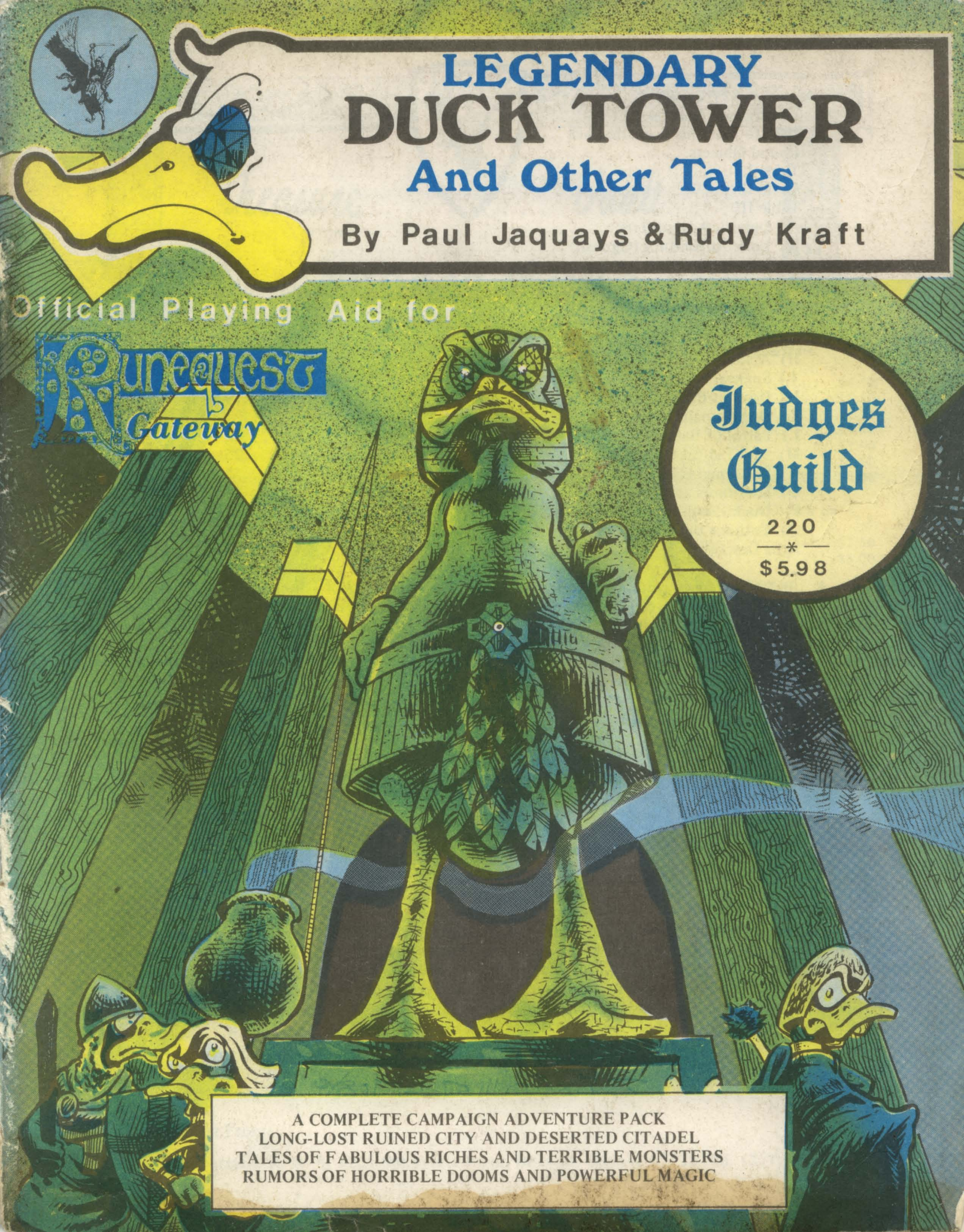
LEGENDARY DUCK TOWER
And Other Tales

By Paul Jaquays & Rudy Kraft

Official Playing Aid for

RuneQuest Gateway



Judges Guild

220

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A COMPLETE CAMPAIGN ADVENTURE PACK
LONG-LOST RUINED CITY AND DESERTED CITADEL
TALES OF FABULOUS RICHES AND TERRIBLE MONSTERS
RUMORS OF HORRIBLE DOOMS AND POWERFUL MAGIC

TABLE OF CONTENTS

The History of Duck Tower 3
How to Use This Scenario Pack 3
Found Objects 4
Table I 4
Table II 5
Table III 6
A) Ogreish Adventurers 7
B) Lone Adventurer (Ogreish) 9
C) Lair of the Wyrm 10
D) Shadow Cats 10
E) Gargoyle Ambush 11
F) Bert the Great Troll and Gurgy 13
G) Detachment of Daring Ducks 15
H) Ackbur the Duck 18
I) Snakes 18
J) Band of Broos 19
K) Dragonsnails 21
L) Patrol of Baboons 22
M) Vuo'Tur the Vampire 25
N) Ssil Longtail the Wyvern 25
O) Minotaurs and Manticore 26
P) Duck Zombies 27
Q) Tothmis the Wild Sage 28
Area Descriptions 29

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Credits
Designed by Paul Jaquays & Rudy Kraft
Artwork by Paul Jaquays

Introduction

Duck Tower and Other Tales is the result of an unusual collaboration between Paul Jaquays and myself. The cover art, the map, and about one third of the manuscript were written by Paul Jaquays before events (and other things) intervened leaving the project unfinished. Several month later the project was turned over to me with the instructions to finish it. I did so keeping as close to Paul's original intent as I could. However, for obvious reasons the product is as much mine as it is Paul's. Nevertheless I believe that together (so to speak), we have come up with something worthwhile. I hope you like it.

Rudy Kraft

The History of Duck Tower

Long ago a tribe of ducks who worshipped the God, Humakt, were expelled from their village on the shores of Lake Vmes. They travelled for several months until they came to the current site of Duck Tower. Here they found friendly neighbors (in the now defunct villages of Corbas and Giqu) so they decided to settle. They lived happily here for nearly 200 years. During that time they built an elaborate village with temples to several of the gods they preferred.

Their happiness did not last forever though. A large army of Trolls worshipping Zorak Zoran attacked and, in a fairly short seige, captured the village. The Trolls killed and ate nearly all the ducks who lived in the area and those who managed to escape fled to very far away. Once they captured the citadel the Trolls looted it of everything of obvious value and moved on to attack something else.

In the 104 years since then the place has remained a decaying ruin. Occasionally, parties of adventurers would enter the ruins in search of treasure but for the most part the place was deserted. In the last couple of years records of Duck Tower were simultaneously rediscovered in several cities and therefore the place is now more frequently visited by adventurers. In fact, parties of Ducks have begun to visit the place again in search of their lost treasures.

How to Use this Scenario Pack

This scenario pack is set up to allow the judge to locate a variety of encounters within the confines of the ruined citadel. The encounters can either be placed randomly or in what the Judge deems particularly appropriate locations. In addition, the product can be expanded upon by the addition of encounters of the Judge's own devising.

The procedure for populating the ruins is as follows:

1) Using % dice, roll a location for each of the encounters.

2) Consulting the description of the indicated room determine if the indicated encounter could reasonably take place in the indicated room. (For example, encounter A - The Ogres - would not be found in Room 30 because the Spirits of Duck Tower would not permit it. Of course, the Judge might decide that the Ogres has just entered the room and were engaged in Spirit Combat, but in that case, their treasure must either be carried with them or hidden in another room).

3) The presence of an encounter in a room will automatically change some parts of that room's description. The most obvious change is that those rooms designated as empty will no longer be empty but some other changes are also necessary. For example, Encounter Q, Tothmis the Wild Sage, would not be found living in Room 64 unless he had previously gotten rid of the dead bodies. On the other hand, Encounter J, the Broos, might very well live with dead bodies while Encounter K, the Dragonsnails, would probably be found eating the bodies.

4) The presence of an encounter in the room will necessitate a roll to determine found objects. If such an object is present, intelligent creatures are assumed to have found it and they will be using it or ignoring it as the case may be. Note also that some encounters mandate the presence of Found Objects.

5) Some areas will not make sensible lairs for the encounters (for example, Tothmis will not live outside). If such a situation is rolled assume that the encounter is present in the indicated area but roll again to determine its lair. In the case of Acbur the Duck, Encouter H, this will not be necessary becasue his lair is predetermined.

6) Should an encounter survive its interaction with the characters the Judge will have to determine its actions for the duration of the adventure.

7) When characters first enter an unoccupied area, the Judge should roll for Found Objects. If such an object is present, the Judge should determine whether the items is large enough to be visible automatically or if the players will have to search and find it. In the later case, a successful Spot Hidden roll will be required.

8) The Judge should keep notes on whatever changes the players make to the various locations so that if they return at a later time, things will be as they should be. The Judge should also determine what changes, if any, encounters will make to areas they pass through.

Found Objects

In every room description in Duck Tower there is a category called 'Found Object'. A found object is is an item or items, situation or setting that may exist in that room. A chance is listed as a percentage and if that number or less is rolled on percentile dice, then a found object does indeed exist in that chamber. Usually, the chances are very low. If an object is indicated, then the Judge should go to the Found Object Chart and roll a D100 to determine which Found Object Table to consult. No item will be found more than once. In most cases a Spot Hidden Items will be required to "find" the object.

The items found may or may not be of great value. They may be worthless or could possibly be a clue of some sort. The Judge should use good judgement in placing Found Objects. For example, care should be taken to insure that the object could fit into the room in question. The Judge should feel free to add Found Objects of his or her own devising to the lists.

Found Object Chart

(D100)	
01 - 50	Table I (D20)
51 - 95	Table II (D10)
96 - 00	Table III (D10)

Table I
(Roll 1D20)

1) A seamless, brown, stone box, 1m x 2m x 1m. The inside is filled with a dark, coarse powder that smells like sulfur and urine. It is a crude form of black powder. If fire is touched to the powder it will fizzle and burn, emitting great clouds of vile-smelling, vision obscuring smoke. The box is openable only by drawing the earth and statis runes on the box with green chalk, sacrificing 1 point of power and saying the Dwarvish word for "open".

2) A 1.5 meter tall blue, stone statue of a beautiful woman. The arms are broken off, but if the statue is taken to Building 75 (The Temple of Love) and placed in the pillared hall, the arms will knit back on and the person uniting the statue will be granted a boon by the love goddess. The boon is the ability at any time to cause one person to fall in love with another. The boon will work only against Elves, Dwarves, Humans and Ogres or upon anyone the same species as the person uniting the statue. The boon is usable but once.

3) A glowing rune of "illusion" is on a wall. It lights up an entire room.

4) A corroded bronze breastplate.

5) An amulet of Silver that will confer a Chaotic ability on a character if possessed for more than six days.

