damaged by magic or silver bashing weapons. Bladed weapons do not affect it.

Merely being within 100 feet of it will necessitate an Endurance check to determine whether one is able to control one's body functions, such as vomiting and other unpleasantness which will result in -4 to hit on all attacks, due to the extremely disgusting stench emanating from the Sewer God.

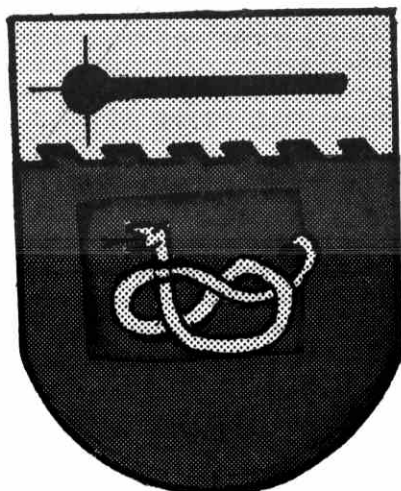
While in the general vicinity of the now-corrupted altar, it will eventually become apparent to at least one of the characters that the nails or spikes fastening the boards to the frame of the window could easily be removed to allow the boards to fall away. Striking the spikes with any metal object and any degree of force will result in a high-pitched ringing much like the sound of a blacksmith working a horseshoe, and the spike that was struck will all but pull itself free of the framework and fall to the ground outside. If all of the 13 spikes are drawn from the window-frame, the covering boards will easily fall away, revealing the window in all of its impossible awesomeness. It was, indeed, the work of a master, an insane genius who saw and worked with the most impossible visions. Depicted in hues of glass for which no names exist is a monstrous collection of limbs and organs bound together to a mal-proportioned central mass by a collection of stalks, feelers, and tentacles and composing a hideously grotesque creature. While the characters stare at the window trying desperately to make sense of the shape displayed before them or to disbelieve its existence, the various appendages will appear to move about, and the entire being will appear to grow larger and recede into the distance. Unless the proper countersign or spell is used or the window is recovered or utterly destroyed within the next 5 phases, the creature will have been released somewhere within the surrounding countryside. Once the creature has either been released or returned to its place of origin, the window will take on the appearance of a frozen, chaotic swirl of color. Replacing the boards over the window or covering it in some other way will merely result in freezing the image again and will not bring it to either of the other conclusions.

Once the characters have come into contact with the general vicinity of the altar or the stained-glass window, they will have the inescapable sensation of being watched by someone or something with an attitude of almost overwhelming hatred and envy. Although leaving the building immediately will mute this feeling, the characters will never be totally rid of it, and, often, these unfortunates will find their thoughts drifting back to this time and this place as if the being or force within was calling them to return to the shrine. Going down the stairs will engender a sensation best described as that of having "popped through a bubble," and, although the characters will vividly remember all the details of the shrine, they will not feel the hatred of the being to any extent other than as nagging "tingles" at the backs of their minds. The only way to totally be rid of the "voice from beyond" is to die and be done with it or to join in the service of it and its companions. It should be noted that in neither case is there a certainty of making an escape and that both methods entail a staggering amount of risk.

As a side note on the stained-glass window, anyone viewing it from the outside will be totally unaware of the horror it contains. To the external observer, the window appears to be only another tribute to Cynges-leah Dirhan and not a passage-way to a world where nightmares reign supreme.



When the characters first encounter Cynges-leah, usually as he is rising from his sarcophagus to greet them, he will take on the appearance of a great and terrible lord clad in coldly glittering Chainmail and a surcoat bearing his device: azure, in chief raguly argent a mace sable, in field a serpent nowed argent.



In addition, he is wearing a flaring Dragon Helm made of blackened steel with Emeralds for eyes that seem to be almost alive themselves and, on close inspection, appear to glance about from time to time. Cynges-leah's panoply is completed by a pair of shining black riding boots with golden spurs, and a more than ample, flowing cloak made of some heavy, black fabric. Strapped to his right side is an empty, deteriorated scabbard which is, in fact, the only part of his equipment that appears to have suffered any ill effects during the fifty or so years he has been interred here. Cynges-leah grasps in his gauntleted left hand a somewhat ornate Sword reminiscent of an European Flamberge and sports some form of parrying weapon in his right hand. If he senses that the party is of no threat to him or that they have been subdued by his minions, he will sheath his weapons; otherwise, he will remain on the defensive. More outstanding than either his panoply or his weaponry are his eyes which are like pools of cold fire in his pale, stern face. He is AT: +2 Chainmail and open-faced Dragon Helm, and has 11 HD. He fights as a 14th level Lord due to past experience. He has 79 HTK. His weapons are a Flamberge

(2 - 8/2 - 16), and a Baselard (1 - 6/1 - 8). He may parry one melee attack in a phase on a roll of 10 or better or may parry one missile attack in a phase on a roll of 15 or better. His special attacks are 1 - 6 points of damage plus 1 life level per hit if, and only if, Cynges-leah removes his gauntlets before striking an opponent. His special defenses are that cold iron weaponry will inflict only ¼ damage; silver weaponry will inflict only ½ damage, but magical weaponry will inflict full damage. His alignment is NE. (Judge's Note: The Judge should be aware that whatever evil there may be in Cynges-leah's nature is relatively slight. Also, this tendency is not part of his original alignment but has grown upon him slowly in such a way that he is unaware of the change.) For information on his treasure, see special section entitled Cynges-leah's Treasure.

Cynges-leah has standing orders with his minions that any "outsiders," namely any surface dwellers, encountered within The Tomb on any level are to be captured, subdued, and brought to him. If it proves impossible for the Undead to safely subdue an intruder, they will simply go ahead and kill the intruder and have done with it. Once any intruders have been delivered, suitably bound, of course, Cynges-leah and his two re-animated sub-commanders will wait for that person or persons to revive and will begin asking questions about how they got into The Tomb, and, most particularly, what news they have of the "upper world." If Cynges-leah or either of his sub-commanders feel as if they are not being told the truth or that something is being kept from them (base percentage chance of 20 plus CHAR plus 1 for each level over 2nd for each character of having convinced Cynges-leah and his sub-commanders of being honest and above-board), they will call in a group of three very well-equipped Skeletons from the lower cavern to persuade the captives to continue the conversation. Refer to the City Jail section for guidelines on Interrogation. All three inquisitors are Disinterested, with a dedication rating of strong, and an experience rating of Veteran. For every turn that the unfortunates are being interrogated, they must roll again to see if they have been convincing enough. Their chances of convincing Cynges-leah improves by 1 each turn, as well.

Once Cynges-leah and his sub-commanders are satisfied that they have gained all the information possible, they will come to a decision as to the fate of their "guests." Although death in some form or another is usually the ultimate end for those that Cynges-leah considers to be his guests, how it comes about is dependent on his mood and his whims. Currently, the possibilities are for use in Transformation, Feeding, The Hunt, Experimentation, or as a Thrall, but they are continually looking for something new to do with prisoners. To determine what will become of each member of a group, start with the highest level and work backwards to the lowest, rolling percentile dice once for each person. Index the level of the person being rolled for with the level modifiers and apply the final number to the results table on the charts below.

Level Modifiers

1 - 4	-30%
5 - 8	---
9 - 12	+30%
13 +	+50%

Results Table

01 - 20	Thrall
21 - 40	Hunt
41 - 60	Experimentation
61 - 80	Feeding
81 - 00	Transformation

Thrall

This result indicates that the person has been chosen to work at the tunnel face digging alongside whatever other creatures, living or otherwise, may be there. Occasionally, just enough lighting is provided that the Thralls may be sure that they are working the right area and the overseers may be sure that all the Thralls are working. Food or water is rarely supplied to the Thralls, who are worked until they drop, at which time they are dragged away to be given to the Ghouls and any other Undead that derive sustenance from flesh. Occasionally, a Thrall is given to the "Flesh Eaters," as they are called, while still alive. This is an occurrence marked by much screaming which has, in many instances, proven to be a satisfactory way of prompting the remaining Thralls to work faster.

The Hunt

In this rather bizarre game, the chosen one is provided with one melee weapon, usually an estoc or other similar weapon, one unlit torch, and one half day's ration of food. The person is then blindfolded and spun around until he or she indicates a direction in which he or she wishes to go. All the lights in The Tomb are then put out and the chosen one is escorted to the tunnel entrance nearest the direction indicated. The chosen one is then told the "rules." First, the blindfold may not be removed until the person has moved 50' in the direction in which he or she is facing; to do so results in an eye being ripped away. Five minutes will be given to the person to cover as much distance as possible, at which time The Hunt begins. Secondly, anything and everything in The Tomb and the tunnels is the enemy and will hunt and try to kill the person. The one who catches the chosen one, and, in this, even the Thralls are included, is entitled to do whatever the captor wishes with the captive: kill the captive quickly, devour the life force of the captive, experiment on the body of the captured one in whatever manner desired, devour the captive, or whatever the successful hunter desires. The chosen one, on the other hand, will win if he or she manages to remain undiscovered for 24 hours, manages to reach the surface through the one or two tunnels that open out to the "upper world," or finds a way back to the main staircase. As a final gesture, it is pointed out to the hunted that no one who has ever been chosen for The Hunt has lasted beyond 23 hours.

Experimentation

Generally referred to by another name by those selected for this painful method of dying, this is not the mindless brutality or the pointless questioning it may seem to be at first wince. Instead, this manner of disposing of the unwelcome guest fills a vital niche in this community of Nosferatu. The Undead look favorably upon this practise of vivisection in the hopes that, through its use, they will eventually uncover the secret of life and, as a result, bring themselves fully back to life. While they have not reached their goal, as of yet, they have learned a great deal about the construction and tolerances of various humanoid life forms. Generally, this sort of activity is conducted down one of the tunnels under one of the nearby excavated crypts, but, if the subject of the experimentation is a life form not yet encountered in The Tomb or a being that interests Cynges-leah, the vivisection will be performed within his hall. As with The Hunt and the Thralls, whatever remains there may be, and, in this case, there is frequently quite a bit to dispose of, are used for the Feeding.

Feeding

This, too, is a foul way in which to die because the ones chosen for this fill the role of cattle for the Undead in the crypt. When desired, one or more of the assigned ones are taken from their places of confinement, usually one of the vacated sarcophagi, and presented to Cynges-leah who then proclaims a feeding. The unfortunate is then subjected to the double agony of having both its life force and its soul devoured as its body is devoured. To heighten the energy and, therefore, the value of the chosen one's "sacrifice," the process is sustained for as long as is feasible; it is sometimes drawn out for several days, and the victim or victims are in torment the entire time.

Transformation

This result indicates that the person has been chosen to become one of the Undead which populate this vast complex. The usual end of the Transformation (1 - 5 on 1D6) is as a Ghoul worker engaged in lengthening the tunnels. On occasion (6 on 1D6), the end is as a Skeleton (1 - 3 on 1D6) worker or as a Wraith (4 - 6 on 1D6) guard or overseer.

Level One: Sarcophagi and Grave Goods

The first level underground, this is the first actual crypt of this complex; the mausoleums were added at a later date. It is here that the body of Cynges-leah Dirhan was laid to rest along with those of a number of his followers. It is also on this level that the great warrior Dirhan, chief and general among the ranks of the Nosferatu, conducts his activities. Not quite the man he once was, Dirhan can now be best described as a Wraith, although one of immense intellect and driving force. Just what it was that may have caused him to rise from his slumber of Death is uncertain. What is a fact is that he has come back to some semblance of life. The puzzling thing about the spectacles presented on the upper level is that Cynges-leah was never known to be, or even suspected of being, involved with secret practices; in fact, of the entire Dirhan line, he was the only one to speak out against the hidden religions, and it is a recorded fact that, on several occasions, he led raids against such places as this. Perhaps it suited the twisted sense of humor of his survivors to move their place of worship to his tomb.

This level is, in contrast, a comparative isle of safety. Here, the characters have only a number of the Nosferatu and attendant creatures to deal with as opposed to the forces manifested above. While, admittedly, the first thing the characters will notice is the absence of the sensations they experienced while in the shrine, they will almost as immediately realize that this level has been lavishly arranged. In any spot the eye could see is the glint and gleam of gold and silver, precious and semi-precious stones, and well-crafted steel and well-polished wood. As is befitting to the tomb of a great warrior, a staggering array of grave goods and memorial tributes to Cynges-leah's life were placed inside the crypt at the time of his interment. There also lingers on the musty air a mingling of scents bearing the definable odors of death and decay and, strangely enough, of freshly-turned earth. All of this information is only a first impression of the place as it is doubtful that the characters will be given much of a chance by the current inhabitant to merely stand and observe.

At Cynges-leah's direction, a series of magical *Wards* have been incorporated into the stairway to serve as an alarm system, which may explain why he is rather lax at posting guards upstairs. Stepping on the first tread of the stairs leading down to this level will cause a soft chime to be sounded below but will have no other effect. Considering the hurry with which most characters will be going down the stairs, it is most unlikely that they will hear this chime. Any living foot, booted or otherwise, passing over the sixth tread will cause the same chime to ring, but, this time, it only sounds within the four sarcophagi, alerting any resting occupants. A living foot either stepping on or passing over the second from the last tread will cause all of the torches along the walls and the candles in the elaborate candelabra to light spontaneously. While the torches and candles may appear to be lit, they give off little, if any, heat. Once the characters have recovered from the initial surprise of these manifestations, they will notice a minimum of 3, possibly as many as 13, Un-dead beings of various types moving toward them. The size of the opposition is heavily contingent upon two factors. The first is that, if the characters have encountered the three Skeletal Guards, they will not be in the company unless they were not destroyed by the party and managed to escape to this level, and the second depends upon how many of his "men" Cynges-leah has digging in the tunnels at this time. Assuming that there is a full contingent on hand, their starting positions will be: 1 Wraith or Wight rising from each of the opened or damaged sarcophagi, 1 Skeletal Warrior guarding the descending spiral stairs, the three previously described Skeletal Warriors starting to move from beside each of the three parallel sarcophagi, and an assortment of various creatures coming from the open tunnels behind the tapestries. While the approach of all these beings is not openly hostile, they will abandon any attempts to capture and subdue the characters if they themselves are attacked and, instead, will seek to kill the characters as quickly as possible.

Level One Encounters

- 1 Cynges-leah Dirhan, Wraith: At one time a great and fearsome warrior well-renowned for his feats of valor, generosity, and bravery, Cynges-leah has once again taken up the Sword and Shield in preparation to fight. However, he is no longer the man of legend he once was. The inevitable effects of the intervening years have taken their toll, and what was once a limber and powerful body has withered and crumbled until what remains is more a force of life inhabiting scraps of mummified flesh and shards of bone than anything recognizable as a complete organism. In other words, Cynges-leah has returned to this world as a Wraith, albeit a mighty and powerful one. The same quality that marked Cynges-leah's activities in life have marked his actions since rising again and contribute greatly to his strength and capabilities as a Wraith. Just as the reasons for his reanimation remain beyond comprehension, so, too, do the motives for his recent bouts of activity. It is hard to say exactly what thoughts run through Cynges-leah's mind; it may be that he is seeking out members of his family in revenge for using his tomb for their foul ceremonies and evil gatherings, or it may be memories of conquest and power that drive him and his followers to tunnel their way out of the burial grounds. Perhaps it is only an odd form of longing by the dead for contact with the living that urges him onward. Only he is aware of his reasons and, as of yet, he has not vouchsafed them to his followers.
- 2 Kirendal Wolftracker: Having served as Cynges-leah's lieutenant in life, Kirendal has once again risen to occupy that position. His appellation comes from his former habit of hunting wolves at night armed only with a Dagger. It was his habit to add the upper right fang of any wolf he killed to his necklace of wolf teeth. The necklace holds over forty teeth, at present, and the Knife used to get them hangs at Kirendal's side. It is a Holbien Dagger which is 9 inches long and weighs 8 oz. It does 1 - 6 points of damage. In his hands, Kirendal holds a Boar Spear which is 5 feet long, weighs 4 lbs. 7 oz., and does 1 - 8 points of damage. This short, broad-bladed Spear is made to be used in melee, not as a missile, and is the only weapon with which Kirendal has ever fought. He wears a Helm that covers the upper half of his face, and a Chainmail shirt over a suit of Leather. Both the Helmet and the Mail shirt gleam softly in the flickering torch light, showing little or no signs of deterioration.

Kirendal himself has not been so lucky. Much of his skin is gone, and what is left has darkened and dried to the texture of leather. He is completely devoted to Cynges-leah and will stand on his right side and await his orders. He is AT: Leather with Chain shirt and half-face Helm, and carries only the Boar Spear (1 - 8/1 - 8) and Holbien Dagger (1 - 6/1 - 8) as weapons. His special attacks include 1 - 3 points of damage plus one life level per hit unless the victim rolls CON or less on 1D100, but this is only in effect if he removes his gauntlets before striking. His special defenses are the same as those of Cynges-leah, and he has 8 HD. He fights as a 12th level Fighter due to his experience, and he has 57 HTK.

- 3 Albarec Malador: There is a 30% chance that Albarec will not be with Cynges-leah because he is in charge of the old watch tower as well as most of the digging. In life, he was Cynges-leah's Chief of Scouts and his advisor. He can still scout as an 8th Level Ranger and is personally responsible for the fact that no one has survived for more than 23 hours in The Hunt. On one occasion, a woman stayed alive for 22 hours before Albarec was put on her trail. Within the hour, Albarec had tracked her down, and she died choking on the blood that spewed from her throat as a result of Albarec's sweet caresses.

Albarec wears Leather Armor only, except on his head which is protected by a metal cap covered in Leather. His weapons include a Longbow, with which he is an expert, and a Kledyv, which is a thick, short Sword of 24 inches in length and weighing 3 lbs. It does 1 - 6 points of damage. On his off hand, he wears a Bagh Nakh. This is a set of metal spikes worn on the back of the hand which imitate the design and damage of a tiger's claws. They do 1 - 6 points of damage. He is AT: Leather and has 8 HD. He fights as a 12th Level Fighter due to experience and has 58 HTK. His special attacks are identical to those of Kirendal, and his special defenses match those of Cynges-leah.

Level Two

This level was used as a final resting place for several of Cynges-leah's lesser followers and servants. There are 20 sarcophagi, all made of stone and all originally covered with large, stone lids. Most of these lids have been removed or damaged. In fact, many are completely missing. Of those remaining, several have been damaged, and one lies, completely shattered, on the floor beside its sarcophagus. A trail of dirt and mud leads from each of the opened crypts to the stairs that lead to Level One. The occupants of these tombs are part of the digging crew, having risen at their master's call to do his bidding. The seven intact sarcophagi contain the bodies of those who, for some reason or another, did not regain the semblance of life. If the lids of the sarcophagi are raised, a feat which will require a total of 36 STR points, the bodies inside will be at rest and decaying nicely as would be expected with corpses of their age. Lifting the lid will release all the gases trapped within. If this happens, everyone involved in opening the sarcophagus must roll less than twice CON on 1D100 or be nauseated and unable to hold up the lid. If the STR points holding it up fall below 36, the lid will fall. If it falls on someone, it will do 1 - 100 points of damage although the prospective victim may avoid it on a roll of three times DEX or less on 1D100. If it has shattered, determine the percentage of the lid that strikes and multiply that by the roll of 1D100. These sarcophagi contain nothing of any value.

Cynges-leah's Domain

From his Tomb, Cynges-leah has expanded until he now commands a fairly extensive underground domain. Not only does it extend for quite a distance, but it also includes quite a variety of creatures ranging from the long dead to a Dwarf who is very much alive.

- 1 Crypt: This is the center of activity and the place from which Cynges-leah directs all his operations. It has one of the two exits to the "upper world" that were built by the original builders of The Tomb, but it has since been blocked off. There are several other exits that Cynges-leah's followers have made.
- 2 Jeshonta's Tomb: Jeshonta is a century-dead Mage whose body escaped destruction only because no one remembered who he was. The marker over his grave was destroyed, however; in fact, it was so badly shattered that, for the uninitiated, it would be a matter of conjecture whether there was a grave there or not. Cynges-leah, however, was well aware that he was there, and it was no accident that led the tunnelers to his tomb. Cynges-leah knew that a powerful Mage would be useful to him in carrying out his plans.

Jeshonta practices magic at the 12th Level of experience, and, although he never knew Cynges-leah in life, he is now completely loyal to him. He is in charge of the immortality experiments performed on some of the captives, and, although there has been little progress to date, he is confident of his ability to discover the secret of life and how to bestow everlasting life on the Undead.

- 3 Family Crypt of Artz: This grave site was occupied by a family named Artz which was well known for the great strength of its warriors. They are now all occupied at digging tunnels; they do not necessarily do this voluntarily, or even willingly, but, rather, they do it because they are ordered to do it by Cynges-leah, who holds almost absolute sway over the lesser Undead. Their actions are severely limited without orders from Cynges-leah. As a general rule, for instance, they will dig until told to stop. Some will not even try to dig around a rock or a wall that they might encounter but, instead, will try to dig through it, and most of them will stand and wait for orders, upon completion of any given task, even if no order comes for a year.

The Artz family is considered upper class among the community of Undead for, although they no longer have anything outstanding to recommend them, they were the first to be pressed into service after the raising of Jeshonta. There is a definite hierarchy among those serving Cynges-leah. The bottom is occupied by those still living, and they are regarded by the Undead much as living humans regard any common piece of property: as something to be used until worn out and then to be discarded and replaced. Discarded usually means eaten in this case. Among the Nosferatu, the hierarchy is based on length of time spent in the Undead state, modified, somewhat, by power.

- 4 **Kangsog:** When the digging began, Cynges-leah could not resist the idea of enslaving his worst rival, Kangsog. Kangsog is now a Skeleton working in the dankest tunnel in the complex. He has only 3 HD and 14 HTK, but he fights as an 8th Level Fighter. Unfortunately for him, his only weapon now is a Spade which is 51 inches long and weighs 4 lbs. It does 2 - 4 points of damage and can only be swung once every two rounds.

Because of his great amount of experience, Kangsog has slightly more freedom of action that does the average Skeleton, but he is still completely under Cynges-leah's control. For example, he would be able to do such things as pick up a fallen weapon and fight with it, choose to dig around an obstacle rather than through it, or seek further orders if he completes a job and no one is there to command him. Note that, unlike regular Zombies, characters such as Cynges-leah and Kangsog cannot be possessed because their own spirit is still trapped within their decaying bodies.

- 5 **Ruaidhri Family Crypt:** In digging a tunnel, the Nosferatu discovered that they had passed beneath this crypt and took advantage of this easily-available labor. The family members formerly residing within this crypt are now simple Skeletal diggers, despite the high positions they held in life.
- 6 **Watch Tower:** This Watch Tower has been abandoned, and Cynges-leah chose it as the perfect base for the plans he has made for invading the surface world. It is fully described in the next section.

Watch Tower

In earlier days, this Watch Tower protected the city from bandits who crossed the river to raid the citizens. Its walls were thick, although somewhat low, and its 6' wide gate was protected by two portculli. As the power of the City-State grew, the Watch Tower was no longer needed for defense, but it continued to be used as a home by the Dirhan family. Thus, it was logical that Cynges-leah would focus his main digging effort in that direction, aware that the ancestral home had been deserted by any remaining members of his family who fled the area years ago.

There was a second motive for digging in that direction. The Goblins, who are master miners, lived beneath the earth in that direction, and Cynges-leah felt a keen need for good miners. His tunnel has almost connected with a Goblin tunnel, although he doesn't really realize it, and, when the connection is made, he will attempt to enslave them and make them help him to carry out his scheme for invasion and overthrow of the inhabitants of the "upper world." His ultimate purpose is to avenge the destruction of the resting place of himself and so many of his followers and friends and to discover a means, through directed experiments on the living, of gaining back the true life that was his so many years ago and discarding the shadow of life which he now experiences.

Level One (Ground Level)

The tower itself is in the shape of a cylinder, with a 20' wall around a 60' diameter courtyard. The entrance tunnel is to the northwest, and a set of stairs to the wall walk is on the level above. There are also doors all the way around the inside wall.

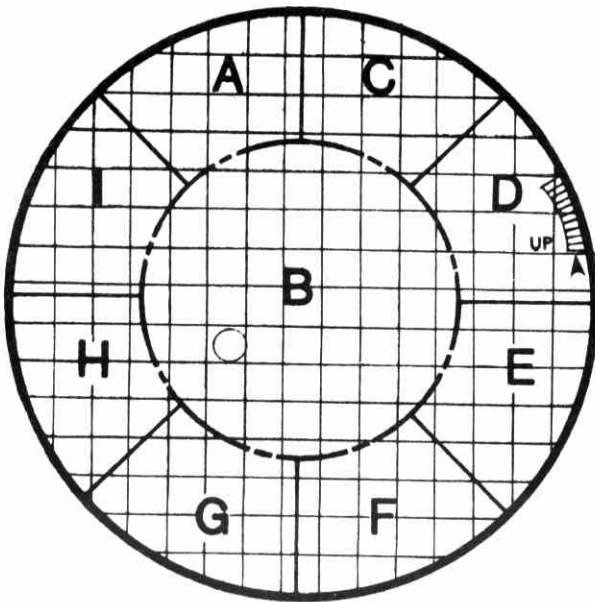
- A **Courtyard:** This circular area has a tunnel entrance on the northwest which is protected by two portcullises, a set of stairs leading to the wall walk of the northeast, and seven doors around its outside perimeter. Almost directly in front of one of the doors is a well. This originally had a cover and a crossbeam for supporting the pail and rope, but these have decayed and collapsed, and the 3' high stone wall surrounding the well is in danger of following suit.

