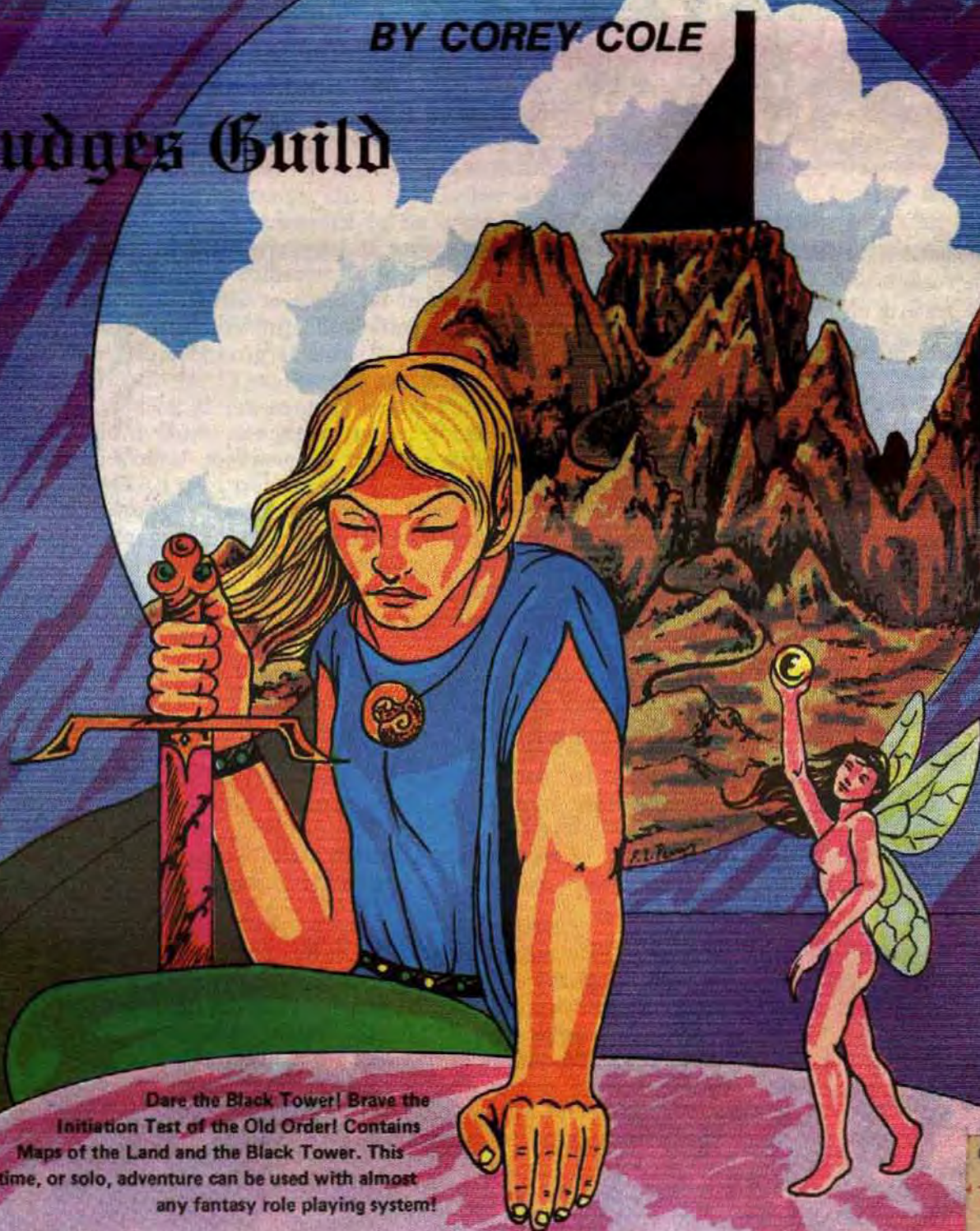


THE TOWER OF INDOMITABLE CIRCUMSTANCE

BY COREY COLE

Judges Guild



880
\$4.98

Dare the Black Tower! Brave the
Initiation Test of the Old Order! Contains
Maps of the Land and the Black Tower. This
first-time, or solo, adventure can be used with almost
any fantasy role playing system!

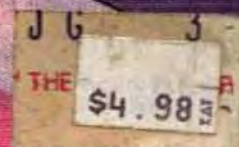




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Introduction

"The Tower of Indomitable Circumstance" is the description of an ancient, not-quite-abandoned temple, and may be used as a scenario in almost any fantasy role playing game. It is designed to be used either as a "first-time scenario", for use with beginning characters, or as a solo (one player plus Judge) adventure scenario for a somewhat more powerful character. In its first role, the scenario should be ideal for a beginning Judge who is just starting a "campaign-type" game. The scenario also includes suggestions for "spicing up" the module, in order to make it more appropriate for a party of more powerful adventurers, and ideas for getting players to introduce the Order of Math as a new player-run religious power group into your campaign.

Judge's Background

Math is the Neutral Wizard of the Celtic Mythos. He currently has demi-God status, and has reached the limits of his power in this role. He is currently trying to work his way up to the status of a true God; to do so, he needs worshippers. To this end, he created the Order of Math some 1700 years ago, and came down in the guise of "Melberd the Munificent" to make sure that it got off to a good start. Unfortunately, his efforts were largely destroyed by circumstances out of his control -- the War of the Wizards. The problem was not so much that his Order was severely threatened by the War (as it had already become too powerful to be wiped out by temporal affairs), but that public opinion was turned against Wizards of any sort by the War, and Math found himself losing all his carefully obtained followers.

It is Math's opinion (and he is probably right) that the pendulum of public opinion has now reversed its swing, and that the hatred and fear of Wizards has turned to grudging respect. He is trying to renovate the Order of Math in a new attempt to make his "push" for Godhood. He is no longer quite as "young" as he used to be, and has neither the time nor the desire to personally supervise the whole operation (besides, he suspects that some of the older Gods are keeping an occasional eye on him). For this reason, he is attempting a "grass-roots" movement, finding Priests and Magicians who have not as yet aligned themselves to any particular God, and setting them up as Priests of his order. As he still requires quality material, he wishes to get these candidates to pass through the Initiation Test of the Old Order, but is permitting them to do so in groups, for two reasons: he realizes that the test is too difficult for a single beginning adventurer, and he is in a hurry to get Priests. Math will not interfere with the hazards of the test, but will reverse its effects if so requested by a surviving adventurer (using *Stone into Flesh* and/or *Wish* spells).

