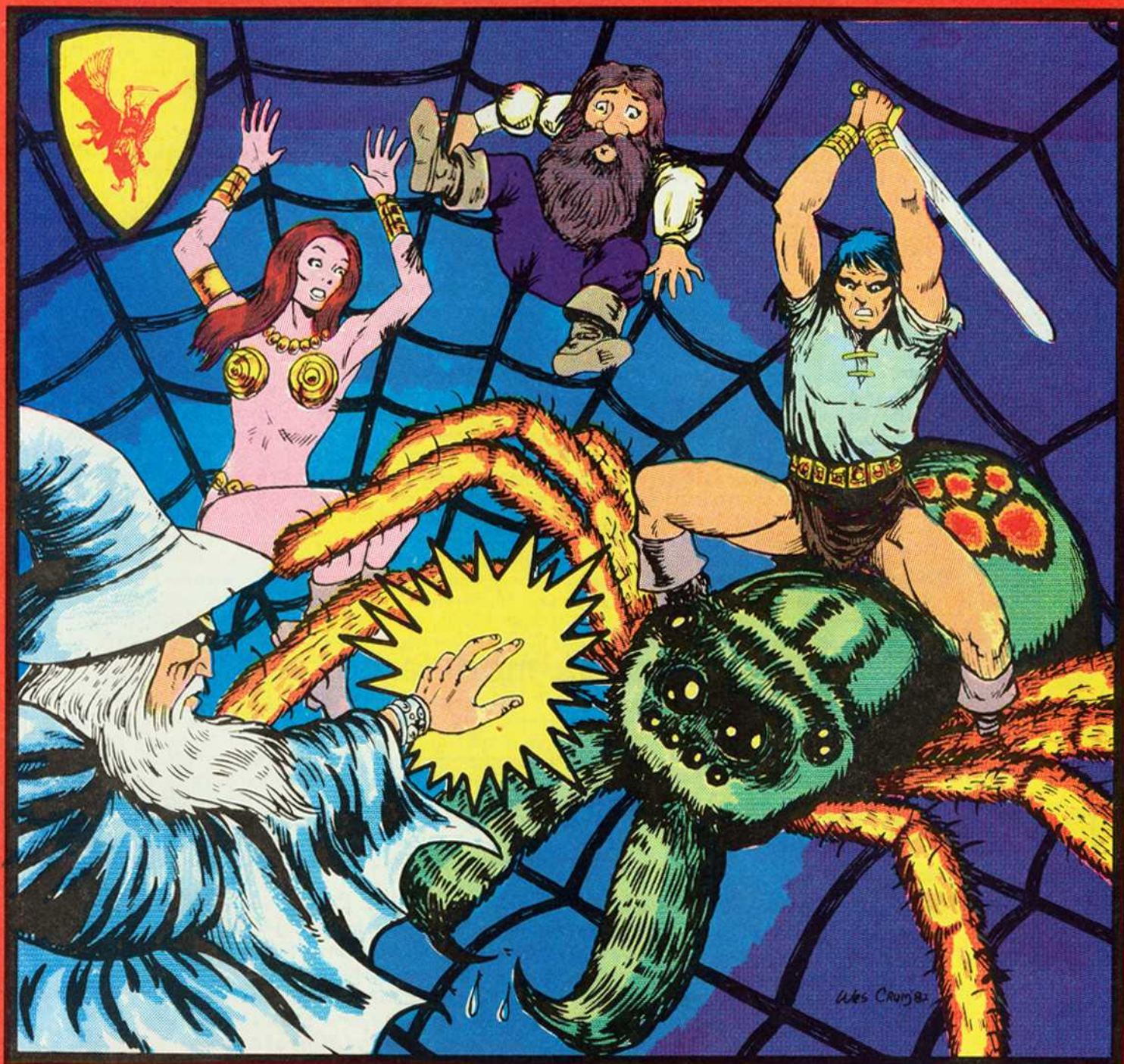


DRUIDS of DOOM

by BILL PIXLEY & DIANE MORTIMER



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Judges Guild

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Judges Information

Recently, the House of Euklidies (Map: _____ Hex: _____), a temple to a minor god, Astokph, the Deity of Travel and the Transporter of the Dead, has been hiring mercenaries. The mercenaries enter the fortress/temple and don't come out again (they are sent to friendly temples elsewhere that are in need of troops and Mages). Then, a couple of weeks ago, the sounds of battle were heard by the people in the small holding nearby. Mysteriously, the leader of the House became a man the people of the holding had never seen before. This man then had runners go out to put up posters asking for a group of adventurers to recover a lost item in exchange for large amounts of cash. The players manage to be the first to successfully arrive at the House of Euklidies. The Head Priest, Tang-sen, offers them 300 GP each to attempt recovery of three items, two clear gems and a book of mathematical formulae. For each item recovered, the players would receive an extra 500 GP each. The players are then led into the portal room in the Portal Tower, and, after swearing to secrecy, they are tossed through the portal to the Druid's Keep where the three items were lost. Before going, the players are given two warnings. One is that to speak of what is seen will cause them to be teleported 1D6 x 100 miles away before they can reveal the secret of the teleportation portals about which nothing is generally known outside the Temple of Astokph. The second warning is that the Druids are not enemies of Tranzite and ought not to be attacked, but the recovery of the items takes precedence over not offending the Druids. If the players return, they will be given their money after it is gated into the House from another temple. Note: Any player examining the items, the two Gems of Power (clear, hexagonal gems) or the Book of Understanding Non-Normal Geometry and Mathematics (a red, leather-bound book of mathematical formulae with the initial "E" on the cover) will not understand how they work or what they are used for. The exception to this would be that a Magic-User who specializes in teleportation would comprehend to some extent that the items are used for detecting something, but the equations in the book would baffle him without years of studying them. Because of this, any experts in teleportation must accept an additional restriction that, if they read what lies in the book, attempting to use it without the assistance of Priests of Astokph will result in random partial teleportation of their bodies to several unpleasant locations.

Wili's Holding

Wili's Holding lies on a frequented road near the House of Euklidies. Because of this, many pass through the very small village either on their way to or from the House of Euklidies. Wili's Holding consists of eight homes and a small Inn, the Leaping Groundhog. The holding has a population of 35 people, and, before the arrival of the Astokphs, they lived a life of few necessities and no luxuries. Then, old Euklidies arrived with some Priests and began laying out a fortress/temple on the top of a nearby hill. The Priests hired numerous laborers from the nearby villages and towns and hauled stone into the area with which to build the House. This started a period of prosperity in the area because there was plenty of work for everyone in the town, and the village headman turned his house into an Inn, an act which brought him quite a bit of money. This time of prosperity has continued even though the workers and builders of the House are gone. People of all ranks are constantly leaving and arriving at the temple. The locals have noticed the fact that people leave the temple who never passed through the village, and people enter the temple who never come out. The locals (farmers, mainly) keep quiet about this, partially out of fear of offending the Priests (even though they seem to be a nice enough group) and partially because of the wealth the House brings to the area. However, the recent change in leadership has made them nervous because they do not know Tang-sen and are not even sure how he arrived at the House of Euklidies. The locals, being members of the temple of Sarkine of the Grain, do not worship at the temple on the hill, and only Devra the Good goes into the fortress/temple. She cooks the Priest's meals and has taken an oath never to talk of what she has seen. This makes the populace even more worried about having the temple as a neighbor. As long as the Priests don't bother them, the villagers try to pay them little mind. Ard Wili is the exception.

Ard Wili is the headman of the holding and runs a small tavern in the center of the holding that used to be the old village hall. There, he sells drinks and charges for room and board at twice the normal prices (1 GP for an ale and 1 GP for a night's stay in a small, cold, lousy room). He is constantly asking people who have business at the temple to tell him what is going on there. Most travelers say nothing, even after he offers 20 GP for the information. Others tell him lies and pocket the 20 GP. So far, he is sure that they are summoning Demons and sending them in human form from the fortress and that all who go into the temple are sacrificed to the Demons. Either that, he feels, or the House is an entryway into the next world which allows the good souls (the people who enter, he believes, are actually Human Ghosts) to enter and leave the next world.

Ard Wili

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LNC	011	030	003	062	177	068	102	137	051	102	114	095	102	081	116	IDG

The House of Euklidies

The Sect of Astokph, Deity of Travel and the Transporter of the Dead

The god, Astokph, directs both the living in their travels in this world and the souls of the dead in their travels to the next world. A minor but ancient religion, the Priests of Astokph are famous for their maps and their adventuresome spirit. Most of the maps that exist in this world were drawn by the devotees of the cult, and most roads and trails have occasional shrines to the God, Astokph. These shrines usually also serve as mileposts. Astokph rarely appears on the earth directly, preferring to act through natural events. He acts by calming storms and by arranging mortal help for those in

distress. The worshippers are often saved from disaster while traveling by what appears to be incredible luck (i.e. surrounded by a horde of bandits, the worshippers pray, and, lo and behold, an army patrol just happens to come by). When he appears, the god performs miracles by means of Teleportational Spells. If attacked, missiles, spells, spell-casters, etc. simply do not touch him. All are quickly teleported elsewhere before they strike or have any effect. Astokph does not have to touch an object to transport it. He is known to have affected hostile beings at a distance of one thousand yards through an intervening rocky butte. The location to which the item or being is transported depends upon the strength of the attack. Astokph usually only moves things far enough away from himself to render them harmless. However, violent enemies have been teleported to extremely unpleasant locations such as into the middle of an active volcano or into a den of hungry monsters.

Astokph can also use his teleportational abilities for the benefit of his worshippers. He is not inclined to do so unless it will serve to further some project of his. His announced goal is to increase the teleportational abilities of those beings who appreciate the geographical relationships of the universe. Astokph: CLS: GOD; ALN: LNX; LVL: 401; HTK: 200; ARM: 209; AGL: 409; SPA: Defends and attacks by teleporting enemies to a location 1D6 x 100 miles away in a random direction. He can control the teleportation with great precision but doesn't bother to do so when teleporting enemies.

The Intra-Religion War

Recently, the sect of Astokph has been wracked by internal strife and war. Just as they were finishing the set up of a system of teleportational gates and portals throughout the known world, a minor matter of worship ripped the sect apart, setting Priest against Priest. The heart of the problem is one word, which must be either "with" or "beside" depending upon which side of the internal war you're on. The standard blessing of the god, Astokph, is, "May Astokph go _____ you." Translation of the blessing from an obscure language has been confused. One side of the conflict holds that the word should be "with," and the other side says that it should be "beside." After several years of learned debate and outright violent argument, this question sparked the conflict between the factions within the religion. The various newly-developed Houses that served as portals were seized by both sides, and war broke out. The war was fought by assaults through the portals by men and monsters. The portals were not designed to warn those on the receiving end of what was passing through or of its point of origin; therefore, the Priests found that they had to keep a permanent watch on the portals and be always prepared for entrance through the portal by an enemy group. The portals could have been shut down, but both sides needed them badly for transportation of supplies and men, and neither side, with a few exceptions, felt that it could afford to shut them down.

The war was waged in two forms. In the first, groups of Priests with mercenary help would cross through a portal and attempt to overwhelm the defenders of the House to which they teleported. This often worked, and the Houses changed hands often in the course of the war. However, because of certain portal "tunings," an attack upon one House from two other Houses simultaneously could not be made. Only one gate could be opened to any one particular House on the other side. The problem with this arrangement was that the Houses that belonged to the side gathering its forces would be stripped of any guards and would, therefore, be easier to take. The second mode of attack was created by Euklidies, who founded the House at which this adventure starts. Euklidies turned various monsters from his personal menagerie loose and then forced them through a portal to an enemy-held House. Once there, the monster would often be killed but usually not before it had weakened the forces of the House at which it arrived. An enraged Lion, for instance, would be tossed through the portal and, although it would be killed eventually, it often killed several enemies on the other side of the portal. This tactic gave the "With-ers," to which Euklidies belonged, the upper hand and allowed them to defeat most of the "Beside-er" heretics.

It should be noted that only a few outside of the Temple of Astokph noticed the war. The factions, of course, hired mercenaries and contacted their friends in an attempt to increase their forces. Before the war broke out, selected temples, palaces, and other strongholds of the powerful received portals in exchange for which they gave much money and support to the Temple of Astokph, allowing the Priests to build more temples. The gates would allow the people who received them to travel to the nearest House. There, for a slight fee, they would be transported to the House nearest their desired destination. These portals were a well-kept secret; only their rich and powerful users knew of them besides the Priests of the Temple of Astokph. When the war broke out, this system collapsed. The portals of the non-Priests fell into disuse because of the danger of accidentally teleporting into the middle of a pitched battle. The common people never knew of the war. Occasionally, someone living near one of the Houses would hear the sounds of battle emanating from within the House, and the Priests in charge of the House often changed quickly and without notice, but the common people were never really aware of the war of the Priests of Astokph.

History of the House of Euklides

It is the practice in the cult of Astokph to name each House after the Priest who established it and set up the portals. Setting up the portals is a tricky job requiring skill, ability, and luck because a mistuned portal could put the travelers in a place known only to the gods or turn their bodies inside out. A Priest of Astokph named Euklidies founded the House at which the players start the adventure. A fat, jovial man, Euklidies had but three passions in life: fine wine, collecting strange animals and monsters, and experimenting with improving the portal system. The first passion resulted in the contents of the wineracks in the cellar that lies under the House (Note: All Houses are identical from the ground up, but underground levels are built according to the wishes of the founder of that particular House). The second love caused him to convert a teaching room (Room 4 on the First Floor of the Tower of Astokph) into a mini-zoo filled with wild animals and rare monsters. This hobby gave him the raw materials to use in the attacks against the Beside-held Houses. Both of these hobbies were

greatly aided by the portals because he could use them to gain fine wines and rare monsters from far away lands with little trouble. His last hobby, that of seeking to improve the portals and their uses, gained him his greatest fame within the Temple of Astokph. He created the Spatial Distortion Effect that allows the creation of rooms within another continuum. These rooms (which, because of the mind-bending lights and sounds of the outside continuum, are soundproof and windowless) allow the Priests to add rooms to their Houses without changing the physical outline of the Houses and, thereby, affecting the standard, god-given appearance of each House. (The Houses are set up on a plan revealed by Astokph in a dream to the head of the cult of Astokph.)

Euklidies' greatest creations were the two Gems of Power and the Book of Understanding Non-normal Geometry and Mathematics. Normally, when a portal is activated, it glows with the appropriate color of the part of the Hex of Astokph that is nearest to the sending portal. The two appropriate lines of the double-triangle star set into the floor of the portal chamber will glow in an arrow pointing toward the portal that is being used. The problem is that, while the system indicates that a portal is being activated, it does not indicate who is using it or the exact point of origin. Euklidies created the two Gems of Power to determine who was using a portal. The two Gems were placed at the ends of the glowing arrow on the floor and, after a brief incantation, an image (ghostly, but exact) would appear between the two Gems, giving a visual glimpse of the impending visitor. Even more powerful was the Book of Understanding Non-normal Geometry and Mathematics. In this book was a spell that allowed the user to temporarily reverse a single portal, sending those traveling through that portal back to their point of origin. Previously, the only way to close a portal was to shut down all of the portals at a House, which was tricky, and then to bring them back up to function at a later date, which was even harder. This spell was not totally tested and made free of errors when Euklidies met his death; he was attempting to perfect the spell at the time.

While Euklidies was testing the spell, the Besiders attempted to invade the House of Euklidies in a last-ditch attempt to win the war. Euklidies detected them with his Gems of Power, but the spell was interrupted by one of the Priests, who was a spy for the Besider faction and had been sent to keep an eye on Euklidies. This disturbance allowed the invaders to reach the House of Euklidies. The invaders, a dozen mercenaries led by a few "heretic" Priests failed to take the House, but they managed to steal the two Gems of Power and the Book of Understanding Non-normal Geometry and Mathematics, Euklidies' notebook. They failed to capture Euklidies because he put up such a fight that one of the mercenaries grew angry and killed him. The invaders then fled through a portal. Shortly thereafter, a raiding party of the With-ers managed to overthrow the final known stronghold of the Besiders. However, these Besiders were not in possession of either the Gems or the Book, and they eventually admitted that the raiding party that had been sent to the House of Euklidies had not returned. Although the With-ers have apparently won the battle over the matter of doctrine, they fear that scattered pockets of resistance hiding in a shut-down House could make a surprise attack upon the With-er faction Houses when they least expect it, causing the resurgence of the war. However, the With-ers feel that, if they regain the Gems and the Book, they could safely restart their rather lucrative operations, the business of transporting rare goods from far away and the rich and powerful quickly to distant locations with little fear of attack by any surviving Besiders.

The current head of the House of Euklidies, Tang-san, has been able to trace the path of the missing raiders. It seems that they were in such a hurry to flee the House that they fled into the wrong portal, ending up in a private portal that lay by the Druid's Keep. They arrived at the same time that a diplomatic mission of the With-er faction was visiting the Keep in an effort to convince the Druids to join with the With-ers or, at least, to loan them some troops. The Besiders came upon the With-ers in conference with the Druids and set upon them without hesitation. In the battle, all of the Besiders and With-ers died as well as many of the Druids. The various effects of the dead were collected; the two Gems were taken by a Barbarian Guard, and the Book was set in the library. Now, the Druids want only to be left alone to repair the damage caused by being caught between the two warring factions. However, because of the weakness of the surviving Houses, it was decided by the Temple of Astokph to hire a group of mercenaries to visit the Druid's Keep and recover the Gems and the Book by diplomacy or by force.

Background Information on Portals

The basic concepts behind the construction of the portals have long been known to the Priests of Astokph. Several centuries ago, Arn the Silent, a Priest whose skill in understanding the non-real Spatial/Temporal Relationship has never been equalled, achieved an understanding of how his god transported objects and people. He, however, lacked the ability to construct a mechanical device to duplicate this feat, and so his notes and work were ignored for several hundred years. Some 60 years ago, a minor Priest named Shang the Locator found Arn's notes in the tangled mass of papers and books that serves as the library for the main temple. Shang brought the notes to the attention of his supervisor, and, after careful study, he sent them to the ruling council of the Temple of Astokph. The council decided that the plan to build a portal was not only possible because of recent developments in the art of magic but was also a valid act of worship to Astokph. After five years of trial and error and with much praying to Astokph for the assistance which he occasionally granted to them, they managed to build a working portal. The temple then sent out numerous Priests trained in the art of portal erection with directives to construct portals. In order to disguise the nature of the portals, the Priests told the local artisans that were, necessarily, hired that the Houses were temples dedicated to Astokph, whose cult had decided to spread word of his beneficent power. The Priests were sent out with a few helpers and a lot of gold to find places where the mana was right for the building of a House. Although many fell to the dangers of the road, they quickly built dozens of these Houses, and enough were built that the Temple found itself in a position of great power. The portals allowed the Priests to ship rare goods from far lands at a fraction of the normal cost. This, plus the Type 2 Portals that were

sold to the rich and powerful for cash and favors made the Temple very rich. It is growing in power, although, since the internal war, the growth has received a set-back and is not yet strong enough to pose a threat to the established temples and powers. Note: The portals have not been totally perfected, yet. Theoretically, they could be extended to contact other Space/Time continuum, and they have, upon occasion, picked up extra "passengers." These extra riders only occur very rarely. Before the Temple began making pacts with Demons to exclude other Demons and evil spirits, the extra riders were often Demons; it is believed that the portals pass near the nether planes. However, strange beings, not always Human, do sometimes join a group moving through the portals. These extras speak foreign tongues and are totally unknown on this world. Some seem totally unfamiliar with magic. By the use of spells in questioning the visitors, it has been discovered that they come from another world and that they travel through their own version of the portal, albeit a naturally-occurring one. Apparently, the portals of Astokph pass close to the other portals, and people from those portals occasionally end up in the Astokph portal. Strangely, the Portals of Astokph have yet to lose someone, indicating their superior quality. Note: The chance of anyone or anything coming through a portal with a party is so minimal as to be ungamable; there is less than 1 chance in 10,000 trips through the portals that such an event will occur.

Portal Description

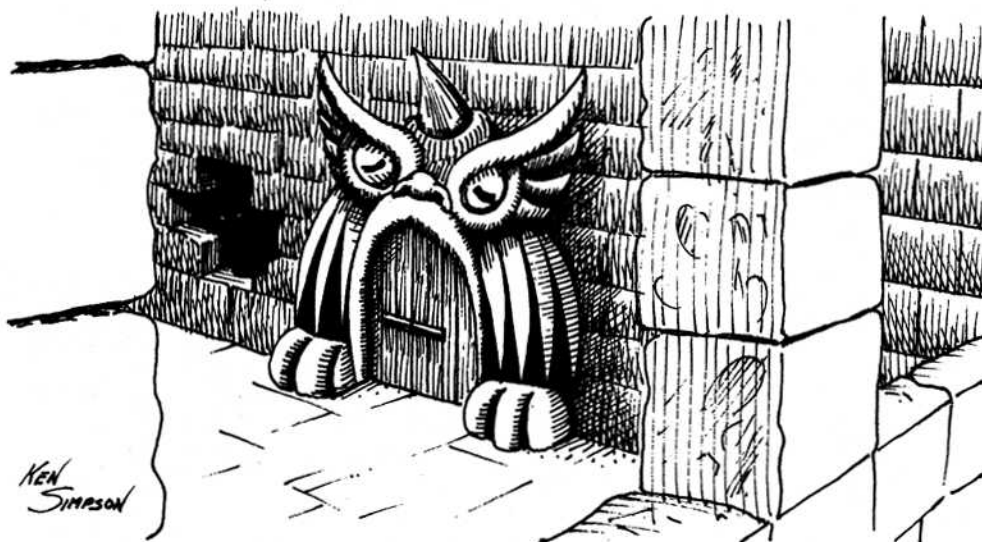
All portals appear as wrought-iron archways filled with a glowing mist. The mist can be of any color and, in fact, it usually changes color from minute to minute. The normal-sized portals are 20' across and 15' high. The individual-sized portals are 2' across and 6' high. Some of the portals have, in addition to the wrought iron, elaborate decorative tracings of various metals. As far as can be determined, these tracings serve no functional purpose.

Types of Portals

There are two types of portals built by the cult of Astokph. Both look identical to the untrained eye (that of a non-portal builder). Only by trial and error can the exact type and function of a portal be determined. The two types of portals are as follows:

- 1 Fullpower Portal: This portal type is found only in a House maintained by the Priests of Astokph. By the use of the proper spell, known only to the Priests, and the proper code phrases for the portal to which the object or person is to be sent, a Priest can cause the appropriate portal to open to receive the sent item. These portals may send to any distance, but there must be a working portal at the receiving end. Such portals are always very safe.
- 2 Ordinary Portal (also known as the Portal of the Friends of Astokph): These portals are constantly semi-activated so that a mere minor phrase, which is usually engraved above the portal is all that is needed to make them function as a sending portal. Such portals will send only to the nearest Type 1 Portal but may be the receiving point for any Type 1 Portal. Such portals, because they are often set up in locations not naturally suited to the construction of portals (they are not built exactly at a location indicated by Astokph), have a higher degree of malfunction occurrence. The chance of malfunction occurrence is 1%. However, the portal is tuned so that all but 1% of the malfunctions merely cause the portal not to transport and to require reactivation. The remaining 1% of the malfunctions cause the portal to go dead and require reactivation by a Priest of Astokph.

There are some other minor variations in portals. Most portals are large enough to take many Human-sized creatures at once. However, a few will only transport one person at a time. These portals will only be linked up with other, small portals, unless it is a Type 2 Portal, in which case it may send to a larger portal but may not receive from one. Another variant type of portal is usable only once each local day, although most portals can be used an unlimited number of times each day. The variations are the results of the degree of skill of the Priest who built the portal. If the receiving portal is closed, the travelers are returned to the sending portal.



The Statue of Meditation

In one corner of the courtyard of the House of Euklidies lies the Statue of Meditation. This item is a strange, geometric stack of stones that Euklidies bought a year after he finished setting up the portals. He spent many an hour sitting before the sculpture, meditating. The sculpture, which is a three-sided pyramid set upon a triangular block of stone, exerts a strange influence upon anyone who sees it. It will seem to anyone looking at it to be strange in an unidentifiable way. Looking directly at it, it is impossible to detect what about it makes it appear odd to the observer. Looking at it while facing in another direction, peering at it from the corner of one's eye, one will see that it appears to move and to change color frequently, varying in color from white to each of the six colors of the god, Astokph. The Priests who served under Euklidies and survived the onslaught of the invaders will claim that it was this statue that allowed him to think of his theorems and that he once said that the god used it to inspire him though he never claimed direct communication with Astokph. The statue actually dates back to the time before the existence of Astokph. In those ancient days, an unknown race discovered how to totally manipulate the ability to teleport items and beings from place to place. However, the elder gods destroyed them, fearing that they would use this power for great evil, as that was their bent. This statue, which is actually a memory storage device, survived, and a leakage of their knowledge combined with Euklidies' natural ability allowed him to develop his theorems.

