

WORLD OF KALIBRUHN[®]
ADVENTURE

THE MAZE OF ZAYENE

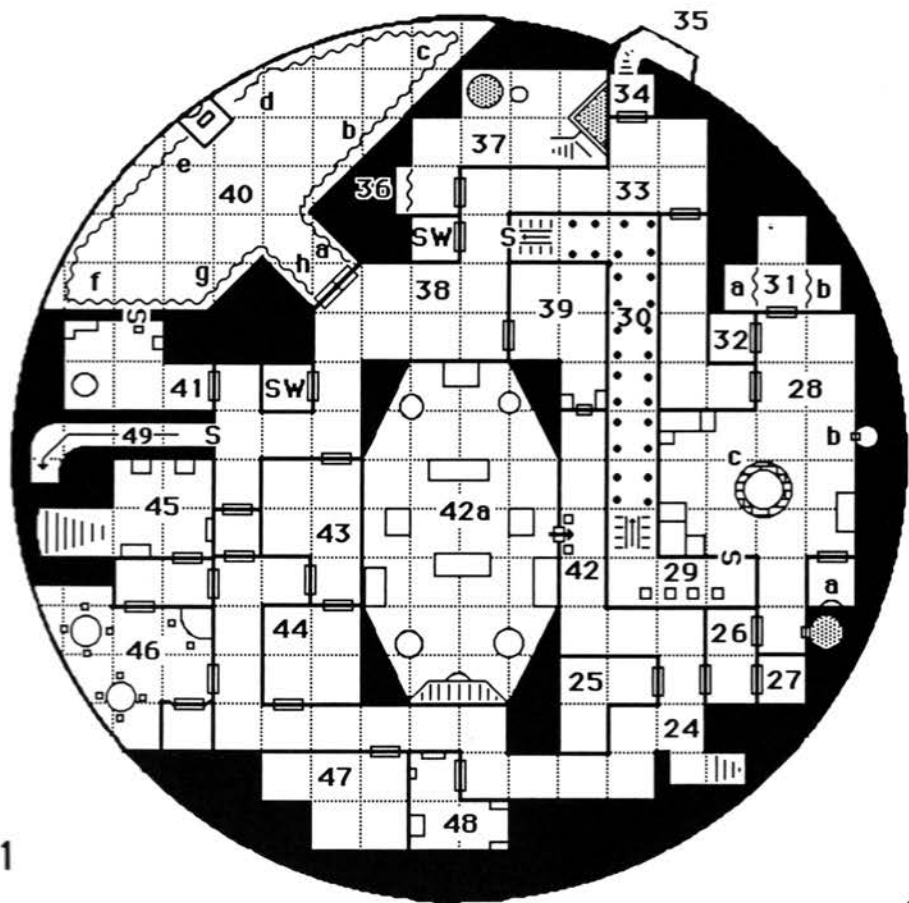
PART 3
TOWER CHAOS
by Robert J. Kuntz



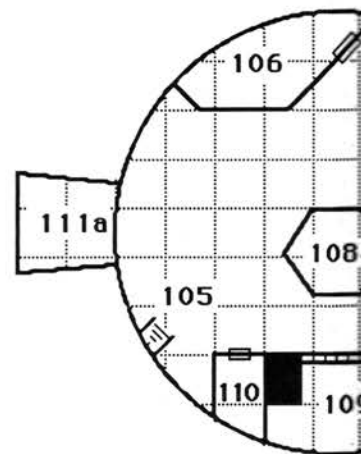
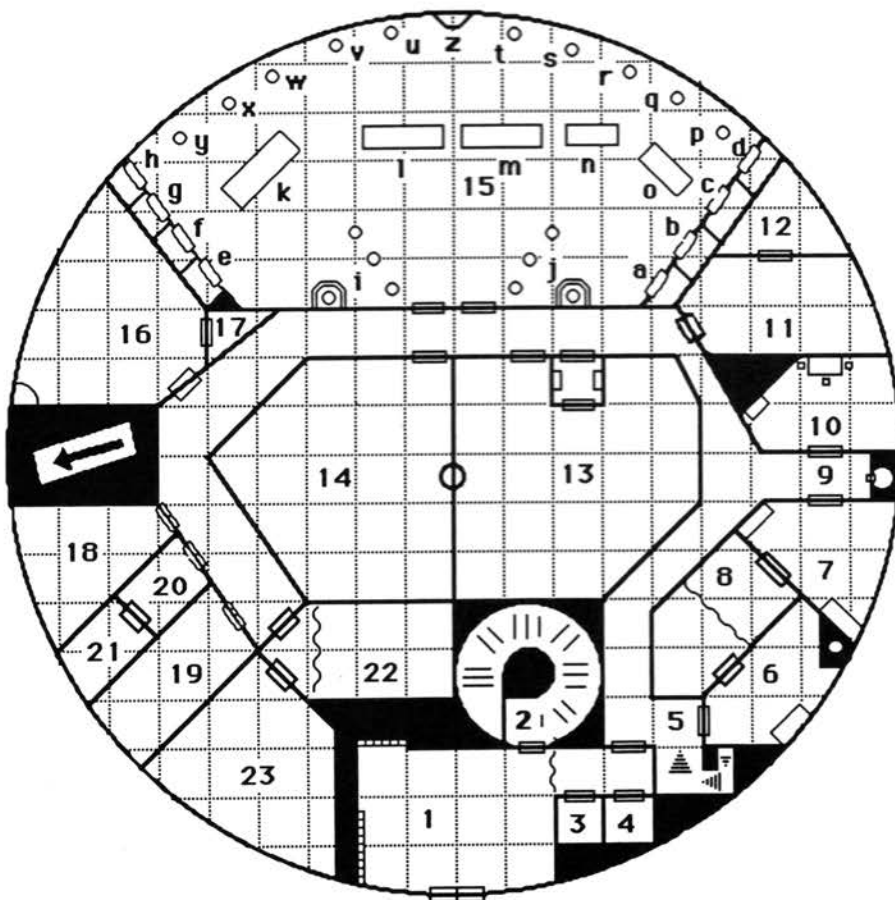
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Level 2



Level 1



Map Key for Tower

	Door		Spiral Stair
	Secret Door		Stair
	Double Door		Stair
	One Way Door		Curtain
	Throne		Torch
	Mirror		

A World of Kalibruhn™ Adventure

The Maze of Zayene — Part 3 Tower Chaos

Table of Contents

ABBREVIATIONS USED	2
INTRODUCTION	2
SCENARIOS	2
GM INFORMATION	3
Background	3
Tower Information	3
Clues	3
Rumors	4
Magical Mirrors	4
Mirror Chart	5
Tower Schedule Chart	5
Time	5
USING THE KEYS' SCHEDULES	5
Reading/Ad-libbing the Text	5
LEVEL 1 KEYED ENCOUNTERS	6
LEVEL 2 KEYED ENCOUNTERS	11
LEVEL 3 KEYED ENCOUNTERS	16
LEVEL 4 KEYED ENCOUNTERS	18
LEVEL 5 KEYED ENCOUNTERS	21
EPILOGUE	22
APPENDICES	23
A: Magical Items	23
B: Monsters	24
C: N-PCs	25
D: Player-Characters	26
COMBINED ENCOUNTERS	28
HALL ENCOUNTER EXPLANATIONS	29
HALL ENCOUNTER CHARTS	30-32

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Abbreviations/Terms Used In This Series

<i>St</i>	Strength	<i>CL</i>	Character-Level: A variant of MP usually used to indicate Player-, Non-Player character's MP only	<i>Character Types:</i>	<i>F</i> Fighter, <i>Mg</i> Mage, <i>Pr</i> Priest, <i>Il</i> Illusionist, <i>Bd</i> Bard, <i>As</i> Assassin, <i>Tf</i> Thief, <i>Fp</i> Fighter (paladin), <i>Fr</i> Fighter (ranger)
<i>In</i>	Intelligence	<i>Al</i>	Alignment	<i>HtK</i>	Hits to kill
<i>Ap</i>	Appeal (sometimes known as charisma, leadership ability)	<i>AT</i>	Armor Type	<i>Atk</i>	Numbers of attacks possible
<i>Ws</i>	Wisdom (also insight)	<i>Dm</i>	Damage	<i>Lair:</i>	Chance of being in lair/home, etc.
<i>V</i>	Vitality (also constitution)	<i>EX</i>	Value or <i>EX</i> : Experience point value	<i>THATO</i>	To hit armor type 0
<i>Ag</i>	Agility (also dexterity, et al.)	<i>GM</i>	Game Master (also known as DM, CM, etc.)	<i>/flying speed</i>	- game inches
<i>Bt</i>	Beauty (also known as comeliness)	<i>SP</i>	Special (attacks, powers, defenses, weapons, etc.)	<i>//swimming speed</i>	- game inches
<i>MI</i>	Magical Immunity (also magical resistance; also used to indicate SRs which are above normal, or different in some way)	<i>ft</i>	feet	<i>gp, sp, ep, pp</i>	(gold, silver, electrum, platinum)
<i>MP</i>	Melee Prowess (level of monster/being; MP: F7 stands for melee prowess, level 7 fighter)	<i>M</i>	moves (or movement) usually in game inches	<i>1st Order, (spell):</i>	Rank or level of spell use
<i>SR</i>	Saving Rolls (or 'throws, saves, et al.)	<i>D</i>	(D%, D6, etc.): Type of die (or dice) used	<i>Time:</i>	Segment = 6 seconds; Melee round = 10 seconds, or 1 minute; Turn = 10 rounds, or 10 minutes.

Introduction

TOWER CHAOS is part three of a four part series. Part 1, **PRISONERS OF THE MAZE**, and Part 2, **DIMENSIONS OF FLIGHT**, already introduced the characters into the wizard Zayene's maze and dimensional areas. The characters have overcome the most stringent perils, and perhaps the majority of the party has survived to face the most complicated task

-- carrying on with the assassination of King Ovar!

In their quest to secure an escape from the dungeons the players have discovered a set of stairs which lead up, it is presumed, to Ovar's tower, wherein they were at the beginning of Part 1. The characters have knowledge that they arrived before the Lesser Throne Room on

level two, bypassed the guards and then confronted the King. Ovar escaped from his throne -- disappearing as if by the fastest magic -- as the party attacked. They fled, only to be magically whisked into the dungeons by the court Wizard, Zayene. With what information they now possess they must re-enter the tower and kill the evil King, Ovar the Mad!

Scenarios

This module is easily adaptable to various scenarios. It can be played by itself apart from the preceding modules. If GMs wish, they might set the adventure at the beginning of Part 1 with the characters infiltrating the tower on level two. The original quest idea, with storyline, could be continued (this is highly recommended due to the structuring of these series modules); or, new characters (included in the appendices) could be used by the players, these having been assigned by the secret league to complete the task the original characters failed in. As a final note, this module is useful for a variety of assassin/thief scenarios wherein precise timing is required.

1) Pre-Start, POM: The original characters from Part 1 start at key #49 on

level two. They must pass the troll guards at key #38 and enter a Lesser Throne Room where Ovar awaits. Starting time is 6:30 p.m., but the Lesser Throne Room has only Ovar in it. His other servants (note key #40 schedule) are waiting at the SW (**Staff Waiting**) areas. Note the schedule here; Ovar will depart after the allotted time, and his servants all return after 30 minutes (at 7 p.m.).

2) Tower Chaos, Part 3: The original characters enter at key #2 after escaping the dungeon, or upon returning this way after resting. The wizard Zayene will have assumed that they died in the maze complex and will not be on the alert for them here.

3) New Start: The secret league,

wishing Ovar assassinated, appoints four new confidants to carry through with the plan. Characters enter as scrubbers (note room positioning and schedules for each). The original scrubbers are replaced in a manner which doesn't cause suspicion. The characters must devise a way of getting to Ovar after infiltrating the tower.

4) Assassin/Thief Scenarios: GMs must create these scenarios, tailoring them to their own existing campaigns. A worthwhile adventure might be to rob the Queen's Crypt; another might consist of acquiring information about Ovar for the secret league. Whatever the case, these types of scenarios could prove to be fine solo adventures for many a stout-hearted, and patient, adventurer.

GameMaster (GM) Information

BACKGROUND: Two years ago King Ovar turned to evil ways, about six months after the queen's death. Some say that Ovar turned to evil deeds out of grief, which transformed him into a maniac. The real truth is that the queen was assassinated after learning about Zayene's attempts to usurp the throne. Ovar -- who is not really an evil person at all -- was captured by his plotting court wizard and is now held as a prisoner. Special simulacrum of Ovar are constantly generated from skin grafts taken from the King, and these are the "Kings" which rule in Ovar's stead (also note **THE EIGHT KINGS**, part four of this series). Zayene has had to act hastily, however, for the queen's suspicions could no longer be delayed, and upon killing her he suspected that Ovar would pinpoint the cause of death and trace it to him.

Zayene's simulacrum experiments are imperfect at this time, and to get around this he has had to rely on creating one per day from his vats, for 24 hours is the survival time of these copies before they dissolve to dust. In order to buy time and confuse Ovar's servants -- some of which are becoming suspicious of the King's actions -- Zayene has installed twelve magical mirrors throughout the tower. These are transportation devices, which allow those who can work them to teleport. This allows the simulacrum to disappear/appear when convenient. In order to further confuse the servants, Zayene has ordered each King to sleep in the den, thus keeping them from normal schedules in which any flaws in his creations might be noted. The King no longer sees many guests, and most of his other schedules are also awry.

Furthermore, Zayene has summoned a death demon, a creature whose purpose is to instill fear into the hearts of the loyal servants so that they quit Ovar's service. Zayene intends to replace these with his own servants. The demon wanders the hallways, and many retainers believe that it is the spirit of the deceased queen, for Ovar is able to order it hence. This ruse is effective due to the mumbling of the demon's name (which controls it) while the fake Ovar orders it away.

Into this intrigue step the characters, with the thought of doing away with the King. Given the time to piece together the clues, they will learn -- much to their amazement, no doubt -- that they must save Ovar, not kill him! Zayene is aware of the assassination attempt and will do anything to thwart it, for it threatens his plans, also. If a simulacrum king is assassinated, Zayene's plans to per-

manently replace Ovar with this type of magical lackey also die!

Zayene is not concerned about an assassination attempt at this time, however, and therefore concentrates his efforts elsewhere. He has assumed that the characters died in the maze -- or dimensions. This gives the party time to operate, to piece together the real story behind **TOWER CHAOS**.

TOWER INFORMATION (General):

The King moved to this tower a few years ago. It occupies the south wing of the palace, but is by itself isolated from that main place, which Ovar has had closed since his wife's death.

The tower is approximately 300' high, with 50' of ceiling/stone between floors. The structure is sound, and is said to have a magical foundation. The halls are stone. Lighting is accomplished through lanterns and torches placed at uncorresponding intervals (GM choice).

The tower servants are basically neutral in aspect and loyal to Ovar, although many of them are worried about the repercussions of Ovar's recent hardline tactics against the Kingdom's good elements.

The wizard Zayene has an entrance point to his personal dimension secreted in the tower (see Key #85). No one ever sees the court wizard, for he rarely makes an appearance.

CLUES TO THE KING'S CAPTURE:

The following are clues, which if correctly interpreted, will disclose a yet undiscovered fact that the real King is a prisoner, and that the queen was killed for having gained knowledge about the court wizard's subtle takeover attempt.

LEVEL 1: Key #15, The Flora and Fauna Room. The myrmic (see the appendices) at letter key (J) has memorized conversations pertinent to the queen's assassination. If captured, this creature will have a 20% chance per round of repeating the following sentences, with the proper myrmic inflections: "*My ladyship suspects!*" "*Quiet, Fool!*" And... "*Dig for gold, a digger I be. A plant her! Har!*" The first sentence is that of a woman, quite worried; the second is controlled and instills fear into those listening; the third is that of a servant's, unconcerned and mercenary, with a morbid sense of humor.

The body of the queen's handmaiden is buried at the base of the palm, here. Zayene had her disposed of and buried here after using her to spy upon the queen. The handmaiden, Ilsha, suspected the worst too late.

When found, the characters note a woman's body, decomposed, with a vile containing some sappy (degenerated poison) wedged in its mouth. A locket is found resting under the remaining clothes on her chest. If cleaned, read the players the following, which is inscribed upon it: "**To my most trusted servant Ilsha -- Countess Sertrude**". This locket was given Ilsha before Queen Sertrude married Ovar, thus indicating the length of Ilsha's service, and, as an aside, the magnitude of her disloyalty in this instance. Its worth, if sold, is 13 gp.

LEVEL 1, key #13, The Den: The ermine rug was put here by Rast, a cleaner, who was supposed to have thrown it out. (Note the illustration). The burn marks form an outline of a bird, perhaps a hawk, but minus the major portion of one wing. It was general knowledge to tower inhabitants that Ovar had a hawk, whether it was a familiar or not no one knows. It is believed that it was released as a gesture by the King. In fact, it was killed by Zayene when he took the King prisoner. Its flaming form fell upon one of the rugs in the Throne Room (see key #4) when it died. The cleaner likes to save things, so he brought the ermine rug here, instead, hiding the burnt part by positioning that portion under the main lounge chair. A new ermine rug covers the connecting wing imprint on the throne room floor (see the following clue information). The hawk's spirit has returned to the Lesser Throne Room (read key #40, and the following clue concerning this).

LEVEL 2 key #28, The Kitchen, an other tower keys: If a conversation is struck between Kelter and a disguised character, there is a 100% chance that Kelter will mention (if the conversation turns toward the King) that Ovar has been acting strangely, that he has in fact lost his taste for sweets, so much so that he has even lost his desire for incense, which was regularly lit throughout the fourth level until six to eight months ago.

There is no explanation for this shift in taste, but Kelter remains non-plussed, for Ovar relished his desserts, even after the queen's death.

The simulacrum Kings have deficient olfactory senses, which do not allow them to enjoy sweet smells or tastes. Since these foods and smells seem bland now, they do not require them, thus the reason for the sudden change in tastes.

LEVEL 2, key #40, The Lesser Throne Room: The characters will have a 20% chance per round spent here of meeting the spirit of Ovar's departed familiar-hawk. It repeats this sentence when encountered: *"The ermine form flew to the den of the unknown."* This refers to the ermine rug with its own imprint on it that was taken to the den on level one. If the characters inquire about this riddle the spirit delivers another one before departing: *"Past servants . . . tied to and hanging about . . . the middle room, where sweet things are enjoyed but not seen . . . not seen."* This is a hint towards the location of Zayene's exit/entrance point for the tower (the Incense Room, key #85). "Past servants" indicates that one must pass through servant quarters at key #82; then, by proceeding through things "tied to and hanging about," that is, robes in The Robe Room, key #84, one enters the Incense Room, where "sweet things are enjoyed but not seen," referring to the packed incenses' aroma. The second "not seen" refers to Zayene's teleportational device, which is hidden there.

LEVEL 3, key #55, The Silversmith The silversmith has acquired Ovar's ring of state, it having been sold to him by a cleaner, who found it while cleaning the Throne Room right after the real Ovar had been captured. The ring fell from Ovar's hand during the struggle, and it wasn't until three days later that Zayene realized it was missing. His attempts (magical and physical) to locate it in the tower have been frustrated by the fact that the silversmith -- fearing his involvement in accepting the ring upon later learning what it really was -- melted it down and pocketed the stone. He first took a wax impression of it (see key #55). The stone is always in his side purse.

Zayene has had duplicates made, but the stone was a rare one, and providing replacements was impossible; so he has ordered his Ovars to hide their ring hands when dealing with certain persons (the chamberlain, or treasurer, for instance) who might notice the fake ring(s).

LEVEL 3 Clues: The bed chambers (key #74, etc.) are never used; the Baths (key #71) are rarely used.

LEVEL 3, key #64, (and other areas), The Majordomo: This aged servant remembers that Ovar had two pictures removed from the throne room just recently. He finds this peculiar, since one was a favorite (see the note on this at key #104) of Ovars, and would light up when the King or his court artist, Pynyck, were within its vicinity. The other picture was one of his wife had painted from memory, and which she had included the court

wizard, Zayene, in. The wizard, as the majordomo recalls, had always disliked this piece.

Both pictures were removed by Zayene. The first one does not shine in a simulacrum king's presence, so its removal was a precaution. Pynyck, the one who fashioned the picture for Ovar's and his own birthdays (the same date) has been kept busy preparing more bizarre art at the "Kings' request, so he has no knowledge of its removal. The picture, as noted, shines when Ovar or Pynyck are within its vicinity.

The second picture was painted by the queen, and Zayene was in it. He has always detested his representation (and he has never had anyone render him artwise) and was grateful to be able to order one of the new Ovars to have it removed.