Math has all of the abilities of an Arch-Mage of the 30th Circle, and has magically increased all of his attributes to the maximum possible (18 in most game systems). He can hear anything spoken in a breeze anywhere in the world, and has the Tower "bugged", so that he is aware of everything that goes on within it. He carries a Rod of Power, which will turn any being touched by it into a pool of water permanently, as well as a Bowl of Shapechange, which gives him the ability to change himself into any sort of creature, with all of its physical abilities, at will. He has the Godly power to Grant Wishes, but will not use this power more than three times per year, for fear of one of the other Gods noticing (he has not yet used it this year, as he has been saving it for the resurrection of his Order.)

Math

AE: M (due to his high agility -- he actually wears no armor).
MV: 150' (may use *Hasten Self* or *Speed* to move at 300').
LC: 13 (as Wizard of the 30th Circle plus one).
DD: 3-6 with Dagger (generally prefers to use spells).
DP: 100.

Setting the Scene

The would-be-adventurers are sitting, drinking in the Village Inn while waiting for a tip on where they might seek their fortunes (without unduly risking their over-sensi- 3

tive necks). Entertainment is being provided by a rather weatherbeaten Bard in motley clothing, who is both playing and singing quite well. He decides to take a break, and comes over to join the party, introducing himself as "Tam, at your service," and suggests that he might be of some assistance to the party. He then relates the following tale:

"I couldn't help hearing your talk about adventuring -- a fine pursuit, that. I was an adventurer myself once, back in my younger days. Anyway, I recently heard about something that seems right up your alley; thought you might be interested.

There's a place up North a ways that used to be a temple, back before the War of the Wizards, for a religious denomination devoted to the demi-god Math. The place got pretty much torn apart during the War, but there's one curious feature about it -- the temple had a central tower, made of some kind of black stone, that was totally undamaged by the ravages of the War, and which doesn't seem to have paid much attention to the passage of time, either.

You're probably wondering how much adventuring can be done in a small tower that's been sitting around for 1700 years. Well, there's one more strange feature about this tower. You see, it has only one entrance that anyone's been able to find -- and a lot of people have looked -- and that's a huge set of magically-locked double doors that no one has been able to spring. I've got my sources up there, and I just heard that they've opened up all by themselves."

I think I heard about this pretty early, but it won't be long before the news gets down to the big city, and all the professional adventurers go swarming in. Just so happens I know a quick way to get there, guaranteed you'd be the first ones to hit this probable treasure-trove, and I figured information like that might be worth quite a bit to a group like you. Tell you what, I'll see you safely to the tower for just . . . gold pieces (the number "Tam" mentions just happens to be exactly the net worth of the party; if you want to be generous, you could leave them one gold piece each, or maybe allow the party to get the price down that low after a considerable amount of dickering.)."

If the party refuses the above offer, "Tam" will offer to sell them a map of the overland route for half that price, while warning them that he cannot guarantee their safety, or even that there will be any treasure left by the time they get there by the normal route. It is suggested that the Tower be located far enough away from the players' base city that wilderness travel will be both time-consuming and dangerous. Incidentally, the innkeeper is under "Bardic Charm," which cannot be detected as a normal enchantment, and will vouch for "Tam's" honesty.

Should they agree to the initial offer, "Tam" will usher them into a back room of the tavern, and arrange everybody in a tight circle. He will then take out a crumpled sheet of parchment, and begin reading from it in a language unknown to the party (Magicians will think they are catching a word here and there, and that it is some sort of Ancient Magical Tongue, but won't be able to make any actual sense of the proceedings). "Tam" will carefully replace the parchment within his belt pouch, wave his arms, and speak one more word -- there is a blinding flash of light, a cloud of chartreuse smoke, a feeling of vertigo, . . . , and the party finds itself in front of the doors of the Tower of Indomitable Circumstance! (Should you wish to bring paranoia to the party, not to mention giving them a hint as to what is really going on, you might mention just how powerful a spell to teleport an entire party of people would be, and how unlikely it is that a Bard could ever attain such a level of power, considering that magic is only a secondary pursuit for most Bards.)

Further Judge's Information

Clearly, this Bard is something more than he appears. It is an interesting vagary of the English language that the initial "h" in the name "Htam" comes out silent, making the name sound just like "Tam" to the party. "Htam" is, of course, nothing more than "Math" spelled backwards, and the "Bard" is in fact none other than the demi-god himself, looking for a few likely recruits to get his Order going again. His real object in getting the party to go to the Tower is to get at least one of them to unwittingly complete the Initiation Test of the Order of Math, since he wants to make sure that whoever he picks is worthy to resurrect the defunct Order.

This test is another reason (besides the War) that the Order faded out centuries ago. The problem was that it was a bit difficult for the Acolytes who had to run through it, and something like 60-70% of them were never heard from again. Needless to say, the Order began having more and more trouble finding competent people to take the Test -- those the Order really desired were too intelligent to risk themselves against such odds. The Tower of Indomitable Circumstance got its strange name from the Order of Math's belief that every decision must be made on the basis of the current circumstances, and that the ends always justify the means.

