M3

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MAZE OF ZAYENE
TOWER CHAOS™

by Robert J. Kuntz

An adventure for 4 to 6 characters of 9th to 12th level.

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MAZE OF ZAYENE
TOWER CHAOS

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This book uses the supernatural for settings, characters and themes. All mystical and supernatural elements are fiction and intended for entertainment purposes only. Reader discretion is advised.

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Introduction

Tower Chaos is part three of a four part series. It is designed for four to six characters of 9th to 12th level. Part 1, **Prisoners Of The Maze,** and Part 2, **Dimensions Of Flight,** introduced the characters into the wizard Zayene's maze and dimensional areas. The characters have overcome the most stringent perils, and perhaps the majority of the party has survived to face the most complicated task of carrying on with the assassination of King Ovar!

In their quest to secure an escape from the dungeons the players have discovered a set of stairs which lead up, it is presumed, to Ovar's tower, wherein they were at the beginning of **M1.** The characters have knowledge that they arrived before the **Lesser Throne Room** on level two, bypassed the guards and then confronted the King. Ovar escaped from his throne—disappearing as if by the fastest magic—as the party attacked. They fled, only to be magically whisked into the dungeons by the court wizard, Zayene. With what information they now possess they must re-enter the tower and kill the evil king, Ovar the Mad!

Scenarios

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

Tower Chaos, Part 3: This module may be used as an extension of the previous two modules (**M1, Prisoners of the Maze** and **M2, Dimensions of Flight**). If so, The original characters have recovered the various gemstone keys held by Zayene's various servants in their dimensional homes and freed themselves from the wizard's insidious maze. They climb the stairs and enter at area #2 after escaping the dungeon, or upon returning this way after resting. The wizard Zayene will have assumed that they died in the maze complex and will not be on the alert for them here.

Pre-Start, Prisoners of the Maze: Perhaps you wish to run this module as a "prequel" to Module **M1, Prisoners of the Maze.** If so, you should use the characters from that module, tailoring the introduction so that the players are allowed to contact Ovar. In that instance, the original characters start at area #49 on Level Two. They must pass the troll guards at area #38 and enter the **Lesser Throne Room** where Ovar awaits. Starting time is 6:30 p.m., but the Lesser Throne Room has only Ovar in it. His other servants (note area #40 schedule) are waiting at the SW (Staff Waiting) areas. Note the schedule here: Ovar departs after the allotted time, and his servants all return after 30 minutes (at 7 p.m.).

New Start: If using this module as a stand alone adventure, the DM may use characters detailed at the back of this module. The secret league, wishing Ovar assassinated, appoints four new confidants to carry through with the plan. Characters enter as scrubbers (note room positioning and schedules for each). The original scrubbers are replaced in a manner which doesn't cause suspicion. The characters must devise a way of getting to Ovar after infiltrating the tower.

Assassin/Thief Scenarios: The DM could also use this module for various thief or assassin missions of his or her own creation, using the highly detailed hall and area encounter tables contained herein. DMs must create these scenarios, tailoring them to their own existing campaigns. A worth while adventure might be to rob the **Queen's Crypt**. Another might consist of acquiring information about Ovar for the secret league. Whatever the case, these types of scenarios could prove to be fine solo adventures for any stout-hearted and patient adventurer.

DM Information

Background

Two years ago King Ovar turned to evil ways, about six months after the queen's death. Some say that Ovar turned to evil deeds out of grief, which transformed him into a maniac. The real truth is that the queen was assassinated after learning about Zayene's attempts to usurp the throne. Ovar—who is not really an evil person at all—was captured by his plotting court wizard and is now held as a prisoner. Special simulacrums of Ovar are constantly generated from skin grafts taken from him, and these are the "Kings" which rule in Ovar's stead (note **M4, The Eight Kings**, part four of this series). Zayene has had to act hastily, however, for the queen's suspicions could no longer be delayed, and upon killing her he suspected that Ovar would pinpoint the cause of her death and trace it to him.

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

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

Into this intrigue step the characters, with the thought of doing away with King Ovar. Given the time to piece together the clues, they will learn, much to their amaze-

ment, no doubt, that they must save Ovar, not kill him! Zayene is aware of the assassination attempt and will do anything to thwart it, for it threatens his plans, also. If a simulacrum king is assassinated, Zayene's plans to permanently replace Ovar with this type of magical lackey also die!

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

Tower Information (General)

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

The tower is approximately 300 feet high with 40 feet of ceiling stone between floors. The structure is sound and is rumored to have a magical foundation. The halls are all very finely worked stone. Lighting is accomplished through lanterns and cressets placed at uncorresponding intervals (10-20 feet).

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

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

Clues To The King's Capture

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

LEVEL 1: Area 15, The Flora and Fauna Room

The myrmic (see the New Monster Appendix) at area #15, sub-letter area U, has memorized conversations pertinent to the queen's assassination. If captured, this creature will have a 20% chance per round of repeating the following sentences, with the proper myrmic inflections: "My ladyship suspects!" "Quiet, fool!" and... "Digger for gold, a digger I be. A plant-her! Har!" The first sentence is that of a woman, quite worried; the second is controlled and instills fear into those listening; the third is that of a servant's, unconcerned and mercenary, with a morbid sense of humor.

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

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

LEVEL 1: Area 13, The Den

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

LEVEL 2: Area 28, The Kitchen, and Other Tower Areas

If a conversation is struck between Kelter and a disguised PC, there is a 100% chance that Kelter will mention (if the conversation turns toward the king) that Ovar has been acting strangely, that he has in fact lost his taste for sweets, so much so that he has even lost his desire for incense, which was regularly lit throughout the fourth level until six to eight months ago.

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

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

LEVEL 2: Area 40, The Lesser Throne Room

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

LEVEL 3: Area 55, The Silversmith

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

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

LEVEL 3 Clues

The bed chambers (area #74, etc.) are never used; the baths (area #71) are rarely used.

LEVEL 3: Area 64, (and other areas), The Majordomo

This aged servant remembers that Ovar had two pictures recently removed from the throne room. He finds this peculiar, since one was a favorite (see the note on this at area #104) of Ovars, and would light up when the real King Ovar or his court artist, Pynyck, were within its vicinity. The other picture was one of his wife had painted from memory, and in which she had included the court wizard, Zayene. The wizard, as the majordomo recalls, had always disliked this piece.

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

The second picture was painted by the queen, and Zayene was in it. He has always detested his representation and he had one of the fake Ovars remove it.

LEVEL 4: Area 93, Ilsha's Old Quarters

This clue (see entry) indicates that someone has disgraced themself; and the mark was apparently etched into the door to note this. It was later scratched for some unknown reason.

The story given by tower inhabitants indicates that Ilsha had something to do with the queen's death since she was not present the day of Seretrude's demise. Many of the servants think that Ilsha poisoned the queen and then fled; but doctors diagnosed that Sertrude died of something akin to fever (Also see Level 1, Area #15 clue).

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

Rumors and Facts

The following is a rumor/fact sheet. Feel free to expand upon the information given when an input into the adventure is required, for this is a basis only. An "F" following the entry means it is a true fact, with supporting evidence; an "R" means it is an unsupported rumor, which might or might not be true to some extent as yet undetermined:

- Ovar turned to evil ways two years ago,approximately six months after the queen's death. (F)
- A haunt wanders the tower and is thought to be the queen's spirit. (R, Partially true; a demon wanders the halls at Zayene's behest.)
- Servants leaving Ovar's employ say that his insanity/madness was radical, brought on by the queen's death. (R)
- Ovar is a powerful mage. (F)
- Ovar has had Zayene construct four magical mazes for him. (R, Partially true, since Zayene is the real power behind the throne.)
- King Ovar rarely sees visitors. (R, True.)
- There are magical mirrors in the tower. (R, True.)
- Ovar has the best flora and fauna collection on this continent. (F)
- Flec, the majordomo, will retire soon. (R, True.)
- Servants have seen Ovar command the queen's spirit. (R)
- New servants are being hired to replace the ones quitting. (F)
- King Ovar no longer sleeps in his own bed chambers. (R, True. He sleeps in the den.)
- Ovar has lost his taste for sweets. (R, True. The simulacrums cannot taste or smell sweet things.)
- The queen was buried in a crypt adjoining her bed chambers. (F)
- King Ovar is childless, with no heir apparent. (F)

The Magical Mirrors (Explanation of Chart Procedures)

Below is a cross-reference chart which indicates the number of steps needed, and the direction one must be bearing, when the magical transportational mirrors are utilized.

Characters walking into a mirror find themselves in a gaseous area which cannot be penetrated by normal or magical means, other than by stepping through it. Players must indicate how many steps are being taken, and if these are to the right, left, or straight ahead, or possibly a mixture of the three directions. Unnatural and impenetrable barriers keep travelers confined to this course at first. If a misstep occurs, those making this mistake appear at a random mirror-room area (roll 1d12) after 2d10 rounds spent wandering within this maze-

Magical Mirror Teleportational Chart, To/From

	TH	PA	GM	LB	KB	QB	LT	DN	PR	DR	FF	TR
Area#:	104	27	14	42A	74	94	40	13	101	61	15	53
Throne Room	—	5S	8S	10S	16S	5L	11R	10L	5R	10R	3S	7S
Pantry	5S	—	4S	11L	7S	15L	13S	14R	10S	6S	4R	9R
Game Room	8S	4S	—	7R	11R	7S	11S	12S	10R	2S	5L	8R
Laboratory	10S	11R	7L	—	4R	5S	7R	10R	9R	5L	8L	3S
King's Bed.	16S	7S	11L	4L	—	6L	4S	8R	12L	9L	9S	5R
Queen's Bed.	5R	15R	7S	5S	6R	—	3R	8L	4S	6L	3L	2S
Lsr. Throne	11L	13S	11S	7L	4S	3L	—	3R	7S	8L	6R	4L
Den	10R	14L	12S	10L	8L	8R	3L	—	4L	12L	9L	7L
Practice	5L	10S	10L	9L	12R	4S	7S	4R	—	15L	7L	6L
Dining Room	10L	6S	2S	5R	9R	6R	8R	12R	15R	—	7R	5S
Flora & Fauna	3S	4L	5R	8R	9S	3R	6L	9R	7R	7L	—	5L
Treasury	7S	9L	8L	3S	5L	2S	4R	7R	6R	5S	5R	—

Location Key: TH: Throne Room, PA: Pantry, GM: Game Room, LB: Laboratory, KB: King's Bed Chambers, QB: Queen's Bed Chambers, LT: Lesser Throne Room, DN: Den, PR: Practice Room, DR: Dining Room, FF: Flora & Fauna Room, TR: Treasury; (S = straight ahead; R = right oblique; L = left oblique).

like area. In actuality the area in which one might wander is confined; but the intricate patterns, the fog, and the forcefield-like barriers which channel them, all work to confuse characters. Skills such as *intuit direction* and similar spells (*find the path*, et al) are useless here. No distances are ascertainable since this magical containment clouds all such perceptions.

Characters traveling the prescribed number of steps in the appropriate directions find themselves at those areas indicated by the chart. For example, a character stepping into the mirror at the **DEN** while taking 10 steps to the right oblique would find him- or herself in the **THRONE ROOM,** right outside that room's mirror. Traveling time is 1d6 seconds. The first step always counts, so characters must have in mind their intended direction, and how many steps are to be taken in the chosen direction, before entering a mirror, or else a misstep immediately occurs and the character(s) wander for the aforementioned time period before exiting to a random room.

Tower Schedule Notes

The tower schedules are your guides to this adventure; the **HALL ENCOUNTERS** provide a schedule for all in-transit persons or beings. This lets the DM know of changes in the tower's entire personnel structure, and accurately reflects the aspects of a living adventure.

The time period entries in area encounters accurately projects the changing room occupants. Before quoting what the characters actually see, a DM must first check for current occupants, and after referencing the **AREA ENCOUNTERS, MASTER LIST** and/or the **Combined NPC Encounter Appendix** sections, then tell the adventurers what they see, or don't see. There is a certain involvement required here, but so is there in any game.

DM NOTE: This adventure may be played with "set" encounters within rooms which then do not change occupancy (use *Occupants* only). This is not recommended, however, as the adventure has specific time tables for many of its integral parts. Note that this schedule tracking is definitely needed if the DM elects to play scenario #3, *New Start* (see the **Scenario** section, above) wherein the PCs enter the tower disguised as scrubbers.

Using The Areas' Schedules

Each area encounter is read and interpreted as follows: The area number; the area name; then an **AREA ENCOUNTERS, MASTER LIST** reference number for the particular encounter, where applicable. The information following is noted as **OCCUPANT** or as **VARIABLE**, and in many cases contains both. In all cases, this information denotes one or more time period ranges followed by one or more **AREA ENCOUNTERS, MASTER LIST** reference numbers; if a combat situation occurs, reference the **Combined NPC Encounters Appendix** section for the appropriate area number.

For example: A reference to 7 a.m. - 8 a.m. 20, indicates that the *FURNITURE MAKER (Master List #: 20)* is at his area number (area #6). The furniture maker is the only occupant in this particular room at this time period, so if the characters were to enter area #6 on the map between the hours of 7 a.m. to 8 a.m., he would be the only one confronted. He is marked as non-combative (**N** under the *Combat?: Y/N* column). See the note on non-combatant encounters below.

Handling "Variable" Occupant Area Encounters

Variable listings indicate persons or beings who are not true inhabitants of an area the PCs just entered, but are there for some alternate purpose (dining, cleaning, etc.). Since room/area occupants are constantly changing due to schedules, the only description given is that which describes an actual room occupant—the person or being which occupies the area in question for the majority of the time. When DMs have *Variable* non-occupant encounters occurring within an area, they must ad-lib the situation, using the appropriate

area encounter descriptions found by referencing the **AREA ENCOUNTERS, MASTER LIST** and the **Combined NPC Encounter Appendix** sections. The same holds true for **Hall Encounters** (q.v.).

Atmospheric Content/ Non-combatant Encounters

This adventure takes place in a tower bustling with activity. The DM will find that the commonplace encounters and their statistics are not detailed as these do not pertain to the matter at hand, which is the quest the players are about. Though there will be some minor interaction on a role-playing level required for some of these, the majority of commoners and experts and such are just that. They perform their required tasks and retire to an uneventful evening.

In the case where the odd situation arises wherein an adjudication based upon statistics is required, follow this simple guide. All non-combatants such as maids and other servants should be considered Com2-Com4 with 6 to 10 hit points and Spot and Listen skills of +0 to +3. They are rarely armed other than possibly with a small knife and most often possess nothing other than the simple tools of their particular occupation. They will surrender rather than fight; they will not introduce a role-playing alternative, such as spying upon PCs or involving themselves in matters which do not concern them. They are much too busy for that and are rightly concerned with common ordeals. In essence, they play very little part in the adventure and should be treated as a common crowd unless the players deliberately involve themselves with such NPCs on a role-playing level; then, as all good DMs do, feel free to extrapolate and have fun with such diversions where necessary!

Time

DMs must keep an accurate note on what time it is, and, what time is being expended. That much misquoted axiom that "time is of the essence" is appropriate here. The PCs must keep track of the time in order to plot the King's actions and schedules, since bulling their way to Ovar would most likely end in failure. Likewise, the DM must always provide an accurate time picture for the players so that they can accomplish laying their plans and then carrying them forward.

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

Easy Time Tracking Method: For DMs who wish to accurately track time within the tower, here is a suggestion: Use an actual alarm clock, setting it to when the PCs begin going about their business and counting their actions as real time spent according to what is currently being marked by the clock. When they sleep and arise, or when they wait for "another time" (i.e., pass time), reset the clock to that new time period and start forward again. This is an easy way of noting what time it is at *all times*.

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

Concluding the Adventure

If the party manages to convince the main components of the tower elite (colonel, chamberlain, treasurer, majordomo, captain, astrologer, dragon keeper, etc.) of what they suspect, and if sufficient evidence is at hand (a simulacrum, dead, or captured and interrogated), then they will lend support to retrieving the real King Ovar. They will allow the characters to base their activities at the tower; and they will lend some NPC support where available. Note that the adventure to recover the king is detailed in **M4, The Eight Kings.**

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

However, the tower elite will never back the characters who have no concrete evidence (though some with clues might at this point begin their own postulating on the veracity of the characters' information); and the characters, once revealed, will be sentenced by "Ovar" for plotting against the Kingdom. They will be sentenced to death for these subversive activities!

It might be to the characters' advantage—considering the disbelief that will be levied against their fake/kidnapped Ovar story—to go it alone once they've established the location of Zayene's dimension (see module **M4, The Eight Kings**). They could then attempt the rescue without alerting Zayene, who would, no doubt, be very prepared for them otherwise.

Level One Keyed Encounters

1. HALL OF RECORDS 8x(2),42x(1)

Occupants: 24 hours 8x(2), 42x(1).

Variable: 8a.m.-9a.m. 3, 32x(2); 12noon-1p.m. 43; 1p.m.-2p.m. 4; 3p.m.-4p.m. 14; 7p.m.-8p.m. 5, 9; 6a.m.-7a.m. 32x(1).

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

The door is barred and locked from the inside during the night; during the day it is bolted shut. See the Combined NPC Encounter Appendix section for the guards' statistics. The servant on the couch is a doorman who will run at the first sign of trouble.

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

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

2. STAIRS DOWN

Variable: 5p.m.-6p.m. 32x(1).

These are the entry stairs from module **M1, Prisoners of the Maze**, area #24.

3. MESSENGER/PORTER ROOM 35x(2), 39x(1)

Occupants: 24 hours 35x(2), 39x(1).

There are three people reclining upon cots here. This is the messenger/porter room. These servants are so close to #1 that they are always on call.

4. DOORMEN/PORTER ROOM 42x(2), 40x(1)

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

The occupants here are at rest, reclining on cots. As with area #3's inhabitants, these servants are on call most of the time and are therefore resting whenever possible. They have no noteworthy possessions.

5. HALLWAY NORTH/STAIRS SOUTH/DOOR EAST

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

6. FURNITURE MAKER'S ROOM 20

Variable: 7p.m.-7a.m. (empty); 7a.m.-8a.m. 20; 9a.m.-10a.m., 32x(2); 11a.m.-5p.m., 6p.m.-7p.m. 20.

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

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

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

There is nothing else of interest here.

7. TOBACCONIST'S ROOM 19

Occupant: 6p.m.-6a.m., 7a.m.-8a.m., 11a.m.-12noon, 1p.m.-5p.m. 19.

Variable: 10a.m.-11a.m. 32x(2).

This room smells of sweet and acrid mixture, and there is smoke everywhere. A man in brown robes confronts you as you enter. As he rises from a couch he lights his pipe and looks at you with wonderment.

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

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

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

8. STORAGE ROOM

Variable: 10 a.m.-11 a.m. 19, 20.

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

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

There is nothing extraordinary in either one of these areas.

9. DUMB WAITER

Variable: 11 a.m.-12 noon 32 x (1).

The dumb waiter here is always up, unless the DM has a purpose for it coming down. Sometimes the DW is used to supply food to the game room (area #14) when Ovar lunches there. Otherwise this area is empty, except for the cleaner who appears between 11 a.m.-12 noon to clean the hall and surrounding area.

A thief/climber could climb the round shaft here, but since the DW remains in place until dining times (morning: 7 a.m. to 9 a.m.; evening: 9 p.m. to 10 p.m.), anyone climbing would find themselves blocked after reaching the DW's bottom near the kitchen (area #28) where the shaft continues upwards. And at the aforementioned times the DW goes up to level 3 only (area #60) then comes back down, so the only area a climber could exit to would be the kitchen (the busiest room in this place!).

The pulley/rope system inside the shaft can be used to raise or lower the DW, but doing this will most certainly alert the kitchen crew (DC 8 Spot check as it is initially moved and DC 10 per 5 minutes it is missing).

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

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

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

These two people are the chief waiter, and assistant chef, respectively. Both fight until one or the other is killed or subdued, at which time the remaining one surrenders.

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

11. BOTANIST'S QUARTERS 23

Occupant: 6 p.m.-7 a.m., 12 noon-3 p.m. 23.

Variable: 1 p.m.-2 p.m. 43 x (2).

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

This is the botanist. He attempts to throw the special sneezing & choking powder he has in his pocket at the party. He can target 1 or 2 people (1d2 roll). He has two pinches of this less potent form of dust.

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

12. CLOSET/STORAGE

There are many tools of the botanist trade within this spacious area. Near the back of the room is a wheeled work table containing tubes, bottles, dishes, bowl—all with plant cultures in various states of growth or deca—are located on it. Delicate botanical tools (scissors, scalpel-like knives, etc.) are located on a small shelf to the right of this. Fluids, powders, saps and other unidentifiable liquids are in bottles set on a bench along the NW wall. Several lamps with oil are apparent, indicating, perhaps, that the botanist sometimes uses this as a work area. The last item of interest is a set of books (4 volumes), which is a treatise on advanced studies in botany.