LEVEL 4, key #93, Ilsha's Old Quarters: This clue (see entry) indicates that someone has disgraced himself and that the mark was put upon the door to note this. It was later scratched for some unknown reason.

The story given by tower inhabitants indicates that Ilsha had something to do with the queen's death since she was not present the day of Seretrude's demise. Many of the servants think that Ilsha poisoned the queen and then fled; but doctors diagnosed that Sertrude died of something akin to fever (Also see L1, #15 clue).

Zayene had all clues to her involvement with him removed from her apartments. The mark was placed at the order of a fake Ovar; but many of Ilsha's friends (Kelter, and the chief waiter, to name just a few) believe that she was wronged, and have, over the past few months, attempted to scratch off the mark.

RUMORS (and facts): The following is a rumor/fact sheet. Feel free to expand upon the information given when an input into the adventure is required, for this is a basis only.

An F = a true fact, with supporting evidence; a R = an unsupported rumor, which might or might not be true to some extent as yet undetermined.

F Ovar turned to evil ways two years ago, approximately six months after the queen's death.

R A haunt wanders the tower and is thought to be the queen's spirit. (Partially true; a demon wanders the halls at Zayene's behest.)

R Servants leaving Ovar's employ say that his insanity/madness was radical, brought on by the queen's death.

F Ovar is a powerful mage.

R Ovar has had Zayene construct magical

mazes for him. (Partially true since Zayene is the real power behind the throne now.)

R The King rarely sees visitors. (True.)

R There are magical mirrors in the tower. (True.)

F Ovar has the best flora and fauna collection on this continent.

R Flec, the majordomo, will retire soon. (True.)

R Servants have seen Ovar command the queen's spirit.

F New servants are being hired to replace the ones quitting.

R The King no longer sleeps in his own bed chambers. (True. He sleeps in the den.)

R Ovar has lost his taste for sweets. (True. The simulacrum cannot taste or smell sweet things.)

F The queen was buried in a crypt adjoining her bed chambers.

F The King is childless, with no heir apparent.

THE MAGICAL MIRRORS (Explanation of Chart Procedures): Below is a cross-reference chart which indicates the number of steps needed, and the direction one must be bearing, when the magical transportation mirrors are utilized.

Characters walking into a mirror find themselves in a gaseous area which cannot be penetrated by normal or magical means, other than by stepping through it. Players must indicate how many steps are being taken, and if these are to the right, left, or straight ahead, or possibly a mixture of the three directions. Unnatural and impenetrable barriers keep travelers confined to this course at first. If a mis-step occurs those making this mistake appear at a random mirror-room area (roll a D12) after 2-20 rounds within this maze-like area. In actuality the area in which one might wander is confined; but the intricate patterns, the fog, and the force-field-like barriers which channel them, all work to confuse characters. No distances are ascertainable here, since the area wandered in instills those lost with a "never-ending" type feeling.

Characters traveling the prescribed number of steps find themselves at those areas indicated by the chart. For example, a character stepping into the mirror at the DEN while taking 10 steps to the right oblique would find him- or herself in the THRONE ROOM, right outside that room's mirror. Traveling time is 1-6 seconds. The first step always counts, so characters must have in mind their intended direction, and how many steps to be taken in that chosen direction, BEFORE entering a mirror, or else a mis-step immediately occurs and the character(s) wander for the aforementioned time period before exiting to a random room.

MAGICAL MIRROR TELEPORTATIONAL CHART, TO/FROM

	TH	PAN	GM	LB	KBD	QBD	LTH	DN	PR	DR	F/F	TR
ROOM/ / # - - -	104	27	14	42A	74	94	40	13	101	61	15	53
Throne Room	-	5S	8S	10S	16S	5L	11R	10L	5R	10R	3S	7S
Pantry	5S	-	4S	11L	7S	15L	13S	14R	10S	6S	4R	9R
Game Room	8S	4S	-	7R	11R	7S	11S	12S	10R	2S	5L	8R
Laboratory	10S	11R	7L	-	4R	5S	7R	10R	9R	5L	8L	3S
King's Bed.	16S	7S	11L	4L	-	6L	4S	8R	12L	9L	9S	5R
Queen's Bed.	5R	15R	7S	5S	6R	-	3R	8L	4S	6L	3L	2S
Lsr. Throne	11L	13S	11S	7L	4S	3L	-	3R	7S	8L	6R	4L
Den	10R	14L	12S	10L	8L	8R	3L	-	4L	12L	9L	7L
Practice	5L	10S	10L	9L	12R	4S	7S	4R	-	15L	7L	6L
Dining Room	10L	6S	2S	5R	9R	6R	8R	12R	15R	-	7R	5S
Flora/Fauna	3S	4L	5R	8R	9S	3R	6L	9R	7R	7L	-	5L
Treasury	7S	9L	8L	3S	5L	2S	4R	7R	6R	5S	5R	-

TH: Throne Room, PAN: Pantry, GM: Game Room, LB: Laboratory, KBD: King's Bed Chambers, QBD: Queen's Bed Chambers, LTH: Lesser Throne Room, DN: Den, PR: Practice Room, DR: Dining Room, F/F: Flora & Fauna Room, TR: Treasury; (S = straight ahead; R = right oblique; L = left oblique).

TOWER SCHEDULE NOTES: The tower schedules are your guides to this adventure; the **HALL ENCOUNTERS** provide a schedule for all in-transit persons/things. This lets the GM know of changes in the tower's entire structure, and accurately reflects the aspects of a living adventure, and is unlike many stagnant, unbreathing ones.

The time period entries before the

player's information in keyed encounters accurately projects the changing room occupants. Before quoting what the characters actually see, a GM must first check for current occupants, and after referencing the **COMBINED ENCOUNTERS STATISTICS CHART**, then tell the adventurers what they see, or don't see. There is a certain involvement required here, but so is there in any game.

The point here is to accurately reflect the pulse of a King's tower. This pulse should keep GMs, as well as frenetic players, at the edge, since the best laid plans here could go awry at any moment.

TIME: GMs must keep an accurate note on what time it is, and, what time is being expended. After a while the rates (movement, casting spells, etc.) will be pinned down. That much misquoted axiom "time is of the essence" is appropriate here. The party must keep track of the time in order to plot the King's actions and schedules, since bulling their way to Ovar would most likely end in failure. Likewise, the GM must provide an accurate time picture for the players.

Characters will expend much time just deliberating about what to do, and how to go about doing it. Though the time expended in some cases must be arbitrarily left up to separate GMs, all time expenditure must be tracked. The tower's internal workings change by the hour, and sometimes by the half-hour, and GMs can no longer be committed to "rolling to check" whether the occupant of a certain room is there or not. The occupant is in or out, the room is occupied by another, or it has person(s) in addition to the original, or the room is empty, but if waited in long enough it won't be, etc.

Using The Keys' Schedules

The keyed encounters are read as follows: The key number; the key name; then the **COMBINED ENCOUNTERS STATISTIC CHART** number(s) for the particular encounter, where applicable. The information in paranthesis is noted as **OCCUPANT** or as **VARIABLE**, or as both. In all cases, this information sets forth time periods followed by one or more **COMBINED ENCOUNTERS STATISTICS CHART** reference numbers. A reference to 7 a.m. - 8 a.m. 20, indicates that the **FURNITURE MAKER** is at his key number (key #6 on level 1 in this case).

The furniture maker is the only occupant in this particular room at this time period, so if the characters were to enter this room, he would be the only one confronted.

VARIABLE listings are for those persons who are not true inhabitants of the area, but are there for some purpose (dining, cleaning, etc.).

Sleeping times are from 6-9 p.m. onwards, and are usually noted by long entries (such as 8 p.m. - 6 a.m.). Consider the first and last hours of sleep three "R" periods (resting, relaxing and readying oneself for bed, or for the new day.

READING AND AD-LIBBING THE TEXT: Since room/area occupants are constantly changing, the only description given is that which describes an actual room occupant and/or the person or thing which occupies the area in question for the majority of the time. When GMs have other encounters occurring with the room's main occupant(s), or instead of the occupant(s), then they must ad-lib the situation, using the appropriate keyed encounter descriptions and the **COMBINED ENCOUNTER STATISTICS CHART** as guidelines.

Level One Keyed Encounters

1. HALL OF RECORDS 8 x (2), 42 x (1) (**OCCUPANTS:** 24 hours 8 x (2), 42 x (1).) **VARIABLE:** 8 a.m.-9 a.m. 3, 32 x (2); 12 noon-1 p.m. 43; 1 p.m.-2 p.m. 4; 3 p.m.-4 p.m. 14; 7 p.m.-8 p.m. 5, 9; 6 a.m.-7 a.m. 32 x (1).)

This room appears as a plush entry area with chairs, couches and a small bookshelf lining the walls. There are two chain mail armored guards sitting in chairs near the double doors; a lackey reclines on a couch along the east wall. To the right of the doors are three tasseled ropes; to the left of the door is a table with a book, pens and ink bottles upon it.

The door is barred and locked from the inside during the night; during the day it is bolted shut (a 19 St individual could open this on a D6 roll of 1-3). The guards are armed with longswords and bear chain mail and metal-banded wooden shields. They each have 12 gp in their purses. The servant on the couch is a doorman who will run at the first sign of trouble.

There are three chest high, tasseled ropes hanging to the right of the doors. When pulled the first rope rings the porter at key #4; the second rings key #3, the messengers; the third rings the kitchen (key #28).

Several pens and ink bottles are located on a small but ornately carved table to the left of the doors. Next to these is a record book which every visitor must sign upon entering the tower. The books are checked daily by the chamberlain and the scribe. The small bookshelf along the northern wall holds eight similar record books which contain the names of those who visited the tower over the last two year period.

2. STAIRS DOWN (VARIABLE): 5 p.m.-6 p.m. 32 x (1).

These are the entry stairs from MOZ 1, key #24.

3. MESSENGER / PORTER ROOM 35 x (2), 39 x (1) (**OCCUPANTS:** 24 hours 35 x (2), 39 x (1).)

There are three people reclining upon cots here.

This is the messenger/porter room. These servants are so close to #1 that they are always on call. They have no important possessions. The two messengers are armed with short swords and carry target shields.

4. DOORMEN / PORTER ROOM 42 x (2), 40 x (1) (**OCCUPANTS:** 6

a.m.-5 p.m. 42 x (1), 40 x (1); 5 p.m.-6 p.m. 40 x (1); 6 p.m.-6 a.m. 40 x (1), 42 x (1).)

The occupants here are at rest, reclining on cots.

As with key #3's inhabitants, these servants are on call most of the time and are therefore resting whenever possible. They have little or no possessions.

5. HALLWAY NORTH/STAIRS SOUTH/DOOR EAST

The stairs wind up and out of sight. The door leads to key #6, the furniture maker's room.

6. FURNITURE MAKER'S ROOM 20 (**VARIABLE:** 7 p.m.-7 a.m. (empty); 7 a.m.-8 a.m. 20; 9 a.m.-10 a.m. 32 x (2); 11 a.m.-5 p.m., 6 p.m.-7 p.m. 20.)

This room has tables and chairs with woodworking materials and instruments piled upon them. The NE wall is noticeably wet. A man with spectacles is sitting before a table. He sets a piece of wood down on the table in front of him and looks at the party.

This is the furniture maker. He makes and repairs furniture for Ovar, though as of late he has had fewer and fewer orders from the King to make anything. The furniture maker surrenders if threatened with force. He reveals nothing to the party otherwise.

The wet spot on the NE portion of the wall is caused by condensation from the well beyond it. Five feet of stone separates this room from the well (see key #28). If broken through, a 5' radius shaft is revealed, which extends 50' up, and 100' down to water. A thick rope extends up and down the shaft. If pulled up, a large 2' round by 1 1/2' deep bucket is brought into sight after 30' worth of drawn rope (see key #28). If tugged upon with force, a kitchen maid will be alerted at key #28. There is only a 20% chance that anyone there will believe her story, however. If they do, the most done will be to pull the bucket up. After a while the incident is forgotten.

There is nothing else of interest here. The furniture maker's knife is very sharp, and will cause 2-5 points of damage/hit. He wears padded armor.

7. TOBACCONIST'S ROOM 19 (**OCCUPANT:** 6 p.m.-6 a.m., 7 a.m.-8 a.m., 11 a.m.-12 noon, 1 p.m.-5 p.m. 19.) **VARIABLE:** 10 a.m.-11 a.m. 32 x (2).)

This room smells of sweet and acrid mix-

tures, and there is smoke everywhere. A man in brown robes confronts you as you enter. As he rises from a couch he lights his pipe and looks at you with wonderment.

This is the tobacconist, whose job is to supply Ovar with his weed. He does this by cooperating with the botanist, who is his close friend (see key #11).

The tobacconist might attempt to light a pinch of **Tranquility** tobacco (see the appendices under new magical items) in order to make the party friendly towards him. He does this nonchalantly while attempting to ascertain the party's intentions -- both for him, and for other tower inhabitants. His tobaccos are located on a standing tray next to the couch. Each separate compartment on this tray contains 4 pinches of each type of tobacco listed in the appendices.

If the tobacconist persuades the party that he is their friend, he will position himself so that he can access the door and escape. He warns the guards at key #1 first. He always attempts to flee if presented with force.

8. STORAGE ROOM (VARIABLE: 10 a.m.-11 a.m. 19, 20.)

This storage room is divided by a curtain; one section is utilized by the furniture maker and contains woods of various shapes, sizes, make, and hues, tools common to the trade, lacquers, brushes, finishing nails, etc.

The other half (northern) is used by the tobacconist. Powders, incenses, curing agents, and tobaccos are stored in boxes here.

There is nothing extraordinary in either one of these areas.

9. DUMB WAITER (VARIABLE: 11 a.m.-12 noon 32 x (1).)

The dumb waiter here is always up, unless the GM has a purpose for it coming down. Sometimes the DW is used to supply food to the game room when Ovar lunches there.

Otherwise this area is empty, except for the cleaner who appears between 11-12 noon to clean the hall and surrounding area.

A thief/climber could climb the 7' round shaft here, but since the DW remains in place until dining times (morning: 7 a.m. to 9 a.m.; evening: 9 p.m. to 10 p.m.), anyone climbing would find themselves blocked after reaching the DW's bottom near the kitchen (#28) where the shaft goes through. And at the aforementioned

times the DW goes up to level 3 only (key #60) then comes back down, so the only area a climber could exit to would be the kitchen (the busiest place in this place!).

The pulley/rope system used to raise/lower the DW can be used to work it, but doing this will most certainly alert the kitchen crew and a check will be made on who tampered with it.

10. CHIEF WAITER/ASSISTANT CHEF'S ROOM 25, 26

(OCCUPANTS: 9 p.m.-6 a.m. 25, 26; 12 noon-1 p.m., 4 p.m.-6 p.m. 25; 6 p.m.-7 p.m. 25, 26; 7 p.m.-9 p.m. 26.)

Two men are reclining on cots here. They rise, one reaching for a dagger on a nearby stand, while the other draws a shortsword from beneath his bed.

These two people are the chief waiter, and assistant chef, respectively. The waiter has an adjusted AT of 7 due to Agility and padded clothes. Both fight until one or the other is killed or subdued, at which time the remaining one surrenders.

The room contains two cots near each other (N & SW wall sections). Under the As. chef's cot is a box. In it are 203 sp and a gold ingot worth 23 gp. The waiter's side pouch contains 33 sp and a gem worth 10 gp. There is nothing else of value here.

11. BOTANIST'S QUARTERS 23

(OCCUPANT: 6 p.m.-7 a.m., 12 noon-3 p.m. 23.) (VARIABLE: 1 p.m.-2 p.m. 43 x (1).)

This room is filled with plants: On the floor, hanging from the ceiling, growing out of the walls. Amongst this is a bed of straw with a man upon it. He rises and reaches within the right-hand pocket of his green robe.

This is the botanist. He will attempt to throw the special **Sneezing & Choking** powder he has in his pocket at the party. He can target 1 or 2 people (1/2 D6 roll). He has two pinches of this less potent form of dust.

If he is captured he refuses to speak. Besides a dagger he has little else of worth here.

12. CLOSET/STORAGE

There are many tools of the botanist trade within this spacious area. Near the back of the room is a wheeled work table containing tubes, bottles, dishes, bowls -- all with plant cultures in various states of growth or decay -- are located on it. Delicate botanical tools (scissors, scalpel-like knives, etc.) are located on a small shelf to the right of this. Fluids, powders, saps and other unidentifiable liquids are in bottles set on a bench along the NW wall. Several

lamps with oil are apparent, indicating, perhaps, that the botanist sometimes uses this as a work area. The last item of interest is a set of books (4 volumes), a treatise on advanced studies in botany.

13. THE DEN 1, 12, 13 (OCCUPANTS: 10 p.m.-7 a.m. 1, 12, 13.) (VARIABLE: 8 a.m.-9 a.m. 20; 12:30 p.m.-1 p.m. 14, 43 x (2), 44 x (2).)

If this room has Ovar in it, read the following:

Before you is a man in green and grey robes: You at once recognize him as the King. As you enter he calls out; and in what seems only seconds, two men burst through another door on the northern wall. These two men appear to be body guards, and are liveried in grey and green. The taller of the two carries a bright sword.

Ovar will attack the party members with spells as his guards (chart #'s 12 & 13) melee them. The chief aide carries a +1 special purpose sword (slays priests, Neutral, speaks and telepathizes, **Read Magic/Languages, Detects Traps x 2, Detects Invisible, 10' r., Levitation, Blindness, Speaks Black Dragon**, In 17, Ego 15 1/2). They are both armored in plate mail +1; the chief body guard wields a battle axe +3.

Note the appendices for Ovar's statistics and spells. If he is overly pressed he will attempt to retreat via the mirror.

If there are no occupants here, or if the occupants are defeated or retreat, read the following room description:

This appears to be a spacious den, lit by candles in a huge chandelier centered on the ceiling. To the right of the door is a 7' snuffer for the candles, with a small winch (for raising/lowering the chandelier), above this, about waist level. The entire room is laid with grey carpeting. A fire roars in a fireplace along the SW wall; you notice other things, also: Bookshelves on the N and W walls, with a reading table and chair near these; a chain is suspended in mid air near the chair and table.

South of the western bookshelves is a lounge chair, with a full length mirror directly in back of it, and a red velvet covered footstool before it. A black rug is exposed near the chair's front and south side. On the chair's northern side is a smoking stand with tobacco, a pipe, and several small, bronze tubes. A red smoking jacket is lying across the left (north) arm of this chair.

Looking east reveals a sofa against that wall. There is one pearl embroidered pillow on it. A teakwood liquor stand is set near the sofa's northern side; on it are eight different colored goblets and a silver

decanter. Above the sofa is a golden incense burner, attached to the eastern wall.

The door to this room can be bolted from the inside. The chandelier has a gold value of 20,000 gp if removed intact; if stripped of its crystal, reduce its value by 50% (10,000). The snuffer is bronze, no value.

The bookshelves contain popular books and a few historical volumes, all of little or no value. The nearby reading table is crafted from oak, as is the chair. The chair, however, is magical, and if sat in and a title of a book is spoken out loud as the speaker looks at the appropriate shelf, the named book will magically fly to the summoner's hand. However, if more than one book is named in a given round, roll a D8 per title named. This represents how many books fly at the summoner, pelting him or her for 1-6 points of stunning damage for every 6 books that make contact.

There is a slim chain magically suspended in mid air next to the reading chair. If pulled upon once, a dim light appears behind the chair, a foot above the shoulder level of a sitting person. If tugged twice, the light increases in brightness to illumine a 10' radius area. If tugged three times, the whole room is lit as if by full daylight. Tugging it again turns the light off. Ripping it from its hanging position causes the light to start blinking at an alternating, rapid pace. Beings subjected to this light show for more than 2 rounds become giddy, and must remove themselves (or shield their eyes, at least) from the room to prevent becoming hypnotized (as the spell), no SR possible. Hypnotized beings remain stationary for as long as the lights blink (until dispelled). The lights can be dispelled by a **Dispel Magic** spell of the 12th level or higher. Beings removed from the room return to normal.

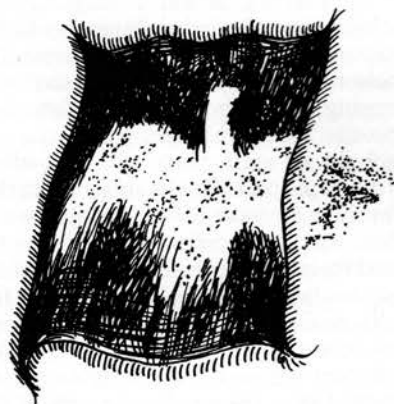
The fireplace radiates magic; if looked within a red hot coal will be seen to be the source of the fire. The coal can be held by those protected from fire. Those unprotected sustain 6-36 points of burning damage per round that they are in contact with it. If the coal is destroyed by the use of these spells (36 damage points from a **Cone of Cold, Lightning Bolt**, or a water-type spell) the efreet trapped within the coal will come forth to (D% roll): 1-50%, **Teleport** away, 51-100% grant a **Limited Wish** to his saviors (and then **Teleports**). The coal cannot be destroyed in any other way.