The Stable

The stable of the House of Euklidies contains three light riding horses as well as saddles and fodder for the animals. Horses: HIT: 007; HTK: 014, 015, 016; ARM: 035; AGL: 184; DPA: one Bite (3 points) and two kicks (6 points). The stable and the horses are tended by Hedwig the Short, a homeless orphan from the nearby holding who was more or less adopted by Euklidies. Since Euklidies' death, he has been living out in the stable because he fears the new Head of the House. This is unnecessary because the new Head of the House would not turn Hedwig out. Hedwig's job has always been to take care of the horses, and, if not asleep in the hayloft, he will be currying, watering, or feeding them, talking to them all the while.

Hedwig the Short

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LNG	011	022	000	041	115	128	145	111	171	114	086	173	057	127	124	IDG

The Portal Tower

The Portal Tower is a two-story building made of stone with numerous stained glass windows in the six colors of Astokph scattered about the building.

First Floor

First Floor

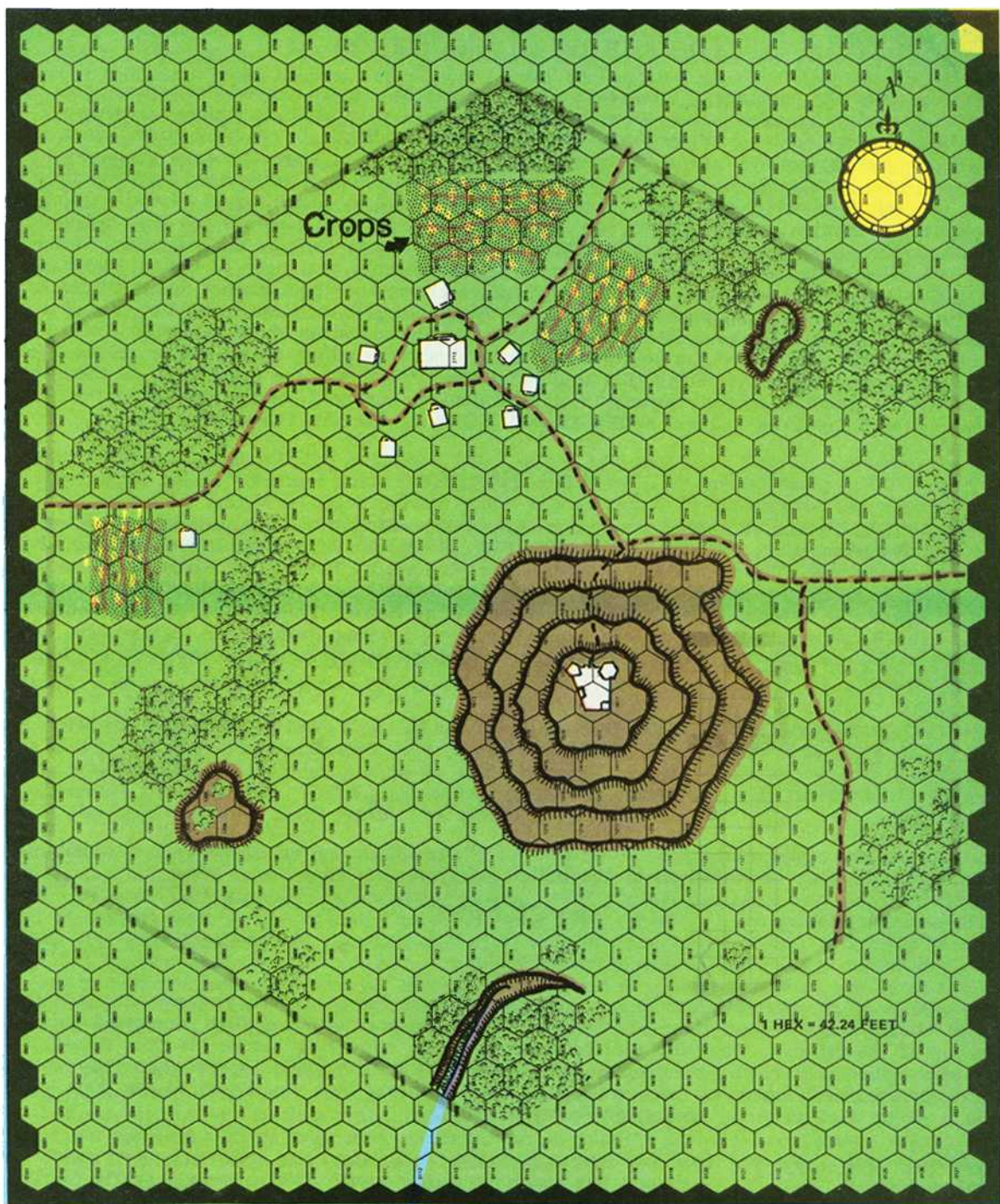
Room 1: 35' x 25' Trapezoid. Room 1 is the entry hall from the courtyard and also contains the stairs to the Second Floor. The walls of the room are decorated with tapestries depicting the founding of the religion. They include the god, Astokph, appearing before his first Priest, the founding of the first House, and the legends of Astokph assisting his worshipers when they were in difficulties. A cloak rack hangs on both sides of the wall. Sitting in a chair next to the door is a guard. The room is lit by 4 oil lanterns suspended from the ceiling.

Guard, Kang Sahn

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LNE	031	035	065	052	118	133	111	148	157	117	174	165	107	053	133	DSS

Kang Sahn serves more as a doorman than as an armed guard. He is polite to all who enter, but, unless they are known to him, he will call a Priest of Astokph to attend to the caller. His deep, bass voice will alert Bor and Arnt who are on watch on the balcony (Second Floor: Room 7), and they will also be ready for possible intruders.

Room 2 35' x 25' Trapezoid. Room 2 serves as the kitchen for the Priests of Astokph in the House of Euklidies. During the day, Devra the Good will be in this room, cooking food for the Priests. At night, she goes back to her home at the nearby holding. Devra is aware of the abilities of the Priests of Astokph, but she has taken an oath of silence, and, being an honorable woman, she will not speak of what she has seen unless tortured or caused to do so by magic means. The room contains numerous pots and pans, various piles of partially-prepared foods, 150 GP worth of spices, cooking implements, and several tables. The cooking is done either upon two Cooking Stones or in the Smokeless Oven. The Cooking Stones are foot-square slabs of a light blue stone that heat metal placed upon them; metal pots containing food are placed upon them, and the heat from the stones cooks the food. The Smokeless Oven works on the same principal, but it heats and cooks any organic material placed inside. Devra must be careful to use long tongs to place food within the Oven to cook because any part of the body entering the Oven will take 3 points of heat damage per turn. Note: Careful examination of the various foodstuffs would reveal several foods not common to the area which are extremely fresh, including a certain type of shellfish called Blueshell that is not found within 500 miles of the House of



Euklidies and which is famous for becoming highly toxic if not eaten within 24 hours of being taken from the sea. Three oil lamps hang from the ceiling.

Devra the Good

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LGX	011	023	000	051	092	104	112	141	123	057	095	125	088	147	043	DDG

Devra is thoroughly convinced that both the With-ers and the Besiders are crazy to fight and kill each other over such trifles. She is very glad that the fighting is over and she can go back to cooking and housekeeping without having to carry a kitchen Knife at all times to protect herself. Devra is known for her pleasant, helpful personality and her deft touch in the kitchen.

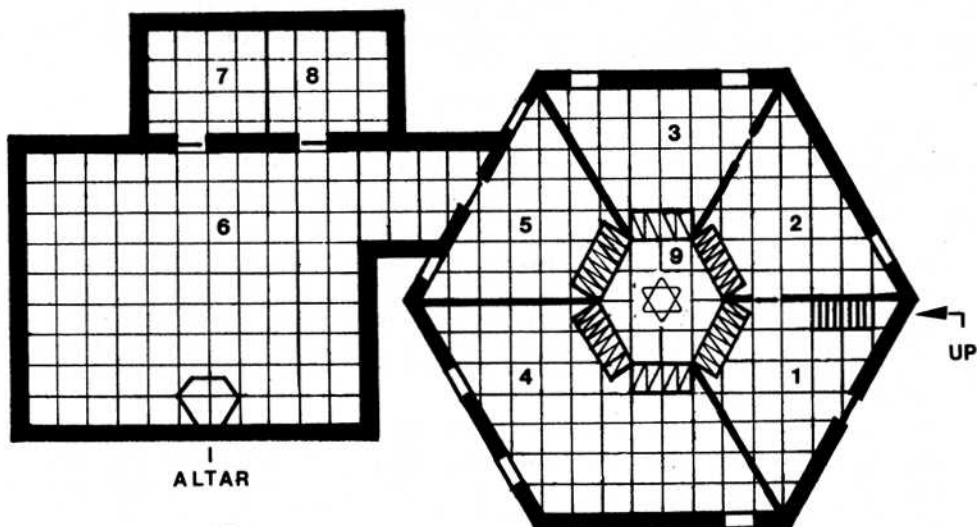
Room 3 35' x 25' Trapezoid. Room 3 is used as a food storage room for the House of Euklidies and is full of preserved and fresh foods. The room contains five barrels of flour, two barrels of lentils, one barrel of rice, several smoked hams, three barrels each of salted fish and pickled herring, 100 GP worth of spices, bags of salt, turnips, potatoes, and apples in bins along the wall, and a table that is covered with various fruits and vegetables, several of which are not native to the area, yet are still quite fresh.

Room 4 60' x 35' L-shaped. Room 4 was once Euklidies' zoo. He turned the meeting room into a zoo by building a series of ten cages along the walls of the room. The cages, made of iron, are now almost empty, with two exceptions. The menagerie was used in attacks against the Besider-held Houses. The zoo currently contains a single Wolf (HIT: 003; HTK: 016; ARM: 082; AGL: 183; DPA: Bite for 6) who is pacing his small cage restlessly. Despite his love for collecting them, Euklidies

PORTAL TOWER

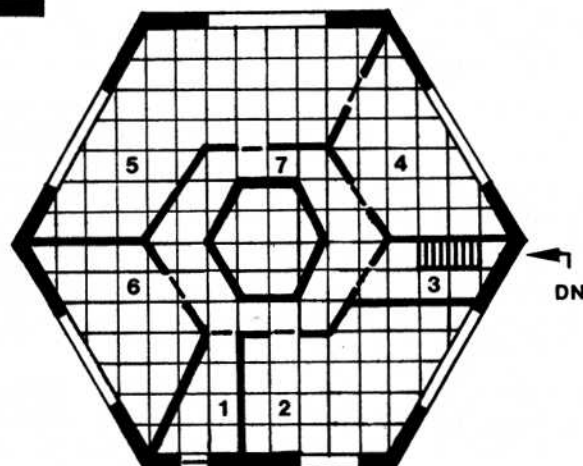
Floor 1

1 SQUARE = 10 FEET



Key:

- Portal
- Door
- Window
- Stairs



knew little about keeping animals, so all of the cages, although they are large enough to hold the creature, are too small to let it get much exercise. Many of the creatures he kept eventually went slightly insane from the stress of confinement. A Giant Spider (HIT: 002; HTK: 018; ARM: 014; AGL: 163; DPA: Bite for 1 point with 6 points damage from poison for the following three rounds) sits in the middle of the cage, unmoving unless prodded or the cage door is opened. A bin of meat sits next to the door, and a set of keys to all of the cages hangs on a hook near the door. A single oil lantern is set against the wall.

Room 5 35' x 25' Trapezoid. Room 5 is the entry hall to the chapel of Astokph. The room contains two long benches set against the two side walls and four standing candle holders. The walls of this room are covered with murals depicting the powers of the god, Astokph, and the floor is covered with multi-colored hexagons in the six colors of the god, Astokph.

Room 6 45' x 55', entry corridor is 15' x 20 feet. The first thing a person entering this room will notice is that it cannot exist. The exterior dimensions of the building are such that there can be no room at this point. In the real plane of existence, it does not exist; this room lies in a Temporal Distortion Bubble. Therefore, it lies outside reality. The room is made of a special greystone speckled with green mica flakes. On the wall, with the altar, are six tapestries, each depicting the god, Astokph in all of his hexagonal glory. The altar is hexagonal with the appropriate colored gems set on the top in the correct order. The gems number twenty per side and are pieces of naturally-colored quartz worth 10 SP each. In the center of the altar is a strange, hexagonal gem that contains each of the colors of Astokph. These colors each comprise one-sixth of the stone with no blending of the colors at the edges where they meet. This stone would be worth 500 GP from any jeweler because of the wierd six color properties of the gem. Note: The stone cannot be cut by normal methods, and, one month after it is taken from the altar, Astokph will appear before the Thief or Thieves. He will gate the stone back to the altar and the party 1D6 x 100 miles from where they are currently located in a direction exactly opposite from their proposed destination (if they are traveling). The room is lit by six candles in each of six hexagonal candle holders and a chandelier with six oil lamps suspended from the ceiling.

Room 7 17' x 20'. Room 7 is used as a storage room for the various vestments, extra candles, etc. The room contains thirty robes, five in each of the six colors favored by the god, Astokph, 150 candles, a barrel of scented oil, and several hexagonal rods made of black stone. Hidden in a false compartment under the shelf that holds the candles are five hexagonal gold plates worth 200 GP each.

Room 8 Room 8 is used as a meditation chamber by the Priests of the god, Astokph. The room is completely bare except for a single candleholder and a rug. The rug is hexagonal and is made of a combination of the six colors of Astokph. Because of its high quality, the rug is worth 50 GP. The candle holder is hexagonal and contains a single candle. The room is currently being used by Ak-bar the Quiet who is meditating and concentrating on the six colors of Astokph in order to better understand the concepts of Astokph.

Ak-bar the Quiet

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
CLR	LNG	011	006	000	071	143	108	163	165	054	114	107	132	117	093	166	None

Ak-bar has been greatly troubled by the past conflict and has spent a lot of time recently meditating and seeking guidance from Astokph. His normally quiet personality has been even more subdued under the stress of the recent strife. Deep in meditation, he will be surprised on a 1 - 5 on 1D6. He will not attack but will defend himself and call for aid from the guards.

Room 9 20' across the flats. This room is used as the portal room. The hexagonal room has six doorway arches, each opening into one of the surrounding rooms, which are also hexagonal in shape. When a Priest of Astokph recites the correct spell with the correct symbol for the location desired being drawn in the air, the appropriate doorway nearest the location to which the item or person is being transported glows with the appropriate color (this depends upon the color of the aspect of Astokph being called upon). Then, the double-triangle star on the floor will glow three times, and the closest two lines, forming an arrow pointing to the activated doorway, will light up.

Second Floor

Room 1 20' x 10'. Room 1 is the entryway to the wall walk to the Pentacle Tower. The outer door is kept locked and barred from the inside; the key to the door is hanging on a hook by the door. The room is smooth, paneled wood with a single tapestry hung on each side of the doorless walls that depict Astokph as an hexagon with a yellow, a green, a blue, a purple, a red, and an orange side. Weapons racks containing extra weapons and Shields for the guards on duty are located here. A small wooden table holds a lump of cheese, a loaf of bread, and a beaker of water for the refreshment of the guards.

Room 2 25' x 40' L-shaped. Room 2 is the barrack for the three Under-Priests that serve Astokph and the House of Euklidies. The room contains three beds, three chests, and a single Priest, San of the Western Isles who is sleeping in order to be rested for a night vigil in the temple meditation room. A bronze-headed Mace is stuck beneath his pillow. He hopes to receive a vision of

the next location of the next House as dictated by Astokph (1% chance of receiving such a vision). The first chest contains ten of the robes of the Priests of Astokph (white robe with the Hexagon of Astokph emblazoned upon the front and back), a suit of Chainmail (IMC), a Closed Helm (DCH), two bronze-headed Maces (BFM), and a bag containing 30 of the hexagonal gold pieces minted by the temple as well as two ordinary GP. The second chest contains the same items as the first except that it additionally contains three candles and 10 hexagonal copper pieces. The third chest contains the same items as the first but also contains 15 hexagonal silver pieces. The room is lit at night by three hanging oil lanterns.

San of the Western Isles

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LNG	011	004	000	071	135	092	144	068	151	102	122	085	146	134	116	BFM

San is a fanatical With-er and will take any armed intrusion as an attack by the Besiders. He will call for the guards and will defend himself with the Mace. Gruff and taciturn, he will not listen to attempts to parlay and will fight to the bitter end.

Room 3 10' x 20'. Room 3 contains the only stairs down to the First Floor of the Portal Tower. The room is lit by a single candle in a waist-high, heavy brass hexagonal candle holder. One of the walls is decorated with a tapestry depicting six interlinking Hexagons of Astokph.

Room 4 35' x 25' Trapezoid. Room 4 is the map room of the House of Euklidies. The room contains numerous shelves and a large table. The shelves and the table are covered with maps of the known world. The maps are of cities, towns, farmland, wilderness, and islands (1% chance of inaccuracy) throughout the known world. One of the Under-Priests will make a copy of any map for a 5 GP fee. Currently, the map room is in a mess; a search for a specific map will take 1 - 6 hours with a 5% chance of there being no map for the area requested in the collection (only if the area requested is little-known; a general map of a well-known area would automatically be in the collection).

Room 5 60' x 35' L-shaped. Room 5 is the library for the house of Euklidies. The walls are lined with shelves full of books on various subjects, concentrating on religious tomes of the sect of Astokph and on travel (ranging from building carts to the specifics of inter-dimensional travel (this last is treated only in theory). The total collection amounts to over 500 volumes (the exact number and titles of the books in the collection is not known because no one has ever done an inventory). The Judge may assume a basic 1% chance of any non-magical book on other than travel-related subjects. Travel-related subjects are 10% basic chance to be present. No magical books of any type are kept here. In the center of the room is a table at which Tang-sen, the current Head of the House of Euklidies, and an Under-Priest, Brion the Sure, are engaged in researching Euklidies' work in a so far fruitless attempt to reproduce it. Several hexagonal candle holders containing candles are scattered about the room and the table to provide light.

Tang-sen

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
CLR	LNG	072	034	000	092	121	167	138	122	097	126	134	095	143	168	146	None

Tang-sen was previously the second in charge of this House. He was recently promoted here from another House and had not had time to become established before the conflict broke out. He supported Euklidies by taking over all routine functions of the House so that his superior could be free to conduct research or to pursue the conflict. Tang-sen did not have time to learn more than a bare outline of the work conducted by Euklidies. Shocked by the death of the Master Priest, Euklidies, Tang-sen is determined to retrieve the Gems and the Book so that his valuable work will not be lost to the Temple of Astokph. Unable to leave the House because of his responsibilities, Tang-sen will hire whom he needs to get the job done. A dour and vindictive person, he holds a grudge for a very long time, but he never lets his personal feelings interfere with his duties.

Brion the Sure

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
CLR	LNG	021	010	000	071	154	141	108	056	148	062	095	095	135	076	132	None

Brion has been at the House for some time but previously had little to do with Euklidies' research. Tang-sen chose his assistance because he is dependable and his loyalty to the With-ers is unquestioned. A frail young man, his determination and patience have always carried him through to his goal. He will not fight, but he is reasonably skilled in argument and debate, a fact which has carried him safely through many a crisis with a physically stronger opponent.

Room 6 25' x 35' Trapezoid. Room 6 is Tang-sen's bedroom and office. The room contains a simple bed, a desk covered with writing equipment, and two chests. The first chest is Tang-sen's personal chest which contains twenty of the robes of the Priests of Astokph (white robes with the Hexagon of Astokph on the front and the back), three candles, a suit of Chainmail (IMC), a Closed Helm (DCH), a single bronze-headed Mace (BFM), and a bag containing twenty hexagonal gold pieces minted by the temple, five ordinary GP, and twenty hexagonal silver pieces. The other chest contains many pieces of correspondence, 50 hexagonal silver pieces, extra pots of ink, and small chest containing the key to the Pentacle Tower.

Room 7 30' across the flats. Room 7 is the balcony overlooking the Portal Room. If any intruder enters the House via the portals or by the more-ordinary doorways, the pair of guards stationed here will fire upon them with heavy Crossbows and raise the alarm.

Guard, Bor the Wolf

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	CGE	031	026	074	051	127	125	071	103	104	158	167	104	148	132	128	DHC

and DSP

Bor has prematurely grey hair and is known as the "Grey Wolf of Krandar." He left his home village of Krandar many years ago and has never returned. A silent man and much inclined to solitude, Bor trusts only those warriors with whom he has fought for a long time. Arn has been his partner for six years, and Bor feels he can trust him. Bor is an excellent shot with the Heavy Crossbow and prefers to use missile fire from a distance. In melee, he will use his Spear to try to get in a flank shot in the confusion that Arn's attack inevitably causes.

Guard, Arn the Skull-cracker

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LGN	031	028	074	052	101	133	108	087	121	137	116	126	144	061	112	DHC

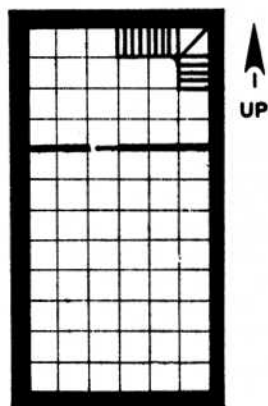
and DBS

Arn is a Berserker, firing only a few Crossbow shots with but moderate skill before becoming enraged. He will then fling his Crossbow at the enemy and charge wildly with his Broadsword. His Sword has an especially large pommel which he uses as a Mace in close combat.

The Pentacle Tower

Stairwell 25' across. The entrance to the stairwell to the Pentacle Tower is locked, and only Tang-sen has the key. If the door is forced open, a Crossbow (DHC) will fire a Bolt through the open doorway, hitting the first person to enter on a 1 on 1D6 for 8 points of damage. The circular stairs ascend the tower to a trap door into the tower room and descend to the basement.

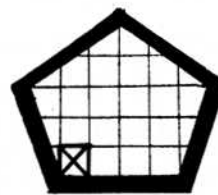
Tower Room 25' across. The Tower Room is empty and unadorned except for a single pentacle inscribed on the floor. The room was used to summon a Demon when the portals were in their infancy. The Demon was forced to swear that it would leave the travelers through the portals alone. When one swears this, all the rest of the Demons and spirits of that plane will not harm one passing through the portal. If this was not done, there is a slight chance that a Demon would join travelers in transit and emerge when and where they do. This happened several times when the portals were first activated, thus, it was necessary to bind the Demons to the pledge because, once they arrived, other Demons and spirits could portal through to raise havoc in the earth.



Basement



Stairwell



Top Floor

Key:

Ladder



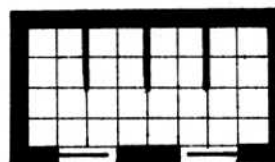
Stairs



Door



Trap Door



Stables

PENTACLE TOWER

1 SQUARE = 10 FEET

The Basement

The basement door is locked, and the key which opens the upper floor door is also needed to unlock this door. The basement contains 500 bottles of wine and fifteen kegs of wine, one of which is hollow and is used to store the House treasure. The treasure consists of 500 hexagonal gold pieces, 500 hexagonal silver pieces, 339 hexagonal copper pieces, 57 normal GP, 116 normal SP, and 10 normal CP.

The Guard Tower

The Guard Tower of the House of Euklidies is a three story tower with a flat roof from which the guards in the employ of the Temple of Astokph and the House of Euklidies can cover the surrounding area with a Ballista.

First Floor

30' x 30'. The First Floor serves as the mess for the guards of the House of Euklidies. A large table with several chairs is situated in the center of the room and a smaller table stands against the back wall. The smaller table contains several pots and pans, various foodstuffs including a variety of fruit not found within 100 miles of the House of Euklidies but is still extremely fresh, and a foot-square stone slab. If any metal is laid on top of the stone, the metal will begin to warm. Cooking is accomplished by setting the metallic pots on the stone and adding comestibles. At the rear of the First Floor room is an iron ladder that leads to the Second Floor.