The courtyard is cobbled, but grass is growing between the stones and pushing up from underneath them, making the pavement very bumpy. The long grass makes walking even more difficult because one cannot see where the pavement rises up suddenly and where it dips down again.

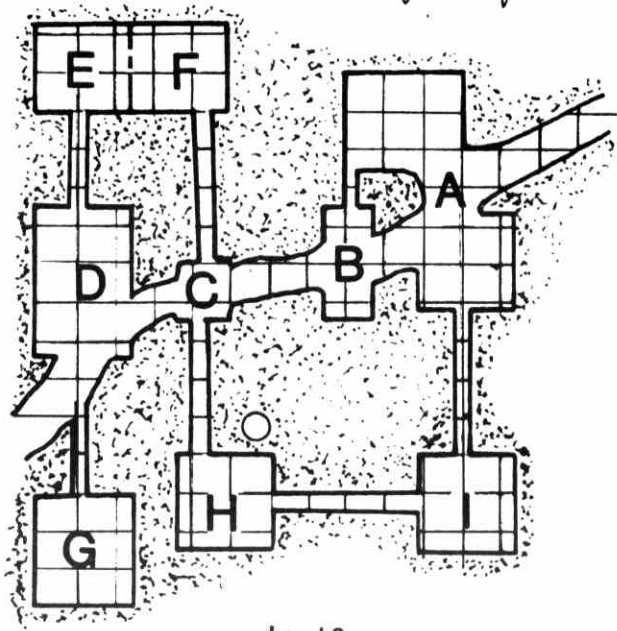
The two portcullises are both down; the ropes to their windlasses have rotted. They can be lifted by exerting a force of no less than 40 STR points, but keeping them up will be the real problem. There is a cumulative 5% chance for each spike driven in that they will stay in position. Make a roll immediately upon spiking them, and another once every hour until the spikes give way and the portcullises fall. They are made of oak and bronze, but the oak is rotted, and the bronze is corroded. It would take one man six turns to chop through one portcullis, or two men could take three turns to complete the same task. No more than two men would be able to work on the gate at one time.

- B **Barracks:** This room contains four double bunk beds on which the family guardsmen slept. This may seem like a rather small number, but the Tower is, after all, a rather small one, and, at the time it was built, it did not need many men to defend it. The bunks are in bad shape, although they were once well-built. One of them has the initials "R. L." carved on the inside of one of the 4" square cornerposts. On the clockwise wall of the barracks are a fireplace and a door which connect to the next room. In front of the fireplace is a 5' by 10' table on which sits a dried and cracked Leather Jack. The edge and legs of the table have been badly scarred by Daggers.

THE WATCH TOWER

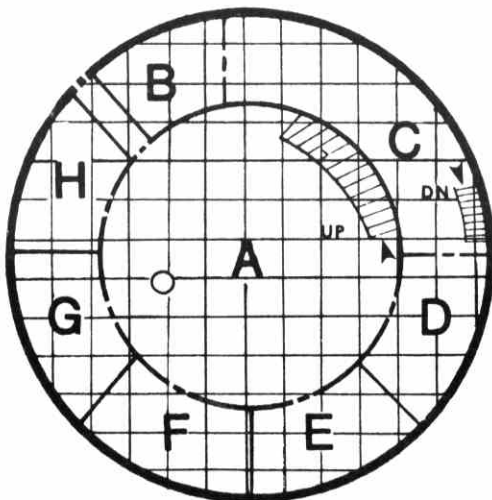


Under Ground



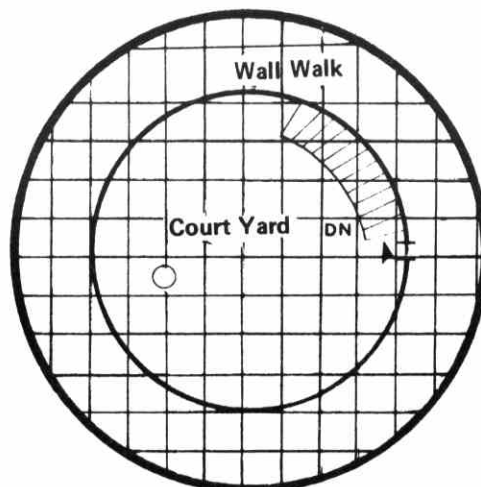
Level 2

1 inch = 100 feet



Ground Level 1

1 Inch = 50 Feet



Roof Level

- C Dining Hall: This room has to be able to hold all of the Tower's occupants, and it is, therefore, twice as large as the others. As might be expected from the description of Room B, this room has a large fireplace on the counterclockwise wall with a door beside it. Above the fireplace is a carved wooden representation of the Dirhan coat of arms. This may have been painted once, but it is now plain and worm-eaten.

Most of the room is taken up by a 5' wide and 30' long table with a bench along each side and a chair at each end. The chairs are massive, with fancy carving and blue velvet cushions. The velvet cushions, however, have been destroyed by moths, and the rotting rag stuffing litters the floor around each chair. The floor is covered by a filthy, stinking mess which is the remains of the reed carpet meant to soak up spills and to insulate the feet from the cold stone below. The reeds were simply strewn thickly upon the floor, but damp and mildew have taken their toll, and the covering is now dangerously slippery and nauseatingly foul.

Not only is the floor made of stone, but the walls and ceiling are made of stone as well. They are supported by wooden beams and rafters which have six-inch square cross-sections. There are five of these rafters on each wall; one is in each corner, and there are three others evenly spaced between them. These beams are 12' tall. On the center beams and the beams toward the clockwise end are iron torch holders which, along with the fireplace, once lit up nearly all of the room. Now, they stand empty and rusting.

There are three doors out of the room. One leads into Room B and is in the clockwise wall. The one to the courtyard is in the inner wall on the same end of the room, and a door leading to room D occurs in the center of the clockwise wall.

This room is covered with cobwebs. They festoon the ceiling, blanket the corners, hang from beneath the table, the benches, and the chairs, and curtain the fireplace. There are no Giant Spiders here, but there are 20 ordinary, poisonous Spiders. They will do 1 - 8 points of damage per bite or kill outright if their victim fails to roll less than CON on 1D20. Anyone immune to poison for any reason need not fear these creatures because the bite itself inflicts no damage but only serves to inject the poison. These Spiders have only 1 HTK each and an AT equivalent to Leather due to their size and speed. In the clockwise corner of the room is a set of stairs which lead down to the first level of the dungeon.

- D Master Bedroom: The leader of the Dirhan family slept here. It was a room hung with tapestries and filled with all the luxuries of the day. The tapestries can only be surmised because all that remains of them are the pegs set into the wall upon which they were hung.

There are two doors in the room; there is one in the center of the counterclockwise wall, and another one is in the center of the inner wall. A curtain of unbleached wool hangs across the door to the courtyard, suspended from a thin, brass rod affixed between the doorposts of the door. This is very old and will crumble to dust if handled.

Directly opposite is a large, four-poster bed with linen curtains which are drawn closed. If the curtain is pulled back, the body of a man will be seen upon the bed in a badly decomposed condition. A Knife is embedded in his chest, and his blood has stained the bedclothes. His right hand is on the Knife, and a crumpled piece of dried-out parchment is clutched in his left hand. There is only a 30% chance that it can be pried loose intact and straightened out to be read. If this is successfully done, the parchment will read as follows:

"What I have seen below was not meant for human eyes.

I know now that I did not go undetected, for I can feel THEM watching me.

I know that THEY will come for me, hungering not only for my flesh, but for my soul as well.

Rather than undergo such horror, I am resolved to put myself forever out of THEIR reach, with cold steel.

Whoso reads these words, let him flee for his souls sake, and may the gods protect him on his way."

The writing is sloppy and smudged, and there is a clear thumbprint on it. The whole effect is of a hurried note, or one written under great stress. It is easy to guess where the note came from because several similar sheets of parchment are scattered around on the desk and on the floor near it, and a quill pen lies on the desk. The sheets of parchment are unmarked except for one which has a partial thumbprint on it which is identical to the one on the note. Also laying on the desk is a thick, rolled up Scroll in a soft leather case. This is in better shape and contains a daily chronicle of household activities. The entries are identified by month and day, but not by year. It speaks of trivial things mostly, but there are allusions to "special guests," who, evidently, have some relationship to things going on "downstairs." The journal ends with no mention of why the Dirhans abandoned the Tower.

The rest of the contents of the room are more mundane. Near the door into the dining hall is a 4' square table with two side chairs. On the wall opposite that door is a large fireplace which has a rusting screen in front of it and a set of fireplace tools to one side.

In front of the fireplace is a 12' square rug. This has an outer border of red and an inner border of purple surrounding a central, white area. That is, it used to be white, but it is now dirty grey due to the dust that has accumulated on it and the mold that has grown on it. Sitting on the rug are two upholstered chairs stuffed with straw which have been used as nesting places by rats. Beyond the rug, along the outer wall, are a wardrobe and a bookshelf. The doors of the wardrobe are open and are so badly warped that they will never close again. The inside is empty, damp, and musty. The bookcase that stands next to it is 7½' long, but it has only four books in it. Three of these will crumble upon being touched, and the fourth is an old book on cavalry tactics.

The room has been thoroughly cleaned of anything of value, but two sources of treasure remain. The first is a pouch on the corpse on the bed which holds 11 CP, and the second is a secret compartment in the headboard of the bed which holds 52 GP and a silver ring with a diamond setting worth 1,010 GP.

- E Guest Room: If the Master Bedroom seemed empty, the Guest Room will seem absolutely bare. It contains a bookcase and a wardrobe, both empty, a fireplace on the counterclockwise wall, once neatly swept but now dust covered, and a neatly made bed located along the wall opposite the fireplace. There are no rugs on the floor or even a covering of reeds; the cold stone floor is covered only by a thick layer of dust. The only other furniture in the room is a small table against the inner wall with a chair next to it and a carved armchair set facing the fireplace.
- F Kitchen: This room was once a kitchen with a brick fireplace and several wooden tables against the walls. Three bins for spices are fastened to the wall above one table. The center bin is now the home for a family of mice. Several rusted iron frying pans and a large bronze cauldron hang on hooks from the brick fireplace. The wood bin beside the fireplace has only a few rotted twigs left in it. The fireplace is useless because the flue leading out through the wall has been blocked by the accumulated nests of generations of chimney swallows. A badly rusted meat cleaver is stuck in the top of one of the tables. The cleaver is in the middle of an area of freshly-scarred table-top. It appears as if someone was idly hacking at the wood with the old cleaver.
- G Servants' Quarters: This room is even emptier than the Guest Room. The only furniture it contains is a 10' long bench and a rusting iron stove which is set near the door and is missing a chimney. There are no reeds, rugs, tapestries, or other luxury items; in fact, the only other thing in the room is a straw pallet which has been rolled up and tied with a leather thong. If this is unrolled, it will disturb a Giant Packrat which lives within. He has 4 HTK and 3 SP. He conforms in all respects to the statistics given for Giant Rats in the City Jail section, Level Three, Room F. The straw pallet is not badly disintegrated and seems to have been added to this room rather recently in comparison to most of the rest of the things in the Tower.
- H Guardroom: The barracks on the other side of the entrance were primarily for sleeping. This room is where the guards who were on duty stayed. Their weapons were stored here, and there was a stove to keep them warm. The rack for the weapons is here, and the stove still sits rusting in its place, but there are neither weapons for the racks nor wood for the stove. The stove is half-filled with ashes, however, which have solidified into a black, rock-like substance at the bottom of the stove. The presence of this block of ash makes using the stove nearly impossible, and removing it is liable to damage the stove beyond repair. There is a table and two benches near the stove and a dartboard on the far wall. It is made of wood, and enough of it remains to show that it was painted like an archery target, but a crude drawing of a man's face was drawn over the painted target. The drawing was charcoaled in and is now faded and almost obliterated by time and weather. Five darts are stuck in the board. They are small with short, pointed blades and no fletchings.

Wall Walk

The set of stairs in the courtyard leads only to the top of the wall. This area is about 15' wide and protected by 2½' walls on the inside and the outside. Directly above the entrance tunnel are the two windlasses, one next to each wall, which were used to raise and lower the portculli, but the ropes are now so rotten that the slightest effort will break them.

Basement Level One

Although this level is below ground, it was considered part of the living area. Because of the construction of the Tower, it was not possible to build further levels above the ground level of the Tower, so, when the Dirhan family needed more room, they carved it out of the ground below the Tower. Much to their surprise, this proved to be an advantage in many ways. The space with which they had to work was, for all intents and purposes, limitless because they could continue to dig into the earth and add to the living space almost indefinitely. In addition, the rooms below ground were warmer in winter than those above ground and did not require so much firewood to make them habitable, in addition to being refreshingly cool in the heat of summer, although they did tend to be damper, and mildew and rot were more of a problem. They provided a protected place away from prying eyes in which the family could go about their rather questionable activities in private; indeed, they could do so in complete secrecy. Their only difficulty might stem from tunneling Goblins who would probably not be averse to participating in some of their activities anyway. In short, the necessity for building down rather than up as was customary in those days became a boon to the Dirhan family which they never regretted.

- A Library: The first thing one sees upon opening the door to this room is that the floor appears to be covered with some sort of grey-green mold. Someone has covered the floor with a rug that looks startlingly like the fungus, but, by now, mold has actually begun to grow on the rug, and it is difficult to tell where the rug leaves off and the mold begins in the dim, flickering light of a torch. All of the walls except the inner one are covered with bookshelves that extend to the ceiling 10' above. There are nine shelves in each bookcase, but the shelves are less than half full. However, there are still over 1,500 books here. Unfortunately, most of these have been infected by the same mold that is growing on the rug. Only 273 of the books are salvageable.

Determine the subject matter of the various books by rolling percentile die and consulting the following chart:

01 - 27	Foreign Language
28 - 42	Biology
43 - 58	Astronomy/Astrology
59 - 72	Religion
73 - 85	Legends and Myths
86 - 97	Magic
98 - 00	Special

Foreign Language: These books are written in a language which is unknown to the players. If the book is translated at some time, roll again on the same chart. If a second Foreign Language result is rolled, the book is a grammar. Ignore rolls of 98 - 00.

Biology: These books consider various aspects of animal life such as reproduction, internal structure, feeding habits, and environmental requirements. Some may contain information on animals never before encountered by members of the party (6 on 1D6), but these books contain no information about where they might be encountered with respect to worlds, although they do mention environment.

Astronomy/Astrology: These books contain hundreds of star charts and instructions on how to predict the future from the study of the changes in the heavens.

Religion: These books are about various beliefs and practices connected to religions both long dead and currently in vogue. They also contain secret information about some known cults. However, these books were current over 30 years ago, and the party may not find them to be accurate reflections of the religions of the present.

Legends and Myths: These are stories of the acts of men and gods, invariably performed in ancient times. Some of these stories will be quite familiar to members of the party or will resemble popular stories, but others tell of unspeakably hideous monsters and deities of which the like has never been heard.

Magic: These are not magical books; they are treatises on magic which discuss the uses and potency of various physical components, the meaning of somatic or bodily components, and how to join them to release power. Some of the books discuss the mechanisms of magic and how it works.

Special: Ninety percent of these books are written in languages that no living person knows and cannot be translated except through the use of magic. Nine percent of the remaining books are in languages which the characters do not know but which might be known to a Sage, and the last one percent is in languages that are known by the characters.

These books are easily recognizable from the others because, when they are picked up, the holder will instantly feel some indescribable and totally alien power coursing through the tips of his or her fingers and electrifying the nerve endings, causing a tingling sensation in the spine, the hair at the nape of the neck and on the head to raise, and a ringing in the ears. At this time, the holder must roll INT or less on 1D100 or drop the book and refuse to open it again. If the roll is made, another, similar roll must be made immediately; however, this time it must be made against WIS. If WIS or less is rolled on 1D100, the character will refuse to have anything to do with attempts to translate or read the book. If the roll is missed, the character will become obsessed with learning what is in the book and will do everything in his or her power to do so.

Any person who reads the contents of the book must roll less than 3 times CON on 1D100 or suffer some form of insanity. Roll on the following table to determine what type it will be.

01 - 20	Paranoia
21 - 36	Catatonia
37 - 52	Megalomania
53 - 71	Dual Personality
72 - 86	Manic Depression
87 - 91	Homicidal Mania
92 - 00	Hysteria

If a *Remove Curse* is cast upon the unfortunate, the person will seek to kill both the person who cast the spell and himself or herself. If restrained from doing so, the person will become totally incoherent. If a further *Remove Curse* is cast, or if cured in another way, the person will remember nothing of what was in the book but will vividly recall whatever was felt as a result of reading it and will become deeply depressed for three days, after which he or she will refuse to talk about the experience.

The books contain information about various, totally alien and hideously evil races which fly, swim, and ooze about the land and plot to release their unspeakably monstrous gods upon the earth to assume a reign of absolute horror for which their followers have been preparing since before recorded time.

The Library also contains a table and five chairs which are also covered with mold. On the table is a hurricane lamp with oil and wick still in it. Next to the lamp lies an open book. It is, strangely enough, in very good condition and is written in an archaic dialect of the local language. It is one of the Special books and is titled, **The Binding of the Elder Gods**. Tracks lead from the door to a point next to a bookshelf and from there toward the table. Whoever or whatever removed the book from the shelf evidently dragged its feet.

In addition to the hurricane lamp, there are three other light sources in the room. There are two torch brackets on the inner wall and a brazier near the center of the outside wall. None of them are lit, of course, nor do they show any signs of having been lit for a very long time.

- B Common Room: This room seems to be where the Dirhan family spent much of its time because the room is comfortably and cozily furnished. There is one incongruous note, however; it is a column of stone rising about two-thirds of the way toward the outside wall from the floor through the ceiling almost directly west of the center. This column is about 10' thick, and some careful thought and close attention to the moisture condensation on the outside of the column should identify it as the well shaft. In the center of the room is a 7' diameter brazier which sits on a tripod. Just north of it is a couch, and just south of it is a padded chair. Beside the couch is a large Oriental rug with tassels at each corner which has been invaded by mold. Near the well shaft is a fairly large table with two small stools set across from one another. On the table is a chess board with pieces set around and on it as though it was abandoned in the middle of a game. The pieces are made of ivory and ebony, and the board has a maple base with inlays of ivory and ebony. The ivory is quite yellow, but the ebony has held up very well. The chess set is probably worth about 325 GP.

Another table stands near the door to Room D. It contains two objects: a metal bowl which holds the remains of several pieces of rotted fruit, and a skull which sits at the back of the table as though surveying the room. The skull is humanoid, but it is too small to be that of an adult human.

- C Cell: The door to this room was once locked, but it has been forced open. In the center of the room is a large table which holds thumbscrews, pincers, an array of Knives, and an assortment of other torture devices. Spaced around the wall at 10' intervals are twelve sets of manacles which occur on all but the inner wall. None of the manacles are occupied, and several are broken. These will be instantly noticeable because, although the outside is badly rusted, as are the intact shackles, the cross sections of the broken links are not rusted and gleam in the torchlight.
- D Food Stores: The contents of this room were foods that could be expected to last for long periods of time if properly stored. Packed in now-rotting straw inside nine barrels are apples and pumpkins. Three more barrels contain carrots packed in sawdust and sand, and one barrel contains potatoes which have long-since sprouted and then decayed. Six strings of onions hang from hooks on the ceiling. There are also six barrels of hard tack and four of salted pork. All of the barrels have been chewed into by the mice which inhabit this room. They are small, passive, and cowardly and will give the party no trouble at all. On the other hand, they have entirely ruined any of the food which had not already succumbed to mold and decay. If anybody cares to count them, there are 86 mice in the room. A staircase leads down from the Great Hall and is set nearly in the center of the room.

- E Bedroom: The reason the Dirhan family built underground, modifying existing storage rooms and constructing new rooms, was a lack of living space above ground. This mainly meant that there was not enough personal space such as bedrooms. As a result, over one quarter of the space below ground is devoted to that purpose. The Dirhans did not let their needs push them into crowded quarters, however. This room is quite spacious. The bed opposite the door is 8' long and 4' wide. The bedclothes are rumpled and mussed as though abandoned in a hurry. This impression is supported by the presence of a tunic hanging on the door of the nearby wardrobe and a nightcap lying on the floor next to the bed.

The wardrobe is 5' long by 3' wide and is filled with rags that used to be fine clothing. The tunic on the door and the nightcap on the floor are also unfit for human use. In the center of the counterclockwise wall are a desk and a chair. On the desk are a quill, inkpot, penknife, and powder shaker. There is also a box that holds crumbling sheets of unmarked parchment. In one of the desk drawers is a pouch containing 10 GP.

In the wall opposite the desk is a fireplace with a partially-burned log in it. Drawn close to the fireplace is a large chair with red velvet cushions attached to the seat and back with gold cord. Lying on the ground next to the chair are a pewter flagon and a book entitled, **The History of Human Sacrifice**.

On the floor behind the chair is a large rug that covers most of the center of the room. This has a complicated, interwoven design in it in blue, red and silver with a solid blue border. At the corners of the rug are tassels of blue and silver thread. Although the silver thread is real silver, it would only be worth about 5 SP if gathered all together.

The other item of interest in this room is the presence of a Dwarf. His location in the room depends upon the mood or identity in which the party finds him. His name is Clavus Yapp, and he is a 5th Level Fighter and 4th Level Magic User with 59 HTK. If he is in his right mind (6 on 1D6) he will relate to the party (provided they do not attack him first) the details of how he came to be living in the Tower.

Many years ago, in an attempt to conceal himself from a vengeful enemy, Clavus stumbled into the Watch Tower, hoping to be able to remain there long enough to recover from the serious wounds he had received at the hand of his pursuer. He lay near death for 10 days and nights, and, on the eleventh night, a Cleric came to him in a dream and restored what little was left of Clavus to health. As time went by, Clavus became stronger, and his sense of adventure began to stir again. His encounter with his enemy had left him with two broken legs which healed badly and caused him to drag his feet when he walked, but he carved himself a walking stick from the limb of a fallen tree near the Watch Tower and limped his way back to his home in the City-State. Realizing he could no longer be a Fighter due to his lameness, he turned to the study of Magic and became very good at it. As the years went by, it became his obsession to return to the Tower that had housed him in his time of near-death to see if he could learn more about the mysterious "dream Cleric" that had appeared to him and saved him from death. Bidding his family and friends farewell, Clavus journeyed back to the Tower. Though he never did find the Cleric or any clues about his whereabouts, the Tower, with its dark and hidden secrets, intrigued him and, since it was abandoned, he decided to stay.

Clavus is 4' 3" tall and weighs 210 lbs. He has a large pot-belly, brown eyes, long, wavy gray hair, and a lame right leg. Although not well-mended, his left leg is not twisted enough to give him any trouble. Because of his Magical arts, he was able to translate and read some of the books in the library, and, as a result, he has become quite schizophrenic. He does not, however, realize this, although he is aware that something unusual happens to him upon occasion. His personality changes take place with no warning and last from one to twenty days at a time.

One personality is that of a raging maniac who hallucinates that a battle is being fought full force within the Tower. When this personality takes over, Clavus is inclined to go berserk, running down the halls, screaming and slashing at imaginary adversaries. Clavus believes he takes damage from his enemies and, after the battle is "done," will lock himself up in his room to heal. (Judge's Note: Clavus' leg is not lame when this personality takes over). When the party encounters him, Clavus will be in this personality on a 1 or 2 on 1D6 and will either attack in a rage (1 - 3 on 1D6) or lie quietly on the floor, moaning and holding his imaginary wound (4 - 6 on 1D6).

The second personality is that of a lost little boy. He will sit cowering in a corner for days on end, crying for his parents and envisioning all manner of wierd nasties stalking him from the dark corners of his room. He will be in this personality when the party encounters him on a 3 on 1D6, and will be found hiding inside the wardrobe with his thumb in his mouth.

When this personality ends, it is usually followed by the personality of a love-sick poet who sits at the desk in his room composing ballads and sonnets of love. They are addressed to someone always described as wearing a lavender frock. He will be in this personality when encountered by the party on a roll of 4 - 5 on 1D6 and will be found seated at his desk.

When the "real" Clavus returns to himself, he remembers nothing of these escapades and wonders why the furniture is so often found in disarray and where the poems on the desk come from. His AT is Leather with Chainmail shirt and, occasionally, a small Shield. He carries a Battle Axe and owns a Short Sword. As a 4th Level Magic User, the spells at his disposal are: *Hypnotize*, *Fogwall*, *Language Translation*, *Read Minds*, *Frighten*, *Multiple Images*, *Fireball*, and *Shield of Fire*.



- F Bedroom: The door to this room is securely locked and barricaded from the inside. The lock can be picked normally, but it will still take 20 STR points to open the door. There is a 40% chance that, when the door is forced open, the barricading object will tip over. It is a wardrobe filled with clothing that will be a jumbled mess if toppled. None of the clothing is useful. Beyond the wardrobe is a large, woolen rug of off-white with a blackbird depicted on it. Lying by the bird's left foot is a decomposed body. It lies on its face with one arm beneath it and the other outflung. The outflung hand rests on the stump of a finely-crafted Sword, and the rest of the blade lies nearby. The skull of the corpse is shattered, and, if any character rolls INT or less on 1D100, that person will realize that the pattern of skull fragments lying about indicates that it exploded from the inside rather than being smashed inward.

The body wears only a pair of breeches and a ring. The ring is on the index finger of the hand under the body and is made of smooth-grained hickory wood. The ring is thick and wide and has a design of interlinked circles carved on it. It is a Ring of Defense which enhances AT by 2 levels.