The lounge chair is crafted from cherry wood and upholstered with green velvet. The mirror in back of it is magical (see the preceding section on magical mirrors in **GM INFORMATION**), and will teleport those stepping within it. The red, velvet covered footstool before the chair is magical: Anyone placing an object as large as, or smaller than, 2' in diameter upon the

stool's surface, will note it disappear. Objects travel to an enclosed, 2' round dimensional area containing luke warm water. Ovar uses this device to soak his feet.



The ermine rug is half under the lounge chair's front on its right (or south) side. The hidden half has an imprint of an eagle upon it, minus the major portion of a wing. It is obvious that this imprint was made by fiery means. In actuality, this is a clue concerning the real King's capture (read **CLUES TO THE KING'S CAPTURE, LEVEL 1, #13**).



The teakwood smoking stand holds an ivory pipe carved in the likeness of a dispassionate-visaged skull, five trays containing different colored tobaccos (cherry, tan, auburn, sienna, and black, respectively; and see the appendices for information on these), and three, one (real) inch long, bronze tubes.



The skull pipe, tobacco, and tubes are all magical. The pipe's visage changes according to the type of tobacco being smoked: Cherry = smiling; tan = relaxed; auburn = glaring; sienna = mad; black = demonic. It imparts no effect except when used in conjunction with the special tobaccos (q.v.). It is worth 750 gp if sold.

When the bottom of a bronze tube is touched, a small flame is emitted from its top. These are magical lighters.

The smoking jacket is magical, combining **Fire Resistance**, **Smoke Resistance** (as an **Adaptation** necklace), and an unlimited duration **DeepPockets** spell. There is nothing within it at this time.

The sofa is of normal make, oaken. The pillow on it is magical, and if one lays their head upon it, the effects imparted will calm the relaxer, since this is a pillow of *relaxation*. **Fear** effects might be dispelled by using this pillow to calm the ones so affected, as it operates as a depressant in those types of situations, allowing the ones feared to gain another SR roll vs. the particular type of **Fear**. The pillow must be placed against the head of the affected being for 1 full round to impart its calming power. The pillow is good for more mundane things, like insomnia, for instance.

The liquor stand next to the sofa is carved from teak worth 1,000 gp, if sold. The eight goblets are detailed in the appendices. The silver decanter is filled with water, and is worth 250 gp if sold. The incense burner is normal gold, worth 400 gp. The twenty cones -- located in a square compartment near the burner's front -- are of five different types (**Sleep**, **Stimulation**, **Wantonness**, **Illusion**, **Dreams**), and are detailed in the appendices.

14.GAME ROOM (VARIABLE: 7 a.m.-8 a.m. 32 x (2); 9 a.m.-10 a.m. 20; 12 noon-12:30 p.m. 14, 43 x (1), 44 x (2); 12:30 p.m.-1 p.m. 23, 24; 2 p.m.-3 p.m. 7 x (1), 8 x (7); 3 p.m.-4 p.m. 1, 2, 11, 12, 13, 25, 43 x (1); 7 p.m.-8 p.m. 3, 4, 5, 16, 18, 21, 22)

This room is filled with gaming utensils. You see a gray carpeted area with a dart board (W wall), game racks with games (S wall), a dice table with various colored dice (center), a table (SE corner) with a box on it, and other smaller tables and chairs which are set aside for card playing, etc. There is a full length mirror on the eastern wall, center.

As the characters enter, two **Unseen Servants** lift nearby snack dishes (nuts, candies) and offer them to the party members, one at a time. This action is repeated every 20 minutes one stays in the room, or until a person orders these things to desist. The servants do not leave the room.

The dart board is unusual, and if it was not for the board's pitted wooden siding used to catch the projectiles hurled at it, you might have been perplexed as to its function. The board is approximately 5' wide by 3' high, with a grooved front which holds two metal wands. There is a jar with 50 darts located on the floor near this.

The board is magical, and is turned on by lifting one of the wands from the grooved holder, and is turned off by replacing a wand. The wands are of the **Telekinesis** sort, each containing 45 charges. Their limited magic lifts up to a 2 ounce object only, and propels it as fast as the darts; so these could be used to hurl objects as **Magic Missiles**. Each object hurled expends one charge. Once activated, pictures (below) move upon the board's screen, each depicting a graphic/illusory representation of some good being. Game players use the wands to telekinetically direct the darts at the fleeting illusions. Hits score points which flash upon the screen. Ten shots are allowed, and point totals are kept in the right and left hand corners of the screen. Chances to hit, and point scores, are detailed below. Illusions dart across the board, two at a time, running or flying towards the other side. Players may take up to three shots, then each figure disappears. Players may attempt to shoot at each other's chosen targets. Roll a D20.

OBJECT TO HIT SCORE

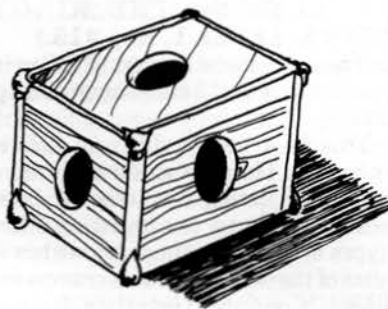
Unicorn	8 or less	5 points
Paladin	6 or less	10 points
Platinum Dragon	4 or less	25 points
Lamasu	12 or less	8 points
Good Priest	9 or less	4 points
Gold Dragon	7 or less	12 points
Deva	2 or less	50 points
Peasant	16 or less	2 points
Silver Dragon	6 or less	15 points
Good Mage	5 or less	20 points

The game racks hold an assortment of games, including **Kings & Things**, **Yets See** (a dice game for the dumb and blind), **Panzer-Luft-Blitz-Spiel** (a futuristic science fiction game), and **Darn That Cat!** (a hands on experience game with two darning needles, cat not included).

The dice table has an open brown box on it which contains 20 pairs of regular dice. A special inner rack contains a unique pair of dice; the pair is obviously crafted from several types of gemstone. Each numbered side is inlaid with a different colored gem section, and the cracks/runs are covered with silver: 1's emerald; 2's ruby; 3's onyx; 4's white opal; 5's amber; 6's amethyst. Each die is worth 2,346 gp. If sold as a set they could net as high as 5,000 gp, total.

The corner table has a 1' square box on it. The top of the box has an inscription: "DARE YAH!" There is one hand-sized hole on each side of the box. The box appears empty.

This is a magical game. Characters placing their hands (usually one per player) in the different holes must make SRs vs. spells at the appropriate minus. This must be done upon initial placement and for every round that the hand remains within the box. Those failing their saves are overcome by the effects of that particular hole and must withdraw their hand. Other players bet on the round that the hand will be withdrawn. Characters keeping their respective hands within the box' confines for 10 rounds automatically win all bets.



SR SPELL (-)/ROUND

EFFECT	1/	2/	3/	4/	5/	6+
Claws Scratching	-1	-2	-2	-3	-3	-4
Tongue Licking	-1	-1	-2	-2	-3	-4
Teeth Biting	-1	-1	-2	-3	-3	-3
Flesh Burning	-3	-1	-2	-3	-4	-5
Hand Grasping	-2	-1	-2	-2	-3	-3
Slime Dripping	-2	0	-1	-2	-2	-3

The mirror is magical and teleports those walking into it to different areas as outlined in the **GM INFORMATION** section concerning this.

15. FLORA AND FAUNA (VARIABLE): 8 a.m.-9 a.m. 19, 23, 24; 9 a.m.-12 noon 23, 24; 1 p.m.-2 p.m. 32 x (1); 2 p.m.-3 p.m. 24; 3 p.m.-7 p.m. 23, 24; 8 p.m.-9 p.m. 24)

Upon opening the door and looking into this room you note the following: The area is lit by an unseen light source, which imbues a habitat seemingly awash with flora. The path ahead of you passes between two palms to either side (see illustration). As you enter, a bird or two flits away from a nearby bush.

This is the Flora and Fauna room. The adventurers will find many unusual, and possibly interesting, things here. Note the letter key below.



ROOM #15'S LETTER SUB-KEY

A-D Description: These appear to be holding areas for plants. A transparent, and operable, **Wall of Force** keeps these specimens in their respective containments. There are finger-sized depressions to the right of each door. If pressed upon, the force walls are deactivated; pressing again reactivates the walls. The magic level here is 16th.

A: This is a tri-flower frond. It seems dormant, but will move to attack if the force wall is lowered.

TRI-FLOWER: AT 9, M O", MP 2+8, Htk 21, Atk 2-8 tendrils, Dm Special, SP 3 foot long tendrils, each hit = poison SRs or being struck is slept; second frond = enzyme to victim for 2-8 points; third frond draws water from victims at 1-6 points per turn. Water dilutes enzyme action.

B-D: These are all variations of the tri-flower frond, above. By being cross pollinated, hybrids have been produced, including an albino type (B) which does not have the enzyme function and whose lifetime is only 30% that of a regular plant's. The black tri-flower (C) has increased damage (+1) when dissolving with its enzymes; and the blue (D) draws more water (+2 per turn more) than regular fronds. All other aforementioned statistics apply.

E-H Description: These are cages for the special animals. The keys are held by the zoologist at key #16.

E: A striped bear is contained herein.

F: A two-headed white rabbit with meat-eating habits is held by bars and mesh. A few bones can be seen in the cage.

G: A monkey with a 5' long tongue is kept in a small tree within this cage.

H: A large cricket (2' long) resides here. The monkey and the cricket run/hop if loosed. The bear and the rabbit will attack if loosed.

BEAR: AT 6, M 12", MP 6+3, Htk 39, Atk 3, Dm 2-7/2-7/1-10, SP Hugs for 2-12.

RABBIT: AT 9, M 12", MP 2+3, Htk 15, Atk 2, Dm 2-5/bite, SP fights to death.

I: Left Palm. This palm is planted in dirt and encased by a black marble wall. It has the largest coconuts on it that you've ever seen!

J: Right Palm. This is the mate to (I) (read that); a **myrmic** lives in a hole in the topmost part of the trunk (see the appendices for this new monster). If the creature is captured, it could start repeating things, including a clue to the real King's capture

(read **CLUES TO THE KING'S CAPTURE, LEVEL 1, Key #15.**)

K: These are metal flowers (if fallen in, they inflict a total of 2-8 slashing, damage points).

L: This is a bed of different colored berry bushes. The color spectrum is represented here. Eating one type of berry causes no ill effects; but ingesting different types at the same times (or within 60 minutes of the other) produces cramps and giddiness. Continued ingestion = coma, with a 30% chance of death. In all coma cases, 1/3 of all Htk are removed, and an SR roll vs. poison must be successful or 1 point of Vitality is instantly lost.

M: These are 15' high red sunflower plants. The seeds are beneficial, imparting endurance (increase time awake, working, moving, etc. by 10% for each handful taken (up to 30% increase only).

N: These are purple blossoms which smell like a recent rainstorm.

O: There are tiny flowers here, so minute that if they are not looked for they cannot be seen. Over 200 varieties are apparent upon close examination of this particular bed.

P-Y Description: These are 3' radius tubes, which were specially designed for each and every inhabitant. The tubes are flush with the ceiling and floor, and each are made from a transparent plastic. They radiate magic (i.e., a **Wish** created these things at 20th level use). The tubes are AT 5 and can sustain 60 points of structural damage. Fire does double damage; lightning +50% damage; cold in excess of 20 points causes brittleness; and if these are struck thereafter, shattering occurs.

P: In this tube is a trio of black parrots. They are telepathic and communicate as a triumvirate, each telepathizing 1/3 of the intended thought in succession.

Q: A Red vine with huge grapes (four times normal size) wraps around an old tree trunk here.

R: An orchre colored slug is holed up here. Its shell is encrusted with gems (worth 23,000 gp).

S: There is pink rat in this cage; outside is a plaque with the inscription "Floyd."

T: A large-eared black dog resides here. It is a coward, but hears noises well. (If loosed it will run away; it has a jackal's statistics.)

U: A multicolored vine (green, orange, bronze) wraps around a section of black dirt here. White pus can be seen near the vine's tips.

This vine sucks the nutrients out of dirt at a rate six times that of normal plants. The white pus is the filtered material which has been rejected from the plant.

V: A white tree with golden apples is here. The apples impart healing if eaten (1-4 points per apple). There are 50 apples

on this tree. If all are picked, the tree dies.

W: Inside this tube is a larger than normal mole; everything on it is a brownish color, and even its tongue appears brown. Outside the cage is a plaque with the inscription: "The Brown Mole."

X: A giant green flower entwines about other plants in this cage. The flower shoots needles at the other plants, but this does not affect them.

The smaller plants is the actual creature, a symbiotic conglomeration of resident plants which induce the larger green flower to feed them with its own protein rich needles.

Y: A rock is here. Inside the rock is a tiny red dragon, perhaps a minimal. It guards specially wrought treasure worth approximately 5 sp.

Z: MIRROR: This is a full length mirror surrounded by ivy. It can be used to teleport within the tower confines as noted in the **GM INFORMATION** section of this book.

16. ZOOLOGIST'S ROOM 24
(OCCUPANT: 9 a.m.-7 a.m., 1 p.m.-2 p.m., 7 p.m.-8 p.m. 24) (VARIABLE: 3 p.m.-4 p.m. 32 x (1).)

This room is large and amply lit by two lanterns (N & S) walls. There are furs and skins on the floor and hanging from the walls. Books and scrolls are piled on a nearby table. There is a bath in the southwest corner and a bed just north of that.

If the zoologist is here, read the following:

You see a man rise from a chair along the NE wall. He looks at you.

This is the zoologist. He has the keys to the cages at key #15 **E-H** and knows how to operate the botanical cages at **A-D**, also. He tries not to be of any help to the characters, feigning compliance while awaiting his chance to escape. He is armed with a dagger (2-5 due to Strength), but he will fight only if he has to.

The tomes and scrolls all deal with zoological studies. One book is the feeding/cleaning times for the animals. The lanterns have fuel enough to burn for 2 turns each.

17. CLOSET/STORAGE

This is an obvious closet/storage area for the zoologist. In it, hanging, laying, or piled in separate places, are clothes (3 fur lined tunics, 2 hats (1 is sable = 1,250 gp), 3 chocolate brown robes, 2 pairs of boots (one pair are **Boots of Alacrity**, which allow the wearer to be +1" faster for 2-5 hours per day), boxes with animal training instruments (worth 120 gp to animal

trainers), and non-valuable fur samples, including a full fur of a blue fox.)

The fox fur is quite rare (2,500 gp) and has to be treated yearly with a special concoction prepared by the botanist in order to remain whole, or it will disintegrate, losing all of its value within 2-8 days of not being treated. (The solution contains the herb this species of fox ate as a staple, and thus transmitted to its fur naturally.)

18. STORAGE

Stored there are 20 buckets, 6 brooms, 6 mops, 7 barrels of water, a heating tub, a stack of wood, a small cask of lye soap, sections of ragged cloth (20 feet worth), scrub brushes, and other cleaner utensils.

19. CLEANERS/MANSERVANT 32 x (2), 43 (OCCUPANTS: 6 p.m.-7 p.m. 32 x (2), 43; 7 a.m.-11 a.m. 43; 2 p.m.-3 p.m. 32 x (2), 43.)

These are menials' quarters, with three straw cots set against the walls. A small table and three stools occupy the center of the room. On it are three tin cups, three plates, three knives, three forks, a water jug (half full), a loaf of bread and two apple cores.

20. STORAGE

This is a storage room like key #18, but with these additional articles: 4 large brass serving trays, 3 silken cloths, a box with 10 stone mugs, 3 brooms, 2 hair brushes, 4 combs, and shoe/boot shining equipment. There is a barrel of apples in the western corner. A large cheese hangs in a bag from the ceiling.

21. STORAGE/GOODS

This room is filled with boxed and barreled foods of various types. Characters locate the following boxed goods: Salt, pepper, dried figs, dried apples, mushrooms. There are the following foods in barrels: Pickles, pork (low grade), apples, pears. The shelves hold four seed cakes and a large loaf of bread.

22. BOOKBINDER 18 (OCCUPANT: 9 a.m.-6 p.m., 7 a.m.-3 p.m., 4 p.m.-7 p.m. 18.)

A curtain is before you, and there is a door to the southwest.

If the bookbinder is here read the following paragraph to characters going past the curtain; otherwise, the door leads to the scribe's room. If the scribe is in, he will be alerted if the bookbinder calls out, or if there is any large noise made in this room (read key #23).

Read to the players if they go beyond the curtain: The area beyond is a room with an antique atmosphere. There are books and bookbinder's materials everywhere, including on the two tables, and on the many shelves which line the walls. A middle-aged man in grey robes, obviously surprised by your entry, looks up from a book he was reading. He rises from his chair and begins to open his mouth to say something.

The bookbinder will call for help. As noted above, the scribe at #23 will be alerted, and might come to his assistance. The bookbinder is not violent and is easily subdued.

The room contains many interesting -- but nonvaluable -- books. Bookbinding

material -- leather sections, glues, tapes, papyrus, inks, pen-sized knives, lacquers, crushed gemstones, dyes, and the like -- are piled on the table. The majority of this stuff is valueless.

There is a bed along the southern wall. A small dresser contains a change of clothing and a pouch with 23 sp, 4 gp, and 3 ep.

23. SCRIBE'S ROOM 5 (OCCUPANT: 9 p.m.-6 a.m., 7 a.m.-6 p.m. 5) (VARIABLE: 3 p.m.-4 p.m. 32 x (1).)

This room is best described as Full! Its red carpeting spreads out under a variety of desks, shelves, tables, and chests. The entirety of the room is overwhelmed by books and scrolls, which seem to occupy every inch of available space.

If the scribe is here, read the following: A man whirls around in front of a bookshelf and faces you. He begins to mumble, and to gesture with his hands.

The scribe casts his only offensive spell (Fear) which he keeps in case he confronts the wandering demon. His choice of this 4th order spell is as much an indication of how scared he really is of that creature, as it is a well thought out spell choice.

If the scribe hears noise in the bookbinder's room (#22) he will run there and cast the Fear spell at any available targets/enemies.

There is nothing of interest in this room; and all the materials are as #22's (see that).

Level Two Keyed Encounters

24. STAIRCASE LANDING / PASSAGES NORTH AND EAST

25. VALET, MANSERVANTS 29, 44 x (2) (OCCUPANTS: 8 p.m.-9 p.m. 29; 9 p.m.-6 a.m. 44 x (2), 29; 8 a.m.-9 a.m. 44 x (2), 9 a.m.-12 noon 44 x (2), 29; 12 noon-1 p.m. 29; 1 p.m.-3 p.m. 44 x (2); 3

p.m.-5 p.m. 29; 4 p.m.-7 p.m. 44 x (2).)

These are servants' quarters. The cots occupy all the far corners. A table and three stools are centered in this room; the table holds eating utensils for three and pieces of cheese, bread, and apples. There is a full jug of water near every stool.

26. EMPTY ROOM

27. SCULLERS' ROOM 34 x (2) (OCCUPANTS: 7 p.m.-6 a.m. 34 x (2).)

These are obvious servants' quarters. Womens clothes are noted. There is nothing of worth here.

28. THE KITCHEN (VARIABLE -- SEE BELOW.)

TIME	C.E.S. CHART NUMBERS														
	3	4	9	11	14	19	25	26	27	30	31	37	34	41	
6-7 a.m.				x					x	x	x	x	x	x	
7-8 a.m.									x	x	x	x	x	x	
8-9 a.m.				x			x	x	x	x	x	x	x	x	
9-10 a.m.		x	x					x	x	x	x	x	x	x	
10-11 a.m.			x					x	x		x	x	x	x	
11-12 noon			x					x	x		x	x	x	x	
N-12:30 p.m. x			x			x		x	x				x	x	
12:30-1 p.m.			x			x		x	x				x	x	
1-2 p.m.			x					x	x				x	x	
2-3 p.m.					x		x	x	x				x	x	
3-4 p.m.									x				x	x	
4-5 p.m.				x								x	x	x	
5-6 p.m.				x								x	x	x	
6-7 p.m.				x								x	x	x	
7-8 p.m.				x											
10-11 p.m.				x											
5:30 a.m.-															
6 a.m.	x														

NOTES: 27 = x (2); 34 = x (2); 37 = x (2); 41 = x (3).