13. THE DEN 1, 12, 13

Occupants: 10 p.m.-7a.m. 1, 12, 13.

Variable: 8 a.m.-9 a.m. 20; 12:30 p.m.-1 p.m. 14, 43 x (2), 44 x (2).

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

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

Tactics: Ovar attacks the party members with spells as his guards melee them. Note the **Combined NPC Encounter Appendix** for their statistics as well as Ovar's.

Also note the Appendix for additional statistics and items for Ovar. If overly pressed in combat he retreats via the Teleportation Mirror on the west wall (middle). His guards fight to the death in any case.

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

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

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

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

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

The bookshelves contain popular books and a few historical volumes, all of little or no value. The nearby reading table is crafted from oak, as is the chair. The chair, however, is magical, and if sat in and a title of a book is spoken out loud as the speaker looks at the appropriate shelf, the named book will magically fly to the summoner's hand. However, if more than one book is named in a given round, roll a 1d8 per title named. This represents how many books fly at the summoner, pelting him or her for 1d4 points of subdual damage for every 6 books that make contact.

There is a slim chain magically suspended in mid air next to the reading chair. If pulled upon once, a dim light appears behind the chair, a foot above the shoulder level of a sitting person. If tugged twice, the light increases in brightness to illume a 10 foot radius area. If tugged three times, the whole room is lit as if by full *daylight*. Tugging it again turns the light off. Ripping it from its hanging position causes the light to start blinking at an alternating, rapid pace. Beings subjected to this light show for more than 2 rounds become giddy, and must remove themselves (or shield their eyes, at least) from the room to prevent becoming *hypnotized* (as the spell at 20th-level), no saves possible. Hypnotized beings remain stationary for as long as the lights blink (until *dispelled*). The lights can be dispelled by a *dispel magic* spell of the 12th-level or higher. Beings removed from the room return to normal.

The fireplace radiates magic; if looked within, a red hot coal will be seen to be the source of the fire. The coal can be held by those protected from fire. Those unprotected sustain 6d6 points of burning damage per round that they are in contact with it. If the coal is destroyed by the use of these spells (36 damage points from a *cone of cold*, *lightning bolt*, or a water-type spell) the efreeti trapped within the coal will come forth to (d100 roll): 1-50%, *teleport* away, 51-100% grant a *limited wish* to his saviors (and then *teleports*). The coal cannot be destroyed in any other way.

Ovar's Smoking Jacket

This ordinary looking smoking jacket is highly magical, combining fire resistance (as a *ring of elemental resistance, minor—fire*), *smoke/gas resistance* (as a *necklace of adaptation*).

Caster Level: 12th; *Prerequisites:* Craft Wondrous Item, *endure elements*. *Market Value:* 38,000 gp.

Pillow of Relaxation

This appears as an ordinary pillow in all cases. When one's head is laid to rest upon it, it calms the victim of *fear*, insomnia, restlessness, stress, and other agitated states of mind (though not insanity or similar mental disturbances such as this) as a *calm emotions* spell cast at 12th-level.

Caster Level: 12th; *Prerequisites:* Craft Wondrous Item, *calm emotions*; *Market Value:* 5,000 gp.

The lounge chair is crafted from cherry wood and upholstered with green velvet. The mirror in back of it is magical (see the preceding section on magical mirrors in **DM Information** in the Introduction), and will *teleport* those stepping within it. The red, velvet covered footstool before the chair is magical: Anyone placing upon it an object as large as, or which is smaller than, the diameter of the stool's surface, will note it disappear. Objects travel to an enclosed, 2 foot round dimensional area containing luke warm water. Ovar uses this device to soak his feet.

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

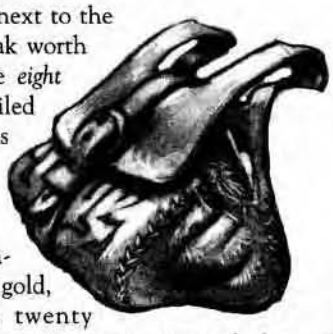
The teakwood smoking stand holds an ivory pipe carved in the likeness of a small human skull, five trays containing different colored tobaccos (cherry, tan, auburn, sienna, and black, respectively; and see the appendices for information on these), and three, one (real) inch long, bronze tubes.

The skull pipe, tobacco, and tubes are all magical. The pipe's visage changes according to the type of tobacco

being smoked: Cherry = smiling; tan = relaxed; auburn = glaring; sienna = mad; black = demonic. It imparts no effect except when used in conjunction with these special tobaccos (see the New Magic Items Appendix). It is worth 750 gp if sold.

When the bottom of a bronze tube is touched, a small flame lasting 30 seconds is emitted from its top. These are magical lighters, each containing 20 charges.

Across the left hand arm of the chair is a red smoking jacket the PCs espied upon entering the room. The sofa is of normal make and is oaken. The pillow on it is magical. The real Ovar often used this pillow to get to sleep after his wife's death.



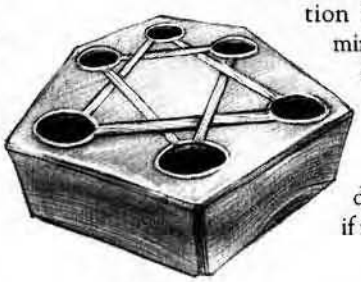
The liquor stand next to the sofa is carved from teak worth 1,000 gp, if sold. The *eight magical goblets* are detailed in the New Magic Items Appendix. The silver decanter is filled with water, and is worth 250 gp if sold. The incense burner is normal gold, worth 400 gp. The twenty cones—located in a square compartment near the burner's front—are of five different types (*sleep, stimulation, wantonness, illusion, dreams*), and are detailed in the New Magic Items Appendix.

14. GAME ROOM

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

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

As the characters enter, **2 unseen servants** lift nearby snack dishes (nuts, candies) and offer them to the party members, one at a time. This action is repeated every 20 minutes until a person orders these things to desist. The unseen servants do not leave the room.



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

Attacking Images From The Dart Board

Illusions dart across the board, two at a time, running or flying towards the other side. Players may take up to three shots, then each figure disappears. Players may attempt to shoot at each other's chosen targets.

TARGET	AC	HP
Unicorn	12	5 points
Paladin	14	10 points
Platinum Dragon	16	25 points
Lammasu	8	8 points
Good Priest	11	4 points
Gold Dragon	13	12 points
Deva	18	50 points
Peasant	6	2 points
Silver Dragon	14	15 points
Good Mage	15	20 point

The board is magical, and is turned on by lifting one of the wands from the grooved holder, and is turned off by replacing all wands. The wands are of the *telekinesis* sort, each containing 45 charges. Their limited magic lifts up to a 2 ounce object only, and propels it as fast as a thrown dart; so these could be used to hurl single darts as *magic missiles*. Each object hurled expends one charge. Once activated, pictures (see below) move upon the board's surface, each depicting a graphic/illusory representation of some good being. Game players use the wands to telekinetically direct the darts at the fleeting illusions. Hits score points which flash upon the screen. Ten shots are allowed, and point totals are kept in the right and left hand corners of the screen. Chances to hit, and point scores, are detailed in the side bar.

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

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

This is a magical game. Characters placing their hands (usually one per player) in the different holes must make Will saves at the appropriate minus. This must be done upon initial placement and for every round that the hand remains within the box. Those failing their saves are overcome by the effects of that particular hole and must withdraw their hand (see side bar). Other players bet on the round that the hand will be withdrawn. Characters

Effects of Game Table

Will Save (-)/Round

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

keeping their respective hands within the box for 6 consecutive rounds automatically win all bets.

Mirror: The mirror on the eastern wall is magical and teleports those walking into it to different areas as outlined in the **DM Information** section concerning this.

15. FLORA AND FAUNA

Variable: 8 a.m.-9 a.m. 19, 23, 24; 9 a.m.-12 noon 23, 24; 1 p.m.-2 p.m. 32 x (1); 2p.m.-3 p.m. 24; 3 p.m.-7 p.m. 23, 24; 8 p.m.-9 p.m. 24.

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

This is the flora and fauna room. The adventurers will find many unusual, and possibly interesting, things here. Note the letter keys below.

Room 15, Letter Sub-Keys

A-D Descriptions

These appear to be holding areas for plants. A transparent, and operable, *wall of force* keeps these specimens in their respective containments. There are finger-sized depressions to the right of each door. If pressed upon, the force walls are deactivated; pressing again reactivates the walls. The walls are cast by a 16th-level sorcerer.

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

Tri-Flower Plant: CR 2; SZ S plant; HD 2; hp 10; Init +5 (Dex, Improved Initiative); Spd 0 ft; AC 11 (+1 size); Atk special; Reach 5 ft; SA sleep touch, molecular disruption (2d4 damage per attack, automatic); SQ Plant; AL N; SV Fort +3, Ref +1, Will +3; Str 2, Dex 13, Con 10, Int 2, Wis 6, Cha 0.

Feats: Improved Initiative.

SA—Sleep Touch (Ex): Upon a successful touch attack the target must make a Will save (DC 14) or fall into a deep slumber in which they are helpless; this allows the

plant to use its other frond to disrupt the being and thus feed off of the decayed matter.

SA—Molecular Disruption (Ex): A helpless being is dispupted for 2d4 automatic damage per attack. The body is slowly disintegrated and ingested as sustenance by the plant's remaining frond. This attack is only possible upon helpless beings, as the plant is not coordinated, nor intelligent enough, to openly use this attack routine otherwise.

SQ—Plant (Ex): Not affected by mind-influencing powers or spells.

Notes: This plant is one of a kind, having been found in some far away jungle and brought to Ovar to add to his collection of flora. As such, its worth to collectors of such things is inestimable.

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

E-H Description

These are cages for the special animals. The keys are held by the zoologist at area #16. The monkey and the cricket run/hop if loosed. The bear and the rabbit will attack if loosed.

E: A striped bear is contained herein.

Striped Bear: CR 4; SZ L animal; HD 6d8+24; hp 60; Init +1 (Dex); Spd 40 ft; AC 15 (-1 size, +1 Dex, +5 natural); Atk +11 melee (1d8+8 claw [x2]), +6 melee (2d6+4 bite); Reach 5 ft; SA improved grab; SQ scent; AL N; SV Fort +9, Ref +6, Will +3; Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6.

Skills: Listen +4, Spot +7, Swim +14.

Notes: This bear is identical to a brown bear except that it has black stripes.

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

Mutated Rabbit: CR 1; SZ T animal; HD 1d8; hp 5; Init +2 (Dex); Spd 30 ft; AC 14 (+2 size, +2 Dex); Atk +4 melee (1d3 bite); Reach 5 ft; SQ leap; AL N; SV Fort +2, Ref +4, Will +1; Str 3, Dex 15, Con 10, Int 2, Wis 11, Cha 4.

Skills: Listen +4, Spot +4, Hide +10. *Feats:* Weapon Finesse (bite).

SQ—Leap (Ex): This is similar to the *pounce* ability of many animals, except that the rabbit may cover a distance of 15 feet while doing so. If it leaps upon a foe during the first round of combat it may make a full attack even if it has already taken a move action.

Notes: This rabbit is albino with pink eyes and long, jack rabbit ears. It is carnivorous and attacks without provocation if loosed.

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

Monkey: hp 4; see the **MM**, page 198.

H: A large cricket (2 foot long) resides here.

I: Left Palm. This palm is planted in dirt and encased by a black marble wall. It has the largest coconuts on it that you've ever seen (1 foot round)!

J: Right Palm. This is the mate to (I) (read that); a **myrmic** lives in a hole in the topmost part of the trunk (see the New Monsters Appendix). If the creature is captured, it could start repeating things, including a clue to the real King's capture (read **CLUES TO THE KING'S CAPTURE, LEVEL 1: Area #15**.)

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

L: This is a bed of different colored berry bushes. The color spectrum is represented here. Eating one type of berry causes no ill effects; but ingesting different types at the same times (or within 60 minutes of the other) produces cramps and giddiness. Continued ingestion equals coma for 1d4 days and with the resulting loss of 50% hit points and with a 30% chance of death. Furthermore a Fortitude save (DC 12) must be successful or 1 point of Constitution is permanently lost.

M: These are 15 foot high red sunflower plants. The seeds are beneficial, imparting endurance (increase time awake, working, moving, etc. by 10% for each handful taken (maximum of 30% increase only). There are exactly 8 handfuls worth of seed present.

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

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

P-Y Description

These are 3 foot radius tubes, which were specially designed for each and every inhabitant. The tubes are flush with the ceiling and floor, and each are made from a transparent plastic-like substance that is unknown to the party. They radiate magic (i.e., a *wish* created these things at 20th-level use). The tubes are AC 15 and can sustain 60 points of structural damage. Fire does double damage; lightning +50% damage; cold in excess of 20 points causes brittleness; and if these are struck thereafter, shattering occurs.

P: In this tube is a trio of black parrots. They are telepathic and communicate as a triumvirate, each telepathizing 1/3 of the intended thought in succession. If separated by 100 feet for more than one day they die, as their normal mental processes go into shock without the intimate connection they've had since birth.

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

R: An ochre colored slug is holed up here. Its shell is encrusted with gems (worth 500 gp).

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

T: A large-eared black dog resides here. It is a coward, but hears noises well. (If loosed it will run away.)

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

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

V: A white tree with golden apples is here. The apples impart healing (*cure minor wounds*) if eaten. There are 50 apples on this tree. If all are picked, the tree dies.

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

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

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

Y: A rock is here. Inside the rock is a tiny, 1 inch-long red dragon known as a **minimal**. It guards specially wrought treasure worth approximately 5 sp. If loosed, it hides in the garden. Due to its size, it is deathly afraid of the "giants" it encounters—much like an insect, it avoids these gargantuan creatures. If loosed it uses its speed (40 ft./perfect) to fly and hide in the nearby foliage. It is meant as an amusement only and cannot be captured with ordinary means.

Z (Mirror): This is a full length mirror surrounded by ivy. It can be used to teleport within the tower confines as noted in the **DM Information** section.

16. ZOOLOGIST'S ROOM 24

Occupants: 9 a.m.-7 a.m., 1 p.m.-2p.m., 7 p.m.-8 p.m. 24.

Variable: 3p.m.-4 p.m. 32 x 1.

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

If the zoologist is here, read the following:

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

This is the zoologist. He has the keys to the cages at areas #15 E-H and knows how to operate the botanical cages at A-D, also. He tries not to be of any help to the characters, feigning compliance while awaiting his chance to escape. He will fight only if he is attacked.

The tomes and scrolls all deal with zoological studies. One book is the feeding/ cleaning times for the animals. The lanterns each have fuel enough to burn for 1 hour.

17. CLOSET/STORAGE

This is an obvious closet/storage area for the zoologist.

In it, hanging, laying, or piled in separate places, are clothes (3 fur lined tunics, 2 hats (one is sable valued at 750 gp)), three chocolate brown robes, two pairs of boots (one pair are *boots of alacrity*, which allow the wearer to move +10 feet speed for 1d4+1 hours per day), boxes with animal training instruments (worth 120 gp to animal trainers), non-valuable fur samples, and a full fur of a blue fox.)

The fox fur is quite rare (2,500 gp value) and has to be treated yearly with a special concoction prepared by an herbalist in order to remain whole, or it will disintegrate, losing all of its value within 2d4 days of not being treated. (The solution contains the herb this species of fox ate as a staple, and was thus transmitted to its fur naturally.)

18. STORAGE

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

19. CLEANERS/MANSERVANT 32 x (2), 43

Occupants: 6 p.m.-7 p.m. 32 x (2), 43; 7 a.m.-11 a.m. 43; 2 p.m.-3 p.m. 32 x (2), 43.

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

DM Note: This is an alternate starting area for PCs who play in the *New Start* scenario and enter the tower as scrubbers.

20. STORAGE

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

21. STORAGE/GOODS

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

22. BOOKBINDER 18

Occupant: 9 a.m.-6 p.m., 7 a.m.-3 p.m., 4 p.m.-7 p.m. 18.

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

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

Read to the players if they go beyond the curtain:

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

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

The room contains many interesting—but non-valuable—books. Bookbinding material—leather sections, glues, tapes, papyrus, inks, pen-sized knives, lacquers, crushed gemstones, dyes, and the like—are piled on the table. The majority of this stuff is valueless, or has only minor value if the PCs are desperate (20 gp).

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

23. SCRIBE'S ROOM 5

Occupant: 9 p.m.-6 a.m., 7 a.m.-6 p.m. 5.

Variable: 3 p.m.-4 p.m. 32 x (1).

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

If the scribe is here, read the following:

A man whirls around in front of a bookshelf and faces you. He begins to mumble, and to gesture with his hands.

Tactics: The scribe casts his best offensive spell if confronted. If the scribe hears noise in the bookbinder's room (area #22) he runs there while targeting enemies.

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

Level Two Keyed Encounters

24. Staircase Landing/ Passages North and East

25. Valet, Manservants 29, 44 x (2)

Occupants: 8 p.m.-9 p.m. 29; 9 p.m.-6 a.m. 44 x (2), 29; 8 a.m.-9 a.m. 44 x (2), 9 a.m.-12 noon 44 x (2), 29; 12 noon-1 p.m. 29; 1 p.m.-3 p.m. 44 x (2); 3 p.m.-5 p.m. 29; 4 p.m.-7 p.m. 44 x (2).

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

26. EMPTY ROOM

27. SCULLERS' ROOM 34 x (2)

Occupants: 7 p.m.-6 a.m. 34 x (2).

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

28. THE KITCHEN

Variable: See sidebar.

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

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

No one will notice the adventurers' presence here for at least 2d4 rounds, since the occupants are so intent upon their duties! If the characters do not act suspiciously, or otherwise do not draw attention to themselves, they may pass through here freely, except in those cases where the captain, lieutenant, chamberlain, and/or majordomo are present. On those occasions the party (or members thereof) will be noted within 2 rounds after entering here.

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

The Dumb Waiter: The dumb waiter can lift up to four people (or equivalent weights); it is used (mainly) to provide for Ovar's breakfast and dinner. Its outlets are area #'s 9, 28 (west wall, center), 60 and 92. Use of the dumb

Kitchen Occupants Table

The kitchen is a busy place! Depending on the time of day, the following NPCs (indexed by their number from the Combined NPC Encounter Appendix) are present. An "x" indicates that NPC is present at the identified time.

Time	Combined NPC Encounter Appendix Number													
	3	4	9	11	14	19	25	26	27	30	31	37	34	41
6-7 am			x					x	x	x	x	x	x	
7-8									x	x	x	x	x	x
8-9				x			x	x	x	x	x	x	x	x
9-10		x	x				x	x	x	x	x	x	x	
10-12 noon		x				x	x		x	x	x	x		
noon-12:30 pm	x			x		x		x	x				x	x
12:30-1 pm		x		x		x	x				x	x		
1-2 pm			x				x	x				x	x	
2-3 pm				x		x	x	x				x	x	
3-4 pm								x				x	x	
4-7 pm			x								x	x	x	
7-11 pm			x											
5:30-6 am	x													

Note: When the following above NPCs are encountered, they are encountered in the following numbers: 27 x (2), 34 x (2), 37 x (2), 41 x (3).

waiter is not possible without alerting the kitchen crew, unless it is utilized during sleeping hours (see area #9).

The Pantry: The southern door leads to a 10 foot square room. This is the pantry; and besides food this place has a full length mirror here, hidden by a large haversack. The mirror is attached to the wall and is, therefore, not moveable. Read the **DM Information** section concerning this magical device. Kelter, the chef, usually locks this door before he leaves the kitchen, for he suspects what the mirror is, and wishes no one tampering with the King's magic!

29. CORRIDOR WITH BOXES 47

Occupant: 24 hrs.

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

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

30. CORRIDOR WITH HOLES 48 x (30)

Occupants: 24 hrs.

A ramp leads up the middle of a ten foot wide by ten foot long staircase. You enter a corridor bearing north, about 10 feet wide and 7 feet high. There are a number of small (2 foot round) holes in the floor here, starting at the top of the stairs and running the length of the north corridor. Their pattern seems symmetrical at least, one to the right, and one to the left across from that—and all nearer to the wall than to the middle of the corridor.

This leaves about 6 feet worth of space for party members to walk in as (if) they proceed.

