

# The Black Tower

A complete 'dungeon' adventure for use  
with most role playing systems.

by

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## INTRODUCTION

The Black Tower is a fully populated castle designed for use with THE TOME OF MIDKEMIA Fantasy Role Playing Game and with some modification it is also compatible with most of the currently available fantasy role playing games and (with more modification) with science-fiction role playing games. It is especially designed as a companion to TULAN OF THE ISLES by Feist and Abrams (MIDKEMIA PRESS). The Black Tower is part of the First Midkemian Campaign along with other MIDKEMIA PRESS playing aids, including THE CITY OF CARSE (by Abrams and Abrams), and CITIES (by Abrams and Everson), as well as TOWNS OF THE OUTLANDS (Edwards, Divin, and Young), JONRIL: GATEWAY TO THE SUNKEN LANDS (by Abrams and Feist), HEART OF THE SUNKEN LANDS (by Rudy Kraft) and other products coming soon. THE BLACK TOWER is a separate game in itself, however, and can be utilized with any game system.

### THIS BOOKLET CONTAINS:

- 1) Information about the history and current situation in the castle.
- 2) Map enlargements of each floor of the castle, delineating each room. The pages following each enlarged map contain information on each room within that section, including descriptions of monsters and treasure, and traps within those locations.
- 3) Extended descriptions of a large number of new monsters, with a complete listing of abilities.

WELCOME TO CASTLE TULAN, AND 'WARE THE BLACK TOWER!

### ACKNOWLEDGMENT

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Only those questions supplied with a stamped, self-addressed envelope can be assured a response.

## 1) GENERAL NOTES FOR USE WITH OTHER SYSTEMS:

- A. Magical spells, weapons and artifacts are based on the Midkemian Game System. Feel free to substitute the appropriate items from the system you're using. In most instances the item or spell will be self explanatory. In those cases where confusion can exist, we have provided a short description of the item or spell.
- B. As in A., monsters are based on our own system. They may be used in any game system (see Midkemian Monster Attack Table, Pg. 32). If these monsters do not meet your needs, use the similar monsters in your system or substitute as desired.
- C. Rolls 'under'. In various parts of this book, the character will be instructed to 'roll under' an attribute to accomplish a task. If explicit mechanics have not been established for this as they have in some systems, the character can accomplish this attempted task by rolling the same die combination as originally rolled for that characteristic. If the roll is less than or equal to the characteristic value, the character was successful. Example: A fighter wishes to open a barred window. He must roll under his strength (79 on d%). He rolls 61 on d%, and by being under 79, he is judged to be successful. Needless to add, roll 'over' is the opposite.
- D. Where 'levels' are mentioned, they are again based on the Midkemian System and may tend to be low in comparison to those generated in other systems. Modify them as appropriate.
- E. Statistics on people are usually given based on the Tome of Midkemia d% system. However, the corresponding 3d6 roll is usually included also. (conversion tables are available in 'CITIES')
- F. Lesser Path Magi. For most other systems, the nearest parallel will be Druids, Witches, Shaman, etc. Their magic is of the earth, and requires extensive conjuration for the major spells. Modify them as appropriate for your system, until you feel comfortable in running them.
- G. Note that all Armor Ratings are given as per the description of Armor on Page 41. Substitute the comparable armor numbers/class/rating from your game system.

## 2) HISTORICAL GLOSSARY

Carse: The major city in the Duchy of Crydee (north of Tulan) (see THE CITY OF CARSE by Abrams and Abrams, also published by Midkemia Press)

Crydee: Once the capital of the Duchy of Crydee, it has declined to being a small unimportant fishing village to the north of Carse.

Duchy of Crydee: The Duchy of the Kingdom encompasses the towns of Carse, Tulan, Crydee and Jonril. It is the westernmost province of the Kingdom and subsequently left much to its own.

Jonril: a large trading town north of Tulan, further up the River Wyndermeer, about 85 miles. It is a base for operations in the Sunken Lands. (see JONRIL: GATEWAY TO THE SUNKEN LANDS by Abrams and Feist, also published by Midkemia Press)

Kesh: the Empire of Kesh is found on the southern end of the main continental mass containing the Kingdom, Kesh and the Keshian Confederacy. Its northern borders are about 500 miles south of Tulan, across the Straits of Darkness~.

Old Tulan was the original town, founded nearer the mouth of the river. Abandoned after the Night of Terror, some 100 years ago, it is little but ruins and The Black Tower, the old keep of Tulan. The tower is said to now be inhabited by monsters and is avoided by the locals.

Straits of Darkness: the straits that separate the northern and southern halves of the main Midkemian continent. They form the inlet that separates the Endless Sea from the Bitter Sea. (Tulan lies north of the Straits of Darkness)

Sunken Lands: an area of about 100,000 sq. miles that is 1000 feet below sea level. It was formed by the release of enormous amounts of magic about 1500 years ago and is completely covered with dense jungle. Many exotic and valuable items are brought out of the Sunken Lands by bold adventurers and large expeditions. Jonril, on its western edge, is the normal base of operations. (see HEART OF THE SUNKEN LANDS by Rudy Kraft, published by Midkemia Press)

Tsurani: People from the Empire of Tsuranuanni on the planet Kelewan. Artifacts from this other world are occasionally found in the west. They are left from the Tsurani-Kingdom Riftwars, which were fought about 500 years ago. This culture and time is vividly discussed in the forthcoming novel, MAGICIAN, by Raymond E. Feist, to be published by Doubleday ~ Co. in October, 1982.

Tulan: the new town of Tulan occupies 5 islands in the River Wyndermeer. Due to shoaling in the river, preventing large ships from continuing further upstream, Tulan has become an important trading center for ship and barge traffic on the river, handling commerce between Jonril and the rest of the Kingdom. (See TULAN OF THE ISLES, also by Midkemia Press. for the companion city adventure to THE BLACK TOWER)

#### Abbreviations Used throughout the text

GP = gold coin  
Sp = silver coin  
Cp = copper coin  
Pp = platinum coin  
Mp = mithril coin

50 copper coins = 10 silver coins = 1 gold coin  
100 gold coins = 10 platinum coins = 1 mithril coin

1d2 = 1 is the number of dice thrown. 2 is the type. e.g. 2d6 means 2 six-sided die, d% means percentage dice, and d8 means 1 eight-sided die.  
HTK = Hits required to kill  
LVL = equivalent level using d8 per level HTK  
PROB. = the probability of an event occurring. See Roll Under, above

## THE CASTLE

Ancient and ill-fated, Castle Tulan stands as a spectral edifice surrounded by a reed-choked moat in the old town of Tulan. At night, fearful sailors on passing ships have reported strange lights flashing from the windows of the northernmost castle tower. Rumors have it a host of unholy creatures have taken up residence in the vast halls and galleries. The locals tend to be close mouthed on the subject, and when queried, turn hastily away, muttering about dangerous questions. The townspeople do not interfere with anyone foolhardy enough to visit the castle but simply shake their heads in disbelief over those so obviously bereft of their senses, and never speak of those who have tried before. Tulan Castle is now under the control of Zorasis the mighty, once magician and advisor to the last Baron of Tulan and now a dread vampire. Here then is his story...

The Tale of Zorasis and the Nights of Terror, as recounted by Giacamo the Scribe.

"In the ancient times, during the last Great War, Tulan was the third city in the Duchy of Crydee. The last Duke of Crydee was called east to the Kingdom, for mighty was the struggle, and behind him left his vassal lords to care for his realm. As time passed, the duke faded in the memory of those lords who remained, so when word came of his death there was little grieving. All but ignored by the King in the east, and left to rule, the Baron of Tulan did see to his people's weal. Although forgotten by distant rulers, Tulan stood fair as a trading center, located near the mouth of the River Wyndermeer, a port of call for merchants from lands far and strange, rich and bountiful. Such was the prosperity of Tulan, that one night the reaver Halcion the Great came with his ten ships of marauding corsairs and fell upon the town. Bold Halcion, dread pirate

of legend, came seeking plunder and a haven safely removed from the navies of the Kingdom. Terrible was the fighting, but at last was Great Halcion turned away. Never before defeated, Halcion's rage was terrible to behold. Vowing vengeance upon those who looked down from the castle with scorn upon the mighty corsair host, he swore to never retreat. Halcion lay siege to the castle and town, and long weeks did the siege last, with raids by both sides coming to naught. After a time did Halcion wax wroth with waiting and summoned the mage Olman, called "One Eye". To Olman did Halcion say, "I will have this castle, so I have vowed. All within shall know at the last 'twas Great Halcion who prevailed. By whatever black arts you command, end this siege!". Olman knew he risked much in obeying, but also did he know certain death would be his reward should he disobey. So did he set about gaining his master's desire, and a horde of foul demons, evil elementals, and vile undead he summoned, by arts ancient, black, and mighty, and against the besieged were they sent. For four dark days and terrible night the shrieks and cries of those in the castle did sound across the land, then followed dread silence. So fearsome had been the Nights of Terror, the good folk of Tulan did flee forever their homes, making their way upriver, to found the new town which bears the old name, Tulan. Then did Halcion order Olman to have his creatures open the gates to the castle. Olman did as he was bid, then sent his dark minions back to the pit from which they had been summoned. Now Halcion, called the Great, did lead his men into the castle and in the Baron's chapel they found the last and bravest defenders gathered together. The High Priest of Astalon, Atile, had labored in his good arts, and from the undead servants of Olman had protected these few. But before the wrath of Halcion could no

man stand and these valiant few, numbering the Baron, his guard captain Harlick, and Atile, fell at last to Halcion's sword. Then Halcion in his triumph celebrated, amidst the wealth of his plunder. His men did feast and grow besotted with strong drink, and after three days lay in stupor. Unknown to Halcion and Olman, the Baron's magician, Zorasis, had with a vampire contested through the last, long night of the attack. Though slaying the vampire with magic arts, Zorasis had in turn been slain by its loathsome bite. On the last night of celebrating Zorasis rose, now undead and corrupt. Among the sleeping pirates he raged and feasted, taking their lives and growing in power. Halcion did awake, and though he struggled mightily, Zorasis did finally overcome him with a magic bolt, taking his head for a trophy. Then Zorasis came to where Olman called "One Eye" reposed, studying those tomes of lore once Zorasis's. To Olman did Zorasis say, "Now comes the last for thee, walker of the Lesser Path. It was by your arts that I am now denied the light and upon the living must feed, but know alone I shall not be. In my eternal anguish we will share a fate, though a more miserable portion has been allotted to thee." A day and a night did they strive, and Olman nearly prevailed, but the battle of wills was Zorasis's at last, and Olman One Eye to the torture room was taken. There he did linger over Olman's pain, learning pleasure in another's suffering. For days, Zorasis drank Olman's blood, until at last the Lesser Mage did succumb. Then did Zorasis inflict the final torment upon Olman. For when Olman did first stir, a vampire newly born, Zorasis did run him through with Olman's own enchanted blade, fixing his soul in his still weak body. Now Olman hangs, pinned to the cell wall by a sword through his heart, a grotesque butterfly, a gruesome display for Zorasis's amusement. Then did Zorasis begin

his reign of terror over the countryside...

Thus ends the tale of Zorasis and the Nights of Terror.

Now Zorasis is lord in Castle Tulan, though he normally frequents only the Wizard's Tower. Other fearsome creatures now roam in the halls of the keep, avoiding Zorasis's Tower, and a Kobold chief and his band are rumored to have taken over a section of the lower portion of the castle. The castle can be reached by a short, seldom-used road from old Tulan. The large drawbridge is always down and seems to still be in good shape. As the bridge is crossed, adventurers find themselves standing before large and forbidding double doors which are always closed.

## GAMESMASTER'S NOTES:

### 1) MONSTER NOTATION:

All monsters can be easily converted to any system desirable, or deleted, as suits the Games Master. Monster notation is given as follows:

NAME /AR /HTK(S) /SIZE /ATTACKS /DAMAGE /NOTES

so that, WEREBEAR/4/13/L/2CLAW;1BITE/1d6;1d8/NO CLAW, NO BITE/\*

READS: a Werebear has skin (or hide, or fur, or whatever) with an armor rating equivalent to chain mail, will be unconscious when 13 points of damage are taken, dead at 14, is treated as a LARGE monster (see MONSTER ATTACK TABLE), has three attack opportunities: 2 claws and 1 bite, each claw doing one six sided die of damage, each bite doing one eight sided die of damage, and that it can not bite unless there is a successful claw attack. Any entry followed by an asterisk (\*) means the Gamesmaster should refer to the SPECIAL MONSTER NOTES section.

All monsters are referred to in the general terms noted above. If a 'level' is important in your system, take the average number of hits and divide by 4, rounding up, for a good approximation of a d8/per level monster. If AR. is followed by a + the monster may be wearing armor. \*\* A MONSTER ATTACK TABLE IS LOCATED at the end of the book \*\*

- 2) ABOUT THE CASTLE: The castle was constructed by the best craftsmen of the period and was protected from man-made and natural catastrophes as much as possible. To this end, the walls of the castle are not affected by fire; however, the contents of most rooms, being very old, will burn like mad, creating intense heat and copious amounts of smoke. In certain locations throughout the castle will be the notation (G) or Guarderobe. These are the 'bathrooms' of the castle and are magically endowed with a disintegrate spell which will dispose of ANYTHING dropped into them. (In a true medieval culture this would not be preferable, as this waste was often used as fertilizer)

Additionally, the walls of the north tower, Wizard's Tower, are coated with a black substance which, if touched, will cause 1d4 points damage each round until washed off (Hence the name, The Black Tower). It cannot be removed from the walls. The following map notations are used in the Castle:

	doorway
	window
s	Secret door, secret one way
s s	secret door, secret both ways
s	secret door, requires two rolls to see
	wall with slits
	arrow slits
I	ladder
∨	ballista (giant crossbow)

- 3) About Zorasis Zorasis, master of Wizard's Tower, (see the back of the section on Level 5 for more information) becomes totally in control of ANY\* undead in the Wizard's Tower and all undead encountered elsewhere in the castle are assumed to be under his control. Most the 'intelligent' undead will have 1 or 2 Globes of Corruption, manufactured in the lab in Wizard's Tower. These are clear glass globes, filled with an amber liquid. If thrown, they break very easily, potentially splattering all nearby people and creatures. If struck by this fluid, a character receives d8 damage each round until he completely washes it off or dies. If the victim is killed this way, he turns into a Zombie under the control of Zorasis. Should Olman get loose, there is a 50% PROB. +5% per week free to a maximum of 90% he can resist Zorasis. If Olman gets free of the castle, he will build up his strength until he thinks he is strong enough to attack Zorasis.
- 4) About Magic Items Certain magic items are named which are peculiar to the Midkemia gaming system, and a brief description follows some of these entries. Some have been left vague, and the particular qualities, functions, powers, etc. they impart should be furnished by each gamesmaster for whichever system of gaming is being used

NOTES:





## CASTLE TULAN, FIRSTFLOOR

- a) this is the small area just over the drawbridge leading to the two massive double doors which bar the entrance to the castle. There is a 20% PROB. the doors are barred from the inside thus prohibiting normal entrance. If the doors are not barred, they are still so massive they will require two characters hitting the door simultaneously and each getting a 1 or 2 on d6 to open them.
- b) this is the underwater tunnel into room complex (c) (see room #9 Level -1). The water is 1 1/2 feet below the bank and the entrance is about 10' below that in the water. There is a 15% PROB. of seeing the entrance from the shore (+5% for characters with exceptional eyesight). As shown, the tunnel (4' diameter) leads 25' due east before turning upwards and emptying out in the well in room #9, Level -1. c) this is the area that is affected by the teleporter in room #9, Level -1.
- 1) MURDER ROOM. The north and south walls of this room are pierced by arrow slits from the GUARD ROOMS (#2-#3) at a height of 6'. There is a 30% PROB. 6 of Zorasis's orcs will be on watch in the GUARD ROOM (#2). They will always attack parties in room #1 smaller than themselves, firing through the arrow slits, to kill or drive the survivors off. If the party is larger, they will notify Zorasis by a crystal ball (useful only for this purpose; it is useless outside the castle), and hide. On the floor in this room are the skeletons of six fighters clad in leather armor, with swords and shields. All usable equipment has long since been removed by the orcs.
- 2) GUARD ROOM. This outpost is normally manned by a contingent of Zorasis's orcs, and there is a 30% PROB. they will be here at any time. Despite its being the worst duty available, they are always on their toes because of Zorasis's occasional visits. Scattered throughout the room are many weapons including pikes, swords, and maces. Buried and undiscovered among these weapons is one particularly rusty and pitted broadsword +1, HEALS 1-6 PTS. ONCE PER HOUR. The orcs are all outfitted with short bows, pikes, short swords, and shields. (ORCS/2+/4-8-3-6-5-4/N/1 ATTACK WITH WEAPON)
- 3) GUARD ROOM. This room was most recently the abode of a family of Giant Rats that were killed by the orcs in GUARD ROOM (#2). Between the rat feces and decaying bodies, the stench is overpowering. After the first two minutes a character is in the room he must roll under his CONSTITUTION (on the same die type as the original roll) once each minute or pass out, remaining unconscious until rescued or dead. Many weapons are lying about the room and thoroughly buried in manure is a MAGIC LEATHER SHIELD +3.
- 4) ENTRYWAY. This empty room has a flagstone floor and bars allowing the doors to the MURDER ROOM (#1) to be firmly locked. The doors to the GREAT HALL (#6) are made of polished mahogany and are still in excellent condition.
- 5) LESSER HALL. This room is also empty but features an ornate stairway leading to Level 2.
- 6) GREAT HALL. Each wall of this immense room is covered by a huge, time-worn tapestry depicting local historical scenes, varying from pastoral to great battles. There are openings around the doors to the KITCHEN (#34) and SOLDIERS' MESS (#33), and a slit in the folds near the secret door. The huge table is scattered with 41 place settings of pewter ware (basically worthless), broken urns, mugs, etc. Nearly all the furniture is in usable condition.