6) A leather bag containing eight white stone cubes, purpose unknown.

7) A small wooden box containing four Gold Pieces.

8) The skelton of a Wyrm lies stretched out around a small Golden Box (worth 1000 Silvers). Round about the skeleton of the Wyrm are several skeletons of Dark Trolls and Trollkin. It looks as though both parties attempted to destroy the other and succeeded. If the Gold Box is disturbed, the skeleton of the Wyrm will animate and attack. Wyrm Skeleton: STR 30, SIZ: 43, POW: 1, DEX: 14, Move: 6", Bite (1D10+4D6) 45% SR 6, Armor: 4 point Skin. Treasure: The inside of the Gold Box (worth 1000 Silvers face value) is much larger than the outside of the box. The inside of the box can contain up to a weight/mass/volume equal to 2000 coins. However, from the outside, the box looks like it would not hold more than 50 coins. Inside the box are 68 Coppers, 6 Silvers and four spherical, black stones.

9) The arm of a giant statue. The arm is at least two meters long.

10) An overgrown, potted plant.

11) A large iron key. The iron alone is worth 1000 Silvers.

12) A human skull, painted red with ceramic eyeballs. The skull will rattle if shaken. If the skull is smashed open, a ghost will be released, who will immediately go into Spirit Combat and attempt to possess the nearest creature. Darktower (Ghost): INT: 11, POW: 18, DEX: 20.

13) A large ceramic amphora (vase/container) is sealed at the top by wax. It is full of an ancient, magically potent wine. Drinking more than a few sips will cause drunkeness that will last until the victim spends at least a full day in a holy place sacred to his cult. If the victim belongs to no cult, he must make a sacrificial offering of at least 10 times his highest combat ability score in Silver Pieces to some temple, so that he might obtain benefits from the temple and be healed of his or her drunkenness. There are at least 10 liters of wine in the vase. Rather than make the drunkenness automatic, make a resistance roll based on the character's Constitution. The attack value of the wine is 19.

14) A jumbled pile of human bones.

15) A slick and furry yellow rug. Anyone stepping on it must roll under Dexterity x 2 on percentile dice or fall down.

16) A sturdy oaken chair in perfect condition. Painted on the back of it is a single yellow eye.

17) A ruby worth 300 Silvers.

18) A three meter length of heavy bronze chain.

19) A large red arrow is painted on the wall, pointing left.

20) Five sharpened wooden stakes.

Table II
(D10)

1) A leather quiver with 10 bronze arrows.

2) A leather backpack containing ten Coppers and six human arm bones.

3) A finger bone (.5 meters long) which is magical but serves no useful purpose.

4) A scroll with a map of Duck Tower, Deathdrake Temple, and the rest of that area.

5) An Elven bow which will wither if touched by a non-aldryami.

6) A small tin shield.

7) 6 one centimeter seeds. If they are planted they will grown into oak trees in ½ the normal time. These seeds are magical.

8) A small pile of shattered glass.

9) A bronze dagger with a Dullblade two matrix (although it appears to be a Bladesharp two matrix).

10) A bronze belt buckle with the head of a lion engraved on it.

Table III
(Roll 1D10)

1) The Vest of Absorbtion: This is a man-sized vest made of tanned Dragonewt hide and marked with all the various runes of power. The vest will absorb all one point spells cast at it.

2) The Talisman of Fiery Favor. This is a golden eagle-shaped amulet with the fire-rune engraved on it. It suspends on a golden wire. This talisman will protect the wearer from attack by Fire Elementals.

3) Ampule of Strength: This is a sealed glass vial that contains a greenish fluid having the smell of sweat. If imbibed by a character, it will give him or her (or it) 2D6 additional strength for a number of rounds equal to the Constitution of the imbiber. After the effects of the drug wear off, the drinker will lose 1D6 of strength for a number of days equal to the points lost, gaining back one point of strength each day (complete bed rest will allow a two point per day gain).

4) Wand of Treasure Detection: This wand has matrixes for Detect Gems, Detect Gold, Detect Magic and Detect Silver inscribed upon it.

5) The Face on the Wall: After the room/building is entered, a glowing human face will slowly appear on the wall and seem to gaze about the room until its eyes focus on a random member of the party. The face will then speak via mindspeech to that character and state: "I am Wisewind the all-knower. Ask of me three questions and I will answer ye true. Ye need not speak aloud, for I will hear ye as ye dost hear me. Fear not, for I will speak truth!" The person hearing these words may then ask **any** question of the Judge that can be answered with one or two short sentences. Answers should be truthful, although riddles and answers with more than one interpretation are allowable. Once the questions are answered, the face disappears.

6) The Ring of Improvement: All dice rolls are improved by 5% in the favor of the person making the roll. Thus a fighter who is normally 45% with a broadsword would be 50% and instead of needing a 40% score or less to overcome an opponents magic resistance, he would only need a score of 45% or less.

7) The Ring of Disfavor: This is an iron ring that has been cursed. All dice rolls are 10% harder to make. This includes, all fighting , magic using, spirit combatting or characteristic rolling scores. Once placed on a finger, it will require Divine Intervention to remove without severing the finger.

8) A small shield with a dragon painted on the boss. The shield has a protection 4 matrix inscribed upon it.

9) A ring with a bronze coin on it as a signet. By investing a single power point into the ring, it will become as large as a small shield. Two power points and it becomes a medium-sized shield. Three power points and it becomes a large shield.

10) The Sword of Yahkkerpuhppie: This is a magical Silver sword. It has a power crystal in the hilt (POW: 10) and the following matrices engraved upon it: Bladesharp 2, Repair, Light, and Fireblade. The sword has the temper of bronze and may be used by any creature, except one that serves Chaos. In the hands of a Chaotic creature, the crystal will shatter and the runes fade as the blade becomes untempered Silver. The blade automatically does 1 - 3 points of disruption on any Chaotic creature it hits (Magic resistance against a power of 10). The disruption spell's power is provided from outside the material plane and does not affect the current power of the crystal.

A) A Band of Ogreish Adventurers

This group of Ogres and their baboon scout have just made a successful foray into a tomb near the ruined citadel and have come up with a small ransom in treasure. They have not been able to open the box yet, having lost one member of their group in the attempt. If encountered, there is a 25% chance they will be encamped, with guards posted. These Ogres are looking for wealth, but they would not mind having to shed a little blood to get it.

Chomplomp, Blessed of the Gods: The leader of the group is gifted with an abnormally high power. He is seeking to become a Runepriest in the service of his peoples' demons. Chomp has the necessary power, but not the cash or experience. He is close friends (as much as an Ogre can be friendly) with only the baboon Tarsheesh. The other Ogres do not trust each other and especially their leader, fearing a shiv in the back when it comes time to split the loot. The horse, Gert, belongs to Chomp and he and the baboon guard it closely. Chomplomp may suggest to any adventurers that his group meets, that they join forces and then later will plan some way of ambushing his unsuspecting "allies".

Narg Redeye: A young Ogre who joined up with Chomp because of the promise of wealth. He is far from home and has seen little action. He looks extremely dangerous, like he may be 90% ability with that club instead of 25%.

Akro Fangtongue: A companion and friend of Narg. He has a keen dislike of men and an extreme culinary liking for ducks.

Craglog: The lone female Ogre in the group. Craglog tends to torture prisoners whenever she gets the chance. She has a chip on her shoulder and feels that she is better than the rest of her companions.

Darkeye: Is the brother of Redeye. Darkeye rarely ever speaks. He despises the group leader, Chomplomp, but keeps his feeling hidden. His goal is to become a Rune Lord.

Ripfist: Rip is an older Ogre with more experience than his fellows. He is a veteran of several conflicts and is missing his right eye, along with two fingers on his left hand. He is a very large, very strong creature, but has a mild temperament. He has kept his younger companions from fighting numerous times. However, he is not a leader and tends to stay out of the "spotlight" whenever he can. Ripfist has a wife and children and a ransom of 1000 Silvers. He will not fight to the death if it looks like surrendering may save his life.

Tarsheesh: A young baboon, recently run away from his clan, due to a squabble with an older, more dominant sibling. Tarsheesh, out to make his fortune in life, encountered Chomplomp and his band of followers and managed to convince them of his worth to them before Redeye and Akro butchered and boiled him. Currently operating under the friendship and protectorate of Chomplomp, he acts as the band's scout and chief forager. He will never be in camp, always staying some distance away or scouting about for enemies and food.

Gerk: A large yellow horse. Not very bright and past his prime, Gerk was stolen from a farmhouse, along with a farmer's young son, and has been used as a packhorse ever since. The farmer's son did not fare as well.

CHOMPLOMP, BLESSED OF THE GODS (Male Ogre)
STR 30 CON 14 SIZ 11 INT 10 POW 28 DEX 10 CHA 7
Move 8
Defense: 15%
Bastard Sword, 1 hand (1D10+1D4) 30% SR 7 Parry (20) 30%
Club (1D8+1D4) 45% SR 9
Fist (1D3+1D4) 45% SR 9
Shield, Large (16) 40%
Spells: Ignite 1; Extinguish 2; Disruption 1
Skills: Listening 60%; Spot Hidden 40%
Treasure: 43 Coppers, 55 Silvers and a flawed Gem worth 70 Silvers

1-4	Right Leg	2/6
5-8	Left Leg	2/6
9-11	Abdomen	2/6
12	Chest	2/7
13-15	Right Arm	2/5
16-18	Left Arm	2/5
19-20	Head	4/6
Total Hit Points.....		17

NARG REDEYE (Male Ogre)
STR 19 CON 17 SIZ 11 INT 10 POW 13 DEX 11 CHA 10
Move 8
Defense: 0%
Club (1D8+1D4) 25% SR 8 Parry (15) 25%
Fist (1D3+1D4) 25% SR 9
Shield, Large (16) 25%
Spells: Befuddle
Chaotic Feature: Appears extremely dangerous

1-4	Right Leg	2/6
5-8	Left Leg	2/6
9-11	Abdomen	2/6
12	Chest	2/7
13-15	Right Arm	2/5
16-18	Left Arm	2/5
19-20	Head	2/6
Total Hit Points.....		13

AKRO FANGTONGUE (Male Ogre)
STR 18 CON 13 SIZ 15 INT 9 POW 10 DEX 10 CHA 14
Move 8
Defense: 0%
Heavy Mace (1D12+1D6) 40% SR 7 Parry (20) 35%
Shield, Medium (12) 35%
Spells: Befuddle
Skills: Disguise 50%; Move Silently 35%
Chaotic Feature: 12 point Skin

1-4	Right Leg	12/5
5-8	Left Leg	12/5
9-11	Abdomen	12/5
12	Chest	12/6
13-15	Right Arm	12/4
16-18	Left Arm	12/4
19-20	Head	12/5
Total Hit Points.....		13