Second Floor

30' x 30'. The Second Floor is the barrack for the half-dozen guards that are currently employed at the House of Euklidies. Three guards are asleep on half of the six cots in the room. If the room is entered noisily, one guard will roll over and loudly whisper to the intruders without looking at them, "Shut up!" Under each cot is a light wooden chest; each chest is locked, and each guard always carries the key for his personal chest. The chests contain various items of clothing. In addition, one chest contains a bag with 23 GP, 45 SP, 112 CP, and two Daggers with jewel-encrusted handles worth 30 GP as a set or 12 GP each. Another chest contains a smaller chest with a poison pin in the lock (triggers on a 1 or 2 on 1D6 for 18 points of damage) that contains 30 GP, 42 SP, and 120 CP. A third chest holds 13 SP tied up in a silk scarf worth 5 GP. An iron ladder leads to the third floor.

Guard, Shan Kang

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LNA	021	015	074	053	143	102	113	185	134	152	102	145	102	084	099	DBS

Shan Kang is a young man with no experience in anything but fighting. He is loyal to his employers above and beyond the call of duty. His skills are greater with melee weapons than with missile weapons. He prefers to close in cautiously and work on one opponent at a time. He is not afraid to disengage when he encounters someone more skilled than he, and he never loses his cool in combat.

Asaf the Strong

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	CGA	031	029	030	051	186	087	072	108	126	057	117	151	122	142	126	IBA

Asaf is a sturdy old Barbarian inclined to wade right into any fracas with his trusty Battle Axe. He gets a little carried away in combat but does not go berserk. He always remembers his companions and fights well as a member of a team. In combat, he chants old battle songs as he fights.

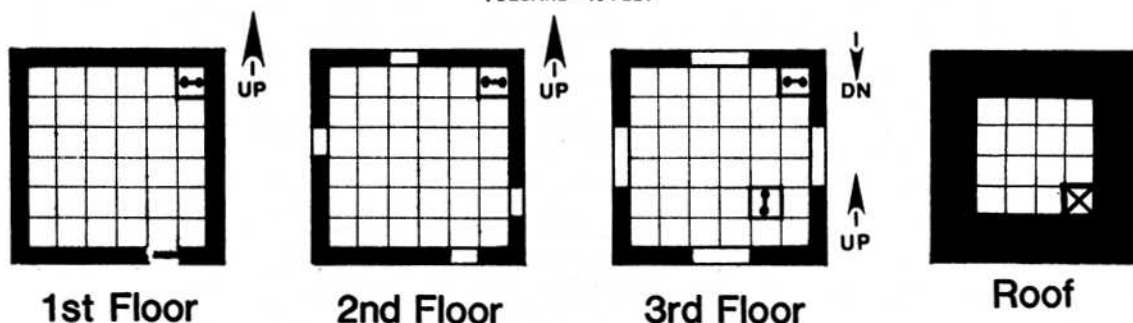
Oakes the Handsome

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LNG	031	021	030	055	154	124	133	093	112	174	118	132	102	116	106	DSS

Oakes is the leader of the guard force and does most of the talking and negotiating. He tries to gain as much advantage for his comrades as he can before combat starts. He will use missile fire as long as possible but will then close in with his Shortsword. Oakes generally hangs back slightly and protects Asaf's back and flanks.

GUARD TOWER

1 SQUARE = 10 FEET



MAP KEY ON PAGE 12

Note that all of the guards sleep in their armor because of the recent need to quickly prepare to hold off an attack from the portal raiders, the Besiders.

Third Floor

The Third Floor serves as the armory for the House of Euklidies. It contains ten Heavy Crossbows (DKB), 150 Crossbow Bolts, ten Spears (ISP), fifteen Broadwords (DBS), twenty bronze-headed Maces (BFM), and 20 Bolts for the roof-mounted Ballista. Additionally, there are ten suits of Chainmail (IMC), ten Closed Helms (DCH), and nine Shields (HSH). Inside a dummy that is used to hold the Chainmail for cleaning is 30 GP hidden by a now-dead mercenary. A ladder from this floor gives access to the roof.

The Roof

Access to the roof may only be gained through a trapdoor that is locked from the inside; every guard has a key to this lock. On the roof is mounted a Ballista, swiveled to point inwards in case any raiders managed to break through the Portal Tower and tried to take the rest of the fortress.

The Battle at the Druid's Keep

The Druids, after paying a large amount of money and several magical items to the Priests of Astokph, received a Type 2 Portal to enable them to obtain needed items without the necessity of building a tree-destroying road to the Keep. By using the portal, they could get supplies and leave the wilderness surrounding them unharmed. The portals were also used as a source of Sunstones; the Priests had gathered some of these stones from the more remote Houses in areas where the Sunstones had not all been harvested. The Druids paid well for the Priests' services and were content with using them as their major contact with the outside world. Then, the war between the factions of the Priests of Astokph broke out. The Druids, in an effort to keep all their bases covered, remained neutral in the conflict, giving polite but negative replies to delegates from both sides. It was when one of these delegations from the With-ers was present that the lost raiding party from the Besider faction arrived unexpectedly at the Keep. An Initiate, mistaking the group that teleported in for With-ers, found them and led them to the meeting place of the With-ers and the Druids. The two parties of Priests and their hired guards fell upon one another on sight, and several Druids who were caught in the crossfire were killed including one Druid who had tried to stop the fight. This greatly angered the Druids, who summoned their Barbarian warriors and controlled animals. These and the Druids then attacked both groups in an effort to stop the combatants from destroying the Keep. The three-sided battle was waged for some time, but the Druids finally managed to kill all but one of the Priests and his guard. The guard is hiding in the lowest level of the Keep, afraid to leave his hiding place. Whereas before, the Druids had been neutral toward the Priests of Astokph, they now wish nothing to do with them. They will not necessarily attack the players, but, at best, the Druids will be barely civil, highly insulting, and wary of the party. They fear getting caught in another battle between the two factions. The Druids will often find cause to be hostile toward the players; insults will be most common. A guard of at least three Druids and four Barbarian warriors will accompany the players, occasionally assisting them in a surly fashion and always guarding them. The Druids know who has one of the Gems of Power (they do not know that he has both of them, and they do not know what the Gems of Power are), but they are not sure whether the book the players seek is in the library or in the Hall of Records on the Third Level.

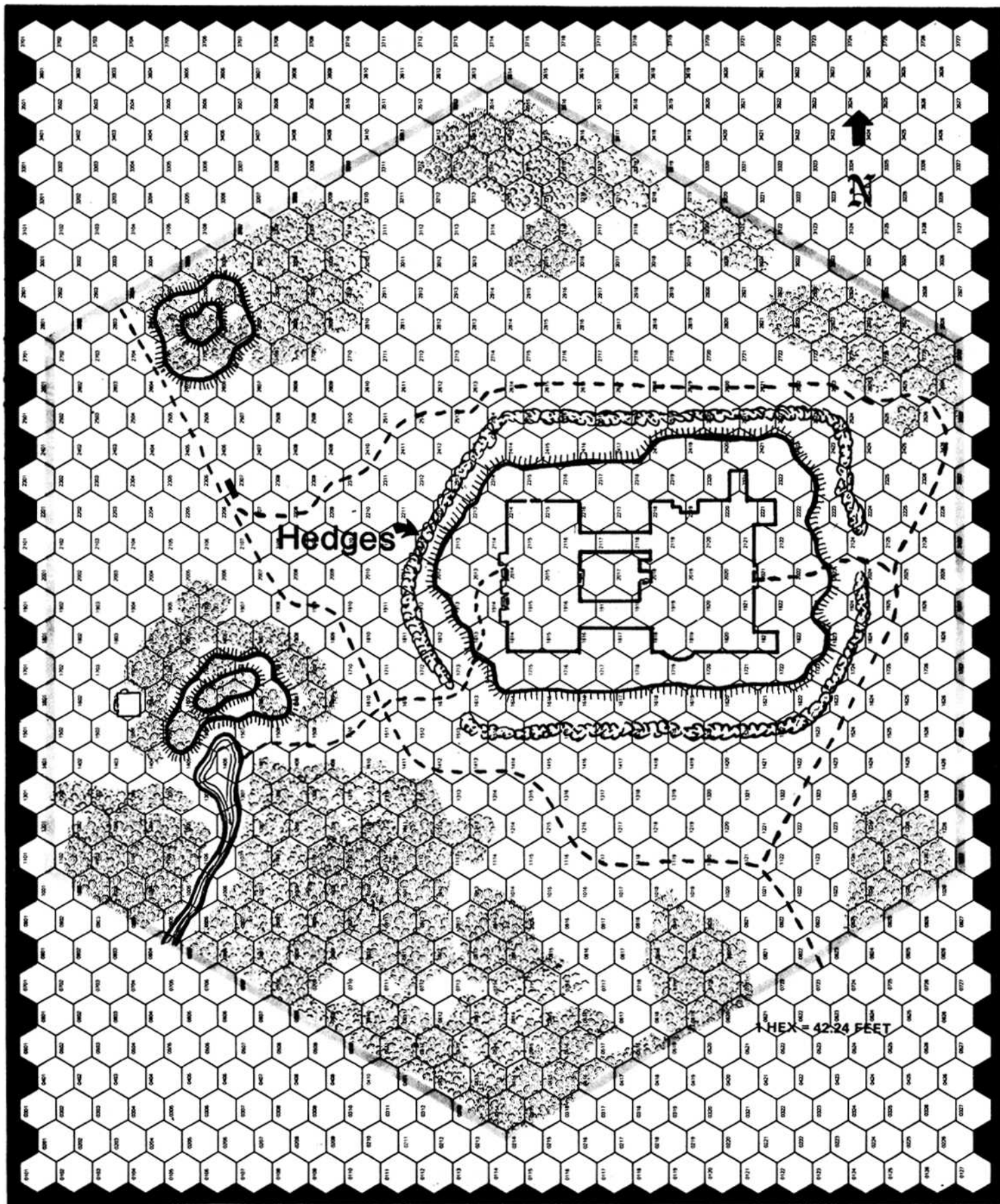
The Druids will not be happy at the presence of the player-characters, but, since the objects sought have no value to them, they will aid the party in order to quickly be rid of them.

The Druid's Keep

The party will arrive through a large, free-standing stone gateway located at Hex 2206. The two uprights are four feet square, located six feet apart, and are eight feet tall. The uprights are capped with another large block of stone four feet square by fourteen feet long. Set into the interior of the arch is the ironwork tracery upon which the portal forms. Carved into the capstone is the activating word.

The land around the Druid's Keep is partially forest and partially plains. The Keep is built in the plains area to avoid the destruction of any trees in the construction of the Keep. The Druids have, over the many years since the founding of the Keep, turned the surrounding area into one gigantic death trap for any humanoid who ventures into the area without permission. Surrounding the Keep is a ten-foot tall wall of thorny hedge and vines that is fireproof and heals any cut done to it faster than any person or persons could cut chunks out of it. Trying to chop through the hedge is impossible because it grows back faster than it can be cut down. The root system of the hedge and vines reaches down twenty feet, making it difficult to dig up the heavily intertwined hedges and vines as well as nearly impossible to tunnel through them. The hedge/vine covers Hexes, 1513 - 1522, 1622, 1723, 1823, 1924, 2023, 2124, 2223, 2323, 2423, 2524 - 2523, 1712, 1811, 1911, 2011, 2112, 2212, 2312, and 2413.

The Keep is also protected by many monsters, animals, and plants in the woods and in the open areas around the Keep. Many of the animals and monsters were summoned to the Keep when the two Astokph factions met and fought there. Though many animals were killed, the countryside still remains dangerous. Hex 1610 contains a burrow that serves as a den for a Cobra (HIT: 001; HTK: 012; ARM: 014; AGL: 143; SPA: Bite does 12 points of damage from poison per round for three rounds) which will attack anyone who passes the crossroad without a token (a magic acorn) from a Druid out in the rest of the world. The Cobra, because of its hiding place, will get one attack before the person passing can



respond (i.e. it gains surprise upon the person on a 1 - 4 on 1D6). In Hex 1603 there is an abandoned cottage that is now used as a den by an extremely large Cave Bear (HIT: 010; HTK: 050; ARM: 044; AGL: 143; SPA: two paw attacks for 12 points each with an additional crush for 18 points if both paw attacks land) which had been asleep at the time of the Tranzite battle and which arrived barely in time to slaughter a half-dozen Astokph Priests and supporters. The cottage had been used as a hideout for a group of bandits before the Druids arrived. Hidden in a secret compartment under the hearthstone are 110 old GP and 56 old SP. Each wooded hex on the map is guarded by a Trapper Vine (HIT: 001; ARM: 014; AGL: 074; HTK: 020) which attacks anyone who isn't a Druid. Hex 2005 has a trio of Wolves who keep watch upon the trail. Wolves (HIT: 003; HTK: 016, 017, 018; ARM: 034; AGL: 184; SPA: Bite for 6). Hex 2707 contains a Giant Trapdoor Spider that, when any non-Druid passes within five hexes, will charge out to attack (HIT: 003; HTK: 023; ARM: 021; AGL: 143; SPA: Bite does 3 points with an additional 6 points damage from poison for the following three turns). In the Spider's burrow is the body of a Barbarian warrior in the service of the Druids who wandered too close without his token and who paid for that mistake with his life. The body has a Chainmail tunic (ICT), a Broadsword (IBS), a Dagger (DDG), and a purse containing 13 GP and 10 SP. The Spider will ignore those who are carrying a token from the Druids which allows safe passage to the Keep. The lake in Hex 1406 contains a Dammthang, an aquatic monster imported by the Druids from its home in a nearby fresh-water lake (HIT: 008; HTK: 041; ARM: 010; AGL: 104; SPA: claws for 10 points twice per round). The Dammthang had been wounded in the fight with the Astokph's and will be carefully coating its wounds with mud. Any person that strays within two hexes of the lake or stream will be sensed by the Dammthang and attacked unless he or she is wearing the robes of a Druid or carrying one of the Druid tokens. The Dammthang has collected a chest full of junk at the bottom of the 30-foot deep pond. While most of the items in the chest are worthless, there is a gold necklace worth 30 GP within, as well as 12 corroded SP. Hex 1018 contains a pair of Giant Trapdoor Spiders that will attack any non-Druid who doesn't have a token from the Druids and makes the mistake of passing within 5 hexes of them. The Spiders are HIT: 003; HTK: 016, 018; ARM: 015; AGL: 143; SPA: Bite for 3 points with 6 points from poison for the next three rounds. Note: All monsters will ignore and not attack each other because they have been trained to work together. The smarter of the creatures, such as the Wolves and the Cave Bear, will even go to the assistance of one of the other monsters, but the Dammthang and the Giant Trapdoor Spiders aren't smart enough to recognize the other animals as friends until they get within five hexes. All of the creatures are fed regularly by the Druids, and, other than some minor wounds suffered in the recent fight between the Astokph's and the Druids, they are in good physical shape.

On top of the Druid's Keep is a large bird house which serves as the home for a flock of Humdarts. The Humdarts will fly to attack any non-Druid in the open area around the Keep who is not carrying the appropriate magic token. Currently, there are 137 of these suicidal birds in the nests, as well as over 300 eggs. Note: In case of attack, 15 of the birds will remain behind to incubate the eggs and will attack only if the nest is disturbed. The Humdarts protect the "Source" Sunstone that is mounted on the top of the Keep. They enjoy snuggling next to its warm sides during the winter. Only about ten of these birds are able to attack one person during a round, but the rest will be flying about in a great, swirling mass, making threatening dashes toward the targets. Their loud screeching will attract the attention of the guards, Druids, and any animals in the vicinity. Normally, they would only swirl about an intruder to attract attention and attack only if ordered to do so by a Druid. After the recent unpleasantness, any intruder is now subject to an immediate attack.

Encounter Table for the Area Around the Druid's Keep

- 1 1 - 6 ordinary Wolves (HIT: 003; HTK: 014; ARM: 032; AGL: 184; Bite for 6)
- 2 2 - 12 ordinary Wolves (HIT: 003; HTK: 014; ARM: 034; AGL: 184; Bite for 6)
- 3 One Dire Wolf (HIT: 006; HTK: 020; ARM: 044; AGL: 173; Bite for 12)
- 4 1 - 3 ordinary Bears (HIT: 006; HTK: 020; ARM: 032; AGL: 154; Two paw swipes for 8 each, one bite for 6, hug if both claws hit for an additional 12)
- 5 2 - 12 Barbarians (carrying a charm that holds off all the animals): CLS: FTR; LVL: 021; HTK: 012; ARM: 044; AGL: 143; WPN: DBS
- 6 One poisonous Snake: HIT: 001; HTK: 012; ARM: 006; AGL: 104; Bite does no damage but poison damage of 2 points for three rounds
- 7 1 - 3 Initiates and one Druid. The Initiates are CLS: FTR; LVL: 001; HTK: 005; ARM: 000; AGL: 124; WPN: DDG. The Druid is CLS: DRD; LVL: 003; HTK: 016; ARM: 010; AGL: 163; WPN: DSS. If attacked, the Druid can summon all of the animals in the area around the Keep to their aid.
- 8 1 - 3 poisonous Snakes (HIT: 001; HTK: 012; ARM: 006; AGL: 104; Bite does no damage but poison damage of 3 points for three rounds)
- 9 1D6 + 3 ordinary Wolves (HIT: 003; HTK: 014; ARM: 032; AGL: 184; Bite for 6)
- 10 1 ordinary Bear (HIT: 006; HTK: 020; ARM: 032; AGL: 154; Two paw swipes for 8 each, one bite for 6, hug if both paws hit for additional 12)



Ground Level

- 1 Entrance: 35' x 30'. Partially hidden by beautiful trees and shrubbery is a set of old, worn stairs leading up to a pair of huge, wooden doors. The doors are inscribed with ancient runes and symbols that seem, upon closer examination, to tell a story. Two five-foot wide columns stand on each side of the door supporting the arched roof inscribed with the words, "Peace to All Who Enter." A small, bronze gong stands to the right of the columns, enabling visitors to announce themselves.

Stationed inside the doors are two Barbarian Warriors who are currently acting as guards because of the recent skirmish in which the Druids found themselves involved. They are Londar and Grinole, two warrior chiefs who are next in the line of command under Quintero and Norris. Their jobs are to announce any visitors and to make sure that spys, intruders, or people who would do harm to the Keep and its inhabitants are kept out. They are stationed here from dawn to dusk, at which time 2 other warriors relieve them. They wear Chainmail Tunics and carry hefty Battle Axes. They also have rounded steel Shields and each carries a Dagger.

Londar

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
BRB	CNG	071	050	064	071	165	115	094	157	135	146	178	149	126	137	042	IBA

Grinole

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
BRB	LNK	061	044	063	071	178	106	087	165	147	158	127	148	104	115	031	IBA

Londar and Grinole are very close friends who have fought side by side in many battles. Both are fearless warriors who will fight to the death for each other. They are half-brothers; they have the same mother but different fathers. This accounts for their similarities and their close feelings for each other. Both have long, straight hair which they wear in single braids down their backs and deep brown eyes. Londar is 6' 1" tall and weighs 256 pounds, and Grinole, somewhat smaller, is 5' 9" tall and weighs 216 pounds. They are polite for Barbarians, but they take their duties seriously.

- 2 Library Wing: The entrance opens into a large chamber in the center of a building wing extending 80 feet north and 80 feet south. This is the library; it is divided into small, 10' x 20' cubicles for those wishing to read and study in peace. Five small cubicles are in the wing, two to the south and three to the north. Two 30' x 25' rooms to the west of the wing access the Kitchen and the Great Hall.

Shelves full of books and scrolls line the west walls of the five cubicles. The contents of the Library emphasize plant lore and local history. No magical books of any sort are kept here. Only five or six scrolls on general events and history beyond immediate Druidic concerns are kept here. Each cubicle is furnished with a table, a desk, and chairs, and opens up into the central corridor. The northern section of the wing leads to two 10' x 15' storage rooms (empty) and a set of stairs descending to the grotto level. The south end of the wing leads to a 10' x 16' storage area and to the antechamber to the Senior Council Room, which is 15' x 15'. The storage room contains 7 long robes and 4 pairs of black leather boots. The two larger rooms are furnished with two couches, a few chairs, 2 desks containing parchment and writing supplies, and 4 tables each. Tapestries hang on all the walls except for the east walls which contain shelves filled with books and scrolls. These two rooms are used only by Druids of the higher order.

In the cubicle to the left of the chamber sits Saypine, a young acolyte, who is in a very confused state of mind. He is pouring over the history books and scrolls, trying to understand and memorize the contents. He is growing increasingly aggravated; he feels he will never comprehend everything he is supposed to learn. Presently, he is studying foundation and the history of the Druids.

Saypine

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
DRD	LNG	021	009	000	071	154	154	166	145	156	127	175	175	142	051	187	IDG

Saypine is only 17 years old and gets very impatient with himself for not learning as fast as he believes he should. He doesn't realize that information this complex takes time to totally comprehend and remember. Saypine's parentage is unknown; he was left as an infant on the steps of the Keep in a wicker basket. 17 years ago, the visitor's gong at the entranceway was rung, but when the Druids opened the door, no one was visible except for the infant, Saypine, lying in his basket and crying his eyes out. The Druids at once noticed two unusual birthmarks upon the child's forehead; one was shaped like a crescent moon and the other was shaped like a star. These marks disappeared as Saypine grew older, and he was never told about them. Theurios believes him to be a child of the stars who harbors strong powers that will one day surface. For this reason, Theurios takes a special interest in Saypine and pushes him hard to learn everything he can absorb. Theurios believes that Saypine has the potential to be someone great, someday; perhaps he will even become an Arch Druid!

In the cubicle next to the one occupied by Saypine is another young acolyte who is busy trying to discover the reason for the discord between the factions of Astokph. His name is Cromwell, and he, too, is confused because he cannot make heads or tails of the whole situation. However, he has been ordered by his superior to discover the cause, so he plods on, growing more befuddled all the while.

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
DRD	LNG	021	010	021	071	105	145	167	126	145	115	167	135	072	145	176	SDG

Cromwell was born and grew up in the city of Tarantis. His mother was a Houri who was addicted to opium, and his father was unknown to him. His mother died at the age of thirty from an overdose; Cromwell was only 12 years old at the time, but he took to petty thievery on the streets of the city in order to survive. One day, a group of adventurers came to town, accompanied by a Druid named Danya. Danya caught the boy attempting to pick his pockets and, looking with compassion upon the bedraggled lad, decided to "adopt" him and teach him a better way of life. Danya straightway took Cromwell in hand, befriended him, and sent him to this Keep to learn the ways of the Druids. Although Danya is occasionally traveling, he keeps a watchful and protective eye on Cromwell and has high hopes for the boy's future.

Cromwell is eighteen years old with light blue eyes and short, blond hair. He wears soft Leather armor under his black-belted robe and is very proficient with the silver-and-gold-hilted Dagger that was given to him by Danya. His skill with the Quarterstaff is much lower, but he practices with it daily and is steadily improving.

- 3 Senior Council Chambers: The Senior Council Chambers is where the eldest and/or most skilled Druids meet to decide upon the various day-to-day decisions necessary to the smooth running of the Keep. In this 35' x 75' room, the Druids also make the policy decisions dealing with outsiders seeking the favor of the Druids of the Keep. The council is currently greatly reduced because the Besider raiders discovered the With-ers in council with the Druids in this room. The With-ers' diplomatic group was here trying to convince the Druids to side with them in the conflict between the two factions of the cult of Tranzite. The Besiders opened fire on the With-ers with all of their magic and ordinary weapons. This attack, which killed many of the With-ers, slaughtered the unprepared Druids as well. Ten of the Senior Council died in that opening attack.

The room is in shambles from the magic used in the room. The council table is shattered; one of the table legs protrudes from the wall. The chairs are strewn about the floor or lie smashed against the wall. Bloodstains and burn marks cover the floor, and, under a piece of fallen plaster from the ceiling lies a severed hand wearing three gold rings worth 20 GP each. The richly-carved wooden walls are spattered with dried blood and have been badly burned and scarred. A Battle Axe is buried to the handle in one of the walls. Plaster from the ceiling litters the floor, and a brace of Crossbow Quarrels are sunk into the door frame.