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

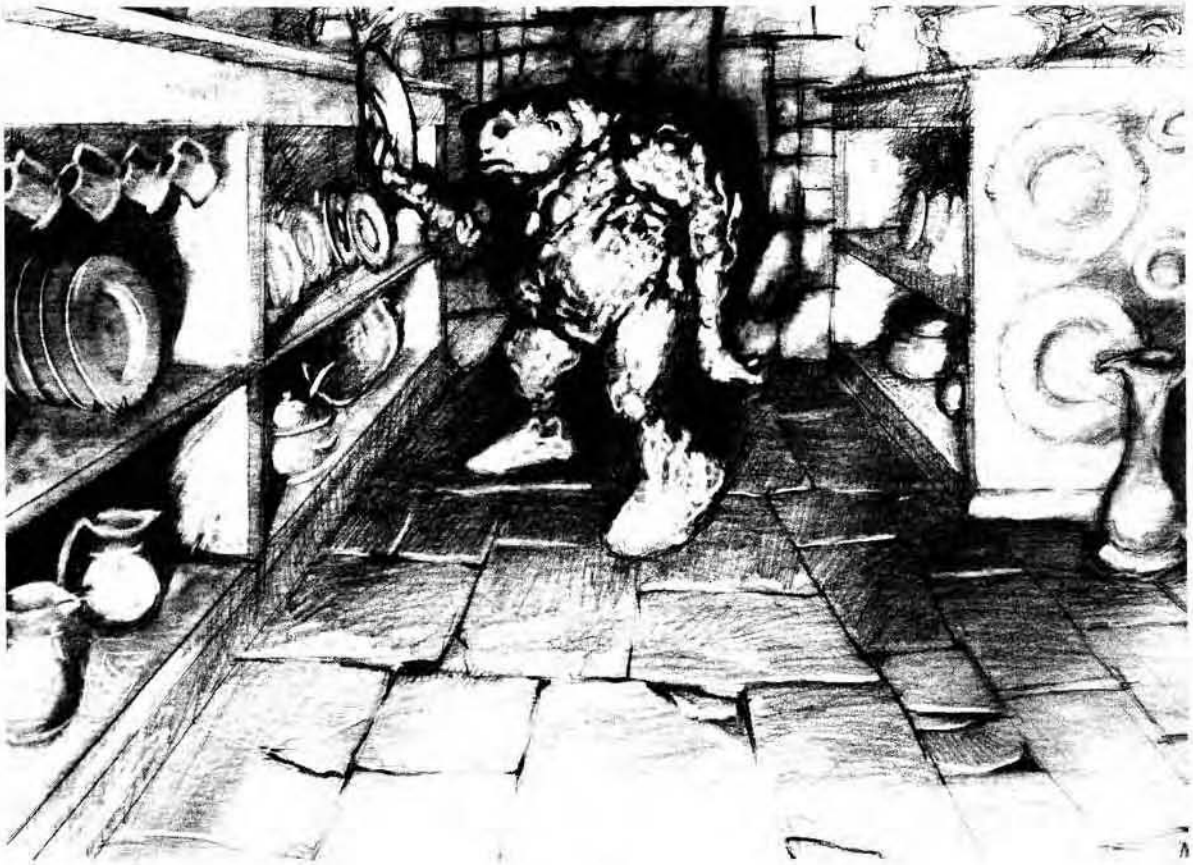
The kobolds were a recent brainstorm of the assistant chef; he intends on utilizing their quick actions to set up a shuttle-like waiter service, (a plan his roommate, the chief waiter, and himself have been discussing for months). Kelter has not sanctioned this yet, but is secretly fond of the kobolds,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

31. EARTH ELEMENTAL 51

Occupant: 24 hrs.

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

The earth elemental has grown use to its residence upon the prime plane of existence, and has—like some gifted and energetic worker—taken deliberate command of the King's china room; and it is he that dispenses the table settings for Ovar's meals, much to the consternation



of the kitchen crew, who avoid him totally. Kelter is the only one who will treat with this creature; and when the characters enter here it assumes (at first) that it is Kelter coming to assign him the task of fetching the service ware.

"Stoney," as Kelter calls him, will first be surprised by this uncalled for intrusion; and then he will start to push the characters out of the area. He then closes the door. If the characters attack/resist Stoney in any way, his elemental rage takes control and a fight ensues. If any of the china is broken, Stoney will go beserk, attacking at +3 bonus to hit and +6 on damage. Stoney will carry the fight into the kitchen and will pursue the adventurers as long as they remain in sight; anyone unfortunate to confront Stoney for 1d20 rounds after he goes beserk will be attacked by him.

31A. CHINA ROOM

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

31B. SILVERWARE

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

The silver is stamped with the King's insignia (a black griffon). It can be sold for 50% of its value (9,750 gp) if this is done discreetly and through the right (crooked) channels. Otherwise buyers will avoid purchasing the stuff and might (1-60% on a d100 roll) inform on the characters doing so.

32. SCRUBBERS 37

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

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

DM Note: This is an alternate starting area for PCs who play in the *New Start* scenario and enter the tower as scrubbers.

33. BLUE ROOM

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

34. SMALL ROOM

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

35. VERANDA

This is a veranda with several seats; it overlooks the NE part of the palace walls. The queen used to meditate here. Since her passing, it is not used.

36. SOAP/TOWEL CLOSET

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

37. BATHS

Variable: 12 noon-1 p.m. 32 x (1).

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

38. VIOLET ROOM

Variable: 17 x (2) for 24 hours.

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

These are the entry doors to the *Lesser Throne Room*, which two trollish guards are always standing watch before. If the party acts as if it will enter, the guards speak in a rough human dialect to ask the characters their business. If no suitable response is forthcoming, these guards attack. It is possible that the sound of battle will alert the other troll guards who are sleeping at area #43; roll d100, with a 1-33% indicating that the other guards there are alerted and will appear in 1d2 rounds. They will not be armored (reduce ACs proportionately). This roll is made only once, with a 34%+ indicating that the other troll guards are fast asleep and not aware of the situation.

39. SERVICE AREA

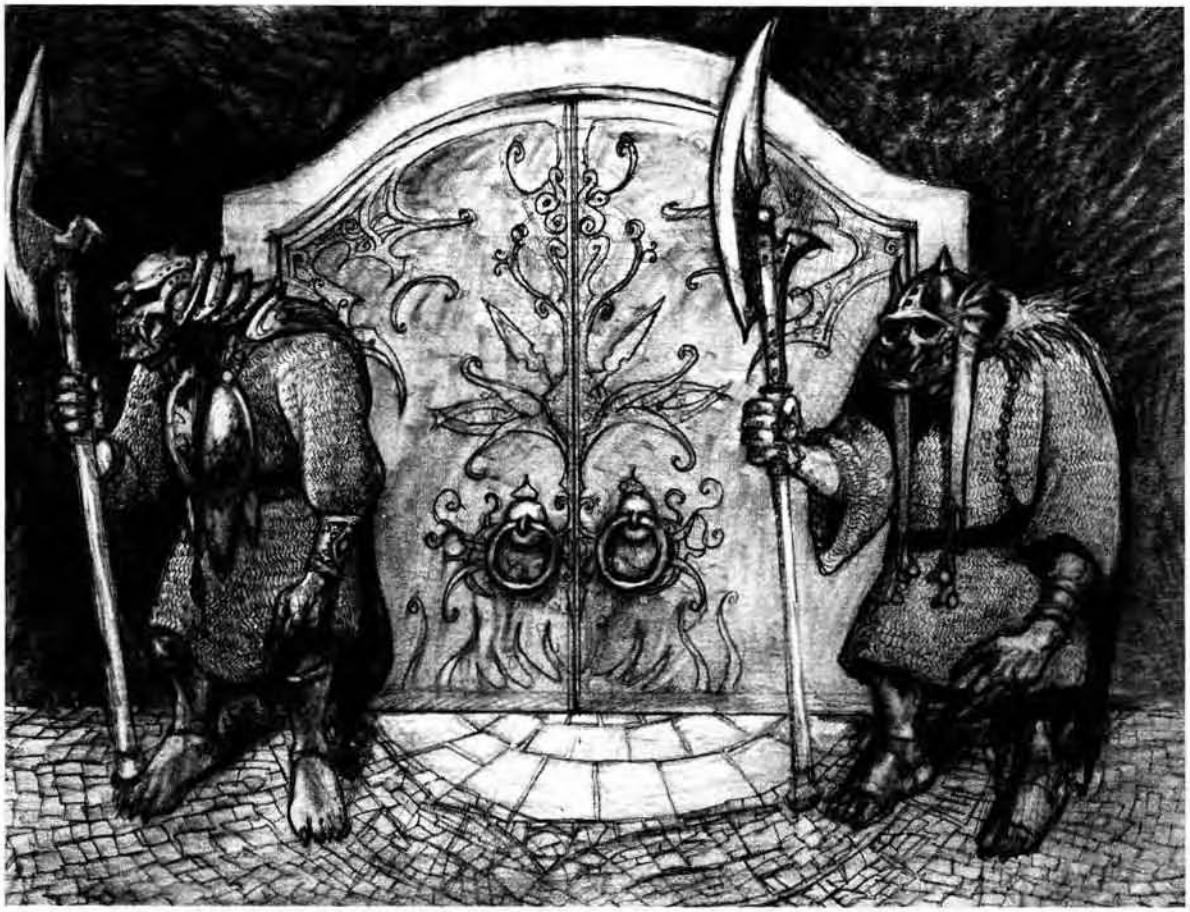
This room has two dusty serving carts set in the northeast corner. This room was once utilized to service the large banquets Ovar used to hold in the *Lesser Throne Room*. Since he no longer entertains, this room has fallen into disuse.

40. LESSER THRONE ROOM

Variable: 6:30 a.m.-9 p.m. 1, 12, 13, 14; 7 p.m.-8 p.m. 20; 8 p.m.-9 p.m. 11, 15, 16, 18, 25.

If there is no one here, read the following paragraphs; if anyone is here, however, have reactions timed accordingly. If it is the King and his retainers, they fight while lesser servants summon the troll guards and alert the tower inhabitants. Help arrives in 1d4 rounds and will consist of all four troll guards, 2 sergeants, the lieutenant or captain, and 3d8 guards. Other name level N-PCs and guards follow in due time. If Ovar is near being defeated, he will attempt to escape by utilizing the magical mirror (q.v.).

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



The floor here is laid with lustrous black marble. Straight ahead is the throne. Rugs are laid before it, and small tables (coffee-type, made for sitting in front of) are set near these, and bowls with nuts, dried fruits, and candied delicacies are placed within easy reach here. The throne has a full length mirror set behind it; and upon closer viewing the floor just before the throne has two holes (where feet might fit) in it. The throne itself is obsidian with silver inlay work.

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

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

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

Creatures: There is an **invisible tiger** and an **invisible stalker** here, both which will attack intruders, but only if they, 1) attack the King, 2) enter or attempt to leave by the southern secret door, or 3) enter/leave by way of the mirror. The tiger's invisibility lasts in combat situations since this power has been made permanent (at 20th-level).

Invisible Tiger: CR 4; SZ L Animal; HD 6d8+18; hp 46; Init +2 (Dex); Spd 40 ft; AC 14 (-1 size, +2 Dex, +3 natural); Atk +9 melee (1d8+6 [x2], claws) and +4 melee (2d6+3 bite); SA pounce, improved grab (a hit allows an additional rake attack), rake (1d8+3); AL N; SV Fort +8, Ref +7, Will +3; Str 23, Dex 15, Con 17, Int 2, Wis 12, Cha 6.

Invisible Stalker: CR 7; SZ L Elemental [Air]; HD 8d8+16; hp 50; Init +8 (Dex, Improved Initiative); Spd 30 ft, fly 30 ft. (perfect); AC 17 (-1 size, +4 Dex, +4 natural); Atk +10/+5 melee (2d6+6 slam); Reach 5 ft; SQ elemental, natural invisibility, improved tracking; AL N; SV Fort +4, Ref +10, Will +4; Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 11.

Skills: Listen +11, Move Silently +15, Spot +13. *Feats:* Combat Reflexes, Improved Initiative, Weapon Focus (slam).

41. GOLD ROOM

This appears to be a lounge. Chairs, sofas, and small coffee tables are set around the room. The goldish paint is starting to peal in places. There is nothing valuable here. Since the demon started to wander the tower, no one visits here, for it is an isolated area, and much too near the *Lesser Throne Room*, where the demon has been known to go.

42. WAITING AREA

Variable: 12 noon-3 p.m. 12, 13.

This appears to be a simple waiting area. Two chairs are propped against the western wall. This is where the chief aide and chief bodyguard await Ovar when he is working in the laboratory at area #42A. Ovar will sometimes request things from them through a slit in the wall (well hidden and unopenable from this side), or by opening the one-way door from the laboratory side.

42A. THE LABORATORY

Variable: 12 noon-3 p.m. 1.

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

There are the following things of interest here:

In The 3rd Organizer: Twenty rare books on magical formulas and spells; worth 5,000 gp if sold.

On The 2nd Bench: A chemical mixture equaling a combined *potion of cat's grace* and *glibness*.

In A Secret Compartment On The Teak Wall: The teak wall section occupies the entire southern wall. There is a secret compartment (Search DC 16) in it which contains six random potions, all stored in gold bottles (+10% to sale values).

On A Stool: There is a *scroll of three arcane spells* (randomly ascertained, no higher than 5th-level).

In The 4th Organizer: A *ring of freedom of movement*.

Mirror: The inset, full length mirror in the teak wall section is magical (see the **DM Information** section concerning this).

Door: The door to the east has a secret slot in it (Search DC 14); if opened and looked through, the N/S corridor at area #42 can be viewed. The door itself is a one-way type, and cannot be opened from the hallway side.

43. TROLL ROOM 43 x (2)

Occupants: 10 p.m.-6 a.m., 6 a.m.-10 p.m. 43 x (2).

This room stinks! There are two huge figures before you!

Depending on what time it is, the troll guards here might or might not be armored yet, and in fact might be resting, only to rise from their filthy beds to confront the characters as they enter. Whatever the case, these things never check morale and will fight with a cunning uncommon to trolls. They seek to alert their cousins in the Violet Room (area #38) if they are too hard pressed by their assailants. Each troll guard carries a pouch filled with 200 gp.

44. TROLL MESS

Variable: 6 a.m.-7 a.m., 4 p.m.-5 p.m. 43 x (2); 3 p.m.-4 p.m. 37 x (2).

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

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

45. SILVER ROOM

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

46. STAFF MESS

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

This is the staff mess. Tables, chairs, benches and serving areas are noted. The place is lit by a large wooden chandelier inset with many candles. A winch near the closet operates the lowering/raising of the chandelier. The closet contains a barrel of ale, wooden and iron service ware, many mugs, and sausages hanging from poles set in the corners.

47. MESS ONE

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

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

48. KITCHEN MAIDS 41 x (3)

Occupants: 7 p.m.-6 a.m. 41 x (3).

This room is well kept. Three average looking cots, and a dresser with a cracked mirror atop it,

seem to be its only furnishings. The dresser contains aprons, hats, and other women's apparel.

49. SECRET SLANTING PASSAGE DOWN

This is the passage the player characters enter if the *Pre-Start* scenario is opted for. Further, this is the passage that the characters were assumed to come up at the beginning of module **M1** of this series, ***Prisoners Of The Maze***. The passage leads to the abandoned lower areas of the King's palace.

The passage leads to rough-hewn caverns after about 1000 feet of slanting and turning smooth passages. The choices of direction then become myriad; and only some map or directional device (or luck, but only one d100 roll for the party of 99% or 100%) will allow wanderers here to find their way to the real world. Otherwise, starvation rules apply (see the ***DMG***). DMs should feel free in devising an extensive network of abandoned passages/dungeon to "entertain" their party with! Also note that these same tunnels contain entry points to two areas: the city sewers and an underground lake.

Level Three Keyed Encounters

50. Entry Hall

DM Note: Roll for an encounter here.

51. TREASURER 10

Occupant: 10 p.m.-7 a.m., 9 a.m.-10 p.m. 10.

Variable: 6 a.m.-6:30 a.m. 46 x (1), 29; 4 p.m.-5 p.m. 33 x (1); 5 p.m.-6 p.m. 45 x (1); 6 p.m.-7 p.m. 29.

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

This is the treasurer's room. If he is here, the characters are attacked by a pale, green robed man wielding a sword. He defends himself well while yelling for assistance. Guards at areas #52 and #53 might hear (Listen DC 14) this and come running to the treasurer's assistance.

The desk contains a lot of the treasurer's wealth. A box has 5 jewelry pieces (worth 1,000 gp each) and 275 p.p.

52. POSTED GUARD

8 x (2) at all times

53. TREASURY

Special Encounter Possibility: There is a 50% chance that the death demon (see the New Monster Appendix) is here; otherwise, no occupants.

You note a room filled to the brim with treasure chests, boxes, urns and crates!

There is a great amount of treasure located here:

Room A: 100 urns with 500 sp each.

Room B: 67 boxes with 500 cp each.

Room C: 5 crates with 5,000 sp each.

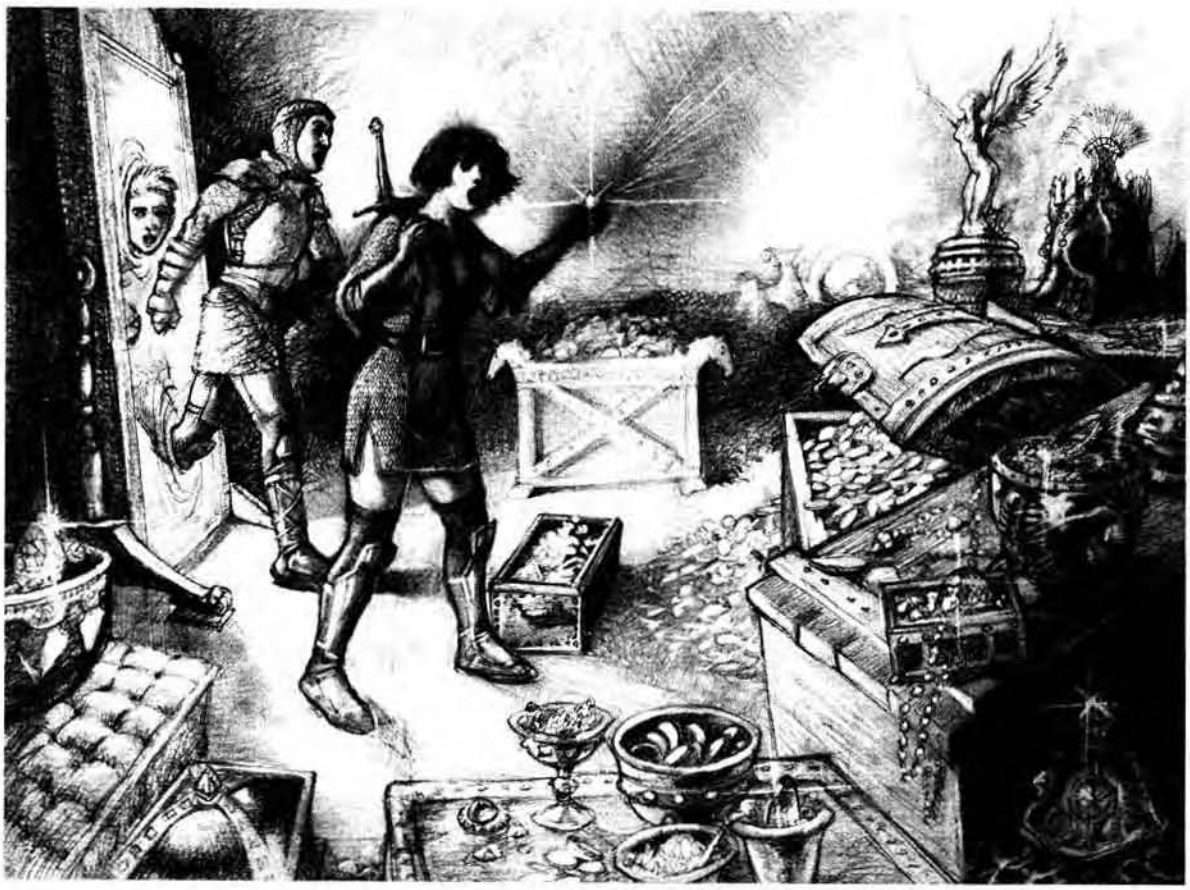
Room D: 27 small chests with 400 ep each.

Room E: 48 chests with 600 sp each.

Room F: 6 crates with 4,000 gp each.

Room G: 7 chests with 2,000 gp each. 5 urns with 300 pp each.

Room H: 4 boxes with cusps—400 loose and 70 cuspecks. A cusp is gold, equaling about 4 gp in weight but being assigned a minimal jewelry value for shape, bringing its value to 5 gp per cusp. A cuspeck is a necklace of cusps (each cusp has a small hole, center) usually



about 250. Thus the total worth of the cusps and cuspecks is 2,000 + 15,500 = 17,500 gp. 1 box with 39 pieces of jewelry worth 6,000 gp each. 1 box with 80 gems (30 500 gp, 40 1,000 gp, 10 5,000 gp)

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

Urn 1: 2,000 5 gp gems.