There are two statues (of the old King and Queen) flanking the main doors. Seven goblins have taken up residence in here and have built a strong point behind the table (a). They are aware of the secret door and have amassed a treasure of 400 SP and 4120 GP. (GOBLINS/4/3-5-6-4-7-8-6/N/1 ATTACK/1d4/MAY PICK UP WEAPON)

- 7) CONNECTING CORRIDOR. This corridor is occupied by 8 Alipor and 2 Skeletons. (ALIPOR/4/12-11-5-13-8-6-9-7/1 TOUCH OR VAPOR/1d6/\*); (SKELETONS/2/2-4/1 ATTACK/1d4/MAY PICK UP WEAPON)
- 8) FLETCHERY. Once the castle fletcher, various pieces of equipment are strewn about this room, much of it still usable. Of the 300 arrows and 200 quarrels lying about and in drawers, 80 arrows and 110 quarrels are still usable. A group of poisonous vipers have taken up residence in the quarrel drawer and will instantly attack whoever opens the drawer. (VIPERS/2/ 1 HTK EACH/1 BITE/SAVE VS. VENOM)
- 9) ARMORY. The castle armory was located here and all the tools, forges and other equipment are still completely usable. Still lying about are 3 suits of chainmail (AR.4) and one suit of chain and plate (AR.6). All along the wall with the door is a green algae-like substance which will splatter the door-opener 65% of the time. It is totally harmless but will cause persistent itching on the affected areas for the next 24 hours regardless what normal measures are taken.
- 10) FLETCHER AND ARMORERS QUARTERS. Still in good conditions, this room has been taken over by 3 Kobolds that have deserted the group in Level -1. If offered surrender terms, they will disclose information on the teleportation area (c) outside the castle walls. They have 600 SP between them but will not surrender

it. The kobolds are all armed with short swords and shields, belt daggers, and wear leather armor. (KOBOLDS/2+/2-4-3/S/1 ATTACK WITH WEAPON BY TYPE)

- 11) CAVALRY READY ROOM. This room was used by the cavalry troops in the BARRACKS (#13) or storing uniforms, weapons, spurs, etc. It is lined with 30 "lockers" and 2 long benches occupy the center. Within the lockers are 30 fancy uniforms in gold and black, 30 pairs of boots, spurs, baldrics, hats. The combined value of the gold trim and coins found is 645 GP. A Weird has recently taken up residence in this relatively protected room. (WEIRD/1/4/N\*/SPECIAL ATTACK\*)
- 12) HALLWAY. empty, torch holders every 20'.
- 13) BARRACKS. This was the cavalry barracks for the Baron's small sally force and patrols. The room is completely functional and contains 30 bunks, each with a chest at its foot. Hidden in the chests among clothing are 250 GP, 1,100 SP, 3x100 GP gems, two bottles of excellent wine, and a treasure map. The room will take about 20 minutes to search and each five minutes spent within, or any loud noise, has a 20% PROB. of attracting the Wraith in the STABLE MASTER AND STABLEHAND QUARTERS (#17).
- 14) SITTING ROOM. Once possessed of a small couch and numerous overstuffed chairs, the furniture in this room has been essentially destroyed. The room is currently occupied by a mated pair of Horticacs. They have no treasure. (HORTRACS/3/8-6/N/2 CLAWS/1d6/LOOK LIKE LARGE WINGED APES/LIMITED FLIGHT/ATTACK TO THE DEATH)
- 15) GUARDEROBE. empty
- 16) CAPTAIN'S CHAMBERS. This was the room of the Captain of the

Guards, Harlick, and a few scattered items indicate it was once richly appointed. What little remains of the mattress contains 10~50 GP gems and 3 Goldmoths. The door to the GUARDEROBE (#15) is slightly open and two skeletons lie near it. (GOLDMOTHS/1/4-7-11/S/SPECIAL~)

17) STABLEMASTER'S AND STABLE HANDS' QUARTERS. These poor quarters are now inhabited by a Wraith (once the Stablemaster who was killed during the initial sending of undead). The bodies of 4 thieves lay within, one carrying a GEM TO SEE INVISIBLE. (WRAITH/6/30/U/1 ATTACK/1d6 AND LEVEL LOSS/WEAPONS: NORMAL-NO DAMAGE; SILVER-1/2 DAMAGE/MAGIC-NORMAL DAMAGE)

18) GUARD ROOM. This room guards the entrance to the strong point downstairs and is currently occupied by 2d6 Kobolds keeping an advanced watch for the party downstairs. They are aware of the Wraith in STABLEMASTER'S AND STABLE HANDS' QUARTERS (#17) and avoid that room and the BARRACKS (#13) because of it. Kobolds have shortswords, shields, and wear leather. (KOBOLDS/ 2+/2-4-3-2-1-3 (x2) /S/1 ATTACK WITH WEAPONS BY TYPE)

19) FEED ROOM. The stable feed was kept here and it is now the lair of a family of 8 Giant Rats which will protect their lair at +1 to attacks. They will not pursue into the STABLES (#20) unless harried. Hidden in the now moldering hay are 2 doses of a POTION OF LEVITATION, a bottle of apricot brandy, and a CLOAK OF SMOTHERING THE WEARER. (GIANT RATS/3/6-11-10-5-9-12/N/1 BITE/1d4/05%. PROB. EACH IS RABID)

20) STABLES. This room once held the Baron's 16 horses which were used for patrols and sallying forth in time of siege. Now nothing

remains except fairly recent bodies of 2 adventurers, one clad in scale armor and the other in flowing grey robes. They obviously died in great pain and other than some small punctures on their necks, there isn't a mark on them. The cloak wearer has a DAGGER +1 in the folds of his robe.

21) TACK ROOM. This was the tack room for the horses kept in the STABLES (#20) and still contains 12 saddles and 15 bridles, various ropes, saddle bags, pack frames, blankets, etc. In a small case buried under the pile of horse blankets is a BRIDLE OF CONTROL (instantly taming any horse it is placed on, for the duration of its use). The blankets are infested with ticks and there is an 85% PROB. that characters handling the blankets will be bitten 3d8 times. There is a 5% (1 on d20) per bite (not cumulative) the victim will come down with tick fever within 3 hours (1d6/2), resulting in a raging fever for 2-12 (2d6) hours followed by crisis (death if roll under CONSTITUTION is not made). While feverish, the character is -5 to attacks, too weak to carry anything but armor and weapons (no backpack), and there is a 65% PROB. of hallucinations. Recovery takes 3-18 (3d6) days after crisis.

22) SECRET PASSAGE. None of the current castle residents except Zorasis and the goblins in the GREAT HALL (#6) are aware of this passage. Two of Zorasis's Ghouls keep watch here, one running to inform his master if intruders appear. The other will attack the intruders by throwing GLOBES OF CORRUPTION (See note 3, page 6). The Ghouls carry broadswords. (GHOULS/3/5-7/N/1 ATTACK WITH WEAPON BY TYPE)

23) GUARDEROBE. This large and lavishly appointed room was for the use of visiting dignitaries and includes such luxuries as a sink with running hot and cold water (magically produced), and silvered

mirrors on two walls. All the gold fixtures are worth about 500 GP and the mirrors are worth 1,000 GP each (they each weigh about 400 lbs.).

- 24) LADIES' POWDER ROOM. Two vanity tables and mirrors are against 2 walls, an several couches and chairs are tastefully distributed around the room. Other than a family of mice living in the couch, the furniture is still in good shape.
- 25) WATCH ROOM. This room contains destroyed furniture and the skeletons of 8 fighters. The room is currently inhabited by 6 Giant Rats that will attack anyone but the Orc guards in GUARD ROOM (#2) whom they fear. (GIANT RATS/4/6-11-9-12-10-13 /1 BITE/1d4/ 5 % PROB. EACH IS RABID)
- 26) KITCHEN HELP QUARTERS. These were the quarters of the kitchen staff and are sparsely appointed. The remaining beds and chests contain a total of 120 SP and 23 GP in addition to normal clothing and personal effects.
- 27) GUARDEROBE. empty.
- 28) MAIN CORRIDOR. empty, torch holder~ every 20'.
- 29) STORAGE ROOM. This room contains provisions for the castle in case of prolonged siege. Most are untouched and 70% of the barrels of ale, packages of dried meat, and sacks of grain and flour still are usable.
- 30) LIEUTENANT OF THE GUARD. Hanging on the far corner of the opposite wall of this room is a MIRROR OF CREATING OPPOSING IMAGES (6' high X 3' wide). When a character's image can be seen in the mirror, an exact duplicate, excluding any magic abilities or items, issues from the mirror. It will immediately attack the character who created it and is impervious to normal, non-magical attacks by all others. The mirror is currently

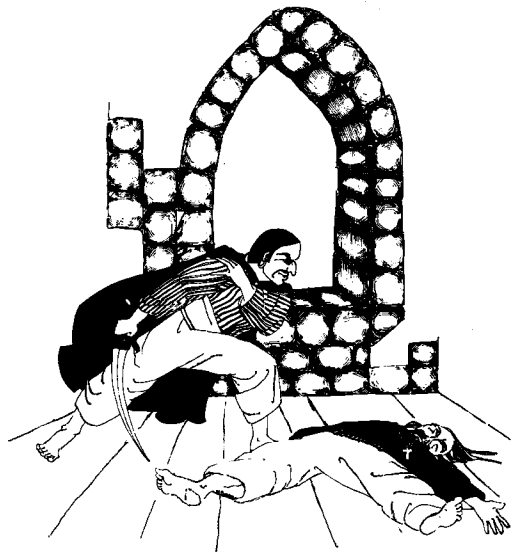
hidden by a large cover of expensive blue velvet.

- 31) ARMS ROOM. This room contains the equipment for the men once stationed in the BARRACKS (#32) next door. There is an 85% PROB. any normal non-magical weapon can be found in the wall racks or on the floor of the room. A Doppelganger has taken up residence within. He has previously acquired the guise of a magician he has seen before and possesses a REMOVABLE HOLE. If the party doesn't open the door in the first attempt, he will escape into the BARRACKS (#32) by means of the hole, evading the party if at all possible. (DOPPLEGANGER/4/25/N/2 ATTACKS/ 1d12 OR BY WEAPON TYPE (REGARDLESS OF WHAT CREATURE COPIED))
- 32) BARRACKS. This large barracks area was obviously the scene of some intense fighting as the room is almost a total shambles with broken beds and chests scattered about. The skeletons of 35 fighters can be found throughout the room, most with still functional armor and weapons (all leather armor, maces or broadswords). It will take 20 minutes to search the room and the characters will find 500 GP, 200 SP, and a treasure map.
- 33) MESS HALL. This was the mess hall for the soldiers of the BARRACKS (#32). Basically still intact, the room is still used by the goblins in the GREAT HALL (#6)
- 34) KITCHEN. This lower kitchen served both the MESS HALL (~33) and the nobility in the GREAT HALL (#6). The large stoves and work table are completely usable and the well stocked spice cabinet contains spices worth close to 1,000 GP in any city of size (not Tulan).
- 35) GUARDEROBE. The right wall contained a secret door craftily concealed behind a linen cabinet.

- 36) STORAGE. This storeroom contains the bulk of provisions for immediate consumption in the castle. 30% of the contents of the crates, boxes, and bags are still in usable condition.
- 37) SALLY PORT. This entrance was normally used by the castle garrison to sally forth during sieges and force the besiegers to guard more than one side. The large double doors could be well barred but the beam supports have long since been

broken off, making the door unbarrable. The inner doors are made of metal and set well into the castle walls making them almost unbreachable under normal circumstances. This is the entrance most used by the current inhabitants despite the Wraith in the STABLEMASTER'S AND STABLE HANDS' QUARTERS (#17), and is never blocked or barred.

NOTES:



## CASTLE TULAN, SECOND FLOOR

- 1) ENTRY HALL. This hall, at the top of the main stairway, is lavishly paneled in dark walnut and has a parquet floor, only slightly damaged by the fighting that took place. The remains of two paintings are still on the wall, and although mostly destroyed, they appear to be landscapes.
- 2) AUDIENCE CHAMBER. This was the Baronial Audience Chamber where justice was meted out by the Baron and later, the pirate Halcion was beheaded by Zorasis. The room is still in good condition. Lavish, if age-worn, tapestries cover the walls. The twin thrones are made of teak (from the Sunken Lands) and embedded in each are 10x100 GP Rubies.
- 3) GRAND BALLROOM. The ballroom was once richly decorated but now lies covered with dust. The floor is a pattern of finely inlaid teak, mahogany, and ebony. On the walls hang faded, once rich tapestries depicting court life. The one on the south wall shows the last baron and baroness on horseback. Above, one of four great crystal chandeliers is still intact. If lowered carefully (by spell or by skilled use of ropes and tackle) it is worth 5,000 Gp. If lowered by the frayed rope holding it aloft, the rope will part and it will crash to the floor and be destroyed. The shards of the other three chandeliers should be ample warning. Around the room lie 43 dust covered bodies, for it was here that Zorasis first fell upon Halcion's ken while they were in a drunken stupor. Ten of the bodies have limbs torn off and the rest are viciously gnawed as if rats and ghouls have gotten to them. It is impossible to tell how the men died, but those few with recognizable faces have features contorted in terror. This room is now inhabited by 14 Ghouls and there is a 35% PROB. of 1-6 of the Wraiths killed here also hovering around. (GHOULS/2/4-8-5-12-9-11-3-9-8-10-11-14-13-5/N/1/1d4 OR BY WEAPON)  
Should the party take 20 minutes to examine all the bodies, they will discover one with his stomach torn open. Inside are 5 gems swallowed by the man to hide them from his companions. They are worth 10, 50, 50, 100, and 500 GP. Scattered among the bodies are 436 Gp and 1100 SP. On one body is an EVIL MAGIC ESTOC (Rapier) +2, +3 VS. GIANTS, with a 74% INTELLIGENCE and 15% WILLPOWER. It can JUDGE GOOD/EVIL, LOCATE METALS AND DETERMINE KIND, and has ESP 90'.
- 4) HALL. Used by lower and middle class citizens waiting for an audience in the AUDIENCE CHAMBER (#2), this room has chairs along the walls. On the wall opposite the door is a portrait of an ancestor of the baron, battling against the fabled Tsurani invaders. On the stairs sits a small pile of bones.
- 5) LOUNGE. This was the waiting room for the more important middle class, minor officials, and the petty nobility. There are several couches and two fine tables still intact, and a small cabinet in one corner. In the cabinet are two bottles of fine wine (worth 200 GP each) and six silver cups (worth 25 GP each).
- 6) MUSIC ROOM. This room was where friends of the baron's or important nobles were entertained while waiting for an audience. There are several chairs and couches in the room, and a large, gold inlaid harp (worth 1,000 GP, but takes two men to carry) in the corner. In the northeast corner (in front of the secret door) there is a cabinet containing music scrolls and a viola (valuable to collectors, worth 1,200 Gp). If the cabinet is moved, the secret door is revealed. There is a Hardluck Snager on the east wall. (SNAGER/3/23/SPECIAL\*)