CRAGLOG (Female Ogre)
STR 16 CON 13 SIZ 13 INT 10 POW 14 DEX 12 CHA 16
Move 8
Defense: 0%
Maul (2D8+2D4) 35% SR 5 Parry (15) 35%
Club (1D8+1D4) 35% SR 7 Parry (20) 35%
Spells: Disruption 1; Padding 2; Dispel Magic 4
Chaotic Feature: Apparently invincible; no visible damage until she falls over dead

1-4	Right Leg	3/5
5-8	Left Leg	3/5
9-11	Abdomen	3/5
12	Chest	3/6
13-15	Right Arm	3/4
16-18	Left Arm	3/4
19-20	Head	4/5
Total Hit Points.....		14

DARKEYE (Male Ogre)
STR 19 CON 13 SIZ 11 INT 11 POW 13 DEX 11 CHA 11
Move 8
Defense: 0%
Large Axe (1D8+2+1D4) 40% SR 6 Parry (15) 35%
Composite Bow (1D10) 40% SR 4 (10)
Shield, Large (16) 35%
Spells: Harmonize 2; Dispel Magic 2
Skills: Disguise 50%; Move Silent 35%
Chaotic Feature: Reflects all 1 and 2 point spells

1-4	Right Leg	3/5
5-8	Left Leg	3/5
9-11	Abdomen	4/5
12	Chest	4/5
13-15	Right Arm	3/4
16-18	Left Arm	3/4
19-20	Head	5/5
Total Hit Points.....		13

RIPFIST (Male Ogre)
STR 23 CON 18 SIZ 11 INT 14 POW 12 DEX 12 CHA 6
Move 8
Defense: 0%
Great Sword (2D8+1D6) 50% SR 5 Parry (15) 45%
Dagger (thrown) (1D6+1D6) 50% SR 4 Parry (10) 45%
Spells: Disruption 1
Chaotic Feature: Absorbs any 1 point spell, gaining 1 point of Power

1-4	Right Leg	3/7
5-8	Left Leg	3/7
9-11	Abdomen	3/7
12	Chest	3/8
13-15	Right Arm	3/6
16-18	Left Arm	3/6
19-20	Head	5/7
Total Hit Points.....		18

TARSHEESH (Male Baboon)
STR 16 CON 10 SIZ 10 INT 10 POW 13 DEX 13 CHA 10
Move 10
Defense: 5%
Spear (1D6+1D4) 35% SR 4 Parry (15) 35%
Sling (1D8) 35% SR 2
Claw (1D8+1D4) 35% SR 8
Bite (1D8+1D4) 25% SR 8
Spells: Furstiff 1
Skills: Tracking 30%; Spot Hidden 25%; Spot Traps 25%

1-4	Right Leg	1/4
5-8	Left Leg	1/4
9-11	Abdomen	1/4
12	Chest	1/5
13-15	Right Arm	1/3
16-18	Left Arm	1/3
19-20	Head	1/4
Total Hit Points.		.10

GERK (Male Cart Horse)
STR 28 CON 13 SIZ 28 POW 10 DEX 7
Move 10

1-2	Right Hind Leg	1/6
3-4	Left Hind Leg	1/6
5-7	Hindquarters	1/8
8-10	Forequarters	1/8
11-13	Right Fore Leg	1/6
14-16	Left Fore Leg	1/6
17-20	Head	1/7
Total Hit Points.		.18

Items Carried: Snares, 20m rope, 20 torches, a week's rations for six Ogres and one Baboon, camping gear, and treasure box.

Treasure: In a wooden box are a bag containing 560 Coppers; 75 Silvers; 60 Gold Pieces; a bag of worthless pretty stones; a superb, fiery yellow topaz the size of a hen's egg worth 5000 Silvers and a locked iron box. The iron box is wrapped in leather and is carefully packed into the treasure chest. The iron box is very specially made. Worked into its construction are the Wands used in a Warding spell. The spell only covers the surface of the box, so the box must be touched for the spell to work. It is a 3 point Warding spell. On the box's lock is a hidden, poison pin (Spot Hidden to notice) with a potency 10 blade venom on it. A character who attempts to open the box without first noticing the poison pin must roll his or her Power as a percentage two times or be affected by the poison. Inside the box, which is lined with rare and expensive fur, is a piece of heirloom jewelry that was thought to be lost. It is an Ogreish treasure called the Demon Crown. It is formed of intricately woven gold wire and sculpted gold images of demons, set with rubies, emeralds and diamonds. The crown will be worth at least 15,000 to the Ogres, but only about 4000 to non-Ogres (unless they are interested in the historical value of the piece).

B) A Lone Adventurer (Ogreish)

See "A" for the statistics on whichever of the following is indicated. If the characters hit encounter "A" first, ignore this encounter. Roll once on a D8:

1) Chomplomp
2) Narg Redeye
3) Akro Fangtongue
4) Craglog
5) Darkeye
6) Ripfist
7) Tarsheesh
8) Gerk (Roll again, ignoring rolls of 8. One adventurer will always be accompanying Gerk).

C) Lair of the Wyrm

Gronden is a young Wyrm. He is the last surviving member of a larger family group that met its demise at the hands of a band of adventurers. If the area rolled for the encounter is out-doors (un-roofed) then the Wyrm is not in his lair. The Judge has the option to roll an additional location for the creature's lair or to just treat the monster as a wanderer, having no permanent lair in the ruined citadel.

The destruction of Gronden's family snapped something inside the immature Wyrm. Formerly, an open and gregarious reptile, he became secretive and silent. Conversations with the creature became one-sided as he would never reply. He began ambushing long travellers, mutilating them and carrying off what seemed valuable. Hired bands of mercenaries were never successful in eliminating him, because he could not be found, moving often to stay ahead of those who followed him. He finally found a fairly safe area somewhere in the ruined citadel.

GRONDEN (Male Wyrm)
STR 29 CON 12 SIZ 27 INT 12 POW 15 DEX 15 CHA 7
Move 10
Bite (1D10+2D6) 50% SR 6

1-4	Tail	8/7
5-8	Abdomen	8/7
9-12	Chest	8/8
13-14	Right Wing	8/6
15-16	Left Wing	8/6
17-20	Head	8/7
Total Hit Points.....		16

Treasure: A superbly worked Large Axe with a gemmed shaft and engraved head worth 6000 Silvers; a nicely worked white glass Bottle with earth runes painted on it worth 16 Silvers; a very large, pale green Tourmaline worth 564 Silvers; a bag of 12 worthless, but pretty Stones; a large, deep green Emerald worth

F) Bert the Great Troll and Gurgy

Bert is a middle-aged Cave Troll with a fat gut and a propensity to tell long stories. He is very intelligent for a Cave Troll. Because he is a very large Troll, other creatures tend to avoid him. But because he is an older Troll, the other Cave and Great Trolls that occasionally dwell in the Ruined Citadel tend to demand any and all his treasures that he discovers in his wanderings. Bert also collects weapons. Most of them are corroded and worn or dull. However, there is at least one good weapon of any normal type to be found in his carefully cared for hoard. Hidden away from the other treasures is a special Greatsword, crafted of fine bronze, highly polished and sharpened to a razor edge. However, what makes it special is the Bladesharp 4 matrix carved on the blade. Bert will be willing to part with this blade gladly if the "giftee" agrees to first go on a quest with the old Troll to regain some of his treasure from a few local denizens, namely a Great Troll known as Darkspawn and his band of followers.

Gurgy seems to be a Trollkin and a "grandson", more or less to Bert the Cave Troll. Gurgy appears to be fairly run of the mill young Trollkin who has a great devotion to his "grandfather" and will follow him anywhere to defend the old creature with his life (Bert is not as helpless as he may pretend to be). Actually, Gurgy is Bert's familiar, the spirit Greystar. Note: Binding a Spirit into an intelligent being is not easily accomplished in Runequest.

Both Bert and Gurgy know their way around the ruined Citadel. Bert knows all of the places to avoid and where easy treasure might be found.

Although Bert appears to be and acts like a Cave Troll, he is a Great Troll and Rune Priest of the Darkness cult. He refuses to use his spell abilities on fellow Trolls, but will have nothing against using them on human or monster opponents if the situation arises. He prefers to be thought of as a rather harmless old Cave Troll (as harmless as a Cave Troll may be).

BERT (Male Great Troll)
STR 26 CON 17 SIZ 26 INT 15 POW 19 DEX 15 CHA 12
Move 7
Club (2D8+2D6) 75% SR 4 Parry (20) 65%
Claw (1D6+2D6) 60% SR 6
Spells: Healing 6; Befuddle 1; Detect Life 1; Disruption 1;
Spirit Binding 1; Darkwall 2; Detect Magic 1; Dispel Magic 2
Rune Spells: Dismiss Elemental 2; Divine Intervention 3; Extension 1;
Multispell 2; Summon Shade 2; Blindness
Skills: Storytelling 60%; Read own Language 75%; Read Dead
Language (Specify) 60%; Sense Ambush 50%;

1-4	Right Leg	3/8
5-8	Left Leg	3/8
9-11	Abdomen	6/8
12	Chest	6/9
13-15	Right Arm	3/7
16-18	Left Arm	3/7
19-20	Head	7/8
Total Hit Points.....		22

BLADETAIL (Female Duck)
STR 8 CON 11 SIZ 4 INT 13 POW 12 DEX 14 CHA 9
Move 5
Defense: 10%
Short Sword (1D6+1 - 1D4) 40% SR 8 Parry (20) 40%
Dagger (1D6 - 1D4) 35% SR 8 Parry (10) 35%
Small Shield (8) 40%
Spells: Heal 2; Befuddle 1
Skills: Swimming 90%; Ambush 40%
Treasure: 45 Coppers and 4 Silvers

1-4	Right Leg	3/3
5-8	Left Leg	3/3
9-11	Abdomen	3/3
12	Chest	3/4
13-15	Right Arm	3/2
16-18	Left Arm	3/2
19-20	Head	3/3
Total Hit Points.		.9

BANTAM (Male Duck)
STR 6 CON 13 SIZ 3 INT 9 POW 7 DEX 16 CHA 8
Move 5
Defense: 10%
Short Sword (1D6+1 - 1D4) 35% SR 7 Parry (20) 40%
Sling (1D8) 35% SR 1
Small Shield (8) 40%
Spells: Disruption 1; Healing 2
Skills: Swimming 90%
Treasure: 5 Silver coins and half a Gold Piece

1-4	Right Leg	3/4
5-8	Left Leg	3/4
9-11	Abdomen	3/4
12	Chest	3/5
13-15	Right Arm	3/3
16-18	Left Arm	3/3
19-20	Head	3/4
Total Hit Points.		.11

MANDRAKE (Male Duck)
STR 2 CON 13 SIZ 5 INT 14 POW 18 DEX 13 CHA 8
Move 5
Defense: 15%
Short Sword (1D6+1 - 1D4) 50% SR 8 Parry (20) 45%
Small Shield (8) 35%
Spells: Disruption 1; Befuddle; Healing 3; Padding 2
Skills: Swimming 90%; Read own Language 60%; Evaluate Treasure 50%; Start a Fire 80%; Camoflage 30%
Treasure: Carries nothing on his person, except that his Short Sword has a Fireblade matrix on it

1-4	Right Leg	1/5
5-8	Left Leg	1/5
9-11	Abdomen	3/5
12	Chest	3/6
13-15	Right Arm	3/4
16-18	Left Arm	3/4
19-20	Head	3/5
Total Hit Points.		.13

H) Ackbur the Duck

Ackbur is a intiate of Humakt. He was one of a party of adventurers who came to these ruins just over a year ago but he was the only member of the party who survived long enought to find the legendary Duck Tower. When he saw the sloppy condition of the tower and the rest of Deathdrake temple he realized that the place needed a caretaker. As he was the only cult member available he took the job himself.