Urn 2: 700 gp.

Urn 3: 800 pp.

Urn 4: 600 sp

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

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

Chest 3: This contains 100 cuspecks.

Chest 4: This contains 4,000 gp.

54 A-G. GUARDS QUARTERS

Occupants: Special, see below.

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

A: 7 x (1) at all times.

D: 7 p.m.-6 a.m. empty, 6 a.m.-7 p.m. 8 x (2).

G: 6 a.m.-7 p.m. empty, 7 p.m.- 6 a.m. 8 x (2).

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

Guards have pouches with 1d10 gp each; sergeants have twice these amounts. All bear shields marked with the King's black griffon insignia. Being the tower guard, they have excellent morale (checks at +1 circumstance bonus).

55. SILVERSMITH'S ROOM 22

Occupant: 11 p.m.-7 a.m., 9 a.m.-3 p.m., 5 p.m.-7 p.m., 8 p.m.-9 p.m. 22.

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

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

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

56. GOLDSMITH'S ROOM 21

Occupant: 11 p.m.-7 a.m., 9 a.m.-3 p.m., 5 p.m.-7 p.m., 8 p.m.-9 p.m. 21.

This room is carpeted in red, with a bath in the NW corner, a bed along the southern wall, west corner, and a desk east of that. The goldsmith is easily subdued, and greatly fears for his life. He reveals his treasure (5 cusps and a silver necklace worth 1,235 gp) if asked for it. Note area #53 for information on the cusps.

57. THE MINT

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

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

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

58. GRAY ROOM

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

59. CHEF'S ROOM 11

Occupant: 11 p.m.-6 a.m., 2 p.m.-3 p.m. 11.

Variable: 4 p.m.-5 p.m. 33 x (1), 45 x (1).

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

This is Kelter the chef's room. If he is here read the following.

A semi-muscular, stocky fellow in chef's garb confronts you. He looks you up and down, then says: "Pretty sorry lot, you! Preying upon chefs, you thieves! Well—have this!"

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

If, however, Kelter is befriended or convinced of the party's sincerity regarding Ovar (and it will take awhile even with good proof to convince the thick skinned Kelter

that the real Ovar is gone and that fake Ovars rule!), he will reveal what he knows about the king (see **CLUES TO THE KING'S CAPTURE, LEVEL 3: Area #59**).

The book on the secretary is Kelter's only real possession. It contains a variety of things: menu choices by the week, partial schedules, favorite recipes, philosophical jottings, poetry, and recent entries about the ill feelings he has had in the Ovar's presence. There are kitchen keys in a small leather case here, as well as a *potion of invisibility* (1 dose), if this has not been previously used by Kelter.

60. PREPARATION AREA/ DUMBWAITER

Variable: 7 a.m. 8 a.m. 11, 25, 45 x (1), 46 x (2); 8 p.m.-9 p.m. 46 x (2); 9 p.m.-10 p.m. 11, 25, 45 x (1), 46 x (2).

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

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

61. THE DINING ROOM

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

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

The griffon is worth 3,000 gp. The mirror is magical (read the **DM Information** section about this mirror).

The seating arrangement for dining is:

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

If servants enter here they will be ignored for 1d3 rounds as long as they seem to be carrying on with their duties; after that time either the chief aide or chief bodyguard questions them, demanding to know their specific duties and who assigned them to these. If any other unrecognized person enters here, all combatants (note the Master List in the appendix) will attack them as Ovar contemplates escaping (via the mirror).

62. WHITE HALL

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

63. SCRUBBERS 38 x (2)

Occupants: 2 p.m.-5 p.m., 7 p.m.-6 a.m. 38 x (2).

This room is obviously menials' quarters containing straw cots and various linen clothing.

64. MAJORDOMO'S ROOM 14

Occupants: 10 p.m.-7 a.m. 14; 3 p.m.-4 p.m. 14, 33 x (1), 45 x (1).

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

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

65. CLEANERS ROOM 33 x (2)

Occupants: 10 a.m.-1 p.m., 11:30 p.m.-8 a.m. 33 x (2); 6 p.m.-8 p.m. 33 x (2).

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

66. MESS TWO

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

This place resembles any other mess, with a large central table flanked on all sides by short benches. The east door leads to the sergeants' room. The west door leads to a storage room.

67. STORAGE ROOM

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

68. EXERCISE ROOM

Variable: 1:30 p.m.-2 p.m. 14; 5 p.m.-6 p.m. 1, 12, 13.

This room is filled with exercise equipment: weights, presses, foils, tumbling mats, punching bags, etc. If Ovar is here, read area #13 for attack routines, and for statistics consult the **Combined NPC Encounter Appendix**. Ovar attempts to escape if things go against him.

69. ENTRY AREA

The door here appears to be thick, with no hinges apparent. This is the first entry door to Ovar's apartments; it is kept locked, except for once a week when the baths at area #71 are cleaned. Ovar, and his two closest aids (Master List #12, #13), have keys to this area. A purple curtain separates the annex area from area #72.

70. SENIOR VALET/ MANSERVANTÆS ROOM 28, 45 x (1)

Occupants: 9 a.m.-12 noon 28, 45 x (1); 12 noon-2 p.m., 3 p.m.-5 p.m. 28; 6 p.m.-9 p.m. 45 x (1); 7 p.m.-10 p.m. 28; 10 p.m.-6 a.m. 28, 45 x (1); 6 a.m.-7 a.m. 28.

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

71. ROYAL BATHS

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

72 A. BED AND TRUNK

A bed with red sheets and an oaken foot chest are set in the corner here. This is the chief aides' area, though he spends little time here due to Ovar's change of sleeping routines (and rooms). The trunk contains red livery and a purse with 4 gems, all base 1,000 gp rubies.

72 B. BED, TRUNK, STAND

Set next to a bed with green sheets is a black trunk and a stand made from bamboo. This is the chief bodyguard's area.

Bed: The bed is trapped with a spear, which will fall from the ceiling if the bed is sat upon without first releasing the spring mechanism on the bed frame.

Spear Trap: CR3; no attack roll (2d10 impaling damage); Search (DC 18); Disable Device (DC 20).

Trunk: The trunk is firetrapped, with an opening word of "fire." It contains green livery and a +3 *short sword;* a secret compartment (Search DC 18) located on the outside/bottom of the chest contains a pouch with 32 gems (all emeralds) worth 350 gp each.

Fire Trap: CR4; no attack roll (6d6 damage), Ref save (DC 14) for half-damage; Search (DC 25); Disable Device: (DC 30).

Stand: The stand is worthless, but holds a picture painted by Pynyck (see module ***M1, Prisoners of the Maze***, area #19) of a lovely raven-haired woman.

73. BEDROOM ENTRY DOOR/ AREA

This door is locked and there are no hinges apparent on this door side. The key to unlock this is held by Ovar. A magic mouth spell ("Stop! Intruder!") will activate if this is opened in any other way. The inner doorway area is separated from area #74 by a black curtain.

74. OVAR'S OLD BED CHAMBERS

Variable: 6 a.m.-7 a.m. 1, 28.

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

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

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

75. MIRROR AREA

There is a full length mirror attached to the south wall here, framed in platinum (worth 5,000 gp for the framing). Read the **DM Information** section concerning magical mirrors.

76. Bedroom Proper

There is a king size bed here, covered with fox and ermine furs. A strange, dimly glowing symbol is carved into the ceiling just above the bed. The *symbol* is a lesser one of *slumber*, which has been placed so as to allow Ovar restless sleep. The fox and ermine furs are the only valuable items here, being worth 300 gp and 500 gp respectively.

77. BALCONY

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

Those entering the tower here, or going out onto the balcony, are inspected by a **disinterested spirit**, which in months past had guarded the bed chambers; but it now sees no reason (it is aware of the fake Ovars, but doesn't care, since it has been semi-released from its duty) to guard the chambers, since the real Ovar no longer resides here. The spirit cannot be communicated with without employing magic. If forceful magic is used against it, it attacks as a double strength invisible stalker (see area #40 for statistics for an invisible stalker, double its hit points and add +4 to any attacks and saves) for 1d8 rounds, then departs the Material Plane (if it can). It could reveal some true information if somehow controlled and questioned.

Level Four Keyed Encounters

78. HALLWAY NORTH/ DOOR WEST

79. WAITING AREA

There are three armchairs in this dead end waiting area.

80. GUEST ROOM

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

81. GUEST ROOM

Read area #80. This room is rarely used.

82. MESSENGER/ MANSERVANT'S ROOM 36x(3), 46x(2)

Occupants: On call 24 hrs. 36x(3); 8a.m.-8p.m., 10p.m.-6a.m. 46x(2).

You startle three young persons reclining on cots. They jump up and grab nearby shortswords. These messengers (treat as 1st-level guards) are always here, since there has been less and less need for their services as of late. If the manservants are here, they will throw chairs and stools at the intruders but do nothing else to assist in a fight.

83. GUARD ROOM 6x(1), 8x(7)

Occupants: 6a.m.-7p.m. 8x(4); 7p.m.-6a.m. 8x(3), 6x(1).

This room is a small barracks. There are eight cots here, each with a foot locker. The sergeant and guards, if here, will attack while causing as much noise as possible to alert any nearby fellows (area #91, et al.). Their shields bear the crest of the black griffon, indicating that they are part of the tower guard.

The foot lockers are bolted shut. Each contains the usual assortment of clothes, nonvaluable personal items, and pouches with 1d20 gp each.

84. ROBE ROOM

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

85. INCENSE ROOM

Candles and incense are stored in boxes here. The incense is rare (5d6 gp/stick), and there are at least 1,000 sticks here. The candles are ordinary (20 small boxes with 12 tapers each).

DM Note: On the wall behind the most western box of incense is a tiny patch (1 real inch round), like a hole. If touched it is seen to move like some inky spot, but not too far (a real inch at most). This patch radiates strong magic if this is checked for. It can be unfolded (like a *portable hole* in size and shape) and walked into. Characters find themselves at area *#1* of **M4, *The Eight Kings*.** This is Zayene's transportation device which he utilizes to travel to and from the tower. It cannot be destroyed, negated, or moved (beyond that initial inch) in any way short of divine intervention or by implementation of a *wish*, since its magic is of the artifact/relic sort.

86. CAPTAIN/LIEUTENANT'S ROOM 3, 4

Occupants: 8p.m.-6a.m. 3; 6a.m.-2p.m. 4.

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

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

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

The captain and lieutenant both have a set of keys for the armory (area #87).

87. ARMORY

This door is locked, and no hinges are apparent on this side. This is the armory. Weapon racks here hold the following: 20 longswords, 120 throwing spears, 2,000 quarrels, 20 daggers, 30 shortswords, 20 long spears, 12 crossbows, 10 ranseurs, 10 halberds, 40 throwing axes.

88. COLONEL'S ROOM 2

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

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

If the colonel is here, read the following:

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

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

The colonel has many possessions: A set of keys are for the armory (area #87). These are kept on his person. A side pouch contains an odd assortment of coins: 12 gp, 23 sp, 14 cp. A ring on his left hand is silver with platinum filigree (worth 342 gp). His gold scabbard is inset with rubies (seven 500 gp stones); his trunk contains a *winged shield* (a recent procurement); and the middle dresser drawer contains a silver box (worth 35 gp) with a platinum holy symbol inside (worth 210 gp).

89. GIFT ROOM

This door is locked. No hinges are apparent on this side. The majordomo has the keys for this room. Several gifts are still here from former visitors which the King Ovar did not see. Among the more interesting ones are: A gold spear with diamond tip (4,500 gp), an onyx owl statuette (450 gp, non-magical); an emerald-tipped scepter encrusted with raw crystal (3,400 gp); a solid silver paper weight in the shape of a tiger (1,100 gp); and a red leather quiver containing 20 diamond-tipped arrows (all are *+4 arrows*).

90. GOLD HALL

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

91. ENTRY HALL—THRONE ROOM

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

You see some figures standing in this hallway. A mosaic inlay of a purple cloud and a black griffon decorates the floor here. This is the entry way to the throne room. Upon close inspection, the double doors here look to be of bronze/gold work.

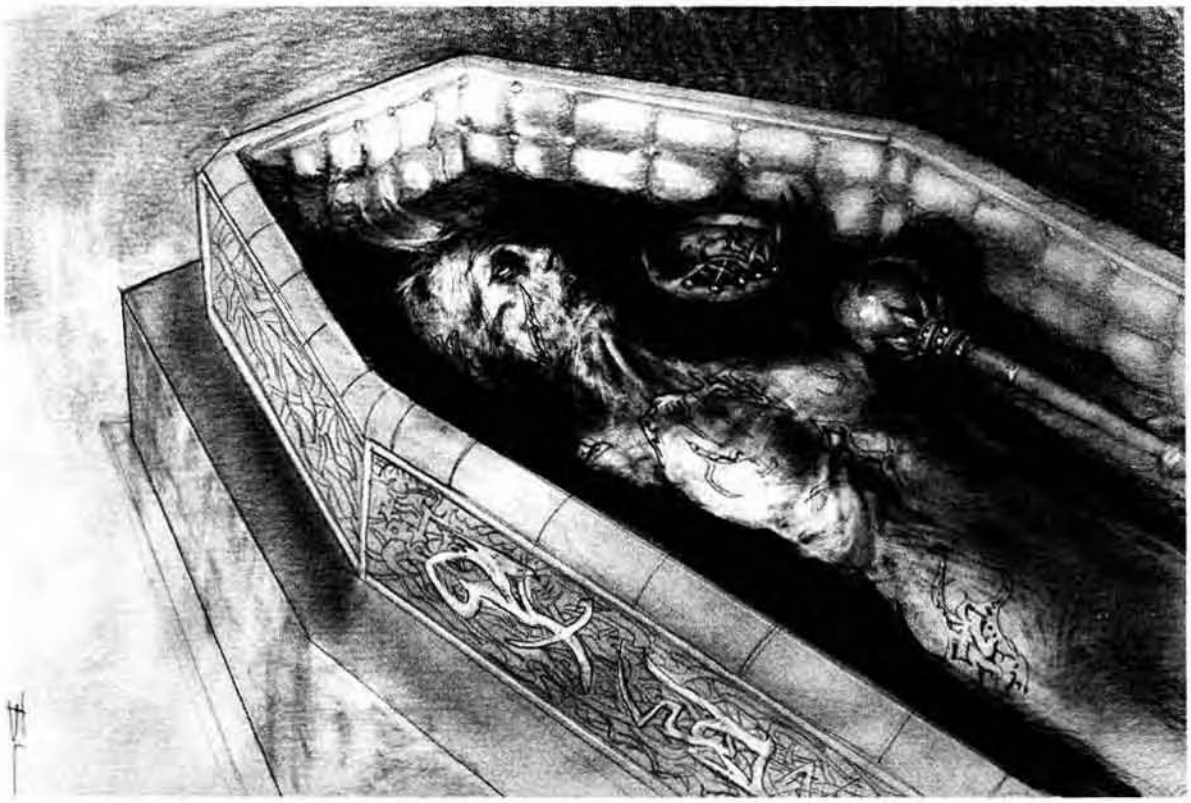
The guards will definitely sound the alarm if intruders are present. One pulls a rope which rings a bell in the throne room (this is done only if the King is there) and the other shouts to alert the guards at area #83. If present, the colonel and captain (or lieutenant) (area #s 86, 88) will check into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

92. DUMBWAITER

Note these the following areas for information about the dumb waiter: #9, #28, #60.

93. SEALED QUARTERS

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



Read **CLUES TO THE KING'S CAPTURE, LEVEL 4A Area #93**. This is Ilsha's old room. (Also read the clue for **LEVEL 1: Area #15**.)

94. QUEEN'S ROOM

This door is locked; and there are no hinges apparent on this side of the door. Once entered, the characters note a dusty room which was obviously the queen's at one time. Everything—bed, tables, bath, full length mirror (on the east wall; note the **DM Information** section concerning this device), and other furnishings—are covered with black cloth. There is a door to the north with an inscription on it. There is a balcony (the door is locked) to the NE.

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

95. QUEEN'S CRYPT

Upon opening the door you smell death, and a draft of stale, moldy air pushes past you. There is a sound of moaning ahead of you. The moaning is a permanent *magic mouth* spell which was placed to scare off intruders.

After a short walk you come before a white coffin set upon a stone dais. The coffin is trapped.

Traps: A *firetrap* immediately goes off as the lid is raised; a *symbol of fear* is inscribed on the inner sheet covering the body (at 20th-level). A permanent *sympathy* spell is on a small but expensive looking silver vial (it's actually plated silver, worth 1 gp) smeared with contact poison (black lotus extract, DC 20; the *sympathy* spell attracts thieves of neutral alignment).

Fire Trap: CR5; no attack roll (10d6 damage), Ref save (DC 16) for half-damage; Search (DC 26); Disable Device: (DC 32).

Treasure: The treasure consists of a jeweled crown (worth 14,000 gp), a mithril scepter (worth 6,000 gp) and a golden orb encrusted with diamonds (worth 10,000 gp). Anyone taking these items will be sought after by Zayene, who will even hire high level assassins to track and kill the thieves (DMs must ascertain levels and types).

96. GREEN HALL

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

97. RED HALL

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

98. CHAMBERLAIN'S ROOM 9

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

This room is plush, with a general motif: The walls are frescoed, depicting a bright woodland scene; the carpeting is a rich green, all the furnishings bed, desk, chairs, table, stands, dressers are crafted from redwood. An emerald green curtain is thrust to either side of an open western door; and beyond this is a balcony.

If the chamberlain is here, read the following:

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

The chamberlain will not fight and is easily subdued. He has the keys to the entire tower, minus the dragon pen (area #109), Ovar's apartments (area #69) and the den (area #13).

His silver necklace has an attached medallion of a griffon, and an inset blue gem, which by its darkness indicates that his station is very high. The necklace is worth 970 gp. The chamberlain has little else; he has recently donated a great majority of his wealth to other foundations which support good functions, though he has not, and will not, let this be known, for good neutral reasons. He may be convinced to help the adventurers if they persuade him (and it was some of his more radical confederates which got the adventurers into the tower), but he has grown weak and indecisive, and only one d100 roll for a 1-20% chance of this occurring should be given in this case. Otherwise he turns his back—once—on such intruders, but will thereafter have them pursued and/or arrested if they again reveal themselves.

99. ENTRY AREA

There are doors to the north and west here.

100. SMALL AREA WITH MIRRORS

There is a full length mirror attached to the southern wall here. Note the section detailing these magical mirrors.

101. PRACTICE AREA

Variable: 1 p.m.-1:30 p.m. 14; 5 p.m.-6 p.m. 1, 12, 13.

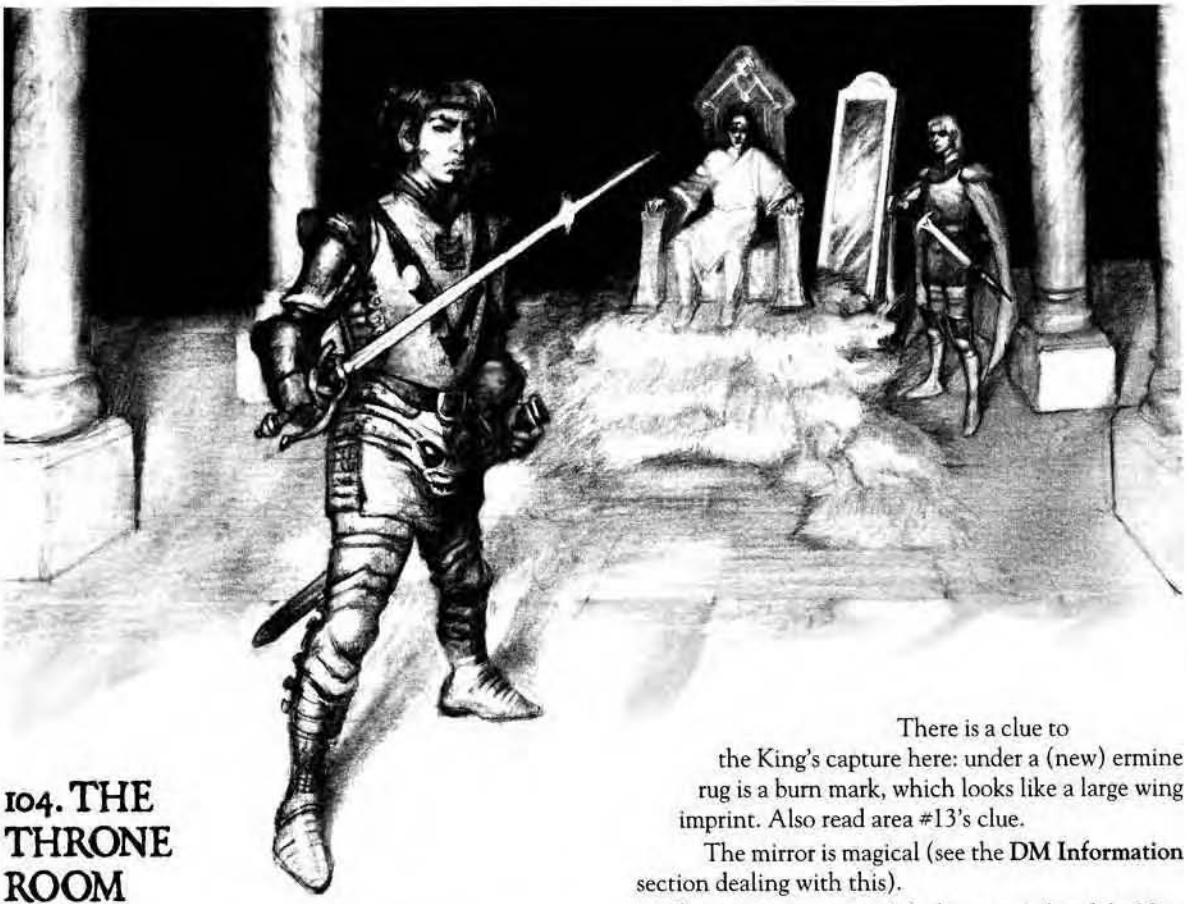
This appears to be some type of practice area. There is the following equipment here: Movable mirrors, manikins, wooden animal and human targets, a continual motion machine with an attached, demonic manikin, barrels with caltrops and stone chips, clay demon heads on shelves, and a large stuffed bear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

If Ovar and his aides are here, read area #13 for attack routines and also consult the **Combined NPC Encounter Appendix** list. Ovar will attempt to flee via the mirror if the battle goes against him.