The following paragraph is to be read to the party if the kitchen is entered during one of its busy/occupied periods. If empty, or if it contains but a few occupants, then nothing much is happening here; all fires are out, and the place appears to be clean (or is in the process of being cleaned).

This place epitomizes the word BUSY! People move to and fro, some are shouting, some are frenetic, some look just plain tired. As you gaze past this moving scene, you note obvious kitchen surroundings: Smoke hangs everywhere, and food is laid out on tables and benches, and it is in every stage of preparation. Sauciers work their craft, while bakers tend the ovens. A huge shielded spit is placed above a large fire pit which is flamed by wood and the grease given forth from the huge side of beef which turns above it.

No one will notice the adventurers' presence here for at least 2-8 rounds, since the occupants are so intent upon their duties! If the characters do not act suspiciously, or otherwise do not draw attention to themselves, they may pass through here freely, except in those cases where the captain, lieutenant, chamberlain, and/or majordomo are present. On those occasions the party (or members thereof) will be noted within 2 rounds of their entering here.

THE WELL: The well is located in the south corridor; many buckets are kept there. There is a chance that a person tugging upon the rope at key #6 will draw the attention of a kitchen maid here.

THE DUMB WAITER: The dumb waiter can lift up to four people (or equivalent weights); it is used (mainly) to provide for Ovar's breakfast and dinner. Its outlets are key #'s 9, 28 (west wall, center), 60 and 92. Use of the dumb waiter is not possible without alerting the kitchen crew, unless it is utilized during sleeping hours.

THE PANTRY: The southern door leads to a 10' square room. This is the pantry; and besides food, (GM's choice) this place has a full length mirror here, hidden by a large haversack. The mirror is attached to the wall and is, therefore, not moveable. Read the **GM INFORM-ATION** section concerning this magical device. Kelter, the Chef, usually locks this door before he leaves the kitchen, for he suspects what the mirror is, and wishes no one tampering with, or being tampered by, the King's magic!

29. CORRIDOR WITH BOXES 47 (OCCUPANT: 24 hrs.)

You note a passage bearing west. It is littered with many boxes. A variety of grains are scattered across the floor.

The Killmoulis chief has taken refuge behind the box nearest the stairs up. He will blend into his surroundings, but will squeak in his native tongue to warn his followers at key #30.

30. CORRIDOR WITH HOLES 48 x (30) (OCCUPANTS: 24 hrs.)

A ramp leads up the middle of a ten foot

wide by ten foot long staircase. You enter a corridor bearing north, about 10' wide and 7' high. There are a number of small (2' round) holes in the floor here, starting at the top of the stairs and running the length of the north corridor. Their pattern seems symmetrical at least, one to the right, and one to the left across from that -- and all nearer to the wall than to the middle of the corridor. This leaves about 6' worth of space for party members to walk in as (if) they proceed.

Killmoulis live here. They have been warned of the party's approach and have taken refuge in the holes. They will not attack, but if one of their kind is killed, the rest will seek revenge upon the party, following it and causing as much trouble as possible, according to the situation.

The killmoulis were a recent brainstorm of the assistant chef's; he intends on utilizing their quick actions to set up a shuttle-like waiter service, (a plan his roommate, the chief waiter, and himself have been discussing for months). Kelter has not sanctioned this yet, but is secretly fond of the killmoulis, though they rankle him by stealing the grains. At some future date he will approve of the service, for it could speed things up around the tower immeasurably.

31. EARTH ELEMENTAL 51 (OCCUPANT: 24 hrs.)

You are confronted by a small mound of rocks and dirt; and as you look upon it it moves, just slightly, and then rises in one swift motion to tower above you like a wall! To your dismay you realize that this is an earth elemental!

The earth elemental has grown use to its residence upon the prime plane of existence, and has -- like some gifted and energetic worker -- taken deliberate command of the King's china room; and it is he (it) that dispenses the table settings for Ovar's meals, much to the consternation of the kitchen crew, who avoid him (it) totally. Kelter is the only one who will treat with this creature; and when the characters enter here it assumes (at first) that it is Kelter coming to assign him the task of fetching the service ware.

"Stoney," as Kelter calls him, will first be surprised by this uncalled for intrusion; and then he will start to push the characters out of the area. He (it) then closes the door. If the characters attack/resist Stoney in any way, his (its) elemental rage takes control and a fight ensues. If any of the china is broken, Stoney will go berserk, attacking at +3 to hit and +6 on damage. Stoney will carry the fight into the kitchen and will pursue the adventurers as long as they remain in sight; anyone unfortunate to come upon Stoney for 1-20 rounds after he (it) goes berserk will be attacked by him.

31A. CHINA ROOM

The King's china is set in racks here. There is approximately enough for 50 full settings (plate, bowl, tea cup, saucer). There is also a creamer and a sugar bowl.

31B. SILVERWARE

The King's silverware is stored here. The numbers compliment the china (i.e., enough for 50 settings, including a spoon, soup spoon, fork, salad fork, butter knife, serrated knife and finger bowl).

The silver is stamped with the King's insignia (a (black) griffon). It can be sold for 50% of its value (9,750 gp) if this is done discreetly and through the right (crooked) channels. Otherwise buyers will avoid purchasing the stuff and might (1-60% on a D% roll) inform on the characters.

32. SCRUBBERS 37 (OCCUPANTS: 10 a.m.-6 a.m., 7 p.m.-8 p.m. 37 x (2).)

These are menials' quarters. There are two cots here, both pretty filthy and smelly. The floor is greasy. The table and stools have nothing on or near them.

33. BLUE ROOM

This room is carpeted in blue, and the walls are painted with cobalt blue which shimmers when exposed to light. There are two padded chairs set against the east wall, center.

34. SMALL ROOM

This is a 10' square room with a screened door to the north. You smell fresh air.

35. VERANDA

This is a veranda with several seats; it overlooks the NE part of the palace walls.

The queen used to meditate here a lot. Since her passing, it is not used.

36. SOAP/TOWEL CLOSET

A wide assortment of soaps and towels are stored here. Practically any scented soap, or any color/size towel, is available here.

37. BATHS (VARIABLE: 12 noon-1 p.m. 32 x (1).)

This room is tiled with black, sheeny plates. Stairs lead up to a large pink bathing area. There are two wells to the north; a smaller 3' round hole, and a larger 8' round one.

38. VIOLET ROOM (VARIABLE: 17 x (2) for 24 hrs.)

This room is carpeted in violet and violet paint covers the walls. You see two large guards standing before silverish double doors. They wear full black mail armor, skull helmets and each has a long halberd.

These are the entry doors to the Lesser Throne Room, which two trollish guards are always standing watch before. If the party acts as if it will enter, the guards speak in a rough human dialect to ask the characters their business. If no suitable response is forthcoming, these guards attack. It is possible that the sound of battle will alert the other troll guards who are sleeping at key #43; roll D%, with a 1-33% indicating that the other guards there are alerted and will appear in 1 or 2 rounds. They will not be armored (reduce AT's proportionately). This roll is made only once, with a 34%+ indicating that the other troll guards are fast asleep and not aware of the situation.

39. SERVICE AREA

This room has two dusty serving carts set in the northeast corner.

This room was once utilized to service the large banquets Ovar used to hold in the Lesser Throne Room. Since he no longer entertains there this room has fallen into disuse.

40. LESSER THRONE ROOM (VARIABLE: 6:30 a.m.-9 p.m. 1, 12, 13, 14; 7 p.m.-8 p.m. 20; 8 p.m.-9 p.m. 11, 15, 16, 18, 25.)

If there is no one here, read the following paragraphs; if anyone is here, however, have reactions timed accordingly. If it is the King and his retainers, they will fight while lesser servants summon the troll guards and alert the tower inhabitants. Help will arrive in 1-4 rounds, and will consist of all four troll guards, 2 sergeants, the lieutenant or captain, and 3-24 guards. Other name level N-PC's and guards follow in due time. If Ovar is near being defeated, he will attempt to escape by utilizing the mirror.

The entry corridor here is decorated with a large black tapestry (see more, below) which continues into the throne room on both of its walls. The eastern tapestry portion depicts a boar running ahead of horsed spearmen; the western section depicts a setting sun. All figures/symbols are purple with silver shadings.

The floor here is laid with lustrous black marble. Straight ahead is the throne. Rugs are laid before it, and small tables (coffee-type, made for sitting in front of) are set near these, and bowls with nuts, dried fruits, and candied delicacies are placed within easy reach here. The throne has a

full length mirror set behind it; and upon closer viewing the floor just before the throne has two holes (where feet might fit) in it. The throne itself is obsidian with silver inlay work.

The tapestry depicts the following scenes: (A) a boar being pursued by horsed spear men; (B) the boar being speared; (C) servants flaying the catch; (D) cooks roasting the boar and preparing the feast; (E) manservants bringing trays of food to the seated king; (F) a great feast with many lords; (G) the festivities afterwards; (H) a setting sun.

There is a clue here to the real King's capture. An invisible spirit might impart riddles to the party. Read **CLUES TO THE KING'S CAPTURE, LEVEL 2, key #40.**

The foot holes before the throne are magical, and are a form of escape device for Ovar. If someone has their two feet in the holes and then lifts them both at once, that person is transported into the mirror at the proper step they were thinking about just before teleporting. If no number or direction was thought of prior to transporting, that character is lost in the maze of the mirror. Consult the proper section in **GM INFORMATION.**

There is an invisible tiger and an invisible stalker here, both which will attack intruders, but only if they, 1) attack the King, 2) enter or attempt to leave by the southern secret door, or 3) enter/leave by way of the mirror. The tiger's invisibility lasts in combat situations since this power has been made permanent.

TIGER: AT 4 (-2 for inv.), M 12" MP 5+5, HtK 36, Atk 3, Dm 2-5/2-5/1-10, SP Rear claws = 2-8/2-8 if two front paws hit, surprised on 1's only, attacks from surprise unless the victim is somehow alerted and aware of it.

INVISIBLE STALKER: AT 3, M 12", MP 8, HtK 45, Atk 1, Dm 4-16, SP surprises on 1-5, -2 to attacker's hit rolls due to inv., MI 30%.

41. GOLD ROOM

This appears to be a lounge. Chairs, sofas, and small coffee tables are set around the room. The goldish paint is starting to peel in places.

There is nothing valuable here. Since the demon started to wander the tower, no one visits here, for it is an isolated area, and much too near the Lesser Throne Room, where the demon has been known to go.

42. WAITING AREA (VARIABLE: 12 noon-3 p.m. 12, 13.)



This appears to be a simple waiting area. Two chairs are propped against the western wall.

This is where the chief aide and chief bodyguard await Ovar when he is working in the laboratory at #42 A. Ovar will sometimes request things from them through a slit in the wall (well hidden and unopenable from this side), or by opening the one-way door from the lab. side.

42 A. THE LABORATORY (VARIABLE: 12 noon-3 p.m. 1.)

This is a classical laboratory. Those easily noticeable things are: 7 tables, 7 chairs/high stools, 4 round 4' high rotating organizers, 2 large benches. There is a door on the east wall; a full length mirror is inset into a teakwood wall section to the south.

There are these things of interest here:

In the 3rd organizer: Books on magical formulas and spells. Worth 5,000 gp if sold; or if studied for 2 months, learn a random 4th order spell.

On the 2nd bench: A chemical mixture equaling a combined potion of Longevity and Invulnerability, no miscibility check required.

In a secret compartment on the teak wall: 6 random potions, all stored in gold bottles (+10% to sale/EX values).

On a stool: Scroll of three spells, 6th order or less.

In the 4th organizer: 1st-6th order spell books. All but the 5th are trapped with **Explosive Runes**. The 5th's entirety is made up of **Secret Pages** (c.f., the spell), which hide the true spells. This appears, instead, to be nothing more than a book of cantrips.

The teak wall section occupies the entire southern wall. There is a secret compartment in it which contains six potions (see above). The inset, full length mirror is magical (see the **GM INFORMATION** section concerning this).

The door to the east has a secret slot in it; if opened and looked through, the N/S corridor at key #42 can be viewed. The door itself is a one-way type, and cannot be opened from the hallway side.

43. TROLL ROOM 43 x (2) (OCCUPANTS: 10 p.m.-6 a.m., 6 a.m.-10 p.m. 43 x (2).)

This room stinks! There are two huge

figures before you!

Depending on what time it is, the troll guards here might or might not be armored yet, and in fact might be resting, only to rise from their filthy beds to confront the characters as they enter. Whatever the case, these things never check morale and will fight with a cunning uncommon to trolls. They seek to alert their cousins in the Violet Room (key #38) if they are too hard pressed by their assailants. Each troll guard carries a pouch filled with 600 gp.

Also read #38 for armor description.

44. TROLL MESS (VARIABLE: 6 a.m.-7 a.m., 4 p.m.-5 p.m. 43 x (2); 3 p.m.-4 p.m. 37 x (2).)

There is a wide bench of unordinary height located here. Four large chairs are positioned around it. There is a literal garbage heap here (if the cleaners have not been here yet), consisting of bones and greasy meat chunks, some looking clawed or chewed upon.

This is the troll mess, and a mess it is!

45. SILVER ROOM

This appears to be a waiting/lounge area.

This is the visitor's waiting/lounge area, except that it isn't utilized these days due to Ovar's anti-social behavior (he doesn't see many people!).

46. STAFF MESS (VARIABLE: 6 a.m.-7 a.m. 3, 5, 18, 19, 20, 44 x (1); 7 a.m.-8 a.m. 3, 14, 21, 22, 23, 24, 26, 43 x (2); 2 p.m.-3 p.m. 37 x (2); 3 p.m.-4 p.m. 3, 18, 21, 22, 26, 44 x (2); 5 p.m.-6 p.m. 19, 20, 28; 7 p.m.-8 p.m. 44 x (2); 9 p.m.-10 p.m. 14, 21, 22, 26.)

This is the staff mess. Tables, chairs, benches and serving areas are noted. The place is lit by a large wooden chandelier inset with many candles. A winch near the closet operates the lowering/raising of the chandelier.

The closet contains a barrel of ale, wooden and iron service ware, many mugs, and sausages hanging from poles set in the corners.

47. MESS ONE (VARIABLE: 6 a.m.-7 a.m. 7 x (1), 8 x (3), 44 x (1); 1 p.m.-2 p.m. 37 x (2); 2 p.m.-3 p.m. 29; 6 p.m.-7 p.m. 7 x (1), 8 x (3), 38 x (2).)

This mess room contains benches and cheaply made tables, which appear dirty. The western alcove area contains a large cask of dark beer.

48. KITCHEN MAIDS 41 x (3) (OCCUPANTS: 7 p.m.-6 a.m. 41 x (3).)

This room is well kept. Three average looking cots, and a dresser with a cracked mirror atop it, seem to be its only furnishings.

The dresser contains aprons, hats, and other womens apparel.

49. SECRET SLANTING PASSAGE DOWN

This is the passage the player characters enter if **SCENARIO #1** is opted for. Further, this is the passage that the characters were assumed to come up at the beginning of module #1 of this series, **PRISONERS OF THE MAZE**. The passage leads to the abandoned lower areas of the King's palace.

The passage leads to rough worked caverns after about 1000' of slanting and turning smooth passages. The choices of direction then become myriad; and only some map or directional device (or luck, but only one roll for the party of 99% or 100%) will allow wanderers here to find their way to the real world. Otherwise, starvation rules apply (see **MOZ #1, PRISONERS OF THE MAZE**). GMs should feel free in devising an extensive network of abandoned passages/dungeon to "entertain" their party with!

Level Three Keyed Encounters

50. ENTRY HALL

(GMs: Roll for an encounter here.)

51. TREASURER 10 (OCCUPANT: 10 p.m.-7 a.m., 9 a.m.-10 p.m. 10.) **(VARIABLE:** 6 a.m.-6:30 a.m. 46 x (1), 29; 4 p.m.-5 p.m. 33 x (1); 5 p.m.-6 p.m. 45 x (1); 6 p.m.-7 p.m. 29.)

You see a lavishly decorated room. A bath is in the far southern corner; a large, sumptuous, bed is located along the east wall; an oaken desk is set in the NW corner. An oaken chair is before it. Green carpeting covers the entire floor.

This is the treasurer's room. If he is here, the characters are attacked by a pale, green robed man wielding a sword. He defends himself well while yelling for assistance. Guards at keys #52 and #53 might (50/50 chance) hear this and come running to the treasurer's assistance.

The desk contains a lot of the treasurer's wealth: A box has 5 jewelry pieces (worth 5-8,000 each) and 275 pp.

52. POSTED GUARD (8 x (2) at all times.)

53. TREASURY (50% chance that the Death Demon is here; otherwise, no occupants.)

There is a great amount of treasure located here:

ROOM A: 100 urns with 500 sp each.
ROOM B: 67 boxes with 500 cp each.
ROOM C: 5 crates with 5,000 sp each.
ROOM D: 27 small chests with 400 ep each.
ROOM E: 48 chests with 600 sp each.
ROOM F: 6 crates with 4,000 gp each.
ROOM G: 7 chests with 2,000 gp each.
5 urns with 300 pp each.
ROOM H: 4 boxes with cusps* (400 loose; 70 cuspecks.)
1 box with 39 pieces of jewelry worth 6,000 gp each.
1 box with 380 gems (300 500 gp, 40 1,000 gp, 40 5,000 gp.)

*A **cusps** is golden, equalling about 4 gp in weight but being assigned a minimal jewelry value for shape, bringing its value to 5 per. A **cuspeck** is a necklace of cusps (each cusp has a small hole, center) usually about 250. Thus the total worth of the **cusps** and **cuspecks** is 2,000 + 15,500 = 17,500 gp.

There are four urns and four chests in the eastern wing of this room.

URN 1: 2,000 5 gp gems; URN 2: 700 gp; URN 3: 800 pp; URN 4: 600 sp.

CHEST 1: This has six inner chests with 1,000 gp each and four corner compartments containing 1,000 10 gp gems, 1,000 20 gp gems, 1,000 30 gp gems, and 1,000 50 gp gems, respectively.

CHEST 2: This contains 12 boxes. 1-4 500 gp each; 5-10 500 sp each; 11 & 12 400 pp each.

CHEST 3: This contains 100 cuspecks.

CHEST 4: This contains 4,000 gp.

54 A-G. GUARDS QUARTERS (SPECIAL, SEE BELOW.)

All of these rooms have 8 x (1) at all times (except A, D & G, as follows).

A: 7 x (1) at all times.
D: 7 p.m. - 6 a.m. empty, 6 a.m. - 7 p.m. 8 x (2).
G: 6 a.m. - 7 p.m. empty, 7 p.m. - 6 a.m. 8 x (2).

These rooms all have two cots and regular equipment (boots, tunics, polish, grease, etc.).

Guards have pouches with 1-10 gp each; sergeants have twice these amounts. All are armed with swords and are armored with chain and medium round shields bearing the King's black griffon insignia. Being the tower guard, they have excellent morale (checks at +1).

55. SILVERSMITH'S ROOM 22 (OCCUPANT: 11 p.m.-7 a.m., 9 a.m.-3 p.m., 5 p.m.-7 p.m., 8 p.m.-9 p.m. 22.)

This room is finely furnished. Greyish green carpeting spreads out to frame its walls, which contain a cherrywood bed, a working desk (oak) with a padded chair. There is a small bathing area in the NW corner. Many fine clothes of purple and silver hues are hung neatly on a clothes rack in the NE corner.

This is the silversmith's room. There is a clue on the silversmith (read **CLUES TO THE KING'S CAPTURE, LEVEL 3, Key #55**). A wax impression of a ring with inset stone is hidden under some papers in the desk. There is a pouch containing 340 gold coins hidden in a boot under the bed.

If the silversmith is here, and if he is presented with force, he will surrender. But, if he talks to the characters, he will do

so loudly, raising his voice perceptibly so as to alert the goldsmith in room #56. If convinced of the King's plight, he might help, for he suspects that dirty work is afoot. He might, if presented with enough strong evidence, present the King's gem (q.v.) which he keeps in his side purse.

56. GOLDSMITH'S ROOM 21 (OCCUPANT: 11 p.m.-7 a.m., 9 a.m.-3 p.m., 5 p.m.-7 p.m., 8 p.m.-9 p.m. 21.)

The goldsmith's room is carpeted in red, with a bath in the NW corner, a bed along the southern wall, west corner, and a desk east of that.

The goldsmith is easily subdued, and greatly fears for his life. He reveals his treasure [5 **cusps** and a silver necklace (worth 1,235 gp)] if asked for it. (Note key #53 for information on the **cusps**.)