For the last year, Ackbur has lived all alone in the ruins. He has, on occasion, encountered some of the other inhabitants of the area but he has so far successfully hidden from them all. If he should encounter the party of ducks (Encounter G) or a player character party with ducks he will not hide but will instead greet them and attempt to enlist them in the service of his temple. All other groups Ackbur will avoid, if possible.

Treasure: Ackbur's treasure is hidden in Room 32 and is listed in that room's description.

ACKBUR
STR 7 CON 17 SIZ 6 INT 12 POW 12 DEX 14 CHA 11
Defense: 10%
Short Sword (1D6+1) 50% SR 8 Parry (20) 40%
Selfbow (1D6+1) 60% SR 2
Small Shield (8) 45%
Spells: Disruption; Bladesharp 3; Healing 3; Protection 4; Invisibility
Skills: Listening 60%; Swimming 85%; Camouflage 50%; Spot Hidden 55%; Hide in Cover 80%; Move Silently 75%

1-4	Right Leg	4/6
5-8	Left Leg	4/6
9-11	Abdomen	5/6
12	Chest	5/7
13-15	Right Arm	4/5
16-18	Left Arm	4/5
19-20	Head	6/6
Total Hit Points.....		16

I) Snakes

There is nothing special about these snakes. They will attack anyone who comes too close but if left alone, they will ignore larger creatures (that is, anything bigger than a rabbit).

SNAKE ONE
STR 6 CON 11 SIZ 3 POW 12 DEX 3
Sword (1D6+1) 20% SR 10 Parry (12) 20%
Defense: 0%

1-6	Tail	0/3
7-14	Body	0/4
15-20	Head	0/3
Total Hit Points.....		9

SNAKE TWO
STR 2 CON 11 SIZ 6 POW 10 DEX 4
Spring (1D6+1) 15% SR 8
Defense: 0%

1-6	Tail	0/3
7-14	Body	0/4
15-20	Head	0/3
Total Hit Points.....		9

SNAKE THREE
STR 4 CON 10 SIZ 2 POW 7 DEX 7
Bite (1D4*) 30% SR 9
* Blade Venom of potency 3
Defense 5%

1-6	Tail	0/3
7-14	Body	0/4
15-20	Head	0/3
Total Hit Points.....		9

SNAKE FOUR
STR 2 CON 13 SIZ 2 POW 7 DEX 7
Mace (1D6) 20% SR 10 Parry (12) 20%
Defense: 0%

1-6	Tail	0/4
7-14	Body	0/5
15-20	Head	0/4
Total Hit Points.....		11

SNAKE FIVE
STR 2 CON 12 SIZ 2 POW 9 DEX 12
Sword (1D6+1) 25% SR 8 Parry (12) 25%
Defense: 5%

1-6	Tail	0/4
7-14	Body	0/5
15-20	Head	0/4
Total Hit Points.....		10

SNAKE SIX
STR 3 CON 18 SIZ 5 POW 11 DEX 10
Mace (1D6) 25% SR 9 Parry (12) 25%
Defense: 0%

1-6	Tail	0/6
7-14	Body	0/7
15-20	Head	0/6
Total Hit Points.....		17

J) A Band Of Broos

These Broos live in the swamp near the citadel. They have entered the ruins in search of treasure and captives. Any captives they get will be carried off into the swamp and sacrificed in some unholy ritual after which their remains will be eaten. At present they only need one captive so they will retreat as soon as they have one.

Krort: The leader of the group, Krort has had a great deal of experience dealing with combat situations. He was once a member of a Broo mercenary company which was hired to deal with a Troll invasion. After the Trolls were dealt with his human employers failed to pay the agreed upon fee and instead attacked the mercenary company. All members of the company except Krort and Faxxe were killed. Since that day, Krort has devoted his life to the killing of humans.

Faxxe: Faxxe is a devoted friend of Krort ever since their mercenary days when Krort saved his life when the rest of the company was destroyed. Faxxe will obey Krort's orders to the letter and will sacrifice his life to protect Krort. Krort knows this and will not hesitate to take advantage of it in an emergency situation.

Snazzes: Snazzes is a fairly young Broo who h hung around this group only for the protection it affords him. Once he feels he is strong enough to survive on his own he will leave the group. Krort is aware of Snazzes' intent but doesn't particularly mind. However, if Krort ever finds out about the gem inside Snazzes, he will immediately kill him to get the gem. Snazzes himself, is not aware of the gem yet but is likely to become so at any time as he gets older.

Pylker: Pylker has the unusual feature, for a Broo, of being extremely pretty. He takes advantage of this by keeping himself clean and well groomed so that he can contact people without offending them or scaring them off. The Broos take advantage of Pylker's appearance to lure unsuspecting humans into ambushes. If Pylker were left to his own devices he would attempt to join normal society but humans will

STU-TUN
STR 17 CON 11 SIZ 8 INT 15 POW 17 DEX 13 CHA 12
Bite (1D8+1D4) 45% SR 8
Claw (1D6+1D6) 65% SR 8
Spear (1D6+1+1D4) 35% SR 5 Parry (15) 30%
Sling (1D8) 35% SR 2
Defense: 20%
Spells: Protection 2; Healing 6; Mobility; Dispel Magic 3; Disruption; Silence; Speedart
Treasure: 150 Silvers

1-4	Right Leg	7/4
5-8	Left Leg	7/4
9-11	Abdomen	12/4
12	Chest	7/5
13-15	Right Arm	7/3
16-18	Left Arm	7/3
19-20	Head	7/4
Total Hit Points.....		11

HAEL-U
STR 16 CON 6 SIZ 11 INT 11 POW 14 DEX 14 CHA 12
Claw (1D6+1D4) 35% SR 8
Bite (1D8+1D4) 50% SR 8
Spear (1D6+1+1D4) 40% SR 5 Parry (15) 35%
Defense: 5%
Spells: Protection 3; Healing 2; Mobility; Invisibility; Disruption; Detect Silver
Skills: Spot Hidden 50%; Tracking 55%; Spot Trap 75%
Treasure: 12 Golden Wheels

1-4	Right Leg	4/2
5-8	Left Leg	4/2
9-11	Abdomen	6/2
12	Chest	4/3
13-15	Right Arm	4/1
16-18	Left Arm	4/1
19-20	Head	8/2
Total Hit Points.....		6

QAUL-YUA
STR 18 CON 8 SIZ 16 INT 8 POW 16 DEX 16 CHA 14
Claw (1D6+1D6) 40% SR 6
Bite (1D8+1D6) 35% SR 6
Spear (1D6+1+1D6) 40% SR 5 Parry (15) 30%
Sling (1D8) 40% SR 1
Defense: 0%
Spells: Protection 2; Healing 2; Ironhand 3; Disruption
Skills: Tracking 55%; Spot Hidden 45%; Spot Traps 50%
Treasure: 45 Silvers

1-4	Right Leg	4/3
5-8	Left Leg	4/3
9-11	Abdomen	6/3
12	Chest	4/4
13-15	Right Arm	4/2
16-18	Left Arm	4/2
19-20	Head	6/3
Total Hit Points.....		9

HIT-ULA
STR 16 CON 8 SIZ 6 INT 6 POW 11 DEX 13 CHA 17
Claw (1D6) 45% SR 9
Bite (1D8) 35% SR 9
Spear (1D6+1) 45% SR 6 Parry (15) 40%
Sling (1D8) 55% SR 2
Defense: 0%
Spells: Protection 2; Healing 2; Ironhand 1; Disruption
Skills: Spot Hidden 50%; Listening 45%
Treasure: 45 Silvers

1-4	Right Leg	4/3
5-8	Left Leg	4/3
9-11	Abdomen	6/3
12	Chest	4/4
13-15	Right Arm	4/2
16-18	Left Arm	4/2
19-20	Head	6/3
Total Hit Points.....		7

TILU
STR 16 CON 11 SIZ 9 INT 7 POW 13 DEX 12 CHA 10
Claw (1D6+1D4) 30% SR 9
Bite (1D8+1D4) 20% SR 9
Spear (1D6+1+1D4) 25% SR 6 Parry (15) 20%
Sling (1D8) 10% SR 3
Defense: 0%
Spells: Protection 3; Healing 2; Dispel Magic 1; Disruption
Treasure: 13 Silvers

1-4	Right Leg	4/4
5-8	Left Leg	4/4
9-11	Abdomen	6/4
12	Chest	4/4
13-15	Right Arm	4/3
16-18	Left Arm	4/3
19-20	Head	5/4
Total Hit Points.		11

MAU
STR 20 CON 12 SIZ 12 INT 12 POW 15 DEX 13 CHA 7
Claw (1D6+1D4) 35% SR 8
Bite (1D8+1D4) 25% SR 8
Spear (1D6+1+1D4) 30% SR 5 Parry (15) 30%
Sling (1D8) 20% SR 2
Defense: 5%
Spells: Protection 2; Healing 2; Mobility; Demoralize

1-4	Right Leg	4/4
5-8	Left Leg	4/4
9-11	Abdomen	6/4
12	Chest	4/5
13-15	Right Arm	4/3
16-18	Left Arm	4/3
19-20	Head	5/4
Total Hit Points.		12

SEAA
STR 15 CON 13 SIZ 9 INT 11 POW 15 DEX 12 CHA 11
Claw (1D6) 25% SR 9
Bite (1D8) 15% SR 9
Spear (1D6+1) 20% SR 6 Parry (15) 20%
Sling (1D8) 10% SR 3
Defense: 0%
Spells: Protection 2; Healing 2; Mobility; Disruption; Befuddle
Treasure: 34 Silvers

1-4	Right Leg	4/5
5-8	Left Leg	4/5
9-11	Abdomen	6/5
12	Chest	4/6
13-15	Right Arm	4/4
16-18	Left Arm	4/4
19-20	Head	5/5
Total Hit Points.		13

M) Vuo'Tur The Vampire

Vuo'tur makes his "home" in the swamp to the east of the ruins. It is there, hidden beneath the floor of an old shack, that he keeps his casket. Vuo'tur is frequently encountered in the ruins searching for treasure. He will rarely attack those he finds in the ruins because he does not wish to draw attention to the presence of a vampire in the area. Those nights during which he decides to seek out victicms to replenish his power he will visit a town as far away as he can reach in one night. In some cases he will travel even further using a casket he has hidden for that purpose.