102. STAIRS UP

103. PURPLE HALL

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



104. THE THRONE ROOM

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

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

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

The mirror is magical (see the **DM Information** section dealing with this).

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

If Ovar and his servants are here, read area #13's attack options, etc. Ovar immediately pulls the second rope twice, and a large bell rings above area #91—this serves to alert levels 3, 4 and 5. All appropriate guards and NPCs react accordingly. Ovar then seeks to cast a spell, but if hard pressed, can (d100 roll) 1-50%, hide in the *shadow curtain* (q.v.), or 51-100%, escape via the magical mirror.

Level Five (Top of Tower) Keyed Encounters

Note that level Five is not traveled upon much. DMs should roll 1d6 for an adventure encounter here during the proper times (see the Encounter Charts). Unless it is night-time, or unless the characters are hidden (i.e., *invisible*, out of sight), encountering parties are not surprised and see each other. Two manservants winch up provisions for the dragon once per week. DMs should ascertain what time period during the day that this is accomplished, and then consider the chances of encountering these personages.

105. ENTRY TO TOP OF TOWER

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

106. ASTROLOGER'S QUARTERS

Occupant: 10 p.m.-7 a.m., 9 a.m.-8 p.m. 15.

Variable: 6p.m.-6:30 p.m. 1, 12, 13.

The door here is held fast, but you see no key holes. The door is *arcane locked* at 8th-level. If the room is entered read the following:

The room is dark; (if light is provided) the characters note a place strewn with pillows, scrolls and books. There is hardly an indication, whoever the occupant is, that he or she does anything but study and sleep here.

If the astrologer is here he will attack with his best spell (DM's choice). His books and scrolls deal mainly with astrological subjects, but he has nothing else of apparent worth.

107. DRAGON KEEPER 16

Occupant: 10 p.m.-7 a.m., 9 a.m.-7 p.m. 16.

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

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

If the dragon keeper is here, he reacts violently; he could drink the potion (it contains one dose of *ghoul touch*). He can also elect to loose the dragon, though considers this a grim option (only a 30% chance on a d100 roll). He will definitely attempt to warn the astrologer at area #106 of the party's presence while trying to defend himself as best as possible. He has keys to areas #107 and #110.

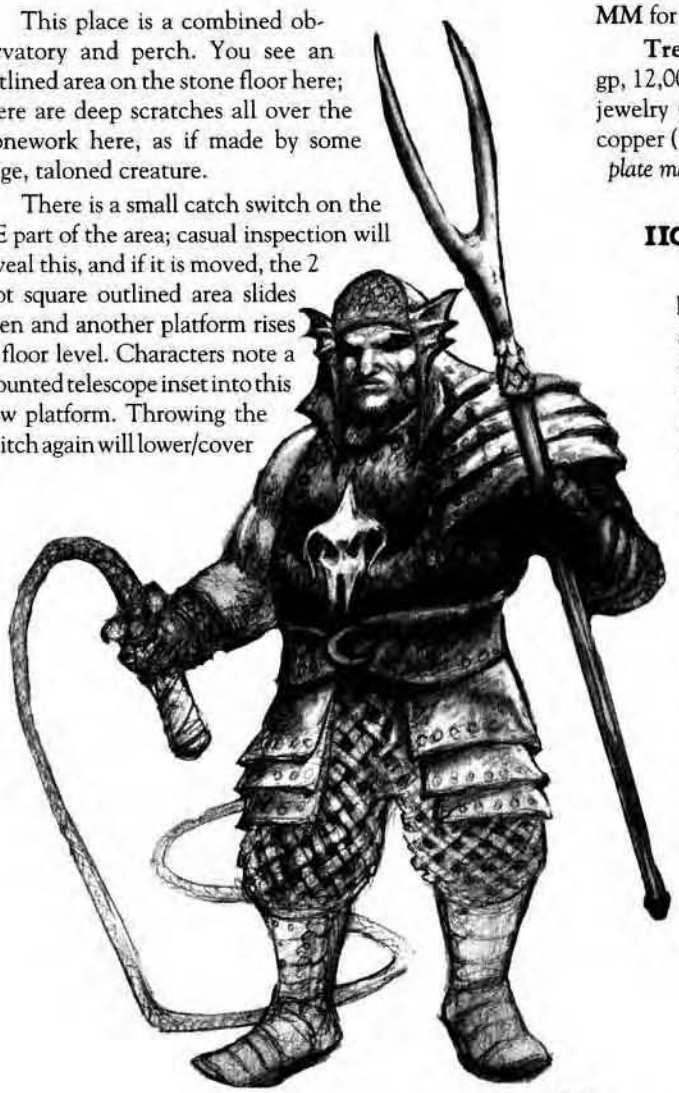
The whip and the 6 foot long prods (goads) are used in ordering the dragon about. Lately, the dragon obeys no one save the dragon keeper. The dragon keeper has been attempting to re-tame the dragon in Ovar's proximity, since it has lost its respect for the King (it senses that Ovar is fake).

108. RAISED AREA/ OBSERVATORY

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

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

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



109. THE DRAGON PEN 50

Occupant: 24 hrs.

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

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

As noted in the Combined NPC Encounter Appendix, though it is not recommended that the party attack the dragon—for it could mean certain death to them in whole or in part—if they do so, refer to pages 63-64 of the **MM** for its statistics and powers.

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

110. FEED STORAGE

This 10 foot wide wooden door is locked. The key to this area is held by the dragon keeper at area #109. There are barrels of meat for the dragon stored inside. Thirty such barrels (about 120 pounds of meat per) are feed enough for the dragon for one month. Other barrels are raised to this level via the winch at area #111B.

111A. PLATFORM

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

111B. PLATFORM WITH WINCH

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

New Magic Item Appendix

Minor Artifact: Shadow Curtain

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

The shadow curtain appears as a roll of inky black material. When unrolled, four command words appear in the air in a shimmering flash, then disappear. Each onlooker is allowed a separate Will save (DC 15); if successful, a viewer will note these words and can thereafter utilize the curtain's powers; failure indicates the opposite, and characters must seek the services of a sage, etc. in order to find the command words, for they never again appear under any circumstance. DMs must choose command words to their liking.

The curtain's dimensions are variable, with a maximum of 200 feet length and 20 feet height. When commanded, it sets itself up in the required pattern. In order to change the pattern the curtain must be reordered into roll form. This requires a full turn; then, it can be reset as desired. Setting the curtain takes one round, wherein it unrolls on its own accord and reaches the desired length and height. Its powers are:

Enhanced Hide: Anyone coming within 2 feet of the curtain and speaking the appropriate command word receives a +16 circumstance bonus to Hide checks for as long as they remain within 10 feet of the curtain. Note that characters may move while hiding (along the curtain's length or height) with no circumstance penalty for being spotted. This power remains in effect for a base of one hour and is useable once per day. For every person beyond the one who is attempting to hide in this manner, 15 minutes is deducted from the time the power remains in effect. Thus two people can hide for 45 minutes; three people for 30 minutes; and a maximum of four people can remain hidden for 15 minutes.

Darkness: Anyone touching the curtain while speaking the appropriate command word summons *deeper darkness* in a 60 foot radius. Shadows congeal, casting the affected area into pitch blackness in one round. This affect is permanent so long as the curtain remains touched by the one conjuring the darkness.

Shadow Images: Anyone within 20 feet of the curtain who speaks the appropriate command word is given 3 shadow images for protective purposes. The images appear as ghastly monsters to the conjurer's assailants, and these are avoided at all costs by them, increasing the defender's AC by 3. This power lasts for 6 turns. It is dispelled if the conjurer moves more than 20 feet from the curtain. This power is usable twice per day.

Shadow Resistance: Anyone touching the curtain while speaking the appropriate command word receives a special resistance when attacked by shadow-type creatures (demons, devils, monsters), but not when attacked by lords or gods of this nature. To find the resistance base, take level x 5%. Roll d% when physical, mental or spell attacks are initiated against the defender. Rolls equal to or below the amount indicated equal success (i.e., no hit is scored, no psionic power affects the defender, no spell works, etc.). This roll is in addition to normal chances to be missed (i.e., attackers must still roll for attacks, etc.) and to other applicable saves. This power lasts for 1d8+1 rounds, or immediately ceases when the curtain is no longer touched at anytime.

Only two powers can be used at one time. Any attempt to initiate another power (by use of a *wish*, for example) above two causes the curtain to become non-magical for 1d10 hours, canceling any power currently in effect.

Caster Level: 12th; *Prerequisites:* Craft Wondrous Item, *blur, mirror image, darkness, magic circle against chaos/evil*; *Market Price:* 65,000 g.p.

Magical Tobaccos

There are five different types of tobacco. One pinch burnt in an ordinary pipe will produce the following results according to its type. There are 1d4+1 pinches of any one type found in random treasure circumstances.

Tranquility: User: Immunity to *fear* as long as it is smoked. Area affect: Enemies in a 5 foot radius about the smoker are affected as if by a *calm emotions* spell cast by a 9th-level sorcerer. One pinch will burn for 1d6+1 rounds.

Harshness: User: If an initial Fortitude save (DC 14) is made the smoker receives a +2 circumstance bonus to *all* subsequent saves for as many rounds equal to his or her Constitution. If the save is missed, the smoker loses -2 on all saves for that many rounds. Area affect: All inhalers of this within a 5 foot radius of the smoker must make Fortitude saves (DC 15) or wretch for 2 points of initial damage and for 2 points automatic damage per round for as long as they remain within the smoke. This cancels the effects caused by the *sweetness* tobacco, below. One pinch of this heavy tobacco will burn for 1d6+1 rounds.

Sweetness: User: The smoker is healed 1d10 points or gains half that amount in temporary hit points for 1d6+1 rounds if he or she is undamaged. Charisma increases by one for 1d12 rounds, as the inhaler is flushed with renewed constitution and vigor. The effects of this smoke are not accumulative. Area affect: This cancels the *harshness* smoke. One pinch of this fine tobacco burns for 1d6+1 rounds.

Bitterness: This allows the user to instantly identify potions he or she tastes. One pinch will allow the user to identify one potion during the smoke's duration.

Tastelessness: This kills the taste sense of the user and all those within 10 feet of him or her. This will sometimes heal 1d4 of damage caused by retching/vomiting (1-75% on a d% roll) and will 50% of the time cancel the nausea in a 10 foot radius area which is caused by

certain magical clouds (*stinking cloud*, et al). One pinch lasts 1d6+1 rounds.

Creation: Mixing tobaccos causes them to cancel each other with no magic imparted. In order to reproduce these magical tobaccos the following feat/skills are necessary: Brew Potion, Profession (herbalist or horticulturist). Each has a base *market price* of 750 g.p. and a *caster level* no greater than 8th. The spells which empower them vary as noted: Tranquility: *calm emotions*; Harshness: *bless*, *bane*; Sweetness: *aid*, *endurance*; Bitterness: *identify*; Tastelessness: *protection from elements*.

Magical Incense Cones

These must be lit to take affect. Burning two or more different cones within 30 feet of each other cancels all magical effects. Each cone burns for 2d4 rounds and then extinguishes.

Light Blue: *Sleep*. This produces a sleep smoke in a 20 foot radius area. All air-breathing beings must make Fortitude saves (DC 15) or fall into a deep slumber for as long as the cone continues burning plus 1d4 rounds after it extinguishes. This cone requires one full round to begin spewing smoke, allowing the lighter to vacate the area.

Dark Red: *Stimulation*. This affects all those within a 5 foot radius area. All within it move as if *hasted* for as long as the cone burns and they remain in its radius. Moving out of its radius cancels the imparted power 1d2-1 rounds later.

Gray: *Wantonness*. The smoke covers a 30 foot radius area. All within it must make Will saves (DC 17) or become *confused* and wander about in a chaotic manner, shedding their possessions, overturning objects, etc. They receive no dexterity bonuses, and do not attack (other than pushing persons/beings out of their respective ways). They are 50% of the time considered flatfooted if attacked while so influenced

Purple: *Illusion*. The smoke creates a *minor image* of the being/scene verbally described as the cone is lit. The illusion lasts until touched or dispelled, or until the cone extinguishes. The maximum area that the image can occupy is 20 feet square.

White: *Dreams*. The smoke covers the lighter and makes him or her impervious to dreams that are of the haunting/disturbing variety. The effects last for hours equal to the dreamer's Constitution score/2.

Creation: In order to reproduce these magical incense cones the following feat/skills are necessary: *brew potion*, *profession: apothecary*. Each has a base *market price* of 900 gp and a *caster level* no greater than 7th. The spells which empower them vary as noted: Light Blue: *sleep*; Dark Red: *haste*; Gray: *confusion*; Purple: *minor image*; White: *obscure object*, *minor globe of invulnerability*.

Minor Artifact: The Sacred Goblets

When water is poured into each goblet it is changed to the corresponding magical or non-magical liquid, as noted below.

Copper: *Divine Essence*. This produces a dense mist which seems to flow on its own accord from the goblet to the drinker's lips. This ambrosia-like substance imparts the following effects. It is drinkable from once/week.

Invigorate: Removes the effects of fatigue and sleep deprivation, reinvigorating the drinker. This also *dispels* any magical *sleep* and makes the imbiber immune to magically induced sleep for turns equal to his Constitution score.

Clear Mind: This removes the bad effects of *confusion* and other mind-altering spells, such as *charm person*, *suggestion*, et al. This has a 50% chance (roll d%) of dispelling such magic already affecting the imbiber and makes him immune to such magic for rounds equal to his Wisdom score/3.

Eloquence: This provides the imbiber with a "silver tongue" for rounds equal to his unadjusted Charisma score. All spells which influence others (*command*, *suggestion*, *enthrall*, et al) are extended by 50% in duration, and if this is used in conjunction with a spell of this nature as it is cast, the recipient receives a -2 circumstance bonus to the applicable save (usually Will save). This also increases the imbiber's Charisma score by 2 for the same time period, making him more influential in matters relating to its use.

Bronze: *Orange Juice*. This produces perfectly chilled orange juice 3 times per day.

Gold: *Blessed Water*. This produces the equivalent of 12 vials of holy water once per week.

Platinum: *Empresses' Reserve*. This produces the best white wine known to man, 6 times per day.

Clear Crystal: *Emperor's Reserve*. This produces the best red wine known to man, 6 times per day.

Pink Crystal: *Elixir of Health*. This imparts 1d3 magical effects upon the imbiber's health once per week for 6d10 minutes:

Temporary Constitution Bonus: The imbiber's Constitution is raised 1d4+1 points with corresponding bonuses. All temporary hit points are lost first.

Temporary Poison Immunity: This confers immunity to all types of poison and instantly cures him of any poison.

Temporary Disease Immunity: This confers immunity to all types of disease and instantly cures him of any disease.

Citrine Crystal: *Random Potion*. This produces a random divine potion once per week. These potions function as their counterpart spells as if cast by a 9th-level cleric. Roll 1d8 on the accompanying list: 1. *remove fear*; 2. *endurance*; 3. *remove paralysis*; 4. *lesser restoration*; 5. *undetectable alignment*; 6. *cure serious wounds*; 7. *protection from elements*; 8. *water breathing*.

Wooden: *Poison*. This produces a random ingestible poison once per week. The DC class of the poison never exceeds 16.

Market Price: 78,000 g.p.; *Special Note:* These goblets occur as a set as they were crafted by higher level clerics as a gift for their king. There is only one set in existence and, moreover, these are considered to be a relic (or minor artifact) and are thus not reproducible.

New Monster Appendix

Death Demon

Large Outsider (Evil, Chaos)

Hit Dice:	7d10+7 (60 hp)
Initiative:	+6 (Dex, Improved Initiative)
Speed:	40 ft. fly (poor)
AC:	20 (+2 Dex, +8 natural)
Attacks:	(1) Special energy drain attack
Damage:	Note accompanying table
Face/Reach:	10 ft. with tentacles
Special Attacks:	—
Special Qualities:	Tanar'ri qualities (cannot summon), SR 18, psionic immunity
Saves:	Fort +5, Ref +3 , Will +7
Abilities:	Str 15, Dex 14, Con 13, Int 12, Wis 14, Cha 3
Skills:	Listen +4, Spot +4, Hide +6
Feats:	Alertness, Improved Initiative
Climate/Terrain:	Special
Organization:	Solitary
Challenge Rating:	7
Treasure:	—
Alignment:	Chaotic Evil
Advancement:	None

These demons appear as smokey, roughly 8 foot high, black shapes; their two tentacles seem to be the only solid part to them. These demons appear due to being summoned by evil clerics or mages who use the essence of a dying person (usually their psychic/psionic force, which is extracted through a special process) to initiate and complete the summonings. Death demons will stay on the material plane for months equal to the summoner's level, and then depart. Death demons move by a floating motion which equates to flying.

During their stay they may be ordered to perform tasks as their masters wish; but they will not leave the material plane, nor may they go beyond a one mile radius area of where the initiating death took place. If forced beyond these limits the spell which holds them here is broken, and they return to their own realm of existence.

Combat

Death demons attack material plane creatures with two black tentacles which appear out of their amorphous black shape. The tentacles appear to have many faces upon them, faces both wracked with pain and anguish, and those smiling, with restful looks. As the tentacles come close to contacting a target, the faces seem to grow in the viewer's mind; contact is automatically made as a psionic scream pierces the victim, causing him or her to make a Will save (DC 20) or lose levels as follows:

Constitution	Levels Lost
18+	.5
17	.75
16	1
15	1.5
14	1.75
13	2
12 or less	3

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

It is not totally known what other powers this creature possesses. It cannot summon, this is for sure, but some sages say the more powerful ones (ones that are summoned through the death of some mage or cleric of high rank) are able to employ a sympathetic type of magic akin to the magic items left by the respective person. Items are drawn into the demon and absorbed, their magical properties becoming inherent to the demon in a degree equating to that of the actual power(s). This fusion of magic and demon is chaotic, however, and it does not always work. When employing any absorbed powers, the demon must roll against its own SR. A successful check equals successful use of the power in question. When death demons are killed they disappear with a scream which chills even the most stouthearted persons' bones!

Immunities (Ex): The death demon, like other demons, is immune to poison and electricity.

Psionic Immunity (Ex): Death demons are immune to psionics.

Resistance (Ex): They have cold, fire, and acid resistance 20.

Telepathy (Su): These demons can communicate telepathically with any creature within 300 feet that has a language.