The scenario, while rather difficult for a single individual of low level, is not especially dangerous to a reasonable-sized group, even of beginning adventurers. The object is to give a good introduction to fantasy role-playing games, introducing the players to as many aspects as possible of a good "dungeon", without being either so deadly or so generous as to spoil the fun aspects of the game for novice players. Every player present will probably earn enough "experience", in level-oriented systems, to achieve the 2nd experience level, making their characters much more appropriate for a standard "first-level dungeon" (these are usually deadly to actual first-level characters). The optional "Cleric of Math" ending may be used by those Judges who wish to spice up their campaigns a little with the advent of a new religious society, run by player-characters

Solo Tower Expeditions

The Tower of Indomitable Circumstance may be used as a "solo" fantasy adventure, with one player plus the Judge. As such, it would be appropriate for a single Magician or Priest of 4th-5th experience level, or for a combination Magician-Priest of 3rd-4th experience level. The recommended way to run the Tower as a solo exercise is to get the character to apply for the Priesthood of Math, back in the heyday of the Order. If you wish to run this as a one-time "tournament-type" scenario, you may wish to use the description of Branel as a character of appropriate power and spells (listed under Room 21 in the Tower description). Here is a setup you can use:

You are an Acolyte of the Order of Math, a religious/magical brotherhood devoted to the Celtic God of Magic (Acolytes would not, of course, be told that Math is really only a demi-God; who would worship him?). You have spent a year studying at the monastery, learning your first-level Clerical and Magical spells, and the tenets of the Order. These tenets are pretty worldly in nature, as the Order of Math is extremely Neutral in its orientation. The First Principle is: "One must always follow the middle road, balancing Law vs. Chaos, and Good vs. Evil -- neither must be allowed to dominate." The Second Principle of the Order is: "The Magician is always in control of himself, but must flow with the ebb and tide of external circumstances; that which is right in one circumstance may be suicidal in another. The True Magician will know which path to choose." The Third Principle is that "Greed must always be balanced with caution," and the Fourth is that "Math is best worshipped by the constructive use of those magical powers he represents; the Initiate does glory onto Math when he enriches himself through the use of Magic." There were a few other principles, but you were too busy trying to learn new spells, and to increase your personal power, to bother remembering them -- you rarely got quizzed past the first four.

Your first Magical spell was "Sleep", and you were fond of using it to clean out vermin around the monastery (for a place full of Magicians, it sure has a lot of giant rats and spider-types; it has not occurred to you that maybe their presence is intentional). Between this practice and the theory of your lessons, you gradually progressed to where you could use more difficult (Second Level) Clerical and Magical Spells, and learned a couple of each. Now you would progress still farther, but have suddenly discovered that the Third-Level spells are not described in the Temple Archives! When you inquire about them, you are directed to a Priest of the Order. The Priest listens to your explanations, looks you up and down, then nods his head.

"Yes," he says, "I think you're ready. Would you then attempt the Initiation Test, and attain the Priesthood of Math?"

You are ecstatic -- this was something totally unexpected -- and immediately respond "Yes!" (having forgotten, for the moment, that something like 70% of all Initiates who take this test are never seen again!). The Priest casts a "Cause Blindness" on you, thus giving

you a foretaste of the powers you will enjoy as a Priest of Math, turns you around and around, and leads you somewhere, you know not whither. The blindness is dispelled, and you find yourself in a sparsely-appointed office, face-to-face with a Master of the Order (you are suitably impressed, never having seen such a mighty one this closely). He admonishes you to "remember the Principles of Math during your quest," and conducts you through a secret door in the back wall of his office.

Just before he closes the door with a muffled "thud" (followed shortly after by an even softer "click" -- no turning back now!), you observe a stairway leading up (note to Judge: You might as well tell him it goes East, as this has no effect on the scenario, and will make your job easier), and a shelf with a few small objects on it. You are now in total darkness, as the Order is renowned for its high-quality secret doors. Good luck.

(Presumably, the candidate will now cast a *Light* spell, after which you can reveal the objects of the shelf. Play will now proceed as in the main module, starting with the landing in back of Room 6 on the Ground Level, with a few minor exceptions:

- 1) Branel will have to be replaced by a Fifth Circle Priest, with appropriate powers; it's supposed to be exceedingly difficult for an examinee to best him in combat.
- 2) You may wish to allow him to fight back with spells (i.e., not immediately paralyzed) if grabbed by the Lesser Water Elemental. This removes some of the luck in that encounter, although a good player should immediately leap back when he sees a water spout begin to form in the fountain anyway.
- 3) Should the candidate successfully make his way all the way up to the top of the Tower, he will still encounter Math (this time in the guise of Melberd the Munificent, founder of the Order of Math (the first time around)). Should he pass the final examination, he will be Initiated into the secrets of the Fifth Circle of the Priesthood, and perhaps given a minor magic item as a symbol of his new power. Should he fail, he will be released from the Temple in disgrace, but still have his life. At the Judge's option, perhaps he should be stripped of his Clerical abilities -- there is some question as to whether a Priest without a Church is still a Priest.

"Spicing Up" the Tower for High Level Adventurers

Since the Tower of Indomitable Circumstances is dependent on puzzle-solving, rather than monster-hacking, it is relatively easy to modify for use with a party of higher-level adventurers. I suggest the following modifications:

- 1) The Zombies and Animated Skeletons on the Ground Level should be replaced by more powerful forms of the Living Undead, depending on the power of the party. Note that, in addition to being more dangerous, more powerful Undead also have a certain degree of self-will, hence will act with some intelligence, possibly working together, or warning the others, or running away from a bad situation (passing through the walls, or whatever).
- 2) You may wish to give the Staff of Power more charges, or to omit it entirely, as the party won't really need it.
- 3) Branel and the Lurking Thief will be replaced by more powerful characters, and supplied with more deadly spells/abilities.
- 4) The other monsters (spiders and such) will be made larger, more powerful, and perhaps in greater numbers.
- 5) Marglenda will be increased in level, perhaps even made into a full Lich (they normally are at least 16th Circle in ability).
- 6) Damage done by the various traps can be increased.
- 7) Marglenda can have some followers (such as Ogre Magi), who will occupy the guard rooms on the underground level.
- 8) The Lesser Water Elemental can be upgraded to full Elemental status, and given freedom to wander about the entire fountain room (though with reduced powers away from the water).
- 9) The value of all treasure could be increased.
- 10) If you're ambitious, the entire Inner Temple scenario can be revised, having a still-active group of Priests living down there, and annoyed at having their security breached. If this is done, treasure and magic items on the Underground Level should be increased appropriately.

Description of the Tower and Its Contents

The Tower of Indomitable Circumstance occupies a space 70' square. It is 8-sided, each of the major (NSEW) sides being 40' long at the base, with 20' corner sides. The North wall of the Tower is the only vertical one, the others all sloping in to form a 10'-square chimney (20' high) in the center of the North wall. The Tower is a total of 140' tall, including this "chimney". The outer walls are made of a smooth black stone which the party may discover, should they decide to do some experimentation, cannot be marked or chipped in any fashion. The only entrance is an 8' wide set of double doors in the center of the East wall; these doors will be wide open (90 degrees) when the party approaches. Most interior walls are about one foot thick, and made of smoothly polished igneous rock (the Tower is located in the midst of an area of crumbled rock -- all that remains of the rest of the temple complex -- on the top of a mountain of volcanic origin).