Vuo'tur will never be found in the ruins during the day.

VUO'TUR
STR 28 CON 16 SIZ 13 INT 14 POW 20 DEX 12 CHA 8
Touch (1D4+2D6)* 60% SR 9
Bite (1D4)** 60% SR 9
Battle Axe (1D8+2D6) 60% SR 8 Parry (15) 60%
Medium Shield (12) 60%
*Drain Power
**Suck 1D6 points of blood per turn
Defense: 15%
Spells: Disruption; Befuddle; Harmonize; Invisibility; Strength; Mobility; Protection 4; (known by allied spirit in axe shaft) Repair; Xenohealing 2; Dispel Magic 3; Mindspeech
Rune Magic: Severe Spirit (one use only); Shield 2; Concealment; (known by allied spirit) Shield 2;
Skills: Listening 55%; Spot Hidden 75%; Move Silently 60%; Hide in Cover 60%; Hide Item 45%
Allied Spirit: INT 8; POW 18

1-4	Right Leg	7/6
5-8	Left Leg	7/6
9-11	Abdomen	14/6
12	Chest	7/7
13-15	Right Arm	6/5
16-18	Left Arm	6/5
19-20	Head	7/6
Total Hit Points		18

N) Ssil Longtail The Wyvern

Ssil Longtail is not a resident of this area. He is just passing through on his way home. If he is encountered it will indicate that he has stopped his journey to rest for a few days. Ssil is not interested in fighting if he can avoid it and he will attempt to persuade anyone he encounters to leave him alone. If he is attacked he will fight only long enough to make his escape (usually by flying away).

Should a party attempt to hire Ssil for some sort of work (i.e. fighting, scouting, or flying) he will be willing to work for a base 500 Silvers a day plus a share in treasure.

SSIL LONGTAIL
STR 29 CON 15 SIZ 32 INT 9 POW 10 DEX 16 CHA 9
Bite (1D8+3D6) 65% SR 5
Sting (4D6)* 85% SR 5
*Injects Poison of Potency 15
Spells: Healing 6; Invisibility
Skills: Listening 65%; Spot Hidden 55%

1-3	Right Leg	6/7
4-6	Left Leg	6/7
7-8	Abdomen	6/7
9-11	Chest	6/8
12	Tail	6/6
13-14	Right Wing	6/5
15-16	Left Wing	6/5
17-20	Head	6/6
Total Hit Points		20

O) Minotaurs And Manticore

These beastpeople were expelled from their homes by the Beast society. They were accused and convicted of banditry, assault and attempted murder. They were banished instead of executed because of the political influence of Migloth's father.

In general this party has not learned anything from their punishment. They continue to try to make a fast "buck" off of anyone they come into contact with. Usually they will attempt to kill or capture (for a ransom) but on occasion they will attempt to intimidate in the hopes of collecting a bribe not to attack. They will not assist or join another group unless offered a great deal of money (1000+ Silvers).

Migloth: Migloth is the leader of the group. Both Portene and Zajil with obey his orders to the letter until and unless it becomes clear things are going very badly. As their banishment didn't cause such a feeling it is unlikely that anything else (except death) will either.

Zajil: She is Migloth's mate and is extremely loyal to him. However, unlike Migloth she would really like to rejoin Beast society. Therefore she will constantly be trying to convince him to do something which would favorably impress their tribe. In general Migloth ignores her requests unless such an action suits his other purposes.

Portene: She accompanies and obeys Migloth merely because she has nothing better to do. Should some sort of an offer be made to Portene which would clearly better her situation she would accept it. Until such a time she will obey Migloth.

MIGLOTH
STR 21 CON 10 SIZ 20 INT 9 POW 13 DEX 9
Pole Axe (5D6) 70% SR 5 Parry (15) 60%
Defense: 0%
Spells: Demoralize; Bladesharp; 2 Disruption
Skills: Listening 50%; Spot Hidden 45%; Bargaining 35%; Tracking 55%
Treasure: 25 golden Wheels

1-4	Right Leg	5/4
5-8	Left Leg	5/4
9-11	Abdomen	7/4
12	Chest	7/5
13-15	Right Arm	5/3
16-18	Left Arm	5/3
19-20	Head	7/4
Total Hit Points.....		12

ZAJIL
STR 21 CON 14 SIZ 24 INT 8 POW 10 DEX 9
Pole Axe (5D6) 55% SR 5 Parry (15) 50%
Defense: 0%
Spells: Bladesharp 2; Healing 2; Demoralize
Skills: Listening 70%; Spot Hidden 45%; Tracking 40%
Treasure: 5 golden Wheels

1-4	Right Leg	5/6
5-8	Left Leg	5/6
9-11	Abdomen	7/6
12	Chest	7/7
13-15	Right Arm	5/5
16-18	Left Arm	5/5
19-20	Head	6/6
Total Hit Points.....		17

PORTENE
STR 29 CON 13 SIZ 31 INT 9 POW 6 DEX 12
Claw (4D6) 55% SR 7
Sting (4D6)* 50% SR 7
*Injects Poison of Potency 13
Defense: 0%
Skills: Tracking 75%
Treasure: 1503 Silvers; 413 Coppers; 212 Wheels
The treasure is kept in a locked chest hidden in their room. Migloth has the only key to the chest.

1-2	Right Hind Leg	4/6
3-4	Left Hind Leg	4/6
5-6	Hindquarters	4/7
7-8	Tail	4/6
9-10	Forequarters	4/7
11-12	Right Wing	4/5
13-14	Left Wing	4/5
15-16	Right Fore Leg	4/6
17-18	Left Fore Leg	4/6
19-20	Head	4/6
Total Hit Points.....		18

P) Six Duck Zombies

These Zombies were created by the victors at the time of the citadel's destruction. Prior to their death and reanimation these ducks were all lay members of Humakt. They were made into Zombies as a way of showing contempt for the ducks and the cult of Humakt (Zombies and other undead creatures are considered the height of immorality by Humakti). The Zombies were given orders to roam the ruins killing any ducks they find and defending themselves against all attacks. Thus if they encounter a party which does not contain any ducks, they will ignore it if possible.

DUCK ZOMBIE ONE
STR 9 CON 21 SIZ 4 POW 1 DEX 9
Mace (1D8+2) 45% SR 9 Parry (20) 25%
Defense: 0%

1-4	Right Leg	4/7
5-8	Left Leg	4/7
9-11	Abdomen	5/7
12	Chest	5/8
13-15	Right Arm	4/6
16-18	Left Arm	4/6
19-20	Head	5/7
Total Hit Points.....		19

DUCK ZOMBIE NUMBER TWO
STR 9 CON 20 SIZ 7 POW 1 DEX 12
Mace (1D8+2) 60% SR 8 Parry (20) 30%
Defense: 0%

1-4	Right Leg	1/7
5-8	Left Leg	1/7
9-11	Abdomen	2/7
12	Chest	2/8

AREA DESCRIPTIONS

1) **The Troll Bridge**
Size: Approximately 6 x 15 meters.
Construction and Condition: The bridge is made of mortared fieldstone. The mortar is old and rotting. There is a 01% chance that a man walking on the bridge will cause it to collapse.
Found Objects: 20% chance.
Contents: None.
Occupants and Contents: ( )

2) **Ruins**
Size: 6 x 6 meters.
Construction and Condition: None of the fieldstone walls are left standing. The building is nothing more than a vaguely square stone pile.
Found Objects: 10% chance.
Occupants and Contents: ( )

3) **Ruins**
Size: Roughly 9 x 6 meters.
Construction and Condition: Bits and pieces of the fieldstone walls still stand a meter or more in height. Possibly this building once had more than one floor.
Found Objects: 5% chance.
Occupants and Contents: ( )

4) **The Gatehouse**
Size: 9 x 7.5 meters.
Construction and Condition: Made of mortarless stone blocks, cunninginly fitted together, the Gatehouse has weathered time well. The building has two floors and the wooden floor of the upper level will have a 10% chance of caving in for each body weight put on it. The ladder up to the upper level is gone.
Found Objects: There will be no found objects in this building.
Occupants and Contents: ( )

5) **The Outer Court**
Size: Roughly 10.5 x 10.5 meters.
Construction and Condition: This is an open air courtyard. The ground is unpaved and well overgrown with meter-high vegetation. Roughly in the center of the court is a stone well. The well is almost choked off with vegetation, but fresh water may be obtained from it. The water level is three meters below the surface at this point.
Found Objects: 15% chance.
Occupants and Contents: ( )

6) **Small Building**
Size: 6 x 6 meters.
Construction and Condition: The building is of fieldstone construction and in good shape. The slate ceiling is still intact.
Found Objects: 30% chance.
Occupants and Contents: ( )

7) **Building**
Size: 7.5 x 9 meters.
Construction and Condition: The building is of stone-block construction and has a stone block ceiling, well-supported by interior stone bracing. The ceiling is quite high (15 meters).
Found Objects: 5% chance.
Occupants and Contents: ( )

8) **Building**
Size: 9 x 6 meters.
Construction and Condition: Built of the same stone as Building 7 (see above), but having a lower, barrel-vaulted ceiling, this building is connected to building 7 by a single door. It also has a long, covered walk extending southward over the creek. The last three meters of the walk has crumbled into ruin. Walking on the span crossing the creek will have a 20% chance per person of collapsing.
Found Objects: 5% chance.
Occupants and Contents: ( )

9) **Large Building**
Size: 13.5 x 9 meters.
Construction and Condition: Constructed of heavy, black stone blocks, this building has a pyramidal vaulted ceiling, 6 meters in height. The walls are damp and clammy.
Found Objects: 10% chance.
Occupants and Contents: ( ) _____

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10) **Building**
Size: 6 x 7.5 meters.
Construction and Condition: Made of white stone block, part of the west stone wall has collapsed. The creek now runs through the building.
Found Objects: 15% chance.
Occupants and Contents: ( ) _____

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11) **Outhouse**
Size: 4.5 x 3 meters.
Construction and Condition: Made of white stone, this building still stinks of human excrement (used to be the finest in outdoor plumbing). The surface of the marble is beginning to weather away.
Found Objects: There will be a 40% chance, but the object will be down in one of the excrement holes.
Occupants and Contents: ( ) _____