- 4 Great Hall: The 300' x 100' Great Hall is used for feasts and celebrations. Lately, there has been little to celebrate, however. Although some of the Druids prefer to dine out in the garden if it is a nice day, this room can also be used for everyday dining. Pillars and archways artistically carved with ancient runes and symbols dominate the hall. A fireplace in the center of the hall is surrounded by tables and chairs, all of which are very dusty. To the south of the hall is a watch tower with stairs ascending to the next level. The watchtower is 25' tall and is manned by two Barbarian guards at all times. Guards: CLS: FTR; LVL: 021, 031; HTK: 013, 020; ARM: 066; AGL: 144, 156; WPN: IBS, WLB. Though often "buzzed" by the Humdarts, the guards are recognized as friendly by the birds and will not be attacked. The two guards have a large, brass gong which they strike as a warning that people are approaching. This alerts the other guards within the Keep in the event that they have to defend against an attack.

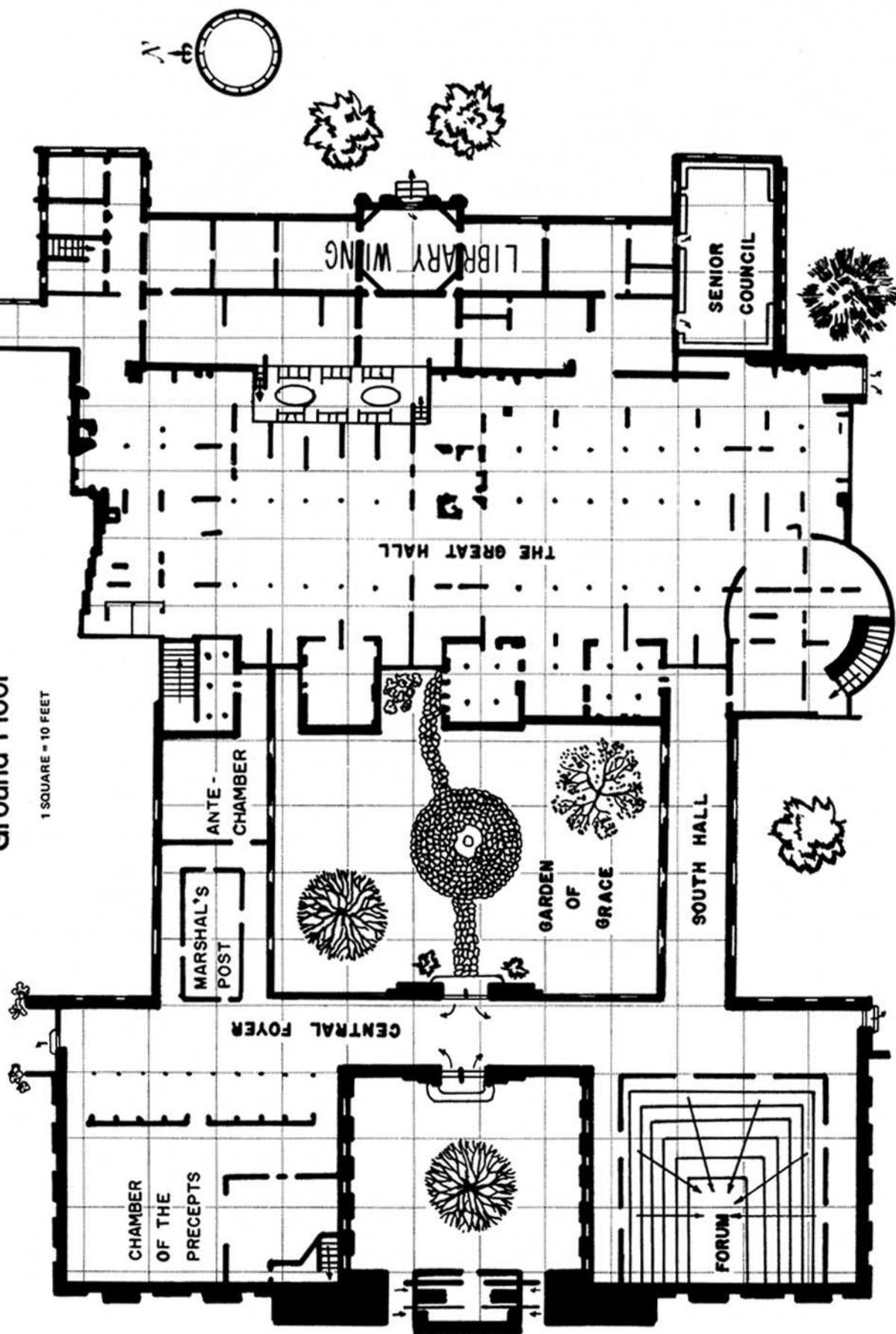
Adjacent to the Great Hall on the east is a Kitchen where all the cooking is done. 2 oval wooden tables are used as chopping blocks and for preparing food. Shelves filled with food line the west and east walls. Two women, followers of the Druidic philosophy, Atrea: CLS: FTR; LVL: 011; HTK: 021; ARM: 000; WPN: SDG (strapped on her leg) and Liqui: CLS: FTR; LVL: 011; HTK: 17; ARM: 000; WPN: IHA, take care of all the cooking and some cleaning. Stairs on the North and South wall lead to the Great Hall and to the Library Wing.



DRUID'S KEEP

Ground Floor

1 SQUARE = 10 FEET



- 5 The South Hall: The South Hall is 10' x 50'. A handfull of torches in the sconces that line the walls illuminate the many beautiful but tattered, burned, and worn tapestries and wall hangings. Most of the tapestries depict one of the previous Arch Druids in charge of the Keep, but three are of other scenes. The first shows a glade with many trees and a meditating Druid. At some time when the party is in this hall, the Druid will step out of the tapestry, for this tapestry can be entered by any Druid familiar with the correct password. Ard, the Druid from the tapestry, has been in the tapestry world meditating for the last month, long before the battle between the sects. When he leaves the tapestry, he will be quite shocked by the destruction he sees because people on the other side, in the mini-universe of the tapestry world, are not aware of what goes on in this world. Unless a Druid is accompanying the players, he will prepare to attack them by touching the other two non-Druidic tapestries that hang on either side of the tapestry from which the Druid came. The tapestries both show a Lion in the midst of a leap. The two Lions will leap from their tapestries and will fight for the Druid. Lions: HIT: 004; HTK: 024, 028; ARM: 033; AGL: 164; Bite for 9 points plus two claw swipes for 7 points each. The South Hall leads to the Forum and the Central Foyer. Going left at the end of the Hall will lead to an exit to the outside, and taking the right way will lead to the entrances to the Garden of Grace and the Courtyard. Note: The tapestry out of which the Druid stepped may only be entered by a Druid who softly speaks the correct password. Once in the tapestry, the Druid will find himself or herself in a grove of trees. The Druid may not go farther than twenty feet from the point of entry before being stopped by an invisible wall of force which extends in a twenty-foot radius from the point of entry. The tapestry is used for meditation purposes, and, although time passes normally for the Druid inside the tapestry, he or she will not need to eat or drink as long as the tapestry is inhabited. The tapestry is of the grove that the first founding Druids left behind when they moved to the area to construct the Keep.

Ard the Druid

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
DRD	LNA	024	031	000	073	162	155	131	156	146	161	114	117	163	115	145	DDG

Though of a contemplative disposition, Ard does not hesitate to defend nature or himself. He will, at first, try to subdue his targets, but, if the first attempt is not successful, he will then strike to kill. He will raise the alarm at the first opportunity, calling for help from the Barbarian guards and the other Druids in the vicinity.

- 6 The Garden of Grace: The 150' x 105' Garden of Grace can be entered from the Central Foyer through huge, wooden double doors; the doors are battered and scarred with Axe marks. Some of the Druids took refuge in here during the battle, and, luckily, the doors remained intact, preserving the garden. It is a peaceful and lovely place filled with birch and oak trees. Plants of various species grow throughout the garden; they receive nourishment from the underground stream that courses beneath the garden. In the center of the garden is a raised patio constructed of Obsidian pebbles. The pebbles also form a walkway leading from the east and west of the patio and raised six inches from the ground. In the center of the patio is a small marble fountain which is also fed by the underground stream. The fountain cascades into a 5' diameter basin, 6' deep. The stream which feeds the fountain contains minerals that are soothing to the body and have some healing properties. The water is warm (approximately 100 degrees), and the Druids frequently take relaxing baths in the basin. Marble benches surround the fountain, enabling those who so desire to sit, relax, and meditate.

Because the garden is so beautiful and peaceful, it is visited frequently by creatures of the woods - especially by one particular Dryad named Danyella. Danyella is very friendly with the Druids and gives them advice and help with the plants. She is in the garden when the players arrive there, conversing with Locust, a young, neophyte Druid who is passionately in love with her; she has no idea of his feelings because Locust has not divulged them to her as yet.

Danyella

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
MAG	CGN	104	030	000	072	116	187	165	127	178	135	199	165	147	157	178	None

Locust

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
DRD	CNG	011	005	021	071	167	145	136	158	145	157	147	159	041	052	147	IBS

Locust is given to impulsive whims, and he is a little unstable to be a Druid. He likes to drink wine and gets intoxicated almost every night. So far, he has been able to conceal this failing from the Druids. He is irresponsible in his duties and does not spend as much time studying as he should. He is a very good fighter, but he is totally inept at casting spells. Because he doesn't pay enough attention to studying his magic, his spells will backfire 90% of the time; for this reason, he tries to avoid casting them at all. He dislikes following orders and gets quite indignant when forced to do some chore or other that he feels is beneath his effort. The Senior Druids wonder why he joined the order in the first place, and there is talk of casting him out.

Locust wears Leather armor under his cloak and black leather boots. He fights with a Two-Handed Broadsword.

Danyella is a princess of the local Dryads and lives in a very large, old oak tree outside the Keep. She doesn't usually associate with Humans, but she respects the Druids because they share her attitude toward nature. She was very upset to learn of the battle that took place within the Keep and has made a promise to Theurius that, if it should happen again, she will call forth the creatures of the woods to help to defend and preserve the Keep. She has given Theurius an amulet

of Telepathy so that he can call her by this method if she should be needed. It works within a 20 mile radius. Danyella has an amulet which is the exact duplicate of the one she gave to Theurius. It is a smooth blue stone worn on a leather thong about the neck. It is worth 50 GP.

- 7 The Forum: 80' x 80'. Bleachers made of cement and brick lead up for fifteen feet. The Forum was once used as the general meeting place where all of the Druids and Initiates were called to discuss decisions of the Senior Council and the Arch Druid. There, the ordinary Druids and the Initiates could discuss and comment upon the decisions. The suggestions made in the forum were always seriously considered, and the Council only rarely vetoed any suggestion made that was favored by the majority of the Druids (the suggestions of the Initiates, however, were rarely considered seriously unless espoused by a Druid). The Forum is currently in shambles because the battle between the two Astokph factions spread into this area when some of the With-er delegation, who had been resting in this room, joined the fray. Blood and fragments of bone litter the floor, mingled with the pieces of broken weapons. Two Initiates are busy trying to clean up the mess from the battle, and another Initiate, who had some training in masonry before he became a Druid, is attempting to repair a blasted stone and brick bench. All three Initiates are armed because they have heard a rumor that a Astokph warrior is hiding in a secret compartment in the room. They believe this despite the assurances of the Druids that there is no secret compartment in the Forum. There actually is a secret compartment, but the Druids want to keep it secret because it contains a small cache of money (245 GP in a leather sack) that the Druids have set aside in case of an emergency. The compartment also contains a Astokph warrior who tried to hide in it, but the warrior is quite dead because the compartment is airtight and can only be opened from the outside. The warrior has in hand a DBS that he carried into the compartment with him. He discovered the compartment quite by accident the day before and didn't have time to inspect it properly before the assault; therefore, he did not realize that it was unsuitable as a place of hiding.

Garlin Stanesdatter

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LNG	011	004	000	051	142	126	128	142	135	137	115	113	116	153	111	IDG

Garlin Stanesdatter became a Druid to get away from a long, boring future as the wife of a farmer. Her parents did not object to her choice, and, much to her own surprise, she found that she liked being a Druid. She is developing an excellent feel for nature. She doesn't fight well, but she will defend nature as best she can. She is particularly angry at the Astokphs for involving innocent folks in their disagreement but doesn't know what to do about it.

Charka

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NXX	011	005	000	052	185	116	168	135	152	115	122	165	148	111	161	IDG

Charka was an orphaned youngster who was most pleased to join the Druids. He has an exceptional feel for nature but not much experience yet. He wants a chance to pay back those crazy Astokphs for the damage they have done to his friends.

Kal the Brick

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	LNA	012	006	000	051	186	146	134	116	168	115	166	143	111	158	135	DDH

Kal is happy to put his meager building skills to the service of the Keep but is sad that it is necessary to do so. He does not want to hurt even the Astokphs, and he cannot understand why people do such things to one another. He will defend himself and the portion of nature entrusted into his care, but he will not attack.

- 8 Central Foyer: The Central Foyer is 20 feet wide and 320 feet long. There are exits located at the north and south ends of the corridor leading to the area surrounding the Keep. In the center of the corridor walls are the entrances to the Garden of Grace (to the east) and the Courtyard (west). Sconces are hung on the walls with scented candles burning within them at all times. Anyone walking down the hall will encounter a slightly intoxicated Barbarian weaving toward them with a Grey Wolf by his side. The Barbarian's name is Traw, and he is actually a Besider of the cult of Astokph who is hiding out incognito until he feels it is safe to leave. He will ignore anyone accosting him, but, if he should be found out and attacked, his Wolf will fight by his side to protect him. Wolf: HIT: 003; HTK: 016; ARM: 034; AGL: 133; Bite for 6 points.

Traw

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	END	CHA	AGL	LED	LCK	PSY	WPN
BRB	CNG	041	026	063	071	178	104	082	156	137	156	117	145	042	115	031	VMS

Traw fights with a +1 to hit iron Morning Star and carries a Shield with a Raven's head emblazoned on it. He is wearing an iron Chainmail Tunic with leather breeches. He is also wearing an amulet of Sobriety. The drunkenness is just an act which he hopes will give him a momentary advantage over any would-be attackers.

- 9 Courtyard: The Courtyard is 90 feet in length and approximately 75 feet in width. As soon as the courtyard is entered, the person entering will feel a sense of peace and well-being such as he or she has never felt before. The courtyard is dominated by a gigantic, beautiful old oak tree located in the very center of the yard. The tree is occupied by a family of Flying Squirrels. These Squirrels are very intelligent and somewhat magical; they have the ability to speak Common as well as their own tongue. The Squirrels have this ability because the acorns of the oak tree are magical,



imparting the ability to comprehend languages. However, as the effects are so minute in each individual acorn, a great many of them must be eaten over a long period of time for any effect to be felt. The Flying Squirrels in this tree have eaten of these acorns for many generations, however, and the effect has accumulated sufficiently to allow them to not only understand another language but also to speak it.

At the time the party enters the Courtyard, a Druidess named Heather is in the courtyard chattering away with the Squirrels and feeding them corn. Heather spends 90% of her free time with the Squirrels because she prefers their company to that of Humans.

Circular seats made of marble surround the oak tree; here, the high level Druids come to discuss philosophies, talk with the Squirrels, or meditate. Acolytes or Barbarians are not allowed in the courtyard because it is a "special, private place" for the Druids; the Squirrels will associate with no one but Druids. The west wall of the courtyard has sliding panels that exit to the outside in case of danger, but they are locked to prevent entry by intruders. This is the first time in the history of the Keep that these panels have been locked, and it is the direct result of the attack by the Besider raiding party and the subsequent battle.

Heather

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	END	CHA	AGL	LED	LCK	PSY	WPN
DRD	LGN	061	028	014	071	115	176	189	125	167	135	156	157	072	115	178	SRS

Heather has been living at the Keep for two years and feels that it will always be her home. She has done much traveling in her lifetime (she is 41 years old) and is now contented to stay in one place, having already "tromped out" all her wanderlust. She is outraged at the recent damage done to the Keep by "those idiots who insist on fighting over religion!" She has heard of Jonas' plans to take revenge on the "ignorant fools" but has not yet made up her mind whether or not she wants to participate.

Heather wears a silver neckchain with a Pearl drop attached to it. This Pearl gives her the ability to sense the intentions of others towards her at a range of not more than 20 feet. She wears Leather armor and high leather boots and is proficient with her silver Rapier.

- 10 Chamber of Precepts: The Chamber of Precepts is a bare, austere room 100' x 80' in dimensions that contains a single green rug and four tapestries, one on each wall. Each tapestry shows one of the four seasons in all of its glory. Initiates and Druids often spend time in this room meditating on each of the tapestries for fifteen minutes at a time to reinforce the understanding of the need for nature to take her own course. These tapestries are so well made that they would bring at least 200 GP each from any collector and probably 1,000 GP for the entire set. The room is currently occupied by Swiftwing Baar-ank who is studying the winter tapestry. Baar-ank will attack any unescorted intruder, presuming the intruder to be a Astokph who had not been killed and had been hiding out somewhere in the Keep since the recent battle which so devastated the home of the Druids. A tall, slender man, Baar-ank once served in the armies of the Overlord before realizing that he was better suited to the more gentle but no less demanding life of a Druid. He is a Level 2 Druid for his second Character Class.

Swiftwing Baar-ank

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	END	CHA	AGL	LED	LCK	PSY	WPN
FTR	LNA	062	044	000	095	162	114	131	131	147	113	144	145	153	115	122	DSS

He will strike to cripple rather than to kill but will defend himself against all attacks with a deadly counter-parry. Baar-ank will not even bother to listen to explanations until he or his opponents have gained the upper hand.

- 11 **Marshal's Post:** Located next to the Antechamber, the Chief of the Barbarian Guards can be found in this 20' x 45' room. His name is Norris Van; he is accompanied 75% of the time by his Warlord, Quintero, and 2 Subchiefs, Grendal and Ingham who act as his advisors. Grendal and Ingham are veteran Fighters but are unable to fight any more due to their old age. Arthritis has beset Grendal, and Ingham's right leg was permanently crippled from a battle 5 years ago.

Norris Van

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
BRB	LNK	102	065	074	071	186	128	105	176	137	145	156	145	127	072	042	VBS

Norris Van is a proud and stubborn Chief; he is very rough on his men and expects only the best from them. However, he is a fair leader and very understanding for a Barbarian. All of his men respect and admire him, and all are very loyal. Norris loves his wine and women, and, although wine is available in the Keep, women are not. Because of this, he has been a bit grouchy lately.

Norris wears a Chainmail Tunic with leather breeches and carries a Shield with an emblem of a hawk and star on it. In his pocket, he has 1 clear gem. He doesn't know what it is, but he is sure that it is valuable. He had two of these gems, but he gave the other one to San to examine and return when finished. He fights with a steel Broadsword which hits at +2. He is also very proficient with the Longbow at long range.

Norris was summoned five days ago by Theurius, who sent an acolyte to him with news of the outbreak of trouble and the danger within the Keep. Norris gathered a party of men together to go to the Keep and help out where they could.

Quintero

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
BRB	LNG	091	056	057	071	167	145	137	158	156	147	126	145	104	115	104	ITS

Second in command, Quintero is a great warrior who will fight to the death to defend the Keep. When Quintero was young, he had great aspirations to become a Druid because he loved the wilderness and the creatures of the wood. However, as he grew older, fighting became his main interest, and, although he respects all wildlife and is very friendly with the Druids, he is, at heart, a warrior.

Quintero wears a Ringmail tunic and leather breeches. An amulet given to him by Firman before he died protects Quintero from illusions; he will never believe an illusion. The amulet is a clear, eight-sided gem of about 1" in diameter which he wears on a chain around his neck. He fights with an iron Two-Handed Sword with runes engraved on the hilt.

Encounter Table for the Necropolis

- 1 - 6 Initiates: CLS: FTR; LVL: 001; HTK: 005; ARM: 000; AGL: 124; WPN: DDG
- 2 - 7 Initiates: CLS: FTR; LVL: 001; HTK: 005; ARM: 000; AGL: 124; WPN: DDG
- 1 - 6 Initiates (stats as above) plus one Druid: CLS: DRD; LVL: 041; HTK: 018; ARM: 000; AGL: 144; WPN: DSS
- 1 - 6 Initiates (stats as above) plus 1 - 3 Druids: CLS: DRD; LVL: 041; HTK: 018; ARM: 000; AGL: 144; WPN: DSS
- 2 - 7 Initiates (stats as above), plus 1 - 3 Druids: CLS: DRD; LVL: 041; HTK: 018; ARM: 000; AGL: 144; WPN: DSS, plus one Druid: CLS: DRD; LVL: 071; HTK: 032; ARM: 000; AGL: 166; WPN: Club of Vines plus a DSS
- 1 - 3 Druids: CLS: DRD; LVL: 041; HTK: 018; ARM: 000; AGL: 144; WPN: DSS
- 1 - 3 Druids: CLS: LVL: 041; HTK: 018; ARM: 000; AGL: 144; WPN: DSS, plus one Druid: CLS: DRD; LVL: 071; HTK: 032; ARM: 000; AGL: 166; WPN: Club of Vine plus a DSS
- One Druid: CLS: DRD; LVL: 081; HTK: 040; ARM: 000; AGL: 177; WPN: DSS
- 1 - 3 Wolves: HIT: 003; HTK: 014; ARM: 032; AGL: 183; Bite for 1 - 6
- One Giant Constrictor Serpent: HIT: 003; HTK: 036; ARM: 041; AGL: 114; BITE for 3, then, once Bite hits, crushes for 4 points a round until the prey is dead.

Necropolis

This entire floor is lit by glowing moss upon the ceiling that gives off a dull blue glow. Candles are only allowed in the Worship Hall (Room 15) and in the Rooms of Records (Rooms 11 - 13) where the extra light is needed, either for the ceremonies or in order to read the writing.

Room 1 The 10' wide stairs leading down from near the Antechamber on the Ground Level open through a small wooden door into a C-shaped corridor. On the opposite side of the corridor are two more small wooden doors that lead to Rooms 2 and 5. The doors are always ajar and at least one (30% chance) of the Giant Constrictor Snakes from Rooms 2 and 5 are lying out in the hall. These Snakes are trained to attack any non-Druid who is not wearing a special Bracelet. The northern leg of the C dead-ends, but the southern leg continues on some 60 feet to end in a small wooden door.

Room 2 This 25' x 35' room is the lair of a mated pair of Giant Constrictor Snakes (HIT: 003; HTK: 034, 041/ ARM: 041/ AGL: 114; Bite for 3 points, then once Bite lands, crushes for 6 points a round until prey is dead). The pair of Constrictors have been trained to attack any Humanoid (animals are ignored) who isn't wearing a Copper Bracelet in the form of a Snake. The pair are free

to move not only around Room 2, but also into the hallway outside. They are often found out in the hall, lying half across it just watching Druids walk by, and often forcing the Druids to step over them. Room 2 is a white-washed room that has a musky Snake odor to it, but is otherwise very clean. The reason for this is that the Druids have managed to train the Giant Serpents to relieve themselves in a shallow tray of earth. If the tray is searched, a Bracelet worth 20 GPs will be found. It had been worn by a Besider Raider who had made the mistake of rushing through the hall without the armband. After killing the intruder, the Snake swallowed him whole, and eventually passed the Bracelet that the Raider had been wearing into the tray of earth.

Room 3 This 25' x 35' room was once used as a room of study by initiates to Druidism. The initiates would study the books on animals kept in this room, and practice upon the pair of Guard Serpents. This was before the invasion by the Besider group. The Besiders wounded and killed so many of the Druids' animal friends, that these rooms have been turned into a makeshift hospital to handle the wounded who fought for the Keep. On the floors of the room lie four Wolves, all that remain of a pack that rushed to assist the Druids and who were hacked up for their help. All four Wolves are so badly wounded (HTK: 001) that they can do nothing other than whine if someone enters the room. Tending the wounded Wolves is the Druid, Freespirit, who soothes the Wolves' wounds with his poultices made of special herbs. The Wolves trust him, and he will defend the Wolves to his dying breath because their intervention was the only thing that saved him from death at the hands of an invader.

Freespirit

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
DRD	LNX	021	012	043	072	163	113	124	138	048	133	135	151	146	125	178	BFM

Freespirit is very bitter about the attack upon the Keep, and will have as little to do with anyone from the Temple of Astokph as he possibly can. In fact, he will attack anyone from the Temple if not accompanied by another Druid. He will always go assist the Giant Constrictor Snakes out in the hall if they are attacked.