57. THE MINT (VARIABLE: 8 a.m.-9 a.m. 10, 21, 22; 9 a.m.-3 p.m., 21, 22; 12 noon-1 p.m. 45 x (1); 4 p.m.-7 p.m. 21, 22; 8 p.m.-9 p.m. 10)

This room contains two benches where craftsmen might work on molds and other detailed work requiring concentration. On these benches are metal crafter's instruments, eye-pieces, jewelers' knives, and the like. The corners contain stamping/press machines (gold/silver) where the coinage (or prototypes) are created.

The western bench has a box underneath and a barrel next to it. The box contains raw gold coins (not stamped, 1,023 total), and the barrel has gold scraps (120 gp worth). There is a similar arrangement at the eastern bench. The box contains 976 unstamped silver coins, and the barrel has a total of 180 sp in shavings/scrap.

58. GRAY ROOM

This room is carpeted in gray. The walls are stone, unpainted.

59. CHEF'S ROOM 11 (OCCUPANT: 11 p.m.-6 a.m., 2 p.m.-3 p.m. 11.) **(VARIABLE:** 4 p.m.-5 p.m. 33 x (1), 45 x (1).)

This room is decorated with white, puce, and soft reds. There is the usual stuff here: bed, bath, chairs, dresser; and in addition there is a secretary with a book upon it.

This is Kelter's, the chef's, room. If he is here read the following. A semi-muscular, stocky fellow in chef's garb confronts you. He looks you up and down, then says: "Pretty sorry lot, you! Preying upon chefs

you thieves! Well have this!"

Kelter pulls forth a large meat cleaver, which he threatens to use if attacked. He then moves towards the secretary. If unobstructed, he acquires the potion of **Invisibility**, which he drinks.

If, however, Kelter is befriended or convinced of the party's sincerity regarding Ovar (and it will take awhile even with good proof to convince the thick skinned Kelter that the real Ovar is gone and that fake Ovars rule!), he will reveal what he knows about the King (see **CLUES TO THE KING'S CAPTURE, LEVEL 3, key #59**).

The book on the secretary is Kelter's only real possession. It contains a variety of things: menu choices by the week, partial schedules, favorite recipes, philosophical jottings, poetry, and recent entries about the ill feelings he has had in the King's presence. . . There are kitchen keys in a case here.

**60. PREPARATION AREA/
DUMB WAITER (VARIABLE: 7 a.m.-8 a.m. 11, 25, 45 x (1), 46 x (2); 8 p.m.-9 p.m. 46 x (2); 9 p.m.-10 p.m. 11, 25, 45 x (1), 46 x (2).)**

This area contains preparation tables, trays and carts. There is a dumb waiter to the east (read keys **#9, #28** for more information about the dumb waiter).

When Kelter is here (**11**) he is making sure that the King and his servants (read key **#61**) are being served correctly. If disturbed in some way, or if service is interrupted, the chamberlain at **#61** (during dining times only) will check out the delay.

61. THE DINING ROOM (VARIABLE: 6 a.m.-7 a.m. 32 x (2); 7 a.m.-8 a.m. 10; 7 a.m.-9 a.m. 1, 2, 9, 12, 13, 15, 16, 28, 29; 8 a.m.-9 a.m. 33 x (2), 38 x (2); 9 p.m.-10 p.m. 1, 2, 9, 10, 12, 13, 15, 16, 44 x (2); 9 p.m.-11:30 p.m. 33 x (2).)

This is an immense dining room. A 35' long by 10' wide, ornately crafted cherrywood table is the room's center piece. Eight high-backed hardwood chairs are set around it. A 1' high gold griffon statue occupies the table's center. There is a full length mirror on the wall in back of the head (King's) chair. The north corner of the room contains a round table with two chairs; serving carts are near this. A servants eating area occupies the southern quarter of the room. A curtain separates the dining room from the preparation area (**#60**).

The griffon is worth 3,000 gp. The mirror is magical (read the **GM INFORMATION** section about this mirror). The seating arrangement for dining is a King:

head. Colonel: opposite (since the Queen's death). **OVAR'S RIGHT**, closest to the King then away: 1: Chamberlain, 2: Chief Bodyguard, 3: Dragon Keeper; **OVAR'S LEFT**, closest to the King then away: 1: Chief Aide, 2: Treasurer, 3: Astrologer.

62. WHITE HALL

This hall is pure white marble. It stretches from (**#68**) north to south where it turns into a 10' wide passage heading east.

63. SCRUBBERS 38 x (2) (OCCUPANTS: 2 p.m.-5 p.m., 7 p.m.-6 a.m. 38 x (2).)

This room is obviously menials' quarters. The usual indications: Straw cots, cut and color of clothes, and lack of any valuable possessions reveals this fact quite quickly.

64. MAJORDOMO'S ROOM 14 (OCCUPANT: 10 p.m.-7 a.m. 14; 3 p.m.-4 p.m. 14, 33 x (1), 45 x (1).)

This room is decorated with grays, blacks and off whites. The furnishings are old, perhaps antique, and include a bed of sablewood, a cherrywood secretary with swivel mirror (1' oval), and an open trunk containing clothes. There is a small bathing area in the SW corner.

This is the majordomo's room. If he is here, he will remain passive, whatever the characters do. He appears old, and will soon retire, so he doesn't wish a fight in any case. He has two valuable possessions: A silver cuckoo clock (worth 1,200 gp) and a golden pendant (500 gp) which was given to him by the King. His secretary contains an extra set of keys (he carries a set) to all rooms except those personal quarters (he does have an entry key for the Den, key **#13**), the treasury, the dragon pen, and the throne rooms. He has a clue to the King's capture (read **CLUES TO THE KING'S CAPTURE, LEVEL 3, #64**).

65. CLEANERS ROOM 33 x (2) (OCCUPANTS: 10 a.m.-1 p.m., 11:30 p.m.-8 a.m. 33 x (2); 6 p.m.-8 p.m. 33 x (1).)

These appear as more servants quarters. They are cleaner than others.

66. MESS TWO (VARIABLE: 6 a.m.-7 a.m. 45 x (1), 8 x (4); 11 a.m.-1 p.m. 38 x (2); 1 p.m.-3 p.m. 33 x (2), 45 x (1); 2 p.m.-3 p.m. 28; 3 p.m.-4 p.m. 33 x (1).)

This place resembles any other mess, with a large central table flanked on all sides by short benches.

The east door leads to the sergeants'

room. The west door leads to a storage room.

67. STORAGE ROOM

This room contains two barrels, three sacks and two boxes.

Barrel #1 is filled with a cheap ale. There are several mugs on top of it; barrel #2 has pickles in it. The sacks contain bread, cheese, and dried meat, respectively. The boxes are filled with salt and pepper.

68. EXERCISE ROOM (VARIABLE: 1:30 p.m.-2 p.m. 14, 5 p.m.-6 p.m. 1, 12, 13.)

This room is filled with exercise equipment: weights, presses, foils, tumbling mats, punching bags, etc.

If the King is here, read key **#13** for attack routines and for his guards' equipment. Ovar attempts to escape if things go against him.

69. ENTRY AREA

The door here appears to be thick, with no hinges apparent.

This is the first entry door to Ovar's apartments; it is kept locked, except for once a week when the baths at **#71** are cleaned. Ovar, and his two closest aids (**12, 13 on C.E.S. Chart**), have keys to this area. A purple curtain separates the annex area from key **#72**.

70. SENIOR VALET/MAN-SERVANT'S ROOM 28, 45 x (1) (OCCUPANTS: 9 a.m.-12 noon 28, 45 x (1); 12 noon-2 p.m., 3 p.m.-5 p.m. 28; 6 p.m.-9 p.m. 45 x (1); 7 p.m.-10 p.m. 28; 10 p.m.-6 a.m. 28, 45 x (1); 6 a.m.-7 a.m. 28.)

These are servants' quarters, though neatly kept and organized. There is actually reading material here (a book on proper etiquette and grooming).

71. ROYAL BATHS

This area is partitioned off by a large purple curtain. Three large marble baths take up much of the area; there are towel/clothing racks along the NE wall. Soap receptacles are everywhere.

72 A. BED AND TRUNK

A bed with red sheets and an oaken foot chest are set in the corner here.

This is the chief aides' area, though he spends little time here due to Ovar's change of sleeping routines (and rooms). The trunk contains red livery and a purse with 4 gems, all base 1,000 gp rubies.

72 B. BED, TRUNK, STAND

Set next to a bed with green sheets is a black trunk and a stand made from bamboo.

This is the chief bodyguard's area.

The bed is trapped with a spear, which will fall from the ceiling if the bed is sat upon without first releasing the spring mechanism on the bedframe. The spear causes 2-9 points of damage because of its increased penetration value due to falling.

The trunk is Firetrapped, with an opening word of "**Fire.**" It contains green livery and a shortsword +3; a secret compartment, located on the outside/bottom of the chest, contains a pouch with 32 gems (all emeralds) worth 750 gp each.

The stand is worthless, but holds a picture (painted by Pynyck (see MOZ 1, key #19), of a lovely raven haired woman.

73. BEDROOM ENTRY DOOR/AREA

This door is locked and there are no hinges apparent on this doorside.

The key to unlock this is held by Ovar. A **Magic Mouth** spell ("**STOP! INTRUDER...**" etc.) will go off if this is opened in any other way. The inner doorway area is separated from #74 by a black curtain.

74. OVAR'S OLD BED CHAMBERS (VARIABLE: 6 a.m.-7 a.m. 1, 28.)

This is a plush apartment. The floors are

all carpeted with sable! The walls are crafted from teak and have golden bowl lamps hung on them, which are lit by magical fires that don't give off smoke. There is a large desk in the SW part of the room; there are two curtains here, a southern gray/red one (#75), and a purple/gold one (#76). You see a large balcony through glass doors to the west (#77). A large, two door white cedar cabinet is set along the northern wall.

The desk contains nothing of import. Read keys #75, #76, and #77 before letting the characters proceed to those areas. The cabinet is a magical **Closet of Change**. Clothes can be changed by stepping into it and waiting the appropriate number of segments befitting the desired attire. Characters must enter/leave the closet by different doors in order for the magic to work.

- 1 or 2 segments: bed clothes
- 3 or 4 segments: lounge clothes
- 5 or 6 segments: party/ball attire
- 7 or 8 segments: lesser court attire
- 9 or 10 segments: greater court attire
- 11 or 12 segments: visiting royalty attire
- 13 or 14 segments: ceremonial/magical attire

75. MIRROR AREA

There is a full length mirror attached to the south wall here, framed in platinum (worth 5,000 gp for the framing).

Read the **GM INFORMATION** section concerning magical mirrors.

76. BEDROOM PROPER

There is a king size (har!) bed here, covered with fox and ermine furs. A strange, dimly glowing symbol is carved into the ceiling just above the bed.

The symbol is a lesser one of Slumber, which has been placed so as to allow Ovar restless sleep.

77. BALCONY

Upon opening these citrine colored french-style doors, a large balcony is revealed. The view is to the west overlooking the city. A strange chill accompanies all who pass onto the balcony.

Those entering the tower here, or going out onto the balcony, are inspected by a disinterested spirit, which in months past had guarded the bed chambers; but it now sees no reason (it is aware of the fake Ovars, but doesn't care, since it has been semi-released from its duty) to guard the chambers, since the real Ovar no longer resides here. The spirit cannot be communicated with without employing magic. If a **Spiritwrack**, or similar magics, are used against it, it attacks as a double strength **invisible stalker** for 1-8 rounds, then departs the Material Plane (if it can). It could reveal some true information if somehow controlled and questioned.

Level Four Keyed Encounters

78. HALLWAY NORTH/DOOR WEST

79. WAITING AREA

There are three armchairs in this dead end waiting area.

80. GUEST ROOM

This room has a bed, dresser with towels, and a bath. It doesn't appear to have been recently used.

81. GUEST ROOM

Read key #80. This room is rarely used.

82. MESSENGER/MANSERVANT'S ROOM 36 x (3), 46 x (2) (OCCUPANTS: On call 24 hrs. 36 x (3); 8 a.m.-8 p.m., 10 p.m.-6 a.m. 46 x (2).)

You startle three young persons reclining on cots. They jump up and grab nearby shortswords.

These messengers are always here, since there has been less and less need for their services as of late. If the manservants are here, they will throw chairs and stools at the intruders, and then grab nearby knives to help in the combat. The messengers have shortswords, leather jerkins and pouches with D10 gp each. The manservants have 1-30 sp each.

83. GUARD ROOM 6 x (1), 8 x (7) (OCCUPANTS: 6 a.m.-7 p.m. 8 x (4); 7 p.m.-6 a.m. 8 x (3), 6 x (1).)

This room is a small barracks. There are eight cots here, each with a foot locker.

The sergeant and guards, if here, will attack while causing as much noise as possible to alert any nearby fellows (#91, et al.). They are armed with longswords and armored with chain and medium shields each bearing a black griffon.

The foot lockers are bolted shut. Each contains the usual assortment of clothes, nonvaluable personal items, and pouches with 1-20 gp each. The sergeant has 1-10 extra gp.

84. ROBE ROOM

This room is filled with robes of every cut and color, enough to fit out the staff and workers of this tower if the need arose.

85. INCENSE ROOM

Candles and incense are stored in boxes here.

The incense is rare (5-30 gp/stick), and there are at least 1,000 sticks here.

GM NOTE! On the wall behind the most western box of incense is a tiny patch (1 real inch round), like a hole. If touched it is seen to move like some inky spot, but not too far (a real inch at most). This patch radiates a strong magic. It can be unfolded (like a Portable Hole in size and shape) and walked into. Characters find themselves at key #1 of MOZ 4, **THE EIGHT KINGS**. This is Zayene's transportation device, which he utilizes to travel to and from the tower. It cannot be destroyed, negated, or moved (beyond that initial inch) in any way short of divine intervention or by implementation of a Wish, since its magic is of the artifact/relic sort.

86. CAPTAIN/LIEUTENANT'S ROOM 3, 4 (OCCUPANTS: 8 p.m.-6 a.m. 3; 6 a.m.-2 p.m. 4.)

These are good looking quarters, but not plush by any means. The two beds here are arranged uniformly; but there are expensive rugs on the floors; there are two soldier's foot lockers (one near each bed), yet other signs of soldiering must be kept hidden under the brocaded rugs or behind the gaudy (refined) paintings that adorn the dusty walls.

The captain and lieutenant share this room. Both consider themselves of the higher echelon ever since they replaced their counterparts, the former captain and lieutenant. As much as they try to disguise their past, they still stand out as the soldiers they really are.

The lieutenant has a potion of **Human Influence** which he'll use if beset by more than two strong looking adversaries at one time (GM's option). The captain and lieutenant distrust each other and therefore carry their valuables. The captain has an iron bracer inset with a sunstone (=1,750 gp). He is quite fond of this piece of "jewelry." The lieutenant carries a pouch with 12 gems (23 topaz' worth 250 gp each). He invariably counts this "hoard" daily.

The captain and lieutenant both have a set of keys for the armory (q.v.).

87. ARMORY

This door is locked, and no hinges are apparent on this side.

This is the armory. Weapon racks here hold the following: 20 longswords, 120 throwing spears, 2,000 quarrels, 20 daggers, 30 shortswords, 20 long spears, 12 crossbows, 10 ranseurs, 10 halberds, 40 throwing axes.

88. COLONEL'S ROOM 2

(OCCUPANT: 10 p.m.-7 a.m., 9 a.m.-11 a.m. 2; 11 a.m.-12 noon 2, 9; 12 noon-3 p.m., 4 p.m.-9 p.m. 2.)

Rad carpeting with gold trim, a mahogany bed with red silk sheets, a black walnut trunk, a cream stained oak dresser -- these are among the several items in this room.

If the colonel is here, read the following: A tall man in plate mail, liveried in red and gold, whirls to look at you as you enter, and in the same movement a sword flashes from his gold scabbard.

The colonel is fearless, and fights with great skill while maneuvering towards the door. If given a chance he will push someone in the bath in the SE corner. If reduced to 10 points or less he attempts to flee.

The colonel has many possessions: A set of keys are for the armory. These are kept on his person. A side pouch contains an odd assortment of coins: 12 gp, 23 sp, 14 cp. A ring on his left hand is silver with platinum filigree (worth 342 gp). His gold scabbard is inset with rubies (7 1,000 gp stones); his trunk contains a scroll of **Protection from Demons** (a recent procurement); and the middle dresser drawer contains a silver box (worth 35 gp) with a platinum holy symbol inside (a sun of the god Nusu Sa, worth 210 gp).

89. GIFT ROOM

This is locked. No hinges are apparent on this side.

The majordomo has the keys for this room. Several gifts are still here from former visitors which the King did not see. Among the more interesting ones are: A gold spear with diamond tip (4,500 gp), an onyx owl statuette (450 gp, non-magical), an emerald-tipped scepter encrusted with raw crystal (3,400 gp), a solid silver paper weight in the shape of a tiger (1,100 gp), and a red leather quiver containing 20 diamond-tipped arrows (worth 200 gp per arrow, all are magical +4).

90. GOLD HALL

This hall is laid with a gold washed stone, and decorated/painted in gold (trim, inlay work, filigree, etc.).

91. ENTRY HALL--THRONE

ROOM (VARIABLE: 6 a.m.-7 p.m. 6 x (1), 8 x (1); 7 p.m.-6 a.m. 8 x (2); 6 a.m.-12 midnight 36 x (2).)

You see some figures standing in this hallway. A mosaic inlay of a purple cloud and a black griffon decorates the floor here.

This is the entry way to the throne room. Upon close inspection, the double doors here look to be of bronze/gold work.

The guards will definitely sound the alarm if intruders are present. One pulls a rope which rings a bell in the throne room (this is done only if the King is there) and the other shouts to alert the guards at key #83. If present, the colonel and captain (or lieutenant) (keys #s 86, 88) will check into the disturbance.

92. DUMB WAITER

Note these key #'s for information about the dumb waiter: (9, 28, 60).

93. SEALED QUARTERS

This door is chained and nailed shut. An inscription indicates that the former resident of the room disgraced him- or herself. Someone has tried to scratch off the indicating mark.

Read **CLUES TO THE KING'S SCAPTURE, LEVEL 4, key #93**. This is Ilsha's old room. (Also read the clue to **LEVEL 1's, #15**.)

94. QUEEN'S ROOM

This door is locked. And yes, there are NO hinges apparent on this side of the door.

Once entered, the characters note a dusty room which was obviously the queen's at one time. Everything -- bed, tables, bath, full length mirror (on the east wall (note the **GM INFORMATION** section concerning this device), and other furnishings -- are covered with black cloth. There is a door to the north with an inscription on it. There is a balcony (the door is locked) to the NE.

The door's inscription reads: "**Rest Well Seretrude.**" This leads to the queen's crypt. The balcony allows a view of the palace as seen from the eastern part of the tower. There is nothing else of value here.

95. QUEEN'S CRYPT

Upon opening the door you smell death, and a draft of stale, moldy air pushes past you. There is a sound of moaning ahead of you.

The moaning is a permanent **Magic Mouth** spell which was set to scare off intruders.

After a short walk you come before a white coffin set upon a stone dias.

These traps are upon the coffin: **Fire-trap** immediately goes off as the lid is raised; a **Symbol of Fear** is inscribed on the inner sheet covering the body. The reverse of an **Avoidance** spell (Attraction) is on a **Cursed Sword +2** (this has a combined Intelligence and ego of 36, and slays Thieves (= Stun)) which rests upon Seretrude's chest.

The sword will slide/leap into any person's hand (a thief's, for instance) rummaging the coffin; it is naturally attached otherwise (note the spell description), and will attach to someone within the vicinity once the inner sheet covering the body is removed. As noted, thieves (50% chance that this situation, i.e., robbing a crypt, re-qualifies the characters being here as thief types, for the moment) are immediately attacked by this sword.

The treasure consists of a jeweled crown (worth 50,000 gp), a mithril scepter (worth 12,000 gp) and a golden orb encrusted with diamonds (worth 43,000 gp).

96. GREEN HALL

The hall is inlaid with a green marble, and the walls are painted green and decorated in places with crushed green gemstone. The whole affect is somewhat nauseating.

97. RED HALL

This hall is inlaid with red marble and painted blood red. The ceiling and trim are done in redwood.

98. CHAMBERLAIN'S ROOM 9

(OCCUPANT: 6 a.m.-6:30 a.m. 9, 29, 46 x (1); 6:30 a.m.-7 a.m. 9, 46 x (1); 12 noon -8 p.m., 10 p.m.-6 a.m. 9.)

This room is plush, with a general motif: The walls are frescoed, depicting a bright woodland scene; the carpeting is a rich green, no lint apparent; all the furnishings -- bed, desk, chairs, table, stands, dressers -- are crafted from redwood. An emerald green curtain is thrust to either side of an open western door; and beyond this is a balcony.