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12) **Ruins**
Size: 6 x 4.5 meters.
Construction and Condition: White stone block has been shattered and scorched, forming an almost unrecognizable pile of rubble.
Found Objects: 10% chance.
Occupants and Contents: ( ) _____

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13) **Half Ruined and Half Drowned Building**
Size: 9 x 6 meters.
Construction and Condition: Made of fired red brick, this building is slowly collapsing into ruin. The floor is nothing but marsh-muck and swamp-grass, except where it is filled with water. The eastern wall has collapsed along with the building next door. The roof is long gone.
Found Objects: 5% chance.
Occupants and Contents: ( ) _____

_____

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_____

14) **Ruins**
Size: 7.5 x 6 meters.
Construction and Condition: A pile of fieldstone is all that remains of what ever this building once was.
Found Objects: None.
Occupants and Contents: ( )

15) **The Old Inn**
Size: 12 x 12 meters.
Construction and Condition: The old inn is constructed of heavy, cut stone blocks with walls over a meter and a half thick. The walls are in excellent condition. The ceiling over head is in fair condition and there is only a 1% chance per person that it will collapse if the upper floor is walked upon. The stairs leading up have a 5% chance of collapsing. Several pieces of heavy, oak furniture are still laying about in Room "C". A secret passage opens up on the second floor into the wall of the fortress. The passage may only be found by a successful Spot Hidden search of that wall.
Found Objects: Downstairs: 5% chance; Upstairs: 20% chance.
Occupants and Contents: ( )

16) **A Crumbling Hulk**
Size: Roughly 13.5 x 10.5 meters.
Construction and Condition: This building is constructed of huge, rotting logs. Part of the north wall has tumbled into splinters. The floor is elevated above the level of the swamp and is quite dry. Scattered about on the floor are the remains of the huge wooden beams that once formed the ceiling.
Found Objects: 10% chance.
Occupants and Contents: ( )

17) **The Temple of the Dome**
Size: 21 meters in diameter.
Construction and Condition: The building is made of swamp-stained golden marble. Its domed ceiling rises 21 meters from ground level. Hanging from a point 10 meters above the ground are ratty, rotting, stained drapes. The drapes may have once been fine looking and of rich material. The floor is nothing but festering swamp. In the center of the room is a tall statue of a bull-headed, nude man on a two meter tall pedestle. There is a secret door hidden behind the drapery in the northeast section of the wall.
Found Objects: 15% chance.
Occupants and Contents: ( )

18) **A Deteriorating Edifice**
Size: Roughly 12 x 6 meters.
Construction and Condition: This building is made of the same golden marble as the Temple of the Dome, but its wooden ceiling has sagged down and is all but caved in. The floor is half-submerged in swamp.
Found Objects: 30% chance.
Occupants and Contents: ( )

19) **An Inn (A, B, C, D, + Upstairs)**
Size: 9 x 10.5 meters.
Construction and Condition: This building is in perfect condition, except that the main floor is swamp. There is a three point Warding Spell on the door. The water and weather have not affected or damaged the furnishings in any way.
Found Objects: Downstairs: 30% chance; Upstairs: 20% chance.
Occupants and Contents: ( )

20) **Court of Statuary**
Size: 18 x 27 meters.
Construction and Condition: This is a large, open-air courtyard surrounded by a thick, stone block wall that is 10 meters in height. The grounds were once paved, but grass has taken over, growing to a height of one meter. The walls are carved with weathered stone friezes of horrible monsters and obscure writings, barely readable, due to the effects of time. Running north to south in the court are two rows of three meter high pillars, upon which stand grotesque statues. A successful Spot Hidden Items roll made on one of these things will have a 50% chance of revealing it to be a gargoyle. At the north end of the court is a stone altar with death runes inscribed all over it. A pile of Human, Duck and Troll skulls form a crude pyramid on it. Some of the skulls still have gobbets of flesh hanging from them. If the skulls are disturbed, the gargoyles will immediately attack. Otherwise, they will wait and attack from ambush. Their treasure is hidden in Building 25.
Found Objects: 20% chance.
Occupants and Contents: (E) Four Gargoyles

21) **Building**
Size: 6 x 7.5 meters.
Construction and Condition: This building is made of mortared, and stuccoed fieldstone. The stucco coating is about 50% chipped and peeled off, exposing the deteriorating mortar. The inside smells of moisture and decay of flesh. Several bronze hooks project from the wall at about two meters above ground level.
Found Objects: 5% chance.
Occupants and Contents: ( )

22) **Building**
Size: 4.5 x 7.5 meters.
Construction and Condition: Made of gray-green stone blocks, this building is in very good shape, having weathered little. The interior of the building is painted (weathered and faded, but still visible) with motifs of Air and Water Runes, Wind Children, Sky Bulls, Elementals of both Water and Wind and Dragons. There is a constant low noise in the room that sounds like wind and dripping water, both low, hollow and eerie. The roof is 10 meters high.
Found Objects: 5% chance.
Occupants: ( ) This room is guarded by a small Sylph (Air Elemental). It will attack only if passage is attempted through the door to Building 24 without a sign of the Air Rune over the Water Rune being made in the air. The Sylph will attack until the room is empty. The Sylph will guard the door. If a character attempts to resist the effects of the Elemental and pass through it to the door beyond he must subtract two points from his own Strength ability and roll to resist twice. If the character fails the first roll, he or she is immediately swept up by the Elemental to be dropped for 2D6 of damage. If he or she fails the second roll, then the character is immobile, clinging on for dear life in the center of the maelstrom, incapable of action. That character may again attempt to break through, but must subtract four from his or her Strength, going through the same procedure as above.

Sylph (small): Volume of Effect: 27 cubic meters (3 x 3 x 3), Hit Points: 10, STR: 12, INT: 3, POW: 19, Move: 12, Damage: 2D6 per 3 meters of fall (max.).

23) **Building**
Size: 7.5 x 7.5 meters.
Construction and Condition: Like Building # 21, this structure is made of peeling, mortared and stuccoed fieldstone. A sign half hangs from a post over the door. The sign is made of very weathered wood and has a picture of a flask pouring a purple liquid into a tankard. (A wine merchant or public house?) The interior of the building is half swamp and there are damp, rotting fragments of wood that may have been tables, kegs and chairs.
Found Objects: 10% chance.
Occupants and Contents: ( )

24) **Atrium of the Winds and Waters**
Size: 9 x 15 meters.
Construction and Condition: This room is constructed of gray-green stone block that has survived weathering very well. The building is constructed atrium style. That is to say that the area over the pool in the center of the room is open to the sky. The pillars are10 meters tall and made of a blue stone. The pool is two meters deep and full of stagnant, scum-covered water. If the water is drunk, it will cause wasting disease. In the bottom of the pool is a man-sized figure that appears to be made of solid gold. The figure is gold, but not solid. It would be worth at least 10,000 Silvers if dismembered or 14,000 if left intact. Any attempt to remove the statue will bring the guardians into action.
Found Objects: 30% chance.
Occupants and Contents: ( ) This area is guarded by a medium-sized Undine (Water Elemental), a small Sylph (Air Elemental) and two Ghosts. These beings will attack if the Gold statue in the pool is disturbed.

Undine (Water Elemental, medium): Volume of Effect: 54 cubic meters (3 x 6 x 3), Hit Points: 41, STR: 23, INT: 1, POW: 18, Move: 6, Damage: 8 points of damage from inhaling water.

Sylph (Air Elemental, small): Volume of Effect: 27 cubic meters, Hit Points: 10, STR: 9, INT: 5, POW: 19, Move: 12, Damage: 2D6 per 3 meters of fall (max).

Chillwind (Ghost): INT: 12, POW: 17.

Blackwater (Ghost): INT: 14, POW: 18.

The Ghosts are guardians and will not attempt to possess a body. Any characters killed in physical combat in this room will have their spirits entrapped here as guardian Ghosts.

25) **Building (Gargoyle Hoard)**
Size: 4.5 x 4.5 meters.
Construction and Condition: This is made of roughly set stone blocks. A mobility rune is carved into the lintel of the door. The inside of the building drips with a powerfully acidic slime that does not affect the rock but will act as a potency 15 acid on flesh and do 15 points of damage to any metal or wood weapons it may contact. There is no vegetation on the floor, although digging in the swampy muck that makes up the floor will act as a potency 5 acid on skin and weapons (doing 5 points of damage to metal and wood weapons contacting it).
Found Objects: There will be no found objects in this building.
Occupants and Contents: ( ) Buried in a stone box in the muck of the floor is the treasure of the Gargoyles (see Encounter E).

26) **Building**
Size: 4.5 x 6 meters.
Construction and Condition: The building is made of pinkish stone blocks. The doorway is arched, rather than flat. On the east wall of the building is the Lunar Rune, glowing with a silver-white light. Touching the rune will cause permanent day-blindness if a roll of Power as a characteristic roll is not made. What this means is that a character will be totally blind under the sun's light and under Light spells cast by a sun-worshipper. Divine Intervention will reverse the effects. However, if the rune is touched, a silver Scimitar will appear with a POW 14 storage crystal in the hilt. This Power automatically fires off a 1 point Disruption spell each time the sword actually hits a target, doing an additional 1D3 of damage to the area affected. The Power must be replenished by the character and can only be used to Power the Disruption ability. If a character ever regains his sight, the sword will become untempered and the crystal will become a dull and lifeless pebble.
Found Objects: 20% chance.
Occupants and Contents: ( ) _____

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27) **The Necropolis**
Size: 25.5 x 37.5 meters.
Construction and Condition: The Necropolis is exactly that, a City of the Dead. It is not very large and this section contains only six crypts. The outer walls are a meter and a half thick, as are all the crypt walls. The walls are made of a dark gray stone, cut into blocks and set without mortar. The Necropolis is flooded with water to a depth of one meter. It fills the entire court area and all of the tombs. Under the water, the floor of the Necropolis is stone and may be very slick in places.

A) Tomb One
Size: 4.5 x 4.5 meters.
Construction and Condition: The door to this tomb has been rended from it's hinges and lies somewhere beneath the water. A pair of stone biers are in the chamber, rising a few centimeters higher than the surface of the water. Upon the biers are fragments of wooden coffins and a few scattered bones. The skulls of both skeletons have been shattered.
Found Objects: 20% chance.
Occupants and Contents: ( )

B) Tomb Two
Size: 4.5 x 4.5 meters.
Construction and Condition: The heavy, bronze-bound wooden doors still seal this building. It will take a successful Spot Hidden roll to reveal the location of the lock on this door. The lock itself is somewhat difficult and will subtract 10% from the score needed to open the lock. Inside the building, the door is walled off from the interior by a mortared stone barrier. This barrier has kept water out of the inner tomb. The wall is trapped. Any attempt to remove stones or chip the mortar, will release a barrage of stones from the ceiling, dumping it down on the entire short corridor and any who may be in it. If the trap is triggered (a D6 roll of 1 - 2 each round of digging or chipping) it will do 1D10 of damage to any in the room, adding 5 to the hit location roll. Inside the tomb are three biers of stone, each a meter tall. On each bier is a casket of wood, perfectly preserved and bound with silver. If either the right or left casket is opened a Skeleton will pop out, armed with a Broadsword and medium Shield. Every two rounds another Skeleton will pop out and begin to attack unless the crypt is smashed to splinters. In the center casket is the treasure guarded by the Skeletons.
Found Objects: 25% chance.
Occupants and Contents: ( ) The room is guarded by Skeletons which pop out of the flanking coffins until the boxes are smashed (see above). All Skeletons have the same statistics.