On the counterclockwise wall of the room is a fireplace with a screen in front of it and a set of fireplace tools to one side. Facing the fireplace is a large, cushioned chair with a footstool in front of it. Near the back wall, on the same side of the room, is a 5' square table. It contains a candlestick, a chunk of sealing wax, a seal with the Dirhan coat of arms on it, an inkwell, a blotter, a powder shaker, a quill pen, several pieces of foolscap, and a sealed letter. In addition, there is a Dagger with its blade stuck in the tabletop. The sealed letter is addressed to one Ascaill, compliments him on the quality of his slaves, and discusses the possibility of buying more.

On the wall opposing the fireplace is the bed. The bedclothes are rumpled, and the scabbard of the broken Sword lies beside the bed on the floor. The scabbard is hardly in better condition than the Sword and is only of interest in that it has a single Emerald set in it that is worth 140 GP.

There is a small table at the head of the bed which contains an oil lamp and a small pouch containing 63 SP and 15 CP. At the outside corner of this wall and on the outside wall is a small, low bookcase which holds 20 books. 17 of these have been destroyed by time and mildew. One of the three remaining books is on anatomy; the second is a history of architecture, and the third is a biography of an ancient hero.

- G Bedroom: This room is obviously set up for use by a female. On the clockwise wall is a four-poster bed with lacy white curtains that now hang in shreds from the canopy. On the outside wall is a large piece of wooden furniture obscured by an ornately carved wooden screen. It is a walk-in wardrobe. It holds about 100 dresses, blouses, skirts, slips, panniers, nightgowns and undergarments which must have once been beautiful but would now be disdained by the most desperate beggar. The garments, mere shreds of their former selves, were made of velvets, laces, satins, and silks in a variety of prints and solid colors, but now they all have a dingy grey cast to them, in addition to mildew spots and moth holes. On the other side of the bed is a table that is covered with bottles and jars of glass, onyx, and soapstone. There is a mirror propped at the back of the table. It is a silvered glass mirror instead of the more common polished metal and would once have been valuable, but it, unfortunately, has several large cracks. A clever glass smith could probably cut it up into smaller mirrors, or the silver could be melted off the back and sold for about 5 GP.

There are 15 glass bottles of perfumes and unguents on the table. 7 of them have dried up or gone bad, but the others could be sold for 1 - 10 GP each. Several charcoal sticks litter the table, but they will crumble to dust if touched. A small, ceramic jar holds dried rouge, and another holds powdered gold which is worth about 5 GP. In the drawers are a horsehair brush which has lost almost all of its bristles, a brass mirror which could be repolished and sold for 50 GP, an ivory comb with a silver inlay which is worth 500 GP, and a gold ring with a large ruby and diamond setting. The ring is trapped with a poisoned needle which protrudes one-sixteenth of an inch from the setting of one of the diamonds. Fortunately for anyone who is scratched by this device, the poison has lost its potency and will only cause nausea for three rounds unless CON or less is rolled on 1D100. In addition, the setting of the ruby opens up to reveal a cavity beneath it. The cavity in the ring contains a small, silver pill. The pill is a sleeping potion which will cause whoever swallows it to fall into a comatose state for 12 hours. Before that time, the person can only be aroused by a spell designed to do such a thing, such as *Remove Curse*, *Dispel Poison*, or *Awaken*.

The fireplace in this room is directly across from the door and has a brass fireplace screen and a chaise lounge that is upholstered in what was once pink silk sitting before it. Covering the floor is what must have once been a beautiful pink carpet with light blue borders and intricate floral designs. There is a small desk with a lightly padded chair on the counterclockwise side of the rug. The top of the desk is empty, but one of its two drawers contains an inkwell, a quill pen, several sheets of parchment, a stick of sealing wax and a seal with a rose on it, and a long, thin Knife. The Knife is of high-quality steel and is sharpened to near-surgical perfection. In the other drawer are a set of manacles made of hard leather studded with brass and connected by a sturdy iron chain plated in brass, a length of pink silk which has mildewed, a long ostrich feather which has nearly deteriorated completely, and a silver bottle of some sort of oil. The silver bottle is worth about 5 GP.

Finally, on the counterclockwise wall is a large portrait that has withstood the test of time remarkably well. It is framed in gold and ebony, and portrays a beautiful woman with a cascade of auburn hair, pale cheeks, and large, dark eyes. Her dress is pale lavender with white lace that frames her face and encircles her delicate wrists. The bodice is rouched and decorated with fifty seed pearls. Her long, delicate hands, ending in perfectly manicured fingernails tinted pink, are stained with blood, and rest upon a whip which she cradles in one arm. Her eyes appear to glow with excitement, and on her ruby lips is an almost obscene smile. If anyone cares to look, the dress hangs in the wardrobe, although it has now faded to a dingy grey along with the rest of the garments, the lace has fallen away, and the seed pearls have crumbled.

- H Shrine: Directly across from the door to this room is a large block of stone which is 12' long, 5' wide, and 4' high. The carvings on it are of hideous and unnatural-looking beasts. Its top has four staples set into it with chains attached thereto. There is a Dagger lying on the altar (for that is what it is), and it and the entire stone are encrusted with what is obviously dried blood.

Behind this altar is a set of black curtains which, when drawn back, reveal a painting of some sort of alien landscape, brooded over by a green-hued sun. The light this sun gives off does not seem to be very bright because the sky is dark and the stars are visible. The stars are so brilliantly painted that they seem to twinkle and, if one watches long enough, one could swear to seeing the flash of movement in that alien landscape.

If anyone is foolish enough to put a freshly-killed body on the altar (why would anyone do that?), movement within the picture will certainly be seen. A large, vaguely-humanoid creature with tentacles growing from the lower part of its face will suddenly appear on the horizon and approach over the painted scenery, gradually growing larger as it does so. This will continue for 10 seconds until it has grown to tremendous size. At that time, it will appear to be standing directly in front of the party although still within the frame of the painting. Then, some of its tentacles will protrude out of the picture, capture anyone who is still within the room, including the dead body, and drag them into the picture. Once within the picture, the captives will become one-dimensional in the eyes of the viewers, and, except in the case of the total destruction of the picture, no one touching the picture thereafter will be able to reach those which have been drawn into it although they will be able to watch the victims being devoured by the beast.

On the counterclockwise wall of the room is a bookstand on which an open book lies. The language of the book is unknown, but a magical translation of the pages to which it is opened will reveal the formulae by which the beast may be dismissed if summoned by an offering upon the altar of a freshly-killed sacrifice and by which one may protect oneself from being taken as well. There is a 5% chance per point of INT of properly pronouncing either incantation once it is discovered. The two pages also tell of a magic circle which will protect the person who stands exactly in its center from the beast, and anyone who is reasonably alert will realize that the circle which is described is exactly what is inscribed in the inner clockwise corner of the room.

If no body is put on the altar, there is no need for fear of attack from the picture; indeed, the party may never be aware of the possibility of such a thing happening unless the book is translated. Without a body on the altar, the picture may be viewed, touched, or even attacked in complete safety. It feels like smooth, polished stone, and nothing short of a bolt of lightning will affect it. Extremely powerful destroying magic will cause it to "short-circuit" and go entirely black which will render it harmless.

On the back of the altar is a hidden catch which causes the entire stone block to slide toward the door. Beneath is a cast iron ladder leading to the lower level of the dungeon.

- I Storage: This room was used for storing various miscellaneous items. Most of these are still here but have decayed to the point of uselessness. Unless otherwise noted, the items are just so much junk.

Stored on the five sets of shelves in this room are a bag of charcoal, 5 small casks of ale, 26 woven reed mats, 172 wooden pegs, 4 stuffed cushions, a set of carpenter's tools, 17 empty bottles which could still be used, 23 quill pens, 8 razors, 15 pottery bowls which are useful, 7 coils of rope 100' long, 5 wooden cooking spoons, 16 serviceable pewter mugs, 75' of leather thong, 18 spools of thread, 2 useable whetstones, and 4 hurricane lanterns which are still in good condition.

Basement Level Two

Judging from the things to be found in these rooms and from the room just above, the activities that went on here must have been utterly disgusting to anyone with normal sensibilities. Now, the Nosferatu, who are disgusting in their own right, have tunneled into and through the rooms. As a matter of fact, their tunnels go through the rooms as if they were not there at all, coming in from odd angles, cutting off corners, pushing aside any obstructing furniture, and, if the tunnel happened to be on a slightly lower level than the room, creating shallow gullies through the floors. This is a result of the mindless digging done by the minions of Cynges-leah, whose only directions were to dig, and dig they did regardless of what they encountered in the meantime.

- A Cells: This area actually encompasses two rooms, both of which were used for holding prisoners. Locked and barred doors and manacles dangling on short chains from the walls can be seen as one peers in from the tunnel. There is nothing of real interest in either room. Each room was capable of holding about 10 prisoners.

- B Torture Chamber: The tunnel of the Nosferatu goes right through the middle of this room and has disturbed some of its furnishings. By the edge of the entering point of the tunnel, for instance, stands a table that sits at a wierd angle. Some of its former contents are on the floor as though it had been shoved out of the way. Its contents were various types of Knives, pincers, manacles, and thumbscrews.

Next to this table is a fireplace. In front of it is a set of large, heavy, Iron Boots which are hinged on the outside and held closed by a single padlock. There is a stand in front of the fireplace grating which holds the Boots so that their soles are close to the fire. There is also an array of pokers with different heads arranged on the mantle.

In front of the fireplace and lying on its side is a heavy table with staples in its top to which manacles can be attached. The top and legs of the table are covered with bloodstains. This table seems to have been directly in the path of the tunnel and was apparently thrown aside as the tunneling continued. Another thing that was in the way of the tunnel is the whipping post. It has been snapped off at its base even though it was 18" thick and made of solid oak. The spot on which it stood can be seen as a slight bump in the dirt-covered floor of the tunnel and, if the party clears away about an inch of dirt, the stump, with all of its splinters smashed flat, can be seen.

Also on the far side of the tunnel are two discomfort boxes. These are small, wooden cages of about 2' square and 4' high that are constructed in such a manner that a person of average height cannot stand up, lie down, or sit within it but is forced into an uncomfortable crouch. Its use can be illustrated by the presence of an almost-completely decomposed body within one of the boxes.

In the corner is a rack, and in the center of the far wall is a large board with manacles attached, scarred by many nicks and scratches, and stained with blood. Prisoners were secured to this board and used as living targets; bets were made on how close the marksman could come to the prisoner without hitting the body.

If the room is entered or exited through its remaining barred door, the players will notice a sign on the outside above the door which reads: **PLAYROOM**.

- C Entrance: This room has almost been wiped out by the tunnel. It was directly in the path of the tunnel and is hardly bigger than the tunnel in the first place. All that remains of the contents of the room are two wooden screens behind which the Dirhan family changed into their "play clothes" and the cast iron ladder that leads to the level above.

- D Parlour: The tunnel cuts through the corner of this room leaving it relatively untouched. This is almost too bad because its contents are absolutely disgusting. On the west wall, for instance, is a rack containing fifteen preserved human heads arranged according to the length of time they had been dead. This ranges from one day to one hundred years. In the northwest corner is a revolting tableau of monstrous beasts and deformed humans feasting on dead rats and human limbs. A couch has been set facing the scene, and a chair is sitting next to it, facing the display of heads. On the north wall is a picture of what may once have been a human devouring a corpse. Its colors are slightly faded, but it is in reasonably good condition. The signature is T. H. Dirhan.

Almost all of the remaining east wall is taken up by a revolting display of ten skeletons arranged according to age at the time of death. They are labeled "Unborn," "1 Year," "3 Years," "7 Years," "12 Years," "20 Years," "30 Years," "50 Years," "70 Years," and "100 Years." The final bit of decadence in the room is a picture leaning in the southeast corner of the room, unframed. It is not completed, but it can be discerned to be a painting of a half-decayed female corpse reclining by an open grave and holding a withered, blood-red rose to her nose as though to savour the last of its fading fragrance. This picture is in the same style as the one signed T. H. Dirhan, and it is not unreasonable to assume that it was conceived by the same demented mind and executed by the same hand.

- E Bedroom: It is hard to imagine what sort of debased creature would live in such degenerate surroundings, or how that person could ever be composed enough to sleep; nonetheless there is a bed in the center of this room. It is a large affair of about 10' square and is hung all around with black curtains. A mirror is affixed to the ceiling inside the canopy which is made up of four, 2' square, silvered glass panels that have been bolted in place. This allows anyone on the bed to view himself or herself. The mirrored panels are worth 1,000 GP each.

On the west side of the room is a large pottery container that resembles a stone coffin. It is 7' long and 4' wide and its lid is counterbalanced in some fashion that allows it to slide open easily. The container is filled with vinegar. The overpowering odor of the vinegar will cause anyone in the room when the container is opened to be overcome and unable to remain in the room for three rounds. They will also be unable to see due to watering of the eyes for 12 minutes. After that, although the odor remains strong, anyone who rolls three times CON or less on 1D100 will be able to reenter the room and continue to examine it. Floating in the vinegar is a perfectly preserved human female corpse.

On the south wall is a wardrobe; its contents are rather unusual. They include female clothing designed to fit someone over 6' tall, an assortment of leather suits, a suit of Chainmail with small spikes on the inside, two sets of iron manacles, a giant bullwhip, a bodysuit made of wolfskin, and a large diaper.

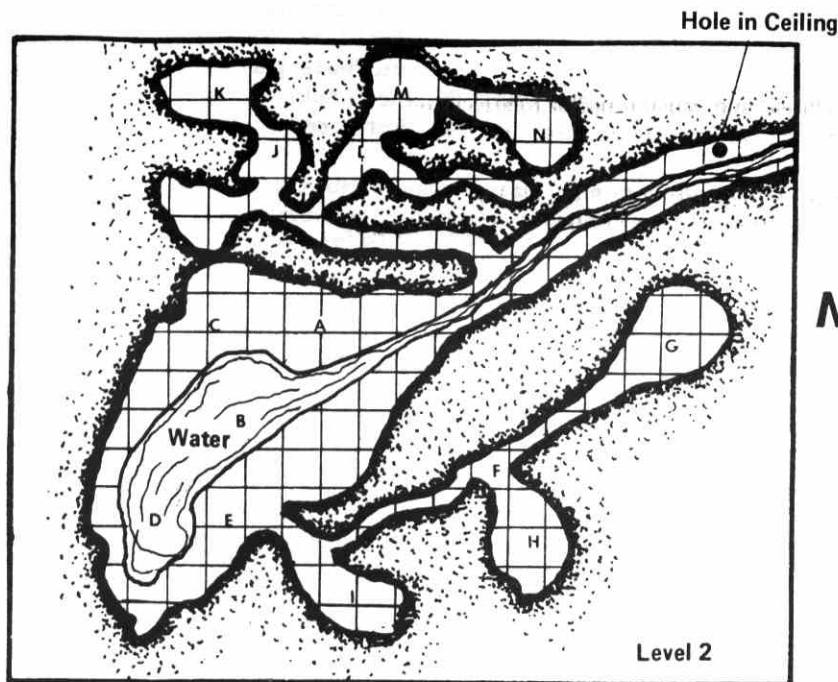
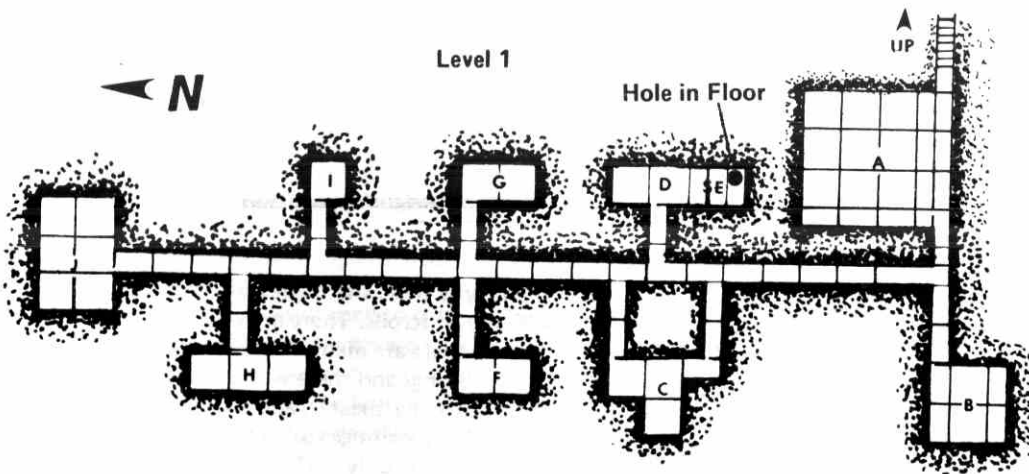
On the north wall is a perfectly ordinary desk. It is made of mahogany with brass ornaments and has a mahogany bench upholstered in red leather sitting before it. On the desk are a pen, an inkbottle which contains dried ink, and several sheets of parchment. Nothing about the appearance of the desk is perverted or disgusting. In the drawer of the desk is a journal. It is quite decidedly both perverted and disgusting. Details will be left to the imaginations of the Judge and the players. Suffice it to say that every page goes beyond the bounds of human decency. The name on the front of the journal is E. Dirhan.

To the right of the desk, on the east wall, is a small bookcase. It holds some twelve books, all of which are in good condition. One of the books is entitled **Encyclopedia of Perversion**, and the rest are obscene novels. An O. Dirhan is listed as the author of the encyclopedia and one of the novels.

The last two items of interest in the room are two paintings. The first is of a corpse holding a brush and palette and looking into a mirror. It is signed N. Rotwell. The other is a graphic representation of a man being drawn and quartered. It is unbelievably realistic. It shows the scene just as the act has been done; the horses are still straining and the body has just been dismembered. If one listens carefully, one can hear a faint scream.

- F Laboratory: Everyone probably has a pretty good idea of what this room looks like from having seen it in a hundred horror movies. Along the north wall is a long bench with shelves above it. On the shelves are all manner of solids, liquids, and gases, some bottled and some not, and mixtures of these elements in every size, shape, and color. There are also less abstract items such as jars labeled "Brain of Bat" and "Lizard Spit." If the characters are foolish enough to consume anything here, all sorts of strange things are liable to happen to them. The details will be left to the Judge because the possibilities are too numerous to list here. It is suggested that anything that does occur as a result of ingesting anything in this Laboratory be nonlethal and temporary. All of the containers are labeled, but most of the labels will appear to be nonsense words to the party because they are in a personal code known only to the former user of the Laboratory.
- On the bench itself are three sets of scales. Each has its own set of weights. These are spaced evenly along the bench, and each has a stool sitting near it. Close to the bench, on the west wall, is a desk. It is covered in a mountain of parchment, pens, inkpots, and other writing paraphernalia. On the top of the pile are several sheets of parchment filled with fragmentary and cryptic notes. They are of such things as "half ounce injected," "lifted book," and "lost right ventricle."
- Beside the desk is a bookcase. There are eleven books which are completely unreadable due to mildew and rot, but a further twelve are in fairly good condition. Two of these are human anatomy books; one is bovine anatomy; one is on Alchemy; one is entitled **The Theory of Sympathetic Magic**, and another is titled **Book of the Dead**. Two of the books are on astrology; two are on philosophy, and the last one is entitled **On Human Decay** and authored by Q. Dirhan.
- In the southwest corner of the room, set away from the wall, is a table that must have served as an operating table. It includes, of course, chains and manacles to hold the patient in place, but there is no sign of any type of anaesthetic. On a smaller table nearby are scalpels, forceps, knives, and an assortment of other nasty-looking devices. Set in the space made by the junction of the two tables is a stool for the "surgeon" to sit upon.
- In the southeast corner is one of the oddest things any character will ever see. A 20' by 20' area in that corner is filled with miles of glass tubing, hundreds of glass flasks, and several alcohol lamps. There are paths and tunnels into this mountain of glass, and there is even a stool set along one of the paths. Although it looks like a glass dump, there is no real indication of what the purpose of this pile of glass is.
- G Sealed Room: It is rather obvious that there is a room here even though it is walled shut. The obvious clues are the 75' long hall with a dead end and a notice carved in the wall at the end of the corridor which reads, "Ralsa. Keep Out. Do Not Open 'til Ragnarok!"
- If the party batters down the wall, they will find an empty room beyond it. It is completely uninhabited except by a small frog which will hop rapidly away before anyone can catch it. At this point, the party is in real trouble because the frog is Ralsa, about which they were warned. An hour after his release, Ralsa will begin tracking and devouring them.
- Ralsa is a fearsome creature because it gains one HD for every five HD it devours. Humans are considered to be 1 HD creatures. It has an AT equal to Leather, and, when it begins to attack the party, it will have 1 HD and 6 HTK. It attacks 3 times per round, doing 1 - 8 points of damage plus one per hit die. It moves 12' per round. Ralsa is a member of an old and rare race of creatures who are quite as much at home in the water as on the land. Ralsa is intelligent and will do its best to stalk and kill the party. It will never speak unless it is killed. As it dies, it will utter one word in the Common tongue, "Mama."
- H Kitchen: It is inevitable that the Dirhans would have made provisions for eating and cooking down here since they seem to have spent so much of their time in this place. The food preparation area is all in the southwest corner of the room and includes a workbench, a butcher block, and a woodstove. Hung on the wall over the workbench is an assortment of ladles, spoons, kettles, pans, and Knives. Hanging from the butcher block are five Cleavers, ranging from one the size of a man's palm to one so large and with such a long handle that it seems to be a two-handed device.
- On the opposite side of the room is a table which is 20' long and 5' wide and has 14 chairs spaced around it. Two large, silver candelabra stand on the table. Each is made to hold 13 candles, and, in fact, there are candles in them, but they have all softened into heaps of wax or are bent and curved at odd angles. Each of the candelabra is worth 750 GP.
- In the the southwest corner of the room, the floor is colored in a checkerboard pattern 16' square comprised of squares of red and black 2' on a side. A fair-sized wooden chest stands nearby. It is unlocked and contains 32 costumes of assorted design. They are all mildewed and unfit for use.
- I Cell: In general, this room is identical to those described in Area A. It has barred Iron doors and 10 sets of manacles, but, unlike area A, this room has a skeleton in it. It lies on the floor with one hand outstretched toward the door, and the other resting in a manacle attached to the floor. The free hand has its thumb broken in three places.

THE PATRICIAN THEATER



N



THE PATRICIAN THEATER

Attendance at this theater is exclusive, and performance here is even more so. None of the important people who come here realize that they are sitting over one of the most dangerous of all the areas under the city. This is not really surprising because almost no one is aware of that fact. The entrances to this series of caverns are few and hard to find. The few people who have discovered them have generally not survived to tell what lies deep beneath the City-State in this location.

Level One

Directly beneath the Theater is a basement where costumes and props are stored. Needless to say, access to this area is extremely limited, and anyone found there without authorization will be immediately arrested and charged with trespassing. There will not be any monsters, as such, but Nobles do tend to be skilled and experienced Fighters, and there is a possibility of encountering them on this level.

- A **Library:** To produce a play, there must first be a script, and, when the play is over, the copies of the script must be stored somewhere. As a result, the Theater has acquired a rather large library of scrolls. There are over 1,100 plays represented here, and each play includes 1 - 20 copies of the script. In addition, there are many books here on acting techniques, makeup, costuming, and set design. These will equal 10% of all the writings and there will be an equal representation of each subject within this group. These could be sold at a fair price to any theater, and a script could even be sold to a wandering theatrical group. However, the best plan would be to sell any writings stolen to the manager of this theater who does not have any idea which scripts and texts are stored here and has only a 5% chance of recognizing an item as stolen.
- B **Scenery:** When a play has finished its run, the backdrops, sets, and larger props to that play are not of any present value. However, they are stored here until, at some undetermined point in the future, they are recycled into another play. Theater people are notorious for their reluctance to throw away even the most useless of items in the fear that it will someday be needed, so a large room has been designated to hold all this paraphernalia.
- Within are flats depicting meadows, mountains, seascapes, and castle interiors. The set pieces include trees, rocks, ships, houses, and even a giant carrot. Some of the sets are so amateurish that they would not fool a blind man, but others are startlingly realistic. Of course, when viewed from the back, they are all just wood and cloth.
- C **Weapons:** At first glance, this appears to be an astonishingly well-equipped armory. However, a second glance reveals that almost all of the weapons are made of wood or tin. They could be used, but they have a 50% chance of breaking with each hit and do half the damage normal to such weapons. There is a 90% chance that any common weapon can be found here and a 10% chance of finding rarer types. There is also a 10% chance of finding an example of any type weapon that is made of cast bronze rather than wood or tin. These will be very cheaply made and have a 10% chance of breaking with each hit, but they will do full damage.
- All of these weapons are of low quality. This fact will be obvious to anyone who views them at close range. At more than 20', however, they have a 75% chance of appearing to be normal or even better-than-normal weapons. This is, after all, their purpose.
- D **Jewelry:** As with the weapons in Room C, this stuff is all fake. Great treasure is represented here, however. There are gold, silver, and copper rings, diamond earrings, necklaces, tiaras, armbands, and brooches, gems of every size, shape, and color, silver ingots, gold bars, and piles of coins. The metal is all painted tin, the gems are all glass and paste, and most of the coins are painted wood. Much of the jewelry is garish and oversized because it was made to be viewed from a distance. As with the weapons, when viewed from over 20' away, they do look realistic.
- E **Jewelry:** The door to this room is always kept locked because it holds real jewelry. Among the 977 items within this room are small gold and silver rings as well as jewelry set with semi-precious stones. The items are worth 1 - 10 GP. In the northwest corner of the room is a hole where the floor has collapsed. This has been covered with boards and forgotten. This hole leads down to the caverns below. To get to the caverns, one must climb down a 20' shaft and then safely negotiate a 30' drop to the floor of the cavern. The shaft is there because the section of the room above it was, in the long-forgotten past, used as a privy by the actors.
- F **Armor:** This room is also full of artificial items. There are Helmets, Shields, Greaves, Breastplates, Gauntlets, Mail Shirts, and two full sets of Plate Armor. None of this offers any armor protection because the metal is all thin tin, and the Shields are made of fabric with wooden frames. On the other hand, there are four suits of Leather armor which are thinner than normal armor but still give an Armor Type of one less favorable than that of normal Leather.