- 7) BEDROOM. This room is plainly decorated, as it once belonged to a minor functionary. There is a bed, a desk, and a chair against the opposite wall. In the southwest corner is a locked wooden chest containing clothing (worthless), 25 SP and 5 GP. The secret door is located behind the bed's headboard.
- 8) BEDROOM. From the rich, feminine decor this room obviously belonged to a woman. A dressing table with a small detachable mirror (worth 50 GP) rests against the west wall. A large wardrobe stands in the northwest corner, with a secret door inside. A large canopy bed occupies the center of the east wall. The canopy is covered with tassels, which upon close inspection are really 400 Thermosae. (THERMOSAE/SPECIAL\*)
- 9) BEDROOM. This room contains a simple but comfortable bed, a chest with old clothing, and a pedestal with a bowl on top. In the bowl is the skeleton of a fish, which if examined closely will be found to be made from white gold worth 200 GP.
- 10) CHAMBER OF THE ACOLYTES. This spartan cell was occupied by the acolytes who served the High Priest of Astalon (room #11). It is furnished with 3 cots and 3 chests containing plain grey robes of little value.
- 11) HIGH PRIEST'S QUARTERS. This room was the residence of the last baron's priest and advisor, Atile, a follower of Astalon. While the furnishings -- a bed, writing desk, empty armor tree, and chair -- are simple, they are well made from expensive material by fine craftsmen. On the walls hang three paintings, each depicting a religious scene. One shows Astalon giving the books of law to man. The second shows Kilian saving a ship full of men with one hand while sinking another with the other hand. The third shows Irv the Tigersaint battling demons. In a large chest lie silks and furs worth 700 GP. Among the furs a Fuzzy Pest waits. (FUZZY PEST/1/2/SPECIAL\*)
- 12) SECRET PASSAGE. This passage is unknown to all in the castle save Zorasis and the 4 Shadowghouls who guard it for him now. In the time of the baron's court it was heavily used by those bent upon court intrigue. On the floor before the secret door to the AUDIENCE CHAMBER (#12) lies the baronial scepter of gold and jewels worth 5,000 GP. (SHADOWGHOULS/1 vs. MAGIC WPNS; 7 vs. NORMAL WPNS/31-28-27-21 /N/2 CLAW, 1 BITE/1d4, 1d6+ROTTING 1PT./HR. UNLESS REMOVE CURSE)
- 13) MUSIC STORAGE ROOM. In this room all manner of instruments can be found (all of normal value). If 20 minutes is expended to examine each instrument (5 if players simply break them) a gem worth 3000 GP can be found inside a cello.
- 14) CHAPEL. The door to the chapel is WIZARD LOCKED by Zorasis, as there are items of power inside which he fears. It was here Atile stood with his acolytes in the final battle with Olman One Eye's undead. Inside the chapel, a tapestry covers all the walls. Beginning at the right of the door it depicts a large pastoral scene, then a series of battles with some of the participants obviously gods; behind the altar it shows Astalon receiving the Book of Law from a gigantic four fingered hand, then continues along with scenes of everyday life until it again shows the same pastoral scene as on the right. On the left is a tear in the fabric through which can be seen a scrawled message, 'There is one who waits'. The altar is made of white marble and atop it is a fount containing 8 quarts of HOLY WATER. Behind the fount, under a cloth, is a RING OF PROTECTION +1 AR., and a SCROLL OF PROTECTION FROM UNDEAD. If the fount is moved (two characters together rolling under STRENGTH), a STAFF OF HEROIC ABILITIES will be discovered in a recess.



- 15) **ARMORY.** This was the armory for the soldiers in the 2nd floor **BARRACKS (#16).** There is an 85% **PROB.** of finding any normal weapon (one roll per weapon type). Careful searching (10 minutes) will uncover a sword with 1,000 GP gem in the hilt. In reality the gem is a **Mind Crystal. MIND CRYSTAL/SPECIAL\***
- 16) **BARRACKS.** The barracks are now occupied by 20 Orcs who use some of the 45 bunks filling this room. In the room are boxes of stores, which after 30 minutes searching, will disclose 2 gems, one worth 100 GP, the other worth 500 GP. The Orcs are led by a guard captain, and two sergeants. **ORCS:** Captain (**ORC, LVL 5, 33 HTK**) uses sword, shield, and wears chain mail (**AR.4**) The Sergeants (**ORCS, LVL'3, 21-18 HTKS**) wear leather (**AR. 3**), and have swords and shields. (**ORCS/ 2+/ 4-5-6-4-3-6-5-3-2-4-6-7-4-7-8-6-3 HTKS /N /1 ATTACK BY WEAPON**) are outfitted like the sergeants, but the last four are bowmen.
- 17) **LIEUTENANT OF THE GUARD'S QUARTERS.** This room is now used by the Orcs in the **BARRACKS (#16)** to house 16 of Zorasis's Zombies. (**ZOMBIES/1/2-4-3-5-6-1 1-7-6-7-8-3-4-4-4-6/N/1 ATTACK/1d4/MAY PICK UP WEAPON**)
- 18) **BARBICAN.** This room has been taken over by a tribe of 11 Gorbles. Scattered around the room are spears, bows, arrows, and shields, all old and of dubious value, but usable. Four large caldrons, formerly used to pour boiling oil through the slots on the floor into the **MURDER ROOM (LVL 1, #1)**, sit near the east and west walls at the narrowest part of the room, hiding the Gorbles from sight by anyone standing at the south door. (**GORBLES/2/2-3-4-2-3-4-1-2-1-3-3/S/2 CLAW, BITE/ld4, ld6/NO CLAW, NO BITE /LOOK LIKE FOUR ARMED CHIMPS**)
- 19) **HALL.** This hall is empty, with torch holders along the wall every twenty feet.
- 20) **SOUTHWEST TOWER.** This room is used as an outpost by the Kobolds from Level -1. From here they spy upon anyone entering the castle and upon Zorasis's minions (as much as they dare). The 8 Kobold guards have 115 SP among them. There is a ladder near the door leading up to the next level. There is a 50% **PROB.** the trap door between floors is barred. The Kobolds are all armed with shortswords, shields, shortbows, and wear leather armor. (**KOBOLDS/2+ /1-2-4-2-3-4-3-2 HTKS /S /1 ATTACK BY WEAPON**)
- 21) **SOUTHEAST TOWER.** This tower room is empty. There is a ladder near the door leading up to the next level. There is a 50% **PROB.** the trap door between floors is barred.
- 22) **HALL.** This hall is usually empty, but there is a 15% **PROB.** of encountering either a patrol of Orcs from the **BARRACKS (#16)** or a band of 4-16 Zombies from the **LIEUTENANT OF THE GUARDS' QUARTERS (#17).** Orc patrols will consist of 5 orcs with sword and shield, 2 with heavy spear, 2 bowmen, and one of the three higher level leaders. One will always flee back to the **BARRACKS (#16)** to bring help.
- 23) **NORTHEAST TOWER.** Otherwise empty, this room has become the lair of a Giant Spitting Cobra. There is a ladder near the door leading up to the next level. There is a 50% **PROB.** the trap door between floors is barred. (**GIANT SPITTING COBRA/4/17/L/1 SPIT OR 1 BITE/ld6/SPIT: AT 40 FEET 18+ ON d20 IS HIT IN EYES; 15+ AT 20 FEET; 12+ AT 10 FEET/SAVE VS. POISON IF BITE/EYE HIT MEANS BLINDNESS**)
- 24) **HALL.** This hall is usually empty, like the other **HALL (#22)**, but the chance of encountering an

Orc patrol or band of Zombies is  
30% PROB.

- 25) NORTHWEST TOWER. This room has been used by the Orcs in the BARRACKS (#16) as a refuse dump, and is filled with all sorts of wastes. Under all the muck, 800 GP lie buried, all loose, missed by the Orcs over the years of dumping. Two bound and gagged Kobold prisoners will be found here, almost dead from thirst for having been forgotten by the Orcs for nearly three days. If freed, they will try to convince the party to take them to Level -1. If possible, they will try to signal their companions below to ready an ambush.

Notes:

## CASTLE TULAN, THIRD FLOOR

This level is the top of the castle proper. At this point, only the main towers, corner towers and barbican are enclosed. The barbican and corner towers extend up one more level.

- 1) **BARBICAN.** This room is empty. However if too much noise is made, the Gorbles from the floor below (#18, level 2) will come to investigate.
- 2) **SOUTHWEST TOWER.** This room is empty, except for the bodies of four soldiers wearing the tabards of the old kingdom. In their purses are 100 GP and 200 SP. There is a ladder near the door leading up and down to the next levels. There is a 50~ PROB. that each of the trap doors between floors is barred.
- 3) **WALL WALK.** Empty, except for the south wall, where bodies, piles of rocks, swords, shields, spears, bows, and arrows, and other signs of siege are evident. Above the SALLY PORT (Level 1 room #37) are two caldrons for boiling oil. Torch holders line the walls every twenty feet. Most of the weapons are badly damaged. There is an 40% PROB. of finding a usable weapon.
- 4) **SOUTHEAST TOWER.** This room is now empty except for the Black Tracker which has made its home here. There is a ladder near the door leading up and down to the next levels. There is a 50% PROB. that each of the trap doors between floors is barred. (BLACK TRACKER/5/25/L/2 bites/2d6 each/\*)
- 5) **GREAT HALL.** This connecting hall between the floors is decorated with a gigantic tapestry opposite the stairs, depicting a beautiful landscape. At the north and south walls are statues of the baron and baroness. While finely made, the statues and tapestry are not particularly valuable.
- 6) **STORAGE ROOM.** There are barrels of dried meats, dried fruits, sacks of flour, and other foodstuff (35% of which are still good). Against the south wall are floor to ceiling shelves containing linen, blankets, candles, torches, and other dry goods. In the southeast corner is a still functioning dumbwaiter, connected to the BARON'S KITCHEN (Level 4, room #4) above. Twelve Scroungers have taken up residence here, amassing a horde of broken glass, jewels, crystal, bent cutlery, scraps of metal, and beads. All are valueless except the jewels which are worth 500 GP. (SCROUNGERS /2/3-2-6-8-5-4-4-5-1-8-7-5/S/1 BITE/1d4/WILL RUN IF POSSIBLE/LOOK LIKE FAT, LARGE RODENTS)
- 7) **BARRACKS.** This room contains 30 beds and a number of chests. There are 400 GP scattered among the chests. 3 of Zorasis's Speedos are currently residing here.(SPEEDOS/7/2-1-2/NO ATTACK/WILL RELEASE GAS IF KILLED/SAVE VS. GAS OR UNCONSCIOUS IdIO MINUTES/LOOK LIKE ANIMATED THREE LEGGED EYES/CAN TELEPORT/ARE INTELLIGENCE GATHERERS FOR MAGICIANS/THEY DO NOT SPEAK)
- 8) **SENE SCHAL'S BEDROOM.** This room was occupied by the baron's 9 seneschal, Yaster. There is a fine bed, a desk, and chair in the room. In the desk is a ledger and a note. If any in the party can read, the ledger is the castle's accounts of goods purchased in the last year before the Night of Terror, and the note reads, 'Count P & C Bnps'. Behind the drawer of the desk (30% PROB. of finding, + any bonus gained by a thief in party) is a switch which releases a secret compartment, containing the Baronial Seal, valued at 1,500 GP. Hiding in this room are Shalaa, a female cleric of the Sea Goddess, and a mute temple thief called Myfingers. They are on

a mission for the temple in Tulan, seeking information on Zorasis, and are now recovering from a run-in with the Orcs on this floor. There is only a 10% PROB. they will join with any party, as they prefer stealth to strength of numbers. Shalaa (CLERIC, LVL 2, 6 HTK) has leather armor, a mace, and shield. She also has ELVEN BOOTS (OF SILENCE) belonging to the temple. Myfingers (TEMPLE THIEF, LVL 5, 17 HTK) has a +2 DAGGER, also belonging to the temple. 9) ARMORY. As with the other armories, there are all kinds of weapons available here (85,5~ PROB. of finding usable weapon of usual type). There are three chests against the north wall. In chest one there are 241 arrows. In chest two are 14 flasks of burning oil and 6 sealed flasks of Greek Fire (ignites on contact with air). The third chest contains the baron's armor, in a mostly unassembled state, being +3 UNALIGNED PARTIAL PLATE (INTELLIGENCE 54%, WILLPOWER 89%) which can EMIT LIGHT 80', and HEAL 1 PT. DAMAGE ON WEARER PER HOUR. The third chest is trapped with a MATCHLESS SLEEP SPELL, which will last 1-2 days or until a DISPELL MAGIC is cast. 10) BEDROOM. This bedroom belonged to a court official. There is a cabinet containing good quality clothes, a bed, and a table with a basin and pitcher on top. 11) BEDROOM. All the furniture in this room has been destroyed. Living here are 4 Shadowghouls. (SHADOWGHOULS /1 vs. MAGIC WPNS, 2 vs. NORMAL WPNS/ 31-28-22-19/N/ 2CLAWS, 1 BITE/1d4, 1D6+ ROTTING 1 PT. PER HOUR/NO CLAW, NO BITE/~) 12) BEDROOM. Unoccupied, this bedroom contains a bed, a dressing table, an overstuffed chair, and a wardrobe. There is a mirror worth 100 GP on the wall above the dressing table. 13) BEDROOM. This was the bedroom of a scribe. There is a bed, a writing desk, and a chair here. Many sheaves of writing paper and parchment as well as pens and ink horns can be seen cluttering up the place. A large stick of sealing

wax is half melted on the desk. 14) BEDROOM. A lavishly decorated room, this was the bed chamber of the old baron's mistress. There is a large canopy bed, a dressing table (mirror worth 100 GP), a divan and coffee table, a wardrobe and a chest. On the dresser are 1200 GP worth of perfume. The wardrobe contains fine clothes (the silk garments are worth 800 GP). The chest contains two pieces of jewelry worth 700 GP and 800 GP. The lock of the chest has a needle trap. The needle is coated with Atropine (SAVE vs. Poison or death within 3 minutes). 15) NORTHEAST TOWER. This room is empty. There is a ladder near the door leading up to and down to the next levels. There is a 50% PROB. that each of the trap doors between floors is barred.