Skeletons: STR: 12, SIZ: 16, POW: 1, DEX: 10, MOVE: 8, Broadsword (1D8+1+1D4) 50% SR 6 Parry (20) 50%, Medium Shield (12) 50%, Treasure: In the center casket is the following: 90 Coppers, 98 Silvers, a Silver Wolf figurine with Jade eyes on a Silver chain worth 120 Silvers, a Star Rose Quartz worth 136 Silvers (good Gem-stone), and a cheap Bronze Fire Cult Symbol worth 18 Silvers.

C) Tomb Three
Size: 4.5 x 4.5 meters.
Construction and Condition: The doors to this crypt are intact but hang ajar. The interior of the tomb is hung with rotting draperies that fall in tattered shreds to dangle damply in the water. A corroded Bronze crypt has been staved in to reveal a crumbled Skeleton and nothing else.
Found Objects: 45% chance.
Occupants and Contents: ( )

D) Tomb Four
Size: 4.5 x 4.5 meters.
Construction and Condition: The door to this crypt is unlocked, but closed. An "X" has been carved into the weathered wood of the door itself. Inside, the crypt is water-filled and dank, like all the rest. A stone bier rises fully a third of a meter out of the water. Upon it rests an iron box. The box has a poison pin (potency 5) on the latch. The box has death runes inscribed on each side. There appears to be no semblance of a coffin or body in the room.
Found Objects: 15% chance.
Occupants and Contents: ( ) The crypt is guarded only by a Ghost who will attack whenever the box is opened. The Ghost haunts the box, not the crypt. If the box is removed from the crypt and opened, the ghost will attack. If the lid of the box is closed, the monster will cease its attack. The Ghost will attack anyone within a 5 meter range of the box.

Direwood (Ghost): INT: 9, POW: 22, Treasure: 116 Coppers, 129 Silvers, 9 Gold Pieces.

E) Tomb Five
Size: 4.5 x 4.5 meters.
Construction and Condition: This crypt is also full of water. Unlike the others, however, it is filled from floor to ceiling with jumbled Human Skeletons. The Skeletons' bones are all green in color.
Found Objects: 20% chance.
Occupants and Contents: ( )

F) Tomb Six
Size: 4.5 x 4.5 meters.
Construction and Condition: This tomb is filled with water, but nothing else. A single stone bier rises just centimeters above the level of the water.
Found Objects: 5% chance.
Occupants and Contents: ( )

28) **More Necropolis**
Size: 12 x 37.5 meters.
Construction and Condition: This section of the Necropolis is very much like the earlier area (Room 27). It is also flooded to a depth of one meter. The only acess to this area is through Tomb Nine.

A) Tomb Seven
Size: 4.5 x 4.5 meters.
Construction and Condition: Except for the water this tomb is completely empty because no one had been buried in here prior to the citadel's destruction.
Found Objects: 5% chance.
Occupants and Contents: ( )

B) Tomb Eight
Size: 4.5 x 4.5 meters.
Construction and Condition: The door to this tomb is fastened shut with a 31 Strength Lock Spell (which will last until the door's destruction due to a successful Divine Intervention). In side is a large casket in which has been buried a three meter tall humanoid. In the bottom of the casket is a large maul with a Bludgeon 2 matrix.
Found Objects: 20% chance.
Occupants and Contents: ( ) When the casket is opened, five weak Ghosts will be freed. These Ghosts will attack (attempting to possess) any embodied spirits in the area. Should it become clear that they are failing in their attempts, they will break off combat and try again at a later time. Once these spirits are released there is no way to reconfine them (other than the normal Spirit Binding procedure, of course), and they are not limited to attacking the people who freed them. They may also attack any other embodied spirits they run across. The Spirits: INT: 13, POW: 11; INT: 11, POW: 8; INT: 14, POW: 10; INT: 6, POW: 12; INT: 14, POW: 9.

C) Tomb Nine
Size: 4.5 x 4.5 meters.
Construction and Condition: There are three wooden coffins in this tomb but because of the water, they have decayed almost beyond recognition. Inside each of the coffins is an intact skeleton. Scattered around the tomb are 5000 Copper Pieces (at one time there was a lot more treasure here but previous groups have taken all but the Copper).
Found Objects: 5% chance.
Occupants and Contents: ( )

29) **Deathdrake Temple**
Size: 13.5 x 21 meters x 9 meters (high)
Construction and Condition: Deathdrake Temple was once the primary headquarters of the Humakti religion in this area. It was also the home of the highest ranking Duck High Priest of Humakt. When the citadel fell, the Priests of the temple were killed in the defense and the surviving worshippers were forced to flee. However, the powerful spirits of the temple protected it and it was never desecrated.

The walls, floor, and ceiling of the temple are made of white polished marble. Eight 1.5 meters square pillars line the center of the temple. The pillars are made of a very dark, black stone and each of the four faces of each of the eight pillars has a secret compartment in which is hid a heavily corroded Bronze Sword. In the center of the temple is a five meter tall statue of a Duck Warrior dressed in chainmail holding above its head a Golden Sword. Aside from the Sword the statue is made of a greyish stone.
Found Objects: 45% chance.
Occupants and Contents: ( ) The Golden Sword held by the statue is a Holy Sword of the Humakt cult. Although in the hands of the statue it looks like a Short Sword, it is the size of a Greatsword. Anyone who touches the sword who is not either a Humakti Duck or a Humakti wearing a Duck mask will be attacked in Spirit Combat by the sword's Guardian Spirit (INT: 17, POW: 34). The sword will be worth 10,000 Silvers to a Humakti temple with Duck members and 5,000 Silvers to all other Humakti temples. If melted down, the sword will be worth 150 Gold Pieces.

30) **Duck Tower**
Size: 10.5 x 8 meters x 7 meters (high).
Construction and Condition: Duck Tower is the High Holy Room of Deathdrake Temple. No one may enter it in safety unless they are either a Duck or a Humakti wearing a Duck mask. Those who do are immediately attacked by one of the temple's Spirits.

The floors, walls and ceiling of Duck Tower are made out of a polished marble although there are several darker stones set in the floor to form a death rune. For reasons which are not readily apparent the room is in spotless condition. The floor is not at all dusty and there is none of the grime or mold which would be expected in a building so near a swamp.
Found Objects: 0% chance.
Occupants and Contents: ( ) The only occupants of this room are the eight Temple Spirits which (as previously mentioned) will attack certain intruders. These spirits are INT: 10, POW 15; INT: 10, POW: 18; INT: 11, POW: 14; INT: 14, POW: 16; INT: 14, POW: 19; INT: 11, POW: 15; INT: 10, POW: 15; INT: 16, POW: 37. The last Spirit is the Guardian Spirit of the whole temple and it alone is capable, if it so desires, of moving anywhere in Rooms 29 to 39.

31) **The Right Tower**
Size: 6 meters in diameter.
Construction and Condition: The first floor of this tower is completely intact but the second floor is missing its ceiling. Both floors are filled with all sorts of jumbled debris (furniture, weapons, armor, clothes, etc.) but that on the first floor is in good condition while the debris on the second floor is moldy and corroded. As is the case with the other parts of Deathdrake Temple, the building is made from polished marble.
Found Objects: 55% chance downstairs; 30% chance upstairs.
Occupants and Contents: ( ) Generate occupants for this room normally except that only Ducks will be found here.

32) **The Left Tower**
Size: 6 meters in diameter.
Construction and Condition: Both the first and second floor of this polished white marble tower are completely intact. On the second floor is a furnished room obviously intended for a Duck. The furniture is all in useable condition (although some of it is clearly old and musty). The lower floor is partially filled with water from the swamp but has otherwise been kept fairly neat and clean. A successful Spot Hidden roll will reveal muddy Duck-shaped footprints leading out of the swamp and up the stairs. A successful Tracking roll will reveal that the footprints, although dry, are less than a week old.
Found Objects: 20% chance downstairs; 5% chance upstairs.
Occupants and Contents: (H) The upstairs room is the home of Ackbur the Duck (Encounter H). If he has not been encountered earlier he will be encountered here. He keeps his treasure in a secret compartment in the ceiling which he can only reach by putting one of his chairs on top of his bed. The treasure is 35 Coppers, 105 Silvers, 4 Gold Pieces, 1 Diamond necklace worth 4000 Silvers and a potion which will take 2D6 Power from whomever drinks it. Ackbur is responsible for the unusually clean condition of Duck Tower and the jumbled mess in the Right Tower.

33) **Guard Post**
Size: 9 x 7.5 meters.
Construction and Condition: This building is remarkably intact considering that its east end has sunk about one meter and the entire floor is covered with up to a meter of slimey water from the swamp.
Found Objects: 20% chance.
Occupants and Contents: ( )

34) **Small Barracks**
Size: 6 x 10,5 meters.
Construction and Condition: This building is very similar to Room 33 above. It too has sunk partway into the swamp (but in the north as well as the east). In addition, the remains of some of the bunk beds are still attached to the upper part of the western wall. They are in no way usuable as beds anymore being nothing more than pieces of rotted wood fastened to the walls.
Found Objects: 25% chance.
Occupants and Contents: ( )

35) **Duck Pond**
Size: Oval roughly 10.5 x 7.5 meters.
Construction and Condition: This pond was originally built as a swimming area in which the Ducks of the temple could exercise. The wall around the pond has remained intact over the years despite the fact that the area around it has sunk a couple of meters into the swamp. The pond is still filled with clean, fresh water (at least compared to the swamp's water).
The well adjacent to the pond is also still fresh and it still serves as the pond's water supply.
Found Objects: 5% chance.
Occupants and Contents: ( ) Any non-Ducks indicated to be here will be instead in Area 36 examining the pond. Also note that Ackbur (Encounter H) treats himself to a swim here once a week.