Room 4 This 25' x 35' room was once used as a Questioning Room, where an initiate would be questioned by a trio of Druids in order to ascertain if the person was ready to enter the Brotherhood of Druids. Currently, the three chairs and the table used in the process have been shoved into the corner and the room has been converted into a den for a tough old Bear, that had been wounded in coming to the assistance of the Druids. The Bear, who is quite intelligent and who can grunt several Human words in Common, got struck by a Crossbow Bolt in the shoulder. The Bolt struck him only a glancing blow, but that still caused a nasty cut on the shoulder (the fool who missed was crunched firmly by the Bear). The Bear is sitting in the middle of the room grunting and complaining as it eats a concoction of oats, fruit, and honey from a bowl it holds in its paws. It will ignore any sounds of fighting, being busy eating. Any non-Druid who enters the room will be attacked (HIT: 006; HTK: 024; ARM: 034; AGL: 122; Paw Attack: 9 points, only one attack per round from the good left limb).

Softskin

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
DRD	LNA	031	018	014	072	121	101	114	147	167	113	144	138	128	175	151	None

Room 5 This 25' x 35' room contains a mated pair of Serpents and the Druid, Softskin. The pair of Serpents are partially hypnotised by the sound of Softskin's voice. Softskin is chattering merrily at them about everything and nothing of any interest. She is talking to the pair of Giant Constrictor Snakes (HIT: 004; HTK: 032, 028; ARM: 042; AGL: 114; Bite for 4 points and constrict once hit lands for 7 points until the Snake or the victim is dead), who seem to intently be listening to her every word. Softskin is wearing the normal Druid's Robe, but her hands are covered by calfskin gloves that extend up to her elbows. Like all Druids above initiate level, she isn't wearing the Bracelet that keeps the Giant Snakes from attacking, but the Snakes do not attack her. In fact, they will often lean close to her so that she can scratch their scales. A dark haired woman of some beauty, she has strange eyes that never seem to blink. She will send the Snakes out to stop intruders if she hears fighting with the other two Snakes in Room 2. She will then pull off her gloves to reveal her scale covered hands and attack. She grabs and crushes with her hands, doing 4 points of damage each round to a person she grabs, releasing only upon her death or the death of the person she grabs. When she is fighting, her face goes dull and she begins to hiss like an angered Serpent. She is what she is because a spirit of the Snakegod possessed her mother when she was carrying Softskin, causing Softskin to become part Snake. Large patches of her skin are covered with scales. She became a Druid in an attempt to stop this spreading conversion. In the face of the fact that nothing can be done, she has resigned herself to her fate, and is even looking forward to her final transformation. The room is clean and white-washed, though it has a heavier than normal Snake smell in it. A box full of earth for the Snakes to relieve themselves in lies in the corner. On the ceiling near the door to Room 6 is a crude bit of graffiti showing Softskin with a pair of Snake heads for arms (this was put up by a rather cruel initiate who enjoys harrassing Softskin about her difference), which she will pointedly ignore. If any enter accompanied by a Druid, she will be friendly with them, unless they insult "her" Snakes.

Room 6 This 25' x 35' room was used as a storage area for seeds and plant parts. Initiates would study these parts and seeds and learn to identify them in order to qualify as Druids. The plant parts are now boxed up and set in a corner for this room is being used as a den for an injured Giant Spider who lost a leg in the fighting in the Keep. The seven-legged Spider is nestled

in a corner drinking blood from a wooden bowl. The Spider is hidden in the corner behind the boxes and will attack any non-Druid who enters the room (surprising and getting a free attack on the people who enter on a 1 - 6 on 1D8). The Spider has HIT: 003; HTK: 024; ARM: 014; AGL: 112; and does 3 points on a Bite with 6 points of damage from poison for the next three turns. Among the samples and seeds are two Quickbush seeds and a Bomber Bush seed. Both are well-marked and are very famous and generally known (if rare) plants (25% chance of finding them with a casual search). Quickbush seeds, when pressed into dirt, grow within five seconds into a 5' tall, 5' wide, thorn bush with 2" thorns. The bush takes five turns to chop down and is often used by Druids to erect quick obstacles around their homes. Bomber Bushes take six months to grow, but, once full grown, they will have 3D6 seed pods on each bush. When brushed, 1D6 of these pods fall off and explode upon contact with the ground with a noisy but harmless explosion. The seed is then driven deep into the ground. These bushes are used by the Druids as warning devices because most natural animals avoid them due to their foul scent and taste. Birds will not even rest on them; a high wind will often strip a bush totally of its bombs, causing false alarms.

Room 7 25' x 35'. This room contains many grey robes with white cowls hung up on pegs in the walls.

These robes are worn by the initiates that passed the examination of both their knowledge and their feel for the Druidic practices. They must have the right feel for the job in order to pass the examiners. These robes are worn in a ceremony that swears the initiates into the Druidic brotherhood. The robes are in a wide variety of sizes ranging from those that would fit a three foot tall being to robes that would fit an eight foot tall Human frame. The white hoods are torn off in the ceremony to mark the person's total dedication to Druidism and are, therefore, only lightly sewn on with fine thread. Note: Wearing such a robe would fool no Druid because these robes are only worn at the ceremony. Also in this room is an unlocked chest that contains 150 Snake Bracelets that calm the Giant Snakes on this level. Hidden in the bottom of the chest in a secret compartment are ten silver versions of the Snake Bracelets worth 5 GP each. These bracelets are given to passing initiates who show special ability. Only five have been given out in the past hundred years, so the ten they have hidden will last quite a while.

Room 8 20' x 25'. Room 8 contains the remains of 50 Druids who died in fighting a Fire Demon that tried to destroy a Druid forest. The Druids valiantly fought the monster off, but many were burned to ashes either directly by the Demon or indirectly by the fires he started. The rest of the dead not burned were cremated. All of the ashes of these Druidic heroes were placed in a large, silver urn which was inscribed with the names of those who died. The urn was placed in this room of honor beneath the Keep so that they could forever be remembered. Once a year, on the anniversary of the battle, the urn is taken to the main hall for a Ceremony of Remembrance. The Silver Urn is actually only iron plated with silver, but the 5 foot tall urn is still worth 100 GP. The room also contains, on shelves along the walls, 50 plates of now-decayed food and 50 bottles of mead that has aged and gone bad. In a small wooden chest before the urn are 50 SP for the Druids to pay their passage into the next world.

Room 9 15' x 30'. This tomb is empty of a body though it does contain a sarcophagus, several chests full of clothing and food, and a chariot. Over the door is inscribed, "For the Last Master of the Keep." This tomb was built because the Druids have a tradition that as long as the tomb for the last Druid in the Keep is left unviolated, there will be no last Druid of the Keep. The builders of the Keep stocked this room with its sarcophagus and other belongings, so the furnishings in the room are crumbling from age. No Druid or initiate would dare to disturb this room. The room does have a living inhabitant; it seems that, during the battle between the two factions of Astokph at the Keep, not all of the Besider invaders were killed. Two remained alive; one is the "drunken Barbarian" who wanders the halls of the Keep trying to find a good opportunity to escape unharmed and the other managed to reach this floor and is hiding out in the tomb. He reached this floor because the guardian Serpents were called away to fight the invaders, but they returned after the battle, and now the intruder is trapped here, although he occasionally roams the floors at night when the Druids are asleep. The invader, Sligh the Slaughterer, has looted this tomb and hidden the following items in the sarcophagus: 200 GP, six silver bowls worth 50 GP each, two silver-edged Daggers worth 50 GP each, and a Sickle made of hammered silver worth 100 GP.

Sligh the Slaughterer

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	CNA	061	042	078	061	094	097	112	182	153	146	138	133	098	077	094	DBS

So far, Sligh has survived upon the rations he had with him at the time of the raid, but, with the rations running short, he is becoming desperate to escape. He will attack anyone who sees him in an attempt to kill them before they can divulge his whereabouts to the Druids. Sligh the Slaughterer is not a member of the Besider faction but is merely a mercenary warrior that they had hired.

Room 10 30' x 15'. Room 10 is the tomb of the first Druid of the Keep; the Druid that founded the Keep was Oakhand Longlife. Oakhand not only founded and supervised the building of the Keep, but he also led the Druids of the Keep for over fifty years, ruling wisely and well. His tomb contains his sarcophagus, a chariot to carry his soul to the next world, several chests full of now-decayed food and clothing to supply his trip to the next world and a rack holding his favorite weapons. The stone sarcophagus contains not only Oakhand's body but also two silver bowls caked with dried blood which, when cleaned up, would be worth 50 GP each, a single silver piece to pay for the passage of his soul into the next world, and a silver Sickle worth 100 GP clutched in his gnarled hand. If his sarcophagus is opened, his body will rise up to do battle with those who dare to violate his tomb. Oakhand's body will fight as a Druid of 14th level (the level which he achieved in life), is ARM: 074

(because of the toughened, preserved condition of the body); HTK: 096; AGL: 104; WPN: the Sickie, when Oakhand wields it, does damage like a DMP. The chariot is inlaid with gold and precious gems, but it would take one hour to strip the gold (300 GP worth) and the gems (100 worth 10 GP each) from the chariot. The rack of weapons holds three Spears and a Broadsword. Each Spear does +1 damage when it hits, and the Broadsword does +2 damage. Note: No Druid or initiate of the Keep would allow these three tombs to be violated while he or she yet lived, and, if the players are trying to deal diplomatically with the Druids, the mere suggestion of entering these holy tombs will cause a bad reaction upon the part of the Druids. The Druids feel that the party could have no possible reason to visit those tombs. To insist on it will cause the Druids to ask the party to leave. To attempt to push on regardless of the feelings of the Druids will cause the Druids to become actively hostile though their first attacks will be to capture or subdue.

Room 11 30' x 40'. Room 11 serves as the preparation room for the records kept by the Druids and as the barracks for the two Druids in charge of the records of the Keep, Avery and Fabian. The room contains their two beds and personal chests, plus a table, candles, various sheets of parchment, inkpots, writing equipment, and records that the pair are repairing. Avery's chest contains seven Druidic robes, a stone-headed Mace (RFM), and a purse containing 23 GP, 42 SP, and 124 CP. Fabian's chest contains three Druidic robes, a Short Sword and sheath (DSS), and a small coffer that contains 30 GP, 16 SP, and 12 CP. The table is covered with 57 sheets of parchment, five inkpots, ten quills, several small Knives used to cut apart old records, two pots of glue, and a record book listing the purchases of the Keep for an entire year dated sixteen years ago. A large tapestry of an oak hangs against the back wall. The room is lit by a trio of candles in holders on the table in the center of the room. Avery is a quiet man who barely made it into the ranks of the Brotherhood of Druids because he doesn't really have the correct emotional perspective for the profession. Since he made it in, he was placed in the Hall of Records where he wouldn't have to have contact with the day to day aspects of Druidism. Fabian, on the other hand, gets along quite well as a Druid but prefers to work in the Hall of Records, at least part time, because of his deep love of the history of the Keep. He is sure that, on the upper floor of the Keep, there is an item of power hidden in an unknown secret room. He believes that the founder of the Keep put it there. The pair, despite their differences in temperament, get along fairly well; Avery takes care of the collection's physical repair (which isn't easy because of the dampness of this level), and Fabian handles the arranging of the collection. The pair prefer that people ask them for items so that they can keep the collection of records in order. If they are asked (and, if the players have the assistance of the Druids), Fabian can find the Book of Understanding Non-normal Geometry and Mathematics within five minutes. Otherwise, it will take four hours for the players to locate the book, which is in Room 12. (Note: Torture will automatically force the pair to reveal the location of the book. They will get it because the Druids attach no particular importance to the book.)

Avery

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
DRD	LNA	011	006	000	062	154	168	136	111	118	112	107	097	072	084	126	DDG

Avery is a tall, slender man of light complexion. His eyes are grey, and he wears his long, blonde hair in a braid down his back. His slender fingers are very deft at repair of the books, and he writes with an almost-feminine hand. His problems with being a Druid stem from the fact that he is afraid of many of the aspects of nature, including snakes, spiders, large bodies of water, and large animals. Although he loves to hear birds sing or wander in the gardens, he is constantly on the lookout for such fearsome creatures, thus spoiling much of his enjoyment of the beauties nature has to offer. He feels safest in this area, his sanctuary from the terrors that stalk the world.

Fabian

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
DRD	LNG	031	014	000	083	116	108	144	101	083	165	152	135	102	106	144	DDG

Fabian is of medium height, but very muscular. He loves to swim, and he runs daily with the deer of the forest. In the past, his deep love of history and his attention to detail have caused him to discover forgotten places in other locations, and, since he came to the Keep, he meticulously searches the records for hints of the secret room he feels sure is located in the Keep. His curly brown hair is cropped close, and his bushy eyebrows almost obscure a pair of merry brown eyes. He has a tendency to tease Avery a bit over his fears, but he never carries it to extremes, realizing how upset this makes his companion.

Room 12 30' x 40'. Room 12 is used to store the day-to-day documents of the Keep, the inventories of supplies, bills of purchase and sale, personal records of all the Druids now living at the Keep as well as those of any Druid who has ever lived at the Keep. The records are piled in neat stacks on the shelves that line the room; some of the older and little-used records have been bound into book form and set on shelves at the rear of the room. The book that the players seek is also in this room because Avery stuck in in there without asking Fabian first; however, he told Fabian where he had placed the book. The room is not normally kept lighted, but a pair of waist-high candle holders flank the door so that the room can be quickly lit up. A random study of the records of this room would reveal little, but a detailed search of no less than three hours would show that the present Master of the Keep, Arch Druid Theurius, has managed to put the Brotherhood deeply in debt by purchases of land, mainly in the nearby forest from the local ruler.

Room 13 30' x 40'. Room 13 is used to store the records of great deeds, copies of ballads, recipes for herbal remedies, and other items of interest and use. These items fill the shelves that line the walls of the room. In the center of the room is a large table with several chairs around it and

a single candle-holder containing two lit candles in the center of it. Seated at the table is Shana Sweet-song, a Druid given to writing ballads and psalms about the beauties of nature. Sweetsong is near-sighted, so she will not recognize strangers as such if they are wearing Druidic robes. Currently, she is studying copies of old ballads, planning to copy one of the old styles for use in her next ballad. She is peering intently at several copies of ballads, trying to decide which she prefers. The copies of old ballads would be worth 10 CP each to a Bard, and there are 578 different ballads in the room. The herbal recipes would be worth 1 GP each if they are potent. The herbal recipes are divided into two categories: those that worked and those that didn't. The two types are differentiated by a small circle around the first letter of those recipes that proved to be failures. There are 524 different recipes, of which 146 are good. The failed recipes are kept to prevent making the same mistakes twice. The collection covers everything from a salve to cure baldness (successful) to a life extending elixer (a failure that actually is a potent poison doing 4D6 points of damage. There is a 1% chance of finding any particular recipe, and a 25% chance that it would be workable. The effects of the recipes are generally minor, and the recipes take the form of herbal poultices which have temporary effects on the health or appearance of an animal or plant. However, there are some recipes for herbal teas and potions which have a healing or calming effect of some type.

Shana Sweetvoice

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
DRD	LGN	011	007	000	079	093	171	184	105	087	121	161	124	127	172	135	None

Shana spends a lot of her time on education and public relations tasks for the Druids. She sings and tells stories with the Druidic point of view to the farmers and peasants. Much of her time is spent traveling around the countryside, singing, healing, and looking for new recruits to Druidism. She does not fight but will always attempt to talk and persuade.

Room 14 12' wide. Room 14 is the main hall from the Grotto Level to the Worship Hall. The walls of this hall are covered with murals. The murals trace the history of the Brotherhood from their flight after their home grove was destroyed by Orcs to the founding of the present Keep, the recent Goblin assault on the Keep, and the declaration of the doom of the Keep that resulted in the uninhabited tomb being set up. Currently, an initiate and a Druid artist are busy painting on a portion of blank wall the recent battle between the two factions that so badly hurt the order. The initiate is holding the pots of paints while the Druid carefully adds to the mural, retaining the stiff, formal style that characterizes the earliest parts of the mural, which is several hundred years old. Watching the pair is a Giant Constrictor Serpent that serves as the guardian of the hallway. Serpent: HIT: 003; HTK: 024; ARM: 034; AGL: 113; Bite for 4 points followed by crushing for 6 points a turn until either the Snake or its victim is dead.

Swifthand the Painter

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
DRD	LNA	041	024	000	083	127	127	138	115	163	123	118	105	098	107	168	DDG

Swifthand is pleased to be painting but hates the events that he must record. He has been brooding about the deaths of several close friends in the attack. Bitterness is his main emotion at this time, and he would order the serpent to attack any Tranzite he might see unless they are accompanied by a Druid. He will presume any unescorted strangers to be Tranzites. He is withdrawn and will assist only Druids.

Aurn

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	CNA	011	005	000	051	168	132	087	117	103	111	101	112	155	095	167	DDG



Aurn is immensely puzzled by the whole affair. One of his cousins is an Under-Priest of Tranzite, and Aurn has not heard from this cousin in months. He would like to know what the fuss is about but cannot see that the argument of a distant cult should affect the Druids. He will defend himself or any other Druid but will not attack first.

Room 15 320' x 60' with a 120' side hexagonal Worship Hall. Room 15 is the Hall of Worship where the Druids gather once per month to jointly worship the forces of nature and to intone blessings on the surrounding woods and on the inhabitants of the Keep. The long hall contains the solid stone pews on which the Druids sit during the service and the slightly elevated altar that is marked into the four seasons of nature. Though the Hall is only used in joint worship once per month, there are always a few Druids in the hall, meditating and praying. Since the recent problems, the number usually found in the hall has increased. Currently, there are five Druids in the hall, meditating. They are Sheerwind, Gentleheart, Lioneye, Noone, and Hardmind.

Sheerwind

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
DRD	LNG	031	014	000	089	145	103	154	122	104	123	107	094	102	053	154	DDG

Sheerwind earned his Druidic name from his tendency to talk constantly. Currently, he is sitting on one of the pews doing something that is very unusual for him to do: being quiet. He is burning with inner rage at the slaughter of his friends. If the party appears unescorted by another Druid, he will engage them with a genial greeting that will give him a 20% chance for an unopposed first strike with his Dagger. His constant stream of pleasant chatter will have a 5% chance of causing his opponent to fight a -1 due to confusion.

Gentleheart

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
DRD	CNA	041	018	000	072	091	156	122	144	103	156	124	105	135	081	085	DDG

Gentleheart will avoid a direct fight and will immediately duck out to get the animals on the floor as reinforcements. He does not like to fight but will do so as a last resort. He will support the fighting Druids and animals with healing spells and ordinary first aid. If he knows a counterspell (10% chance), he will try to neutralize any combat magic spells thrown at his friends.

Lioneye

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
DRD	LNA	021	015	000	065	185	102	084	113	145	162	094	104	113	115	135	VTR

Lioneye will sit silent and let the other Druids do the talking. Should combat break out, he will give out a ferocious roar and leap over the pews to attack with "The Claw-Hand of the Cats." His bushy red hair and beard give him the appearance of the lion he is named for. Once in combat, he will not surrender. See appendix for special weapon description.

Noone

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
DRD	NXX	031	015	000	072	154	135	153	128	163	116	126	133	132	161	175	WQS

Noone will sit back, humming a pleasant tune, if the party is escorted by another Druid. Should combat break out, she will join in with her Quarterstaff, loudly singing an old ballad of the Forest Wars. She will fight very aggressively but will concentrate of protecting Lioneye's flanks and rear. She will not surrender unless she is the only Druid left.

Hardmind

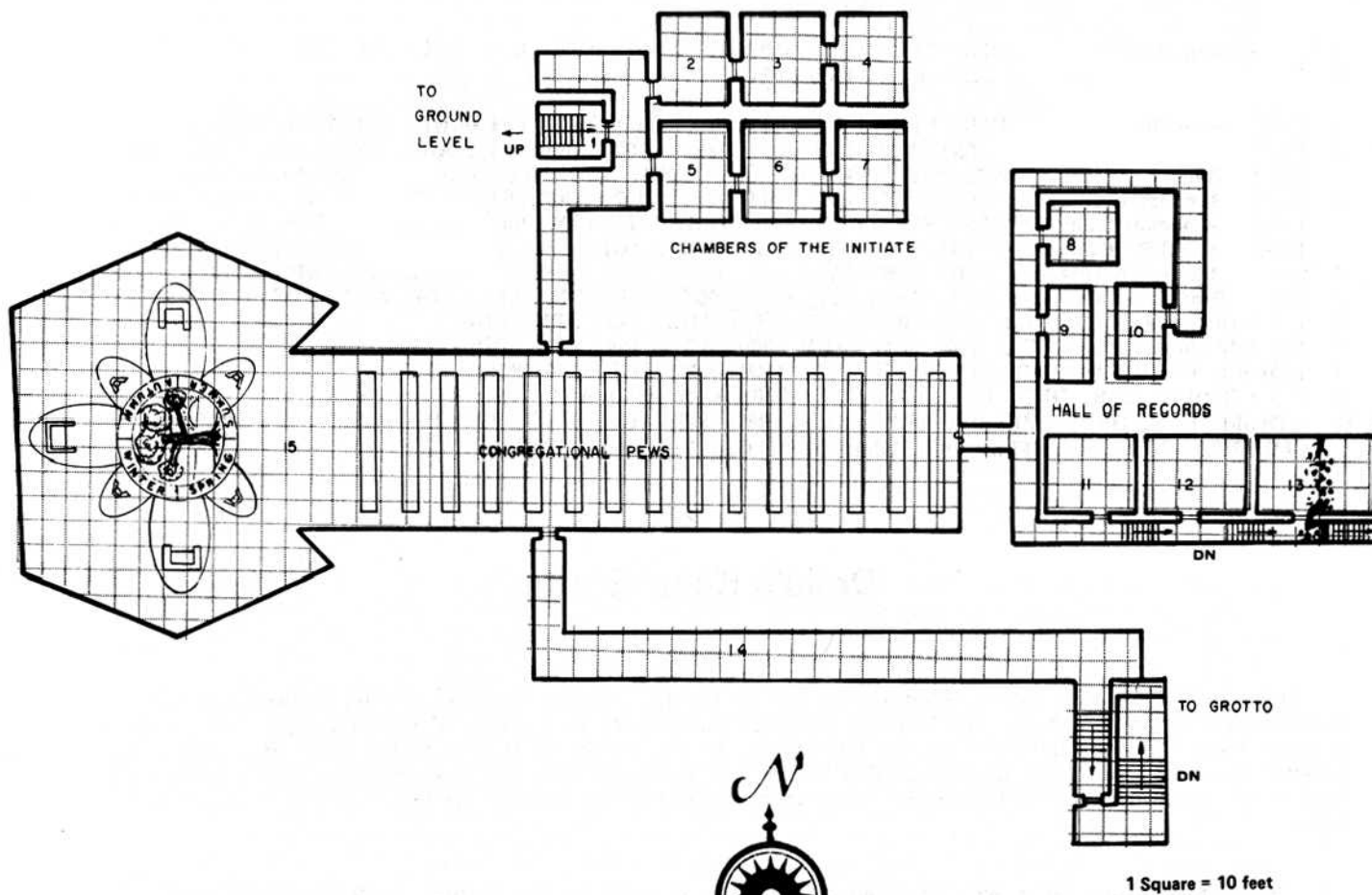
CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
DRD	LNX	021	014	000	073	115	153	165	116	137	157	124	184	135	153	143	VSS

Hardmind will never attack first, but he will assist the other Druids in combat. He is armed with a very strange Shortsword. This weapon has the magical power to add six skill levels to the wielder's parrying ability. He can only attack at second level, but he defends as if he were an eighth level Fighter. He will surrender only if physically overpowered.