- 16) NORTHWEST TOWER. This room is used as a storage area for Zorasis' undead. There are 5 Skeletons, 9 Zombies, and 3 Screamers packed into this little room. There is a ladder near the door leading up and down to the next levels. There is a 50% PROB. that each of the trap doors between floors is barred. (SKELETONS/1/5-7-3-2-4 /N/1/1d4) (ZOMBIES/1/4-6-2-8-4-4-6-5-2/ N/1/1d4 or by weapon) (SCREAMERS/3/63-47-56/U/1BITE/1d8+1/IF HIT, SAVE. VS. FEAR -2 (-10-) WHEN THEY SCREAM (EACH ROUND)/EFFECTS OF FEAR (roll 1d8):1-7 FLEE; 8 COLLAPSE IN FEAR /UNDEAD, LOOK LIKE ROTTING HUNKS OF FLESH/\*)
- 17) ENTRANCE WAY. This hall is empty but the door is normally locked, requiring magic or exceptional methods to open it.
- 18) ARBORETUM. This room contains a variety of plant life, bushes, flowers, shrubberies, and dwarf trees. Light comes from a device in the ceiling (The object is simply a long box with an UNCEASING LIGHT spell cast into it. DISPELL MAGIC will plunge the room into darkness). Water is fed to

the plants by a drip feed directly into the 90il which covers the floor. In this room is a party of 7 Llar-na from the Sunken Lands, searching for a party of Moredhel (black elves) who have stolen a kinswoman of theirs (they're in LVL 4, #4 and #5). They have 10 gems (4 worth 50 GP, 5 worth 100 GP, 1 worth 1000 GP). They will give them to anyone who can aid their quest. Llar-na are small, shy, forest dwelling humanoids. They suffer 1 pt. damage per minute they are in contact with iron, so they tend to avoid humans. They use bronze weapons, and wear jack armor. They are very dexterous, and therefore are -4 (-20%) to opponents' attacks. They are also +5 (+25%) to shortbows and javelins, their usual weapons, but due to weakness, they are -1 to non-missile weapon damage. They avoid and mistrust Dwarves, Clerics, and Greater Path Magicians. (LLAR-NA/2/LVL 1/3-5-3-4-5-3-6 HTKS/N/1 ATTACK BY WEAPON)

- 19) AQUARIUM. Stairs go up sharply then down gradually into the water tank. The tank is 8 feet deep and 4 feet higher than the level of the floor. The room is shrouded in thick mist and the walls are covered by a harmless green algae. The tank is now occupied by a Marsh Mangler (which has disposed of all the other room's inhabitants and is now very hungry). In the tank is a sealed, waterproof bag containing a WAND TO DETECT THE PRESENCE OF MAGIC, a SCROLL with the following spells: UNALTERABLE QUEST I, RESTORATION OF LOST ENERGIES. Another SCROLL(CURSED) is there, inflicting upon the reader THE CURSE OF THE BLOODY TRACKS (the reader leaves red footprints where ever he or she walks. The curse can not be removed by a common REMOVE CURSE -- this one needs the intercession of a very high level cleric). There is also a vial containing a POTION OF GASEOUS FORM. (MARSH

MANGLER/7/67/L/4 TENTACLES /1d8/2d8 CONSTRICTION ON 19+ ON d20/LURK BELOW THE SURFACE OF BRACKISH WATER/LOOKS LIKE AN ARMORED OCTOPUS)

- 20) SECRET ROOM. This is an empty room but the position of the door controls the functioning of the trap in room #21. To deactivate the trap, leave the door open. When the door on the far end of #21 is closed, this door will close also. There's a false door at the end.
- 21) HALL. This short hall is a trap for intruders. For each person passing through the center of this hall there is a 33% PROB. of setting off the trap. If the trap goes off, each person in the room must defend against 1D6 (random roll) attacks by heavy spears +2.
- 22) HOLDING ROOM. Here prisoners on their way to the PRISON ROOM (#25) were held under guard. There are six mummified bodies in the room, four wearing the Tulan tabard with the crest of Captain Harlick's court guards. In the purse of one of the soldiers there are 9 GP and 6 Goldmoths. (GOLDMOTHS/1/7-3-6-10-5-5/S/\*)
- 23) ENTRY HALL. This hall leads to the DEMONIC TEMPLE (#24) and to the stairs up to the next level. There are 100 bats hanging from the ceiling, and if they are disturbed (10% PROB. each minute party is in room, cumulative), they will attack (one will fly upstairs to inform Zorasis). For each successful bite by a bat, there is a 5% PROB., non-cumulative, of RABIES. (BATS/1/1 HTK EACH/S/1 BITE/1 PT. DAMAGE)
- 24) DEMONIC TEMPLE. This temple is dedicated to GUI-SWA, the god known as THE RED-JAWED HUNTER, THE REVELER IN FORBIDDEN KNOWLEDGE. There is a tapestry circling the room. On the right wall it shows past wars between Law and Chaos, demons

and other creatures from the Pit battling men, elves, and angels. Behind the altar is the symbol of Guis-wa, the three moons of Midkemia superimposed one upon the other, with the shadow of a howling wolf's head overhanging them. On the left wall is depicted the final victory of Chaos. The floor is inscribed by a huge pentagram. The altar was once pure white marble but it is now black with ash and caked dry blood. On the altar is a ebony LYRE OF DISCORD, which will cause discord among any who hear it, and a glass sphere containing the WIND OF A TYPHOON. Behind the altar is a secret compartment containing a STAFF OF AGING (adds 2d10 years of age per touch) and 4 golden idols of the 4 gods of Evil. Anyone attempting to open the compartment without first making a blood sacrifice must roll a save. If the save is not made the character is treated as if being struck by the staff 1-6 times (normal saving rolls are made for each strike), but regardless of any saves against the strikes, the arm used to open the compartment withers and falls off. If the save is not made a second save is rolled, and if this is not made, the character withers away completely from old age.

- 25) PRISON ROOM. Many of the cells contain the bodies of prisoners abandoned after the pirates fell to Zorasis's undead. The two posts in the center of the room are hung with iron manacles, and the one on the right as you enter has a Cat o' Nine Tails (Whip weapon, 1-4 pain damage, 1 pt. normal). The manacles are placed such that a prisoner can be hung from one post or between them. Along the empty wall is a shelf upon which rests a finely worked chain, in reality a CHAIN OF BINDING which will hold any person or creature bound by it (no Save). Below it is a small table with a decanter of brandy and a fine crystal goblet (worth ~0 GP).

- 26) TORTURE ROOM. In this room is an Iron Maiden, a brazier with irons and pincers in it, a small chest containing thumbscrews, iron boot, masks, etc. Against one wall are manacles holding the body of OLMAN ONE-EYE. This is where Zorasis brought Olman to torture before draining his life from him. Knowing Olman was a powerful necromancer and would rise again, Zorasis drove Olman's own sword (SEE SWORD BELOW) to pin Olman's soul to his body. The sword will try to influence anyone in the room to pull it free. Olman's identity may not be clear, for in place of his missing eye he has a fake one (a GEM OF SEEING ALL allowing the user to see invisible, have infravision, etc.), which if removed places a powerful CURSE upon whoever removes it. Anyone staring deeply into the gem must save or become charmed by Olman. Should the sword be pulled, Olman will indeed come to life as a VAMPIRE-MAGICIAN. He will be weak at first, so there is a 60% PROB. + 5% for each person in the party over four people that Olman will use deceit and guile to gain the aid of the party rather than force. All of Olman's Powders and Earths are scattered on the floor and he will try and collect them before leaving.

Olman (VAMPIRE-MAGICIAN (L.P.), LVL 10, 39 HTK). He is Earth Dedicated and he practices Arcane Demonology. He can speak Common, Tongue of Evil, Vampire, Dragon Lord (Valheru), and Lower Delk. He is able to CHANGE SHAPE into his totem of jackal as well as the common rat, bat, and wolf of the vampire. He can summon wolves, and demand aid from werewolves.

His other powers are:

See in Dark 150'; Exceptional Sight (perfect at any distance in line of sight for brief periods); Control Self -- allows him to speak while in totem form (rat, bat, or wolf) and gives him control over body functions for limited period of time; Smell Magic -- he can detect magic, tell its relative strength and differentiate between magic emanating from an object and a spell; Fire Flash; Read Past; Legerdemain; Call; Send Dreams; Control Zombies, Skeletons, Wights; Summon Wraith~, Specters, Vampires; Create Undead; Battle of Wills; Exorcise Demons; Track Magic; and Cast Fire. ~ EVIL HAND AND A HALF (BASTARD) SWORD +3; INTELLIGENCE 78%, WILLPOWER 57% and it has the following abilities: Speaks Common, Demon, Dragon Lord (Valheru), and Lower Delk; DETECT THE PRESENCE OF MAGIC; DETECT HIDDEN; X-RAY SIGHT.

NOTES:

## CASTLE TULAN, FOURTH FLOOR

- 1) GREAT HALL. The floor is plush carpeted. On the wall opposite the stairs is a tapestry depicting the baron's ancestors.
- 2) STAIRS. These stairs lead up to the next floor. There is a small closet under the stairs which contains 6 silver candelabra (worth 1000 GP). There are also buckets, mops, and other cleaning implements.
- 3) STAFF ROOM. In this room are 8 sleeping pallets. There are also a couple of brooms and some clothing lying about. The six orcs who serve the Moredhel (Dark Elves) staying in the KITCHEN (#4) reside here. They are from a different tribe than Zorasis's Orcs. The orcs are armed with scimitars, shields, and wear chainmail (AR.4). The last two are also armed with light crossbows. Their leader is a third level fighter. (ORCS/2+ /14-4-5-7-3-8/N/ATTACK BY WEAPON)
- 4) KITCHEN. Dominated by a large oven, this room has cabinets filled with pots, pans, and other cooking utensils. In one locked drawer are spices (worth 6000 GP). There is also a marble table and a massive wood chopping block. 4 Moredhel (Dark Elves) have taken up residence here. They are a scouting party from the Sunken Lands and are dressed as forest elves, so only those who know elven-kind (Natalese Rangers, other elves, foresters, etc.) will know they are Moredhel. They know about the Pralikon in the DINING HALL (#6), so they will flee to there if attacked from the STAFF ROOM (#3) or flee to the STAFF ROOM if attacked from the DINING HALL. Moredhel are all in leather armor: Shalden (FIGHTER, LVL 7, 44 HTK) uses a short sword, bow, and shield, and has 5x50 GP gems, 2x100 GP gems, and 21 PP in his purse. Agris (FIGHTER, LVL 5, 35 HTK), equipped in the same manner, has 3x50 GP gems. Cilveina (PRIESTESS (NEUTRAL CLERIC), LVL 4, 21 HTK), uses a mace and shield, and has 2x50 GP gems and 2 PP. Lann (FIGHTER, LVL 3, 19 HTK) uses a broadsword and shield, and has 1x10 GP gem, and 15 PP.
- 5) BUTTERY/STORAGE ROOM. Small barrels of milk and butter (all gone bad), spoiled cheese, rotten hams, bad eggs, and dried vegetables are stored here, and the smell can permanently clear up clogged sinuses. There are also bottles of wine (12 dozen, very good, worth 10 GP each). There is a Llar-na Shamaness named Treegazer held prisoner here. She is bound by iron manacles which deprive her of her powers as well as most of her strength. Treegazer (LLAR-NA -- L.P. MAGICIAN, LVL 3, 14 HTK) is unarmed and unarmored. After 1 hour away from metal, she will regain her powers at the rate of 1 ability per hour. The Llar-na in Level 3, room #18 are searching for her.
- 6) DINING HALL. At the far end of the hall is a large stained glass window, showing a battle against Keshian dog soldiers. There is one table with seven chairs in front of the window and two tables with sixteen chairs each running the length of the room. A Pralikon is hiding under the main table, in the southeast corner of the room. (PRALIKON/5/37/SPECIAL\*) I
- 7) SMOKING ROOM. There are a half dozen overstuffed chairs here, with a small table next to each. Four large cabinets stand against the walls. In one there are nine bottles of fine brandy (eight worth 100 GP each, one worth 500 GP). The second holds pipes and tobacco (still fresh in magically empowered humidors). The third is empty. The fourth contains three decks of Tarot cards. There are several dead potted plants in the room.



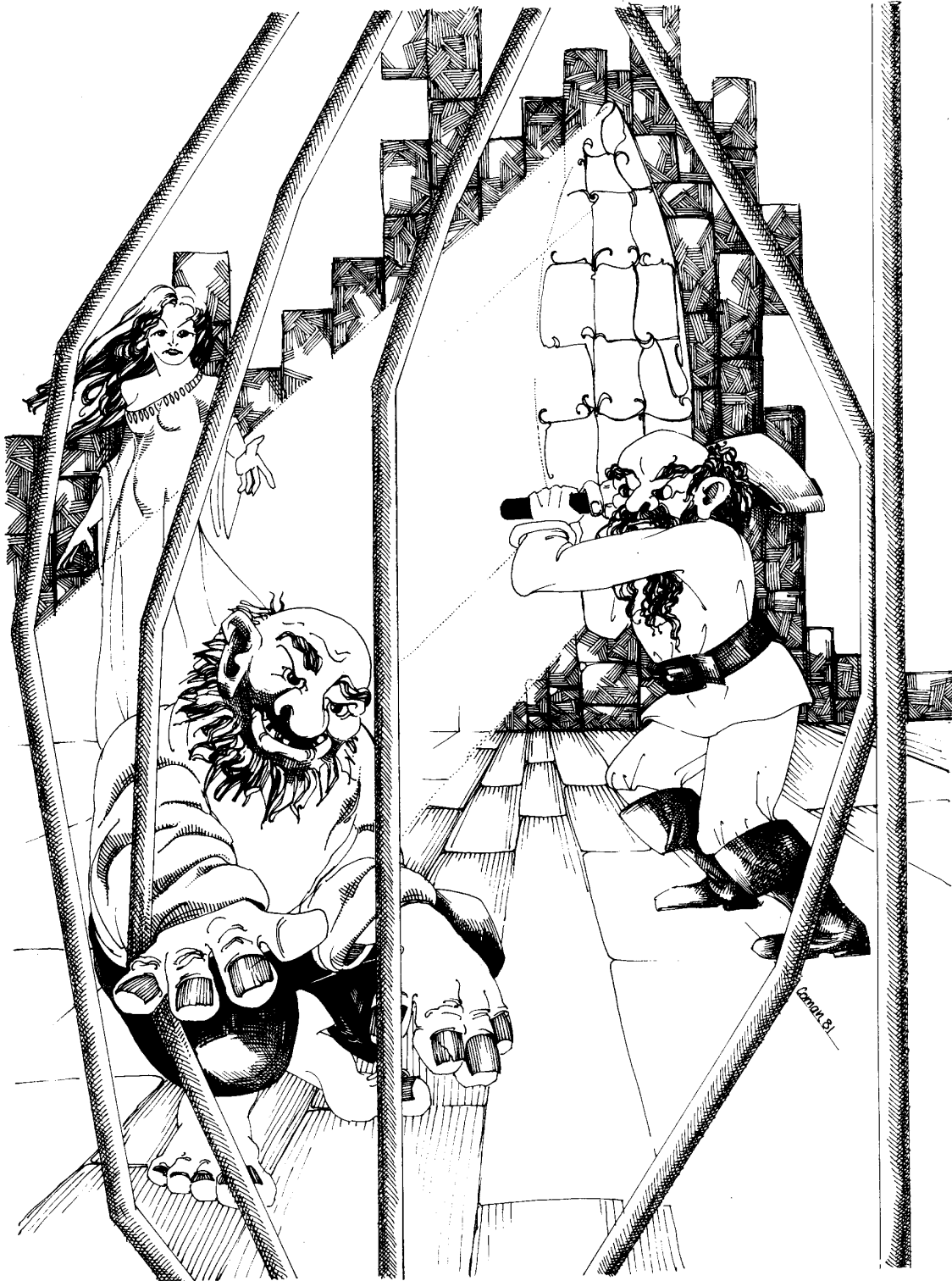
- 8) STAFF ROOM. There are four beds and four chests in the room. The chests contain old clothing.
- 9) BATH. There is a large sunken tile tub in the southeast corner of the room. Next to the door is a vanity table upon which are soap and oils worth 300 GP. A floor to ceiling mirror (valued at 1000 GP, weighing 400 lbs.) is set against the east
- 10) GUEST ROOM. This room was used by visiting dignitaries. The floor is covered by a brightly colored carpet. The room also contains a large canopy bed, a chest of drawers, a wardrobe, and an overstuffed chair. There are 400 SP in the wardrobe and 7000 GP in the chest of drawers. Four lamias have made this room their home. One has a RING OF TELEKINESIS (100 lbs.) and they also have 21 gems (12 worth 50 GP, 9x100 GP). (LAMIAS/2 HUMAN HALF, 6 SNAKE HALF/33-27-31-25/N/2 HANDS, 1 BITE, 1 COIL/1d3,1d6,2d4/WILL COIL AROUND VICTIM BEFORE BITE OR CLAW/WHISTLING SOUND; SAVE VS. CHARM/LOOK LIKE BEAUTIFUL NUDE WOMAN FROM WAIST UP, GIANT SNAKE WAIST DOWN)
- 11) GUEST ROOM. Less richly appointed than the other GUEST ROOM (#10), this room was used by less important dignitaries. It is furnished with a large bed, a wardrobe, a writing desk, a chair, and a large chest filled with 8000 GP. A pair of Weirds are living in this room. (WEIRDS/1/12-14/SPECIAL\*)
- 12) HALL. This is the entrance to the Wizard's Tower. The door to the stairs is barred from the inside. The floor has a magical field and anyone crossing it will receive 1D4 damage per turn upon it. Outside the door is a bell cord which rings a bell in the GUARDROOM (#13).
- 13) GUARDROOM. Both doors are barred from the inside. The wall facing the HALL (#12) contains two arrow loops. There are two Orcs at the loops with heavy siege crossbows (+2 to hit, 2d8 damage, 2 rounds to reload), and 8 other Orcs on guard. There is a switch on the wall which neutralizes all magic in the HALL (#12) (including the floor) while down. The Orcs have the following treasure among them: 2000 GP, 3000 SP, 1x5000 GP gem, 1x500 GP gem, and 1x50 GP gem. Orcs: The leader has a +2 WARHAMMER and +2 SCALE ARMOR OF SILENCE (AR.5+2). His second in command uses a hand-and-a-half sword (bastard sword) and wears chainmail (AR.4). All others wear leather armor, and three use bows as well as sword and shield. One Bowman has 11 +2 ARROWS. One orc has a RING TO CONTROL HUMANS (ORC/2+ /39-28-14-12-4-6-5-7/N/ATTACK BY WEAPONS)
- 14) LIBRARY. This room houses Zorasis' collection of histories and arcane lore. Such works as 'Vivisectus demi Humane' by Satanicus Maximus, 'Exploration of Stars and Comets' by B. Drin, 'Deamons and Demons' by Vitro derLamut, and 'What You're Mother Didn't Tell You' by Spahlrick. In one book written in the Tsurani language, there is a map to a treasure horde from the Riftwar. In one collection of Zorasis' notes, there is an account of a lost city located in the Sunken Lands.
- 15) HALL. Three Screamers guard this hall, and will not leave under any circumstance. Five feet before the door to the MOSAIC ROOM (#21) is a phantasm of a solid wall. It is so effective that it will have to be explored (or a DETECT THE PRESENCE OF MAGIC, SEE HIDDEN, or ILLUSION TRUTH cast) in order to determine it is not real. (SCREAMERS/3/65-49-55/U/1BITE/1d8+1/IF HIT, SAVE VS. FEAR -2 (-10-) WHEN THEY SCREAM (EACH ROUND)/EFFECTS OF FEAR (roll 1d8):1-7 FLEE; 8 COLLAPSE IN