36) **The Dry Feather Court**
Size: 13,5 x 13.5 meters (slightly irregular).
Construction and Condition: This area was constructed as a platform on which Ducks could sun themselves after swimming in the pond. In recent times it has sunk partway into the swamp and it is now covered by anywhere from one to three meters of water and swamp muck.
Found Objects: 25% chance.
Occupants and Contents: ( )

41) **Castle Entrance**
Size: 6 x 4.5 meters.
Construction and Condition: This is just an open area between the outside world and the castle's courtyard. Both of its walls have secret doors in them. The west one leads into the citadel itself while the east one leads to the second floor of Building 15, The Old Inn.
Found Objects: 0% chance.
Occupants and Contents: ( ) (Note: Any group encountered here will be waiting just around the corner in an ambush.)

42) **The Castle Courtyard**
Size: (Irregularly shaped) 40.5 x 16.5 meters with a branch 19.5 x 9 meters.
Construction and Condition: The courtyard is a flat open area overgrown with grass here and there. There are a few hunks of stone scattered about (especially in the area near ruined Buildings 43 and 44). The well in courtyard is intact but the water is not drinkable because of the Gorp living in the well (see below).
Found Objects: 15% chance.
Occupants and Contents: ( ) A Gorp lives in the well.

Gorp: CON: 8, SIZ: 22, POW: 10, HP: 11, Envelope (8 points acid) 95% SR 1. (Note: In addition to the Gorp there is the normal chance of an encounter.)

43) **Ruins**
Size: 17.5 x 7.5 meters.
Construction and Condition: These buildings are completely ruined and remain only as piles of rubble outlining their former shapes. The exterior wall of the castle (normally 4.5 meters thick) is also breeched here.
Found Objects: 35% chance.
Occupants and Contents: ( )

44) **Partially Ruined Building**
Size: 7.5 x 6 meters.
Construction and Condition: This building is in nearly as bad shape as 43 above but for some inexplicable reason, the roof has failed to collapse although it wobbles in a strong breeze. Inside the building is a bronze plow in excellent condition.
Found Objects: 15% chance.
Occupants and Contents: ( ) (Note: Any occupants of this room are just passing through as no one in their right mind would live under such an unstable roof).

45) **Guardroom**
Size: 7 x 7.5 meters.
Construction and Condition: This building is made of stone blocks put together without any mortar. There are wooden benches along each wall but they are old and there is a 5% chance per person sitting on a bench that it will collapse.
Found Objects: 5% chance.
Occupants and Contents: ( )

46) **Small Building**
Size: (irregular) 4.5 x 9 meters.
Construction and Condition: This building is also made of mortarless stone blocks. It is empty except for several pieces of short rope tied in loops.
Found Objects: 10% chance.
Occupants and Contents: ( )

47) **Guard House**
Size: 10.5 x 6 meters.
Construction and Condition: Once again the building is constructed of mortarless stone blocks. The interior is filled with broken pieces of wood numbering about 50.
Found Objects: 30% chance.
Occupants and Contents: ( )

48) **Small Building**
Size: 6 x 4.5 meters.
Construction and Condition: Aside from the walls which are also part of the castle's exterior wall, this building is made out of wood. Surprisingly the wood is still completely intact (except for the door which is missing completely).
Found Objects: 15% chance.
Occupants and Contents: ( )

49) **Small Building**
Size: 6 x 4.5 meters.
Construction and Condition: Same as Room 48 above.
Found Objects: 15% chance.
Occupants and Contents: ( )

50) **Slightly Larger Building**
Size: 6 x 7.5 meters.
Construction and Condition: Same as Room 48 above.
Found Objects: 20% chance.
Occupants and Contents: ( )

51 - 59) **The Keep**
Size: 18 x 36 meters x 2 meters (first floor ceiling).
Construction and Condition: The exterior walls of the Keep are built out of large solid stones which fit together so well that mortar is all but unnecessary. In a few places, however, mortar has been used to give additional strength. The interior walls and ceilings are made of wood. Unless otherwise noted in the additonal room descriptions, all walls, floors, and ceilings on the first floor are completely intact.

The second floor is a completely different story. The second floor roof is completely missing as are the walls. The second floor consists of nothing but a flat solid wood surface covered with scattered and broken planks and boards and an occasional stone or two.
Found Objects: 40% chance (second floor)
Occupants and Contents: ( )

51) **The Keep Guard Room**
Size: 6 x 4.5 meters.
Construction and Condition: All four walls of this room are made of the solid stone of the exterior Keep walls. The doors are made of solid bronze but they are bent and deformed and can not be closed. Two Duck Skeltons dressed in chainmail lie in a heap on the floor.
Found Objects: 15% chance.
Occupants and Contents: ( )

52) **Small Castle Room**
Size: Square 6 meters on a side.
Construction and Condition: The normal Keep room construction: Stone walls, wood walls, and a wood ceiling. This room is cluttered with a great deal of broken furniture.
Found Objects: 25% chance.
Occupants and Contents: (F)

53) **Larger Castle Room**
Size: 7.5 x 6 meters.
Construction and Condition: Once again the usual interior Keep room construction. Against the south wall of the room are two large, heavy wooden tables.
Found Objects: 10% chance.
Occupants and Contents: ( )

54) **Dining Hall**
Size: 14,5 x 9 meters.
Construction and Condition: Built in the usual Keep style, this room was once the main dining room for the citadel's garrison. Some evidence of this function remains with the presence of the large (but broken) wooden table in the center of the room. In addition, a chain hangs from the ceiling. It once held a chandelier which, judging by its absence, was of at least moderate value.
Found Objects: 15% chance.
Occupants and Contents: ( )

55) **The Secret Hall**
Size: 31.5 x 3 meters.
Construction and Condition: Actually this corrider itself is not secret, rather it gets its name from the two secret passages which lead out of it. One leads off to the northwest into Building 75, The Temple of the Love Goddess, while the other leads downstairs to the east into a tunnel which surfaces in the Palace park (Area 40). The floor of the secret hall is covered by all sorts of debris (bones, rocks, sticks, cloth, etc.), which, among other things, prevents any accidental detection of the secret doors by noticing footprints.
Found Objects: 60% chance.
Occupants and Contents: ( ) _____

56) **Main Hall**
Size: 9 x 9 meters.
Construction and Condition: The room itself is completely intact but the floor is covered with the ruin and rubble of broken furniture and glass.
Found Objects: 20% chance.
Occupants and Contents: ( ) _____

57) **Small Chapel**
Size: 9 x 4.5 meters.
Construction and Condition: Aside from the thick layer of dust which covers everything in the room, this room is quite neat. In the south end of the room is an alter made of a solid block of marble.
Found Objects: 5% chance.
Occupants and Contents: ( ) _____

58) **Bodyguards' Room**
Size: 6 x 6 meters.
Construction and Condition: The floor and eastern wall of this room are heavily stained with blood. The stains appear to be quite old. Hanging on each of the other three walls are a variety of old and corroded weapons.
Found Objects: 10% chance.
Occupants and Contents: ( ) _____

59) **Commander's Quarters**
Size 15 x 7.5 meters.

A) Receiving Room
Size: 6 x 7.5 meters.
Construction and Condition: This room has the remains of what was once luxurious furniture. The only pieces which remain intact are two chairs (each of which looks very tattered and messy) and a rug (which is still in remarkably good condition and worth 500 Silvers).
Found Objects: 15% chance.
Occupants and Contents: ( )

B) Private Room
Size: 4.5 x 4.5 meters.
Construction and Condition: The floor of this room is made out of shimmering blue stone (it is magical). An intact Human Skeleton is laying on the floor near the western wall.
Found Objects: 10% chance.
Occupants and Contents: ( )

C) Consort's Quarters
Size: 4.5 x 7.5 meters.
Construction and Condition: The room is completely empty except for a thick layer of dust. In the dust are footprints which lead from one door of the room to the other and back again.
Found Objects: 5% chance.
Occupants and Contents: ( ) (Note: Obviously if there are occupants in this room the dust will be disturbed.)

60) **Duck Plaza**
Size: 7.5 x 15 meters.
Construction and Condition: This area is an unpaved open area. In wet weather the dirt will turn to mud and it will be very difficult to walk here (especially up the slope).
Found Objects: 20% chance.
Occupants and Contents: ( )

61) **Brick Building**
Size: 4.5 x 7.5 meters.
Construction and Condition: The two doors to this building are missing and the open spaces have been boarded up. The smell of rotting flesh will be plain to anyone within a meter of the door. Inside is the body of a Great Troll, dead for 2 to 4 weeks.
Found Objects: 25% chance.
Occupants and Contents: ( )

62) **Priest's Rooms**
Size: 18 x 9 meters.
Construction and Condition: This area was where the lower ranking Priests of this temple lived. The floors are made of tiles of various colors while the walls are made of unusual looking yellow bricks.

A) First Priest's Room
Size: 4.5 x 4.5 meters.
Construction and Condition: This room is filled with straw and bits of rope. The floor is damaged so that the pattern of the tiles (if there ever was one) is no longer recognizable.
Found Objects: 15% chance.
Occupants and Contents: ( )

B) Second Priest's Room
Size: 4.5 x 4.5 meters.
Construction and Condition: The tiles in this room are basically intact and they form a pattern which can be recognized as a harmony rune and a fertility rune with a mastery rune in between them. In a pile in the northeast corner of the room is several pounds of excretment belonging to some unknown animal.
Found Objects: 10% chance.
Occupants and Contents: ( )

C) Initiate's Room
Size: 9 x 9 meters.
Construction and Condition: This is the room where Intiates were permitted to stay while living at the temple. It is now empty except for an irregular layer of dirt which covers the floor. Beneath the dirt, the tiles form a picture of the Priests and Priestesses of Chalana Arroy healing the wounded after a battle.
Found Objects: 10% chance.
Occupants and Contents: ( )

D) Third Priest's Room
Size: 4.5 x 4.5 meters.
Construction and Condition: The walls of this room are chipped and defaced as is the tile floor. Very few of the tiles remain in place, most of them are piled in the southwest corner of the room.
Found Objects: 10% chance.
Occupants and Contents: ( )

E) Fourth Priest's Room
Size: 4.5 x 4.5 meters.
Construction and Condition: This room is filled with a supply of fire wood. The wood has obviously been here for quite a while as it is very dry and it has begun to rot. If the wood is cleared from the room so that the floor can be seen, the tile pattern will be revealed as an orange and blue checkerboard.
Found Objects: 20% chance.
Occupants and Contents: ( )

63) **High Priest's Quarters**
Size: 6 x 9 meters.
Construction and Condition: The walls of this room are covered with Tapestries which were probably once quite valuable but are now almost worthless due to the effects of time. The floor is covered with a large fur rug parts of which have remained intact. It could be sold for 25 Silvers.
Found Objects: 15% chance.
Occupants and Contents: ( )

64) **Temple Receiving Room**
Size: 6 x 7.5 meters.
Construction and Condition: This was the room in which the temple received and treated visitors in need of their assisstance. It is currently empty except for the three dead bodies stacked against the northern wall.
Found Objects: 10% chance.
Occupants and Contents: ( )