Ground Level Rooms

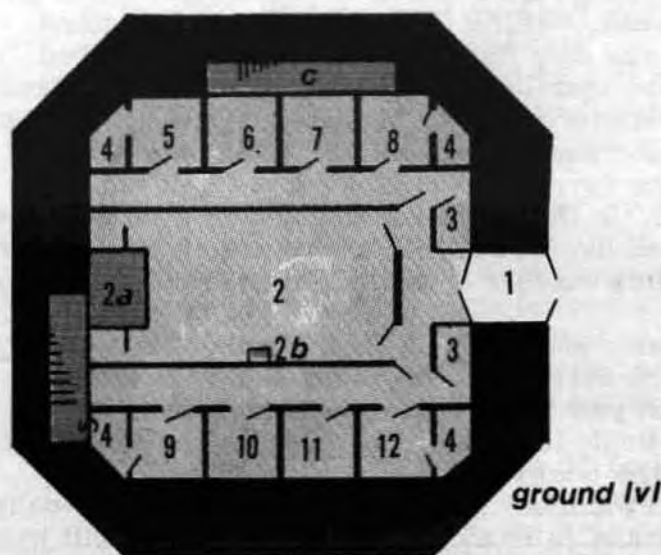
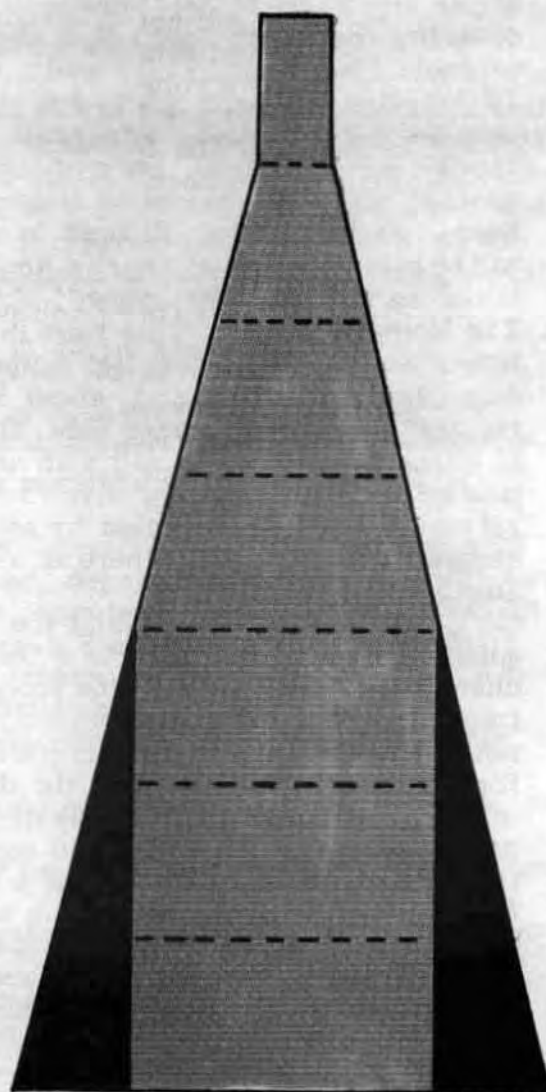
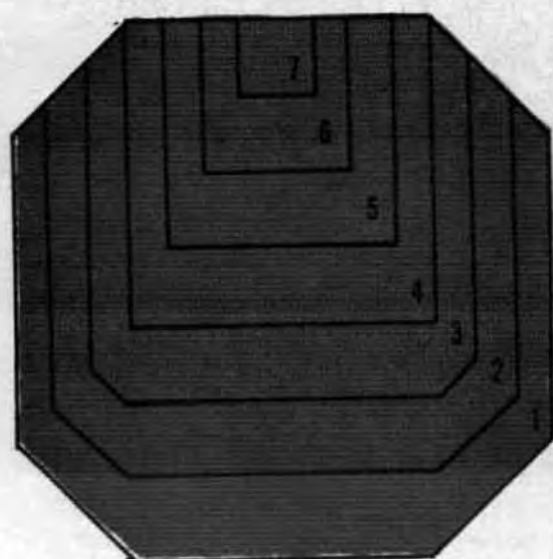
- 1: The Entrance Foyer. This 10'-square area is the only room in the Tower which shows any signs of deterioration. There is a layer of dust, about one inch thick, covering the entire room; it is slightly heavier on top of the two low wooden cabinets (North and South walls, about 2' high, 2' wide, and running the entire 10' length). These cabinets are shoe racks, such as may be found in Muslim temples and Japanese restaurants; if opened, a number of badly-deteriorated sandals will be found, any of which will crumble to dust if picked up. There is another set of double doors (closed, this time) in the West wall. They are quite heavy, and somewhat difficult to open. (Note that these doors are magically keyed to the one-way secret door in Room #6 -- once the one-way door has been opened, these doors cannot be opened, short of a magical *Open* (or *Knock*) spell.

- 2: The Main Sanctuary. This room is 20' North-South, and 40' East-West. The doors into it open easily, almost at a touch, and close by themselves. There is a raised dais (2a) in the West end, about 5'x8', with partitions blocking off the view of the last five feet to either side. On the dais is a lectern, in the SE corner. There is a Quarterstaff engraved with mystic runes suspended from the West wall by a pair of hooks. There are seven rows of pews facing the dais, evenly spaced, and rather gruesomely occupied by apparently-human bones, some forming complete skeletons, some loose. There is also a wooden box attached to the center of the South wall (2b).