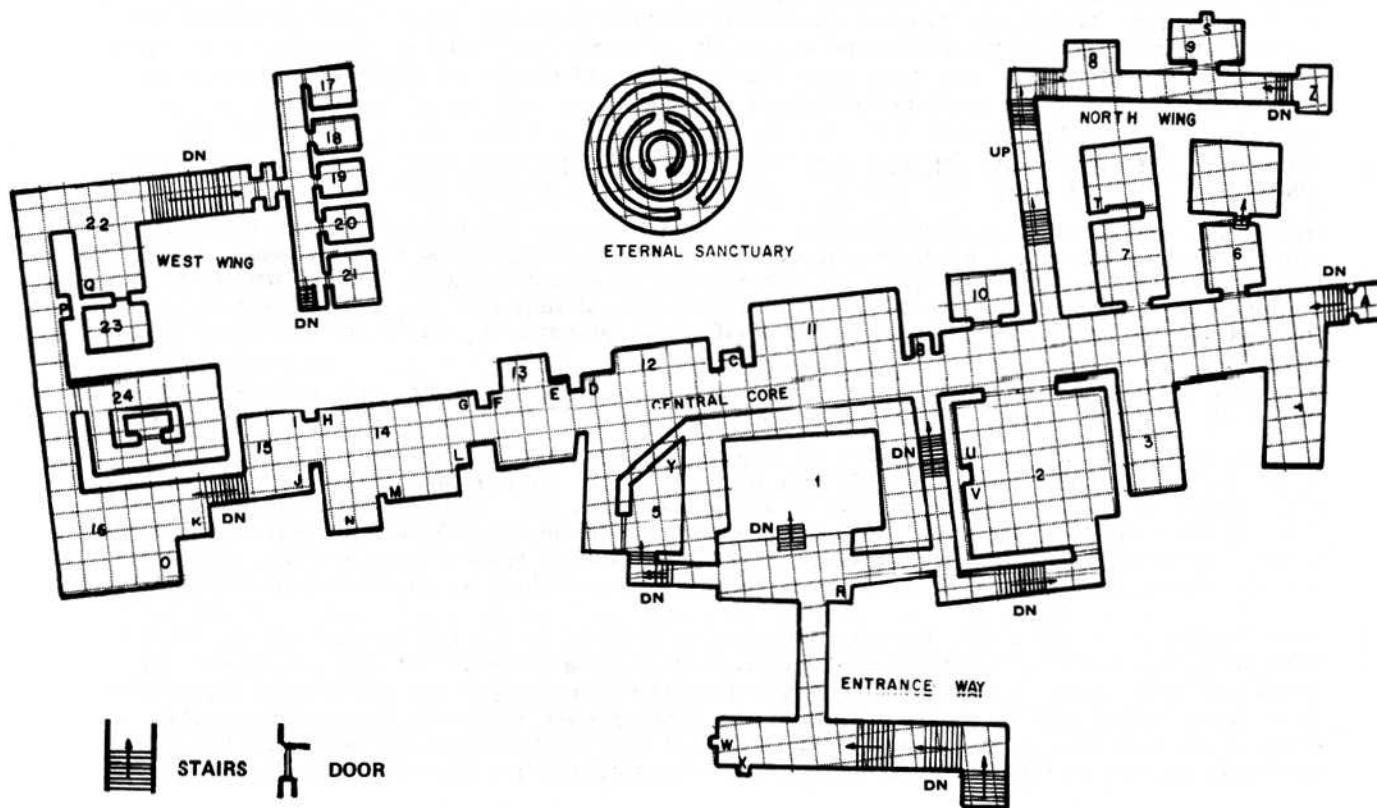
Eternal Sanctuary

The Eternal Sanctuary, 50' in diameter overall with a 10' diameter center circle and 7' wide corridors, is used by only a few selected Druids as a place of meditation. Only those who have earned the right are allowed to go to the sanctuary, which may be entered by stepping upon the altar in the Hall of Worship. The sanctuary, set by itself beneath the earth and reached only by the teleportation device in the altar, is considered to be the perfect place to meditate upon nature and all of the earth. If a person who has not received permission enters the room, the Sanctuary will react to the person(s) presence in a very hostile manner. First, a deep, yet definitely female, voice will demand that the person begone by saying the word, "Return." If the intruder refuses to do this, this holy of holy places to the Druids will attempt to drive out the characters who enter. First, illusions of fire will spring up and the voice will again demand that the intruders pronounce the word, "Return." If they still refuse, a large Wolf will appear and attack the intruders. Wolf: HIT: 005; HTK: 030; ARM: 080; AGL: 199; Bite does 10 points of damage, and it is only able to be harmed by magic and magic weapons. If this Spirit Wolf is killed, two more, exactly like the first, will appear. If these are killed, three more will appear, and so on until the intruders are all dead or have spoken the word, "Return." Of course, this password will teleport them back to the altar in the Hall of Worship.

DRUID'S KEEP NECROPOLIS



DRUID'S KEEP GROTTO



Encounter Table for the Grotto

- 1 1 - 8 Barbarian Guards: CLS: FTR; LVL: 010; HTK: 007; ARM: 044; AGL: 154; WPN: DBS
- 2 1 - 10 Barbarian Guards: CLS: FTR; LVL: 011;
- 1 1 - 8 Barbarian Guards: CLS: FTR; LVL: 011; HTK: 007; ARM: 044; AGL: 154; WPN: DBS
- 2 1 - 10 Barbarian Guards: CLS: FTR; LVL: 011; HTK: 007; ARM: 044; AGL: 154; WPN: DBS, plus one Leader: CLS: FTR; LVL: 031; HTK: 020; ARM: 074; AGL: 174; WPN: VBS (+1 to damage)
- 3 2 - 12 Barbarian Guards: CLS: FTR; LVL: 011; HTK: 007; ARM: 044; AGL: 154; WPN: DBS, plus 1 - 3 Barbarian Guards: CLS: FTR; LVL: 021; HTK: 012; ARM: 053; AGL: 174; WPN: DBS; plus 1 Leader: CLS: FTR; LVL: 041; HTK: 127; ARM: 074; AGL: 177; WPN: VLS (+2 to damage)
- 4 2 - 12 Barbarian Guards: CLS: FTR; LVL: 011; HTK: 007; ARM: 044; AGL: 154; WPN: DBS
- 5 2 - 12 Barbarian Guards: FTR; LVL: 011; HTK: 007; ARM: 044; AGL: 154; WPN: DBS
- 6 1 - 3 Initiates: CLS: FTR; LVL: 011; ARM: 000; AGL: 144; WPN: DDG
- 7 1 - 8 Initiates: CLS: FTR; LVL: 011; ARM: 000; AGL: 144; WPN: DDG
- 8 1 Druid: CLS: DRD; LVL: 041; HTK: 020; ARM: 000; AGL: 164; WPN: DSS
- 9 1 - 3 Druids: CLS: DRD; LVL: 041; HTK: 020; ARM: 000; AGL: 164; WPN: DSS
- 10 1 Druid: CLS: DRD; LVL: 041; HTK: 020; ARM: 000; AGL: 164; WPN: DSS; plus 1 - 6 Initiates: CLS: FTR; LVL: 011; HTK: 005; ARM: 000; AGL: 144; WPN: DDG

Druid's Keep Grotto

Steps lead down to a hallway that is ten feet in length. At the west end of this hallway are two statues made of onyx and marble. Leading off from the hallway is a small, 5' wide passage which accesses an open room. Torches light the way in both halls. In the southeast corner of the open room is a large, covered ceramic vase. Upon closer examination, it will be found that the vase contains 7 SP. Small halls lead to the east and west of this room. Directly north are stairs leading up for 5' to the Recreation Room.

- 1 Recreation Room: 60' x 60'. The Recreation Room is used by the Druids as an escape from their every-day tasks. They come here to play mind-challenging games such as chess, checkers, pentae, etc., thus stimulating their minds and relaxing at the same time. It is a large room made of marble with a vaulted ceiling. From the arches of the ceiling hangs a row of lanterns made of bronze. The floor is designed with square polished marble tiles. Ten square wooden tables with accompanying chairs are filled with checkerboards, chess pieces (carved from ivory and obsidian and worth 5 GP each), knucklebones, and other assorted games.

Two Druids, Danyah and Treetus are having a heated discussion over a game of chess. They are arguing about one of the rules, and Danyah is extremely angry (he is very close to losing the game). Both of them have been very tense lately because of the recent difficulty. They do not fully understand what has happened and are confused.

Danyah

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
DRD	LNG	051	023	044	071	126	165	187	115	156	126	156	167	104	103	156	ILS

Danyah is wearing bronze Studded Leather armor and has an iron Longsword in his scabbard. He wears 2 brass chains about his neck and has a long, black, hooded robe over his armor. Danyah is not angry at the Tranzites or any other strangers; he is just confused. He will attempt to halt any unescorted strangers before he yells for the Guards. If they halt, he will talk with them to find out what is going on. He will defend himself or his companions, but he will not attack first.

Treetus

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
DRD	LNK	041	018	015	071	115	156	176	126	155	127	125	157	093	145	149	IFM

Treetus fights with an iron Foot Mace and wears a Leather tunic and breeches with high leather boots. He, too, wears a black, Druidic robe over his armor. Treetus has an Amulet of Teleportation which he keeps in his left pocket. It allows him to teleport to the Eternal Sanctuary from up to 1 mile away once per day. Treetus will let Danyah do all the talking but, because he is of a more suspicious nature, he will be prepared with a defensive spell of some sort (usually Confusion). He will have a hand on his Mace but will not draw it from its sheath unless attacked.

- 2 Arch Druid's Room: 60' x 60'. Theurius room can be reached by the hall leading east out of the room mentioned in the entranceway description. It is lit by a Sunstone set into the ceiling. Theurius's bed rests against the east wall and his chest of clothes against the south wall. There is a large, oval, woven rug which covers most of the floor. A desk filled with parchment and ink quills is situated next to the chest. Against the west wall are two large plants (U and V). Theurius talks to them as often as possible, believing that this will help them to grow. It must work;

the plants are very healthy. This room has double doors in the north wall leading out to a large corridor extending east and west. This corridor is filled with sacks of clothing, emergency food rations, and a few weapons (piled near B).

Theurius

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
DRD	LNG	122	080	004	075	146	176	187	156	176	145	127	165	104	156	189	VMS

Theurius wears silver Studded Leather armor under his flowing black and gold robes and fights with a +2 to hit mithral Morning Star. He also has a magical wooden Quarterstaff which can paralyze an opponent for 5 to 30 minutes. Theurius is a mellow, quiet man who rarely becomes angry. He is not partial to outsiders, although he will listen to reasonable requests, even though his replies may not always be beneficial to the outsider; they will always be to the benefit (as he sees it) of the Druids. Unfortunately, his great love for the forest surrounding him has caused him to place the Keep in financial jeopardy; he has used much of the treasury of the Druids to purchase lands in the wilderness from the local rulers and has even issued promissory notes to those rulers as payment for some of that land. Theurius is the only one who knows the cost of the land; the other Druids know only that the holdings of the Keep increase steadily. They greet this with great joy and speak of Theurius as second only to Oakhand Longlife, the founder of this Keep. Theurius likes to spend most of his time alone, meditating in the shrine dedicated to Bertram the Peaceful (Room 24).

Theurius is 96 years old and, at times, reverts back to childhood behavior. Because of his age, he is starting to become senile, but, 80% of the time, he has his wits about him. He is thinking of retiring and letting Jonas take over the position of Arch Druid, thus enabling Theurius to live out the rest of his life in peace and serenity without the responsibility of running the Keep. His desire to retire has increased immensely since the disastrous battle between the factions of the cult of Tranzite at the Keep.

- 3 Druid's Quarters: 15' x 30'. Because the brick walls are cracked and in poor condition, this room is damp and drafty. Thera, a Druidess, has taken up temporary residence here. She was just visiting the Keep when she was caught in the middle of the outbreak, and she stayed to help the Druids of the Keep recover from the attack in whatever way she can. Thera's clothes are still in her backpack; she had not even had time to unpack and get organized before she was caught up in the unfolding drama at the Keep. She has hung two woven rugs and a tapestry on the walls to keep out the damp and make the room more pleasant. A cot stands in the southeast corner and a small chest in the southwest corner. These are both empty because Thera's belongings have not yet been integrated into the room. Her belongings do not total much in monetary value, but she does have a headband that she always wears. It was given to her by her mother and is made of ivory intricately carved with symbols of different languages. It is a headband which allows the wearer to understand and speak up to five different languages that would otherwise be unknown to the user.

Thera

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
DRD	LGN	041	023	000	072	105	176	165	116	156	125	176	175	094	146	157	IDG

Thera grew up in the Firevine Woods; she is Half-Elven. She is an excellent Ranger and Tracker and has an incredible desire to travel. She has been nearly everywhere in the known world and has seen and experienced quite a bit for her 25 years.

- A Alcove A serves as the armory for the Druid's Keep. The armory contains three Clubs of Vines, 37 Damascus Steel Daggers, 25 Damascus Steel Shortswords, 15 Damascus Steel Spears, four suits of LJK, ten iron Closed Helms, five wooden Quarterstaves, 160 Arrows, ten wooden Longbows, 5 Damascus Steel Broadwords, and the Sword of the Madman. The weapons are neatly arranged in holding racks along the walls of the alcove. The armory also contains three Orcish Shields with the symbol of the Red Fang tribe painted on them and a banner of the Dark Knight of the Great Ocean. These four items are trophies taken from the dead after a battle with the Orcs and the Dark Knight. The armory is tended by a one-legged, old Barbarian who, while no longer fit for battle, serves the Druids by taking care of the weapons by keeping them sharp and ready for battle. He does other odd jobs, his favorite of which, although he will never admit it, is tending the injured animals. The old Barbarian, Akar the Wolf, was once famed as a warrior, and, despite the loss of his leg, remains a hard and nasty fighter. He often breaks in beginners, beating them handily with his Broadword as he hops about on his one good leg. He carries two sharpening stones and 11 SP and is currently sitting on the steps in front of the alcove, sharpening a Broadword.

Akar the Wolf

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
BRB	LNA	051	035	000	079	105	134	102	104	133	083	114	123	156	084	103	DBS

Akar has two small throwing Daggers hidden in his belt pouch which he will use with his left hand (equivalent of Level: 031) while he levers himself up to his fighting stance with the other. Akar has been saddened and morose by the loss of his friends, and he is looking for one, final, glorious combat before he dies. Any unescorted strangers will be immediately attacked.

- 4 Druid's Quarters: 15' x 30'. This is Wildsry's room. Wildsry, a Druid who has been with the order for five years, is a very orderly person who keeps his room neat and organized. He tends to get very aggravated with sloppy people. There is a cot against the south wall with a large chest of drawers next to it. There are three drawers in the chest. The top drawer contains robes and cloaks, 2 made of fur for winter and 4 for summer use. The second drawer contains a full suit of

Leather armor, 2 jewel-hilted Daggers, and a bag of seeds whose origin is unknown to anyone but Wildspsy. The third drawer holds 5 CP and 10 SP in a small, leather sack, an Obsidian stone about the size of a man's fist, and a sack full of unique stones and 3 uncut Opals. Wildspsy uses the Obsidian stone as a mental focus to aid his meditation. A large vine plant stands in the northeast corner. It gets its sunlight from the Sunstone in the ceiling.

At this time, Wildspsy is taking a nap on his cot, snoring away and muttering in his sleep. As the party enters the room, they will notice that, as they move along, the plant seems to follow them. Should they turn back to look at it, it will be completely still. When they are not looking, the plant will move up behind them and try to trap them in its vines. The plant is a Trapper Vine: HIT: 001; HTK: 020; ARM: 014; AGL: 094; DPA: Special, and it acts as Wildspsy's Guards. It moves by pulling itself along the floor with its tendrils. It will never intentionally hurt a person but will just trap the victim until commanded to release its captive.

Wildspsy

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
DRD	LNG	071	035	000	071	145	167	168	115	127	125	136	137	095	126	178	IDG

Wildspsy is a supporter of Jonas's revenge policy, but he feels that the transgressors must first be given a chance to acknowledge their misdeeds and attempt to make restitution. He will never kill a person if he can avoid it. Captives of the Trapper Vine will be given to the Guards to imprison for later judgement. Wildspsy will defend himself or any other Druid but will not attack.

- Bathroom: 20' x 30'. All the necessary facilities for personal hygiene are located here. Several iron bathing tubs are arranged about the room with privacy curtains hung around them. Herbs to refresh the bath are kept in a wooden cabinet on one wall. A mirror hangs above this cabinet.
- Druid's Quarters: 15' x 15'. Silas "Lost Star" Thorn, third in command under Theurius and Jonas, is the occupant of this room. A cot is situated against the east wall next to a small wooden chest. The chest contains 4 robes and a pair of sandals. Against the west wall is a small wooden desk filled with books on various subjects (10% chance that one of the books found is of a magical nature). There is a 10% chance that Jonas is in here, talking with Silas about matters concerning the Druid (see Room 7 for Jonas's statistics). They will be very involved in their conversation and will be surprised on a 1 - 5 on 1D6.

Steps located at the north of the room lead down into a 20' x 20' room where Silas keeps his valuables. There is a large, banded wooden chest which is locked. It holds two very large, cream-colored Pearls worth 150 GP each, a +2 Longsword, a few sprigs of mistletoe, a bag of seeds, and a book on animals. A tapestry depicting scenes of wildlife hangs on the north wall. A small, hand-woven rug lies in the center of the room. Silas' cat, Minx, is usually sleeping in here.

Silas

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
DRD	LNG	091	043	044	072	127	154	168	115	178	127	116	145	094	104	176	VQS

Silas wears silver Studded Leather armor covered by a long, maroon cloak. He fights with the Staff of the Oak of the Gods. Described on page 37. Silas Thorn was born into nobility and was raised to all the graces of the upper class. Silas, as he grew older, tired of all the pomp and circumstance of nobility and left his home at the age of sixteen. He ventured out into the wilderness with virtually no knowledge of woodlore or how to protect himself against wild creatures. Although he had been taught to use a Bow with accuracy, he didn't know how to track or hunt and would have starved to death if he had not met Gresham, a Druid, who took Silas under his wing and taught him everything he knew. He taught him especially how to find food in the wilderness without having to kill an animal to get it. Because of the predicament in which he found Silas, Gresham nicknamed him "Lost Star." Silas traveled for many years with Gresham and finally settled down at the Keep. Here, he rose to the position he now holds within a year. Silas, like Jonas, would like revenge upon the people who damaged the Keep and killed many of the Druids, and the two constantly confer about it. Silas's Staff of the Oak of the Gods was given to him by Gresham before he died.

- Druid's Quarters: 20' x 20'. This is the room of Jonas, Senior Druid under the Arch Druid, Theurius. The bed lies against the west wall next to a chest of drawers. The top drawer in the chest contains a bag filled with sprigs of mistletoe, a bag of spices, bay leaves, marjoram, garlic, wolvesbane, etc., a 4" inch high statue of a god made of ivory (worth 175 GP), and a small, carved wooden box with a secret opening discernable on 1 - 2 on 1D6. The box is lined with velvet and is filled with various types of unusual smooth stones. These stones are not valuable; they have only sentimental value to Jonas, who collected them from places important to him. The second drawer contains 2 fur robes, 4 linen robes, and a pair of leather sandals. Hidden under the robes is a book on herbal lore. It is written in Common and explains each type of herb and its uses. The third drawer contains a partially-deteriorated scroll, written in an arcane, Druidic script. It is a defective and useless Scroll of Plant Control, and it would not be comprehensible to anyone who did not know the script or understand how to work magic. Also in this drawer is a marble cross worth 25 GP, as well as 3 Pearls worth 150 GP each and 2 uncut Emeralds worth 65 GP each.

Directly opposite from the bed is Jonas's desk. It is made of wood and is in battered condition. Parchment, quills, inkpots, and blotters are on the desk, all in a very disorderly fashion. A piece of paper lies on the desk, written in arcane script. It is only half finished; it would seem that Jonas had to leave the writing of it in quite a hurry.

In the north wall is a secret panel which gives access to another room 20' wide by 20' long. To the left of the entrance is a statue of a man kneeling in prayer. It is made of stone and is starting to crumble in certain areas. New and strange, exotic plants dominate the room, giving

off a wonderful scent. The plants are kept alive by Sunstones implanted in the ceiling. This is Jonas's laboratory, where he spends much of his time experimenting with plants and interbreeding them to create new ones.

Jonas

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
DRD	LNG	101	056	004	073	115	167	178	126	145	127	115	157	105	146	156	VMS

Although Jonas respects Theurius, he realizes that Theurius is growing old and doesn't have much time left. Jonas is anxious for Theurius to step down and leave the position of Arch Druid to him. Jonas feels that he could do a much better job than Theurius, especially since Theurius seems to be growing more and more senile of late. Jonas is only vaguely aware of the financial problems of the Keep; what he knows is more by instinct and by guess than by actual possession of facts.

Jonas has a strong desire to take revenge upon the people who damaged the Keep. He is secretly gathering a following of other Druids and acolytes who feel as he does. He is doing all this behind Theurius's back because he knows Theurius would never approve of the actions he has planned.

Jonas stands 5'7" tall, weighs 162 pounds, and has light brown hair and hazel eyes. He wears Leather armor underneath a black felt cloak. He fights with a +2 to hit Morning Star made of iron and mithral plated. He wears a Dagger strapped to his left leg and an armband in the shape of a Snake on his right arm.

- 8 Storage Alcove: 5' x 10'. Extra robes, some armor, boots, and linens are stored here on the shelves.
- 9 Treasure Room: 5' x 10'. Although there is not much gold or silver in this room, there are items which are valuable to Druids. For instance, there are different types of seeds (10% chance of being magical), a black Onyx box filled with Coral, a carved ivory box filled with Pearls, and 2 very exotic plants of unknown origin. This treasure is worth approximately 3,000 GP and is guarded by a Giant Serpent: HIT: 003; HTK: 030; ARM: 004; AGL: 114; Bite for 3 points, then 4 points of poison damage for 4 turns. Also in this room is a locked wooden chest that should contain the monetary treasure of the Druids, but is empty. Theurius has concealed the key behind a loose wooden stone in the wall (can be located on 1 or 2 on 1D6).
- Z Small Chapel: 5' x 5'. This room is used by the Druids and acolytes for praying and meditation. There is a 40% chance that one acolyte will be in here during the hours of 12:00 am to 5:00 pm. Acolyte: CLS: DRD; LVL: 021; HTK: 009; ARM: 011; AGL: 144; WPN: IDG.
- 10 Acolyte's Room: 8' x 10'. Two Druids of the lesser order share this room; their names are Tuma and San. There are two cots and one large, very old, wooden desk. Tuma is busy writing something that must be extremely important due to the look of concentration on his face. San is napping on one of the cots. Both are in their robes and wearing no armor or weapons. Tuma is recording the events of the recent skirmishes that have taken place in the Keep. Both San and Tuma are very upset about the division and hostilities between the sects of Tranzite and wish they had more power to do something about it. San has, under his pillow, a clear gem which was given to him by the Barbarian captain, Norris Van, for examination. Norris didn't tell San there were two; he keeps the other one on his person at all times. San hasn't quite figured out the function of the gem, but he does realize that it holds some type of magic connected with detection.

Tuma

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
DRD	LNG	011	006	000	071	104	157	165	115	165	126	126	154	072	126	176	None

San

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
DRD	LNG	021	012	000	071	095	165	178	104	159	104	115	167	061	137	156	None



- B Statue of God of the Forest: This 3' tall statue is made of painted terra cotta and stands on a matching pedestal. Due to the dampness, the Druids have some difficulty in keeping this statue in good repair; the paint peels away easily, and mold has an unhappy tendency to grow up the side, but the Druids keep trying because this statue was installed by Oakhand Longlife, the founder of the Keep. Within the pedestal is concealed a silver Snake bracelet with emerald eyes worth 100 GP. The wearer of this bracelet has the power to summon and control Snakes of all types when he or she covers the two Emerald eyes of the Snake Bracelet with the tips of the first two fingers on the left hand.
- 11 Guard Room: 25' x 40'. Two Guards are stationed here to protect the Druids' Quarters. There are two chairs and a couch in this room as well as a card table and a desk. Since the Barbarians cannot read or write, they keep track of the activities of the people who pass by them with small piles of colored pebbles. The two Guards are Ula and Gran.

Ula

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
BRB	NNN	031	024	073	071	187	105	146	178	145	157	115	167	021	145	031	IMS

Ula isn't fond of all this guard duty, especially at this post down in a dank hole. He much prefers open skies and swinging weapons. Nevertheless, he is a veteran campaigner and will follow his Chief's orders. He likes battle but always tries to enter combat under circumstances as favorable as possible to himself. He takes his duties seriously and will respond instantly to any disturbance.

Gran

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
BRB	CNG	021	018	064	072	176	114	137	168	127	168	143	145	031	116	042	ITS

Gran is paired with Ula in order to learn a little bit of self-discipline. He tends to lose control of himself in combat. Though excitable, he is not a Berserker. Inclined to gripe and complain, Gran will follow Ula's orders. Those orders are to hang back and to run for help if Ula seems over-matched.