FEAR /UNDEAD, LOOK LIKE  
ROTTING HUNKS OF FLESH)

- 16) BAFFLES. These doors are all locked. There are small slots at the top of each door to allow Zorasis to pass by in gaseous form. If the middle door is hit, the last room will fill with phosgene gas (smells like rotting hay, 2 minutes exposure is maximum without save. If save vs. poison is not made, victim will turn beet red and die of heart failure within 5 minutes. Mere exposure to the gas is sufficient, you needn't breathe it). It will be re-absorbed into a storage tank after 10 minutes.
- 17) TROPHY ROOM. The heads of Halcion the Pirate, Harlick the Guard Captain, and Zintal, one of Zorasis' old rivals, are mounted on the wall between the shuttered windows. Opposite the door is a huge stuffed demon, with an upright tiger's body and head, with snakes for arms and tail. On an armor tree is an ancient suit of red lacquered leather Tsurani armor specially treated to be as strong as partial plate. There is a glass case containing three vials. One contains the ashes of the vampire who killed Zorasis. The second contains an Orc in gaseous form. The third is a DECANTER OF EVER FLOWING WATER taken from a defeated enemy. Two broken lances hang on the wall. There is a statue of a beautiful young woman on a pedestal which if touched will drain 1 life level (or damage points as appropriate to game system) and if touched a second time by the same person, will restore it. There is a stuffed, two-headed eagle with gems for eyes, worth 1000 GP each. Gaseous orc (FIGHTER, LVL 8, 54 HTK) when set free appears with a +1 UNALIGNED SWORD, wearing chain and carrying a shield.
- 18) HALL. 18a is an illusion trap. There appears to be a pit, 15' diameter., 10' deep, full of poisonous snakes here. Should someone try to jump the 'pit' they will impale themselves on spikes

on the hidden wall at the end of the corridor leading to the TRAP ROOM (#19). The illusion is so complete, anyone viewing a failed attempt to jump across will see the victim fall to their death in the 'pit'.

- 19) TRAP ROOM. In the far corner of the room there appears to be a pile of gems and gold looking to be worth 60,000 GP. In reality, this pile is a Malnegon who will wait until the group is close, then will depressed a button causing a heavy iron portcullis to fall, blocking the door while he attacks. Anyone caught under the portcullis will be treated as if attacked by 1-3 heavy spears +3 to hit (2d10 pts damage each). It will take the combined strength equal to 4x16+ strength characters (90%+ each) to lift it, or the use of magic. (MALNEGON/6/55/G/1 BITE/2d10)
- 20) ZOO. This room is enchanted, 90 that the 'exhibits' are given food and water each day, and waste is removed, without any need for attendants. Those in the caged can not see anyone in the room unless they stand directly before the cage. Through the door in the southwest corner is an empty storage area. From the entrance, clockwise, the cells contain:
- a) DWARF (LVL 1, 11 HTK) -- he is totally insane and will attack any who free him. He has a small handaxe.
- b) WHIRLER/1-4/15/N/2  
ATTACKS/2d6/8 FOOT TALL,  
SLENDER CREATURE/ BEGINS TO WHIRL, ADDING +1 TO AR. EACH MINUTE OF WHIRLING FROM AR.1 TO AR.4/WILL NOT ATTACK UNLESS ADDRESSED IN LAWFUL OR CHAOTIC OR ATTACKED/IF ADDRESSED IN NEUTRAL 80% PROB. THEY WILL LEAVE, OTHERWISE 85% PROB. OF ATTACK.
- c) CONJURED INVISIBLE  
ATTACKER/6/60/L/1  
ATTACK/4d4/MAY BE DISPELLED.



d) GIANT PORCUPINE/6/33/L/1-6  
QUILLS, 1 TAIL/1d6, 3d6/QUILL  
ATTACK AS SHORTBOW.

e) MEDUSA/1/15/N/SIGHT, 1  
ATTACK BY WEAPON, IF  
ANY/SAVE VS. STONE.

f) EMPTY -- Those entering will  
forget where they are and think they  
are in comfortable surroundings  
unless a save is made vs.  
ENCHANTMENT.

g) STONE TROLL/7+2/28/L/2  
ATTACKS/2d6/MAY USE  
WEAPONS/CAN NOT STAND  
SUNLIGHT (TURNS TO STONE).

h) SUCCUBUS/1/40/N/2  
CLAWS/1d4/IMPERVIOUS TO  
NORMAL WPNS /WILL TRY CHARM  
/KISS DRAINS 1 LIFE LVL /IF  
DAMAGED OVER 1/2 HITS, 60%  
PROB. WILL BECOME ETHEREAL. --  
She will appear as a young woman,  
and will plead to be released. She  
will not use strength, except as a  
last resort, but instead will try and  
seduce any male in party.

i) AMORPHOUS GLUCK /1 /5 /N /1  
ATTACK /2d6/ LOOKS LIKE A  
LARGE JELLIED MASS. It has a  
horde of 1400 GP, 6000 SP, and 3  
pieces of jewelry worth 3000, 5000,  
and 7000 GP.

j) XALITOR/3/58/N/4 TENTACLES,  
+~ (+15%) ATTACK AGAINST  
OPPONENTS IN METAL  
ARMOR/1D4 VS. NON-METAL,  
ID10 VS. METAL  
ARMOR/CYLINDRICAL  
CREATURES WITH FOUR EYES  
EVENLY SPACED AROUND  
BODY/HAVE ELECTRIC SHOCK/IF  
TWO ATTACKS SUCCESSFUL ON  
THE SAME OPPONENT IN ONE  
ROUND, ROLL UNDER  
CONSTITUTION OR DEATH BY  
ELECTROCUTION/CAN NOT BE  
GROUNDED. The Xalitor has a  
hoard of 1000 GP, 2000 SP, 1x500 GP  
gem, and 2x100 GP gems.

21) MOSAIC ROOM. Otherwise  
empty, this room is dominated by

the giant mosaic on the floor, part  
of an ancient artifact brought from  
the Sunken Lands. The other half  
of the mosaic is located on the level  
above (#14 Level 5). Anyone stepping  
on the white tiles is untroubled,  
but anyone who steps upon one of  
the rays radiating from the center  
and off again, will lose 2-20% from  
CONSTITUTION. If the center is  
touched without first walking up  
the rays, the character will become  
gaseous and will lose the ability to  
hold weapons, cast spells, etc. but  
will still be subject to magical  
attacks, though normal weapons  
will have no effect. If a character  
walks along any ray, he will lose  
1-20% off of one random  
characteristic and will be  
teleported to the MOSAIC ROOM  
(#14) on the 5th level of the castle  
upon reaching the center. A  
character appearing in the center by  
teleportation from the other mosaic  
is safe from any effects, though he  
may still not touch the rays with  
impunity once having left the  
center.

22) BARBICAN. This roof contains  
rocks, javelins, broken bows and  
arrows, and empty pots for boiling  
oil.

23) TOWERS. These roofs contain  
rocks, javelins, broken bows and  
arrows, and empty pots for boiling  
oil. There is a trap door on each  
leading down to the next level.  
There is a 50% PROB. that the trap  
door is barred. The northern pair of  
towers have usable onagers  
(catapults) on the roof.

NOTES:

## CASTLE TULAN, FIFTH FLOOR

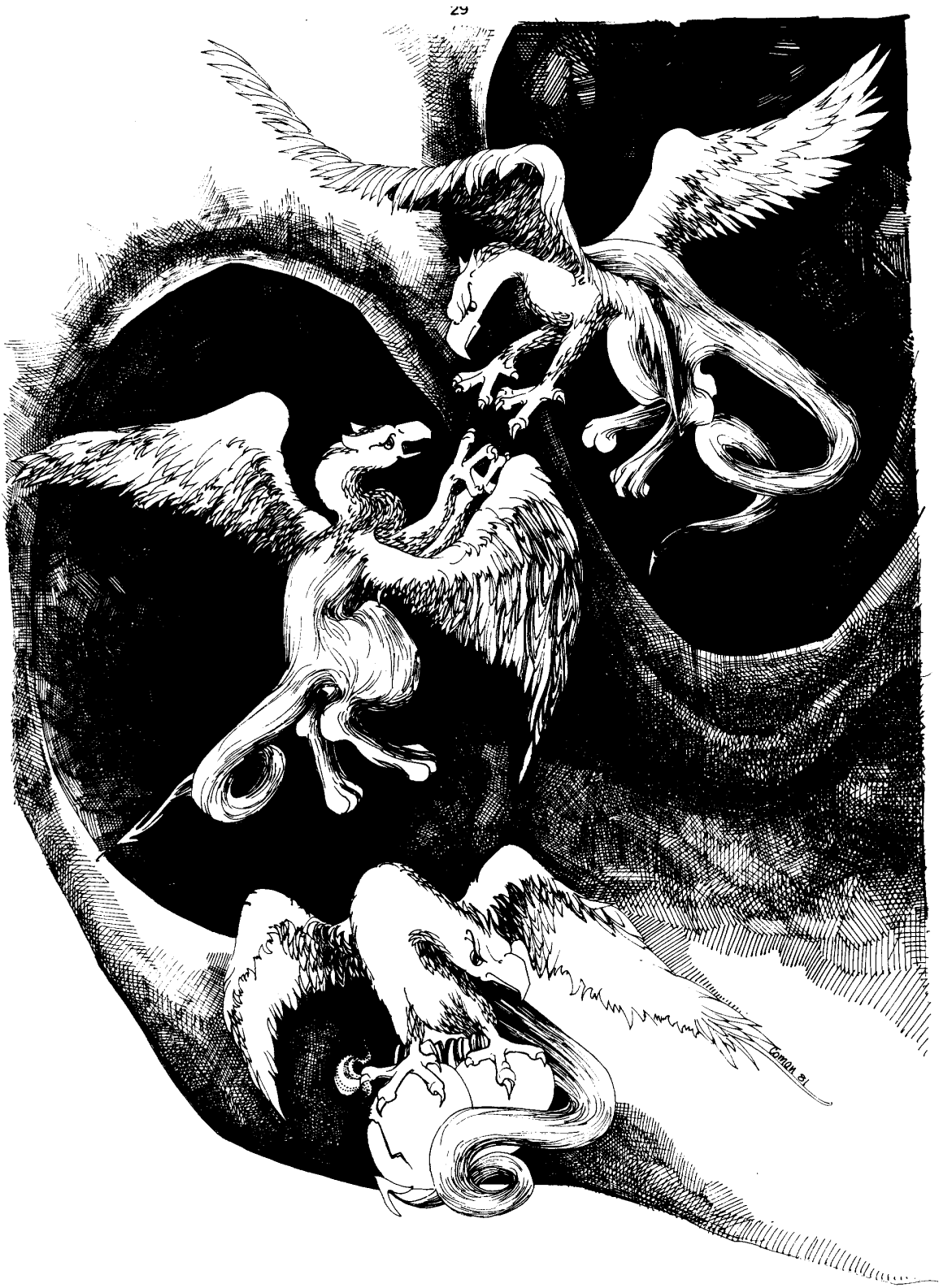
### THE BARON'S TOWER (Southern one).

- 1) HALL. There is a railing next to the stairs. Next to the wall opposite the stairs is a handsomely carved wooden chest containing 50 torches. There are holders for the torches every 20 feet along the hall. In a hollow compartment under the torches are 3 pieces of jewelry, worth 1800 GP, 4000 GP, and 4500 GP.

green silk worth 2000 GP, a box of lace and trim, extra tapestries, and paintings. There are also several trunks of rich but worn clothing, and a box of candles.
- 2) STAFF ROOM. There are two bunks and two empty chests in this room. There are also 2 Giant Snakes. (GIANT SNAKES/4/22-19/L/1 BITE, CONSTRICTION ON 18+ ON d20/1d6, 2d4/SAVE VS. POISON)
- 3) CLOSET. This closet contains ~ brooms, 2 buckets, 2 mops, a box of rags, a feather duster, and a small shovel.
- 4) OBSERVATORY. There are several large cabinets containing star charts and calculations. There is a drafting table with an astrolabe built into it. A compass-rose of winds is painted on the north wall and in the turret is an azimuth quadrant. Portions of the roof can be slid aside to reveal the night sky. The inside of the turret is painted to represent star positions. Hidden among this representation is a Life Star. (LIFE STAR /7+2/90/U/1 ATTACK/1 LVL DRAIN /WILL ATTACK MOST POWERFUL CHARACTER, HIGHEST LEVEL FIRST/LOOKS LIKE 5" DIA. STAR/ALL ATTACKS AGAINST IT ARE AT -5 (-25-) DUE TO BRIGHTNESS/IF SUCCESSFUL ATTACK IS MADE, VICTIM MUST SAVE VS. BLINDNESS/AFTER DRAINING 1 LVL, THE LIFE STAR WILL MOVE ON TO THE NEXT VICTIM, ATTACKING EACH CHARACTER ONLY ONCE)
- 5) STORES. This store room contains dry goods for the castle. There are 30 bolts of various grades of fabrics, including 1 bolt of
- 6) HALL. There are torch holders every 20 feet along the wall. There are a variety of paintings, showing members of the baron's family, landscapes, etc. along the walls. Six Romars wander through this hall. (ROMARS/TONGUE AR.4, BODY AR.6/33-18-22-24-22-21/ N/1 TONGUE, 2 TUSK/TONGUE ENTANGLES ONLY, 1d6 TUSKS/NO TONGUE, EACH TUSK SEPARATE ATTACK/LARGE BROWN RODENT WITH TUSKS/TONGUE IS PREHENSILE AND 15' LONG/AFTER FIRST KILL, THE ROMAR WILL GUARD ITS VICTIM AND NOT ATTACK AGAIN UNLESS ATTACKED)
- 7) STAIRS. This stairway leads to the roof of the baron's tower. The roof section is flat, with crenelated walls, and there are rocks, javelins, bows, caldron, and other siege weapons laying about on the roof. A small falcons' mews is located near the center of the north wall.
- 8) MASTER BEDROOM. This is perhaps the most lavishly decorated room in the castle. The floor is covered with a rich carpet, there is a large canopy bed with the baronial coat-of-arms carved in the headboard, a couch, and a writing desk with chair. There are also two wardrobes and a large wooden chest, filled with expensive, but old clothing. Paintings of various members of the baron's family hang on the walls.
- 9) BATH. There is a large, sunken tub done in verde antique and marble. All the fixtures of this room are gilt bronze. There is also a dressing table laden with

perfumes, oils, and soaps worth 1200 GP, and a large gilt frame mirror, worth 2000 GP (weight=500 lbs).