On Closer Inspection: Behind the screen on the North is a piano, with some sheet music of an outdated form in a "hidden compartment" within the bench. Should a character attempt to play the piano, the party may notice that it is perfectly in tune, and that it may be heard equally well anywhere within the room. There is not sufficient room to push it past the screen. Behind the South screen is a short flight of steps leading up to the dais. On the dais itself is a Pentagram, inscribed in the NE corner, and a Circle of Protection inscribed in the SW corner. The lectern has 3 shelves in the back, and contains various paraphernalia for magical operations (an athame, some empty flasks, a mortar and pestle, a chalice, a short wand, etc.). The box on the South wall has a slot on the top, which is hinged; there is a fairly solid padlock on it. If the lock is smashed, or the box otherwise opened, the players will discover some 10-20 gold pieces of miscellaneous types. There are racks on the back of each of the pews, and they contain a number of books, which turn out (on closer inspection) to be hymnals.

Results of actions in the Sanctuary: Properly aimed *Detect Magic* spells will detect magical emanations from the piano, from the Staff over the altar, and from the pews (in particular, one of the skeletons in each pew radiates magic; this information should not be available unless the *Detect Magic* is specifically aimed at the skeletons from close up). Thorough examination of the books will reveal a single exception -- near the South end of the 5th row is an identical-appearing book which is actually a Priest-Magician's spell book, left by mistake (a random search of the pews will have a cumulative 5% chance of locating this book, per game turn; i.e. 5% the first turn, 10% the second, etc.). It contains the following spells: Clerical Spells -- *Word of*

Command, Resist Cold, Sanctuary, Detect Charm, and Spiritual Hammer; Magical Spells -- Hands that Burn, Charm Person, Identify, Read Magic, Sleep, Write, Forget, Knock, and Stinking Cloud (these may of course be changed to be compatible with the magic system you are using; the important thing is that the book contains both spells intended to be used by Priests, and those usable only by Magicians -- a rare combination). The Skeletons in the pews will take no action unless the Staff is removed from the rear wall, in which case, seven of them will rise to attack whoever has removed it (this may be prevented by smashing the skeletons beforehand). The Staff is a magical **Staff of Power**, though having but one charge remaining -- the charge may be used by a Magician to cast any of the following spells: *Invisibility, Open Door, Spider Web, Dispel Magic, Continual Light, Fireball, or Lightning Bolt*. Any of these spells act as though cast by a Mage of the 8th Circle, regardless of the power of the wielder. It may also be used to attack, with a +10% hit probability, if used by a Magician (using the Staff for this purpose does



not dissipate a charge).

Animated Skeletons: There are seven of these, one in each pew, and they will not move or take action unless the Staff, which is a religious symbol of the Order of Math is removed from the hooks on the West wall. If this is done, they will immediately rise, and attempt to attack the thief.

AE: S

MV: 60'

LC: 1

DD: 1-6 (Medium Claws)

DP: 6, 5, 8, 7, 8, 5, 6



- 3: **Closets:** Contain a number of robes, and some sandals similar to the ones in the entrance foyer, but in good condition. The robes come in a multitude of colors, most of them being in the lighter colors (there are white, yellow, orange, green, blue, brown, and black robes -- only one black robe, and two brown robes in each closet). The Judge should note whether each character takes/dons robes, and of which color; the same with sandals.

- 4: **More empty Closets,** empty, or possibly with one robe hanging.

- 5-12: **Priests' Offices:** Each of these offices contains an old-fashioned, roll-top desk, a wooden chair, and a folding cot (the latter leaning against the back wall). There is a **Zombie** (this will not be immediately obvious) sitting on the chair, and dressed in orange robes and sandals, similar to the ones in Room 3. The **Zombie** will attack anyone not wearing robes of the Order, or any robe darker than Green, on sight; **Zombies** will also attack if anyone attempts to search the room, or attacks. (Note: These are actually the **Zombie** forms of the **Priests** who formerly occupied these offices. They have been animated and returned here by Marglenda, out of spite).

Priest-Zombies:

AE: L

MV: 60'

LC: 2

DD: 1-8 (Medium Claws)

DP: 2-16



Special: **Zombies** always attack at the end of a combat round, due to their slowness. They may be *Turned* (rendered helpless) by a **Priest** of the 1st Circle (25% chance), of the 2nd Circle (50% chance), of the 3rd Circle (75% chance), or automatically by a 4th Circle or higher **Cleric** (who doesn't belong in a party for this scenario -- too powerful).

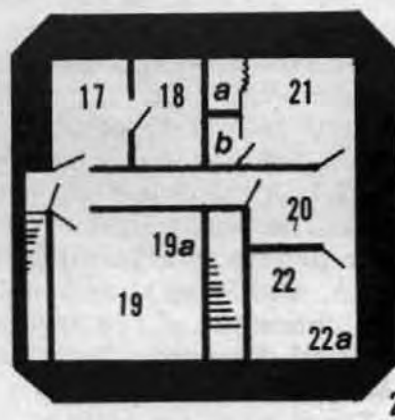
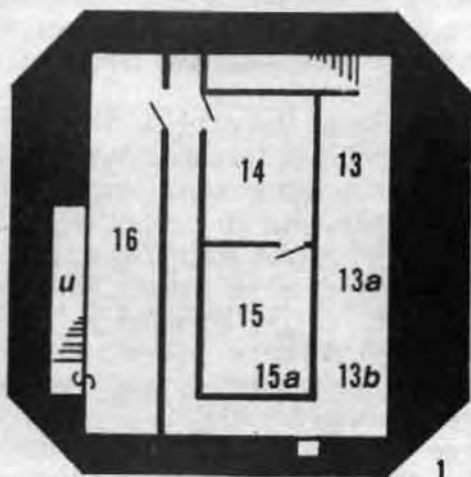
6. There is a well-hidden secret door on the West end of the North wall. This is a one-way door; if allowed to close, it cannot again be opened from the North side. More seriously, merely opening this door will cause a *Wizard Lock* spell to be placed on the doors in the West of the entrance foyer; this was a defensive measure, but serves to trap a low-level party in the tower, unless they decide to waste the single charge in the Staff of Power to cast an *Open Door* spell. There is a shelf built into the North wall of the landing. On the shelf are: A lantern, and enough oil for it to burn for 12 hours; a 40' coil of rope; a dagger; a quarterstaff; a skin of water, which is actually Water of Healing, enough to cure DP in wounds when drunk (it may be partially used, and the healing effect pro-rated). The one-way door will remain open (unless intentionally closed) until someone steps on the middle stair, which will cause the door to close.
11. The furnishings in this Office appear identical to those in the others. However, the roll-top desk is trapped -- anyone reaching in must roll his Dexterity or less on a 20-sided die to avoid having his wrist severed when the top comes banging down. There is a catch in the back of the desk to prevent this, but it cannot be found unless the top is first opened. The top could also be propped open. Among the other papers is a *Scroll of Three Spells*, two of them Magical in nature (*Remove Curse*, and *Sleep*), and one Clerical (*Repair Body*). Each may be used just once, by a character of the appropriate class only, after which the words of that spell fade and disappear from the scroll. The *Repair Body* spell may be used to reconnect a severed hand, which is a terrible waste of a very powerful spell.
- 8,12: These were the Offices of the **Priests** in charge of training novices. Amongst the papers in their desks will be found documents labelled "Instructions for Novitiates"