If the chamberlain is here, read the following: A thin, sickly looking older man sits up from the bed and looks at you over his spectacles. He is robed in a fresh green with gold trim. A silver necklace of state hangs around his neck.

The chamberlain will not fight and is easily subdued. He has the keys to the entire tower, minus the dragon pen,

Ovar's apartments (#69 et al.) and the Den. His silver necklace has an attached medallion of a griffon, and an inset blue gem, which by its darkness indicates that his station is very high. The necklace is worth 970 gp. The chamberlain has little else; he has recently donated a great majority of his wealth to other foundations which support good functions, though he has not, and will not, let this be known, for good neutral reasons. He may be convinced to help the adventurers if they persuade him (and it was some of his more radical confederates which got the adventurers into the tower), but he has grown weak and indecisive, and only one D% roll for a 1-20% chance should be given if this is attempted. Otherwise he turns his back -- once -- on such intruders, but will thereafter have them pursued and/or arrested if they again reveal themselves.

99. ENTRY AREA

There are doors to the north and west here.

100. SMALL AREA WITH MIRRORS

There is a full length mirror attached to the southern wall here.

Note the section detailing these magical mirrors.

101. PRACTICE AREA

(VARIABLE: 1 p.m.-1:30 p.m. 14; 5 p.m.-6 p.m. 1, 12, 13.)

This appears to be some type of practice area. There is the following equipment here: Movable mirrors, manikins, wooden animal and human targets, a continual motion machine with an attached, demonic manikin, barrels with caltrops and stone chips, clay demon heads on shelves, and a large stuffed bear with many holes in it.

If Ovar and his aides are here, read key #13 for attack options, weapons, etc. Ovar will attempt to flee via the mirror if the battle goes against him.

102. STAIRS UP

103. PURPLE HALL

This hall is painted purple; the ceiling's wood is stained mauve and inlaid with amethysts (rough cut = 50 gp/stone, but there are 1,000 stones!).

104. THE THRONE ROOM

(VARIABLE: 9 a.m.-12 noon 1, 12, 13, 14, 25; 10 a.m.-11 a.m. 9.)

The floor is white marble; many stone

pillars form a course-way which inevitably leads to the north -- to the throne. The floor area before the throne is spread with ermine, fox, sable, and white bear fur rugs. The outer fringes of the room are encompassed by a large, ceiling-high black curtain. The throne itself appears chiseled from granite and inlaid with gold and platinum griffons and lions. Two ropes hang at the thrones right side, both within easy reach of anyone sitting there. There is a full length mirror attached to the wall in back of the throne. This is not covered by the curtain.

There is a clue to the King's capture here; under a (new) ermine rug is a burn mark, which looks like a large wing imprint. Also read key #13's clue.

The mirror is magical (see the **GM INFORMATION** section dealing with this).

The curtain is magical (read the appendices). There are two pictures on the west wall (the curtain must be moved to see this); one depicts Ovar and his late wife, Seretrude; another depicts Ovar standing in full regal attire, a golden scepter in hand. The characters also note two painting imprints where a brace once hung, by the extent of the shading, for some time. (Read key #64's clue about these imprints.)

If Ovar and his servants are here, read key #13's attack options, etc. Ovar immediately pulls the second rope twice, and a large bell rings above key #91 -- this serves to alert levels 3, 4 and 5. All appropriate guards and N-PCs will react accordingly. Ovar then seeks to cast a spell, but if hard pressed, can (D% roll) 1-50%, hide in the **Shadow Curtain** (q.v.), or 51-100%, escape via the mirror.

Level Five (Top) Keyed Encounters

105. ENTRY TO TOP OF TOWER

You are on top of the tower. To your left (northwest) is a platform extending out from the tower. A wall runs east from here and connects with a raised area about 30'-40' away. Ten feet along this westerly wall is a door to the south. It appears locked by a massive lock and chain.

106. ASTROLOGER'S

QUARTERS (OCCUPANT: 10 p.m.-7 a.m., 9 a.m.-8 p.m. 15.) **(VARIABLE:** 6 p.m.-6:30 p.m. 1, 12, 13.)

The door here is held fast, but you see no key holes.

The door is **Wizard Locked** at 7th level. If the room is entered read the following: The room is dark; (if light is provided) the characters note a place strewn with pillows, scrolls and books. There is hardly an indication, whoever the occupant is, that he or she does anything but study and sleep here.

If the astrologer is here he will attack with his best spell (GM's choice, see below). His books and scrolls deal mainly with astrology subjects; but he has a traveling spell book with the following spells:

1st Order (**Write, Read Languages, Charm Person, Read Magic**) 2nd Order (**Invisibility, Rope Trick, Darkness 5' R., Wizard Lock**) 3rd Order (**Slow, Lightning Bolt, Protection From Normal Missiles, Tongues**)

(*No fourth level spell book is found; but the astrologer has one memorized: **Poly-morph Others.**)

107. DRAGON KEEPER 16

(OCCUPANT: 10 p.m.-7 a.m., 9 a.m.-7 p.m. 16.)

This door is locked; a small but ornate dragon is carved into the wood at about eye level.

This is the dragon keeper's quarters. They are pretty bare; and except for some minor objects (a whip, some long, vicious looking iron prods, and a bottle) nothing looks of any worth or interest here.

If the dragon keeper is here, he reacts violently; he could drink the potion (i.e., the bottle) and control the dragon at #109, but he will only do this if he is sorely pressed in combat. He will attempt to warn the astrologer of the party's presence while trying to defend himself as best as possible. He has keys to #107 and #110.

The whip and 6' long prods (goads) are used in ordering the dragon about. Lately, the dragon obeys no one save the dragon keeper. The dragon keeper has been attempting to re-tame the dragon in Ovar's proximity, since it has lost its respect for the King (it senses the simulacrum fake, q.v.).

The potion controls all types of dragons for twice the time period as normal potions of this type.

108. RAISED AREA/ OBSERVATORY

This place is a combined observatory and perch. You see an outlined area in on the stone floor here; there are deep scratches all over the stonework here, as if made by some huge taloned creature.

There is a small catch switch on the NE part of the area; casual inspection will reveal this, and if it is moved the 2' square outlined area slides open and another platform rises to floor level. Characters note a mounted telescope inset into this new platform. Throwing the switch again will lower/cover the telescope platform.

The scratches are made by the dragon which perches here ever so often.

109. THE DRAGON PEN 50 (OCCUPANT: 24 hrs.)

A large structure, about 40' long, 20' deep and 20' high is before you. A massive 15' high by 30' long iron, sliding door (east to west) is centered on the structure's northern face. The door is bolted and locked. You sense a bitter taste and smell here.

This black dragon sleeps less than others of its type (25% chance); and it is definitely awake if excess noise was made outside, or within 40', of its pen. In any case, it is awakened when the pen door is slid open. The dragon will automatically use its breath weapon against anyone not known to it; characters entering the pen are suspect right away, since the dragon keeper usually talks to the dragon in a gruff -- but calming -- voice before approaching it. This confirms his presence and reaffirms his control over the beast.

The dragon's treasure consists of 23,000 gp, 12,000 sp, 3,400 ep, 290 pp, 10 pieces of silver/topaz jewelry (worth 1,500 gp each), 7 gold urns filled with copper (706 gp each), and a suit of platinum filigreed plate mail +3.

110. FEED STORAGE

This 10' wide wooden door is locked.

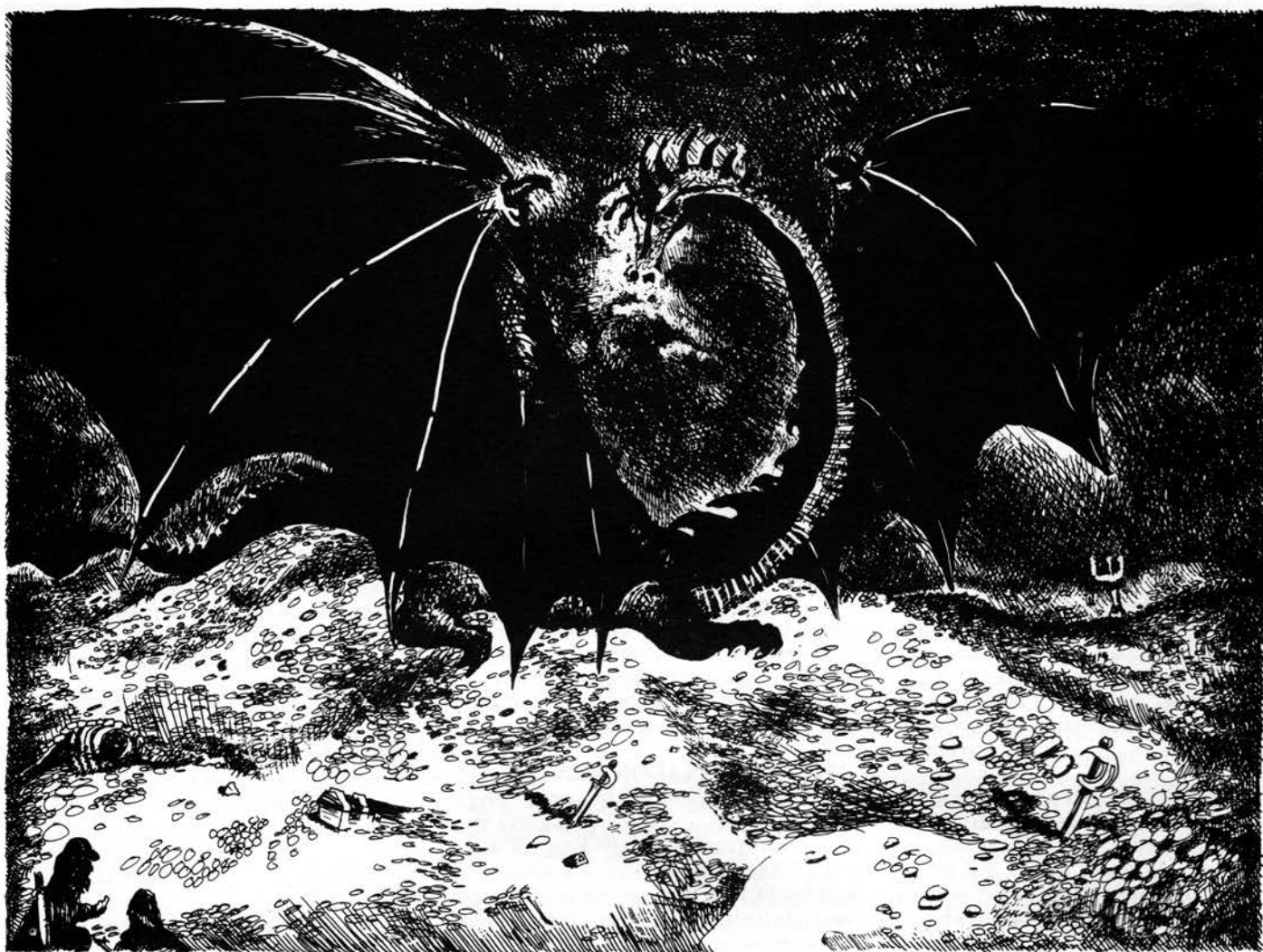
There are barrels of meat for the dragon here. 30 such barrels (about 120 lbs. per) are feed for the dragon for one month. Other barrels are raised to this level via the winch at #111 B.

111 A. PLATFORM

This might be a viewing or landing platform of some type.

111 B. PLATFORM WITH WINCH

This platform has an attached winch which is used to raise feed and objects destined for the 4th level. The cord is iron, and there is a large hook attached to its end.



Epilogue

If the party manages to convince the main components of the tower elite (colonel, chamberlain, treasurer, majordomo, captain, astrologer, dragon keeper, etc.) of what they suspect, and if sufficient evidence is at hand (a simulacrum, dead, or captured and interrogated), then they will lend support to retrieving the real King Ovar. They will allow the characters to base their activities at the tower; and they will lend some N-PC support where available. Note that the adventure to recover the king is detailed in MOZ 4, **THE EIGHT KINGS**.

During this time the chamberlain is appointed regent, and the colonel is promoted to command the armies. Zayene is publicly condemned and sentenced for the queen's murder (if this fact has been uncovered) and for the King's abduction --and for his attempted coup.

However, the tower elite will never back the characters who have no concrete evidence (though some with clues might at this point begin their own postulating on the veracity of the characters' information); and the characters, once revealed, will be sentenced by "Ovar" for

plotting against the Kingdom. They will be sentenced to death for these subversive activities!

It might be to the characters' advantage -- considering the disbelief that will be levied against their fake/kidnapped Ovar story -- to go it alone once they've established the location of Zayene's dimension (module #4). They could then attempt the rescue without alerting Zayene, who would, no doubt, be very prepared for them otherwise.

Appendix A: New Magical Items

SHADOW CURTAIN: There are said to be only two such items in existence, though sages report that the Shadow Realms might contain more of these.

The shadow curtain appears as a roll of inky black material. When unrolled, a command word appears in the air in a shimmering flash, then is gone. If a SR vs. spells is made, viewers see the word, and can thereafter utilize the curtain; failing indicates the opposite, and characters must seek the services of a sage, etc. in order to find the command word, for it never again appears under any circumstance.

The curtain's length is variable up to 200' long by 20' high. A curtain can never be longer than 200', but it could be shorter than 20'. When commanded, it sets itself up in the required pattern. In order to change the pattern the curtain must be reordered into roll form. This requires a full turn; then, it can be reset as desired. Setting the curtain takes 1 round, wherein it unrolls on its own accord and reaches the desired length and height. Its powers are:

- 1) Anyone coming within 2' of the curtain and speaking the command word may attempt to hide in shadows as if he or she were a level 10 thief. Those characters who are thieves beyond this level gain +10% to hiding rolls. This power is reusable; and the hidden character remains so for as long as he or she stays within 2' of the curtain. Note that characters may move when hiding (along the curtain's length or height) and receive no penalty for doing so.
- 2) Anyone touching the curtain, and then speaking the command word, can control darkness within a 50' radius. Shadows can be made to congeal, thus darkening the entire affected area to pitch blackness in but 1-6 segments. This affect is permanent as long as the curtain remains touched by the one conjuring the darkness.
- 3) Anyone within 20' of the curtain who speaks the word "SHADES" is given 3 shadow images for protective purposes. The images appear as ghastly monsters to the conjurer's assailants, and these are avoided at all costs by them, thus increasing the defender's AT rating by 3. This power lasts for 6 turns. It is dispelled if the conjurer moves more than 20' from the curtain. It is usable twice per day.
- 4) Anyone touching the curtain gets a special resistance SR when/if attacked by shadow type creatures (demons, devils, monsters), but not when attack-

ed by Lords or Gods of this nature. To find the SR base, take level x 5. Roll D% when physical, mental or spell, attacks are initiated against the defender. Rolls equal to or below the amount indicated = success (i.e., no hit is scored, no psionic/psychic power affects the defender, no spell works, etc.). This roll is in addition to normal chances to be missed (attackers must still roll a successful hit) and to normal SR's.

Only two powers can be used at one time. Any attempt to initiate another power (by use of a Wish, for example) above two causes the curtain to become non-magical for 1-10 hours.

MAGICAL TOBACCOS: There are five different types of tobacco. One pinch burnt in an ordinary pipe will produce the recorded results.

- 1) **Tranquility.** User: Calms vs. fear as long as it is smoked. Area affect: Recipients of the smoke are affected as if by a **Friends** spell. The area covered is a 5' radius about the pipe smoker.
- 2) **Harshness.** User: If SR vs. poison is made the smoker receives +2 to all SR's for as many rounds equal to his or her Vitality. If the SR is missed, the smoker loses -2 on all SRs for that many rounds. Area affect: All inhalers of this within 5' radius of the smoker must make SRs vs. poison or wretch for 2 points of damage initially and for every round they remain in the area of the smoke.
- 3) **Sweetness.** User: The smoker gains 1-10 HtK back if damaged. His or her **Appeal** increases by two for the next D12 rounds. Area affect: This cancels the **Harshness** smoke.
- 4) **Bitterness.** This allows the user to Tell about potions/elixirs he or she tastes. One pinch will allow the user to **Tell** (identify) one potion/elixir.
- 5) **Tastelessness.** This kills the taste sense of the user and all those within 10' of him/her. This will sometimes heal the damage caused by wretching/vomiting (1-75% on a D% roll).

Mixing tobaccos causes them to cancel each other with no magic imparted.

MAGICAL INCENSE CONES: These must be lit to take affect. Burning two or more different cones within 10' of each other produces a cancellation of all the recorded magical effects.

LIGHT BLUE: Sleep. This spills smoke into a 20' radius area and then burns out. All beings (those that

breathe air) must make SR's vs. spells or fall into a deep slumber for 1-12 rounds.

DARK RED: Stimulation. This affects all those within its area (5' radius). All within the area move as if **Hasted** for rounds equal to their separate Vitalities.

GRAY: Wantonness. The smoke covers a 30' radius area. All within it must make SRs vs. spells or become confused and wander about in a chaotic manner, shedding their possessions, over turning objects, etc. They defend at -4, receive no Agility bonus, and do not attack (other than pushing persons/beings out of their respective ways).

PURPLE: Illusion. The smoke creates an illusion of the being/scene described as the cone is lit. The illusion is permanent until touched or dispelled, and occupies a square footage area equal to the lighter's level x 6.

WHITE: Dreams. The smoke covers the lighter and makes him or her impervious to dreams that are of the haunting/disturbing variety. The effects last for hours equal to the dreamer's Vitality.

THE EIGHT GOBLETS: When water is poured into a particular goblet it is changed to the recorded liquid, as follows. Each goblet will function in its magical capacity but 6 times/day.

Copper: Sweet Water. Monetary worth: 25 gp. Magic value: 750 gp.

Bronze: Orange juice. Monetary worth: 50 gp. Magic value: 100 gp.

Gold: Good wine. Monetary worth: 100 gp. Magic value: 200 gp.

Platinum: Takar wine. Monetary worth: 200 gp. Magic value: 500 gp.

Clear Crystal: Sticher wine. Monetary worth: 300 gp. Magic value: 1,000 gp.

Pink Crystal: **Elixir of Healing** (3-18). Monetary worth: 600 gp. Magic value: 1,250 gp.

Citrine Crystal: **Control** Potion (random). Monetary worth: 1,200 gp. Magic value: 2,000 gp.

Wooden: Poison. Monetary worth: nil. Magic value: 1,000 gp.

Appendix B: New Monsters

DEATH DEMON

Number Encountered: 1
 Armor Type: -2
 Moves: 16"
 Melee Prowess: Level 10 monster
 Lair: Special (below)
 Treasure: Always special
 Attacks: 2
 Damage: 1-10 per
 Special: Demonic powers (below)
 Magical Immunity: 55%
 Intelligence: Genius or better
 Size: Varies; amorphous shape (below)
 Psychic/Psionic: Reverses these attacks up to 300 points per day
 EX Value: 5,130 plus 500/absorbed magical power

These demons appear due to being summoned by evil priests or mages who use the essence of a dying person (usually their psychic/psionic force, which is extracted through a special process) to initiate and complete the summonings. Death demons will stay on the material plane for months equal to the summoner's level, and then depart. During their stay they may be ordered to perform tasks as their masters wish; but they will not leave the material plane, nor may they go beyond a 1 mile radius area of where the initiating death took place. If forced beyond these limits the spell which holds them here is broken, and they return to their own realm of existence.

Death demons move by a floating motion, an enhanced levitation which can be maintained indefinitely, no rest required. They attack material plane



creatures with two black tentacles which appear out of their amorphous black shape. The tentacles appear to have many faces upon them, faces both wracked with pain and anguish, and those smiling, with restful looks. As the tentacles come close to contacting a target, the faces seem to grow in the viewer's mind; contact is made as a psionic scream pierces the victim, causing him or her to make a SR vs. energy drain or lose levels as follows:

Vitality	Levels Lost
18+	1/2
17	3/4
16	1
15	1-1/2
14	1-3/4
13	2
12/less	3

Level loss is accumulative. Levels are regainable through spells/items which restore these. Certain masters of this healing process will accomplish the level restoration in return for them being allowed to study the cell disruption. Time expended in these cases is one month/level lost.

It is not certain what other powers this creature possesses. It cannot summon, this is for sure, but some sages say the more powerful ones (ones that are summoned through the death of some mage or priest of high rank) are able to employ a sympathetic type of magic akin to the relics/possessions left by the respective person. Items are drawn into the demon and absorbed, their magical properties (if any) becoming inherent to the demon in a degree equating to that of the actual power(s). The magic is chaotic, however, since it does not always work. When employing any absorbed powers, the demon's MI must be rolled. A score over 55% equals successful use of the power in question.