Myrmic

Small Animal

Hit Dice:	1d8+1 (6 hp)
Initiative:	+7 (Dex, Improved Initiative)
Speed:	30 ft.
AC:	15 (+3 Dex, +2 natural)
Attacks:	Bite
Damage:	1d3
Face/Reach:	5 ft.
Special Attacks:	—
Special Qualities:	—
Saves:	Fort +2, Ref +4 , Will +3
Abilities:	Str 8, Dex 16, Con 12, Int 3, Wis 10, Cha 8
Skills:	Listen +6, Spot +4, Hide +6, Climb +8
Feats:	Improved Initiative
Climate/Terrain:	Current: Jungle/Forest (also see text)
Organization:	Solitary (near extinction)
Challenge Rating:	1
Treasure:	—
Alignment:	Neutral
Advancement:	None

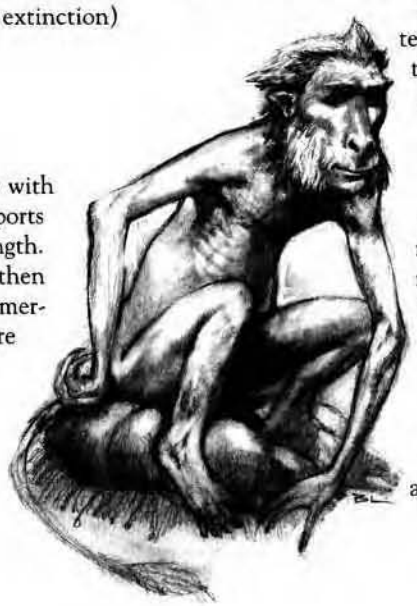
A myrmic appears as a large monkey with very short hair except for its head which sports almost human-like, wavy hair of unequal length. Skin/hair colors range the gamut of earthen tones, with browns and tans being more numerous. Their eyes have intelligence and are either blue or green. It is thought that before their near extinction that their family unit was similar to that of the monkey's. Numerous types have been previously recorded, all having descended from a now extinct ancient species which sages indicate might have even possessed a primitive form of tribal culture.

These docile creatures once ranged nearly every climatic zone, from temperate to tundra, from jungles to mid-mountainous climes. They, like monkies, prefer a diet of fruits, plants and some small insects.

More curious to those savants dealing with this field of study is that the myrmic retains the inflection and intensity of a repeated sentence, perhaps pointing to their intimate link with an ancient human culture, though this has never been proven. Thus myrmics can be trained to repeat things; and it seems that their ability to memorize and repeat is only limited by their teacher's own endurance!

Myrmics are sought by professional persons who would profit by using these creatures' memorization/recall facilities. Special words can be keyed to trigger automatic memory recall, though the rate at which this occurs is a matter best taught to the myrmic, for it does not distinguish otherwise.

Live myrmics have been known to sell for up to 10,000 g.p. on the open market.



However, they are rarely encountered these days, and their species, though suspected at one time to be active and prolific to a fault, does not produce well in captivity. Their current numbers in the wild are severely small, nearing extinction, compared to other mammals of their respective climatic zones. Most countries have forbidden the killing of these beasts, a crime punishable by imprisonment in most cases. However, this has not served over the past years to increase their numbers and fewer and fewer are noted in the wild.

King Ovar

Herein is a full description of the King—or, more properly, one of his evil *simulacra*.

King Ovar

Male Human, Sor12

Hit Dice:	12d4+24 (60 hp)
Initiative:	+5 (Dex, Improved Initiative)
Speed:	30 ft.
AC:	18 (+2 Dex, +6 *charm bracelet*)
Attacks:	+8/+3 melee, +3 *dagger*
Damage:	1d4+4
Alignment:	Neutral (controlled)
Saves:	Fort +6, Ref +5 , Will +13
Abilities:	Str 12, Dex 15, Con 14, Int 16, Wis 16, Cha 18

Skills: Alchemy +14, Concentration +14, Knowledge (arcana) +14, Knowledge (outer planes) +10, Knowledge (outer plane's inhabitants: demons) +10, Profession (politician) +10, Profession (diplomat) +6, Scry +13, Spellcraft +13

Feats: Brew Potion, Combat Casting, Improved Initiative, Iron Will, Maximize Spell, Silent Spell

Description: This is a fake Ovar, a *simulacrum* made by the court wizard, Zayene. It appears mostly as did the real Ovar did, of medium build, bald, with intense brown eyes and purposeful demeanor. However, its will is controlled by Zayene, who has replaced the real Ovar with these in order to instill fear in the loyal subjects, and to weaken good factions in the Kingdom. Zayene has yet to perfect the spell that sustains these imitations, however, for though they are about 99% of the real Ovar in all ways, they still only survive a single day before melting/dustmoting. It is a matter of time before Zayene perfects the spell, and when this occurs his control of the Kingdom will be complete.

Simulacrum Notes: As noted above, these Ovar imitations are 99% real. Some flaws are apparent however. Their senses are faulty. They cannot taste or smell sweet things. Their magnetism is negative with animals. The black dragon (area #109), which was at one time rideable by the real Ovar, is vicious in a fake Ovar's presence. Furthermore, magic items especially designed for the real Ovar (based upon magical engramatic patterns and psychic energies) do not work nor register as magic when used/touched by these imitations. These are all "bugs," along with the time problem, that Zayene is attempting to correct. Also note the *simulacrum* 99 spell in **M4, *The Eight Kings***.

The simulacrums have been told the death demon's name so that they might order it away if it nears them. In order to cover for the real fact, Zayene, seizing upon the rumor that the demon is actually the deceased queen's spirit, has instructed the Ovars—when confronted by the demon with other people present—to repeat sentences which would support this, like "Leave Me! Go where you belong, Queen!"

Ovar Routine: Each fake Ovar goes through the same monotonous routine every day. It sleeps in the den (area #13) until the exchange takes place between 4 a.m. and 5 a.m. The old Ovar, in quite a state of disintegration by this time, uses *dimension door* to travel to area #85, where it utilizes the transportation device to return to Zayene's dimension (see ***M4, The Eight Kings***). Within an hour of it departing the den it is but a pile of dust. But the new Ovar has entered via the mirror in the den after having been transported into the mirror system by Zayene. A *gust of wind* used from the amulet covers all traces of the disintegration process.

Spells: The fake Ovars do not memorize spells as these are still "cloned" from the original flesh taken from the King before he was imprisoned in Zayene's personal dimension. Each Ovar has the following spells in memory upon being created:

Arcane Spells Known (Cast per day: 6/7/7/7/7/5/3): 0—resistance, light, dancing lights, ghost sound, mage hand, open/close, detect magic, prestidigitation, read magic; 1st—shield, mage armor, magic missile, unseen servant, color spray; 2nd—summon monster I, invisibility, ghoul touch, web, levitate; 3rd—dispel magic, summon monster III, lightning bolt, haste; 4th—stoneskin, confusion, dimension door, polymorph other; 5th—shadow evocation, teleport, wall of force; 6th—antimagic field, Tenser's transformation.

Possessions: Each fake Ovar has the following possessions: A *charm bracelet*, which raises its AC by 6; +3 *dagger*; ring of state (fake, the real one was lost [note area #55]) of silver with a large inset amethyst (2,000 g.p. each); an *amulet of winds* with 14 *gust of wind* spells (20th-level); a *wand of magical aura* (a cantrip similar to those which impart fake magic, but this, if identified, has a 50% chance of registering as the item it was intended to replace/fake). Each wand registers as a *wand of frost*, which imitate the original that was destroyed when Ovar was captured by Zayene.

Pre-generated Player Characters

If the players are using the characters from previous modules (***M1, Prisoners of the Maze*** and ***M2, Dimensions of Flight***) they may continue with those characters. However, if the DM is using this module as a stand-alone adventure or if running the adventure using one of the alternate starts (See the Introduction), the following characters are provided.

Character Motivations

The PCs are divided in their reasons for wanting to eliminate Ovar (the fake one, which they think real/evil, since they don't know that the real Ovar is captured and must be saved!)

Ragus the cleric wishes law and order re-established; and since dealing with the King has been futile—with more and more atrocities committed against the lawful public day by day—the next option is assassination.

Succumbing to similar personal and nationalistic pressures is Merrick the mage. He sees Ovar's continued existence as a threat to the anyone of civilized intent.

Kuryck the fighter is opposed to anything short of the idea of killing Ovar. His brother died in a futile border skirmish which Ovar was responsible for starting. Kuryck is a Lt. General of strong mercenary guild, so his prices are usually high for undertakings such as these. But this one he's doing for free.

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

Ragus The Righteous

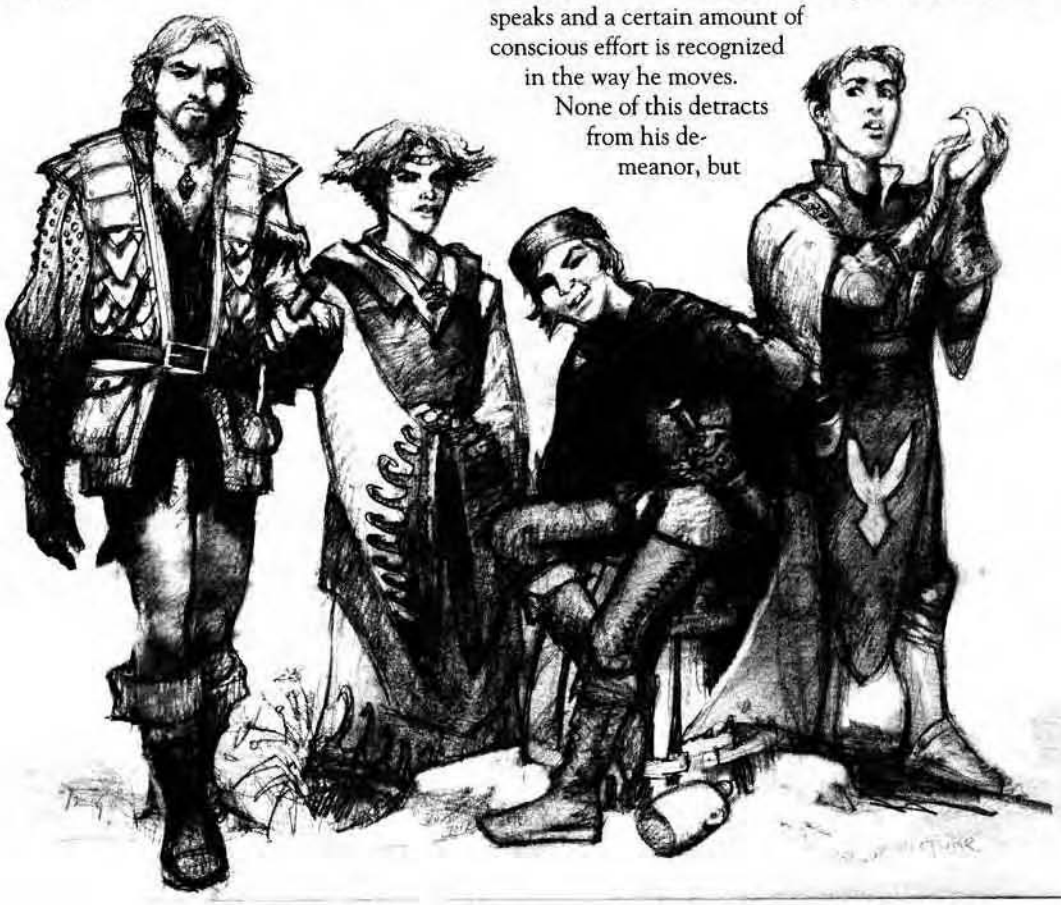
Male Human, Clr9

Hit Dice:	9d8+27 (70 hp)
Initiative:	+6 (Dex, Imprv. Initiative)
Speed:	30 ft.
AC:	22 (Dex, *charm of shielding*)
Attacks:	+7/+2,+*1 mace*
Damage:	1d6+1 (+*1 mace*)
Alignment:	Lawful Good
Saves:	Fort +9, Ref +5, Will +8
Abilities:	Str 11, Dex 15, Con 16, Int 16, Wis 15, Cha 17

Skills: Spellcraft +11, Concentration +10, Diplomacy +11, Scry +8, Knowledge (arcana) +6, Knowledge (religion) +11, Listen +6

Feats: Improved Initiative, Weapon Focus (mace), Still Spell, Enlarge Spell, Silent Spell

Description: Ragus appears (when in his clerical attire) as a very appealing leader type. His face is smooth, as are his words. His blue eyes widen when he speaks and a certain amount of conscious effort is recognized in the way he moves. None of this detracts from his demeanor, but



instead contributes to his Charisma. Ragus is a perfect choice for the position he holds, but perhaps not for the type of mission he has claimed leadership of.

Ragus has had to study the ways of the menial classes in order to effectively infiltrate the tower as a scrubber. He didn't do well with these studies, for although he acts well enough from the pulpit, the ways of the commoner which he preaches to are long lost to him. Ragus realizes that these failings could jeopardize the mission, so he will not talk unless a need arises, for his speech is mannered and high with indignant undertones that would no doubt give him away. Thus the leader position he thought he had has been reduced to cooperating with the party. Ahh! If his ego can stand it!

Ragus must find a secluded spot to pray for his divine spells. He can disguise his prayers somewhat, for many other tower servants are religious, but his prayers will be recognized for what they truly are if these are performed openly.

Divine Spells Prepared (6/5/5/3/2/1): 0—create water, cure minor wounds, detect magic, light, read magic, resistance; 1—bless, command, comprehend languages, divine favor, sanctuary; 2—augury, endurance, enthrall, hold person, zone of truth; 3—continual flame, dispel magic, locate object; 4—cure critical wounds, divine power; 5—summon monster V.

Domain Spells Prepared (Good/Law): 1st—protection from chaos; 2nd—aid; 3rd—magic circle against evil; 4th—order's wrath; 5th—dispel chaos.

Granted Powers (Good/Law): Ragus casts good and law domain spells at +1 caster level. He can also Turn/Rebuke undead (see the ***PHB***).

Possessions: Ragus is equipped with a *charm of shielding* which provides a +10 AC bonus. If removed, his AC drops to 12 (with Dex), since he has no armor as a mere "scrubber." He has hidden his holy symbol in his bag of belongings. His only other magical possession is a *scroll of three divine spells* of levels 3/3/4 (DMs must roll for these or choose them for the player). Any obvious items are hidden in the false bottom of a small box containing his scrubber utensils (brushes, rags, etc.)

Merrick The Mage

Male Human, Sor10

Hit Dice:	10d4+20 (42 hp)
Initiative:	+5 (Dex, Improved Initia tive)
Speed:	30 ft.
AC:	21 (Dex, *charm of shielding*)
Attacks:	+7, +2 *dagger*
Damage:	1d4+2 (+2 *dagger*)
Alignment:	Chaotic Good
Saves:	Fort +5, Ref +4, Will +9
Abilities:	Str 9, Dex 12, Con 15, Int 17, Wis 14, Cha 15

Skills: Spellcraft +10, Concentration +10, Scry +9, Knowledge (arcana) +9, Knowledge (history: current kingdom) +9, Profession (actor) +4, Listen +6, Hide +4,

Feats: Combat Casting, Empower Spell, Heighten Spell, Spell Focus (Enchantment)

Description: Merrick is small but rosy-cheeked; his vitality beams from under his black head of hair, and his gray eyes are keen and penetrating, even distantly elvish looking. In fact, Merrick has a small amount of elvish blood, though not to the extent where he would be considered half or even quarter.

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

Arcane Spells Known (Cast Per Day: 9/6/5/3/2/1): 0—read magic, arcane mark, detect magic, flare, light, mage hand, mending, daze, resistance; 1st—charm person, sleep, hypnotism, magic missile, summon monster I; 2nd—summon monster II, darkness, invisibility, alter self; 3rd—hold person, displacement, slow; 4th—confusion, ice storm; 5th—passwall.

Possessions: *Potion of metal and mineral detection* (3 doses; as the *rod*, but this lasts as many rounds equal to the imbiber's level plus Constitution score/2). Merrick will use this to locate Ovar's ring of state [and thus, Ovar himself, so it is presumed]); *scroll of 3 arcane spells* (the DM must choose, with levels up to 4th); *+2 dagger; charm of shielding* which imparts an AC bonus of +10 (falls to 11 if removed). Any obvious items are hidden in the false bottom of a small box containing his scrubber utensils (brushes, rags, etc.)

Kuryck The Mercenary

Male Human, Ftr11

Hit Dice:	11d10+33 (90 hp)
Initiative:	+7 (Dex, Improved Initia tive)
Speed:	30 ft.
AC:	23 (Dex, *charm of shielding*)
Attacks:	+17/+12/+7,+2 *cane*
Damage:	1d6+6 (+2 *cane*)
Alignment:	Lawful Neutral
Saves:	Fort +11, Ref +7, Will +5
Abilities:	Str 18, Dex 16, Con 17, Int 12, Wis 12, Cha 16

Skills: Climb +10, Jump +10, Ride +8, Swim +6, Craft (carpentry) +6, Diplomacy +2

Feats: Ambidexterity, Blind-Fight, Combat Reflexes, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Mounted Combat, Power Attack

Description: Kuryck stands 6 feet 4 inches in height, his hair is brown with a few gray streaks, and his eyes are dark brown. Kuryck is by far the oldest of the party (34 years) and so it has taken some doing to pass him off as a scrubber—but he is a man perfect for the part, having low beginnings himself. He is a recent and non-local member of the secret league against Ovar. It is thought that he seeks more of a personal revenge than is welcome on this mission, as he lost his brother due to Ovar's continued wars. All of this aside, he is loyal and will cooperate as long as he sees the mission being pushed forward. He will not agree to the assassination's postponement and will pursue "the cause" alone if the mission is canceled.

Possessions: *Charm of shielding* which imparts an AC bonus of +10 (falls to 13 if removed); a magical *+2 cane*, which he has smudged and nicked so that it appears as a regular stick; *+2 dagger*; *potion of bull's strength* (2 doses) in a small stone vial. Kuryck has been entrusted with the party's money, which they assume could be used to bribe with. Contained in a small pouch and secreted in his cleaning box (note following) is a small pouch with 45 mithril coins. All are platinum filigreed and worth 25 gp each. Any other obvious items are hidden in the false bottom of a small box containing his scrubber utensils (brushes, rags, etc.)

Creys The "Luckster"

Male Human, Rog8

Hit Dice:	8d6+8 (40 hp)
Initiative:	+7 (Dex, Improved Initiative)
Speed:	30 ft.
AC:	23
Attacks:	+10/+5,+3 *dagger*
Damage:	1d4+4 (+3 *dagger*) plus possible sneak attack damage (+4d6)
Alignment:	Lawful Neutral
Saves:	Fort +3, Ref +9, Will +3
Abilities:	Str 12, Dex 17, Con 13, Int 16, Wis 12, Cha 14

Skills: Disable Device +6*, Escape Artist +6, Gather Information +5, Hide +6, Jump +6, Listen +6, Move Silently +5, Search +8, Spot +5. Crey's natural ability with locks gives him a +4 circumstance bonus when he uses his Disable Device skill on any lock.

Feats: Dodge, Improved Initiative, Lightning Reflexes, Mobility

Rogue Class Features (Summary): Traps, Evasion (Dex bonus to AC), Uncanny Dodge (can't be flanked)

Description: Creys is the smallest member of the party and best fitted to impersonate a scrubber. His mousey features are enhanced by almond-shaped brown eyes which if carefully studied portray pure connivingness. He will fit in well with the other tower servants, who are always making minor power plays and gossiping.

The nickname "Luckster" was given him by his schoolmates (later colleagues) after Creys opened the most difficult lock at the Thieves' Guild college on his first try. He graduated with honors!

Possessions: *Charm of shielding* which imparts an AC bonus of +10 (falls to 13 if removed); *+3 dagger*; vial of contact poison (*carrion crawler brain juice*, 4 doses); and a *ring mind shielding*. Creys has secreted his thieves' tools in an extra pair of old boots. Any other obvious items are hidden in the false bottom of a small box containing his scrubber utensils (brushes, rags, etc.)

About the Author

Robert J. Kuntz, along with Gary Gygax and Dave Arneson, created the original Dungeons and Dragons game back in 1974. Mr. Kuntz contributed to the original boxed set and to *Supplement 1*: ***Greyhawk.*** In addition, Mr. Kuntz co-DMd the famous original Greyhawk campaign along with Gary Gygax. He contributed to and edited *Supplement 2*: ***Blackmoor*** as well as co-wrote with Jim Ward the classic ***Gods, Demigods and Heroes*** supplement, which later became the hardback ***Deities and Demigods.*** He edited the classic ***Empire of the Petal Throne.*** He contributed heavily to the groundbreaking First Edition module ***Expedition to the Barrier Peaks.*** He has written various articles for *Dragon Magazine*, such as "Sorcerer's Scroll," which was later picked up by Gary Gygax after Mr. Kuntz left the industry. Later, he published ***Mordenkainen's Fantastic Adventure*** as well as his own works, including the ***Maze of Zayene*** series and ***Garden of the Plantmaster,*** through his own company, Creations Unlimited. He contributed to the Second Edition module the ***Fate of Istus.*** He was TSR's content editor for their licensing of the D&D name for products released through Judges Guild. He has also published several board games, including King of the Tabletop, Magus, and Kings & Things, which won the Charles Roberts Award in 1986. Mr. Kuntz is also slated to write a column for reviewing and benchmarking d20 products in Corsair Publishing's new *Campaign Magazine*.