C Chamber Pot

- 12 Guards' Quarters: 25' x 20'. This is an open room located next to the bathroom. The walls are starting to deteriorate, but the Guards take no notice of it. Being Barbarians, they are accustomed to shabby surroundings. Five cots are scattered haphazardly about; empty jugs are on the floor, and clothes are strewn about. In the northwest corner (at D) is a large, iron-banded wooden chest which is locked. It contains 2 Chainmail tunics, a +1 Broadsword, 250 GP in a sack, and 1 pair of black, scuffed leather boots, size 11. The Guards that sleep here are all on duty.
- 13 Guest Room: 8' x 20'. Two people belonging to the With-er faction have taken up temporary residence here. They are Sloan and Titus Jermrae, who were involved in the battle and seriously wounded. They were taken into the Keep to enable them to rest and recuperate. They rest on their cots (F and E) day and night, watched over and tended by a female Acolyte, Viviri.

Sloan

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
MAG	CNG	021	003	000	091	105	176	147	115	157	126	115	148	072	052	165	None

Sloan was a novice Under-Priest being trained to specialize in diplomatic missions for his god. He got much more experience on this mission than he bargained for. Though still staunchly a follower of the With-er Tranzite faction, he has become extremely sympathetic to the Druids, who were caught in the middle. Weak of body, his mind remains clear. He will assist the party with any information he has, but he will repeatedly caution them about causing any more pain or suffering to the Druids. He will try to negotiate any conflict. He has come to admire Viviri and will insist that no harm must come to her.

Titus

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
MAG	LNG	031	002	000	092	125	167	158	135	145	115	136	149	095	072	146	None

Titus was simply one of the novices brought along to make the negotiating party seem more impressive. He had little understanding of the whole religious controversy and simply remained loyal to his immediate superiors. The pain of his wounds has made him delirious, and he does not know what is happening around him.

Viviri

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
DRD	LNG	021	012	001	072	084	165	189	104	157	112	146	168	052	115	167	SRS

Viviri simply cannot stand to see anything or anyone suffer needlessly. She applies her healing talents to all that are injured. She does not understand why the Tranzites would fight among each other. She will defend her charges against any disturbance but cannot bring herself to attack anyone or anything.

- 14 Guest Room: 30' x 40'. 5 battered cots line the walls (G, H, L, M, N), and two empty wooden chests lean against the south wall. The room is dusty and unused. 2 cats are sleeping on the

cots. A chamber pot sits in the north corner.

- 15 Guest Room: 20' x 20'. Another empty room contains 2 cots (I, J) and a large chest of drawers. This room is in disrepair, and the cots are beginning to mold.
- 16 Small Chapel: 25' x 40'. Steps leading down to a small chapel are in bad shape and beginning to crumble. Roll AGL or less on 1D20 to avoid 4 points of damage from falling. The chapel is in a state of deterioration, and two acolytes are busy cleaning it up. Acolytes: CLS: DRD; LVL: 01; HTK: 005, 006; ARM: 000; AGL: 144; WPN: IDG and IMS. To the south of the entrance is a broken marble statue (K) of the Goddess of the Forest. Against the southeast wall is a holy water fount where the Druids bless themselves before being seated. Against the west wall is a small marble altar, circular in shape. It is cracked, and there are reddish-brown stains on its top. Four pews in front of the altar are covered with dust. Leading from this room is a 5 foot hallway extending north.
- 17 Tomb of Astopholies: 8' x 10'. The tomb is full of dust and contains a large oval coffin carved with mystic runes. Opening the coffin reveals the body of Astopholies which has been preserved in brine. A silver coin on each closed eye guarantees payment of passage for Astopholies into the next world. His suit of armor lies next to the coffin along with a rotten wooden cup and a dish of petrified food. Pictures painted on the wall illustrate the story of the life of Astopholies. A skeleton on a cat lies on the floor next to the suit of armor.
- 18 Tomb of Casimir: 8' x 10'. This tomb is similar to Astopholies' tomb; it includes illustrations on the walls, a large coffin engraved with flowers and plants, and rotting food on a plate next to a suit of Chainmail. A small cloth sack lies atop the coffin next to a silver goblet. When picked up, the sack will crumble to dust, spilling the contents: 5 GP, 2 Pearls, and 5 pieces of Coral. Together with the goblet the total worth of the items is 450 GP.
- 19 Tomb of Firman the Free: 8' x 10'. Firman the Free was a wandering Druid who settled at the Keep when he grew too old to travel any more. Firman died within two months after that and was en-



tombed with his pet Wolf, Socrates, which died of grief shortly after Firman's death. There are two coffins in this room; one is for Firman, and one is for Socrates. The spirit of Socrates the Wolf guards this tomb and protects his master even in death. Socrates: HIT: 004; HTK: 018; ARM: 080; AGL: 199; NOA: 1; DPA: each hit drains 5 points of STR for 5 turns. Roll INT or less on 1D20 or flee in panic for two turns upon seeing the Spirit Wolf. Socrates is considered a Lesser Spirit Wolf and is limited to appearing in this room. See appendix for complete statistics of the Spirit Wolf. Socrates can be exorcised.

Buried with Firman in his tomb is a stone of bluish-white color and as smooth as glass. It is a Stone of Emotion Control which aids the user in controlling the emotions of people or animals. Firman used it in his travels to avoid attacks from wild animals (or wild Humans, for that matter). The Stone can be used by anyone who has a PSY ability of 15 or above and is not of Chaotic nature. The user must hold it in both hands, palms up, pointed in the direction of the opponent, and then concentrate on the emotion he or she wishes the opponent to feel. The user of the stone cannot make his or her opponent harm himself in any way, however. The Stone is said to have been created

by the Great Founder of the Order himself. It has been handed down to worthy Druids for generations, but it was decreed that the stone would accompany Firman to his grave in respect for the many good deeds he performed in the name of Druidism during his lifetime. These good deed are highlighted in the paintings on the walls of his tomb, but there was not enough wall space to record them all.

- 20 Tomb of Philana: 8' x 10'. Philana was a Druidess who was accidentally killed during the recent battle. Here brine-soaked corpse lies in a marble coffin with her Amulet of Good Fortune still around her neck. Because she was only 31 years old when she died, the illustrations of her life cover just two walls of her tomb. The other two walls are painted with scenes of the wilderness. Philana has a gold and silver entwined ankle bracelet around her left ankle that is slightly tarnished from the brine. Attached to the silver and gold chain is a small piece of Coral which has been fashioned into the shape of a heart. Is is a Bracelet of Charm, but it is only usable on mammals and reptiles of the lower orders. Humans and Dragons are not subject to the charm. Philana, who was a very gregarious person, found the many days of traveling along in the forest far too lonely, so she collected the necessary ingredients for this charm and took them to a jeweller in Tarantis who fashioned the bracelet for her. After enduing the charm with power, Philana happily traveled where ever she wished and was never lonely again because, due to the power of the charm, she was always accompanied by reptiles or some sort of warm-blooded animal to keep her from loneliness. The charm is valued at 150 GP.
- 21 Tomb of Bertram the Peaceful: 10' x 10'. This room is larger and more lavishly decorated then the rest. A sarcophagus made of bronze stands in the east corner of the tomb. It contains Bertram's body, which is wrapped to preserve it. If the sarcophagus is opened, it will release a horrible stench. Roll CON or less on 1D20 to avoid passing out for 1D6 minutes from the stench. A bag of Pearls worth 2,000 GP, total, is inside the sarcophagus, along with a Ring of Animal Understanding, and a torn and tattered robe. A desk filled with paper and quills is set against the north wall. Bertram's suit of Chainmail lies on the floor next to his Broadsword. Both are rusted and useless. It is rumored that Bertram's spirit roams the tombs, keeping watch over the other dead.
- 22 Guards' Quarters: 20' x 20'. Seven cots are in this room, and 3 guards are sleeping on them. Guards: CLS: FTR; LVL: 021, 031, 041; HTK: 016, 026, 029; ARM: 000; AGL: 144; WPN: ILS. A large chest (Q) is in the southwest corner. It contains 4 Battle Axes, 2 Broad Swords, a +1 Morning Star, a sack containing 282 SP and 17 CP, 2 jugs of ale, and a Helmet apparently made of mithril. A secret panel in the south wall leads to Room 23.
- 23 Secret Room: 10' x 20'. The Guards do not know that this room exists; they are not prone to searching for secret doors. The floor has approximately two inches of dust covering it. The room holds a large chest which is triple-locked. Inside the chest is a long, black robe, now molded and worthless. Also in the chest are two books, one on herbal lore and the other in an unknown language and written in an arcane Druidic script. This book is the history of the life of an obscure, Druidic saint.
- 24 Shrine: 25' x 40'. The Shrine's outer entrance is a sliding secret panel that will open when the button at the bottom of the wall is pushed. The Shrine is dedicated to the Founder of the Order, the Great Arch Druid, Bertram the Peaceful. Entering, the party will see a rectangular, 10' tall wall with an entrance at the south end. Through this entrance is the shrine itself. It is old and fragile in appearance. There are two pink marble columns on each side of the entrance inscribed with ancient runes. Against the north wall is a delicately-carved, almost life-like statue of Bertram the Peaceful. Closer examination of the statue will reveal a latch that opens a hidden door to a small aperture containing a +2 ivory-handled Dagger and one large Black Pearl worth 500 GP. There is a 15% chance of finding Theurius here, meditating. He will be extremely angry with whomever has the misfortune to interrupt him and will call the Guards.
- P Leaving the Shrine of Bertram and heading north, the players will encounter a Guard at his post (P). He will not let anyone but high Druids past this point; the tombs lie ahead. If resisted, he will call the other Guards from Room 22 for assistance.

Gallis

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	CNG	031	025	064	071	167	115	126	155	127	145	115	138	094	145	031	VBA

Gallis is bored with his post and would much rather be hunting in the woods or fighting an exciting battle. He is so eager for combat that he prefers fighting to talking and will have little use for any explanations. Having had his weapon for only six months or so, the side effects of possessing it are only just beginning to influence him. See the appendix for the complete description of the weapon Gallis carries: the Axe of the Wolf.

The Sunstones

Sunstones come in two types, the "Source" stone and "receiver" stones. Sunstones are a natural but unusual geological phenomenon that occurs very rarely in igneous mountain ranges. Basically, the Source Stone absorbs light and transmits it to all Receiver Stones within a mile radius of the Source. The Receiver Stones then glow brightly and exude a little heat. Although not enough to burn wood, the heat is enough to scorch flesh if touched. Sunstones are used by locating the source stone in a place where it would receive as much light as possible from the sun or any other source. This light

is then transmitted to the Receivers, usually located underground where normal external light sources are non-existent and where torches would not provide enough for the right kind of light. Such stones are extremely valuable and rare; they are widely sought for use as light sources and to grow plants indoors. A large, green-yellow Source Stone costs approximately 2,000 GP, and each of the smaller Receiver Stones cost from 500 GP to 1,000 GP each, depending upon size. There is one drawback to using the Sunstones as internal light sources. Multiple Source Stones within a mile of the Receiver Stone cause the Receiver to heat up by 200 degrees per additional stone in the immediate area. Therefore, if the Source Stones are not carefully regulated, the Receiver Stones will become blazing sources of heat and light and will be extremely dangerous.

The Sword of the Madman



The Sword of the Madman belonged to a famous Barbarian warrior who singlehandedly slew a hundred Goblins in a day. The warrior, known as Bas the Madman, would enter battle laughing an insane chuckle that often put the enemy to route. He would attack against any odds, fearing death not in the least. Finally, he died and entered the Hall of the Warriors in the mythos of his faith. His Sword became a near-holy item, widely venerated, and the honor of carrying his Sword in battle was one reserved for only the bravest and best of the Barbarian warriors. The Sword appears to be an ordinary Damascus Steel Broadsword that has seen much use. It is a plain Sword, but its sheath is richly-decorated with gems and gold and is worth at least 300 GP. The Sword, when handled, seems ordinary enough, but, when it is used in combat, strange things begin to happen. First, runes on the sides of the blade begin to appear, glowing with a bright, blood-red light. Then, the wielder of the Sword will begin laughing a hideous, insane laugh. The wielder of the Sword may not retreat from combat at this point and will fight until he is dead or the battle is over. The player does gain the following bonuses. First, the insane laugh so scares his opposition that they fight at one level lower than their actual level (though never lower than level one). Second, the Sword doubles the HTK of the character wielding the Sword for as long as he or she remains in combat. Afterwards, the character loses the extra HTK, and dies if the point total falls below zero as a result. For instance, if a character wielding the Sword had HTK: 020, during combat with the Sword, the HTK would become 40 HTK; however, if the character took 30 HTK in damage during the battle, afterwards, the character would die when his or her HTK returned to normal. The person wielding the Sword doesn't feel pain on being hit. Finally, the Sword does double the normal damage for a Broadsword.

The Staff of the Oak of the Gods



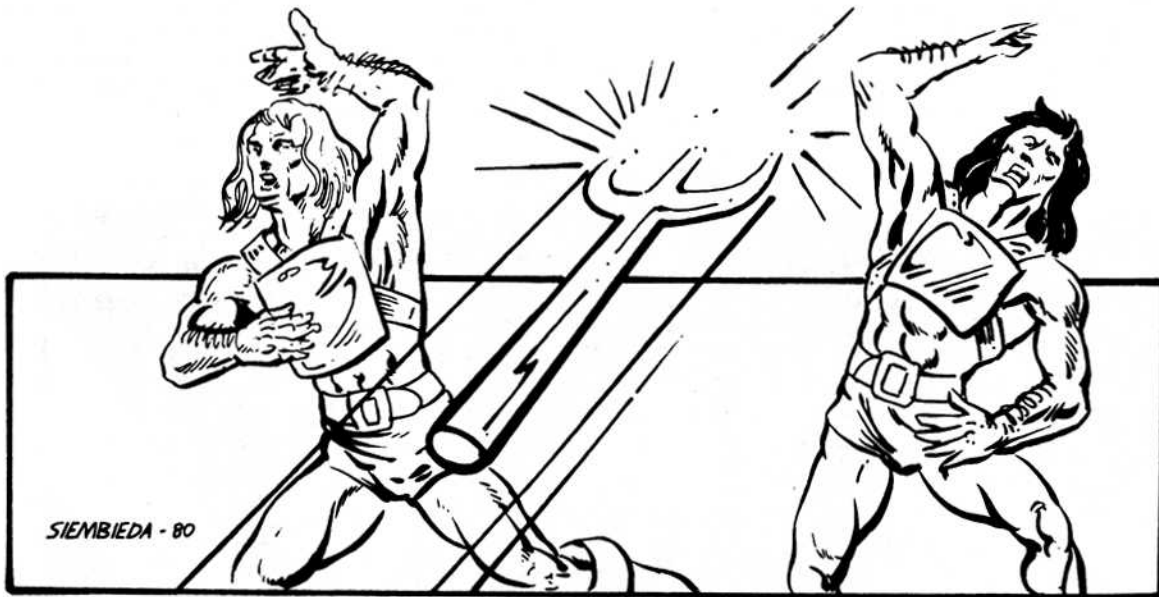
Long before the advent of man, there was a single Oak tree which grew at the site of the battleground of the gods. Because of the many confrontations where this oak grew, the blood of many of the early gods soaked into the ground and became absorbed by the tree. As a result, the tree lived long past its normal life span and survived into the age of Man before an evil god took offense at the worshipers of the tree (the very early Druids) and shattered the tree with a bolt of lightning. From the remains of the tree, twenty staffs of wood were made. Armed with these staffs, the early Druids defeated the god, whose name is not known to the present day Druids. The staffs have the following properties. First, they are indestructible; neither fire, molten lava, nor harsh acid is able to harm the Staff in the least. Second, the Staffs do triple the normal damage for a Staff. Third, the Staffs add three levels to the fighting levels of those wielding them. Finally, five times a day, each Staff can throw a lightning bolt with a 60' range that does 30 points of damage. These powers are usable only by a Druid.

The Club of Vines



The Club of Vines resembles an ordinary wooden club that has been wrapped by a single vine. When a hit is scored, the Club, instead of doing damage, breaks up into a web of squirming tendrils and wraps the target in unbreakable thorned vines for 3 points of damage. The vines immobilize the target, covering it totally except for its breathing organ (nose, gills, etc.). Five combat turns later, the vines retract, and the Club reforms, releasing the captive but doing another 3 points of damage to him or her as it does so. The Club will not work against animals of more than one ton in weight, and it will not work underwater. This item is made by rooting a Quickseed in a Club in such a manner that it will grow and regress on certain conditions.

The Claw-Hand of the Cat



The Claw-Hand of the Cat is a specialized Trident which has three curved knife blades mounted upon it and is used in slashing attacks. The short-shafted weapon is swung one-handed and has the following abilities. First, it temporarily adds 3 levels to the level of the person who is using the weapon. This only extends to combat abilities; it does not affect such things as ability to cast spells or pick locks. Second, the weapon does 10 points damage with a slash causing such pain that the person hit will be stunned and incapable of fighting for 1 combat round. Finally, the Claw will ward off all attacking felines. The cats and cat-like animals, with the exception of gods or demons, will not attack the bearer of the Claw. This weapon does have one large drawback. There is a 1% cumulative chance each time the weapon is used that the user will permanently become a lion or other great cat. Once this change is made, the character ceases to remember its previous life and is a normal great cat (it is not under the control of the character). Druids, however, are largely immune to this conversion chance, but they slowly become more cat-like in character and appearance; the Druid so affected begins to increasingly prefer raw meat to cooked, and the eyes of the Druid develop cat-like pupils. The change, it must be noted, is never complete, however.

The Axe of the Wolf



The Axe of the Wolf is a blue-glowing Battle Axe with a Wolf's head etched on the blade. It has three unique powers. First, the bearer of the Battle Axe has the senses of a Wolf; the bearer can sense beings through the olfactory senses within 100 yards and has a 30% chance of tracking someone or something if the trail is not more than one day old. Secondly, the Axe does +3 damage when it hits. Finally, the Axe causes the wielder to be able to run as swiftly as a Wolf, providing the bearer is

wearing nothing more cumbersome than Leather armor. The Axe has two disadvantages. The first is that the bearer of the Axe develops a musky, Wolf odor that effectively reduces CHA by 1 and causes other Wolves to become attracted to the Axe-bearer. The second disadvantage is that the wielder develops fangs capable of doing 2 points of damage on a Bite and a craving for raw meat. These side-effects develop after the bearer has been in possession of the Axe for one year. At this point, if the character divests himself of the Axe, it will take a year for him to return to normal, and, until then, the character will be at -4 CHA.

Reserve Help



If the players decide to fight the Druids and, because of luck or skill (or outright cheating), they are wasting everything they come up against, a Judge can use the following party of visiting Druids from another stronghold to balance things out. The party consists of the Arch Druid, Can the Mighty, a Bardic Dwarf, Torin the Singer, and his riding Cave-Bear, Bor, and a dozen Barbarian followers of the Arch Druid.

Can the Mighty

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
DRD	LNA	121	090	044	128	185	134	154	102	134	104	133	122	189	145	165	DBS

Torin the Singer

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
BRD	LNG	061	043	065	085	121	158	135	143	168	141	136	155	137	115	166	DDH

Barbarian No. 1

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
BRB	LNA	051	041	044	056	132	074	167	161	118	117	146	118	155	156	113	DBS

Barbarian No. 2

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
BRB	LNA	041	032	044	051	155	114	086	146	158	115	135	125	136	126	156	DSP

Barbarian No. 3

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
BRB	LNA	041	031	044	052	111	126	074	112	145	146	112	147	123	082	113	DSP

Barbarian No. 4

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
BRB	LNA	041	036	044	051	131	134	085	162	112	137	137	145	144	122	113	DBA

Barbarian No. 5

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
BRB	LNA	021	018	044	051	174	122	074	133	114	122	156	124	122	115	042	DSP

Barbarian No. 6

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
BRB	LNA	021	016	044	063	142	155	135	132	114	111	133	148	135	122	116	DBS

Barbarian No. 7

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
BRB	LNA	011	006	044	052	181	135	123	154	132	123	118	162	134	157	084	DBA

Barbarian No. 8

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
BRB	LNA	011	007	044	053	162	065	116	152	114	143	116	156	164	076	111	DBA

Barbarian No. 9

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
BRB	LNA	011	008	044	053	131	123	112	111	148	147	114	126	126	166	063	DBA

Barbarian No. 10

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
BRB	LNA	011	009	044	052	142	121	145	144	184	116	138	135	153	133	053	DBA

Barbarian No. 11

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
BRB	LNA	011	008	044	051	164	112	144	133	143	154	115	145	125	152	112	DBA

Barbarian No. 12

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
BRB	LNA	011	009	044	053	174	124	134	151	155	166	142	163	075	112	123	DBA



Can the Mighty is from one of the nearest of the other Druidic strongholds (over 100 miles away). A tall, powerfully-built man whose strength is belied by his snow-white hair, he is a militant among the Druids because he seeks not merely to protect the forest but also to expand the forest into the settled lands. He would drive the farmers out or into a more correct subsistence hunting and gathering culture like that of the Barbarians. He is a hard man and a firm believer in the survival of the fittest, but he is extremely loyal to all other Druids, even though they may disagree with him, and will willingly come to their assistance when necessary. Note: He is not aware of the internal war of the Tranzites because he lacks the funds to purchase a portal, so the Priests of Tranzite never approached him for help.

Torin is one of those rare Dwarves who has abandoned the metal-working and warrior professions traditional to his race, preferring the much-maligned (at least among Dwarves) profession of Bard. A sweet-voiced singer, he prefers ballads and songs of war and battle, and, because of this, he is well-liked by many Barbarians. The Barbarians also respect him for his tamed Cave-Bear which he uses as a riding animal. Seeing him riding along of the back of an incredibly large and mean-looking Bear is a humorous sight, though laughing at him is a good way to end up in a duel. He prefers the bagpipes and wardrum to the lute and harp, but he carries all of them. Bor the Cave Bear: HIT: 008; HTK: 052; ARM: 041; AGL: 164; does 12 points with each paw swipe, a Bite for 8 points, and a hug, if both paws land, for an additional 12 points.

The Barbarian followers are fanatically loyal to Can the Mighty. They will never retreat; if he is alive, they will fight because they do not want to disgrace themselves, and, if he is dead, they will fight to revenge his death. Note: If the players are not totally overwhelming the Druids and their guards, some of the Barbarians should be left out in order to keep the battle even.

Monster Descriptions

Spirit Wolf

NAP:.....1	NIL:.....N/A
HIT:.....005	NOA:.....1
HTK:.....030	SPD:.....200' per minute
DPA:.....16	FOD:.....None
AGL:.....199	ARM:.....080
SIZ:.....6' tall	ALN:.....LNX
PSY:.....209	INT:.....155
MRT:.....90%	RAD:.....20%
POR:.....100%	SPA:.....Immune to all attacks that are not magical in nature; may speak Common; optionally, each Bite may drain 5 points of STR for 5 rounds.

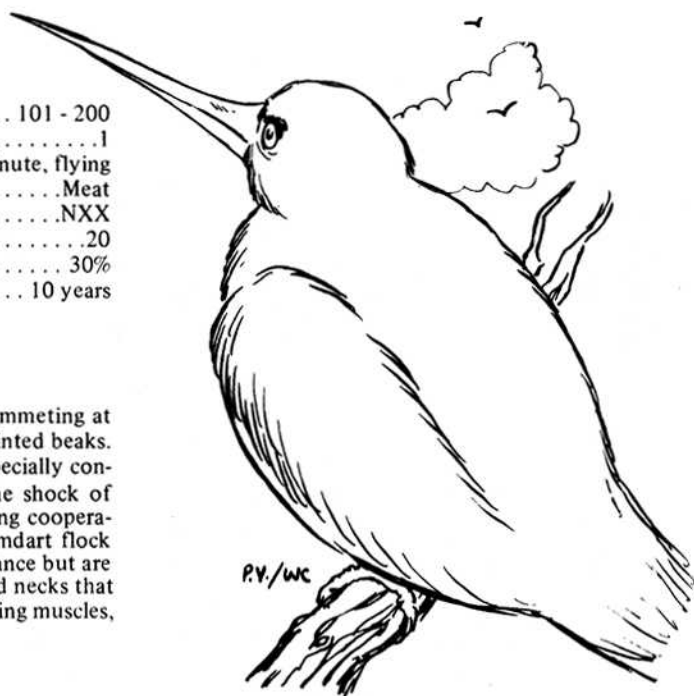
The Spirit Wolf is a messenger of the forces of nature which will appear in places of worship or special sanctity only in this particular Druidic Keep. The Wolf may only appear of its own free will in the Eternal Sanctuary where it will attempt to drive off intruders from that sacred area to the rest of the Keep. The Spirit Wolf may be summoned once per day by the Arch Druid in charge of the Druid's Keep; it was this summoning that turned the tide during the battle between the two factions of the cult of Tranzite. The Spirit Wolves leaped upon and killed the leaders of both groups, causing the remaining combatants to become demoralized and less able to fight. Spirit Wolves appear as large, silvery-grey Wolves with wirey silver fur. The Wolves may be harmed only by magic and magical weapons. The Wolf is capable of speech and will talk to its friends, the Druids, and their allies.