(written in the Neutral Tongue), and containing the Principles of the Order of Math. These principles are: **First Principle:** "One must always follow the middle road, balancing Law vs. Chaos, and Good vs. Evil. Neither must be allowed to dominate." **Second Principle:** "The Magician is always in control of himself, but must flow with the ebb and tide of external circumstances; that which is right in one circumstance may be suicidal in another. The True Magician will know which path to choose." The Judge may add additional principles, at his option (see the solo-adventuring section for examples).

The Tower (and Initiation Test)

Tower Level One

- 13: **The Hall of Kings.** Along the West wall of this hall are seven exquisitely-wrought sculptures, each depicting a man of noble appearance, with an upraised Broad-sword in the right hand, and an upright Quarterstaff in the left. Across from each statue, on the East wall, is a metal torchholder, with a torch in it. The sliding door (13b) is hidden, but will be found easily if checked for. Faint emanations of Magic can be detected from all of the statues and torches, as well as from the sliding door, if *Detect Magic* is cast. The torches can be easily removed, but everything else in this hall is firmly attached, with the exception of the center (13a) torch-holder -- this one may be pulled out of the wall. If the hole is checked, it will be found to contain a small cylinder of metal, about $\frac{1}{4}$ " diameter and 1" long (the First Key). If any of the torches are lit, the mouth of the sculpture directly opposite will open and speak a single word. Starting from the stairway end, the words are "By Seven Keys Is The Priesthood Won." The Judge should speak each word, rather than writing them, as there are several possible misinterpretations. **Paranoia Department:** Another effect of lighting any of the torches is that the eyes of the appropriate sculpture will become animated, following the party around the Hall. The door at 13b may serve as somewhat of an enigma -- it is designed to keep riff-raff out of the upper portions of the Tower, and may only be opened by a character wearing sandals, such as the ones in the ground-level closets, or that the Priest-Zombies were wearing. Not even a magical *Open Doors* spell will get this door open in any other way. The door will slide aside easily if a sandal-wearing character attempts it. No random monster encounters will occur once the party has passed through this door, unless the party spends at least three days in the Tower, in which case, encounters with other parties of adventurers are possible, and even likely.
- 14: **The Room of Fire.** Although characters listening at the door of this room will hear nothing, the party will immediately be assaulted by the noise and heat of a raging fire blazing in a pit which runs the entire length of the room, from the NE to the SW corner, and about 10' wide. Anything reached below the lip of the pit will instantly catch fire (if flammable). A character attempting to jump across must roll a 20-sided die, and will fall in unless he rolls $\leq (STR+DEX+EF)/2$, where STR is the character's strength, DEX is his dexterity, and EF is an encumbrance factor:



no armor = 8, leather = 6, chain = 3, and plate mail = 0; subtract 1-3 additional according to additional encumbrance (Shield, equipment, etc.). If the roo exactly equals the above calculation, the character made it across, but will take 1-6 DP from burns.

On Closer Inspection: The room will become increasingly stuffy, hot, and uncomfortable if the party spends a long time examining it (with the West door open, that is!). Close examination of the West door will reveal that the door is only charred along the edge, not on the entire inside face, as would be expected. *Detect Magic* will reveal that magical emanations radiate both from the pit and from the door! If someone is intelligent (or foolhardy) enough to close the door while he is inside the room, he will notice that the fire instantly goes out as soon as the door is closed -- the walls of the pit (about 2'6" deep) won't even be warm, and it may be crossed in safety (unless some fool opens the door when you are halfway across, of course). Opening/closing the South door has no effect on the flames.

- 15: **The Room of Shadows.** The interesting feature of this room is that a 10' square section in the SE corner remains totally dark even under lantern/torchlight. Anyone entering (or poking in) this area will disturb the Large Spiders and Giant Centipedes (seven of each), which have somehow managed to live together in peace in this pleasantly-dark area. The darkness may be abolished with a *Continual Light* spell (such as might be cast by the Staff of Power), or by two successive *Light* spells. Rummaging amidst the gunk and cobwebs will eventually reveal a slight indentation in the floor, into which a finger may be inserted. In the indentation is a catch, which if pressed will cause a 1' diameter section of the floor to rise about 2", so that it can be lifted out. Underneath is a small box containing another small cylinder, $\frac{1}{4}$ "x1", the Second Key.

Note on the Keys: If a section of the key is brought close to a section onto which it fits, it will leap out of the wielder's hand, and form itself into a single piece with the lower-numbered section(s); in this way, a single key will be formed, once all seven pieces have been found. The Second Key fits end-to-end onto the First Key, forming a single $\frac{1}{4}$ "x2" cylinder.

Large Spiders:

AE: L

MV: 90'

LC: 1

DD: 2 (poison, if Save vs. Poison, with +2 added to die roll unsuccessful, the character will take an additional 2 points DD the following round Small Stinger).

DP: 5, 3, 1, 4, 8, 5, 2

Giant Centipedes:

AE: M

MV: 60'

LC: 1

DD: 3 (poison, if Save vs. Poison with +4 on the die roll is unsuccessful, the character will take an additional 3 points DD the following round. Small Stinger).

DP: 2, 5, 2, 6, 7, 2, 5

- 16: **The Hall of Sin.** This 10' wide, 50' long hall balances the majesty of the Hall of Kings opposite with the mundane tawdriness of the "seven deadly sins." The hall contains seven sculptures (again, exquisitely wrought), the first three ranging down the North end of the West wall, the next in the center of the hall, and the last three on the South end of the East wall. Starting from the North, the sculptures depict, respectively, scenes of Sloth, Pride, Anger, Envy, Covetousness, Gluttony,

and Lust.