The Maze of Zayene Series

The Maze of Zayene series consists of this module as well as previous modules **M1, *Prisoners of the Maze*** and **M2, *Dimensions of Flight*.** Look for the final installment in the Maze of Zayene series–***The Eight Kings***—also from Rob Kuntz and **Necromancer Games!**

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Combined NPC Encounter Appendix

The following NPCs detailed in the Encounter Charts and referenced by number within the module itself are provided here in stat block format. NPCs which are combat encounters are detailed in full. Non-combatants are not detailed. See the Introduction for notes on dealing with non-combatants.

1. King Ovar

King Ovar, Male Human, Sor12: CR 12; SZ M human; HD 12d4+24; hp 60; Init +5 (Dex, Improved Initiative); Spd 30 ft; AC 18 (Dex, +6 *charm bracelet*); Atk +8/+3 melee (1d4+4, +3 *dagger*); AL LE; SV Fort +6, Ref +5, Will +13; Str 12, Dex 15, Con 14, Int 16, Wis 16, Cha 18.

Skills: Alchemy +14, Concentration +14, Knowledge (arcana) +14, Knowledge (outer planes) +10, Knowledge (outer plane's inhabitants: demons) +10, Profession (politician) +10, Profession (Diplomat) +6, Scry +13, Spellcraft +13. *Feats:* Brew Potion, Combat Casting, Improved Initiative, Iron Will, Maximize Spell, Silent Spell.

Arcane Spells Known (Cast per day: 6/7/7/7/7/5/3): 0—resistance, light, dancing lights, ghost sound, mage hand, open/close, detect magic, prestidigitation, read magic; 1st—shield, mage armor, magic missile, unseen servant, color spray; 2nd—summon monster I, invisibility, ghoul touch, web, levitate; 3rd—dispel magic, summon monster III, lightning bolt, haste; 4th—stoneskin, confusion, dimension door, polymorph other; 5th—shadow evocation, teleport, wall of force; 6th—antimagic field, Tenser's transformation.

Possessions: +3 dagger, charm bracelet, wand of magical auras (frost), amulet of winds. Note the Appendix C under King Ovar for these minor magic items.

2. Colonel

Darjad the Colonel of the Guard Male, Human, Ftr9: CR 9; SZ M human; HD 9d10+18; hp 72; Init +6 (Dex, Improved Initiative); Spd 20 ft; AC 23 (+2 Dex, +7 magic chainmail, +4 magic shield); Atk +16/+11 (1d8+7, +2 *longsword*); AL CN; SV Fort +10, Ref +5, Will+7; Str 20, Dex 16, Con 15, Int 13, Wis 14, Cha 14.

Skills: Climb +8, Diplomacy +6, Jump +8, Listen +8, Ride +8, Spot +8.

Feats: Improved Critical, Improved Initiative, Iron Will, Power Attack, Sunder, Weapon Focus (longsword).

Possessions: +2 longsword, +2 chainmail, +2 shield (large,metal), potion of cure serious wounds.

3. Captain

Captain Barc, Male Human, Ftr6: CR 6; SZ M human; HD 6d10+6; hp 42; Init +6 (Dex, Improved Initiative); Spd 20 ft; AC 21; Atk +9/+4 melee (1d8+3, +2 *longsword*); AL LE; SV Fort +6, Ref +5, Will +4; Str 13, Dex 15, Con 13, Int 13, Wis 12, Cha 16.

Skills: Climb +6, Jump +9, Listen +5, Ride +6, Spot +5. *Feats:* Combat Reflexes, Dodge, Improved Initiative, Mobility, Power Attack.

Possessions: +2 longsword, +1 chainmail.

4. Lieutenant

Lieutenant Melcar, Male Human, Ftr5: CR 5; SZ M human; HD 5d10+2; hp 38; Init +6 (Dex, Improved Initiative); Spd 20 ft; AC 17 (+2 Dex, +5 chainmail); Atk +9 melee (1d8+3, longsword); AL CN; SV Fort +6, Ref +3, Will +4; Str 16, Dex 15, Con 15, Int 14, Wis 13, Cha 15.

Skills: Climb +8, Handle Animal +4, Jump +6, Ride +6. *Feats:* Improved Initiative, Iron Will, Power Attack, Weapon Focus (longsword).

Possessions: Longsword, chainmail, large pouch with 40pp, 2 gems, *potion of invisibility*.

5. Scribe

Tryg, Male Human, Sor8: CR 8; SZ M human; HD 8d4+15; hp 37; Init +1 (Dex); Spd 30 ft; AC 11 (Dex); Atk +4 melee (1d4+1, dagger); Reach 5 ft; ; AL N; SV Fort +4, Ref +3, Will +10; Str 11, Dex 12, Con 14, Int 17, Wis 16, Cha 14.

Skills: Alchemy +11, Concentration +11, Escape Artist +6, Knowledge (local history) +10, Profession (scribe) +9, Scry +10, Spellcraft +10. *Feats:* Alertness, Combat Casting, Iron Will, Maximize Spell, Toughness, Silent Spell.

Arcane Spells Known (Cast Per Day: 6/7/7/6/4): 0—read magic, detect magic, flare, light, mage hand, mending, daze, resistance; 1st—shield, summon monster I, magic missile, chill touch, spider climb; 2nd—summon monster II, web, invisibility, ghoul touch; 3rd—flame arrow, summon monster III, displacement; 4th—summon monster IV, wall of fire.

Possessions: +1 dagger, pouch with 30 ep.

6. Sergeant Major

Sergeant Major Male Human, Ftr4: CR 3; SZ M human; HD 4d10+2; hp 29; Init +3 (Dex); Spd 20 ft; AC 17 (+2 Dex, +5 chainmail armor); Atk +7 melee (1d8+3, longsword); AL CN; SV Fort +5, Ref +3, Will +2; Str 16, Dex 16, Con 14, Int 12, Wis 12, Cha 14.*Skills:* Listen +4, Spot +3. *Feats:* Power Attack, Quickdraw, Weapon Focus (longsword). *Possessions:* Chainmail, longsword, small pouch with 30 gp.

7. Sergeants

Sergeants, Male Human, Ftr3: CR 3; SZ M human; HD 3d10+2; hp 24; Init +3 (Dex); Spd 20 ft; AC 17 (+2 Dex, +5 chainmail armor); Atk +7 melee (1d8+3, longsword); AL CN; SV Fort +5, Ref +3, Will +2; Str 16, Dex 16, Con 14, Int 13, Wis 12, Cha 13.

Skills: Listen +3, Ride +4, Spot +3. *Feats:* Power Attack, Quickdraw, Weapon Focus (longsword).

Possessions: Chainmail, longsword, small pouch with 20 gp.

8. Guards

Guard, Male Human, Ftr2: CR 2; SZ M human; HD 2d10+2; hp 17; Init +3 (Dex); Spd 20 ft; AC 17 (+2 Dex, +5 chainmail armor); Atk +6 melee (1d8+3, longsword); Reach 5 ft; AL CN; SV Fort +5, Ref +2, Will +0; Str 16, Dex 16, Con 14, Int 13, Wis 10, Cha 11.

Skills: Listen +2, Ride +2, Spot +2. *Feats:* Quickdraw, Weapon Focus (longsword).

Possessions: Chainmail, longsword, pouch with 12 gp.

9. Chamberlain

Non-combatant.

10. Treasurer

Koynege, Male Human, Ftr6: CR 6; SZ M human; HD 6d10+6; hp 45; Init +6 (Dex, Improved Initiative); Spd 20 ft; AC 22; Atk +10/+5 melee (1d8+4, *+3 longsword*); AL LE; SV Fort +6, Ref +5, Will +4; Str 13, Dex 15, Con 13, Int 15, Wis 12, Cha 15.

Skills: Climb +4, Jump +8, Listen +6, Ride +4, Spot +6. *Feats:* Combat Reflexes, Dodge, Improved Initiative, Power Attack.

Possessions: +3 longsword, +2 chainmail.

11. Chef

Kelter, Male Human, Ftr5: CR 5; SZ M human; HD 5d10+2; hp 38; Init +6 (Dex, Improved Initiative); Spd 20 ft; AC 17 (+2 Dex, +5 chainmail); Atk +9 melee (1d6+3, hand axe); AL CN; SV Fort +6, Ref +3, Will +4; Str 16, Dex 15, Con 15, Int 12, Wis 13, Cha 13.

Skills: Climb +7, Handle Animal +5, Jump +5, Ride +7. *Feats:* Improved Initiative, Iron Will, Power Attack, Weapon Focus (scimitar).

Possessions: Hand axe, chainmail, large pouch with 22 gp, 7 ep, small wineskin (quart).

12. Chief Aide

Lyck, Male Human, Ftr5: CR 5; SZ M human; HD 5d10+2; hp 40; Init +6 (Dex, Improved Initiative); Spd 20 ft; AC 17 (+2 Dex, +5 chainmail); Atk +9 melee (1d8+3, longsword); AL CN; SV Fort +6, Ref +3, Will +2; Str 16, Dex 15, Con 15, Int 12, Wis 13, Cha 13.

Skills: Climb +6, Handle Animal +5, Jump +5, Ride +6. *Feats:* Improved Initiative, Improved Unarmed Strike, Power Attack, Weapon Focus (longsword).

Possessions: Longsword, chainmail, small pouch with 19 pp, bottled whiskey (pint).

13. Body Gd.

Delven, Male Human, Ftr5: CR 5; SZ M human; HD 5d10+2; hp 41; Init +6 (Dex, Improved Initiative); Spd 20 ft; AC 17 (+2 Dex, +5 chainmail); Atk +9 melee (1d8+3, longsword); AL CN; SV Fort +6, Ref +3, Will +4; Str 15, Dex 15, Con 15, Int 11, Wis 13, Cha 12.

Skills: Climb +5, Handle Animal +6, Jump +5, Ride +6. *Feats:* Improved Initiative, Iron Will, Power Attack, Weapon Focus (longsword).

Possessions: Longsword, chainmail, small pouch with 22 gp, 26 ep, small wineskin (quart).

14. Majordomo

This man is old and near retirement; he is a non-combatant.

15. Astrologer

Storce, Female Human, Sor9: CR 9; SZ F human; HD 9d4+9; hp 47; Init +1 (Dex); Spd 30 ft; AC 11 (Dex); Atk +5 melee (1d4+2, dagger); Reach 5 ft; AL CN; SV Fort +5, Ref +4, Will +11; Str 11, Dex 13, Con 12, Int 17, Wis 16, Cha 14.

Skills: Alchemy +12, Concentration +12, Escape Artist +4, Knowledge (arcana) +12, Profession (astronomer) +10, Scry +12, Spellcraft +12. *Feats:* Combat Casting, Iron Will, Maximize Spell, Toughness, Silent Spell, Still Spell.

Arcane Spells Known (Cast Per Day: 6/7/7/6/4): 0—read magic, detect magic, daze, light, mage hand, mending, ghost sound, prestidigitation; 1st—endure elements, summon monster I, silent image, feather fall, spider climb; 2nd—summon monster II, darkness, detect thoughts, levitate; 3rd—lightning bolt, summon monster III, major image; 4th—summon monster IV, improved invisibility.

Possessions: Potion of haste, potion of invisibility, +2 dagger of wounding.

16. Dragon Keeper

Dhargo the Dragon Keeper, Male Human, Ftr9: CR 9; SZ M human; HD 9d10+27; hp 80; Init +6 (Dex, Improved Initiative); Spd 20 ft; AC 23 (+2 Dex, +7 magic chainmail, +4 magic shield); Atk +16/+11 (1d6+7, *+2 longspear*); AL CN; SV Fort +10, Ref +5, Will+7; Str 19, Dex 16, Con 17, Int 13, Wis 15, Cha 16.

Skills: Climb +9, Diplomacy +5, Jump +9, Listen +6, Ride +12, Spot +6. *Feats:* Improved Critical, Improved Initiative, Iron Will, Power Attack, Sunder, Weapon Focus (longspear).

Possessions: +2 longspear, +2 chainmail, +2 shield (large, metal).

17. Troll Guard

Troll Guard: CR 6; SZ L Giant; HD 6d8+48; hp 72; Init +2; Spd 30 ft; AC 16 (chainmail and hide); Atk +11 melee (1d10+8, halberd) and +6 melee (1d6+5, bite); Reach 10 ft.; SA rage, rend (if disarmed); SQ darkvision (90 ft), regeneration; AL CE; SV Fort +13, Ref +4, Will +3; Str 27, Dex 14, Con 27, Int 6, Wis 9, Cha 6.

Feats: Martial Weapons.

18. Book Binder

Non-combatant.

19. Tobacconist

Non-combatant.

20. Furniture Maker

Non-combatant.

21. Goldsmith

Non-combatant.

22. Silversmith

Non-combatant.

23. Botanist

Non-combatant.

24. Zoologist

Non-combatant.

25. Chief Waiter

Kahler the Chief Waiter, Male Human, Ftr3: CR 3; SZ M human; HD 3d10+2; hp 24; Init +3 (Dex); Spd 20 ft; AC 12 (+2 Dex); Atk +7 melee (1d4+3, dagger); AL CN; SV Fort +5, Ref +3, Will +2; Str 16, Dex 16, Con 14, Int 13, Wis 12, Cha 13.

Skills: Listen +3, Ride +4, Spot +3. *Feats:* Power Attack, Quickdraw, Weapon Focus (longsword).

Possessions: Dagger, small pouch with 27 gp.

26. Assistant Chef

Borgus the Assistant Chef, Male Human, Ftr2: CR 2; SZ M human; HD 2d10+2; hp 17; Init +3 (Dex); Spd 20 ft; AC 12 (+2 Dex; Atk +6 melee (1d4+3, dagger); Reach 5 ft; AL CN; SV Fort +5, Ref +2, Will +0; Str 16, Dex 16, Con 14, Int 13, Wis 10, Cha 10.

Skills: Listen +2, Ride +2, Spot +2. *Feats:* Quickdraw, Weapon Focus (dagger).

Possessions: Dagger, pouch with 10 gp.

27. Sauciers

Non-combatant.

28. Senior Valet

Non-combatant.

29. Valet

Non-combatant.

30. Baker

Non-combatant.

31. Assistant Baker

Non-combatant.

32. Cleaners

Non-combatant.

33. Cleaners

Non-combatant.

34. Scullers

Non-combatant.

35. Messengers

Non-combatant.

36. Messengers

Non-combatant.

37. Scrubbers

Non-combatant.

38. Scrubbers

Non-combatant.

39. Porter

Non-combatant.

40. Porter

Non-combatant.

41. Kitchen Maid

Non-combatant.

42. Doormen

Non-combatant.

43. Man Servants

Non-combatant.

44. Man Servants

Non-combatant.

45. Man Servants

Non-combatant.

46. Man Servants

Non-combatant.

47. Kolbold Chief

Kobold Chief: CR 2; SZ S humanoid; HD 1d8; hp 6; Init +1 (Dex); Spd 30 ft; AC 15 (+1 size, +1 Dex, +1 natural,

+2 leather); Atk +1 melee (1d6-2, halfspear); SQ darkvision (60 ft.), light sensitivity; AL CN; SV Fort +0, Ref +1, Will +2; Str 6, Dex 13, Con 11, Int 11, Wis 10, Cha 12.

Skills: Craft (trapmaking) +2, Hide +8, Listen +2, Move Silently +4, Search +2, Spot +2. *Feats:* Alertness.

48. Kolbolds

Kobolds: CR 1; SZ S humanoid; HD 1/2d8; hp 3; Init +1 (Dex); Spd 30 ft; AC 15 (+1 size, +1 Dex, +1 natural, +2 leather); Atk -1 melee (1d6-2, halfspear); Reach 5 ft; SQ darkvision (60 ft.), light sensitivity; AL CN; SV Fort +0, Ref +1, Will +2; Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 10.

Skills: Craft (trapmaking) +2, Hide +8, Listen +2, Move Silently +4, Search +2, Spot +2. *Feats:* Alertness.

49. Death Demon

See New Monster Appendix

50. Adult Black Dragon

Though it is not recommended that the party attack the dragon—for it could mean certain death to them in whole or in part—if they do so, refer to pages 63-64 of the **MM** for its statistics and powers.

51. Earth Elemental

Earth Elemental: CR 9; SZ L elemental (Earth); HD 8d8+32; hp 68; Init -1 (Dex); Spd 20 ft; AC 18 (-1 size, -1 Dex. +10 natural); Atk +12/+7 melee (2d8+10, slam); Reach 5 ft; SA earth mastery, push; SQ elemental, damage reduction 10/+1; AL N; SV Fort +10, Ref +1, Will +2; Str 25, Dex 8, Con 19, Int 6, Wis 11, Cha 11. Skills: Listen +11, Spot +11. Feats: Cleave, Power Attack.

Hall Encounters—Explanation/Abbreviations

There are four tables which account for in transit hall encounters that the characters might run into. The times are divided into A.M. and P.M.; the type of die used to generate an encounter is listed per hourly period. Where there is a greater number of possible encounters (8-9 p.m. on Level 2, for instance) the greater chance there is of an encounter; and this is reflected through the type of die used—a 1d4 in the instance noted above. DMs roll once for every hour or for every 200 feet traveled. A 1d4 roll of 4, a 1d6 roll of 6, a 1d8 roll of 8, etc., is needed for an encounter.

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

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

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

Once an encounter is indicated, note the left hand "Die Roll" column and cross reference for the type of die needed. Four entries use 1d4, eight entries use 1d8, etc. The abbreviation list is appended hereafter.

Hall Encounter Abbreviations

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

Note: The Chief Aide (CA) and Chief Bodyguard (CB) are **NEVER** more than 5d6 feet distant from Ovar on any encounter occasion, whether these appear as separate encounters or not.