- 10) FALCONER'S ROOM. Here the baron's falconer lived. There is a ladder above to the small falcons' mews on the roof. Hanging from the wall are reins and tack for two griffins, two quivers with 40 arrows each, and two composite bows. There is a bed, a stool, and a chest containing flying leathers.
- 11) GRIFFIN'S MEWS. Here the baron's two trained griffins were housed. They have long since died, but four of their descendants live here now. There is a 40% PROB. the male is out hunting. The female will always be there guarding their two eggs. (GRIFFINS--1 MALE, 3 FEMALE/4/FEMALES 44-46-39, MALE 52/L/2 CLAWS, 1 BEAK/ID8 CLAW, 1dIO BEAK/WILL FIGHT TO DEATH IF EGGS PRESENT (30~PROB.))
- 12) BEDROOM. This room was the abode of the baron's daughter, Lauralie. It is now the residence of 8 Harpies who have befouled it by their presence. Among the offal on the floor are 6000 GP, 2 gems worth 100 GP each, 2 pieces of jewelry worth 900 and 5000 GP, and on a half eaten body is a ROBE OF VISION (cannot be surprised while wearing it). 4 Harpies (HARPIES/2/12-15-17-12-11-10-8-9/N/2 CLAW (OR BY WEAPON)/1d3/SAVE VS. CHARM) are armed with shortswords.
- 13) BARRACKS. This was the barracks of the baron's personal guard. There are 10 bunks and 10 locked chests. Each chest contains a black dress uniform, a silvered dagger, and a black mace.



## CASTLE TULAN, FIFTH FLOOR

### THE WIZARD'S TOWER (Northern one)

All of the 5th level of the Wizard's Tower is protected by a permanent SHRIKE SPELL (no scrying spells, i.e. ESP, TELEPATHY, LEGEND LORE, WIZARD'S EYE, etc., can

Zorasis's location in the tower: (roll each 20 minutes)

Roll (D10)	Result
1-4	Master Bedroom (#19)
5	Mosaic Room (#14)
6	Alchemy Room (#15)
7	Laboratory (#16)
8	Workshop (#17)
9	Study (#18)
10	Other area of castle

14) MOSAIC ROOM. Like the room on the floor below (#21 Level 4), this pattern is half of an artifact from the Sunken Lands. A character appearing in the center by teleporting from the lower level mosaic, will regain his lost characteristics if he walks down a ray. Once off the pattern, or if entering by the door, any character who touches the rays of the pattern will shrink 1 foot. Armor and clothing will no longer fit and will hinder movement. If the center is touched without walking up a ray the character will become gaseous, losing the ability to hold weapons, cast spells, etc. He may still be attacked by magic, but is unaffected by normal weapons. Should a character walk up a ray and touch the center he will shrink a foot, then grow a foot, then be teleported to the center of the pattern in room #21 below. There are 4 Wights and a Specter guarding this room. All passages out of the room are bricked over and contain small slits near the top. (SPECTER/7/33/U/1 TOUCH/1d6, DRAINS 2 LVLS/SAVE VS. PARALYSIS) (WIGHTS/4/16-14-9-11/U/1 TOUCH/1d4, DRAINS 1 LVL)

15) ALCHEMY ROOM. Passages leading to and from this room have been bricked over, with only a small slot (3" ~ 8") in each for gaseous passage by Zorasis. On the shelves of this room are several rare poisons, as well as common ones and antidotes. There are also 2 doses of POTION TO CONTROL PLANTS, 1 dose of POTION TO CONTROL FLYING, 3 doses of POTION OF HEROIC ABILITIES, and 4 doses of POTION TO CONTROL ANIMALS. There is a large table in the room, as well as a storage case containing 2 glass measures (worth 100 GP each) and a cabinet containing worthless herbs. There is a ladder leading to a door in the roof, from which Zorasis leaves to hunt outside the castle upon occasion.

16) LABORATORY. It is here Zorasis practices Arcane Vitrus, the science of creating new life forms. There is a large dissection table in the center of the room. A cabinet containing many precision surgical instruments sits against the wall. There is also a large chest with a permanent SPELL OF FREEZING on it used to store tissue samples. Skeletons of a dwarf, an elf, an orc, a human, and a troll act as assistants for Zorasis, as well as providing anatomical models. There is a stone cage against the wall, containing a rat which eats iron, and an iron cage containing a monkey who speaks and can cure 1-12 pts. damage by laying on hands. There is a crack in the floor allowing Zorasis to go to the library below in gaseous form.





Mosaic Room

- 17) **WORKSHOP.** This room contains tools and equipment for metal work, including a forge, woodworking tools, glass blowing equipment, and a potter's wheel and clay. There are 40 bars of copper (20 GP each), 40 bars of silver (200 GP each), 20 bars of gold (2000 GP each), 2 bars of platinum (10,000 GP each), and 1 bar of mithril (15,000 GP). There are stores of iron, lumber, clay, glazes, and silica sand in the room. There is a large urn filled with FLUID OF CORRUPTION (touching it causes 1d8 damage each round until completely washed off with water; death from this fluid turns victim into Zombie controlled by Zorasis) used by Zorasis in the manufacture of his globes of corruption. There is a small chest which contains 3 SILVER AURAS (each containing a captured soul which can be released by contact with a soulless body, sword, armor, etc.). The chest is trapped so that when opened, YELLOW SPORES OF SUFFOCATION, will be dispersed from several places around the room (causing suffocation if no Save vs. poisons is made). There is a valve hidden in the ashes of the forge which deactivates the trap.
- 18) **STUDY.** The windows of the turret are shuttered. There is a single armchair in the center of the room. The rest of the room contains 2 couches, 2 tables, 3 chairs, and a bookcase containing a SCROLL OF PROTECTION AGAINST ELEMENTALS hidden among the many scrolls and books. There is a Berserker guard who will change into a Werebear and attack anyone trying to enter the BEDROOM (#19). On one wall is a large tapestry depicting a duel between two wizards. GUARD (BERSERKER/LVL 8/ 49 HTK) uses a Hand-and-a-half sword (Bastard sword) and wears partial plate (AR.6), and is +4 (+20%) to attack for rage.
- 19) **MASTER BEDROOM.** There is a huge four poster bed, two cabinets, a bookcase, and a couch in the room. In the cabinet is a map and a FLASK OF CURSES(3). In the bookcase is a MANUAL OF MAKING GOLEMS. The head board of the bed contains 12 gems worth 500 GP each, surrounding a single gem worth 5000 GP.
- 20) **SECRET ROOM.** This room contains Lauralie, the baron's daughter, who tried to slay herself rather than be captured by Olman's undead. She lies on a bed with silk sheets, a dagger protruding from her chest. Zorasis enchanted the room with a permanent STASIS SPELL (time does not pass in the room) rather than let her die, just before the vampire slew him. He still feels affection for his old Baron's daughter and has left her in this state because he fears he could not save her in the few (1d6) minutes of life left to her when the spell be lifted. Should anyone remove the spell upon her, and save her life, Zorasis will appear at once, and let them leave the Tower with whatever treasure they possess. Should anyone remove the spell and cause her death, Zorasis will appear at once, and unleash his full fury upon those in the room.
- 21) **BEDROOM.** This room is the residence of Mercwynd, Zorasis's mistress. She is a Vampiress subservient to Zorasis. The room contains a bed, a wardrobe with silks and furs worth 4000 GP, a dressing table with perfume worth 200 GP. On the dresser there are 3 pieces of jewelry worth 5000, 6000, and 9000 GP. The walls are covered with erotic murals. There is a small guarderobe to the east door (marked G). Mercwynd (VAMPIRE, LVL 10, 57 HTK) has been given the power to throw one CREATE DUPLICATE IMAGE per day by Zorasis. She is incredibly beautiful and all male humans are -2 to their saves vs. her CHARM SPELL.

*ZORASIS* – The master of the Wizards Tower appears as a tall, handsome man, somewhat pale in appearance, with dark hair and piercing black eyes. If encountering a party in another part of the castle, there is a 30% PROB. of his hiding his identity, as he has a somewhat warped sense of humor. He may even go so far as to aid a party of adventurers, passing himself off as a magician, just as long as they do not attempt to enter his tower. He will always attempt to subdue any party in his tower. He wears a black robe magically empowered so his own spells are more effective. Saves VS. his CHARM, CONTROL PERSON, CHANGE SELF, and MATCHLESS SLEEP SPELLS are -5 (-25%). A NEUTRALIZE MAGIC thrown at him negates this advantage only. He also has a RING OF FIRE PROTECTION and a ROD OF ABSORBING MAGIC. The rod already contains a DOOMBLAST (huge explosion), a FIREBALL, and an ICE STORM all of which will be released

Zorasis is 60% resistant to HOLY SYMBOLS, 80% when in his tower on the 5th level. He is able to withstand daylight for short periods of time.

Besides the normal powers of a Vampire, Zorasis is also a 14th LEVEL GREATER PATH MAGICIAN\*. His spells are as follows (multiples are given as ~2, x3, etc.):

- Level 1) Spiderwebs (x2), Cause Pain (x2), Mental Attack, Understand Languages, Detect Hidden
- Level 2) Hand of Death (x2) (hand turns white, anyone touched turns to dust if no save), Create Duplicate Images, Enchanted Missile, Magical Lock, Read Magical Runes, Cause Blindness.
- Level 3) Matchless Sleep (x2), Cause Confusion, Control Person, Detect Spell Source.
- Level 4) Control Monster (x2), Hail Storm (x2), Telekinetic Ability, Clairvoyant.
- Level 5) Throw Lightning, Change Others (x2), Cause Fear, Thorny Wall.
- Level 6) Creeping Shadows (X2), Slow Others, Cloud of Death, Searching Eye.
- Level 7) Wall of Flaming Death, Instant Passage, Unalterable Quest I, Sonic Blast.
- Level 8) Path of Disintegration, Teleport Elsewhere, Project Self Image, Reshape Living Matter
- Level 9) Cause Death, Instant Stun, Force Field.
- Level 10) Charm Many (x2), Unalterable Quest II.
- Level 11) Doomblast, Dispell Magic Selectively.
- Level 12) Silver Aura (a silver aura flies from caster's finger with the same hit probability as an arrow at short range. If the victim is touched (no Save) his soul is captured in the aura and can be stored for use by caster), Instant Death.

\*NOTE all the listed spells are based on the Midkempian Rules set which will potentially be printed in Summer 1982. Most are self-explanatory or have parallel~ in other systems. Those that are unique have a short synopsis.

NOTES:

## CASTLE TULAN, UNDERGROUND

The Kobolds found this level of the castle accidentally. They know how to use the 2 teleporters and use them to raid the surface for goods and occasional prisoners. They know little of the actual layout of the castle, but are trying to spread their influence. Zorasis is aware of their activities and looks upon them with some amusement, preferring to leave them alone as long as they do not broach the Wizard's Tower portion of the castle.

- 1) **STORE ROOM.** The stairs connect with room #18 on the first level of the castle. Goods used to be stored here in case of long siege, but now the room is empty of anything valuable, as the Kobolds have carted off anything usable. There are many boxes and barrels here, arranged so the 12 Kobolds on duty can ambush anyone getting past the guards upstairs. The Kobolds have short swords and shields, wear leather armor, and 1d4 will be bowmen. (KOBOLDS/2+ /2-3-4-2-3-1-3-4-3-2-1 /S/ATTACK BY WEAPON)
- 2) **BUTTERY.** This room was used to keep goods chilled. The Kobolds have long since eaten anything worth while. Now they use it to store miscellaneous goods. There are 12000 SP in two large clay urns as well as old furniture, broken weapons, and six empty barrels. There is a 30% PROB. of 1d6 Kobolds being here. Kobolds are as per room #1.
- 3) **WINE CELLAR.** Most of the wine casks are still intact, as the Kobold chief, Blazedok, claims them as his personal property.
- 4) **RIVER.** This natural cavern opens above a part of the river running under the castle. The river is 30' deep here, and disappears into tunnels at either end of the cavern. There are many stalactites and stalagmites dripping with

moisture and a bridge across the river to the GUARD POST (#5).

- 5) **WARD POST.** There are three arrow loops covering the river bridge and 10 Kobolds on duty here at all times. There is a lever here which will cause the last five feet of the bridge to collapse into the river. Kobolds as per room #1.
- 6) **BARRACKS.** Formerly used as a reserve barracks by the baron's men and as a staging area for raids against besiegers, this room is now used by the Kobold Chief, Blazedok, as his Great Hall. There are three long tables with benches here containing casks of ale and platters. There is a stone throne between the doors to the armory. Crouched on either side of the throne are a pair of Black Trackers, obedient to Blazedok. Blazedok's personal bodyguard consists of 22 1st level Kobolds and Snori Allnose, a troll hired to keep the boys in line. There will be 3D12 ordinary Kobolds in the room as well. Blazedok (KOBOLD/2+/11/S/ATTACKS BY WEAPON TYPE) wears chainmail, and has a +2 MACE, a RING OF RESISTANCE TO FIRE DAMAGE, and a RING TO CONTROL HUMANS. Snori Allnose (TROLL/4/24/N/2 CLAW, 1 BITE OR BY WEAPON TYPE/ 1-4; 1-8/ NO CLAW, NO BITE) uses a spiked club (2d8 damage, blood loss on 20/d20). (BLACK TRACKERS/5/56-61/L/1 BITE/2d8/\*). The Kobolds all have leather armor and short swords. 40% will have a bow or one nearby. (KOBOLDS/2+/ 22 at 1d4/S/ATTACK BY WEAPONS TYPE)
- 7) **ARMORY.** This armory is less well stocked than those above since the Kobolds constantly remove weapons either for their own use or to smelt them down. There is a 40% PROB. of finding any common

type weapon here. In one of the racks is a completely unremarkable Flamberge (wavy bladed Greatsword), which is in reality a GOOD FLAMBERGE OF COLD +4, +5 VS- Demi-humanii (Kobolds, Orcs, Goblins, Gnomes, Dwarves, etc.), +6 vs. Fire users (fire elementals, Salamanders, firedrakes, firelizards, fire breathing dragons, etc.), INTELLIGENCE 89%, WILLPOWER 52%. It can SEE SECRET DOORS, LOCATE METALS AND DETERMINE TYPE, and DETECT THE PRESENCE OF MAGIC. It can also speak Tongue of Evil, Common, Demi-humanii and Tsurani and is waiting for someone of good heart to come along and rescue it from the clutches of the Kobolds.

- 8) MURDER ROOM. This room was to guard against infiltration from the WELL ROOM (#9) and TELEPORTER (#11). There are 12 Kobolds on guard at all times. The Kobolds are all equipped with short sword, shields, and short bows, and wear leather armor. (KOBOLDS/ 2+/1-3-4-2-3-1-3-2-4-2-2-2/S/ATTACK BY WEAPONS TYPE)
- 9) WELL ROOM. This was an exit for raiders from the castle to attack besiegers. The black square is a teleporter to the surface. It is activated by a rod extending through the length of the platform. When the rod extends out the south side of the platform it teleports anyone STEPPING ONTO THE PLATFORM to the surface directly above. When extended out the north, it teleports anyone directly above the platform down. When centered it teleports to the other platform (room #11). There is a stone chest containing twenty black uniforms (trousers, shirts, hooded cloaks), twenty black daggers, black short swords, and six black composite bows and quivers. Each quiver contains 5 fire arrows, 5 whistling arrows for signaling, and 10 normal arrows. There are four black bags, each containing flint and

steel, 2 flasks of oil and 1 flask of Greek Fire (explodes on contact with air).

- 10) CORRIDOR. This corridor goes 350' to the teleporter in room #11.
- 11) TELEPORTER. As with the WELL ROOM (#9) this room contains a teleporter to the surface and functions the same. A large pipe leads to a hollow tree on the surface used as a listening post. There are 6 Kobolds here with 1 Black Tracker which they use as a hunting beast in the forest and in the caverns. The Kobold guards are armed with short sword, shields, shortbows, and leather armor. (KOBOLDS/2+ /1-3-4-2-3-1-3-2-4-2-2-2 /S/ATTACK BY WEAPONS TYPE) (BLACK TRACKER /5/44/L /1 BITE /2d8/\*)

#### NOTES:

It should be noted that to travel both to the surface and back down, the teleporters in #9 and #11 require two people. One must remain in the room to reset the rod.