- G Ladies' Costumes: Female costumes are kept in this room, and men's costumes are kept in the next one. This aids the actors and actresses in finding the proper attire for the parts they are to play. A great variety of outfits is to be found, from beggars rags, through the skirts of a simple shepherdess, to ball gowns fit for a queen. These are hung on racks on the north, east, and west walls. Although the outfits are perfectly wearable, the finer materials are simulations made to resemble the fabrics they are meant to portray. Brocade, for instance is achieved with the use of a wood block print applied to heavy cotton fabric. Watered silk is imitated by hand painting satin, and suede leather is only dyed cotton. The costumes are worth little except as covering for the body. On the south wall and in the center of the room are several boxes and chests containing hats, gloves, belts, shoes, and other small items of clothing. Most of these are the real thing.
- H Men's Costumes: As with the ladies' costumes, these are hung on the north, east, and west walls. There are boxes on the south wall. Hanging here are Priests' robes, pirates' outfits, noble attire, and nearly everything in between. The make of these articles is the same as that of the ladies' apparel; the more expensive materials are simulated. The boxes and chests hold the same type of articles for men as those found in the ladies' costume room.
- I Makeup: This room is used to store makeup. It contains hundreds of jars of compressed powder of various shades which is applied to the face with a damp cloth to add color to the skin. The colors include not only a variety of flesh tones, but also white, green, red, yellow, and black.
- J Rehearsal Room: This room is almost entirely empty. The only furniture in it is two benches along the east wall. The room is intended for use as a rehearsal space, and the benches are for off-stage actors or anyone else who may be watching. The room is so far off the beaten path to prevent people on normal business from disturbing the rehearsals and to keep the rehearsals from distracting people on other business. There are presently two men rehearsing a fight scene here. They are Ickjude and Racie, and they hold Spears made of tin and wood. Unfortunately for them, their other weapons are out of reach.

Ickjude is Marquis de Satinbrae. He is a man with long military experience and an excellent Swordsman, horseman, and siege engineer. He is also knowledgeable in farming, fishing, and weaving, flies the hawks, is an excellent actor, and is a connoisseur of fine wines. He is 50 years old with gray hair which still holds a touch of brown and a thin, gray moustache. He is a tall man of 7' 2", but rather lanky. He weighs 228 lbs. He is right-handed and has brown eyes. He has a minor handicap which is not well-known; he wears corrective boots because his left leg is ½" shorter than his right.

The other gentleman is Racie Backslicer, Overseer of Adder Fair and a landed Knight. He received his title, not for bravery in battle, but for other unspecified services to the Overlord. He is, himself, the bastard son a Knight who was known more for his skullduggery than his bravery in battle. His father was found stabbed in the back when Racie was fifteen, leaving the lad without a home. He wandered about, learning something of farming, fishing, and weaving to add to his store of knowledge about bowmaking and hawking. Finally, he settled down to supporting himself as an astrologer and actually learned a bit about that pseudo-science. Treat him as a 2nd Level Sage. Now, he swears by it and will not get out of bed in the morning without a message from his astrologer. Today, his horoscope said, "Look before you leap," so he will be rather hesitant about his actions and will fight with a -1 penalty to hit and damage.

Racie is 5' 2" tall and weighs 140 lbs. He does not get much sleep because he has suffered from insomnia for years, probably due to the fact that his father was murdered in his sleep. He is 44 years old with blonde hair and a drooping blonde moustache. He has green eyes and is right handed.

Second Level

Most of this level is an underground cavern formed by an underground stream which flows into the sewers. There are two branches which originated in some natural manner such as a swirling eddy against soft stone. The water is rather warm and is high in mineral content, and this tends to affect the marine life. Any creatures living here will usually be at least slightly different from those found elsewhere.

There are, for instance, Crocodiles that feed on the other creatures in the water. These Crocodiles are blind; they retain only vestigial eyes and find their prey by the small movements in the water. Their hearing is not so acute in the air, but it is still good enough to allow the Crocodiles to find and fight an opponent even in the dark. This advantage extends to those who are invisible as well. The Crocodiles have 2 HD and are AT equal to Leather armor and a Shield. They move 90' per minute on land and 150' per minute in the water. They do 2 - 12 points of damage with a bite. If in deep water, any victim must roll 11 or less on 1D20 or the Crocodile will have locked its jaws firmly on the victim and will begin to spin in the water doing 2 - 16 points of damage automatically. There is an 80% chance that whatever part of the body of the victim the Crocodile is attached to will be rent from the rest of the body. Anything smaller than 2' long will simply be swallowed whole.

These, however, are not the most fearsome of the creatures in the cavern. That title goes to the Badl. These are the souls of unscrupulous men who were condemned to return and punish others like themselves. They take the shape of amorphous blobs about 2' in diameter that glow with a dim, green, phosphorescence. They have 5 HD and move 150' per minute. They cannot be hit by normal weapons, but magical weapons do normal damage and strike as though the Badl wore Chainmail.

Badl are Undead and are affected by Clerics the same as are normal Wraiths, but if the attempt to turn/dispel fails, the Cleric must make a Saving Throw using 1D100. He must roll twice CON added to 5 times his LVL. If the roll is missed, the Cleric is panicked for one turn for every two points by which he missed the roll and must flee any enemy in an attempt to get as far away as he can each turn. There is a 50% chance that a panicked person will drop whatever is being carried in the hands.

If the Save is missed by 20 or more, the Cleric dies of fright on the spot. The reason for this is that the Badl have the abilities of 12th Level Clerics and, in instinctive reaction to the efforts of the Cleric to dispel them, they will try to dispel the Cleric. Because this power is instinctive, it cannot be consciously used or used against non-Clerics. It is only used in response to being attacked in a similar way. Badl can, of course attempt to dispel other Undead as a 12th Level Cleric.

Badl are dedicated to the destruction of Evil in all forms and also hate magic because they consider it to be always evil. They have been trapped in this cave for thousands of years, so they tend to be quite liberal with their definition of evil. They seem to regard as evil almost anything which is not absolutely perfect. Their mission is only against men, however, so they do not attack objects, however evil. They will attack only "evil" men. They are, of course, highly intelligent and will always choose the best way of getting the job done.

If any player tries to swim out of the caverns by following the current, that player must roll 3 times END or less on 1D100 to avoid drowning. If the player does not drown, he or she will eventually be deposited in the sewers by the current.

- A Landing Zone: If a character enters the cavern through the Patrician Theater, this is where the character would find himself or herself. If the character falls the 30' from the ceiling to the floor, he must roll a 1D10 and multiply the resulting figure by 10 to determine the amount of damage taken.

The surface of the cavern floor is solid rock covered by a thin layer of coarse stone. The cavern is quite large with stalactites dotting the ceiling and a waterfall at one end. Lying about this area are several well-gnawed skeletons. An explorer will not have much time to notice all of this, however, because two Crocodiles will lose no time in scuttling toward the character in expectation of a meal. These beasts have 11 and 7 HTK. There are 16 GP to be found in an assortment of torn and bloodstained tunics and pouches that litter the floor of the cavern.

- B Island: At the base of the waterfall is a large pool which fills a good deal of the cavern and flows off to the north. In the approximate center of the pool is an island of about 12' in diameter. Two Crocodiles sit on it with a small pile of bones and clothing between them. In the clothing are 19 GP. The Crocodiles have 12 and 6 HTK.

- C Badl: 2 of these Undead beings are sitting on the sand here and will simply wait for the party to approach them. They each have 25 HTK. They are sitting near the cavern wall. In a cleft nearby are 5,599 SP.

- D Waterfall: At first, it will seem that this is at the very end of the cavern, but, when one gets closer, it can be seen that it actually falls some 20' from the back wall of the cavern. A collar of limestone has built up around the inlet and hangs down about 8'. This inlet tube is actually the outlet pipe for the main pool of the Mover Bath which is a natural hot spring. If one were to swim out of this outlet pipe or be pulled out by the current, that person would be washed out through the waterfall. If this should happen, the player must roll END or less on 1D20 in order to avoid being drowned. If the Save is made, roll a 1D10 and multiply by 5 to determine the amount of damage taken by the fall. If the damage taken is survived, the victim must roll less than 3 times CON on 1D100 or be knocked unconscious for 1 - 10 turns with a 2% chance per turn of drowning. (For instance, if a 3 is rolled, the character has been knocked unconscious for 3 turns and risks a 6% chance of drowning.) Of course, one must also survive the Crocodiles and Badl.

The water from the waterfall is quite warm, and, as a result, the atmosphere of the cavern is warm and humid. Any metal that has been lying around is badly rusted, tarnished, or corroded from exposure to the atmosphere, and any other materials are equally useless.

- E Crocodiles: This stretch of rock is a favorite of the Crocodiles, and 10 of them are lying here. They have 13, 10, 9, 9, 7, 6, 6, 6, 2, and 2 HTK. Should anyone end up in the water, 1 - 4 of them, chosen at random, will dive in to investigate, and there is a 40% chance that they will attack.

- F Bones: Evidently, someone at sometime survived to get at least this far. Spread all over this intersection are the bones of a man mingled with the bones of a Crocodile. Also scattered about are a rusty iron Helm, the hilt of a Shortsword, and six coins which, with vigorous cleaning, will be seen to be gold. Once the corrosion has been removed from them, the coins will be worth only half a GP each.

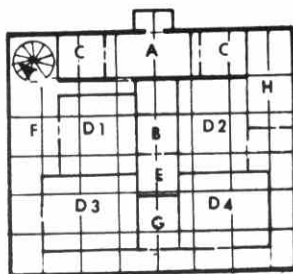
- G** Badl: Four of these beings are resting in this room. If surprised, they will be sitting on the floor entirely motionless. If they surprise the party, they will be floating near the ceiling and will drop on the party from above. They have 31, 27, 22, and 21 HTK.
- H** Flotsam: This room is filled with stuff that is strewn about as though it was washed up in a flood. Included in the contents of the room are a folding wooden screen which has warped, a small, handwoven rug, a set of corroded brass wind-chimes, a battered oil lamp, a small stone statue, a bone tube that holds the remnants of a piece of parchment, two wax candles, and a thin, smooth wooden rod (non-magical).
It is really impossible to tell if this stuff was brought in by a flood or was carefully arranged to look this way for some unknown purpose. Normally, of course, one might look for water damage, but everything in this cavern is water-damaged.
There is an Amethyst worth 900 GP lodged in the bottom of the scroll tube, but it will be impossible to see in the darkness of the tube's interior. It is thoroughly stuck and would require a very severe jolt to knock it loose.
- I** Stones: The walls of this room are quite beautiful. Their normal grey-green color is broken up by scattered spots of blood-red color. These spots are chunks of naturally occurring Chalcedony. About 1 GP worth can be dug out of the walls each turn by using a Hammer and Spike. Should anyone spend 20 turns digging, the rate will drop to 1 GP every 2 turns. There is a maximum of 50 GP worth of the stone that can be recovered without the use of mining equipment.
Before the party can get the stones, however, they must fight off the three Crocodiles who are passing through the room on their way back to the water. They have 11, 7, and 4 HTK.
- J** Badl: Five of these Undead are floating in the center of the room engaged in some strange and complicated inter-weaving dance. Each character will be unable to do anything but watch in an hypnotic state unless WIS or less is rolled on 1D20. When the Badl break from the dance and attack the party, only those who made the Save will suffer no penalty from surprise.
- K** Hidden Room: The only way into this room is through a crevice which is only 1' wide. This will require the removal of backpacks, anything hung on the belt, and, possibly, of Armor if one desires to go through the passage. This passage is 15' long and at one point narrows to 11" which may present some problems in passage for anyone who is overweight or even overmuscular.
To determine if a character can get through, divide the character's weight in pounds by height in inches. If the result is less than 3.3, the character will get through with no problem. If the result is over 3.3, there is a 10% chance for each .1 over of becoming stuck. For instance, a character who is 6' 3" tall and weighs 275 lbs. would have a weight to height ratio of 3.6 and a 30% chance of getting stuck.
The room beyond is worth the effort required to enter it. When one enters the room aided by the light of a torch, it will be surprising to see the apparent kindling of a thousand and one tiny fires in the walls, floor, and ceiling of this room. These are the reflections of the torch in hundreds of Sapphires embedded in the walls of the room. They are uncut and vary in size. One stone can be dug out in two minutes, but, if the digger fails to roll a percentage equal to or less than 3 times DEX, the stone is shattered. For each additional minute spent, the digger can again add DEX to the number under which he is attempting to roll. Thus, a person with a DEX of 10 who digs for three minutes has a 40% chance of successfully removing a gem. Despite the amount of time spent, a roll of 00 always results in the gem shattering into pretty, but useless, shards. These gems will vary considerably in size and quality and will be worth 10 - 1,000 GP. In order to dig out the gems, one will need a Hammer and Spike. These the party will probably have left at the other end of the crevice. (Judge's Note: Don't forget to emphasize the time and effort required to get through the crevice because it would certainly bother and frustrate the characters.) There are a total of 34 gems in accessible areas; the rest are too far up to be safely chipped out.
- L** Badl: A single Badl floats at the northwest limit of the room. It is not doing anything except floating. It will remain floating there until damage is done to it or until someone is within 15' of it, and then it will dart to the attack. It has 25 HTK.



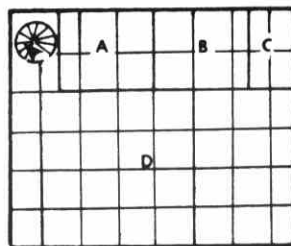
- M Apartment: The northeast corner of this nearly square room is set up as a fairly comfortable living area. Comfortable, that is, considering the circumstances. A rolled up cloak has been placed over a backpack which leans against the wall, providing a serviceable backrest. Beside the cloak is a pair of leather boots with sheepskin leggings extending to the knee and a cloth cap with a feather in it which has fallen apart. Just in front of the backrest is the remnant of a fire, and on the long-dead fire is a badly burned iron pot. There was evidently some sort of fish dish cooking in the pot for the remains of a fish skeleton are burned to the bottom of it. Set beside the fire are a tarnished copper flagon and two slim, smooth sticks with pointed ends.
- On the other side of the backrest is a large box made of marble with a slot in the top and a hasp for a padlock on the front. The box is nicely carved and worth 100 GP. Atop the box are two skins filled with liquid. One has water in it that is stale but still drinkable, and the other has wine which has soured but can also still be drunk. Inside the box are a pair of sandals, 5 GP, and an airtight metal box containing about 3 ounces of dried Pennyroyal tea. The tea is in good condition due to its airtight container.
- In the backpack are a set of four fishing hooks, a Dagger which has been protected by the moist environment by its scabbard and is still usable, and 50' of rope which has rotted. There is no evidence of the name of the owner of these homey arrangements or of what happened to that person, but it is reasonably safe to assume that the Crocodile-chewed bones strewn about these caverns include all that remains of the missing occupant of the room.
- N Crocodiles: There are four Crocodiles in this room. They are making a meal of a fifth. They will not attack unless the party bothers them or attacks them first. They have 13, 10, 7, and 5 HTK.
- O Crocodiles: This group of Crocodiles is simply resting on a ledge along the river. They have 14, 8, 7, 7, and 6 HTK.

THE SCHOOL OF ANCIENT KNOWLEDGE

Ground Level

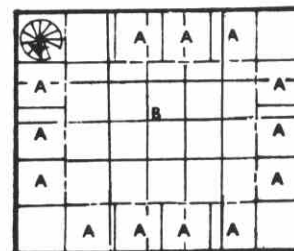


1st Floor



(above ground)

2nd Floor

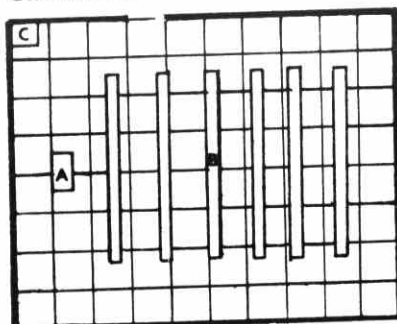


Generic Rooms

1 Inch = 25 Feet

1 Inch = 100 Feet

Class Room

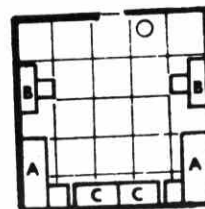


A Desk

B Tables

C Chalkbox

Teachers Quarters



A Bed

B Desk

C Wardrobe

Students Quarters



A Bunk

B Wardrobe

THE SCHOOL OF ANCIENT KNOWLEDGE

For generations, the best of the Overlord's nobles have come here for training. Fathers have paid high prices to give their sons the prestige of being an alumnus of this distinguished institution. What few of these nobles have realized is that their tuition went directly into the pockets of an organized conspiracy to overthrow the Overlord.

This was not always true. For more than two centuries, the school dealt only in the training of young minds. About 75 years ago, however, its current Headmaster was drawn into the conspiracy, and the leaders of the conspiracy gained control of the faculty. Now, no one is hired, fired, or taught without the permission of the leaders of this conspiracy, and there are many secret places operating side by side and in conjunction with the School of Ancient Knowledge.

The educational standards of the school have not dropped; only 60% of the students who enroll ever complete the courses. Now, however, the young men (and the occasional young woman) are taught in ways which make them distrustful of the Overlord and ready to accept the conspirators. Courses in history, philosophy, political science, and economics are slanted to make the Overlord appear in the worst possible light and to enhance the image of the conspirators.

The Overlord knows of this long-standing conspiracy but has not linked it with the schools. His men are always on the lookout for the conspirators who call themselves the Preservers of Law.

Ground Level

For obvious reasons, people are discouraged from being too curious about the school. Should they insist strongly, however, they will be given a tour of this level as an example of what the school is like. Only a bribe of generous proportions will allow one to see the school in actual operation.

A **Waiting Room:** Most of those who wish to visit the school are left cooling their heels here until they give up. This 50' by 25' room has stone benches around its walls, above which are academic scenes carved in bas-relief in white marble. The floor is black marble, and the ceiling overhead is of red marble. The pairs of doors which are located in the center of each wall are a dark-stained wood 10' tall and 4' wide each, opening from the center of the 8' wide doorway. There are shining brass lamps set at intervals around the wall.

B **Receptionist:** Beyond the southern set of doors is a short hallway paneled in dark wood. It is about 12' square and is unlit. On its south side is a single door made of wood and stained dark. Like all of the doors leading from the waiting room, it opens outward.

The receptionists room itself is 25' square and also paneled in dark wood with a parquet floor of oak and ebony. The room is empty except for a heavy wooden desk in the center and a matching chair behind it. The chair is usually occupied by a very striking woman who claims to be 28 years old. Her job is to listen to anyone who comes in and then ask that person to wait. No one goes any farther into the school without an appointment unless they can give the password of the day which identifies the Preservers of Law.

The receptionists name is Shana Turnkey, and she is quite well able to keep intruders out because she is a 10th Level Fighter and has a Bastard Sword hidden just out of sight beneath her desk. She has 20 HTK and wears a Chainmail shirt under her robe. If anyone is persistent in their requests to see the management, she will summon the Assistant Headmaster, whose office is just through the door behind her.

C **Conference Rooms:** These two rooms, one on either side of the Waiting Room, are mirror images of one another. They are 25' square with 15' ceilings, red marble floors, and redwood paneling. A mahogany table 15' long and 5' wide stands in the middle of each room with ten mahogany chairs around it. All of the wood is polished and gleaming. Light is provided by a small window in the center of the north wall and an oil lamp in each corner.

D **Classrooms:** These rooms are substantially identical to one another. They are about 35' wide and 50' long. There are six tables in each room with benches behind them, and there is a desk in the front of the room. The tables and the front wall are covered with slate to be used for calculations. There is a 2' square box in one of the front corners which holds the chalk which the students and teachers use for writing on the slate. There are several rags on each table for erasing what is no longer needed.

The subjects taught in the various classrooms are:

D1: Music. This room contains wooden stands to hold the music sheets and a few of the larger types of instruments. There is a large harp in one corner which would be worth about 1,100 GP if it could be transported out of the school, but it will take combined STR points of 90 to lift it.

D2: Oratory and Rhetoric. This room contains a podium from which the students can practice giving speeches in addition to the usual desks and benches.

D3: Math and Geometry. Hung on the walls of this room are several counting instruments such as the abacus, as well as measuring equipment such as rulers, compasses, and dividers.

D4: History and Geography: This room contains several maps of the known world, a model of the City-State, and three portraits of past heroes. The portraits are framed in maple covered in gold leaf and would be worth about 10 GP each; however, they are each 2' x 3' and would be rather cumbersome to carry. If cut from their frames and rolled up, they would probably bring about 7 GP each.



E Assistant Headmaster's Office: The Assistant Headmaster, Prya, is not, in actuality, under the control of the Headmaster, but the illusion of his subservience is preserved. He actually reports directly to Ople, the head of the conspiracy. His job is to provide a second line of defense against the overly-curious. He has little business, of course, and a lot of time to read. As a result, he has become a trivia buff and knows and tells an endless amount of useless bits of information.

Prya is a stocky young man of about 5' 6" tall and weighing 197 lbs. He is 29 years old and has blond hair hanging to his waist and a very short beard. His only weapons are a pair of Daggers, and he wears no armor. He has blue eyes and is right handed. Ople has taught him the Assassin's art of quick and silent killing and he prefers this to open fighting.

F Awards Area: As with most learning institutions, the School of Ancient Knowledge has awards that are given out on a periodic basis to exceptional students. These awards used to be given out yearly, but, in the last 40 years, this practice has been abandoned because the awards ceremonies drew too many outsiders into the School. The awards included Best Musician, Best Orator, Best Writer, Best Engineer, and Best All Around and were subdivided into three levels based on the length of time the student had been with the school. Competitions were held each July, and the faculty judged them and chose the winners by secret ballot. The winners were awarded certificates, and their names were added to brass plaques which hang in this area. The oldest award, the Best All Around, goes back 202 years, and the youngest, the Best Engineer, goes back 54 years.

G Shrine: It is significant that this is on the first floor and separated from the dorm areas. It is mainly for show, and there is no encouragement of the students to use it. It is set up for use with almost any religion. It is 25' square and has marble walls. Opposite the door, on the north wall, is a carving which depicts humans doing homage to a nondescript idol. In front of this carving is a simple, uncarved stone altar with a brazier on each side of it. These braziers provide all of the light in the room. There are six 8' long benches on each side of the 5' wide central aisle. The floor is covered with red carpet, and the walls are of white marble. The benches are well-finished but simple. Everything in the room looks new and fresh because it is very rarely used.

H Storage Room: This room is as much for show as anything else on this level. Its contents are "representative" and anyone reading the books stored here will begin to suspect that the school is not what it purports to be. There are 600 books along the west wall, stored on shelves according to subject. The list of possible subjects follows, and there will be 1 - 100 copies of each text present.

Subjects Taught at the School of Ancient Knowledge

- | | |
|---------------------|----------------------|
| 1. Mathematics | 11. Reading |
| 2. History | 12. Ethics |
| 3. Philosophy | 13. Life Sciences |
| 4. Oratory | 14. Geology |
| 5. Rhetoric | 15. Geography |
| 6. Music | 16. Weapon Training |
| 7. Economy | 17. Art |
| 8. Grammar | 18. Creative Writing |
| 9. Foreign Language | 19. Geometry |
| 10. Alchemy | 20. Engineering |

Foreign Language: There is a variety of foreign languages represented here. The Judge should choose those that best suit his or her campaign.

Alchemy: These books are basically chemistry with some mumbo-jumbo added for effect. True alchemy is not represented among the books stored here.

Reading: This is extremely elementary reading of about the first grade level.

Life Sciences: These are a combined study of zoology, botany, anatomy, and first aid.

Weapon Training: These books are on the theory of weapons training. The students learn the practice after having studied the theory.

Music: These books include theory of music and texts on how to play various instruments. There are also boxes of sheet music stored below the shelving unit.

Arts: The collection of books on the arts is extensive in comparison to some of the other categories. These include books on calligraphy, sculpting, the dance, drawing and painting, printmaking, ceramics, drama, costume design, portraiture, weaving, and woodcarving.

Engineering: This is actually a general area of applied physics which covers everything from ballistics and siege techniques to architecture.

Mathematics: This subject is covered in a basic way in the books on that subject which are stored here.

Geometry: Simple geometry is the subject and focus of these books.

History: The history of the known world is recorded in these books. The style is straightforward and unbiased, but the books are very old.

Ethics: These are actually studies of ethics from an historical perspective and are not designed to instill in the students any programmed notions regarding conduct.

Philosophy: These books contain treatises and information on the various philosophies espoused over the known world. They are very general and broad and include only those that are widely known. Less popular or secret philosophies are not included.

Economy: Within these books is the economic history of the known world. Some theory of economic philosophy is included.

Grammar: These grammar books include not only the common tongues but several exotic languages as well. The Judge must tailor the selection to suit his or her campaign.

Geology: The composition of the earth and the properties of its various components are explored in these books. Some books on mining are included in this category although most of the mining books can be found in the engineering section.

Geography: This selection is comprised mostly of books of maps of the known world and includes a high proportion of books of detailed maps of the City-State.

Creative Writing: These books are on the theory and practice of creative writing. Some "representative" samples of student writing have been conveniently left in the pages of the books. They are all contrived.