These demons appear as smokey, roughly 6' round, black shapes; their tentacles seem to be the only solid part to them. When killed they disappear with a scream which chills even the most stout-hearted persons' bones!

MYRMIC

Number Encountered: 1-8
 Armor Type: 8
 Moves: 15"
 Melee Prowess: 1+3
 Lair: 60%
 Treasure: Nil
 Attacks: 1
 Damage: 1-4 for bite
 Special: Excellent memory/recall
 Magical Immunity: Standard
 Intelligence: Animal-Semi
 Size: 2' large monkey
 Psychic/Psionic: No
 EX Value: 43
 Hits to Kill (key #15): 6



These creatures range the climatic zone, from temperate to tundra, from jungles to

high mountainous climes -- numerous types have been found, all having descended from a now extinct species which sages indicate might have possessed some tribal culture (thus the imitation, or rote-

type learning indicative of a myrmic). More curious to those savants dealing with this field of study is that the myrmic retains the inflection and intensity of the repeated sentence, perhaps pointing to their intimate link with an ancient human culture, though this has never been proven.

Myrmics do adapt well as pets, and can be trained to repeat things; and it seems that their ability to memorize and repeat is only limited by their teacher's own endurance! They are rarely encountered these days, and their species, though active and prolific to a fault, does not

produce well in captivity, and their numbers in the wild are severely small compared to other mammals of their respective climatic zones.

Myrmics are sought by all those professional types who would profit by using these creatures' memory/recall faculties. Special words can be keyed to trigger automatic memory recall, though the rate

(slow to fast) is a matter best taught to the myrmic, for it does not distinguish otherwise. Myrmics have been known to sell for up to 10,000 gp on the open market. Most people (except the Whoools of Telnarzin, who love to hear a myrmic scream out in various inflections before it dies!) have forbidden the killing of these beasts, a

crime punishable by imprisonment in most cases.

An average myrmic appears as a large monkey with short hair. Colors range the gamut, browns and tans being more numerous. Their eyes have intelligence. Their family unit is similar to the monkey's, with 50% being young adults.

Appendix C: Non-Player Characters (N-PCs)

KING OVAR

Character-Level: Level 12 Mage
 Hits to Kill: 33
 Moves: 12"
 Lair: Sleeps at key #13
 Armor Type: 4 (with *charm bracelet*)
 Magical Adjustment: No
 Agility Bonus: +1
 Weapon in Hand: None
 Damage Base: 1-4 (sheathed dagger)
 Special: Simulacrum features, below
 Intelligence: Exceptional and controlled
 Psychic/Psionic: No
 Alignment: Lawful/Evil
 Deity: Feigned service to Nusu-Sa
 St 11 In 15 Ws 14 Ag 15 V 15 Ap 16

This is a fake Ovar, a **simulacrum** made by the Court Wizard, Zayene. Note its features below. Its will is controlled by Zayene, who has replaced the real Ovar with these in order to instill fear in the loyal subjects, and to weaken good factions in the Kingdom. Zayene has to perfect the spell that sustains these imitations, however, for though they are about 99% of the real Ovar in all ways, they still only survive a single day before melting/dust-moting. It is a matter of time before Zayene perfects the spell, and when this occurs his control of the Kingdom of Ersille will be complete.

Simulacrum Notes: As noted above, these Ovar imitations are 99% real. Some flaws are apparent however. Their senses are faulty. They cannot taste or smell sweet things. Their magnetism is negative with animals. The black dragon (key #109), which was at one time rideable by Ovar, is vicious in the fake Ovar's presence. Furthermore, magical items especially designed for the real Ovar (based



upon magical engramatic patterns and psychic energies) do not work or register as magic when used/touched by these imitations. These are all "bugs," along with the time problem, that Zayene is attempting to correct.

Possessions: Each fake Ovar has the following possessions: A charm bracelet, which raises their ATs to 4; regular dagger; ring of state (fake, the real one was lost [note key #55]), silver with an inset amethyst (2,000 gp each); an amulet with 20 **Clean** cantrips; a fake wand with **Magical Aura** (a cantrip similar to those which impart fake magic, but this, if identified, has a 50% chance of registering as the item it was intended to replace/fake). This wand registers as a wand of **Frost**, which was destroyed when Ovar was captured by Zayene. These Ovars

have no spell books; these are held by Zayene (see MOZ #4, **THE EIGHT KINGS**); spells are still "cloned" from the original flesh taken from the King before he was imprisoned in Zayene's dimension (q.v). The **simulacrums** have been told the death demon's name so that they might order it away if it nears them. In order to cover for the real fact, Zayene, seizing upon the rumor that the demon is actually the queen's spirit, has instructed the Ovars -- when confronted by the demon with other people present -- to repeat sentences which would support this, like "Leave Me! Go where you belong, Queen!"

Each Ovar has the following spells in memory upon being created:

1st Order (**Charm Person, Friends, Magic Missile, Unseen Servant**) 2nd Order (**Continual Light, Forget, Invisibility, Scare**) 3rd Order (**Clairvoyance, Infravision, Slow, Tongues**) 4th Order (**Fire Shield, Fumble, Monster Summoning II, Dimension Door**) 5th Order (**Cone of Cold, Feeblemind** (and two used) 6th Order (**Repulsion**)

Ovar Routine: Ovar goes through the same monotonous routine every day. He (they) sleep in the den (key #13), and the transference takes place between 4 a.m. and 5 a.m. The old Ovar, in quite a state of disintegration by this time, uses **Dimension Door** to travel to key #85, where it utilizes the transportation device to return to Zayene's dimension. Within an hour it is but a pile of dust. But the new Ovar has entered via the mirror in the den after having been transported into the mirror system by Zayene personally. A **Clean** cantrip covers all traces of the disintegration process.

Appendix D: Player-Characters

NOTE: The player-characters are divided in their reasons for wanting to eliminate Ovar (the fake one which they think real/evil, since they don't know that the real Ovar is captured and must be saved!). Ragus, the priest of Nusu-Sa the sun god, wishes law and order re-established; and since dealing with the King has been futile -- with more and more atrocities committed against the lawful public day by day -- the next option is assassination.

Succumbing to similar personal and nationalistic pressures is Merrick, a mage of the Dawn's Break Clan. He sees Ovar's continued existence as a threat to his good clan's future.

Kuryck the fighter is neutral regarding the ordeal -- to an extent. His brother died in a futile border skirmish which Ovar was responsible for. Kuryck is a White Mercenary, and Lt. General in that league, so his prices are usually high for undertakings such as these; but this one he's doing for free...

Creys (pronounced "Kreez") is a thief whose time is given gratis by the guild. All guild members have turned their heads elsewhere; and this is just one indication of the immense hatred for the King!

RAGUS THE RIGHTEOUS

Character-Level: Level 9 Priest
Hits to Kill: 58
Moves: 12"
Armor Type: -1 (= adjustment)
Magical Adjustment: +1
Agility Bonus: 0
Weapon in Hand: Footman's mace
Attacks: 1
Damage Base: 2-7/1-6
Alignment: Lawful/Good
Deity: Nusu Sa
St 11 In 16 Ws 15 Ag 15 V 16 Ap 17



Ragus appears (when in his priestly attire) as a very appealing leader type. His face is smooth, as are his words. His blue eyes widen when he speaks, and a certain amount of conscious effort is recognized in the way he moves -- but this does not detract from his demeanor; instead this contributes to his appeal factor. Ragus is a perfect choice for the position he holds, but perhaps not for the type of mission he has claimed leadership of.

Ragus has had to study the ways of the menial classes in order to effectively infiltrate the tower as a mere scrubber. He didn't do well, for although he acts well from the pulpit, histrionics of the masses is not, unfortunately, his forte. Ragus realizes that these failings could jeopardize the mission. He will not talk unless a need arises, for his speech, mannered and high, with indignant undertones, would no doubt give him away. He will not speak in group situations where others of the party and tower inhabitants are present; and thus the leader position he thought he had has been reduced to cooperation. Ahh! If his ego can stand it!

Ragus is equipped with a neck charm which imparts his AT rating. If removed, his AT drops to 10, for he is clothed as a scrubber. He has hidden his holy symbol in his bag of belongings. His only other magical possession is a scroll with three priest spells, orders 3/3/4 (GMs must roll for these, or choose them for the player in question). Ragus must find time to pray for spells. He can disguise his prayers somewhat, for many other servants are religious, but his prayers will be recognized for what they truly are if these are performed openly.

SPELLS: 1st Order (**Bless, Com and, Light, Sanctuary, Protection From Evil x (2)**) 2nd Order (**Augury, Chant, Hold Person, Silence 15' R., Spiritual Hammer**) 3rd Order (**Dispel Magic, Locate Object, Prayer**) 4th Order (**Cure Serious Wounds x (2)**) 5th Order (**Dispel Evil**)

MERRICK THE MAGIC USER

Character-Level: Level 10 Mage
Hits to Kill: 35
Moves: 12"
Armor Type: 0 (= adjustment)
Magical Adjustment: 0
Agility Bonus: 0
Weapon in Hand: Dagger + 2
Damage Base: 1-4
Alignment: Chaotic/Good
Deity: Tathep
St 9 In 17 Ws 14 Ag 12 V 16 Ap 15



Merrick is small but rosy-cheeked; his vitality beams from under his black head of hair, and his gray eyes are keen. Penetrating, even distantly elvish looking. In fact, Merrick is part elvish, though not to the extent where he would be considered half-or-quarter-; but his lineage is known to be royal -- and magical -- so he is allowed luck rolls for all elvish powers/abilities when these are in question. A successful SR vs. magic means that he employs the function/power successfully. Merrick has to concentrate a little harder than most elves to accomplish these feats, except where he is acted upon, then the SR applies to ascertain success or failure.

Merrick has good theatrical abilities; so it is easy for him to impersonate a scrubber. His physique is a bit slender for such a calling, however, so he doesn't wish to call too much attention to himself.

Merrick has the following possessions: **Potion of Metal/Mineral Detection** (as the wand, c.f., but this lasts as many

rounds equal to the mage's level +Vitality divided by 2. Merrick will use this to locate the King's ring of state [and thus, Ovar himself, so it is presumed]; scroll of **Protection from Blunt Weapons**; dagger +2; neck charm which imparts the AT of O. Merrick has no spell books or extra spell components.

SPELLS: 1st Order (**Charm Person, Friends, Message, Sleep**) 2nd Order (**ESP, Invisibility, Knock, Stinking Cloud**) 3rd Order (**Clairvoyance, Haste, Invisibility 10' R.**) 4th Order (**Dimension Door, Polymorph Other**) 5th Order (**Passwall, Telekinesis**)

CREYS THE "LUCKSTER"

Character-Level: Level 8 Thief
 Hits to Kill: 42
 Moves: 12"
 Armor Type: -3 (= adjustment)
 Magical Adjustment: 0
 Agility Bonus: +2
 Weapon in Hand: Dagger +3
 Damage Base: 1-4
 Alignment: Lawful/Neutral
 Deity: Reh Pog (prn: Ray Poh)
 College: "Locks"
 St 12 In 15 Ws 12 Ag 17 V 13 Ap 14 PP 65
 OL (77) F/RT 55 MS 62 HS 49 HN 25 CW
 96 RL 40

Creys is the smallest member of the party, and best fitted to impersonate a scrubber. His mousey features are pure connivingness, and he will fit in well with the other servants, who are always making power plays and gossiping all day long -- after a fashion.

The nickname "Luckster" was given him by his schoolmates (later colleagues) after Creys opened the most difficult lock at the Guild college on his first try. He graduated with honors! Crey's natural ability with locks gives him a +20% chance of picking them -- the bonus is reflected above.



Creys's possessions are limited, but are: A neck charm which imparts his AT of 0; a dagger +3; a vial of contact poison (C); and a ring of **Detecting Magical Auras** (c.f., the spell **Detect Invisible Objects**, except this detects auras on moveable objects only, and not, for example, on a **Phase Door**, a **Magic Mouth** on a door, etc.).

Creys has hidden his lock pick tools in a pair of old boots.

KURYCK THE MERCENARY

Character-Level: Level 11 Fighter
 Hits to Kill: 87
 Moves: 12"
 Armor Type: -2 (= adjustment)
 Magical Adjustment: 0
 Agility Bonus: +1
 Weapon in Hand: Cane +2
 Attacks: 3/2
 Strength Benefits: +1/+3
 Alignment: Neutral
 Deity: Lae Minah (recent choice)
 St 18(20%) In 12 Ws 12 Ag 16 V 17 Ap 16

Kuryck stands about 6'7", his hair is brown with a few gray streaks. Kuryck is by far the oldest of the party (34 years); and it has taken some doing to pass him off as a scrubber -- but he is a man perfect to the part, having low beginnings himself. He is



a new and distant member of the secret league against Ovar. It is thought that he seeks more of a personal revenge than is welcome on this mission. All of this aside, he is loyal and will cooperate as long as he sees the mission being pushed forward. He will not agree to the assassination's postponement. He will pursue the cause alone if the mission is canceled.

Kuryck has several possessions: A neck charm which imparts his unadjusted AT rating; a magical cane +2 which he has smudged and knicked so that it appears as a regular stick. The cane causes 1-6+2 damage points/hit; dagger +2; potion of **Stone Giant Strength** in a small stone vial. Kuryck has been entrusted with the party's money, which they assume could be used to bribe with. In a small pouch are 45 mithril coins; all are platinum filegreed and worth 25 gp each.

Combined Encounters Statistics Chart

#	NAME*	KEY	MP	HTK	AT	ATK	DMG	M	AL	SP
1.	Ovar (OV)	13	12mg	37	2	1	1-4	12"	LE	Ap
2.	Colonel (CO)	88	9f	55	1	3/2	2-9	12"	N	17s
3.	Captain (Cp)	86	6f	43	1	1	1-8	12"	N	16a
4.	Lieut. (L)	86	5f	39	1	1	1-8	12"	N	pt
5.	Scribe (SC)	23	8mg	20	9	1	1-4	12"	LN	Sp
6.	Serg. Mjr.	83	4f	24	4	1	1-8	9"	N	-
7.	Sergeants	54a	3f	20	4	1	1-8	9"	N	-
8.	Guards	Various	2f	12	4	1	1-8	9"	N	-
9.	Chambrln. (C)	98	7f	37	5	3/2	1-4	12"	N	8v
10.	Treasurer (Ts)	51	4f	34	9	1	1-4	12"	N	-
11.	Chef (Cf)	59	6f	42	9	1	2-7	12"	LN	pt
12.	Ch. Aide (CA)	13	5f	44	0	1	2-9	12"	N	Sw
13.	Body Gd. (CB)	13	7f	66	-1	3/2	4-11	12"	N	18v
14.	Majordomo (Md)	64	4f	23	10	1	1-4	12"	N	-
15.	Astrolgr. (AS)	106	7mg	19	10	1	1-4	12"	N	Sp
16.	Drg. Kpr. (DK)	107	8f	63	6	3/2	2-9	12"	N	pt
17.	Troll Gd. (TG)	43	6mn	44	2	3/2	1-12	12"	CE	Rg
18.	Bk. Bndr. (BB)	22	0f	4	10	1	1-4	12"	N	-
19.	Tobcnst. (Tb)	7	0f	5	10	1	1-4	12"	N	To
20.	Frn. Mkr. (FM)	8	1f	8	8	1	2-5	12"	N	16s
21.	Goldsmith (GS)	56	0f	6	10	1	1-4	12"	N	-
22.	Silvrsmth (SS)	55	0f	5	10	1	1-4	12"	N	-
23.	Botanist (Bt)	11	0f	3	10	1	1-4	12"	N	pow
24.	Zoologist (Z)	16	0f	4	9	1	2-5	12"	N	16s
25.	C. Waiter (CW)	10	0f	5	7	1	1-4	12"	N	17a
26.	As. Chef (AC)	10	0f	6	10	1	1-6	12"	N	-
27.	Sauciers (SAS)	28	0f	3	10	1	1-4	12"	N	-
28.	Sr. Valet (SV)	70	0f	7	10	1	1-3	12"	N	-
29.	Valet (V)	25	0f	6	10	1	1-3	12"	N	-
30.	Baker (BK)	28	0f	8	10	1	1-4	12"	N	-
31.	As. Bkr. (AB)	28	0f	4	10	1	1-4	12"	N	-
32.	Cleaners (C#)	19	0f	5	0	1	1-3	12"	N	-
33.	Cleaners (C#)	65	0f	4	10	1	1-3	12"	N	-
34.	Scullers (S1)	27	0f	2	10	1	1-2	12"	N	-
35.	Messngrs. (M)	3	1f	6	9	1	1-6	13"	N	-
36.	Messngrs. (M)	82	1f	7	9	1	1-3	12"	N	-
37.	Scrubbers (Sb)	32	0f	4	10	1	1-3	12"	N	-
38.	Scrubbers (Sb)	63	0f	3	10	1	1-3	12"	N	-
39.	Porter	3	0f	5	10	1	1-3	12"	N	-
40.	Porter	4	0f	6	10	1	1-3	12"	N	-
41.	Kt. Maid (KM)	48	0f	2	10	1	1-2	12"	N	-
42.	Doormen	4	0f	6	10	1	1-4	12"	N	-
43.	Man Serv. (MS)	19	0f	7	10	1	1-4	12"	N	-
44.	Man Serv. (MS)	25	0f	6	10	1	1-4	12"	N	-
45.	Man Serv. (MS)	70	0f	5	10	1	1-4	12"	N	-
46.	Man Serv. (MS)	82	0f	6	10	1	1-4	12"	N	-
47.	Killmoulis Cf	29	2mn	14	3	6	-	15"	N	YES
48.	Killmoulis	30	1/2mn	3	6	-	-	15"	N	YES
49.	Death Demon	Various	10mn	85	-2	2	Spec.	16"	LE	AP
50.	Dragon	109	8mn	48	3	3	1-4 x2/3-18	12/24"	CE	YES
51.	Earth Elemen.	31	8mn	45	2	1	4-32	6"	-	YES

Abbreviation List: mg = mage, f = fighter, Ap = appendices, numbers followed by an a, s, or v correspond to agility, strength, and vitality scores respectively; Sp = spell capacity, pt = potion, Sw = special sword, mn = attacks as monster of that level, Rg = regeneration powers, To = magical tobaccos, Tkn = throwing knives, pow = powders, Spec. = Key or Appendices should be referenced for further information, YES = Details of Special powers are listed at key #'s or in appropriate manuals/books.

Hall Encounters - Explanation/Abbreviations

There are four tables which account for in transit hall encounters that the characters might run into. The times are divided into A.M. and P.M.; the type of die used to generate an encounter is listed per hourly period. Where there is a greater number of possible encounters (8-9 p.m. on Level 2, for instance) the greater chance there is of an encounter; and this is reflected through the type of die used - a D4 in the instance noted above. GMs roll once for every hour or for every 200' traveled. A D4 roll of 4, a D6 roll of 6, a D8 roll of 8, etc., is needed for an encounter.

Remember that in transit encounters are heading somewhere and that the time represents only a fraction of that particular hourly period. Be logical in such cases. A scrubber working the halls on level three is occupied for the noted time period; but many encounters are in transit to respective areas (to dine, etc.), so these will never be "hanging around."

Another important point: N-PCs encountered in transit to lower levels can NEVER be encountered again on upper levels during the same hourly period; the same holds true in reverse, and N-PCs encountered in transit to upper levels can never be encountered on levels lower than first encountered at, unless, of course, such encounters pursue the characters, or, in the GM's opinion, have some reason for deviating from their appointed schedules. Obviously this holds true in the former case; and all schedules are "ruined" when the tower is beset by intruders or such, and the GM must wing it until the tower's internal order is re-established.

Killing in transit encounters will cause the other inhabitants to inquire into the respective N-PC's reason for being absent or late from/for functions. The higher-ranked the missing individual, or, the more physically apparent the individual usually is in the tower, the less time it will take for colleagues, appointments, etc. to become suspicious or worried, thus leading to inquiries about, and all out searches for, the missing individual. The lesser the rank of the individual, the more time it will take for these to be located, except in the case of kitchen help. Kelter personally investigates all recalcitrant workers and usually punishes these persons by having them work the fire pit, where they turn the spit for hours.

Once an encounter is indicated, note the left hand "Die Roll" column and cross reference for the type of die needed. Four entries equates to a D4, eight entries to a D8, etc. The abbreviation list is appended hereafter.