Area Encounters, Master List

Master List#	Name/(Abbreviation)	Area#	Combat?: Y/N*
1.	Ovar (OV)	13	Y
2.	Colonel (CO)	88	Y
3.	Captain (Cp)	86	Y
4.	Lieut. (L)	86	Y
5.	Scribe (SC)	23	Y
6.	Serg. Mjr.	83	Y
7.	Sergeants	54a	Y
8.	Guards	Various	Y
9.	Chambrln. (C)	98	N
10.	Treasurer (Ts)	51	Y
11.	Chef (Cf)	59	Y
12.	Ch. Aide (CA)	13	Y
13.	Body Gd. (CB)	13	Y
14.	Majordomo (Md)	64	N
15.	Astrolgr. (AS)	106	Y
16.	Drg. Kpr. (DK)	107	Y
17.	Troll Gd. (TG)	43	Y
18.	Bk. Bndr. (BB)	22	N
19.	Tobcnst. (Tb)	7	N
20.	Frn. Mkr. (FM)	8	N
21.	Goldsmith (GS)	56	N
22.	Silvrsmith (SS)	55	N
23.	Botanist (Bt)	11	Y
24.	Zoologist (Z)	16	N
25.	C. Water (CW)	10	Y
26.	As. Chef (AC)	10	Y
27.	Sauciers (SAS)	28	N
28.	Sr. Valet (SV)	70	N
29.	Valet (V)	25	N
30.	Baker (BK)	28	N
31.	As. Bkr. (AB)	28	N
32.	Cleaners (C#)	19	N
33.	Cleaners (C#)	65	N
34.	Scullers (SI)	27	N
35.	Messngrs. (M)	3	N
36.	Messngrs. (M)	82	Y
37.	Scrubbers (Sb)	32	N
38.	Scrubbers (Sb)	63	N
39.	Porter	3	N
40.	Porter	4	N
41.	Kt. Maid (KM)	48	N
42.	Doormen	4	N
43.	Man Serv. (MS)	19	N
44.	Man Serv. (MS)	25	N
45.	Man Serv. (MS)	70	N
46.	Man Serv. (MS)	82	N
47.	Kolbold Cf	29	Y
48.	Kolbolds	30	Y
49.	Death Demon	Various	Y
50.	Dragon	109	Y
51.	Earth Elemen.	31	Y

Hall Encounters In Transit Level One

Level 1

Time … AM:	6-7	7-8	8-9	9-10	10-11	11-12	PM: 12-1	1-2	2-3	3-4	4-5
Type of Die	1d6	1d6	1d6	1d10	1d8	1d6	1d6	1d8	1d6	1d4	1d8
Die Roll											
1	Bt46	Bt15	Tb7	FM8	BK 0	Bt 14	Bt 11	Z 15	OV 14	OV 101	Tb 46
2	Z46	Z 15	FM 14	CP 24*	C1 9	Z 14	Z 16	CW 28	Bt 15	BB 22	FM 46
3	BB22	CP 1*	CP*	P1	C2 (H1)	Tb 28	Tb 7	L 1*	BB 46	Md 1	L 24*
4	Tb7	CW 28	C1 6	(R)	CP*	Md 14/13	Md 68/101	C1 19	CF 14	Cf 28	C1 2/*
5	FM6	C1 1	C2 6		P1	AB 0	C1 11	C2 19	CA 14	SAS0/CO88	C2 5/24
6	CW61	C2 1	MI 3		(R)	CW 10	C2 15	MSI 19	CB 14	CA 101	P1
7	SC23	Tb 15	P1			C1 (HI)	MS1 1	P1 14	CW 14	CB 101	
8	C1+2 14	FM 13	DD*			C2 (HI)	MS2 24	(R)	CO 14	CW 10	
9	MS1 19	P1				MSI14/13	MS3 24		C1 16	AC 10	
10	AC 46	DD*				MS214/13	P1		C2 (H1)	C1 21/C2 23	
11	P1					MS314/13			MSI 14	MSI 1	
12	DD*					P1			L*/P1	L*/P1	

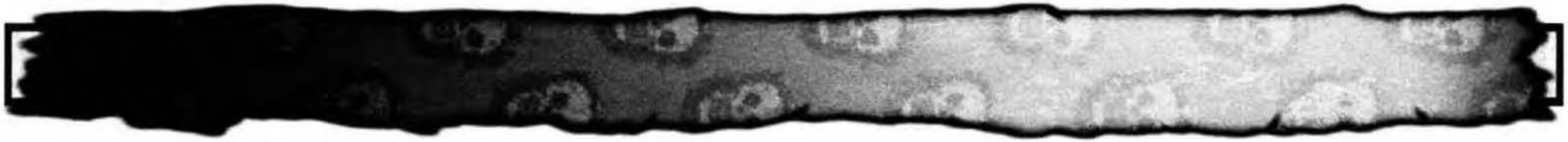
Level 1

Time … PM:	5-6	6-7	7-8	8-9	9-10	10-11	11-12	AM: 12-1	1-2	2-5	5-6
Type of Die	1d8	1d6	1d6	1d8	1d10	1d12	1d12	1d12	1d12	1d12	1d6
Die Roll											
1	Tb 7	Bt 11	Z15	Z16	OV 13	P1	P1	P1	P1	P1	OV 71/74
2	FM 6	Z 16	BB 40	BB 22	CA 13	(R)	(R)	(R)	(R)	(R)	CA 71
3	Md 40	BB 14	FM 0	C 61	CB 13	(R)	(R)	(R)	(R)	(R)	CB 71
4	C1 19	FM 40	CP 86	AC 46	P1						BB 46
5	C2 19	CP 14	SS 55	SC 23							Tb 46
6	P1	SS/GS 14	GS 56	P1							FM/SC 46
7		MS1 19	C 1								CP 46
8		CW 40	DK 40								SAS 28
9		DK 14	SC 1								BK 28
10		SC 14	L 24								AB 28
11		L 14	P 1								C 1+2 61
12		P1	(R)								P1

Hall Encounters In Transit Level Two

Level 2											
Time ... AM:	6-7	7-8	8-9	9-10	10-11	11-12	**PM:** 12-1	1-2	2-3	3-4	4-5
Type of Die	1d4	1d6	1d10	1d10	1d10	1d4	1d6	1d6	1d4	1d4	1d6
Die Roll											
1	BT/Z 46	Bt/Z 15	C28	C104	CP*	OV 42A	Tb7	P 50*	OV 14	OV 101	Tb 46
2	CW 61	CP 1*	V25	BK 0	P2	CP 28*	CP*	Md 28	BB/AC 46	BB 22 MS1 19	FM 46
3	BB 22	Cf 28	CW104	P2	DD*	Md 14/13	Sb1 47	CW 28	CP 46*	CP 50	SV 46
4	Tb 7	SS/GS 57	P2	(R)	(R)	Tb 28	Sb2 47	Sb1 46	MS2+3 46	Md 1 CF 28	L*
5	FM 6	CW 28				CA/CB 42	MS2 25	Sb2 46	CF/MSI 14	MS2+3 25	C3 45
6	Md 46	AC 28				Sb 2*	MS3 25	CF 59	CA/CB 14	SAS 0	Sb1 66
7	SS/GS 46	MS3 25				AB 0	P2	V 47	SS/GS 46	CA/CB 101	Sb2 66
8	V 98/51	MS2 25				CW 10	DD*	P2 14	V 25	SS/GS 57	P2
9	AC 46	P2				Sb1 37			CW/CO 14	CW/AC10	DD*
10	CF 61	(R)				MS 2&3 13/14			Sb1+2 44	CO 88	
11	MS 3 61					P2			Md 64	Sb1+2 28	
12	P2					DD*			L*/P2 24	P2	

Level 2											
Time ...PM:	5-6	6-7	7-8	8-9	9-10	10-11	11-12	**AM:** 12-1	1-2	2-5	5-6
Type of Die	1d6	1d6	1d4	1d4	1d4	1d12	1d12	1d12	1d12	1d12	1d4
Die Roll											
1	Ov 40	FM 40	BB 40	OV 61	OV 13	Cf 59	P2	P2	P2	P2	OV/CA/CB 71/74
2	Tb7	CP 14	FM 0	BB 22	CA/CB 13	P2	(R)	(R)	(R)	(R)	TG 44/P2 47
3	FM 7	SV 70	CP 86	AC/Md 46	Md 64	(R)	(R)	(R)	(R)	(R)	BB/CP 46
4	Md 40	SS/GS 14	CF/CW 40	CF/CW 61	Cf 28	(R)					Tb/FM 46
5	Sv 40	L 14	C 1	CA/CB 61	SS 55						Cf/SAS 28
6	CA 40	W 40	V 25	TS 61	GS 56						C 1+2 61
7	CB 40	Bk 14	GS/SS 55/55	AS/DK 61	CW 10						SL 1+2 28
8	TG 38	SC 14	AS 40	SS/GS 46	AC 10						BK/AB/KM 1-3 28
9	L*	MS2+3 46	DK 40	C/CO 61	L50*						V98/51
10	Sb1+2 47	Sb1+2 32	L*	AS2+3 25	Sb1+2(H2)						Sb 1+2 28
11	P2	KM 1-3 48	MS2+3 61	Sb1+2(H2)	P2						MS2 46
12	(R)	P2	P2	L50/P2	(R)						MS3 27



Hall Encounters In Transit Level Three

Level 3											
Time … AM:	6-7	7-8	8-9	9-10	10-11	11-12	PM: 12-1	1-2	2-3	3-4	4-5
Type of Die	1d4	1d6	1d4	1d8	1d10	1d6	1d8	1d6	1d6	1d4	1d6
Die Roll											
1	OV/Cf 61	Md 74	OV 104	C 104	Sb3 66	OV 42A	Md 101/68	Md 28	OV 14	OV 101	OV 68
2	MS4/MS5 61	Cf 28	CB/CA 104	C3 65	Sb4 66	CA/CB 42	C3 66	Cf 59	CA/CB 14	CP*	CA/CB 68
3	SV/V 61	Ts 57	Md/CW 104	C4 65	P3	Md 14/13	C4 66	SV 66	CP 46	Md 1	CP 78*
4	CA/CB 61	CW 28	SV 70	Sb3(H3)	(R)	C 51	Sb3(H3)	CP*	Md 64	Cf 28	SV 46
5	C1+2 14	SS 57	Ts 51	Sb4(H4)		CW 10	Sb4(H3)	L1*	Cf 14	CA/CB 101	C3 58/24
6	Ts+CO 61	GS 57	C 28	P3		Sb1 37	MS4 66	Sb3 63	SV 70	SS/GS 57	C4 50/78
7	MS6 61	C3+4 61	V 25			Sb2	P3	Sb4 63	SS 46	MS4 64	Sb3 66
8	Sb1+2*	Sb 3+4 61	Sb3+4(H3)			MS4 57	(R)	P3 14	GS 46	CO 86	Sb4 66
9	CW/C 61	MS4	AS/DK 106/107				P3		CO 14	C3 59	MS4 51
10	AS/DK 61	P3	CO/MS4 88/70				(R)		C3 64	C4 51	P3
11	SS/GS 61		C3+4*						P3	Sb1+2 63	
12	P3/Md 46		P3						(R)	P3	

Level 3											
Time …PM:	5-6	6-7	7-8	8-9	9-10	10-11	11-12	AM: 12-1	1-2	2-5	5-6
Type of Die	1d6	1d6	1d4	1d4	1d4	1d8	1d12	1d12	1d12	1d12	1d4
Die Roll											
1	OV 106/40	CP 14	CP 86	OV 61	DV13/Md64	Cf 59	L 78*	P3	P3	P3	OV 71/74
2	CA/CB 106/40	SV 70	Ts57	CA/CB 61	CA/CB 13	L*	P3	(R)	(R)	(R)	Cf 46
3	SV 40	GS 14	SS 55	CF/Ts 61	Cf 28	C2 65	(R)	(R)	(R)	(R)	Cf 28
4	C3 65	SS 14	GS 56	MS4 61	Ts 51	C3 65	(R)				CA/CB 71
5	C4(H3)	V 98	C1	SS/GS 46	GS56/SS55	P3					SV 74
6	Sb3 47	DK 14	V 25	C3+4 61	Sb1+2 32	(R)					C 98/51
7	Sb4 47	C4(H3)	AS/DK 40	C/CW 61	C98/MS4 70						C1+2 61
8	MS4 70	P3	MS5+6 61	MS1+2 25	CW10/CO86						Sb3(H3)
9	V 51	DD*	C3+4(H3)	AS/DK 61	DK 107						MS6 5
10	P3	(R)	MS2+3 61	L 58*	AS 106						MS4 66
11		P3	Sb1+2(H4)	MS5+6 82						Sb4(H3)	
12		DD*	P3/DD*	P3						P3 66	

Hall Encounters In Transit Level Four

Level 4											
Time … AM:	6-7	7-8	8-9	9-10	10-11	11-12	PM: 12-1	1-2	2-3	3-4	4-5
Type of Die	1d6	1d10	1d6	1d12	1d12	1d8	1d12	1d12	1d12	1d10	1d8
Die Roll											
1	C 61	MS5 82	OV 104	C 104	C 88	OV 42A	Md 101/68	L1*	CO 14	OV101	OV68
2	AS 61	MS6 82	CA/CS 104	P4	P4	CA/CB 42	P4	P4	P4	CB/CA 101	CB/CA 68
3	DK 61	P4	Md 104	(R)	(R)	Md 14/13	(R)	(R)	(R)	CO 88	CP*
4	CO 61	(R)	CW 104	(R)	(R)	C 98	(R)	(R)	(R)	P4	C1 58/78
5	MS4 61		AS 106			CW 10					P4
6	MS5 61		DK 107			P4					(R)
7	MS6 61		CO 88								
8	P4		P4								
9											
10											
11											
12											

Level 4											
Time …PM:	5-6	6-7	7-8	8-9	9-10	10-11	11-12	AM: 12-1	1-2	2-5	5-6
Type of Die	1d8	1d10	1d8	1d10	1d6	1d12	1d10	1d8	1d12	1d12	1d8
Die Roll											
1	OV 105/40	CP 14	CP 86	CO 61	AS 106	P4	L*	L*	L*	L* 105	CP 46
2	CA 106/40	V 98	C1	Sb1 (H4)	DK 107	DD*	P4	M4 82	P4	P4	V98/51
3	CB 106/40	DK 14	V 25	Sb2 (H4)	C 98	(R)	DD*	M5 82	(R)	(R)	M4 91
4	CP*	P4	AS 40	P4	CO 88	(R)	(R)	P4			M5 91
5	P4		MS5 61		Sb1 32			DD*			MS5 98
6	(R)		MS6 61		Sb2 32			(R)			P4 66
7			P4		MS5 82						
8			(R)		MS6 82						
9				P4							
10					(R)						
11											
12											

Encounters in Transit – Level 5

AM:	6-7	8-9	PM6-6:30	6:30-7	7-8	8-9	9-10
Ovar (OV)							
Chief Aide (CA)	—	—	106	40	—	—	—
Chief Bodyguard (CB)							
Astrologer (AS)	61	106	—	—	104	61	106
Dragon Keeper (DK)	61	107	14	14	104	61	107

Note that level 5 is not traveled upon much. GMs should roll 1d6 for an adventure encounter here during the proper times. Unless it is nighttime, or unless the characters are hidden (i.e., invisible, out of sight), encountering parties are not surprised to see each other. Two man servants winch up provisions for the dragon once per week. GMs should ascertain what time period during the day that this is accomplished, and then consider the chances of encountering these personages.

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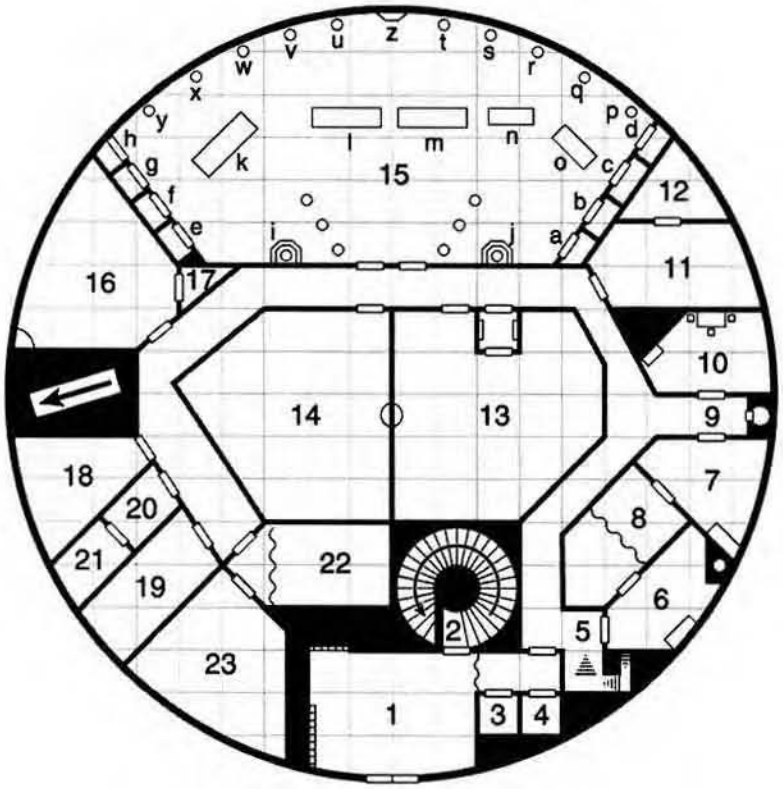
Level 2

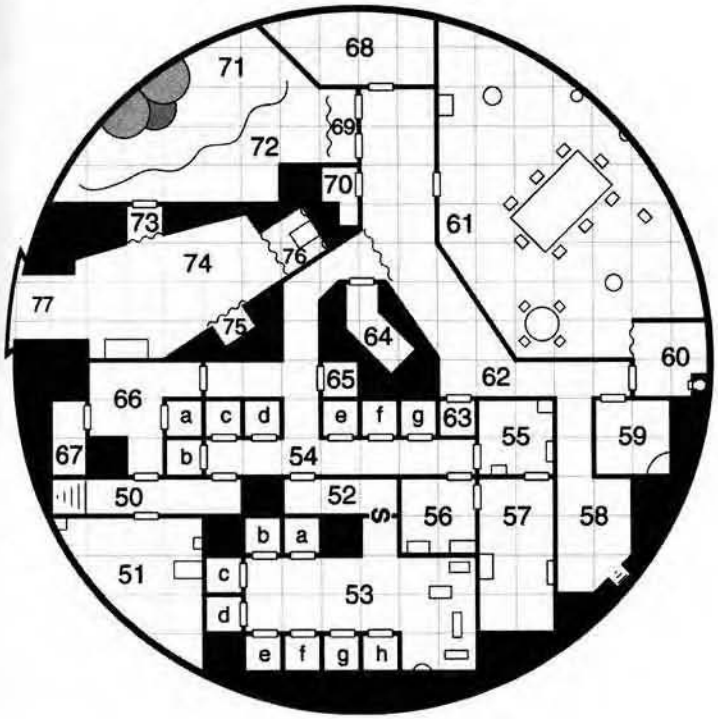
Level 1



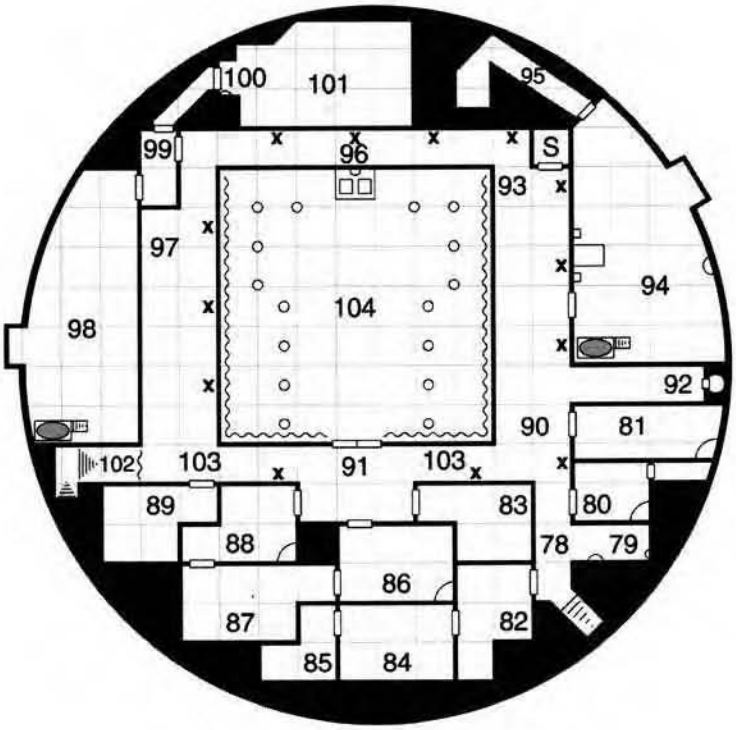
Map Key for Tower

- Door
- Secret Door
- Double Door
- One Way Door
- Throne
- Mirror
- Spiral Staircase
- Stairs
- Stairs with ramp
- Curtain
- x Torch on wall
- Stairs
- Well
- Elegant Bath
- Common Bath
- Bath Pools

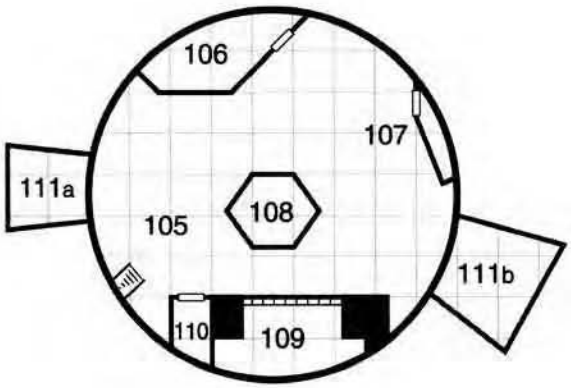
Level 3



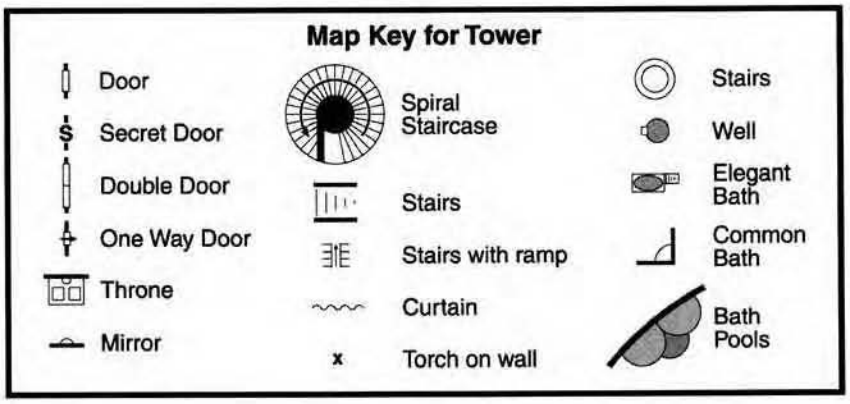
Level 4



Level 5



Map Key for Tower



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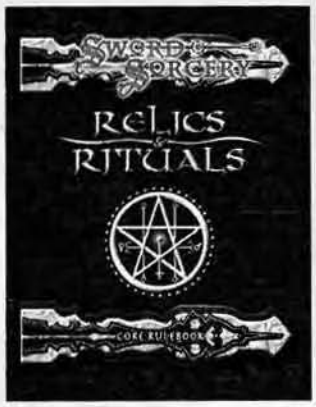

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