Oratory: These are books on the art of speech making.

Rhetoric: These books are on the art of using the language effectively, including such things as figures of speech and simile. No books on how to influence the thoughts and actions of people through effective speaking are included in this collection.

The above chart and the descriptions of the contents of the books should be used whenever a random subject or book is needed, except in the Library where some of the real stuff is kept. That is not to say that some of this is not the real thing. It is, in most cases, but the more subversive material is kept in more secret locations.

Other things stored here include 371 wax tablets with writing styles, 781 kegs of oil, 46 large boxes of chalk, 2 boxes of rags, 4 rolls of parchment 100 feet long and 6' wide plus one roll with only 40' left on the roll, 4 kegs of ink, a keg of talc for blotting the ink, and 16 pieces of slate 2½' square. These items are stored on three sets of shelves standing in the middle of the room.



First Floor

This floor is devoted to the feeding of those who live at the School of Ancient Knowledge. Most of it, of course, is filled with tables because there must be room for all to eat at the same time. The kitchen is also located here, as are the food storage area and the dishwashing room.

- A Kitchen: This looks much like any institutional kitchen might. It is 50' by 35' with preparation tables, scrubbing tubs, wood stoves and brick ovens, stacks of pots and pans, racks full of lids, knives, and spoons, a wide assortment of herbs and spices hung from the rafters, piles in bowls, or packed into jars, along with an almost infinite variety of other cooking paraphernalia. It is a rather greasy place, but it is not grimy. The regular cooks take time to clean whenever they can, and the students are detailed to clean in the evening. The food is always at least edible and, sometimes, is quite good.
- B Store Room: Not only food but also eating utensils are stored here. 509 trenchers are stored here along with 741 pottery mugs. There are more mugs than trenchers because the mugs are more breakable and must be replaced quickly.
- Most of the rest of this 50' by 35' room is filled with foodstuffs. This includes 23 bags of coarse ground flour, each holding 10 bushels, which lean against the north wall, and four bins along the west wall holding 94 bushels of potatoes, 48 bushels of carrots, 39 bushels of dried beans, and 25 bushels of onions. Next to the vegetable bins is the spice storage area which includes a half barrel of salt and a total of 20 bushels of other spices in an assortment of boxes, bags, and bunches. Preserved foods include 12 barrels of salt pork, 5 barrels of pickled herring, 9 barrels of pickled cucumbers and watermelon rind, 17 crocks of pickled cauliflower, peppers, and corn, and a box of apple leather. There are 42 cheeses of about 24" in diameter and 6" in thickness. There are 16 barrels of apples and 10 barrels of dried apricots. There are 5 barrels of oil for cooking and 4 barrels of honey for sweetening food. There are 3 large boxes of assorted teas, and a bag of unshelled nuts. Finally, there are 6 barrels of ale and 9 barrels of unfermented wine. The ale is intended for the staff only, but the students have been known to steal a nip of it now and then. The unfermented wine is for the students' use. It is low in alcoholic content and, therefore, considered more proper for the consumption of young people. This wine is not totally unfermented, but this juice of the grape has been sent out to be consumed before the fermentation process has progressed very far. In point of fact, the nine barrels that remain are the last of the latest shipment and, by now, have nearly as much alcoholic content as the ale. When a new shipment arrives, this older juice will be mixed with the fresher product before serving to cut the alcoholic content.
- The doors of this room and those of the kitchen are all 4' wide to facilitate movement of all those barrels.
- C Wash Room: Just as the students are assigned to clean up the kitchen each night, so, too, are students assigned to wash up the mugs, trenchers, and cooking utensils after each meal. It hardly needs to be stated that these are disciplinary details, especially for those who are assigned to wash up after the evening meal when the others get an hour of free time to use as they please. The dirty dishes are passed through a window in the middle of the south wall to a table just on the other side. Two students with wooden spatulas scrape the leftover food into large vats on each side of the table. This slop is later picked up by a wagoner who carts it out of the city where it is used to feed the pigs belonging to the Overlord. 10 other students are stationed at 10 sinks spaced around the room, and they gather the scraped trenchers and emptied mugs and wash them. They scrub the trenchers and mugs with Luffa sponges grown in the gardens of the Overlord, and put them on draining trays that are placed between the sinks. After the dishes have drained, they are stacked and returned to the shelves in the storage rooms.
- One of the least enjoyable jobs of this detail is drawing the wash water because the water is in an indoor well. The bucket for drawing the water holds only 5 gallons, and the dishwashers need at least 125 gallons at every meal. The used dishwater is released through a system of drains which allows it to be disposed of by simply pulling a plug. Another unpleasant task is washing the pots and cooking utensils which must be retrieved from the kitchen, scrubbed thoroughly, and returned to the kitchen. Often, these pots must be washed several times after each meal because the head cook is so meticulous about the cleanliness of his tools.
- D Dining Area: This is a big, open area of 150' by 90'. In it are 10 sixty-five foot long tables with benches on each side. The food is served family style. Students on discipline detail bring the dishes to the tables from the kitchen and the diners pass them around. After the meal is eaten, the students on discipline detail pick up the dishes and clean the dining area.

Second Floor

This floor is for the use of the faculty members who live at the school. They are encouraged but not required to live at the school, and most of them do live here. A few of them live on the Student's Floor to keep things under control.

- A Living Quarters: Each of these 25' square rooms is intended to hold two teachers. There are beds in each of the back corners with wardrobes beside them on the back wall. On each of the side walls is a desk with all the usual writing paraphernalia, a wax tablet with stylus, and a small, shaded oil lamp. There will probably be a textbook of a type to be determined on the table given in Ground Floor, Room H. There might also be equipment of a related type. For instance, a music teacher might have a lute, or an engineering teacher might have a working scale model of a catapult. Each room will also have 0 - 19 GP per occupant hidden somewhere.

- B Common Area: In this area, the teachers can get together and relax, and it reflects their varied interests. There are several couches arranged facing one another for relaxation and conversation, four tables with chairs for studying and reading, and two cheststables with stools. There is a 12' by 6' table with a scale model reenactment of a siege in progress complete with a well-built model fortress with a moat and miniature defenders and several siege engines of uncommon construction. The surface of the table is completely landscaped with miniature trees and bushes and tiny gravel paths, and the whole effect is a beautiful diorama. A horn or a lute may be found lying on a couch or on the floor because the teachers frequently hold impromptu performances in which anyone with an instrument may join. There are also usually one or two wax tablets lying about with cryptic markings on them which are related to some subject or other that has recently been the subject of heated academic "discussion."

The teachers are all quite liberal and not as sedentary as many academics. In fact, the furniture may sometimes be found in disarray, having been pushed aside for a fencing or a wrestling match.

First Underground Level

This level is divided into two parts; one is public, and one is private and secret. The public section is devoted almost entirely to classrooms, and the secret portion has quarters, a storehouse, and a couple of meeting rooms which are used by the Preservers of Law.

- A Headmaster's Office: This room is 25' square, and its contents represent a mixture of academia and luxury. Centered on the back wall is a 15' square Oriental rug on which sits a solid teak desk with a padded, leather covered chair behind it. In the southwest corner of the room is a bookshelf with 35 books on various subjects, and in the southeast corner is an all-metal chest. The chest is brass with iron bindings and locks with a key that the Headmaster wears on his belt.

This chest is divided into two parts. One side holds 2,467 GP and 18 gems worth 10 - 100 GP each, and the other side holds 1,551 GP and 9 gems worth 10 - 100 GP each. The smaller amount is the school treasury, and the larger amount belongs to the Preservers of Law. The separation of the two amounts is merely symbolic because Ople would not hesitate to dip into the school treasury if necessary.

In front of the desk on the rug are two chairs. They are similar to the one behind the desk. They have stuffed leather padding on arms, backs, and seats. The desk itself has all the normal writing equipment such as quill pens, parchment, an inkpot, a penknife, sealing wax and a seal, and a shaker of talc for blotting ink. In the single drawer are a straightedge, and account book, and a wax tablet with stylus that is covered with figures.

Near the door is a cloakrack with a dark brown traveling cloak and a lute hung upon it. The final item of importance in the room is a 7½' long and 5' high slateboard on the west side of the north wall. It is made up of six of the 2½' pieces of slate. Beside it is a small chalkbox with an erasing cloth lying atop it. The top foot of the board is covered with 5 bars of music done in chalk with notes about 4" high. There is a film of white over the music, indicating that the notes have been changed several times.

- B Classroom: In general shape and layout, this room is similar to those on the first floor. It is about 35' by 50' with six slate-covered tables, a desk, and slate on the front wall. The subjects taught in this room are ethics and philosophy which can be determined by the two books stored in the desk.

- C Secret Meeting Room: This is the board room of the Preservers of Law. All of their important meetings are held here. The room is 50' square and is almost filled by three large tables. The three tables are set in the shape of a U with the open end facing north. The two arms of the U are formed by two 35' long and 5' wide tables, and the base is formed by the third table which is 30' long and 5' wide. The tables are mahogany and have been carefully waxed and polished. A copper pitcher sits at each end of each table on a felt pad. Lined up by each pitcher are twelve crystal goblets, each on its own felt pad. Set around the long tables are twenty six chairs, thirteen each on the long sides. The shorter table seats fourteen, twelve on its south side and one at each end.

There are two entrances to the room; both of them are secret. The first leads into the 12' square alcove on the north from the Headmaster's Office. It is opened by pushing a stone trigger in the wall which causes it to rotate in a counterclockwise direction. The other leads from the back of classroom D. It is opened by pulling a lever hidden under a loose stone in the floor.

- D Classroom: This classroom, similar in size and layout to the others, is the Life Sciences classroom. Lining the side walls of the room are plaques displaying pressed flowers or plants, and along the floor on the front wall are various examples of the taxidermists' art. In the northwest corner of the room is a human skeleton on a rack with tags attached to the various bones. The tags bear the names of the bones.

- E Classroom: This is the Creative Writing classroom. In the front corner of the room, opposite the chalkbox, is a stack of 14 wax tablets. There are 13 more wax tablets on the desk. All the tablets are filled with writing which, if anyone takes the time to read them, will turn out to be rather bad essays entitled, "Who is the Overlord?" Few of them are complimentary.

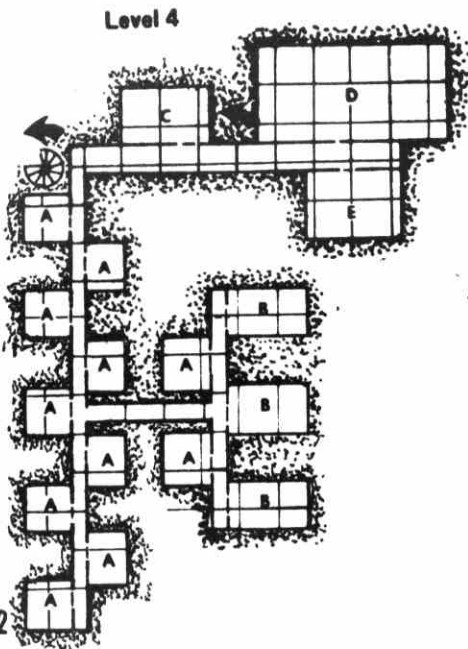
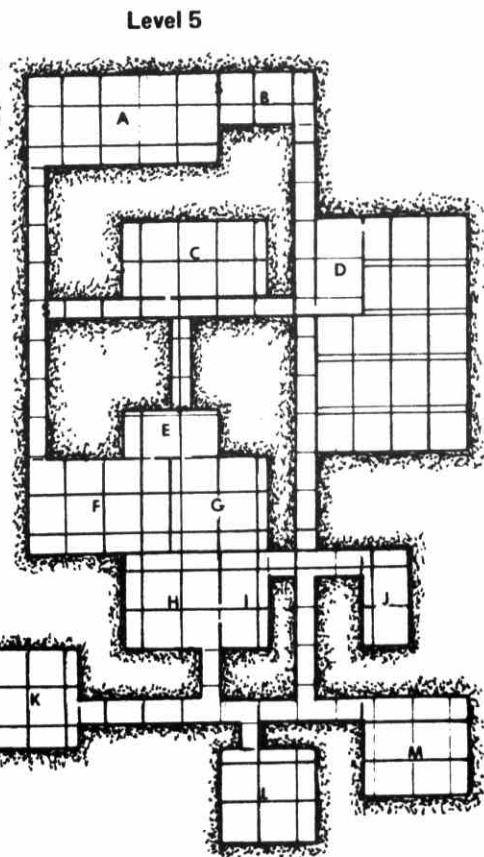
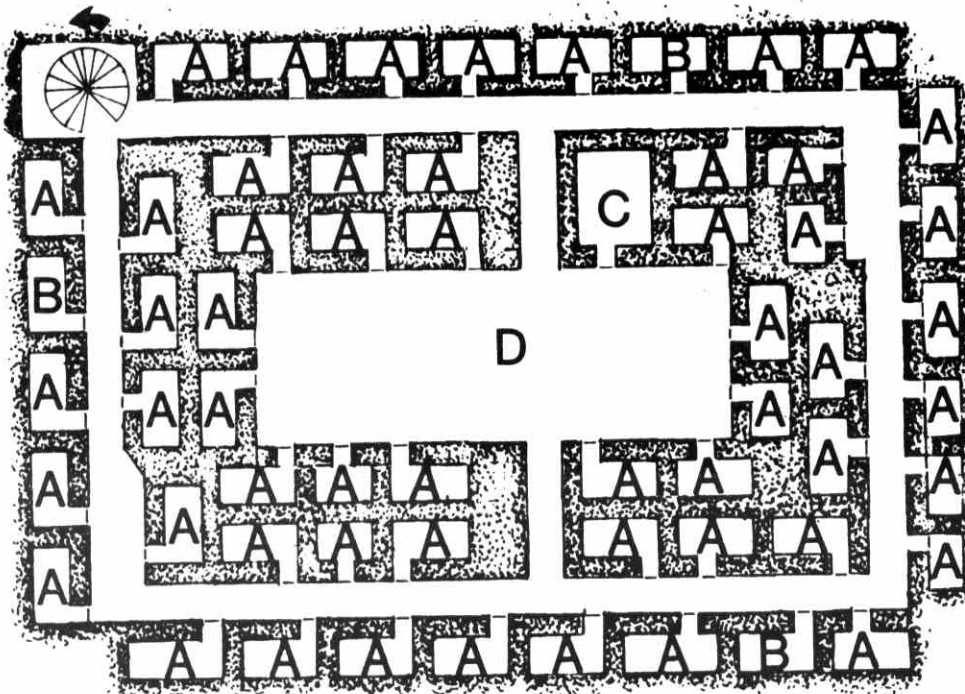
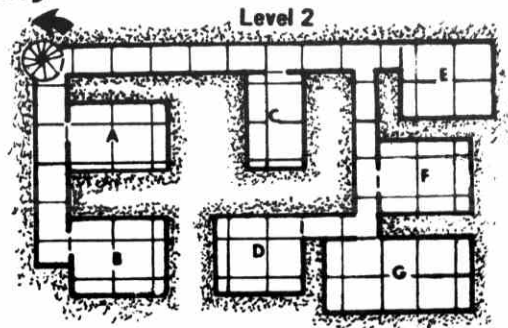
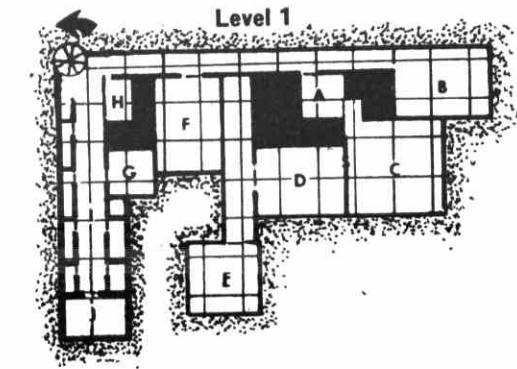
THE SCHOOL OF ANCIENT KNOWLEDGE

(subterranean)



1 inch = 50 feet

1 inch = 50 feet



Level 3
School of Ancient Knowledge

- F Classroom: The subjects taught here are Reading and Grammar. Written on the top of the slate is the alphabet in 6" high letters and numerals from 1 to 10. On the desk are several simple reading books, a dictionary, and a book on sentence structure. The size and layout of this classroom is identical to that of the other classrooms.
- G Secret Storage Room: This room is a well-stocked armory stuffed almost to bursting with weapons and armor. The room is 25' square with racks, bins, and shelves of armament. The aisles between the storage spaces are so narrow that only one person can walk in them at a time.
- Stored on the north wall are 11 Light Crossbows, 29 Shortbows, and 15 Broadswords. In the northeast corner of the east wall is a secret door leading to Room F. The rest of the wall is covered by a rack which holds 47 Longswords. The south wall holds 3 Halberds, 75 Spears, and 22 Daggers. The west wall holds 10 Heavy Crossbows and 69 Longbows. There is a door leading to a hallway in this wall.
- Freestanding in this room are two racks and a row of bins. They are situated east to west, and the bins are placed between the racks. The northern rack has 43 Shortswords and 31 Battle Axes on its outer side, and the inner side holds 20 Bastard Swords and 8 Two-handed Swords. The southern rack has 15 sets of Scale Armor, and its inner side holds 10 sets of Chainmail. On the outside of the bins are hung 63 Leather tunics.
- About half of the bin space is taken up by missile ammunition. This includes 6,100 Arrows in bundles of 100 and 3,000 Crossbow Bolts in bundles of 20. The rest of the bin space is filled with Shields stacked on top of one another. There are 73 small Shields and 50 of the larger types. Atop the racks are 38 Great Helms, and, on shelves set around the outer walls above the weapons, are 84 small Helms.
- It is intended that, when the plan to overthrow the Overlord goes into effect, this equipment will be used to arm a nucleus of men around whom, it is expected, the populace will rally to overthrow their harsh and evil ruler. The conspiracy is now nearly a century old, but much of that time, consisted merely of talk and little real planning. Nonetheless, preparations for the uprising are nearly complete, and it could take place any time if a favorable opportunity occurs. On the other hand, Ople calculates that it will take fully two more years for everything to be completely ready. The secret door in the east wall slides north when a hidden latch in the wall is released.
- H Secret Door: This is the main entrance to the secret area. It rotates open in a counterclockwise direction in response to pressure on a latch stone.
- I Hidden Quarters: These 25' by 12' rooms are intended for use as temporary hideouts by the Preservers of Law who may be in danger of arrest until arrangements can be made to get them out of the city. They each contain two beds, two chairs, a table, and a single oil lamp.
- The rooms are generally all empty; each one has only a 5% chance of being occupied. There is one regular inhabitant of the area, however; his name is Dubruk. He is a half-Elf, and he has no wish to escape to the country because he rather dislikes large plants and open bodies of water.
- Dubruk was the third son born to Jewchuk, Baron of Honeyborn. Jewchuk was called Elffriend by those who liked him and Elflover by those who did not. Although Dubruk resembles his father in physical appearance, he did inherit his mother's longevity. He is now 72 years old and still in his prime. He grew up on his father's country estate learning about farming and hating every minute of it. As soon as he became legally of age, he moved to the city and, to celebrate his escape from the "boring country," had a burning tree tattooed on his right upper arm.
- He got a job as a carpenter but soon found that he was better at selling tools than at using them. He became a very successful merchant but, at age 41, found that tools no longer interested him. He then entered the priesthood and became a novice at the Temple of Harmakhis. He encountered a lot of opposition from people who felt that 41 was too old to begin a career in the priesthood, but he persisted and, after 28 years, finally worked his way up to 9th Level Cleric.
- At age 69 he came into contact with the Preservers of Law and joined the conspiracy more for adventure than for any great belief in their mission. He was involved for two years, but, one day, he overheard two guardsmen discussing his imminent arrest. He immediately fled to the School of Ancient Knowledge. Now, the Temple of Harmakhis is looking for him as a deserter of the Temple. The guards of the Overlord, of course, have never ceased to search for him. It has been a year since he has gone into hiding, and he has begun regular weapons training because the only real value he has to the conspiracy now is as a fighter in the uprising.
- Dubruk is 5' 5" tall and heavy set. He weighs 202 lbs. Despite his isolation of the past year, he still has a leathery brown complexion left over from his days of visiting clients on the job as a tool merchant. He has black hair and a scrawny fringe of black beard. His blue eyes take on a greenish tinge when he is fatigued. He is left handed.
- J Secret Classroom: This looks much like the regular classrooms. It is different, however, in size and purpose. It is only 35' by 25' and is used for indoctrination of the Preservers of Law. It holds 5 benches, each seating 6 people and having backs rather like church pews. The front wall is covered with slate, and there is a chalk box with an erasing rag in the northwest corner. Along the side walls, slogans have been painted such as, "The Overlord must pay for his crimes!" and "The Preservers of Law speak with the voice of the people."

Second Underground Level

This level is made up entirely of classrooms. All of them are 50' long and 35' wide with 6' long slate-covered tables. The front wall of each room is also slate-covered, and there is a desk just in front of it. There is also a chalk box and erasing rag in a front corner of each room.

- A Art Room: This room has a few small statues at the front and paintings hung on the side walls. Several tabletop easels are set on each table with palettes beside them. Other art supplies are stored in cabinets along the walls of the room. There is nothing of real value in this room because all of the art is student work, and, obviously, none of them are destined to become famous artists.
- B Geology Room: This room can be identified by an open text-scroll on the front desk and an abundance of mineral samples displayed in various locations about the room and labeled as to type of mineral. Included in the minerals is a gold nugget worth 5 SP. There is also a drawing of the earth's stratification on the front slateboard.
- C Engineering Room: To some, this may be the most interesting room in the entire complex. It contains a working model Catapult, a working model Trebuchet, and a working model Ballista, all with ammunition to scale. All of the walls are covered with slate, and all of the slate is covered with drawings of bridges, forts, siege engines, and calculations of load ratios and trajectories. Of special interest is a scale model of the fortifications of the Overlord's castle, and some models of experimental siege machines that can be dismantled and reassembled in a relatively short period of time, thus giving them greater range and mobility. The ammunition for the model engines is made of wax balls and wood; the bolts are about the size of a toothpick, and none of the engines has enough power to do damage unless the missile should catch someone in the eye. There is only a 1% chance of this occurring. The engines do have a range of about 5' which is remarkable considering their size.
- D Weapons Room: The walls of this room are covered with tapestries and drawings of men in combat and examples of bladed weapons. This is not where the actual weapons practice is undertaken but is only where the study of the theory of weapons use is done. The weapons represented are a Dagger, a Longsword, a Spear, and a Battle Axe. All of them are made of tin and soft wood and are completely unsuitable for fighting.
- E Economics Classroom: This room is rather plain. It has no models, chalk drawings, or tapestries. The only evidence of its purpose is a large scroll with the words "Trade Balance and Productivity" stamped on its leather protective covering.
- F Foreign Languages: There are no less than 10 books on or in the desk in this room. Only half of them have any writing in the languages commonly spoken in the area. The rest are in various foreign languages (Judges choice). In addition, there is one dictionary used to translate one of the foreign languages into another one of the foreign languages. The books in the local tongues include three language textbooks and two dictionaries. One of the dictionaries translates the local tongue into Elvish, and the other translates it into one of the foreign tongues.
- G Art Studio: This classroom is somewhat different from the others. In the first place, it is not nearly so neat. It is 75' long and 35' wide and has no tables or desks. It is full of clay sculptures, half-finished paintings, and chisled stone. The floor is littered with clay and stone fragments, and the room smells of paint remover. This is the studio where the students put into practice what they have, hopefully, learned of the theory of art. 95% of the artwork here is really bad, and the rest is only average.

Third Underground Level

It is an almost ironclad requirement of the School of Ancient Knowledge that the students live on the premises, and they are not encouraged to leave before finishing their schooling. Still, only about 60% ever complete the requirements for graduation; the others are just passed out. Those who complete the requirements for graduation receive graduation certificates, and those who do not complete them, although they remain the full term, receive nothing to show for their efforts and are not initiated into the more secret segments of the educational opportunities of the School of Ancient Knowledge.

This floor has been designed as a dormitory. Nearly all of the students live here, and there are also several faculty members living here to keep the high-spirited students under control.

- A Students' Rooms: All of these rooms are similar except for minor details such as personal effects. They are 25' long by 12' wide and are set up to hold four students. There are two sets of bunk beds in each room. Each bunk bed has a wardrobe at the foot and a small stand by the head. There will be 2 - 5 randomly chosen textbooks in the room for each occupant, and, if a music book is present, there is a 50% chance there will also be a musical instrument of some sort. Other personal effects include such things as model siege engines, personal books, inexpensive jewelry items and 0 - 9 SP per person.

B Teacher's Room: Each of these rooms holds a single teacher. The rooms are the same size as the Student Rooms but hold only a single bed, a wardrobe, and a desk. Each room will also hold books on 1 - 4 subjects, 0 - 5 GP, and the same types of personal effects that the students have in their rooms.

C Headmaster's Room: It is traditional for the headmaster to live with the students and, thus, keep in touch with their needs and their problems. It doesn't necessarily work out that way, but this is still where the Headmaster's room is located. It is 25' square, and the only door is in the center of the south wall. Most of the floor is covered by a colorful, if somewhat worn, rug. On the southeast corner of the rug sit a small round table with an oil lamp on it and a padded armchair. Just off the rug in that corner is a full-sized harp which is well cared for and in perfect tune. In the northeast corner of the room is a simple bed with leather springs, a straw mattress, and a goosedown coverlet. Beside the bed is a stand with a small oil lamp and a scroll on it. The scroll contains a fictional adventure novel on it about a man who led his people to victory against Barbarian invaders. Also on the north wall is a wardrobe which contains several somber robes and a pair of everyday sandals. It also contains a travel-stained cloak, a brightly colored tunic, a pair of leather breeches, and a pair of worn but comfortable-looking hiking boots.