AB	ASSISTANT BAKER	KM	(#) KITCHEN MAID (S)
AC	ASSISTANT CHEF	L	LIEUTENANT OF THE GUARD
As	ASTROLOGER	L*	LIEUTENANT (on rounds)
BK	BAKER	M(#)	MESSANGER (1, 2, ETC.)
BB	BOOKBINDER	Md	MAJORDOMO
Bt	BOTANIST	Ms (#)	MANSERVANT (1, 2, ETC.)
		OV	OVAR
C	CHAMBERLAIN	P(#)	PATROL (LEVEL 1, 2, ETC.)
C(#)	CLEANER (1, 2, ETC.)	(R)	RE-ROLL THE DIE
CA	CHIEF AIDE **	SAS	SAUCIERS
CB	CHIEF BODYGUARD **	Sb (#)	SCRUBBERS (1, 2 ETC.)
Cf	CHEF	SC	SCRIBE
CW	CHIEF WAITER	SL(#)	SCULLER (1, 2, ETC.)
CP	CAPTAIN OF THE GUARD	SS	SILVERSMITH
CP*	CAPTAIN (on rounds)	SV	SENIOR VALET
CO	COLONEL OF THE GUARD	Tb	TOBACCONIST
DD*	DEATH DEMON	Ts	TREASURER
DK	DRAGON KEEPER	TG	TROLL GUARD
FM	FURNITURE MAKER	V	VALET
GS	GOLDSMITH	Z	ZOOLOGIST
H (#)	HALLS (LEVEL 1, ETC.)		

**The Chief Aide and Chief Bodyguard are NEVER more than 5-30' distance from Ovar on any encounter occasion, whether they appear as separate encounters or not.

Hall Encounter Diagrams

King Ovar enroute to Key #14

OV
14

Captain of the Guard enroute to Key #58, on rounds

CP*
58

Cleaner #2 enroute to Key #24 from Key #24.

C2
5/24

Double Option: Captain on rounds and/or Manservant enroute to Key #70

CP* **MS4**
70

One of two encounters enroute to Key #61

CP*/TS
61

Scrubber #2 enroute to Random Bath Area on appropriate level

Sb2

Cleaner #4 cleaning random hall area Level #3

C4
(H3)

Majordomo, first half hour at Key #68, second half hour at Key #101

Md 68/101

Roll Over

(R)

Death Demon

DD*

Hall Encounters in Transit - Levels 1 & 2

TIME AM:	6-7	7-8	8-9	9-10	10-11	11-12	PM: 12-1	1-2	2-3	3-4	4-5	5-6	6-7	7-8	8-9	9-10	10-11	11-12	AM: 12-1	1-2	2-5	5-6
TYPE OF DIE:	D6	D6	D6	D10	D8	D6	D6	D8	D6	D4	D8	D8	D6	D6	D8	D10	D12	D12	D12	D12	D12	D6
LEVEL 1 DIE ROLL																						
1	B46	Bt15	Tb7	FM8	BK0	Bt14	Bt11	Z15	OV14	OV101	Tb46	Tb7	Bt11	Z15	Z16	OV13	P1	P1	P1	P1	P1	OV7L/74
2	Z46	Z15	FM14	CP24*	C19	Z14	Z16	CW28	Bt15	BB22	FM46	FM6	Z16	BB40	BB22	CA13	(R)	(R)	(R)	(R)	(R)	CA71
3	BB22	CP1*	CP*	P1	C2 (H1)	Tb28	Tb7	L1*	BB46	Md1	L24*	Md40	BB14	FM0	C61	CB13	(R)	(R)	(R)	(R)	(R)	CB71
4	Tb7	CW28	C16	(R)	CP*	Md14/13	Md68/101	C119	CF14	C128	C12*	C119	FM40	CP86	AC46	P1						BB46
5	FM6	C11	C26		P1	AB0	C111	C219	CA14	SAS/CO88	C25/24	C219	CP14	SS55	SC23							Tb46
6	CW61	C21	M13		(R)	CW10	C215	MS119	CB14	CA101	P1	P1	SS/GS14	GS56	P1							FM/SC46
7	SC23	Tb15	P1			C1(H1)	MS11	P114	CW14	CB101			MS119	C1								CP46
8	C1+214	FM13	DD*		(R)	C2(H1)	MS224	(R)	CO14	CW10			CW40	DK40								SAS28
9	MS119	P1				MS14/13	MS324		C116	AC10			DK14	SC1								BK28
10	AC46	DD*				MS214/13	P1		C2(H1)	C121/ C223			SC14	L24								AB28
11	P1					MS314/13			MS114	MS11			L14	P1								C1+261
12	DD*					P1			L*/P1	L*/P1			P1	(R)								P1
LEVEL 2 DIE ROLL																						
1	D4	D6	D10	D10	D10	D4	D6	D6	D4	D4	D6	D6	D6	D4	D4	D4	D12	D12	D12	D12	D12	D4
2	BT/Z46	Bt/Z15	C28	C104	CP*	OV42A	Tb7	P50*	OV14	OV101	Tb46	OV40	FM40	BB40	OV61	OV13	CF59	P2	P2	P2	P2	OV/CA/CB71/74
3	CW61	CP1*	V25	BK0	P2	CP28*	CP*	Md28	BB/AC46	BB22 MS119	FM46	Tb7	CP14	FM0	BB22	CA/CB13	P2	(R)	(R)	(R)	(R)	TC44/P247
4	BB22	C128	CW104	P2	DD*	Md14/13	Sb147	CW28	CP46*	CP50	SV46	FM7	SV70	CP86	AC/Md46	Md64	(R)	(R)	(R)	(R)	(R)	BB/CP46
5	Tb7	SS/GS57	P2	(R)	(R)	Tb28	Sb247	Sb146	MS2+346	Md1 CF28	L*	Md40	SS/GS14	CF/CW40	CF/CW61	C128	(R)					Tb/FM46
6	FM6	CW28				CA/CB42	MS225	Sb246	CF/MS14	MS2+325	C345	SV40	L14	C1	CA/CB61	SS55						C1/SAS28
7	Md46	AC28				Sb2*	MS325	CF59	CA/CB14	SAS0	Sb166	CA40	W40	V25	TS61	GS56	*					C1+261
8	SS/GS46	MS325				AB0	P2	V47	SS/GS46	CA/CB101	Sb266	CB40	Bk14	GS/SS 55/55	AS/DK61	CW10						SL1+228
9	V98/51	MS225				CW10	DD*	P214	V25	SS/GS57	P2	TC38	SC14	AS40	SS/GS46	AC10						BK/AB/KM1328
10	AC46	P2				Sb137			CW/CO14	CW/AC10	DD*	L*	MS2+346	DK40	C/CO61	L50*						V98/51
11	CF61	(R)				MS2&3 13/14			Sb1+244	CO88		Sb1+247	Sb1+232	L*	AS2+325	Sb1+2(H2)						Sb1+228
12	MS361					P2			Md64	Sb1+228		P2	KM1348	MS2+361	Sb1+2(H2)	P2						MS246
	P2					DD*			L*/P224	P2		(R)	P2	P2	L50/P2	(R)						MS327

Hall Encounters in Transit - Levels 3 & 4

TIME AM:	6-7	7-8	8-9	9-10	10-11	11-12	PM: 12-1	1-2	2-3	3-4	4-5	5-6	6-7	7-8	8-9	9-10	10-11	11-12	AM: 12-1	1-2	2-5	5-6
TYPE OF DIE:	D4	D6	D4	D8	D10	D6	D8	D6	D6	D4	D6	D6	D6	D4	D4	D4	D8	D12	D12	D12	D12	D4
LEVEL 3 DIE ROLL																						
1	OV/C/61	Md 74	OV 104	C 104	SK3 66	OV 42A	Md 101/68	Md 28	OV 14	OV 101	OV 68	OV 106/40	CP 14	CP 86	OV 61	OV13/Md64	CI 59	L 78*	P3	P3	P3	OV 71/74
2	MS4/MS5 61	CI 28	CB/CA 104	C3 65	SB4 66	CA/CB 42	C3 66	CI 59	CA/CB 14	CP*	CA/CB 68	CA/CB 106/40	SV 70	Ts 57	CA/CB 61	CA/CB 13	L*	P3	(R)	(R)	(R)	CI 46
3	SV/V 61	Ts 57	Md/CW 104	C4 65	P3	Md 14/13	C4 66	SV 66	CP 46	Md 1	CP 78*	SV 40	GS 14	SS 55	CF/Ts 61	CI 28	C2 65	(R)	(R)	(R)	(R)	CI 28
4	CA/CB 61	CW 28	SV 70	SK3 (H3)	(R)	C 51	SK3 (H3)	CP*	Md 64	CI 28	SV 46	C3 65	SS 14	GS 56	MS4 61	Ts 51	C3 65	(R)				CA/CB 71
5	C 1+2 14	SS 57	Ts 51	SB4 (H4)		CW 10	SB4 (H3)	L1*	CI 14	CA/CB 101	C3 58/24	C4 (H3)	V 98	C 1	SS/GS 46	GS56/SS55	P3					SV 74
6	Ts+CO 61	GS 57	C 28	P3		SB1 37	MS4 66	SK3 63	SV 70	SS/GS 57	C4 50/78	SB3 47	DK 14	V 25	C 3+4 61	SB1+2 32	(R)					C 98/51
7	MS6 61	C 3+4 61	V 25			SB2 •	P3	SB4 63	SS 46	MS4 64	SB3 66	SB4 47	C4 (H3)	AS/DK 40	C/CW 61	986/MS4 70						C 1+2 61
8	SB 1+2 •	SB 3+4 61	SB3+4 (H3)			MS4 57	(R)	P3 14	GS 46	CO 86	SB4 66	MS4 70	P3	MS5+6 61	MS 1+2 25	CW10/ CO86						SK3 (H3)
9	CW/C 61	MS4 •	AS / DK 106 / 107			P3			CO 14	C3 59	MS4 51	V 51	DD*	C 3+4 (H3)	AS/DK 61	DK 107						MS6 5
10	AS/DK 61	P3	CO / MS4 88 / 70			(R)			C3 64	C4 51	P3	P3	(R)	MS 2+3 61	L 58*	AS 106						MS4 66
11	SS/GS 61		C 3+4 •						P3	SB1+2 63				P3	SB1+2 (H4)	MS 5+6 82						SB4 (H3)
12	P3/Md 46		P3						(R)	P3				DD*	P3/DD*	P3						P3 66
LEVEL 4 DIE ROLL																						
1	D6	D10	MS5 82	OV 104	C 104	C 88	OV 42A	D8	D12	D12	D8	D8	D8	D10	D8	D10	D6	D12	D8	D12	D12	D8
2	C 61	MS5 82	OV 104	C 104	C 88	OV 42A	Md 101/68	L1*	CO 14	OV 101	OV 68	OV 105/40	CP 14	CP 86	CO 61	AS 106	P4	L*	L*	L*	L*105	CP 46
3	AS 61	MS6 82	CA/CS 104	P4	P4	CA/CB 42	P4	P4	P4	CB/CA 101	CB/CA 68	CA 106/40	V 98	C 1	SB1 (H4)	DK 107	DD*	P4	M4 82	P4	P4	V98/51
4	DK 61	P4	Md 104	(R)	(R)	Md 14/13	(R)	(R)	(R)	CO 88	CP*	CB 106/40	DK 14	V 25	SB2 (H4)	C 98	(R)	DD*	M5 82	(R)	(R)	M4 91
5	CO 61	(R)	CW 104	(R)	(R)	C 98	(R)	(R)	(R)	P4	C1 58/78	CP*	P4	AS 40	P4	CO 88	(R)	(R)	P4			M5 91
6	MS4 61		AS 106			CW 10					P4	P4		MS5 61		SB1 32			DD*			MS5 98
7	MS5 61		DK 107			P4					(R)	(R)		MS6 61		SB2 32			(R)			P4 66
8	MS6 61		CO 88											P4		MS5 82						
9	P4		P4											(R)		MS6 82						
10																P4						
11																(R)						
12																						

Encounters in Transit - Level 5

AM:	6-7	8-9	PM: 6-6:30	6:30-7	7-8	8-9	9-10
Ovar (OV)							
Chief Aide (CA)			106	40			
Chief Bodyguard (CB)							
Astrologer (AS)	61	106			104	61	106
Dragon Keeper (DK)	61	107	14	14	104	61	107

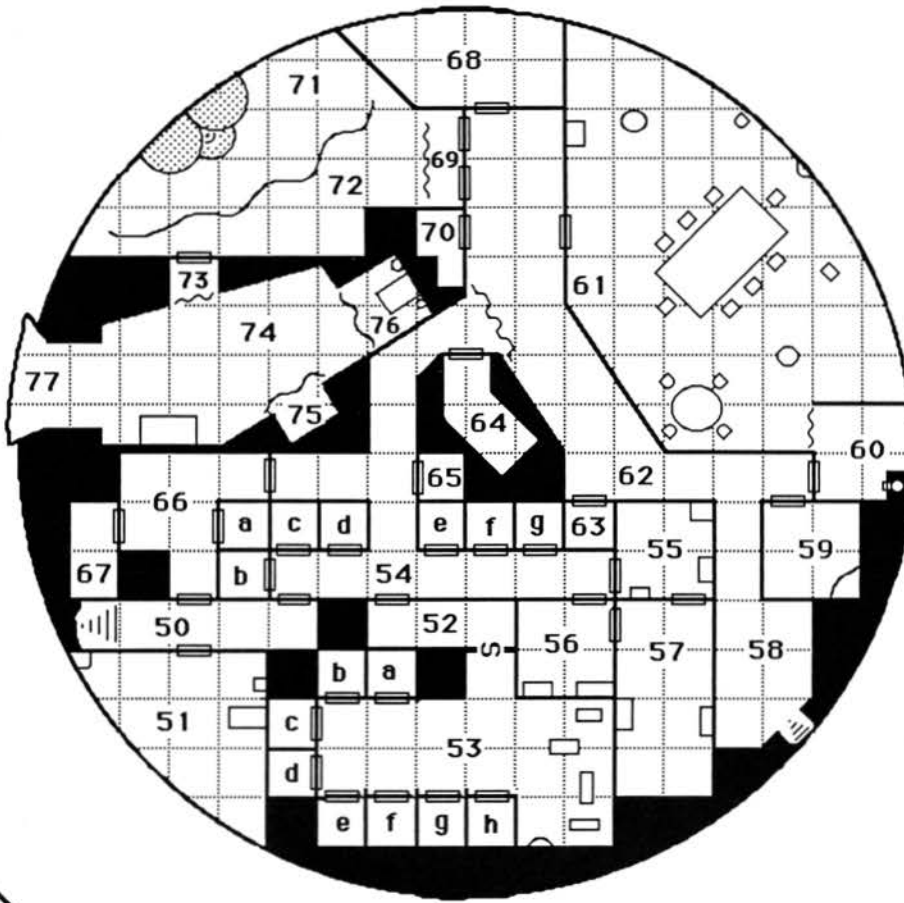
Note that level five is not traveled upon much. GMs should roll a D6 for an adventure encounter here during the proper times. Unless it is nighttime, or unless the

characters are hidden (i.e., invisible, out of sight), encountering parties are not surprised and see each other. Two man servants winch up provisions for the dragon

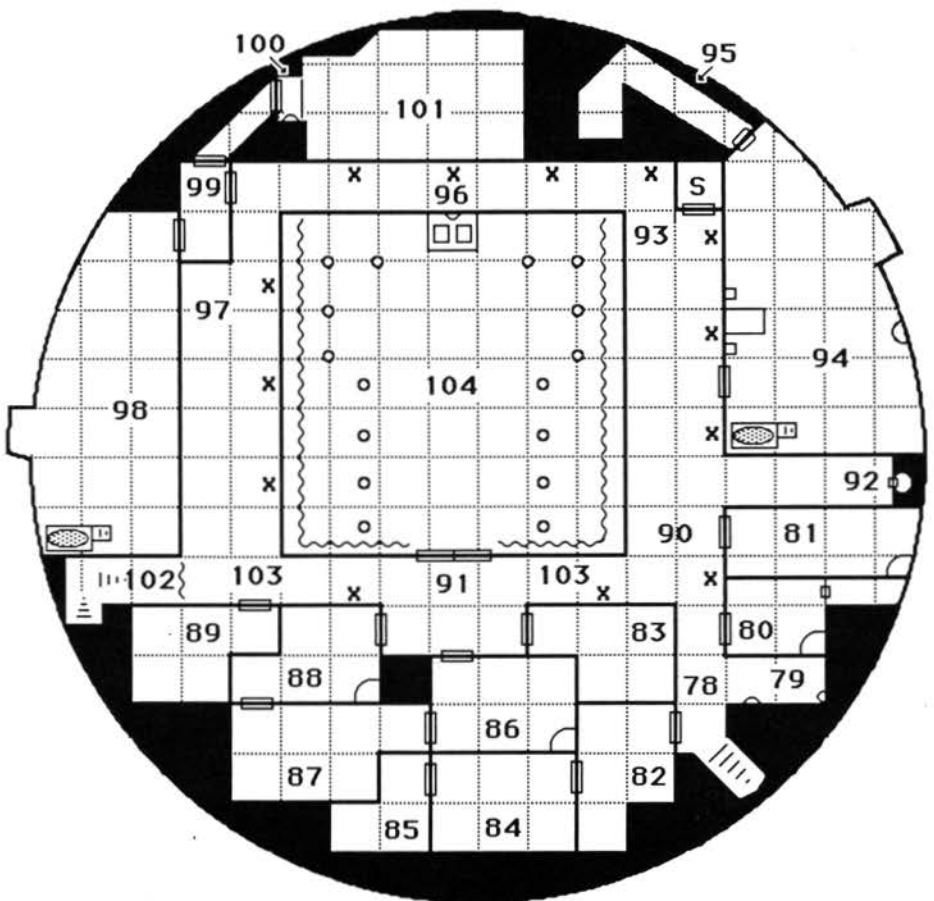
once per week. GMs should ascertain what time period during the day that this is accomplished, and then consider the chances of encountering these personages.

Notes

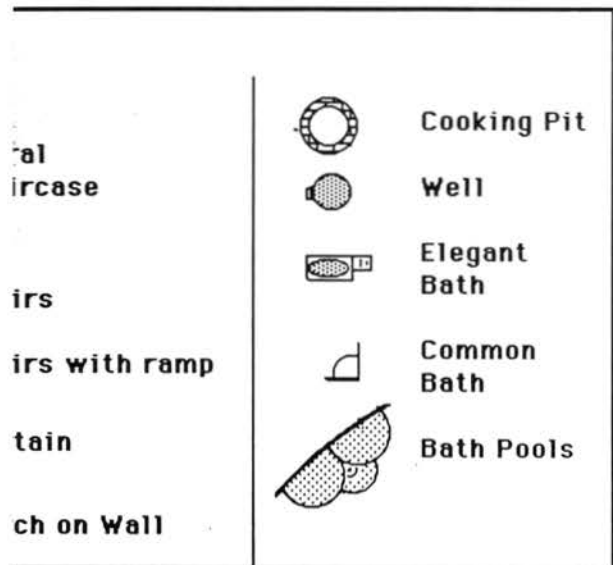
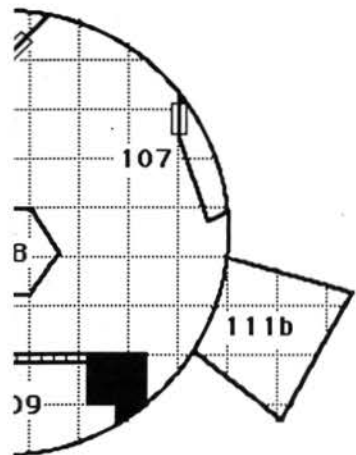
Level 3



Level 4



el 5



TOWER CHAOS

by Robert J. Kuntz

Ersille's loyal subjects say that it was the Queen's death which drove King Ovar to the brink of madness, to reopen the slave pens, to order the mass executions, to persecute the good but misled people of the kingdom, and to ignore the fact that he was no longer a king but a beast!

Four stalwart characters are charged with assassinating King Ovar. They must penetrate **TOWER CHAOS** and at the right moment strike Ovar dead!

TOWER CHAOS includes several scenarios, some which expand upon **PRISONERS OF THE MAZE** and **DIMENSIONS OF FLIGHT** series. Included herein are trend-setting tower encounter systems and schedule matrices, plus a mystery complete with an ironic twist...

This module adventure is recommended for advanced player characters of skill levels 9-12. It is compatible with the most popular **ADVANCED FRP** game system(s).

ABOUT THE AUTHOR

Robert J. Kuntz has been active in game design and gaming philosophy for 19 years. His published credits in Fantasy Role Playing include **GREYHAWK ***, **GODS, DEMIGODS & HEROES, DEITIES AND DEMIGODS ***, **LEGENDS AND LORE ***, and **MORDENKAINEN'S FANTASTIC ADVENTURE**. His co-authored game, **KINGS & THINGS ****, was recently released in England and Japan. Mr. Kuntz lives in Whitewater, Wisconsin and is President of Creations Unlimited.

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