On Closer Examination: As soon as a character approaches within 5' of any of these sculptures, the figure(s) will "come to life", and offer to perform their "services" to the player-character -- details are left up to the Judge, depending on the maturity of the players in your campaign. Should a player be foolish enough to accept such an offer, nothing (except the player's satisfaction) will occur for the first 10 minutes (to make the other players think such actions are "safe"), but if the player persists beyond this time, he must make a "saving throw" vs. Petrification (and becoming part of the tabloid) each turn. The power of the enchantment is such that saving throws are at -1 on the first three figures, -2 on the next two, and -3 on the last two (which, after all, are rather appealing!). If the secret door is located amidst all this distraction, the beautiful woman/man (each player sees that which would appeal to him most, so an Elvish woman, for instance, might see an Elvish man) of the "Lust" sculpture will entreat each party member in turn not to leave her/him.

Tower Level Two

- 17: **The Room of Beauty.** This room has just one feature of interest -- an unbreakable full-length mirror firmly affixed to the East end of the North wall. This is a **Mirror of Beauty**, which will cause anyone looking in it to see himself as he might have been, all imperfections gone, and basically radiantly beautiful. The effect extends to anything seen in the mirror, so the most ragged surcoat might appear as ermine, etc. If the party is exceedingly cautious in approaching the Mirror, the Judge may wish to take the player who is finally bold enough to look inside it aside to explain the effect; while not harmful, the effect is such to essentially "transfix" the viewer, who may well appear "charmed" to the other players -- he will be seen trying (unsuccessfully) to pry the Mirror loose, and generally acting deranged -- a good player will "play along."
- 18: **The Room of Ugliness:** This room also has but one feature of significance -- an unbreakable, full-length mirror, firmly affixes to the East end of the North wall (and identical in appearance to the one in the previous room). Anyone looking into this mirror will see himself in a grotesquely distorted fashion, everything twisted and ugly; he must roll his Constitution or less on a 20-sided die, or become sick from the sight, though there are no lasting ill-effects, save perhaps an increased realization of one's own mortality. Looking in the mirror will also, after a respectful pause, cause a Magic Mouth to emanate from all of the walls at once: "For, after all, both beauty and ugliness are ethereal in nature, and the Wizard has both at his command."
- 19: **The Fountain Room.** This room contains seven fountains, circular, about four feet in diameter, and the bases projecting about one foot from the floor. Murky water is currently flowing in all of them (spouting to about four feet from the floor). They are arranged: three in the Southwest corner, three in the Northeast corner, and one in the center.

On Closer Inspection: The water is too murky to see through, but taste (optimist!) will indicate that it is indeed water. Feeling around in the bottom of the center fountain will eventually reveal a piece of jewelry -- an emerald-set pendant of perhaps 900 GP in value. There is one other special fountain -- the one in the Northeast corner contains a Lesser Water Elemental which will start to form, then attack if the water in that fountain is disturbed. It is bound to the fountain, but can reach about five feet (far enough to reach either of the adjacent fountains, but not quite extend to the central fountain). The Elemental needs two rounds in which to form after initially being disturbed, or after being disrupted. Edged weapons will only do one point of damage on a successful hit; blunt weapons will do normal damage, but the creature cannot be destroyed with weapons -- if damage exceeds its 15 DP, the Elemental will merely be disrupted, reforming after two rounds (similarly, it will "regenerate" all weapon damage after two rounds, as the flow of the fountain will constantly add new water to its essence). The creature can only be killed by *Purify Water* (which will automatically destroy it), Cold-based

spells, or Fire-based spells (which, however, only do $\frac{1}{2}$ damage). Any creature struck by the Lesser Water Elemental must make a saving throw or be paralyzed, and dragged into the fountain to drown (in 1-3 minutes, plus one for each Constitution point greater than 14). The water in the fountain is about four feet deep.

Lesser Water Elemental:

AC: M&S

MV: 0' In water, 150'.

LC: 4 (for defense. Attacks as though LC=6)

DD: 0 Special attack as above

DP: 15 (and regenerates weapon damage completely, two rounds after it occurs).

20: **The Secret Room.** This room is totally featureless, save for the three doors. If a player speaks any of the following words -- "hidden," "secret," or "invisible" -- aloud within this room, the following formerly invisible words will appear on the East wall: "A door to the North, and a door to the South, and who can truly say which is best? To the Priest of Math is either path acceptable; sometimes, indeed, are both choices required." The Judge should be fairly liberal as to what constitutes "speaking aloud" -- for instance, if a player specifies that he is "searching for secret doors," it should be assumed that he is announcing this to the other players, hence causing the writing to appear.

21: **The Examiner's Quarters.** If the door to this room is listened at, a human voice will be heard chanting quietly in an unrecognizable tongue. The Priest/Magician within (Branel, a Priest of Math of the Fourth Circle, wearing Yellow Robes and sandals of the Order, a Dagger in his belt) will invite the party in (in the Common tongue) should they be polite enough to knock before entering, but will attack immediately if they come bursting in. In the former case, he will greet the party politely, congratulate them on having made it so far, and ask "Who is your spokesman?" When the party has selected a spokesman, Branel will send the rest of the party out, then ask "What, then, is the first principle of the way of Math?" (the correct answer should be, "One must always follow the middle road, balancing the Law vs. Chaos, Good vs. Evil. Neither must be allowed to dominate." Any reasonable variation will do.) If the correct answer is given, Branel will hand over The Third Key, and congratulate the "aspirant." Should the player answer incorrectly, or fail to answer, Branel will attempt to kill him. Should this happen, he will then open the door, frowning now, and announce to the party that "That one was not worthy. Is there another of you who chooses to stand for the examination?" The process may now be repeated. The party will be permitted to leave (without the Third Key) if no one wishes to risk death, but Branel will of course fight back if attacked. Note: Should the party not choose a spokesman, saying something in the nature of "each of us speaks for himself," Branel will invite them in one-at-a-time, testing each in turn. If there are any survivors, he will hand over the Third Key to them, and wish them well, after a sneering remark about the success chances of a non-cooperating party. The Third Key is a jagged piece of metal about $\frac{3}{4}$ " long, the front portion of a skeleton key; it fits onto the First Key.