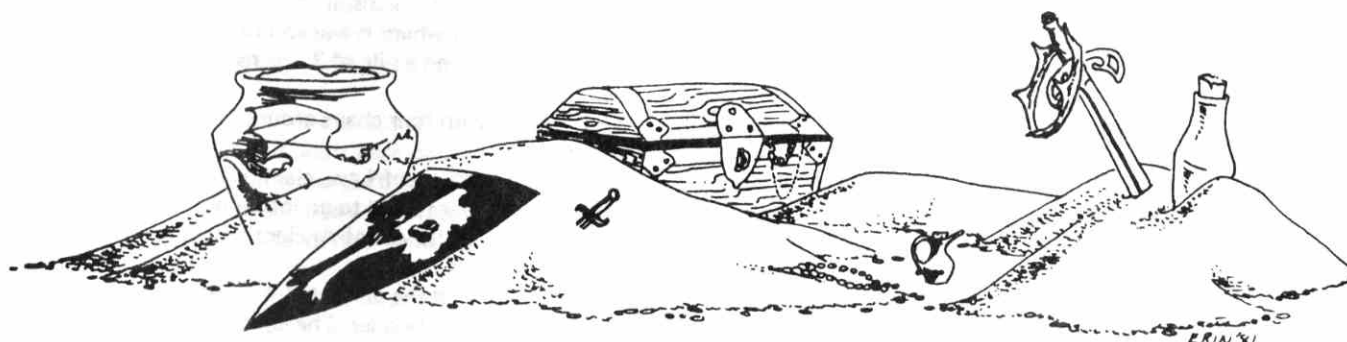
In the center of the west wall is a desk which is very neat and has parchment and an ink bottle on it. The drawer of the desk holds quills, blotters, a small shaker of talc, and a plain gold ring worth 5 GP. In the southwest corner is a medium-sized wooden chest which holds a bag of 90 GP, a traveling harp which has been carefully wrapped in soft cotton cloth, and several pieces of worn parchment with songs written on them. The words and notes of the songs have been crossed out and changed in several places. On the east wall is a bookcase which holds about 30 books; most of these are collections of music or treatises on music theory, but a few are on teaching methods and public speaking.

The Headmaster's name is Uabamah, a former music teacher. He was born the son of a slaughterhouse worker, and he and his father never got along well because Uabamah was a sensitive child with a tendency to faint at the sight of blood. His father considered him a bit of a sissy, a feeling which was only increased when the boy began to show an interest in music. The musical talent he inherited from his mother who had been a singing barmaid in one of the local taverns before she married Uabamah's father. Uabamah felt that his older brother was the favorite of their father, and he was right. Therefore, the two boys also did not get along well. When his mother died of pneumonia, Uabamah had no further reason to stay at home, so he ran away and joined a troupe of traveling musicians. He was 15 years old. He learned quickly and well and, in addition, learned the courtly manner from watching those whom he entertained. Thus, 10 years later, when the troupe broke up, he was able to support himself by traveling on his own.

Finally, he got a job teaching music at the School of Ancient Knowledge. Having finally made good with his music, he returned to his home for the first time since the death of his mother. By this time, however, his father had also died, and his brother did not care about him one way or the other.

Uabamah proved to be a good teacher, strict but concerned for his students. He is a small man of only 4' 4" tall and weighing 128 lbs, but he is strong and quick enough to engage any two students in hand to hand combat even at age 63. He takes his responsibilities quite seriously and is part of the Preservers of Law because he truly believes in the ideals they espouse. Nonetheless, he still reminisces, upon occasion, about the carefree days of his youth. It is, perhaps, because of this that he has always had the respect and admiration of his students and is presently winning the hearts of a third generation of noblemen. He has red hair liberally streaked with white, and a snow white beard which he keeps cut close. He has brown eyes and is right handed. He is easily identified by the dark brown, fist-sized birthmark on the outside of his right forearm.

D Common Area: This room is provided for the recreation of the students. There are couches and tables, cards, chessboards and games of all sorts here. One favorite recreation is the impromptu concert given by the musically gifted students. Many of the less gifted students gather to listen, and, once in a while, Uabamah will pick up an instrument join in the melody-making and singing. In those cases, the session generally devolves into everyone listening to the Headmaster singing the songs he learned in his youth and while traveling with the troubadors. When he finishes one song, the students will call out requests for others, and Uabamah is glad to play for them. He always seems to know a song none of them have ever heard before or which no one has requested. These sessions usually end with the Headmaster strumming quietly to himself while everyone else drifts off to bed. Uabamah always appears more refreshed after these sessions than he does after a full night's sleep.



Fourth Underground Level

This level is devoted entirely to the use of the Preservers of Law. It includes the quarters of the nucleus of the conspiracy along with rooms designed to keep the members in condition.

- A Guard Quarters: These 25' rooms each hold four of Ople's personal bodyguards who will act as subunit leaders when the planned uprising occurs. All of them are 2nd to 4th level Fighters and may have other skills as well.

The rooms contain four beds, one in each corner with a wardrobe by each bed. Most of the men also have trunks in which to keep personal effects such as arms or armor, and each man will have 1 - 100 GP as well. In the center of each room is a 4' square table with four plain chairs around it and an oil lamp sitting on it.

- B Lieutenants' Quarters: The three men living in these three rooms will be mostly responsible for directing the fighting when the uprising occurs. Kwooj, the first one, is a 7th Level Fighter, and has thieving abilities at the 3rd Level. He wears a Leather coat, carries a small Shield, and fights with an iron Shortsword. He has 18 HTK and 188 GP stored in the chest in his room.

The second Lieutenant is Ecozyk. He is a 5th Level Paladin and fights with a Damascus steel Longsword. He wears an iron Chainmail shirt, leather breeches, and an iron Helm. He also has a bronze shield with a +2 magical enchantment. He has 22 HTK and owns 81 GP.

The final Lieutenant is Gisyd, a 7th Level Fighter, a 2nd Level Ranger, and a 1st Level Cleric. He fights with an iron military flail and wears a Chainmail shirt with a +2 magical enchantment. He has 20 HTK and 143 GP.

- C Equipment Room: The people quartered in this area are expected to keep themselves in top physical condition. Toward this end, they are expected to work out with weapons every day, in addition to lifting weights and running. The weapons are provided by the Preservers of Law and stored in this 25' by 50' room. There are 37 iron Daggers, 44 iron Battle Axes, 62 steel Longswords, 61 iron-headed Spears, 25 steel Broadwords, 58 wooden Longbows, 44 coats of iron Chainmail, and 33 Leather Jacks. There are also 72 full iron Helms on a shelf above the weapons. In the center of one end of the room is a 3' high by 5' long by 4' wide bin in which are stored 2,363 steel-tipped Arrows in bundles of 100. Extending from the bin down the length of the room is a wooden rack which has Shields on both sides. There are 47 large or heater Shields made of wood with leather coverings and iron rims.

50 of each of the Longswords, Spears, Longbows, and Helmets have been marked reserved and are not to be used for practice. All of the coats of Mail, 40 of the Shields, and 2,000 of the Arrows have also been marked reserved. These weapons are meant only for the use of those quartered here. Only after they have had their choices will the remainder be distributed to others. They are expected to keep the weapons in perfect shape and ready to be used at any time. If a weapon breaks beyond their capacity to repair it, they are expected to report the breakage immediately.

- D Practice Room: This is where the equipment from Room C is used. It is 50' by 100' with a 15' high ceiling. It is almost completely empty; there are only a few man-shaped targets painted on the walls, an archery target on the east wall, and a rather large sand bag on a rope at the east end of the room. The rope is tied to a ring in the wall and hooked to the north wall. The idea of this device is to set it swinging back and forth, thus providing a moving target for the archers.

- E Ople's Quarters: Ople is the leader of the Preservers of Law. As one might expect of the quarters of such a powerful man, his room is opulent. The room itself is 40' by 50' with a 15' high ceiling. In the southeast corner of the room is a large, four-poster bed with white wool curtains. Next to it is a small bookstand on which is a silver lamp worth 20 GP. Near the center of the east wall is a 7½' long and 3' wide wardrobe that holds 10 fancy suits of clothing, 10 plainer suits, and an iron coat of Mail. A fancy hat and a full steel Helm are on a shelf at the top, and a steel-rimmed wooden target Shield and a steel Broadsword with a +2 magic bonus hang on the inside doors.

In the northeast corner is a bookshelf and an overstuffed chair. The bookshelf holds some 30 books. 16 of these are simply adventure fiction. Of the rest, 5 are on military strategies and tactics, 3 are on siege engineering, 2 are on anatomy, 2 are on the tactics of fighting with Swords, and 2 are on political theory.

Near the northwest corner of the room is a desk on which sit a silver snuff box worth 85 GP, a talc shaker, an electrum penknife worth 12 GP, and a silver seal with a shark, the symbol of the conspiracy, on it worth 50 GP. (of course, it might be worth much more to the Overlord if the bearer could tell where it was found.) In a drawer on the right side of the desk are four quills, 7 sticks of red wax, an inkwell with a lid, and a pile of 77 blank sheets of 8" square parchment.

Finally, there is a 5' square table about 10' from the southwest corner with four chairs around it and a lamp sitting on it.

It was Ople's grandfather, the Earl of Wolfkell, who started the Preservers of Law, claiming that the Overlord, father of the present Overlord, was an evil man and should be destroyed. He was forced to go into hiding, of course, and was living a hunted life when his wife and their son were offered shelter in the School of Ancient Knowledge by a sympathetic Headmaster. The son was Onga, Ople's father.

The conspiracy was dealt a serious blow when the old Overlord died and the present Overlord, his son, took the throne because the people expected the new Overlord to be a benevolent and wise ruler. The conspiracy began to grow again, however, as hopes for that to happen dimmed.

Fifth Underground Level

This level is used by both the School and the conspirators. The School uses it for safety, and the Preservers of Law use it to be near the facilities of the School.

- A Library:** This must be one of the greatest collections of knowledge in the known world. The walls of this 50' by 100' room are lined with bookshelves, and six long shelves run the length of the room. On these shelves are over 25,000 books, scrolls, and tablets on every conceivable subject and in a multitude of languages. Some of these are thousands of years old, and some are copies of ancient texts.

Needless to say, admittance to the Library is limited to the faculty of the school, and this only when there is a very good reason for it. The result is that knowledge of the Library is very sketchy on the outside world. This is rather unfortunate because it holds much forgotten knowledge, ancient scientific discoveries, and historical events that would astound the Sages. Only two people have unlimited access to the Library. They are the School Librarian and a Sage who works for the Preservers. Either will seek to punish any who violate the sanctity of the Library.

There is a secret door close to the north corner of the east wall. This is twice as hard as usual to discover because of the way it is hidden. The mechanism to open it is a latch hidden by a sliding panel behind the bookshelves. Pulling this latch causes a section of bookshelf to slide out, leaving a space through which one may squeeze. This door leads to the Secret Library.

- B Secret Library:** This looks, for all practical purposes, like a small version of the main Library. It is 25' by 50' with book-lined walls and four shelves down the middle, separated by very narrow aisles. There are over 8,000 books here, and none are less than 500 years old. There is one tablet that is nearly 6,000 years old and written in a forgotten language. A 1,000 year old translation is included which reveals the tablet to be a record of a military campaign. Even the translation is hard to understand, however. It is written in an ancient language and refers to "flying castles," "brazen, fire-breathing elephants," and other things which seem fantastic by the standards of the day. Obviously, much of the meaning of the tablet has been lost in the double translation.

- C Meeting Room:** In design, this room looks much like the sanctuary of a church. It has ten rows of 15' long benches flanking either side of a 5' wide center aisle. The room is 50' by 75', and the benches are arranged down the length of the room. At the front of the room is a platform with a podium. The room holds about 150 people.

It is rather fitting that this similarity to a temple should exist because, to many, the overthrow of the Overlord is a sacred religion. The wall behind the platform is decorated with a mural depicting the first Earl of Wolfkell leading the people in an attack against a group dressed in uniforms worn by the servants of the Overlord in that day. Although there is no god to react to any desecration of this room, the Preservers will react the same as outraged believers. One might say that the god of this temple is Liberty.

- D Holding and Interrogation Area:** This rather euphemistic name indicates the area used for torturing prisoners and depriving them of their liberty, two practices common to guerrilla factions seeking freedom and human decency. Indeed, few who enter this area are ever seen alive again beyond its confines.

The only entrance to the area leads directly to the interrogation room which is even more fully equipped than the one in the City Jail and probably nearly as well equipped as the interrogation room of the Black Lotus, although no one alive has ever seen both rooms. Beyond the interrogation rooms are 64 cells 10' square, each with a set of manacles on the back wall and a waste bucket lying on the floor.

The interrogators who work here are enthusiastic and, though experienced and fairly talented at their work, are rather bloodthirsty. As a result, their questioning generally results in plenty of screaming and a mangled corpse, but not a lot of information.

- E Chemical Storage:** This 25' by 50' room serves as a store room for the alchemy lab next door. It contains racks and racks of small jars and bottles. All of these are labeled, but the names are in an ancient language. Some of the contents are identified as bird legs, sows ears, peach pits, or some other equally bizarre item. Most, however, are simply powders, leaves, or liquids which will be unidentifiable to the uninitiated and uninformed in the field of alchemy.

Near the center of the north wall is a secret door. This is 3' square and is under a set of shelves. It swings to the west if opened by sliding a latchstone to the east.

- F Alchemy Lab:** This room is 50' by 75' and filled with large stone benches with tall stools in front of them. There are 14 of these stools in each aisle between the benches. The areas beneath the benches are hollow and partitioned with wood panels. Most of these partitioned areas are filled with glass flasks, tubes, and various other alchemical equipment. The tops of the benches are also sparsely covered with such things. A trough is cut in the center of each bench which leads down the middle of the bench and into a hole in the floor. These drains eventually lead to the Conqueror's River.

Along the north wall is a bench which holds more of the small jars that are in the storage room, measuring apparatus, and more types of alchemical equipment. On the east wall is a desk, set facing the wall, with piles of wax tablets covered with notes, drawings, and alchemical equations on it. A stack of 134 of these tablets sits beside the desk. Also on the desk is a book of illustrations of plants and animals with a paragraph about each and, usually, one alchemical

equation below the picture. This book explains the uses of various parts of the animals and plants depicted, but it will be of limited value to a player-character because it is written in an ancient foreign language.

There is a secret door in the southeast corner of the room. It swings to the west when the magic words, Thav Liäf, are pronounced. Only the Sages of the Preservers of Law know these magic words, but they are burned into the back of wooden amulets that all of them wear at all times.

G Alchemy Classroom: This room is of a different size than the other classrooms. It is 50' square. Around the outside walls, on all walls but the west wall, are rows of cabinets. Atop these cabinets are examples of preserved animals and dried plants, and there are more stored within the cabinets. As with the other classrooms, most of the front wall is covered with slate, as are the tables. There is a desk in front with an alchemy textbook on it, and a chalkbox in the corner. One of the cabinets contains the School's collection of alchemy textbooks which, unlike those in the First Level Storage Room, contain formulas and information necessary for completing alchemical experiments.

H Secret Laboratory: This Laboratory is operated by the Preservers of Law, more specifically, by a Sage working under their auspices. It is 50' square and will be instantly recognized as a research lab rather than a learning lab. The equipment, for instance, is of much higher quality than that in the other Laboratory, and much of it is not even to be found in the other Laboratory.

The room seems to be divided into several different areas, and each area has its own set of complicated equipment. Evidently, each grouping is devoted to some kind of research not closely related to the others. There is a small bench on the north wall which holds a scattering of the small specimen containers so common in the public lab and in the storage room.

Onga became the leader of the Preservers of Law upon his father's death and took the title Earl of Wolfkell despite the fact that his supposed lands had been confiscated and given, along with the title, to a favorite at court. Soon afterward, his wife, who had been betrothed to him at birth and whom he married at the age of sixteen, died giving birth to their second son. His father named him Ople, which means "deliverer from sorrow." Because they were still housed in the School of Ancient Knowledge, Ople grew up with no contact with the female of the species since women were, at that time, not allowed within the walls of the School. This chauvinistic attitude became ingrained in Ople and he eventually began to regard females as some sort of a wierd cross between cattle and demons.

At age 15, he sneaked out of the School, tired of such a confined life. He had left with a goodly supply of money taken from one of the other students, and he took on a new identity above ground. He apprenticed himself to a tailor and, after 12 years, was an expert both at making clothes and at weaving cloth. In fact, he began selling clothing and became quite prosperous. He learned to tolerate the presence of females, and even to enjoy their company, although he never got over a nagging fear that they might, someday, sieze him by the hair and drag him away to the pits of darkness.

One day, word came to him that his older brother, who had assumed leadership of the Preservers of Law after the death of his father, had been killed and that he was expected to return to the School of Ancient Knowledge to become the new leader of the cause. In this, he saw his big chance to reap the harvest of power sown by his forefathers, the founders of the Preservers of Law. He returned and took up the reins of leadership, not for the good of the people, as those before him did, but for his own self-advancement. He seeks to overthrow the Overlord to get more power for himself, but, meantime, he revels in the power he already commands. He has led the Preservers for six years and, during that time, has not been above ground for more than five hours at a stretch.

Ople is not a striking man; he is only 4' 8" tall and weighs 131 lbs. He has black hair, green eyes, and pale skin. He is a dynamic leader, however, and as slippery as an eel in a tight spot. More than once he has avoided capture by mere seconds. Since his acceptance of the leadership of the Preservers of Law, he has studied and practiced the Assassins' arts and can kill silently, quickly, and undetectably in almost any situation.



I Sage's Room: This is the living quarters of the Sage who operates the Laboratory and has access to the Library. It is 50' by 25'. This is rather large for a bedroom, but, in this case, it is quite fortunate that it is so large because it allows separation of the sleeping and living areas. Equish, the Sage, has his bed in the southwest corner of the room. The bed is a large one which allows Equish to collapse on it when he is too tired to continue to work without disturbing the scroll and the three specimen bottles that lie at its foot. Beside the bed is a large stand which holds an oil lamp, several specimen jars, and a plate of cold, greasy stew with a spoon in it.

Further along the south wall is Equish's wardrobe. There are two dark robes hung inside, and the remains of another hang on one of the doors. This seems to have had some sort of chemical spilled upon it that proceeded to eat the cloth.

In the southwest corner is a trunk which is unlocked. It contains a travel stained cloak, a pair of boots, and a backpack, along with an apron which has some sort of granular yellow powder in its pocket. It also holds a pouch of 80 SP.

If the sleeping area seems somewhat untidy, the northern portion of the room will seem positively messy. Its furnishings consist of a 5' by 10' table, a desk, a bench along the north wall, and a bookshelf on the east wall. All four pieces of furniture are covered with scrolls, tomes, specimen bottles, and alchemical equipment. There are also several wax tablets and scraps of parchment lying around with fragmentary notations and scribbled formulas on them. Without exception, they show evidence of having caught on fire or having had something hot dropped on them. Sometimes, the result is that part or all of the notation is destroyed. Some of these are almost untouched; the paper has only one small notation on it, while others are covered with scribbled notes that have been written one right over another.

Equish is rather the archetype of the absent-minded professor. He was born 46 years ago, the illegitimate son of a miller's daughter. His grandfather did not mistreat him and tried to teach him the business, but the local people would have nothing to do with him. At age 20 he moved to the city where no one knew him. He got a job as a cleaning boy for a Sage and was fascinated by the scientific work carried on by the man. Since he spent more time watching the Sage than he spent doing his work, the man finally took him on as an apprentice. After 15 years, Equish was working on his own. At that time, he met a member of the Preservers of Law who introduced him to the tenets upon which the conspiracy is based. Although he was in basic agreement with the ideals of the Preservers of Law, he was more drawn by the fact that they were willing to underwrite his research, and he joined immediately.

Equish is small and thin at 4' 5" and 93 lbs. Much of his thinness is due to the fact that his training taught him how susceptible the human body is to poisons. He has many such substances about and always takes excessive care with them. However, if a meal comes while he is working with a dangerous substance, he will not eat it for fear that it is contaminated with whatever poisonous material he is using at the time. His erratic eating habits and the equally small amount of sleep he allows himself have aged Equish until, at age 46, his long, shaggy hair has only a few streaks of the original black coloring, and his beard is snow white. There are deep wrinkles around his brown eyes, and he finds himself becoming increasingly tired and unable to work for 72 straight hours as he used to do. His dark complexion has turned to gray, and his hands, wizened from lack of food, have begun to shake so badly that he can barely measure his components properly.

J Wizard's Room: This room is also 50' by 25'. Most of the northern half is filled by a magic circle with symbols and words painted on the walls around it. On its east side is a wooden bookstand with a book of magic on it. On the west wall is a bookshelf with 28 books on it. 8 of the books are about magic; one contains spells, and the rest are on various subjects related to magic.

In the southwest corner of the room is a bed with a small table beside it. At its foot is a trunk which is locked. The lock is magically enhanced to be 15% more difficult to pick than a normal lock. Inside are a large animal-hide Shield and an iron dagger, in addition to a pouch containing 42 GP. Leaned against the wall by the trunk is a long Spear with a fire-hardened wood tip. Both the Spear and the Shield in the trunk have a +2 magical enhancement. In the center of the south wall is a wardrobe which contains a pair of sandals, a pair of brand-new looking boots, and a well-used traveling cloak. Beside it in the southeast corner is a cabinet which contains all sorts of magical components.

The Wizard who lives here is quite remarkable to look at. He is 5' 2" tall and weighs 157 lbs., which is not an unusual size, but he is a member of a dark-skinned race from the south. His skin is olive, and his hair and beard are jet black. The most startling features about him, though, are his mild, light blue eyes. There were no known cases of blue eyes in his tribe, and he was looked upon by the tribesmen as some sort of freak. His name is Wangi.

When Wangi was five years old, his tribe was all but wiped out in a war with a neighbor, and his father was forced to flee for his life with his wife and son. They were able to survive because his father was a trained warrior, a skill that was in great demand. They were unable to remain long in one place, however, because superstitious people could not accept the blue-eyed, dark-skinned boy. Wangi learned the warrior's skills from his father, and, at age 12, he took his place among the ranks of the fighting men. From that time on, he earned the respect, if not the acceptance, of his peers and elders with his fighting skills. During one battle, however, he became separated from his unit and drifted north, eventually becoming parted from everything he knew and loved. Finally, through a twisted chain of circumstance, happenstance, misfortune, and fortune, he became the apprentice of a powerful magician. He can still fight as a 4th Level Fighter even though he lost the use of his left eye in a pitched battle with an Ogre and had to have the eye replaced with a glass replica. Even after he became a Mage, people still reacted badly to him because of his unusual appearance. In fact, the only people who have not done so are the Preservers of Law who are ready to accept anyone they feel they can use. It is this acceptance that draws Wangi to the Preservers rather than any great emotional investment in the ideals of the conspiracy. Wangi is 30 years old and right-handed.

- K **Rat Room:** The project that Wangi and Equish are working on is the creation of an intelligent form of Rat that will be willing and able to follow orders. What they have created is the Ongki, which means "six legs" in the language of Wangi's homeland. By a careful program of proper feeding, careful breeding, and a little magic, the Ongki have been made twice as intelligent as normal Rats and given a pair of arms with prehensile digits. It was hoped that they could be trained to use weapons, but, so far, this has not worked out well. They are also not very willing to take orders.

The room in which the experimental Rats are kept is 50' square with rows of cages stacked two high on the north and south walls. These cages are 5' square and 2½' tall. They hold 3 Ongki each. There are two double rows of such cages in the center of the room. The side rows have twenty cages each, and the middle rows have twenty-four cages each. There are also ten similar cages on the east wall. On the west wall are 28 smaller cages of 2½' by 2½' by 2½'. These are breeding cages. Each cage holds a male and female Ongki, a pregnant female Ongki, or a female with her young.

On the west wall of the room is a secret door which gives access to a tunnel connecting to the sewers. This is the secret entrance that the Preservers of Law use to get access to the School of Ancient Knowledge. It is rather unfortunate that this room was chosen as the Rat Room because, once in a while, an Ongki will escape from its cage and evade all efforts to capture it. If it can get through the secret door, it will be free to roam the sewers of the City State. Indeed, several have escaped in this manner, and they have bred beneath the city until they have become fairly common in the sewers.

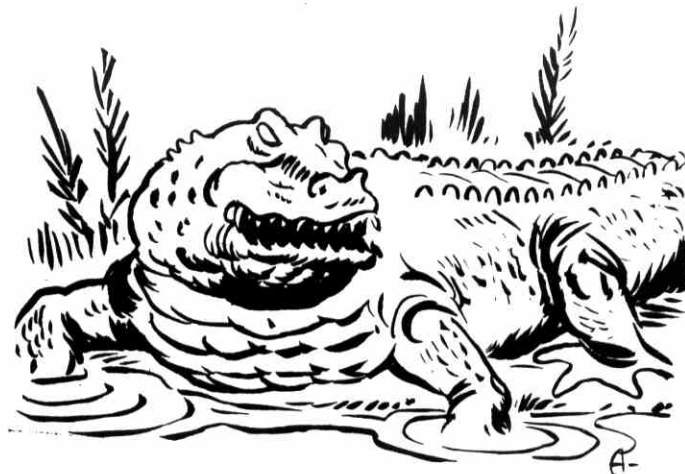
- L **Recreation Room:** This 50' square room was intended as a dayroom for Equish and Wangi. It is well-furnished and has a rug on the floor and hangings on the walls to keep out the damp and cold. There is a small fireplace on the south wall with a chimney that eventually connects to that of the kitchen far above. Two comfortable chairs sit in front of the fireplace and a small table stands between them. Not far away, on the east wall, is a bookcase which contains only fiction stories of romance, adventure, and mystery.