Humdarts

NAP:.....	101 - 200	NIL:.....	101 - 200
HIT:.....	.1	NOA:.....	.1
HTK:.....	.001	SPD:.....	.300' per minute, flying
AGL:.....	.209	FOD:.....	Meat
DPA:.....	.1	ALN:.....	NXX
SIZ:.....	12" long	PY%:.....	.20
PF%:.....	.50	RAD:.....	30%
POR:.....	20%	LIF:.....	10 years
SPA:.....	Attacks by dive bombing their targets with their own bodies.		

Humdarts are small, fast birds that attack by plummeting at their enemies and piercing the target with their sharp, pointed beaks. Luckily, the Humdarts are a tough little avians with a specially constructed neck that usually allows them to withstand the shock of impact. In the wild, they function in large flocks, hunting cooperatively to bring down a large animal upon which the Humdart flock then feeds. Humdarts resemble Swallows in general appearance but are bright orange in color with long, sharp bills, and enlarged necks that hold the special cushioning muscles. Despite the cushioning muscles, Humdarts occasionally die upon impact.



Trapper Vines

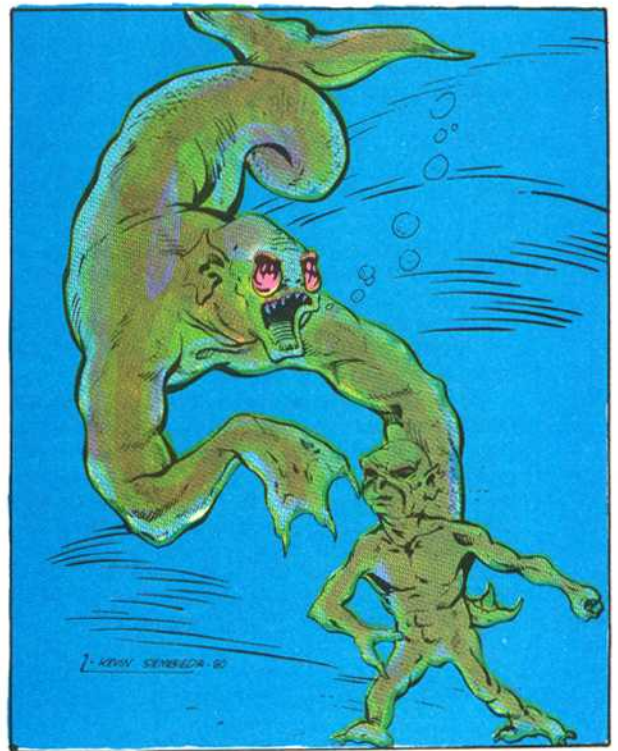
NAP:.....	1 - 20	NIL:.....	.1
HIT:.....	.001	NOA:.....	.1
HTK:.....	.020	SPD:.....	.0
DPA:.....	4 points plus Trap	FOD:.....	Soil Nutrients
AGL:.....	.094	ALN:.....	NXX
SIZ:.....	30' long	INT:.....	.013
ARM:.....	.014	PSY:.....	.023
GES:.....	Four months	RAD:.....	50%
MRT:.....	25%	SPA:.....	Entangles victim for
POR:.....	100%		2 - 12 rounds

A Trapper Vine is a created plant used by Druids to protect their shrines. They are thirty foot long vines that are deeply-rooted at one end and terminate with a three-pronged hook of hardened plant material at the other end. When someone passes within 20 feet of the Vine, it flings itself around the passing being, trying to entangle its intended victim. If it hits, the vine wraps itself around the target and sinks its hook of plant material into the body of the victim. Its tendrils can immobilize up to 30 total STR points. The first round, on a Saving Roll of a Human victim's STR or less on 1D20, the victim will be able to escape the grasping tendrils before they gain a firm grip. After an unsuccessful escape roll, the tendrils wind tightly around the target and immobilize it. The person will then remain entangled until cut free, an operation which usually takes 2 - 12 turns (less 1D6 turns if a non-entangled person is assisting in the effort). These plants are usually trained to be triggered only by Humanoids that have not been identified as friends (usually by a small, magical token) to the Trapper Vine. Because of their strange appearance, these vines are easy to spot, so they are usually located among other large plants and bushes to make them less noticeable. The chance of spotting a Trapper Vine is 1 on 1D6 in the woods or forests, 1 - 3 if the person spotting is a Druid or a Ranger. Note: Trapper Vines are usually set out in a pattern so that they just barely overlap each other's territories. The vines, when young, are a most delicate and fragile plant, often dying unless grown under carefully controlled conditions. Once mature, the vines will live and thrive in all but the most extreme climates, such as deserts or ice plains, and will trap even in the dead of winter.

Dammthang

NAP:.....1	NIL:.....1
HIT:.....008	NOA:.....2
HTK:.....040	SPD:....40' per minute on land, 100' per minute in water
DPA:.....12	FOD:.....Herbivore - water plants only
AGL:.....061	ALN:.....NXX
SIZ:.....8' tall	PF%:.....30
ARM:.....010	PSY:.....075
PY%:.....20	RAD:.....20%
GES:.....2 years	
MRT:.....20%	
POR:.....10%	

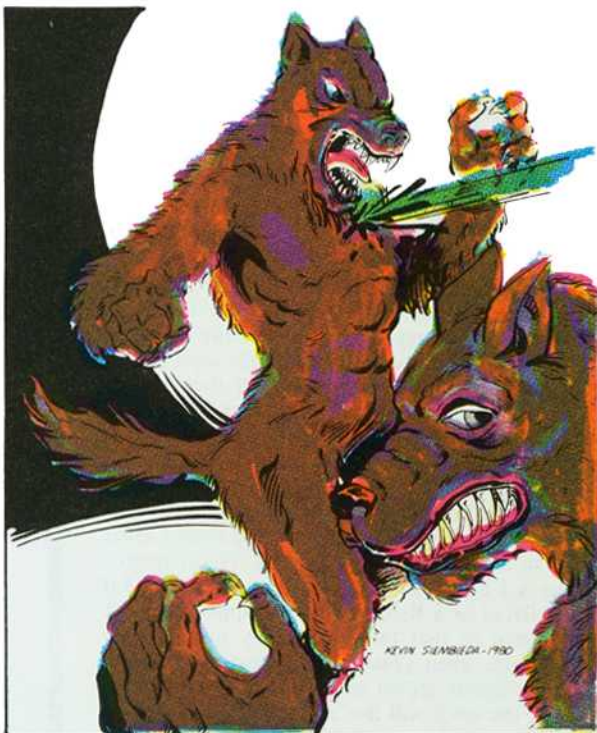
A Dammthang is a large, vaguely humanoid creature inhabiting fresh water lakes and inland seas. The Dammthangs are basically herbivores, grazing on fresh water weeds and algae. Normally placid creatures, when correctly trained, they are powerful fighters with few natural enemies other than Man and the occasional Roc. The meat of a Dammthang is extremely fatty and foul tasting, but the oil that can be rendered from the meat and fat is useful in the preparation of the softer grades of glove leather. This usefulness of the body oil plus the ivory-like quality of their teeth (10 teeth worth 2 - 12 GP each) has caused them to be heavily hunted, and they are now rather rare. If things continue as they have been, the Dammthangs will die out as a species. Dammthangs are somewhat intelligent and often collect bright, shiny things to put into hiding places, often using man-made items such as chests and barrels when they are available for this purpose. A Dammthang will normally flee rather than fight, but, if its "treasure" is disturbed, the Dammthang will attack.



Great Wolves (Dire Wolves)

NAP:.....1 - 8	NIL:.....1 - 4
HIT:.....006	NOA:.....1
HTK:.....020	DPA:.....12
SPD:.....120' per minute	SIZ:.....4' tall
ALN:.....NXX	ARM:.....044
PF%:.....30	PY%:.....20
INT:.....032	GES:.....6 months
GRP:.....Pack	PSY:.....052
MRT:.....20%	RAD:.....20%
POR:.....30%	HAB:.....Plains
FOD:.....Meat	LIF:.....20 years
COL:.....Grey Brown	DOM:.....Den
AGL:.....173	

Great Wolves (better known as Dire Wolves) are savage hold-overs from the early days of mammals. Tall, fierce, sabre-toothed Wolves, they are killing machines. However, they are more suited to bringing down the larger game, and, therefore, don't fare as well as their smaller cousins who can hunt the smaller game. The result of their selectivity in food is that they are relatively rare, but, where they do exist, they pose a great danger to Man. They lack any fear of Man and hunt him just as they do any other large prey. In fact, Man is probably the most numerous of their possible prey, making him the most likely to be hunted. Great Wolf hides bring 5 GP on the market, and many villages pay a 10 GP bounty additionally for a pair of Great Wolf ears. Very young pups (less than three months old) are worth 20 GP each. Note: Although Great Wolves prefer Man and Mastodon meat, they will eat any kind they can get.



UNIVERSAL FORMAT INFORMATION

This product is a **Judges Guild Universal Role Playing Adventure** designed for use with all game systems. This product requires a separate rules system for its use. The categories of statistics listed here are carefully selected to be directly applicable to the majority of the published rule systems but should not be considered the only statistics open for use. Should the particular game mechanics employed require the use of an additional term or statistic not found in this format, the Judge is encouraged to add it to the list. All unused categories may be ignored. The values of the statistics given assume that the natural span of human characteristics ranges between one and twenty with the normal person averaging out at ten. Since adventurous characters are above average, their beginning characteristics are generated with 3D6 to give a range of three to eighteen. A comparison chart is provided below to permit the Judge to quickly convert values on the 1D6, 2D6, 3D6, 1D20, and %D ranges from one to the other. Interpolation may be necessary with some figures, but the Judge should keep in mind that these are suggested values only and may be modified to best suit the tone of the campaign he or she is moderating.

The basic assumptions on the rationale for Magic vary so widely from one game system to another that one set of statistics cannot cover the field adequately. Therefore, each spell or magical effect is given a general name such as *Stop Person* or *Invisibility*. Unusual effects or articles are described in the text where first encountered or in a special section at the end. The Judge can then assign an equivalent spell or effect from the specific game system being used.

During the initial reading of this product, the Judge should note the quantities and distribution of the treasure and artifacts. Each game system and even each campaign within a game system tends to run at a level of reward unique unto itself. The Judge is reminded to adjust the amount of treasure available by adding or deleting to correspond with the campaign he or she moderates.

Game "Characters" are given varying amounts of description depending upon the importance of the character to the adventure. Minor individuals are listed where first encountered in the text and have only the most cursory details given. Major individuals are listed where first encountered and have as much detail given as is desirable for their intended role. In addition to the text listing, an alphabetical listing of the characters and their game statistics may be given in chart form at the end of the product. The explanation of the complete list of possible character statistics follows in the order given.

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

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

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

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

ARM: Armor Type - a summary of the amount of damage it is possible for the character to absorb due to the protection of worn armor or clothing. Wearing a lot of armor will lower the Agility (AGL) and Speed (SPD) of the character. During normal combat, the amount of damage which can be absorbed per round is equal to one-tenth the Armor Type (ARM) with all decimal amounts dropped. For instance, ARM: 022 would provide 02 points of protection per round. The Armor Type (ARM) is the sum of the pieces of armor listed in the chart below. Each individual piece can be referred to by a three-letter abbreviation in which the first letter is the construction material and the last two letters indicate the specific item.

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

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

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

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

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

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

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

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

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

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

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

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

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

ABBREVIATIONS

ALC	ALCHEMIST
AMZ	AMAZON
ANM	ANIMAL TRAINER
ARM	ARMORER
ASN	ASSASSIN
BEG	BEGGAR
BER	BERSERKER
BRB	BARBARIAN
BRD	BARD
BUF	BUFFOON
CHL	CHILD
CLR	CLERIC
DEM	DEMON
ORD	ORCID
FTR	FIGHTER
ILL	ILLUSIONIST
KNT	KNIGHT
MAG	MAGIC USER
MNK	MONK
PAL	PALADIN
RGR	RANGER
SAG	SAGE
SAM	SAMURAI
THF	THIEF
VAL	VALKYRIE
VIK	VIKING
WIT	WITCH

ARMOR

A	ADAMANTITE
B	BRONZE
C	COPPER
D	DAMASCUS STEEL
E	ELECTRUM
F	FELT OR FUR
G	GOLD
H	HARDENED WOOD
I	IRON
J	JASPER OR JADE
K	CLOTH
L	LEATHER
M	MITHRIL
N	NETTING
O	ORICHACUM OR ONYX
P	PLATINUM
Q	QUARTZ
R	ROCK
S	SILVER
T	TIN
U	EARTH OR CLAY
V	MARBLE
W	WOOD
X	UNIDENTIFIED
Y	PAPER
Z	ZIRCON
CT	CHAIN MAIL TUNIC
RT	RING MAIL TUNIC
CD	COAT OF DEFENSE
MC	COAT OF MAIL
BR	BREASTPLATE
BC	BODY CORSELET
BA	BANDED ARMOR
CA	CLEMAN ARMOR
JK	JACK
SL	STUCCO LEATHER
KK	KULAH KHUO
GN	GORGET NECK ARMOR
CG	CAMAIL GUARD
BB	BALDRIC BELT
AD	ARMING DOUBLET
AG	ARMING GIRDLE
AH	ARMING HOSE
AS	ARMING SPURS
SA	SPIKED ARMLET
GB	ARCHER'S GUARD BRACES
DG	DUeling GAUNTLET
FN	FALCONER'S GAUNTLET
MG	MAIL GAUNTLET
FA	FALCONER'S GLOVE
LG	GREAVES
CH	CLOSED HELM
HC	HELM CREST
FG	FACE GUARD
EG	EAR GUARDS
PB	PLATE BARDING
CB	CHAIN BARDING
SH	SHIELD
BS	BUCKLER
SU	SURCOAT
XD	CLOAK OR ROBE

WEAPONS

A	ADAMANTITE
B	BRONZE
C	COPPER
D	DAMASCUS STEEL
E	ELECTRUM
F	FLINT
G	GOLD
H	HARDENED WOOD
I	IRON
J	JADE
K	CURSED

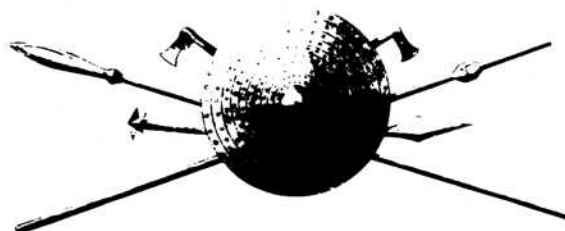
UNIVERSAL FORMAT INFORMATION

Game "Monsters" are given only a cursory treatment where first encountered in the text. Individual variations in statistics or equipment are also given here. The total game statistics are listed in the special section at the end of the product where a typical monster is described in detail. The information given, in order, is:

NAP	NUMBER APPEARING	ARM	ARMOR TYPE	SPA	SPECIAL ABILITIES
NIL	NUMBER IN LAIR	PF%	PERCENTAGE OF FEMALES	WPN	WEAPON
HIT	HIT DICE	PY%	PERCENTAGE OF YOUNG	RAD	RADIATION RESISTANCE
HTK	HITS TO KILL	INT	INTELLIGENCE	POR	POISON RESISTANCE
NOA	NUMBER OF ATTACKS	GES	GESTATION PERIOD	HAB	NATURAL HABITAT
DPA	DAMAGE PER ATTACK	GRP	GROUPING NAME	FOD	FOOD OR PREY EATEN
SPD	SPEED	CLS	CLASS	LIF	NATURAL LIFE SPAN
SIZ	SIZE	LVL	CLASS LEVEL	COL	PREDOMINANT COLOR
ALN	ALIGNMENT	PSY	PSIONIC ABILITY	DOM	DOMICILE OR TYPE OF LAIR
		MRT	MAGICAL RESISTANCE		

Not all of the above characteristics will be applicable to a given monster, and, in addition, any or all of the Character Statistics may be included as well (PSL, STR, WIS, CON, DEX, CHA, END, AGL, LED, and LCK).

BODY		HEAD	
1	SHOULDER GUARDS	3	HOOD
2	BELT	4	TURBAN
4	GIRDLE	5	CAP
6	BREASTPLATE	6	HELM
8	TUNIC	9	BASINET
10	COAT	11	HEAUME
ARM		HEAD MODIFIERS	
1	GLOVES	1	CHEEKGUARD
2	BRACES	1	NECKGUARD
3	ARM BANDS	1	NASALGUARD
4	VAMBRACE	2	VISOR
5	HALF SLEEVE		
6	SLEEVE		
LEG		SHIELD	
1	LEGGINGS	4	PARRY WEAPON
2	BOOTS	5	BUCKLER
3	SHINGUARDS	6	TARGET
4	CLEAVES	7	HEATER
5	CUISSES	8	ASPIR
6	CHAUSES	9	KITE
		12	TOWER



Method: Add all to obtain each piece of armor and total for the whole:

EXAMPLE:	
Tunic made of Gold Ringmail	8 + 7 + 1 = 16
Heaume made of Steel w/Visor	11 + 2 + 11 + 3 = 27
Sleeves on Tunic	6 + 7 + 1 = 14
Tower Shield made of Iron	12 + 10 + 3 = 25
TOTAL:	082 ARM



CONSTRUCTION MATERIAL	REINFORCEMENT MODIFIER	CONSTRUCTION METHOD
1 Silk, Linen, Cloth	---	0 Open
2 Soft Leather, Soft Wood	---	1 Ringmail
3 Felt, Light Fur	---	2 Chainmail
4 Wicker, Heavy Fur	+1	3 Formed Plate
5 Hard Leather, Clay	+1	
6 Hard Wood, Horn, Bone, Onyx	+2	
7 Gold, Copper, Marble, Jade	+2	
8 Electrum, Silver, Bronze	+3	
9 Platinum	+3	
10 Iron	+4	
11 Steel	+4	
12 Adamantite, High Chrome Steel	+5	



Probability Comparison Chart

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

ABBREVIATIONS

L	LEATHER
M	MITHRIL
N	NETTING OR ROPE
O	ORICHALCUM
P	PLATINUM
Q	QUARTZ
R	ROCK
S	SILVER
T	TIN
U	POISON TREATED
V	MAGIC
W	WOOD
X	UNIDENTIFIED
Y	MAGICUM
Z	ZIRCON
SW	SWORD
MG	MAIN GAUCHE
TK	THROWING KNIFE
DK	DARK
DG	DAGGER
SS	SHORTSWORD
FL	FALCHION
SC	SCIMITAR
BS	BROADSWORD
LS	LONGSWORD
CS	CANE SWORD
RS	RAPIER
HS	BASTARD SWORD
TS	TWO-HANDED SWORD
JV	JAVELIN
SP	SPEAR
LA	LANCE
PK	PIKE
PA	POLE ARM
CP	CATCH-POLE
BP	BERDICHE
BI	BILL
FS	FEATHER STAFF
GP	GUARDED AXL PIKE
FC	FAUCHARD
GI	GUISARME
GV	GUISARME VOULGE
GL	GLAIVE
GG	GLAIVE-GUISARME
HL	HALBERD
LH	LUCERN HAMMER
MF	MILITARY FLAIL
PT	PARTIZAN
RN	RANSEUR
TR	TRIDENT
VL	VOULGE
AA	ADZ-AXE
AD	PARRYING ADZ
CA	CARPENTER'S ADZ
AN	ANKH
AK	AXE-KNIFE
HA	HAND AXE
BA	BATTLE AXE
MP	MILITARY PICK
DH	DWARVEN HAMMER
HM	HORSE MACE
FM	FOOT MACE
HW	HOLY WATER SPRINKLER
MS	MORNING STAR
CL	CLUB
TC	TRUNCHEON
BL	BLUDGEON
QS	QUARTERSTAFF
PC	PACHO
SB	SHORTBOW
CB	COMPOSITE BOW
HB	HORSE BOW
LB	LONG BOW
AB	ARBALIST
KB	HEAVY CROSSBOW
MB	MULTIPLE CROSSBOW
PB	PELLET CROSSBOW
RB	REPEATING CROSSBOW
DB	DART BLOWGUN
ST	SPEAR THROWER
SL	SLING
SF	STAFF SLING
DT	DART
TH	THROWING STAR
BR	BOOMERANG
CE	CESTUS
KN	KNUCKLE DUSTER
WH	WHIP
NT	NET
BO	BOLAS
WF	WAR FAN
FA	FANG
CT	CALTROP
BT	BALLISTA
BM	BATTERING RAM
CU	CATAPULT
MA	MANGONEL
ON	ONAGER
SG	SPRINGALD
TB	TREBUCHET

TREASURE

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is then transmitted to the Receivers, usually located underground where normal external light sources are non-existent and where torches would not provide enough for the right kind of light. Such plants are extremely valuable and rare. They are widely sought for use as light sources and to grow plants in. A large, green-yellow Source Stone costs approximately 2,000 GP, and each of the smaller Receiver Stones cost from 500 GP to 1,000 GP each, depending upon size. There is one drawback to using the Sunstones as internal light sources. Multiple Source Stones within a mile of the Receiver Stone cause the Receiver to heat up by 200 degrees. If the Source Stones are not carefully regulated, the Receiver will become extremely dangerous of heat and light and will be extremely dangerous.

The Sword



wearing nothing more cumbersome than Leather armor. The Axe has two disadvantages. The first is that the bearer of the Axe develops a musky, Wolf odor that effectively reduces CHA by 1 and causes other Wolves to become attracted to the Axe-bearer. The second disadvantage is that the wielder develops fangs capable of doing 2 points of damage on a Bite and a craving for raw meat. These side-effects develop after the bearer has been in possession of the Axe for one year. At this point, if the character divests himself of the Axe, it will take a year for him to return to normal, and, until then, the character will be at -1 CHA.



If the players decide are waiting everything from another stronghold a Bardic Dwarf, Toring the Arch Druid.

Can the Mighty
CLS ALN LVL HTK
DRD LNA 121 100

Turn the Singer
CLS ALN LVL HTK
BRD LNA 101 100

Dragon No. 1
CLS ALN LVL HTK
DRD LNA 101 100

Room 7: 30' across the flats. Room 7 is the balcony overlooking the Portal Room. If any intruder enters the House via the portals or by the more-ordinary doorways, the pair of guards stationed here will fire upon them with heavy Crossbows and raise the alarm.

Guard, Bor the Wolf
CLS ALN LVL HTK ARN PSL STR INT WIS CON DEX CHA END AGL LED LCK PSY WPN
FTR 114 031 026 0-4 051 127 125 071 103 104 158 167 104 148 132 128 DRD and DSP

Guard, Arn the Skullcracker
CLS ALN LVL HTK ARN PSL STR INT WIS CON DEX CHA END AGL LED LCK PSY WPN
FTR 114 031 026 0-4 052 101 133 108 107 121 137 116 126 144 161 112 DRD and DSP

Arn is a Berserker. First only a few Crossbow shots with but moderate skill before becoming enraged. He will then fling his Crossbow at the enemy and charge wildly with his Broadsword. His Sword has an especially large pommel which he uses as a Mace in close combat.

The Pentacle Tower

Stairwell: 25' across. The entrance to the stairwell to the Pentacle Tower is locked, and only Torg can open doorway, hitting the first person to enter on a 1 on 1D6 for 8 points of damage. The circular stairs ascend the tower to a trap door into the tower room and descend to the basement.

Tower Room: 25' across. The Tower Room is empty and unadorned except for a single pentacle inscribed on the floor. The room was used to summon a Demon when the portals were in their infancy. Since this, all the rest of the Demons and spirits of that plane will not harm one passing through the portal. If this was not done, there is a slight chance that a Demon could join travelers in time, and emerge when and where they do. This happened several times when the portals were first used, and thus, it was necessary to bind the Demons to the plane because, once they arrived, other Demons and spirits could portal through to raise havoc in the earth.



PENTACLE TOWER