## OLD TULAN

Abandoned by the townspeople after the Night of Terror, Old Tulan sits near the mouth of the River Wyndermeer and the Endless Sea. Ships heading for Tulan and out to sea keep as far as possible to the opposite shore, for while the exact nature of the horrors which overtook the town are unknown, it is still common knowledge few who enter the town ever return. The only human inhabitant of Old Tulan (excepting occasional brigands laying over in town for a day or two) is Breen Doomseeker. He was a first mate to Captain Delac Reems (M29 IN TULAN OF THE ISLES by Feist and Abrams) and besides the captain the only man to survive an expedition to the castle. Having penetrated to the fifth level of the Wizard's Tower, they were attacked by Zorasis's minions. After a fierce battle which destroyed all of Captain Reems' and Breen's companions, Reems and Breen escaped by leaping from the wall of the castle into the moat below. Since then, Breen has been living alone in the abandoned town, digging out trinkets and baubles from the rubbish and selling them in Tulan. He is quite mad, as Olman One-eye has been regularly sending him dreams, and he hasn't had a good night's sleep in seven years. He lives in one of the remaining middle class houses of Old Tulan, where visitors can see a poem from one of Olman's sent dreams scrawled across one wall. It reads:

REMOVE THE SWORD  
END THE PAIN  
RELEASE THE WIZARD  
WIZARD'S BANE

Breen is wary of travelers, as few but outlaws come to the old town. If seen, there is a 65% PROB. he will flee, if not he will try and sell them something. He will stop and talk to anyone mentioning Captain Reems though. If asked about the castle, he will babble and take the visitors to see the poem on his house, but no other information will be forthcoming. If asked to return to the castle, he will become hysterical and flee, hiding in the ruins until the visitors leave. Breen Doomseeker (FIGHTER, LVL 6, 2- HTK) wears leather armor and carries a boarding pike used to poke around in the rubble. All other buildings in the town are abandoned, but there is a chance of an encounter with others passing through each hour.

### ENCOUNTERS WITHIN OLD TULAN

ROLL (D8)	RESULT
1	Brigands (1-8)
2	Pilgrims hiding on their way to Tulan.
3	Adventurers (1-6)
4	Breen Doomseeker
5	Giant Rats (1-6)
6	Wandering Hermit/Prophet
7	Ghouls/Zombies (1-4)
8	Breen Doomseeker

## MIDKEMIAN MONSTER ATTACK TABLE

Number given needs to be equaled or exceeded on d20 to successfully inflict damage.

ARMOR RATING	TARGET'S MONSTER'S SIZE RATING			
	SMALL	NORMAL	LARGE	UNDEAD/GIANT
(AR)	(S)	(N)	(L)	(U or G)
1	5	6	7	12
2	7	8	8	11
3	11	10	9	10
4	13	12	10	9
5	15	14	11	8
6	17	16	12	7
7	19	18	13	6

ARMOR RATINGS ARE AS FOLLOWS:

1=NO ARMOR;

2=JACK, GAMBESON, PANZER, or the equivalent;

3=LEATHER, or the equivalent;

4=CHAIN MAIL, or the equivalent;

5=SCALE, or the equivalent;

6=PLATE AND CHAIN, or the equivalent;

7=FOOTMAN'S PLATE, or the equivalent. Note then that Magic Chain (AR.4+2) means chain which requires +2 to the normal number to hit on d20, not AR. 6.

## RATIONALE FOR MONSTER ATTACK SYSTEM

While no system can be called perfect, this system has been devised to avoid the artificiality of many other systems, where monster probability for hitting is based upon questionable (and often arbitrary) criteria. The Midkemean system uses two variables, 1) the chance a particular type of monster has of successfully hitting a target, and 2) what sort of damage it does. To answer the first problem, the above table was developed. We offer it for consideration. Our rationale for the numbers above is as follows:

**SMALL MONSTERS:** Small monsters will usually be quick and/or nimble, but will be unable to penetrate heavier armor. Basically, armor will be much more important than speed, and an unarmored character will be at a greater disadvantage.

**NORMAL MONSTERS:** Essentially upgraded small monsters, normal sized monsters are more capable of penetrating armor but still quick enough that speed is not much of an advantage for the target.

**LARGE MONSTERS:** Here we begin to see a rough parity between armor protection and speed. Strong armor will limit damage, but lightly armored individuals will be able to dodge almost as many blows as the heavier armored individual can absorb.

**UNDEAD/GIANT MONSTERS:** These monsters are effectively unconcerned by armor. Here speed and agility is more critical than any amount of armor, as undead only need a brief touch to score damage, and dragons, balrogs, and other biggies score damage by grabbing opponents by the neck and tossing them around the room, stomping them into the floor, tearing off arms, etc.

## MONSTER SPECIAL NOTES

**ALIPOR:** Small, bulb shaped creatures with sucker disk mouths on their underside, Alipor secrete an oily acid, which burns 1d6 per turn in contact with flesh. It burns through cloth and will destroy leather in 1d10 melee rounds but has no effect upon metal. They also emit a vapor which will render those nearby unconscious if a save vs. poison (+2 or +10% to the roll) is not made. Unconsciousness lasts approximately one hour. (Extract of the vapor is quite narcotic)

**BLACK TRACKERS:** Giant black wolf spiders, they have immensely strong mandibles and venom. They will preferentially attack ELVES, against whom their poison causes instant paralysis unless saved against. Against non-elves the poison causes extreme nausea but is not fatal. Their crushing mandibles are so powerful that they cause 2d8 damage on attacks and plate mail is treated as chain mail for protection purposes.

**FUZZY PEST:** A nuisance monster, Fuzzies attach themselves to the first human or elf they see, refusing to be parted from him. They get underfoot and as a result, anyone who has one attached will lose 20% (-4) to attacks, gain opponents +4 (+20%) to their attacks, have all dexterity rolls halved, etc. Fuzzy Pests are near mindless and will die if inflicted with any trauma, such as Drive Away, Fear, Pain, etc. Sleep spells do not work. When killed, they emit a lethal gas which quickly expands to occupy 20,000 cu. feet (20x20x50). The gas remains for 2 hrs.

**GOLDMOTHS:** Small round creatures indistinguishable from gold coins by sight (needs magic), the Goldmoth will attack if touched (successful if 8+ on d20, -2 to roll if target is wearing gloves). If the attack is successful, the Goldmoth will burrow under the skin, traveling up the victim's arm, 3

inches per minute and doing 1 pt. damage, until the heart is reached (killing victim) where it will lay its eggs. There is a noticeable bulge under the skin as it travels and it can be safely removed by a physician, otherwise cruder measures are required (cutting off the arm, burning the lump, etc.). If removed, it has a 60% PROB. of attacking another victim, otherwise flying off. After discovery, successful attacks require 15+ on d20. Anyone touching a Goldmoth which doesn't burrow will know at once it is not gold.

**MIND CRYSTAL:** Small crystalline creatures indistinguishable from normal gems. If picked up, save vs. charm is necessary, or charmed individual will fight to death to keep the crystal. If the charm does not work, the individual must roll under Wisdom to notice the attempt. Once charmed, the Mind Crystal will 'transfer' itself into the host shrinking in size as it does so. Once transfer is complete (1-4 hrs.), the crystal disappears and is treated as a Magic Sword (Ego=100, Int.=100 (18/18)) for control purposes. A REMOVE CURSE and CURE POISON are needed at this point to free the host. Before transfer is complete, the Mind Crystal can be destroyed with a 19 or 20 on a d20 using a crushing weapon, however, the individual effected has a PROB. equal to the % of the gem remaining of surviving the destruction of the gem. Once transfer is complete, the host is immune to all known diseases and the life draining effects of undead. However, should the host be threatened with death, he will be forced by the Mind Crystal to run away, perhaps abandoning his companions.

**PRALIKON (THE SOUL THIEF):** A large amoeboid creature which feasts on the departing souls of its victims. It alters its shape and color to conform with any area. If



encountered, it will attack the most powerful creature (highest level), extending 1-10 pseudopods to a length of up to 10 feet, attacking as a LARGE MONSTER. If two successful attacks are made on a target, it is entangled and is covered by the Pralikon. Once covered, the victim remains conscious one minute per 5 Constitution points (or Con/20 if %) then lives an equal number of minutes before death. Entrapped individuals can make no attack. Once a victim is entrapped, the Pralikon will attack no other. Fire will not harm it, and oil, or petroleum, GAINS it 1d6 Hit Points per minute burning. People killed in this manner cannot be resurrected, for their souls have been eaten. It will not attack Elves or Moredhel (Dark Elves) as they possess no souls. As the soul is eaten, the PRALIKON gains levels equal to the victim.

**SCREAMERS:** Undead creatures, they can not be turned away but can be dispelled as Wights. They resemble a rotting hulk of flesh and can cause d6+3 points damage. If hit, they will scream, causing all within earshot to Save vs. Spells or react in FEAR. (If in FEAR roll d8: 1-7 - run like ...; 8 = collapse in fear). Saves must be made against EACH scream. Obviously, deaf characters need not save.

**SHADOWGHOULS:** These are true undead creatures, being the creation of some crazed Lesser Path Magi, centuries ago. They have no true substance and inflict damage through empathy. They appear as normal Ghouls, but are 'turned away' like Spectres. Normal weapons do normal damage, but merely pass through the body with no resistance, so on the first hit, a Dexterity roll is required or the attacker falls to the ground. Holy water will do 1d20 points damage to the Shadowghouls or cure one person's wounds. Their claws cause a rotting which does 1 point of damage each 2 hours and will cause death unless a cure is given. AR. 1

vs magic weapons, AR. 7 vs. normal weapons. They get 2 claws and a bite doing 1d4 and 1d6 respectively.

**SNAGER (HARD LUCK SNAGER):** This creature resembles a door, and will envelope anyone who blunders into it. It starts to digest its victim at once, doing damage equal to (8 minus the victim's AR.) per round. It takes a combined strength of 200~+ (36+) to pull the victim free. When the victim is digested (dead + 10 pts.), the Snager will move away a few feet and take up a new position, leaving behind a pile of bones.

**THERMOSAE:** Two inch long, blind, fuzzy, white insects, Thermosae have large (3 inch) wings and segmented bodies. They sense heat within 100 feet, and are attracted to it, making a whirring noise as they fly towards the source. They cover any character, monster, etc. nearby (300-400 are needed for normal sized creature), interlocking themselves and forming a thermal barrier. They then cook their victim in his own body heat killing him in 1d6 minutes, and consuming them. If victim is not covered by a complete blanket of Thermosae, they do 1 pt. damage per 50 insects on the body each minute. They can be cut away at 50 per minute, but burning does only 1/2 damage to them (at 50/point) and the remainder to the victim. If victim is totally covered, damage from the insects is doubled (to 2 pts/per 50/minute) in addition to the heat effects above, and all damage inflicted on the insects is transmitted to victim x 1/2.

WEIRDS: These evil, magic creatures hide in the shadows, nearly invisible. They hate humans, elves, and dwarves and fight when cornered only feebly, doing 1d2 damage. Their strength is in magic, which they feed on. They can cast illusions (-4 or -20% to save to detect), and will feed off spells cast at such illusions by magicians and cleric~ (gaining 1 point per minute the warped spell is in effect). This results in the spell warping as

shown below. The Games Master rolls all new spells indicated on the table. The illusions cast by the WEIRD can cause damage as if real if believed. They will normally only bother parties with obvious magic using members, hiding nearly unseen if none are present.

Magicians		Clerics	
ROLL (d%)	Result	ROLL (d%)	Result
01-15	NO EFFECT	01-20	NO EFFECT
16-30	SPELL WEAK (DOES 1/2 DAMAGE, LAST 1/2 NORMAL, ETC.)	21 - 35	SPELL WEAK
31 -50	DIFFERENT SPELL, SAME LEVEL	35-60	DIFFERENT SPELL, SAME LEVEL
51-70	NO SPELL	61 - 75	NO SPELL
71 -80	DIFFERENT SPELL, +1 LVL HIGHER	76-85	DIFFERENT SPELL, +1 LVL HIGHER
81 -90	DIFFERENT SPELL, +2 LVL	86-90	DIFFERENT SPELL, +2 LVL "
91 -93	DIFFERENT SPELL, +3 LVL "	91 - 93	DIFFERENT SPELL, +3 LVL "
94-95	DIFFERENT SPELL, +4 LVL "	94-95	DIFFERENT SPELL, +4 LVL "
96-97	UNCONSCIOUS (1-4 HRS)	96-97	UNCONSCIOUS (1-4 HRS)
98	LOSE ALL SPELLS KNOWN	98	CURSED, MUST BE BLESSED BY TEMPLE
99	MADNESS	99	MADNESS
100	DEATH	100	DEATH

NOTE:  
CLERICS

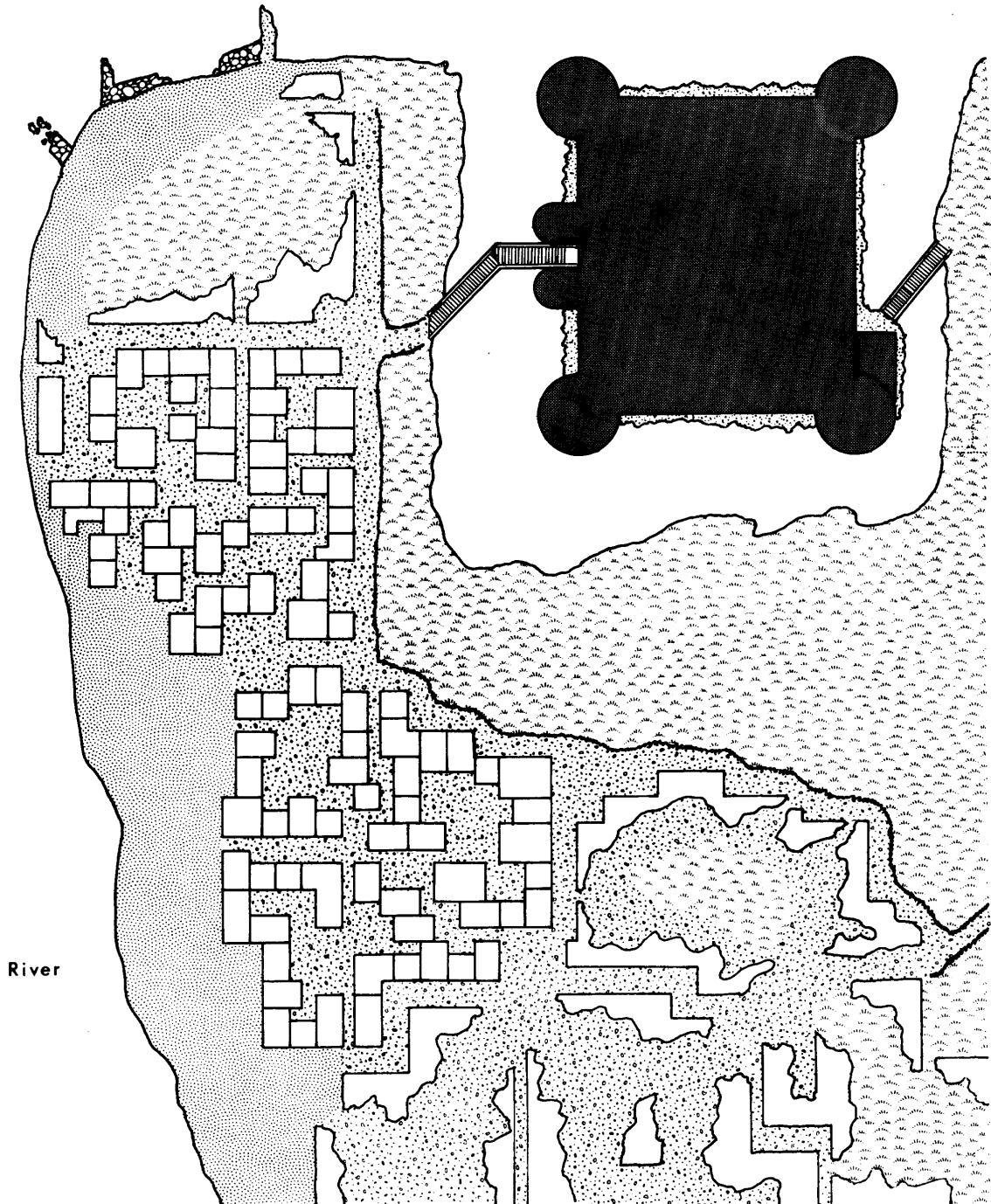
SPELLS WARP TO LEVEL INDICATED REGARDLESS OF LEVEL OF SPELL CASTER, LIMITED TO THE HIGHEST LEVEL SPELL AVAILABLE TO THE CHARACTER TYPE.