Near the center of the room is a 4' square table on which sits a chess set. Both the pieces and the board are made of ebony and ivory. It is worth 250 GP. On the north wall by the door is a cabinet which holds games. There is a checkers set made of Onyx and Carnelian, each piece worth 20 GP, a set of Ivory mah-jong tiles, and other such ancient games. On the west wall is a dartboard with five darts stuck in it. There is no sign of the sixth dart anywhere in the room.

Although this room was intended to be a place of relaxation for Equish and Wangi, it does not appear to have been used frequently. There is a layer of dust covering everything in the room. Although a fire has been laid in the fireplace, there are no ashes or any sign that the fireplace or anything else in the room has been used for years.

- M **Feed Room:** It is in this room that the special diet for the Ongki is prepared. The special diet refers mainly to additives. These take the form of herbs and powders combined with various magical properties. The basic diet is simply two parts coarse ground grain to one part water and one part ground meat. The water is easy to get, and the ground grain is brought in large sacks to this room. There are thirty-two sacks of ground grain in the room at this time. The meat, on the other hand, is ground on the spot. Often, this is a sheep or calf carcass, but, if a prisoner or an Ongki dies, it becomes part of the special diet as well.

Equish will have nothing to do with the grinding of uncooked meat, so Wangi does the job. It is also understood that Wangi does not approve of grinding up human bodies, so, when necessary, the jailors take care of this chore. Wangi does not ask any questions if he discovers that someone has taken care of grinding meat for the Ongki, nor does he get too close if he comes upon someone grinding something. He stays out of the way and uses whatever supplies he is given to feed the Ongki. Privately, he knows what they are being fed and feels that it may have some bearing upon why they are so untrainable. He has tried to explain this to his superiors, but they will not listen.



ARMOR



First Position

A	Admanite
B	Bronze
C	Copper
D	Damascus Steel
E	Electrum
F	Felt or Fur
G	Gold
H	Hardened Wood
I	Iron
J	Jasper or Jade
K	Cloth
L	Leather
M	Mithril
N	Netting
O	Orichalcum or Onyx
P	Platinum
Q	Quartz
R	Rock
S	Silver
T	Tin
U	Earth or Clay
V	Marble
W	Wood
X	Unidentified
Y	Paper
Z	Zircon



Second and Third Position

RT	Ring Mail Tunic
CT	Chain Mail Tunic
MC	Coat of Mail
CD	Coat of Defense
CA	Clemal-Armor
JK	Jack
BS	Buckler
SL	Studded Leather
BA	Banded Armor
CH	Closed Helm
AD	Arming Doublet
AG	Arming Girdle
AH	Arming Hose
AS	Arming Spurs
SA	Spiked Armlet
BB	Baldric Belt
CB	Chain Barding
SH	Shield
PB	Plate Barding
BR	Breastplate
SU	Surcoat
CG	Camail Guard
BC	Body Corselet
HC	Helm Crest
EG	Ear Guards
FN	Falconer's Gauntlet
FA	Falconer's Glove
DG	Dueling Gauntlet
GN	Gorget Neck Armor
LG	Greaves
KK	Kulah Khud
MG	Mail Gauntlet
FG	Face Guard
XD	Cloak or Robe



WEAPONS

First Position

A	Admanite
B	Bronze
C	Copper
D	Damascus Steel
E	Electrum
F	Flint
G	Gold
H	Hardened Wood
I	Iron
J	Jade
K	Cursed
L	Leather
M	Mithril
N	Netting or Rope
O	Orichalcum
Q	Quartz
R	Rock
S	Silver
T	Tin
U	Poison Treated
V	Magic
W	Wood
X	Unidentified
Y	Magicum
Z	Zircon

Second and Third Position

BS	Broadsword
RS	Rapier
SS	Shortsword
TS	Two-Handed Sword
HS	Bastard Hand & Half
FS	Falchion
SB	Shortbow
CB	Composite Bow
HB	Horse Bow
LB	Long Bow
AB	Arbalest Light Crossbow
KB	Heavy Crossbow
MB	Multiple Crossbow
RB	Repeating Crossbow
PB	Pellet Crossbow
JV	Javelin
DT	Dart
BR	Boomerang
BO	Bolo
SL	Sling
SP	Spear
NT	Net
ST	Spear Thrower
DB	Dart Blowpipe
TK	Throwing Knife
DG	Dagger
HA	Handaxe
TS	Throwing Star
BP	Berdiche Pole Arm
BI	Bill Pole Arm

VL	Voulge
GV	Guisarme Voulge
GI	Guisarme
LS	Longsword
PC	Pacho
MG	Main Gauche
PK	Pike
GP	Guarded Awl Pike
PA	Pole Arm
LH	Lucern Hammer
DH	Dwarven Hammer
MS	Morning Star
HL	Halberd
BA	Battle Axe
FC	Fanchard
MF	Military Flail
HL	Lance
RN	Ranseur
MP	Military Pick
FM	Foot Mace
HM	Horse Mace
CL	Club
BL	Bludgeon
TR	Trident
TC	Truncheon
QS	Quarterstaff
CE	Cestus
KN	Knuckle Duster
GB	Archer's Guard Braces
DK	Dirk
AD	Parrying Adz
CA	Carpenter's Adz
AK	Axe-Knife
WH	Whip
GL	Glaive
GG	Glaive-Guisarme
PT	Partizan
CP	Catch-Pole
FA	Fang
SC	Scimitar
FS	Feather Staff
CS	Cane Sword
WF	War Fan
HW	Holy Water Sprinkler
AN	Elephant Goad Ankh
AA	Adz-Axe
CT	Caltrap
ON	Onager
BA	Ballista
MA	Mangonel
SG	Springald
CT	Catapult
TB	Trebucket
BR	Battering Ram

Class Abbreviations

MAG	Magic User
FTR	Fighter
THF	Thief
SAG	Sage
BRD	Bard
MNK	Monk
RGR	Ranger
PAL	Paladin
ILL	Illusionist
CLR	Cleric
DRD	Druid
BEG	Beggar
DEM	Demon
ASN	Assassin
ARM	Armorer
ALC	Alchemist
KNT	Knight
WIT	Witch
BUF	Buffoon
SAM	Samurai
BRB	Barbarian
BER	Berserker
ANM	Animal Trainer
VAL	Valkyrie
AMZ	Amazon
VIK	Viking

Monster Statistics

NAP	Number Appearing
NIL	Number in Lair
HIT	Hit Dice
HTK	Hits to Kill
NOA	Number of Attacks
DPA	Damage Per Attack
SPD	Speed
SIZ	Size
ALN	Alignment
ARM	Armor Type
PF%	Percentage of Females
PY%	Percentage of Young
INT	Intelligence
GES	Gestation Period
GRP	Grouping Name
CLS	Class
LVL	Class Level
PSY	Psyonic Abilities
MRT	Magic Resistance
SPA	Special Abilities
WPN	Weapon
RAD	Radiation Resistance
POR	Poison Resistance
TEI	Terrain Encountered In
FOD	Food or Prey Eaten
LIF	Average Life Span
COL	Color

This product is a **Judges Guild Universal Role Playing Adventure** designed for use with all gaming systems. The categories of statistics given are carefully selected to be applicable to all the published rule systems. This adventure requires a separate rules system for its use. The statistics listed here should not be considered the only statistics open for use. If a game system requires the use of a term or statistic not found in this format, the Judge is encouraged to add it to the list. All unused categories may be ignored. The values of the statistics given assume that the span of human characteristics naturally ranges between one and twenty. For game purposes, these may be generated with 3D6. A comparison chart is provided to permit the Judge to convert these values into 1D6, 2D6, 1D20, and %D values in case the chosen game system utilizes them. Interpolation may be necessary with some figures, but the Judge should keep in mind that these are suggested values only and may be modified to best suit the tone of the campaign he or she is moderating.

The characters are each given a general description where they are first encountered in the text. Statistical descriptions are all listed on the following chart. The information given, in order, is:

CLS: Class - an indication of the character's profession or main occupation. Abbreviations are explained on a following table.

ALN: Alignment - an index of a character's predisposition toward moral or ethical choices to be made during the game. Alignment is abbreviated in descending importance from left to right. The third letter indicates only a suppressed desire.

LVL: Class Level - an index of the experience and skill acquired in the character's main occupation or profession. The first two numbers indicate the actual class level of the profession while the last indicates the total number of occupations in which the character has gained skill.

HTK: Hits to Kill - the number of hit points necessary to render a character unconscious when reduced to zero or to slay the character when reduced to a negative amount equal to the character's CON.

ARM: Armor Type - an indication of the normal type of protection the character has due to apparel or magic. Abbreviations are explained on a following table.

PSL: Personal Social Level - an index of the social standing. The first two digits indicate the level in the area in which the character resides and the third number indicates the level of notoriety within a twenty mile radius.

STR: Strength - an index of the character's ability to apply physical force. The first two digits indicate the actual Strength of the character and the last number indicates the number of times per day this characteristic may be tested without checking for damage due to stress.

INT: Intelligence - an index of the character's reasoning power, learning ability, concentration, and memory. The first two digits indicate the actual Intelligence, and the last number indicates the number of times per day that this characteristic can be tested to the utmost without checking for stress damage.

WIS: Wisdom - an index of the character's intuitive judgement and knowledge gained from experience. The first two digits indicate the actual Wisdom, and the third indicates the number of times per day the characteristic can be tested to the utmost without checking for stress damage.

CON: Constitution - an index of the character's ability to withstand pressure and physical hardships without permanent harm as well as the recuperative or self-healing powers of the character. The first two digits indicate the actual Constitution of the character, and the third number is the number of times per day this characteristic can be tested without checking for stress damage.

DEX: Dexterity - an indication of a character's coordination and manipulative ability. The first two numbers are the actual Dexterity rating, and the third is the number of times per day that the characteristic can be tested without checking for stress damage.

CHA: Charisma - an index of the character's personal magnetism and persuasiveness. The first two numbers are the actual rating, and the third number is the number of times per day the characteristic can be tested without checking for stress damage.

END: Endurance - a measure of the amount of physical stress to which the character can be subjected. The first two numbers indicate the actual rating, and the third number indicates the number of times per day that Endurance can be tested without checking for stress damage.

AGL: Agility - an index of the character's ability to maneuver the entire body. The first two digits are the actual rating, and the third is the number of times per day this characteristic can be tested without checking for stress damage.

LED: Leadership - an index of the character's ability to command the respect of subordinates, motivate others, and boost morale. The first two numbers are the actual rating, and the third is the number of times per day that this characteristic can be tested without checking for stress damage.

LCK: Luck - an index of the character's relationship with the forces that control that character's fate and his relationship to the fate of all others. The first two digits are the actual rating, and the third is the number of times this characteristic can be tested without incurring the "wrath of the gods."

PSY: Psionic Ability - an index of the character's ability to channel and use psionic powers. The first two numbers indicate the actual rating, and the third number indicates the number of times per day this ability can be tested without checking for stress damage.

WPN: Weapon - an indication of the weapon commonly carried and most likely to be used in combat. Abbreviations are explained on a following table.

The "Monsters" are described in the following section with all abbreviations explained in a following table.

Character Stats

Name	CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS
Opapo	FTR	CGN	021	009	IMC	064	159	175	161
Otte	THF	LEG	042	010	LJK	091	133	131	137
Uzishoc	FTR	LNK	071	017	MMC	072	135	156	157
Eadchat	FTR	CNA	011	013	LJK	052	146	060	118
Chezl	CLR	CNL	031	016	KXD	081	139	166	187
Ijeng	RNG	CNG	061	012	BSA	061	149	139	149
Acu	THF	NEG	031	016	LJK	062	130	092	086
Wynga	RNG	CGL	021	010	LJK	061	162	153	154
Rafma the Wolf Butcher	ASN	CEA	051	009	LJK	074	147	160	149
Zlatos	BRD	NXG	041	012	LJK	074	110	099	149
Angemun of Aldersshield	THF	LEA	031	015	ISA	095	104	178	155
Ayshung Lizard Trapper	THF	CEX	021	015	LBS	052	119	162	158
Haag Woebringer	ARM	LEC	012	012	IMC	064	167	111	152
Ravo	MAG	NXL	011	013	KXD	052	078	132	085
Shinga	RNG	NEF	021	016	LJK	061	168	125	153
Legstriker	THF	CEA	031	018	KXD	010	169	135	121
Fijind	FTR	NXX	011	011	KXD	134	144	082	116
Berzik	THF	CEG	051	014	LJK	106	133	119	122
Mathgi	FTR	NXL	071	014	MCT	137	117	125	146
Ryongshu	SAG	LNE	042	007	KXD	148	124	170	172
Zishun	FTR	NEX	012	012	MRT	103	129	157	155
Baika	FTR	CNA	011	011	KXD	143	108	142	113
Daxong	THF	CNE	031	009	LJK	103	110	145	092
Dazoyosht	FTR	CNG	011	012	LJK	107	113	106	129
Sir Eufoe	FTR	LEA	091	015	DMC	103	130	166	188
Rixju	FTR	NXA	031	012	DCT	102	142	124	083
Cutsing	THF	CNX	031	011	KXD	052	109	110	102
Cusheal	MAG	CGE	031	010	KXD	051	082	079	104
Tashu	BEG	NGA	010	013	KXD	032	117	097	119
Thiafung	JES	LEC	021	014	LJK	021	130	142	159
Gsn	DRD	NXA	021	012	LBR	031	082	126	145
Miwot	RNG	NEX	011	015	LJK	032	102	013	158
Gamle	JES	NGC	041	010	KXD	033	135	088	128
Lynzape	ASN	CEG	012	011	KXD	022	109	112	105
Skemaz	ARM	LNC	072	014	ICT	051	185	122	179
Vozwad Spellbinder	MAG	CEN	061	008	KXD	051	122	180	137
Vadrew	FTR	NXA	021	012	KXD	021	110	152	138
Wysho	CLR	NGA	032	010	IMC	083	137	151	184
Vangshen	PAL	LGE	031	011	BMC	106	141	132	148
Congdewn	MAG	LNG	051	012	KXD	103	125	126	103
Shicwe	THF	LEC	022	016	ISA	021	108	118	104
Oto	THF	LNG	012	007	BSA	012	161	125	120
Thumigee	ASN	NEX	041	012	LJK	055	112	128	162
Jengie	MAG	CEN	061	014	KXD	044	114	170	172
Poat	FTR	NXA	011	011	KXD	021	111	132	117
Shay	FTR	LGA	021	008	LJK	011	135	117	112
Chang	RNG	CNE	011	012	IMC	093	112	146	150
Pugost	THF	CEA	011	010	KXD	105	100	093	112
Dengo	MAG	LNG	091	014	KXD	042	144	166	139
Uthick	FTR	LNE	031	018	IMC	033	148	165	174
Skrayf	ASN	LEN	061	006	BSA	064	123	154	130
Puskmid	FTR	NXL	011	011	LJK	043	106	131	143
Clavus Yapp	FTR	NNN	052	059	IMC	124	178	146	124
Ickjude	FTR	NGL	081	011	KXD	127	132	131	116
Racie Backslicer	ASN	CEL	022	011	LJK	102	114	121	179
Prya	ASN	NEX	041	019	KXD	044	123	127	133
Dubruk	FTR	NEX	042	011	BCT	133	122	147	152
Uabamah	SAG	LNA	082	006	KXD	179	186	165	126
Ople	ASN	CEA	080	019	DMC	181	103	138	129
Eqush	SAG	CNA	007	011	KBC	080	097	186	132
Wangi	MAG	NGC	071	009	LBS	060	100	136	133

CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN	Name
102	119	100	158	149	106	120	147	ILS	Opapo
117	188	102	125	164	138	128	139	VHS	Otte
139	103	160	112	131	157	155	182	DSS	Uzishoc
158	136	110	159	116	103	127	111	BDG	Eadchat
178	092	180	158	072	163	189	145	WCL	Chezl
129	149	119	119	129	149	099	159	BSS	Ijeng
152	112	138	133	094	167	164	129	ILS	Acu
138	114	133	186	107	125	150	153	VBS	Wynga
158	130	143	140	093	111	134	142	ISS	Rafma the Wolf Butcher
109	094	147	136	082	116	110	138	IBS	Zlatos
067	118	165	088	095	155	139	139	IDG	Angemun of Aldersfield
154	170	097	125	174	133	140	174	BSS	Ayshung Lizard Trapper
147	093	137	128	078	138	131	143	VBS	Haag Woebringer
094	145	161	093	104	163	133	087	BDG	Ravo
110	133	132	118	114	105	096	129	ISS	Shinga
072	137	145	132	159	110	105	134	ITS	Legstriker
137	164	098	148	184	082	100	082	SDG	Fijind
154	153	114	144	151	103	091	139	SDG	Berzik
106	122	139	111	149	160	115	139	DSS	Mathgi
175	105	153	128	175	156	160	162	HQS	Ryongshu
104	147	127	125	132	134	159	168	DDG	Zishun
166	143	139	165	122	168	142	114	VLS	Baika
125	146	155	094	167	153	144	110	ILS	Daxong
094	149	134	136	123	121	152	115	IBS	Dazoyosht
132	157	084	164	157	118	112	168	DHS	Sir Eufoe
167	132	130	138	110	160	157	098	DLS	Rixju
144	156	103	122	140	136	123	145	IMG	Cutsing
105	149	112	116	146	136	134	113	DDG	Cusheal
127	103	139	099	107	153	148	112	VDK	Tashu
125	159	061	110	162	166	111	181	DSS	Thiafung
115	103	069	106	147	077	086	130	SSC	Gan
117	118	126	107	134	100	131	147	SSS	Miwot
153	114	150	112	117	173	157	086	BDG	Gamle
116	132	159	117	154	132	123	140	IDG	Lynzape
137	103	144	145	112	123	168	144	DFS	Skemaz
139	063	145	167	074	148	159	180	IDG	Vozwad Spellbinder
167	148	157	152	142	133	165	130	WCL	Vadrew
152	126	123	118	117	128	126	164	IFM	Wysho
131	128	083	099	145	072	076	159	ITS	Vangshen
117	120	152	102	158	170	145	091	VDG	Congdewn
121	092	103	139	117	141	107	118	DLS	Shicwe
123	135	085	141	116	104	087	128	IDG	Oto
065	144	126	093	090	146	124	125	ILS	Thumigee
173	124	096	145	130	135	096	177	DDG	Jengie
134	143	091	115	130	096	128	090	IPT	Poat
130	155	084	153	162	115	132	120	IHS	Shay
114	144	078	148	137	073	105	157	VBS	Chang
138	109	080	095	158	084	147	084	RCL	Pugost
170	134	135	183	132	132	153	133	DDG	Dengo
127	163	114	175	164	098	070	175	VTS	Uthick
087	160	101	120	174	144	149	126	UPC	Skrayf
129	159	082	129	152	127	074	162	WPA	Puskmid
148	155	118	139	142	034	153	164	DBA	Clavus Yapp
172	088	157	133	137	116	153	136	DSS	Ickjude
146	170	092	107	168	122	109	164	DDG	Racie Backslicer
146	132	119	127	104	154	151	150	DDG	Prya
125	129	104	153	159	099	148	140	IFM	Dubruk
140	139	186	162	165	148	133	162	BDG	Uabaman
130	169	114	151	150	168	150	124	DDG	Ople
105	138	141	091	172	123	130	145	IDG	Eqush
114	146	113	115	178	118	169	110	HSP HSP	Wangi

Giant Baboon

NAP:1 - 4	NIL:1 - 10
HIT:4	NOA:1
DPA:2 - 8	SPD:120'/minute
AGL:106	FOD:Any
SIZ:4'	ALN:LNK
ARM:LJK	PF%:30
PY%:20	INT:073
GES:8 mos.	GRP:Flock
PSY:109	MRT:25%
RAD:20%	POR:20%
LIF:10 yrs.	TEI:Jungles, Plains

The Baboon is a highly intelligent animal which possesses the capacity to learn. They are basically herbivores, but, when hungry, will eat almost anything. They live in groups led by 2 - 6 large males. Baboons are covered with coarse brown or black fur except for their faces and hands which look very human.

Badl

NAP:1 - 4	NIL:1 - 20
HIT:5	NOA:1
DPA:1 - 8	SPD:150'/minute
AGL:104	FOD:N/A
SIZ:2'	ALN:LGE
ARM:IMC	PF%:N/A
PY%:N/A	INT:180
GES:N/A	GRP:Swarm
CLS:CLR	LVL:12
PSY:180	MRT:45%
SPA:Dispel Clerics	RAD:30%
POR:100%	LIF:N/A
TEI:Any	

Badl are the souls of unscrupulous men who were condemned to return and punish others like themselves. They take the shape of amorphous blobs about 2' in diameter that glow with a dim, green, phosphorescence. They cannot be hit by normal weapons, but magical weapons do normal damage and strike as though the Badl wore Chainmail. Badl are Undead and are affected by Clerics the same as are normal Wraiths, but, if the attempt to turn/dispel fails, the Cleric must make a Saving Throw using 1D100. He must roll twice CON added to 5 times his LVL. If the roll is missed, the Cleric is panicked for one turn for every two points by which he missed the roll and must flee any enemy in an attempt to get as far away as he can each turn. There is a 50% chance that a panicked person will drop whatever is being carried in the hands. If the Save is missed by 20 or more, the Cleric dies of fright on the spot. The reason for this is the 12th Level Clerical abilities which the Badl have. In an instinctive reaction to the efforts of the Cleric to dispel them, they will try to dispel the Cleric. Because this power is instinctive, it cannot be consciously used or used against non-Clerics. It is only used in response to being attacked in a similar way. Badl can, of course, attempt to

dispel other Undead as a 12th Level Cleric. Badl are dedicated to the destruction of Evil in all forms and also hate magic because they consider it to be always evil. They are quite liberal in their definition of evil. They seem to regard almost anything as evil which is not absolutely perfect. Their mission is against evil men, however, so they do not attack objects, however evil. They will attack only "evil" men. They are, of course, highly intelligent and will always choose the best way of getting the job done.

Berserker

NAP:1 - 6	NIL:1 - 20
HIT:2	NOA:1
DPA:By Weapon	SPD:120'/round
AGL:115	FOD:Omnivore
SIZ:6'	ALN:CNA
ARM:KXD	PF%:20%
PY%:0%	INT:115
GES:9 mos.	GRP:Squad
PSY:115	MRT:25%
SPA:Does double	WPN:Any
damage, takes half damage	RAD:20%
POR:20%	LIF:50 yrs.
TEI:Any	

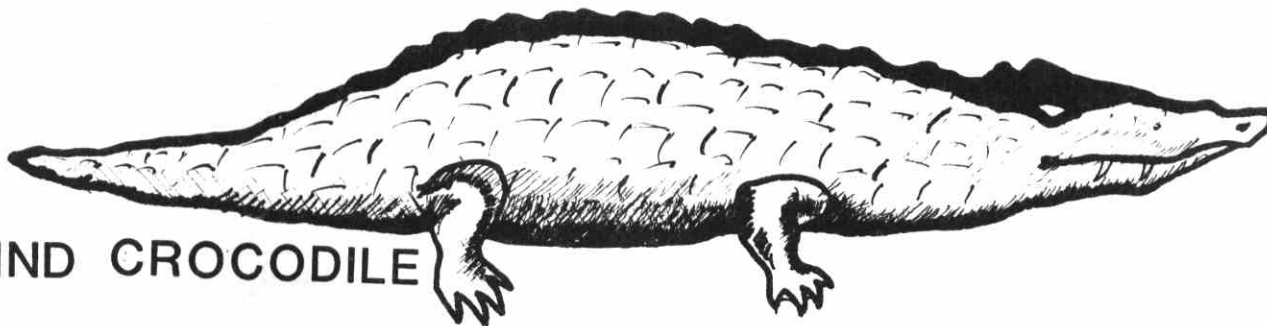
Berserkers are human Fighters who tend to go a "little" crazy during a fight. They are filled with battle-lust at this time and are out for the kill, not just defense. They fight bare-chested, do double damage, and take half damage. They are greatly feared by the general public, and most people run away when a Berserker is spotted.

Croc-man

NAP:1 - 6	NIL:3 - 18
HIT:3	NOA:3
DPA:1 - 4/1 - 4/1 - 10	SPD:90'/minute
AGL:101	FOD:Meat
SIZ:8'	ALN:CNX
ARM:LJC	PF%:40%
PY%:20%	INT:051
GES:5 mos.	GRP:School
PSY:032	MRT:10%
SPA:Regenerate	RAD:25%
POR:20%	LIF:35 yrs.
TEI:Wet Places	

Products of a scientific breeding experiment, Croc-men are a cross between a Crocodile and a Human. They have long, jutting chins, sunken noses, shortened limbs, and a thick, fleshy tail. They have hair on their backs, and the males have hair on their chins. They are 8' long from chin to tail. Croc-men have an overpowering stench, and there is a 50% chance that humans may become violently ill from the smell. Croc-men regenerate one point of damage per turn.