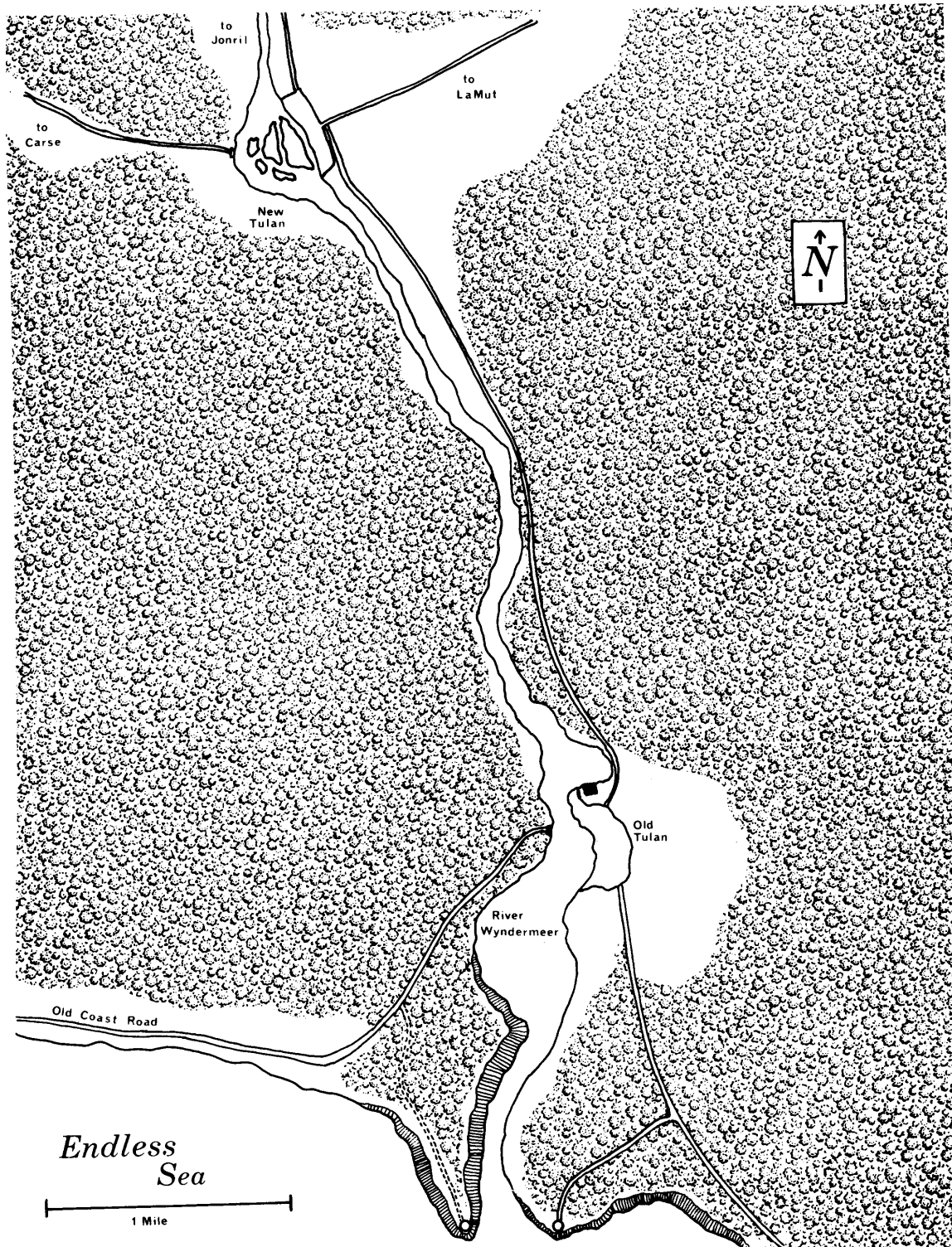
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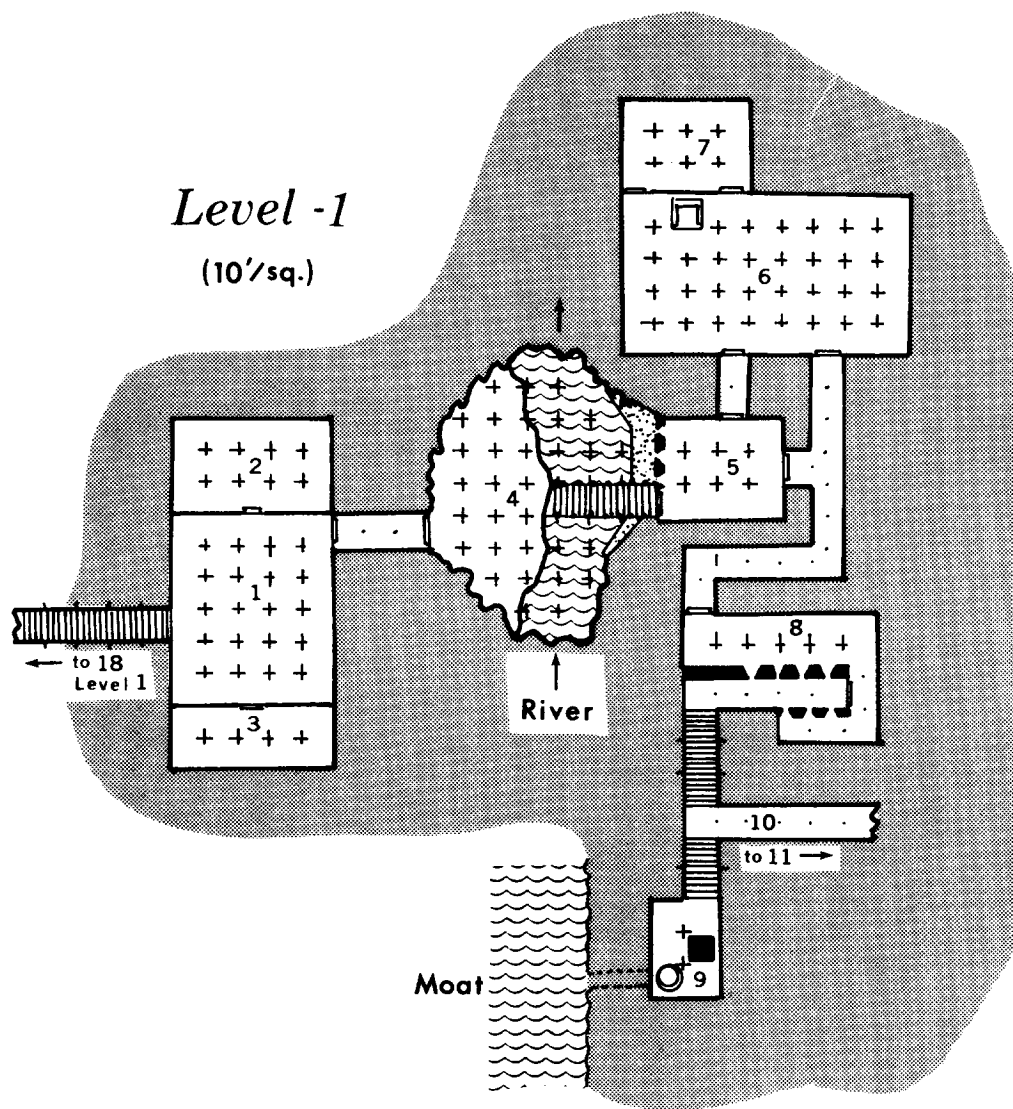
River Wyndermeer

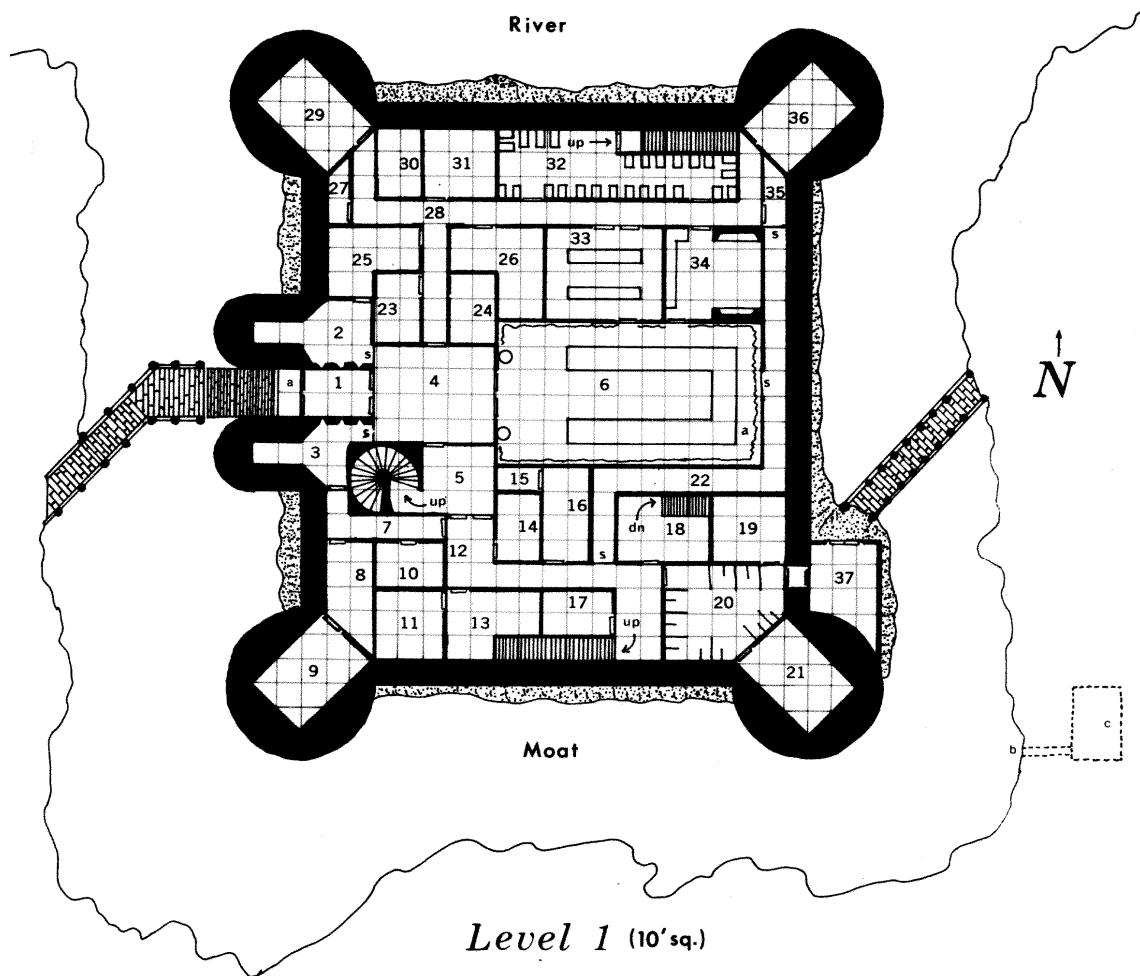
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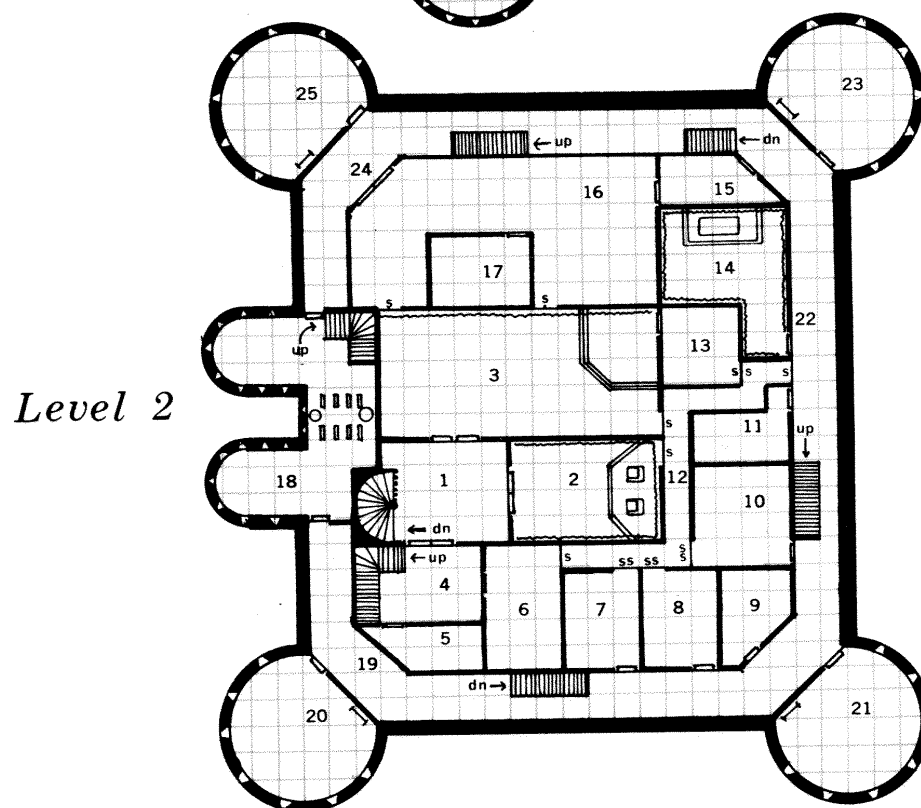
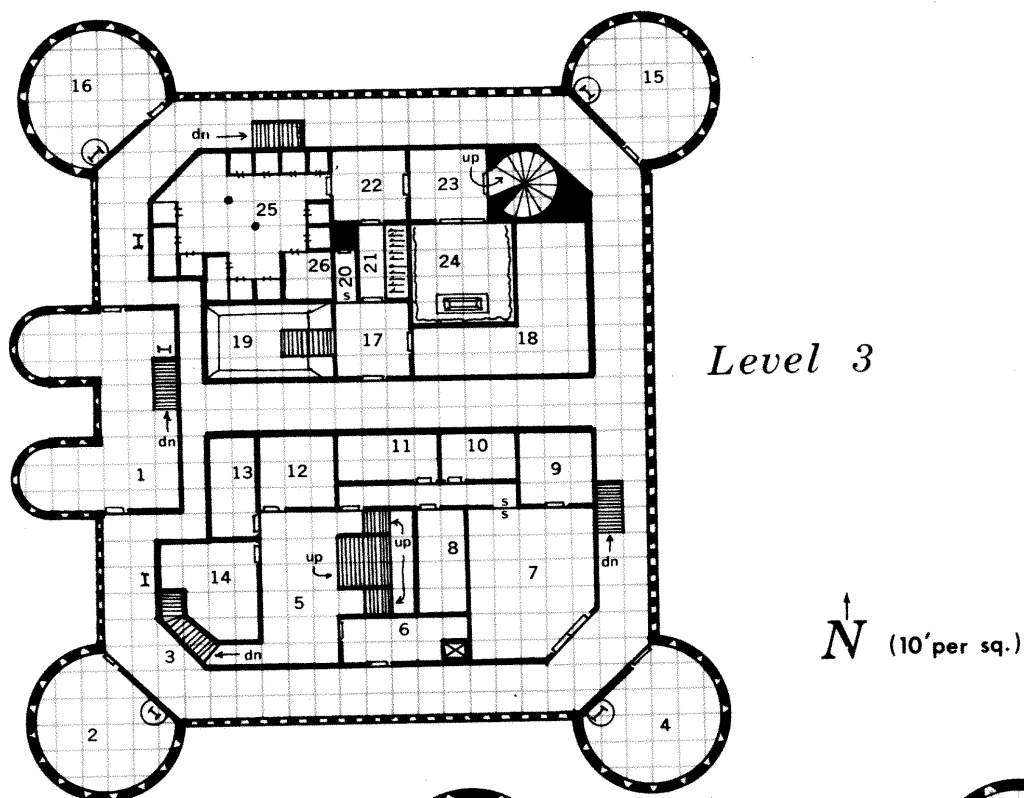


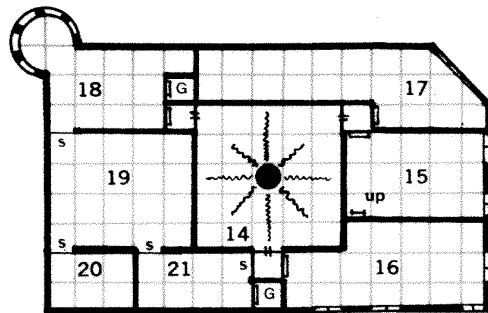
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Midkemia Press

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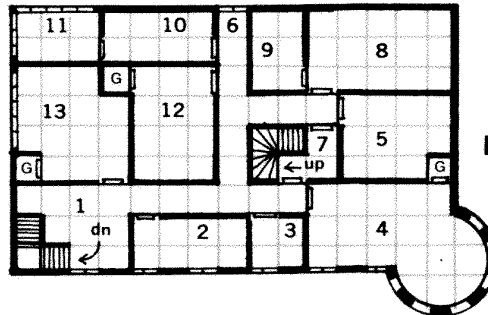
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Wizard's Tower

*Level 5*



Baron's Tower