BLIND CROCODILE



Blind Crocodiles

NAP:1 - 4	NIL:1 - 12
HIT:2	NOA:1
DPA:2 - 12	SPD:90'/minute
AGL:081	on land, 150'/minute
FOD:Meat	in water
SIZ:7'	ALN:NXX
ARM:LJC	PF%:35%
PY%:30%	INT:086
GES:4 mos.	GRP:School
PSY:086	MRT:25%
SPA:Spin: 2 - 6 points	RAD:20%
80% chance of amputation	POR:20%

Blind Crocodiles are very similar to normal crocodiles. These Crocodiles retain only vestigial eyes and find their prey by small movements in the water. Their hearing is not so acute in the air, but it is still good enough to allow the Crocodiles to find and fight an opponent even in the dark. This advantage extends to those who are invisible as well. If fighting in deep water, any victim must roll 11 or less on 1D20 or the Crocodile will have locked its jaws firmly on the victim and will begin to spin in the water doing 2 - 16 points of damage automatically. There is an 80% chance that whatever part of the body of the victim the Crocodile is attached to will be rent from the rest of the body. Anything smaller than 2' long will simply be swallowed whole.

Goblins

NAP:1 - 10	NIL:1 - 100
HIT:2	NOA:1
DPA:1 - 6 or by	SPD:90'/minute
weapon	(120'/minute under-
AGL:085	ground)
FOD:Human Type	SIZ:4'
ALN:CNX	ARM:LJC
PF%:40	PY%:20
INT:127	GES:16 mos.
GRP:Tribe	PSY:066
MRT:35%	RAD:20%
POR:20%	LIF:150 yrs.
TEI:Any (underground)	

Goblins are approximately 4 feet tall with dark hair, beards, and eyes. They love to tunnel and prefer to live underground where the sunlight cannot hurt their eyes. Goblins live in tribes of 50 to 500.

Gosa

NAP:1 - 4	NIL:1 - 8
HIT:7	NOA:2 (+2)
DPA:2 - 12 (1 - 4)	SPD:90'/minute
AGL:107	FOD:Meat
SIZ:6'	ALN:NXL
ARM:IMC	PF%:40
PY%:10	INT:109
GES:10 mos.	GRP:Herd
PSY:065	MRT:25%
RAD:20%	POR:20%
LIF:18 yrs.	TEI:Underground

Gosa are nearly man-sized and covered with thick, grey fur but, otherwise, bear no resemblance to any known creature. They have six legs ending in blunt claws and two arms at the front of the body with semi-prehensile hands. Although they have no head or eyes, they have two antennae that can "see" into the infra-red spectrum. These antennae are used to stun an opponent, and the hands grasp the stunned creature to bring it to the mouth at the front of the body.

Vampire Nosferatu

NAP:1 - 2	NIL:1 - 10
HIT:2 - 12	NOA:1
DPA:1 - 6 or by weapon	SPD:100'/minute
AGL:105	FOD:Life force
SIZ:6'	ALN:CNE
ARM:ICM	PF%:N/A
PY%:N/A	INT:Variable
GES:N/A	GRP:Pack
CLS:Variable	LVL:Variable
MRT:Variable	SPA:1 level lost for
RAD:100%	each barehanded strike
POR:100%	LIF:N/A
TEI:Graveyards	

It is difficult to give stats for the Nosferatu in this product because it is used as a generic term for Undead of many types. Where applicable, determine the type of Nosferatu referred to and use information supplied with the description of the individual to determine the probable statistics. If desired, the statistics given above for Vampire Nosferatu may be used.

Ongki

NAP:1 - 8	NIL:1 - 20
HIT:3	NOA:3
DPA:1/1/1 - 3	SPD:150'/minute
AGL:135	FOD:Any
SIZ:2'	ALN:NXA
ARM:IMC	PF%:35
PY%:30	INT:133
GES:8 wks.	GRP:Swarm
PSY:089	MRT:15%
SPA: . . . Lightning Bolt with tail (2 - 12 points damage)	RAD:20%
Hate Dwarves and Magic	POR:20%
TEI:Any	LIF:8 mos.

Ongki are very much like Rats except that they have, in addition to four legs, two front arms. They are covered in white fur except for their hands, feet, and tails. They have the ability to shoot lightning bolts out of their tails that do 2 - 12 points of damage. Ongki hate Dwarves and magic and will attack the offending creature in a frenzy until either the opponent or the Ongki is destroyed.

Ounga

NAP:1 - 4	NIL:1 - 12
HIT:5	NOA:2
DPA:2 - 12/1 - 8	SPD:60'/minute
ALG:044	FOD:Vegetables
SIZ:5'	ALN:NXA
ARM:LJC	PF%:40%
PY%:20%	INT:052
GES:8 mos.	GRP:Herd
PSY:033	MRT:20%
WPN:None	RAD:20%
POR:20%	

The Ounga, a freak of nature, is an odd-looking creature. It is about 5 feet in length with leathery brown skin and two front arms ending in prehensile hands. The Ounga moves by pulling itself along with its hands. Preferring the darkness and dampness of the underground, it will never be seen in the daylight. Though the Ounga moves clumsily on the land, once in the water, it becomes very agile and graceful.

Sewer Rats

NAP:1 - 20	NIL:1 - 100
HIT:1	NOA:1
DPA:1 - 4	SPD:120'/minute
AGL:146	FOD:Any
SIZ:2'	ALN:NXX
ARM:LJC	PF%:30%
PY%:20%	INT:064
GES:6 wks.	GRP:Pack
PSY:021	MRT:10%
SPA:10% chance of causing disease w/bite	RAD:15%
LIF:1 yr.	POR:15%
	TEI:Underground

Covered with a thick brown or black fur and having beady but sharp eyes, Sewer Rats are scavengers of the highest

degree. They will eat anything, including human flesh or their dead comrades. They are attracted to shiny objects and tend to collect and store such items in their lairs. They can be carriers of diseases such as rabies, bubonic plague, trichinosis, and jaundice.



Skeletal Thieves

NAP:1 - 3	NIL:1 - 20
HIT:6	NOA:1
DPA: . . . 1 - 8 or by weapon	SPD:120'/minute
AGL:180	FOD:N/A
SIZ:5'	ALN:NXL
ARM:IMC	PF%:N/A
PY%:N/A	INT:180
GES:N/A	GRP:Band
CLS:Thief	LVL:10
PSY:180	MRT:40%
SPA:Gaze causes Fear	WPN: . . . As normal Thieves
Totally silent	RAD:60%
POR:100%	LIF:N/A
TEI:Dark places	

These Skeletons are unique in the fact that they have red, glowing, jewel-like eyes and can freeze a victim in fear with their gaze. The victim must roll INT or less on 1D20 to break free of the gaze. Skeletal Thieves are openly hostile to other Thieves and will immediately attack to kill. They will try to communicate with any non-Thieves by speaking in whispery voices.

Giant Spider

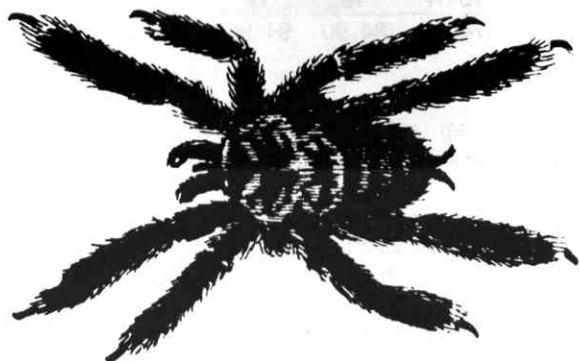
NAP:1 - 4	NIL:1 - 10
HIT:1	NOA:1
DPA:1 - 3	SPD:90'/minute
AGL:100	FOD:Body Juices
SIZ:2'	ALN:NXX
ARM:LJK	PF%:60
PY%:20	INT:103
GES:5 wks.	GRP:Nest
PSY:085	MRT:15%
RAD:20%	POR:20%
LIF:7 mos.	TEI:Underground, Forests

While not known for their beautiful appearance, these spiders are famous for their lovely but deadly webs. They spin huge webs across openings such as doors or between trees, and then lie in wait for a victim to stumble into its sticky strands to become entangled and provide the Spider's next meal. The Spiders are 2 feet long, have 8 limbs, and are somewhat furry. They are dark brown in color but have a limited ability to change color for the purposes of camouflage.

Temple Spiders

NAP:	1 - 2	NIL:	1 - 8
HIT:	2	NOA:	1
DPA:	1 - 3	SPD:	90'/minute
AGL:	088	FOD:	Body juices
SIZ:	3'	ALN:	NXC
ARM:	LJC	PF%:	60%
PY%:	10%	INT:	120
GES:	13 mos.	GRP:	Nest
PSY:	063	MRT:	30%
SPA:	Poison	RAD:	30%
POR:	35%	LIF:	18 mos.
TEI:	Any		

Temple Spiders are black with a hard shell like their cousins, the Giant Spiders. They also weave intricate webs to capture prey. They are larger than the Giant Spiders and have a poison so strong that a victim must roll CON or less on 1D100 to survive it. They will not attack any who wear the Golden Spider holy symbol, but they will defend themselves if attacked.



Suchfed

NAP:	1 - 8	NIL:	1 - 20
HIT:	3	NOA:	1
DPA:	1 - 10	SPD:	90'/minute
AGL:	109	SIZ:	2'
ALN:	CNX	ARM:	ISA
PF%:	40	PY%:	20
INT:	122	GES:	5 wks.
FOD:	Any (Rats)	GRP:	Crowd
PSY:	130	MRT:	25%
WPN:	Breathe fire	RAD:	20%
	3 times per hour for	POR:	20%
	2 - 12 points of damage	LIF:	1 yr.
TEI:	Wet places		

These reptiles present a truly odd appearance because they have only 2 legs and no arms. They move by walking in much the same way a human does and have long claws on their feet. Suchfed have the ability to breathe fire (limited to 3 times an hour) for 2 - 12 points of damage. They have a scaly grey skin with green stripes.



Valkyrie

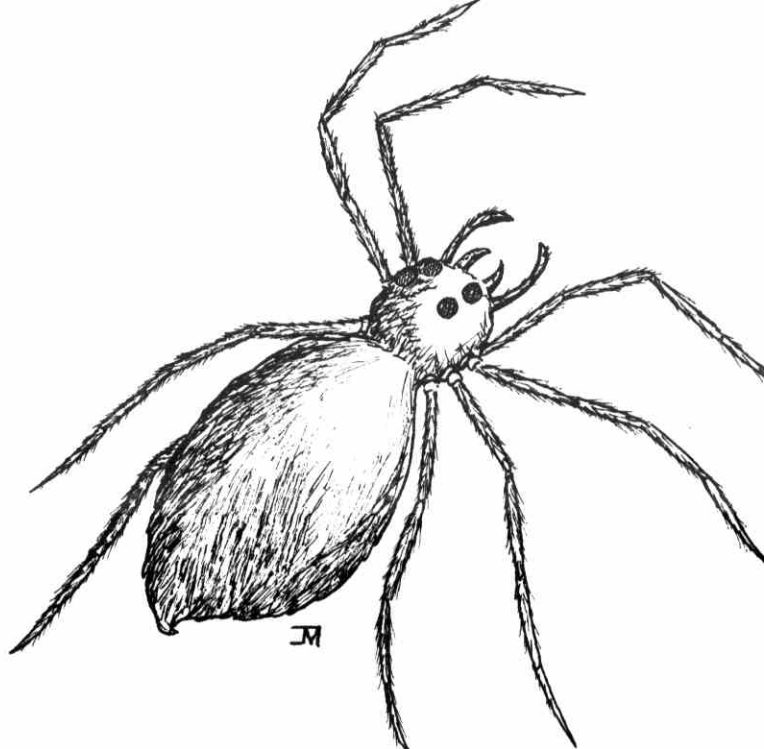
NAP:	1 - 10	NIL:	10 - 100
HIT:	8	NOA:	1
DPA:	By Weapon	SPD:	120'/minute
AGL:	180	FOD:	Human type
SIZ:	6'	ALN:	NGX
ARM:	DXP	PF%:	100
PY%:	0	INT:	180
GES:	N/A	GRP:	Squad
PSY:	180	MRT:	30%
WPN:	+2 Longsword	RAD:	25%
POR:	25%	LIF:	Until killed
TEI:	Any		

The Valkyrie are servants of the god, Odin. They concern themselves mainly with escorting the souls of brave warriors from their death-battle to the Halls of Valhalla. However, they do perform other services for Odin as he deems necessary. They are fiercely and unalterably loyal to Odin. Valkyrie appear as beautiful maidens attired in magic Chainmail which has a +4 bonus and wielding magic Longswords which are +2.

Wraith Spiders

NAP:1 - 2	NIL:1 - 6
HIT:2	NOA:1
DPA:1 - 3	SPD:90'/minute
AGL:088	FOD:Body juices
SIZ:3'	ALN:CNX
ARM:LJC	PF%:80%
PY%:10%	INT:120
GES:13 mos.	GRP:Nest
PSY:063	MRT:35%
SPA:Poison	RAD:30%
Hit only by Magic weapons	POR:30%
LIF:16 mos.	TEI:Any

Created by the Spder God, the Wraith Spiders are like regular spiders in many respects, except that they are larger and are not actually on this plane. Although they may strike normally, they may not be hit by anything except magical weapons. Their poison is weak, so a roll of three times CON or less on 1D100 will save a victim from death.



Probability Comparison Chart

1D6	1	1	1	1	1	2	2	3	4	5	5	6	6	6	6	6
2D6	2	2	3	3	4	5	6	7	7	8	9	10	11	11	12	12
3D6	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1D20	1	1	1	2	3	4-5	6-7	8-10	11-13	14-15	16-17	18	19	20	20	20
%D	1	2	3-5	6-10	11-17	18-27	28-38	39-50	51-62	63-73	74-83	84-90	91-95	96-98	99	100

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

Valkyrie Horses

NAP:1 - 10	NIL:1 - 100
HIT:6	NOA:3
DPA:1 - 6/1 - 6/1 - 8	SPD:Fly 240'/minute, Gallop 180'/minute
AGL:156	SIZ:7'
FOD:Vegetation	ARM:DMC
ALN:NGX	PY%:10
PF%:40	GES:19 mos.
INT:156	PSY:156
GRP:Flock	WPN:4 Hooves, teeth
MRT:30%	POR:25%
RAD:25%	TEI:Any
LIF:100 yrs.	

The winged horses of the Valkyrie are very similar to Pegasi but are not free-willed and free-spirited as are the Pegasi. Valkyrie horses are as loyal to their Valkyrie owners as the Valkyrie are to Odin. They will never serve a non-Valkyrie in any way. They are very intelligent and are able to understand all that is directed at them or their masters. They are fierce fighters and are not afraid of man or demon.

Zombies

NAP:1 - 8	NIL:N/A
HIT:4	NOA:1
DPA:1 - 8	SPD:60'/minute
AGL:071	FOD:None
SIZ:5'	ALN:LEX
ARM:LJC	PF%:N/A
PY%:N/A	INT:N/A
GES:N/A	GRP:Flock
PSY:N/A	MRT:15%
SPA:Possession	RAD:35%
5%/wk.	POR:100%
LIF:N/A	TEI:Any

Zombies are animated corpses under control of the person or persons who animated them. They may only carry out the will of their master because they have no wills or souls of their own. Zombies are slow and will always strike last for 1 - 8 points of damage. They will fight until killed, but they must be chopped into little pieces to be totally destroyed.

TREASURE VAULT



37	FIRST FANTASY CAMPAIGN.	\$7.98
46	WILDERLANDS HEX SHEETS	\$3.00
66	SEA STEEDS & WAVE RIDERS.	\$6.50
68	WAR CRY.	\$4.00
69	FLOTILLA ONE	\$5.00
96	TREASURY OF ARCHAIC NAMES.	\$4.95
104	CASTLE BOOK II	\$3.00
240	THE FANTASY CARTOGRAPHER'S FIELD BOOK.	\$3.98
360	LASER TANK	\$1.50
410	THE ASTROGATORS CHART BOOK	\$3.98
440	TEMPLE BOOK I.	\$3.00
530	RAVENSCRAG.	\$10.00
550	THE FIELD GUIDE TO ENCOUNTERS	\$12.00
680	TOWER OF INDOMITABLE CIRCUMSTANCE.	\$4.98
690	MASTERS OF MIND.	\$7.98
700	RESTORMEL.	\$5.98
790	F'DECH FO'S TOMB.	\$2.00
800	GLORY HOLE DWARVEN MINE.	\$3.98
810	FANTASTIC PERSONALITIES	\$5.98
820	HEROIC EXPEDITIONS	\$3.98

APPROVED FOR USE WITH D&D tm

2	DUNGEON TAC CARDS	\$3.95
14	READY REF BOOK	\$2.99
27	TEGEL MANOR	\$4.50
28	JUDGES SHIELD.	\$1.98
34	MODRON	\$3.50
36	CHARACTER CHRONICLE CARDS	\$1.98
47	CAMPAIGN HEXAGON SYSTEM.	\$2.50
48	WILDERLANDS OF HIGH FANTASY	\$8.50
52	THIEVES OF BADABASKOR	\$3.00
55	GENCON IX DUNGEON	\$3.50
59	VILLAGE BOOK I.	\$2.75
60	CASTLE BOOK I.	\$2.75
61	ISLAND BOOK I.	\$2.75
62	CITY STATE OF THE INVINCIBLE OVERLORD	\$8.00
63	CITADEL OF FIRE	\$3.00
67	FANTASTIC WILDERLANDS BEYONDE	\$8.00
71	FRONTIER FORTS OF KELNORE	\$3.00
76	DRAGON CROWN.	\$1.75
80	OF SKULLS AND SCRAPFAGGOT GREEN.	\$4.50
92	WILDERLANDS OF THE MAGIC REALM.	\$8.50
93	UNDER THE STORM GIANT'S CASTLE.	\$3.00
95	SURVIVAL OF THE FITTEST.	\$3.50
102	CAVERNS OF THRACIA.	\$6.50
104	VILLAGE BOOK II	\$3.00
108	VERBOSH.	\$6.50
111	MINES OF CUSTALCON	\$3.95
113	BOOK OF TREASURE MAPS	\$3.95
118	SWORD OF HOPE	\$3.00
119	TOWER OF ULISSION	\$3.00
150	CITY STATE OF THE WORLD EMPEROR	\$12.00
270	SPIES OF LIGHTELF	\$4.95
300	WILDERLANDS OF THE FANTASTIC REACHES	\$8.50
320	BOOK OF TREASURE MAPS II.	\$3.95
420	UNKNOWN GODS.	\$6.00

APPROVED FOR USE WITH AD&D tm

87	CHARACTER CODEX.	\$4.50
88	DARK TOWER.	\$5.50
109	OPERATION OGRE.	\$3.25
114	MALTESE CLUE.	\$4.00
117	TEMPLE OF RA ACCURSED BY SET	\$2.00
124	ESCAPE FROM ASTIGAR'S LAIR	\$2.00
190	THE TREASURE VAULTS OF LINDORAN.	\$4.00
210	INFERNO	\$5.98
260	PORTALS OF TORSH.	\$3.98
460	BOOK OF RUINS	\$4.00
560	PORTALS OF IRONTOOTH.	\$3.98
570	THE QUEST FOR LARA'S TOWER.	\$3.00
630	DRAGON'S HALL.	\$3.50
650	TRIAL BY FIRE	\$4.00
660	ZIENTECK	\$3.50
670	HOUSE ON HANGMAN'S HILL.	\$3.95
750	ILLHIEDRIN BOOK.	\$3.95
770	PORTALS OF TWILIGHT.	\$4.98

APPROVED FOR USE WITH TRAVELLER tm

75	TRAVELLER REFEREE SCREEN	\$2.50
78	TRAVELLER LOG BOOK	\$3.50
89	STARSHIP & SPACECRAFT FOR TRAVELLER	\$5.50
105	DRA'K'NE STATION	\$4.95
330	TANCRED.	\$5.98
340	LEY SECTOR.	\$4.98
350	DARTHANON QUEEN	\$3.50
480	50 STARBASES	\$5.98
490	GLIMMERDRIFT REACHES.	\$4.98
500	DOOM OF THE SINGING STAR.	\$11.98
520	NAVIGATORS STARCHARTS.	\$4.98
590	CRUCIS MARGIN	\$5.98
640	GHOSTRING	\$5.98
710	AMYCUS PROBE.	\$5.98
720	ROGUE MOON OF SPINSTORME.	\$5.98
730	SIMBA SAFARI	\$5.98
740	PORT O' CALL.	\$3.95
760	MARANATHA-ALKAHEST SECTOR.	\$5.98

APPROVED FOR USE WITH VILLIANS & VIGILANTES tm

580	BREAK IN AT THREE KILOMETER ISLAND	\$3.00
-----	--	--------

APPROVED FOR USE WITH RUNEQUEST GATEWAY tm

107	BROKEN TREE INN.	\$4.00
116	THE HELLPITS OF NIGHTFANG.	\$3.00
170	RUNEQUEST SHIELD	\$2.50
220	LEGENDARY DUCK TOWER	\$5.98
310	CITY OF LEI TABOR	\$7.98
380	DUCK POND	\$5.98

APPROVED FOR USE WITH CHIVALRY & SORCERY tm

250	C & S SHIELD	\$3.00
-----	------------------------	--------

APPROVED FOR USE WITH TUNNELS & TROLLS tm

400	THE TOUGHEST DUNGEON IN THE WORLD	\$4.00
-----	---	--------

APPROVED FOR USE WITH SUPERHERO 2044 tm

430	HAZARD	\$2.00
-----	------------------	--------

APPROVED FOR USE WITH EMPIRE OF THE PETAL THRONE tm

540	NIGHTMARE MAZE OF JIGRESH	\$2.00
-----	-------------------------------------	--------

PEGASUS \$3.00 per Issue

THE DUNGEONEER JOURNAL Back Issues Available \$2.80 per Issue

THE JUDGES GUILD JOURNAL Back Issues Available \$2.80 per Issue

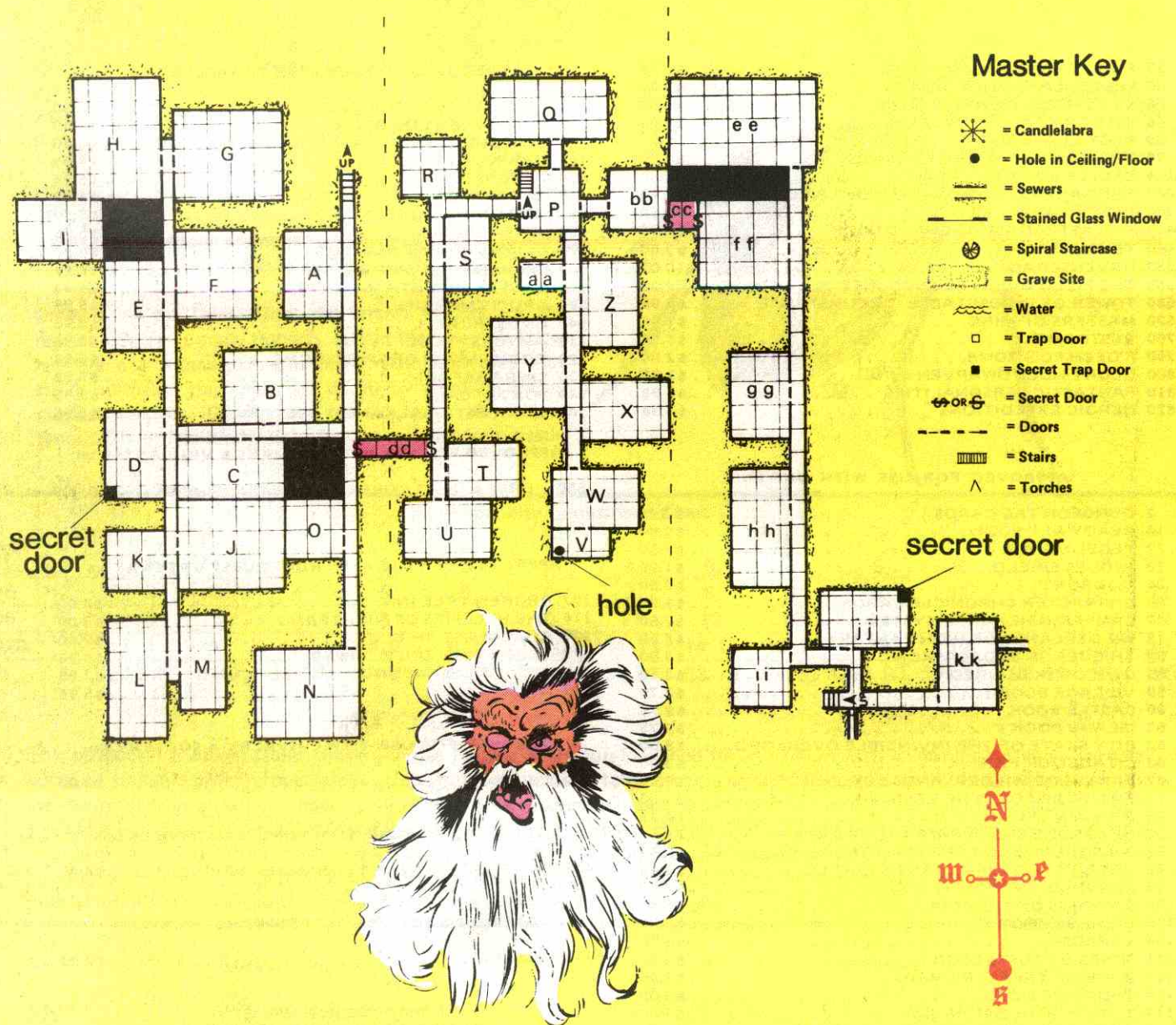
THE DUNGEONEER Back Issues Available \$2.80 per Issue

73	THE DUNGEONEER COMPENDIUM OF 1-6.	\$2.50
----	---	--------

Judges Guild

TEMPLES

level 2



Cynges-Leahs Domain