Branel, Priest of Math (Fourth Circle)

AE: M&S (actual armor; will not have Shield if "surprised").

MV: 90'

LC: 4

DD: 1-6 (with Mace) 1-6sm/1-4L

DP: 15

Spells: Magical -- *Light, Charm Person, Protection from Arachnids, Invisibility, and Super Sleep* (will affect +2 levels). Clerical -- *Cure Light Wounds, Protection from Evil, Protection from Good, Speak With Animals, Sanctuary, Hold Person, Continual Light, Detect Alignment, and Fire Resistance.*

Branel is fond of collecting the treasure from unsuccessful aspirants, and owns 700 silver pieces, 200 gold pieces, and two gems (one worth 300 GP, and the other 600 GP).

21a: **Branel's Sanitary Facilities.** Full bath, fully functional.

21b: **Branel's Closet and Storage Area.** The most notable feature is a considerable quantity of food, water, oil, etc. It seems the Examiner works pretty long shifts (better 13

than two months' supplies for one person may be found here).

- 22: **Spider Home.** The five Giant Spiders who call this room home have filled most of the room with webs, so it will take some searching for the party to realize that the webs in the Southeast corner are man-made, and conceal the Fourth Key, which is similar to the Third Key, though with slightly different protruberances. It fits onto the Second Key.

Giant Spiders:

AE: L&S

MV: 100'

LC: 3

DD: 3 (Poison, from Medium Stingers; character must Save vs. Poison or take an additional 3DD each of the next 2 rounds)

DP: 7, 17, 15

Tower Level Three

- 23: **The Picture Gallery.** This room contains seven paintings, arranged where indicated by the letters a-g on the map. They seem to be portraits, apparently depicting members of the Order of Math, as each shows a man in differently-colored robes, similar to the ones on the ground level.

On Closer Inspection: There is something strange about the frames, namely that they are cleverly designed to look like snakes swallowing their own tails. The frames themselves may be of some value, because of the novelty. Of the pictures, only "d" appears to be of any value -- it is worth about 800 GP. Unfortunately, its frame really is a snake, in statis, and will be released if the picture is removed from the wall (it may be killed by breaking or cutting the frame off, before removing the painting from the wall); if this happens, all of the other paintings will speak up at once: "from greed comes death!" The painting marked "e" must be removed to reveal the secret door behind it. Incidentally, all of the frames except the one on "d" are just frames.

- 24: **The Blockhead Room.** The room is the usual featureless gray, with the exception of a 4'-square section of the floor near the SE corner (24a). Should anyone step on this section, a corresponding block will fall from the ceiling, and the player must roll $\frac{1}{2}$ his Dexterity or less on a 20-sided die, to avoid being hit by it (3-18 DD). The block will be triggered by a weight of at least nine pounds on the floor section, and is difficult to set off by levering a staff or such, as the block will only move vertically (down).

On Closer Inspection: There is nothing particularly special about the fallen block, but it left a hole in the ceiling when it fell. Players can observe a string dangling near the center of this hole. On the end of the string, which can be reached by an average-height human standing on the shoulders of another who is standing on the block, is a piece of cloth, in which is wrapped the Fifth Key -- it is identical in appearance to the first two keys, and completes the 3" haft of the key with them.

On Even Closer Inspection: There is also a ledge running around the ceiling hole. If the characters can keep their balance while one of them is rummaging around on it, the rummaging will reveal a bag containing four pieces of jewelry and a folded piece of parchment. The parchment reads: "Well, I guess you guys do deserve a little bit of treasure for all this work." The jewelery is quite valuable, an average value of 955 GP, or 3,820 GP altogether.

- 25: **Mural Room.** All of the walls of this room contain inspirational murals on religious themes. Close examination will reveal that a painted wagon on the West end of the South wall conceals a secret door.
- 26: **The Lurking Thief.** The party has only half the normal chance of hearing anything behind the above-mentioned secret door; should they succeed anyway, they will hear very faint rustling noises. There is a Thief lurking by the side of this door, and he will do triple normal damage with his first Dagger blow if he manages to attack by surprise (wasn't heard, and the first action of the person entering is anything other than looking to the East). He keeps the other secret door (in the East wall) propped open, and will usually strike just a single blow, then run for it,

taking advantage of the probable confusion he has caused, and of his speed. He will then hide behind the illusory curtain at 27a, and wait for another chance to get in a "Sure Strike." He has a bottle of Waters of Healing, 8 DP-worth, in his backpack, as well as a Scroll he stole from somebody, containing 3 magical spells -- *Detect Alignment*, *One-Way Darkness*, (10' radius), and *Conjure Water Elemental* -- and 2 Priestly spells -- *Locate Person* and *Flight*. Each has a 60% chance of fading each time it is used. Fortunately, the Thief cannot Read Magic. The pack also contains 720 GP-worth of gold and gems (mostly the latter -- he likes to travel light).

Thief:

AE: L

MV: 150'

LC: 4 (note, +10% on Dagger attacks -- see below)

DD: 1-4 (Dagger) (double for backstab)

DP: 14

Thief Abilities: Sure Strike (x3 damage), Hide in Shadows (50%), Move Silently, (+1/3), Dagger Attack (+10%), and Pick Pockets (2/3). Open Locks (37%), Find/Remove Traps (35%), Hear Noise (15%), Climb Walls (88%), Read Languages (20%).

Tower Level Four

- 27: Illusion Hall. This hall appears to be 5' wide, and 10' long, from the door. However, a character touching the South wall will see his hand disappear, and realize that the South wall is illusory, masking an additional 5' of corridor. Behind this "wall" is where the Thief from Room 26 will hide, if he has escaped from the party. Stepping into these last five feet will cause a voice to say, "Even the most astute cannot always trust his senses. Beware of illusion, for most of life is an illusion."
- 28: Empty Room. This is merely a five-foot-square empty room.
On Closer Inspection: The players should by now realize that there is no such thing as an empty room in the Tower of Indomitable Circumstance. Careful examination of the floor will reveal a loose stone, under which is hidden a small onyx box, containing the Sixth Key -- a one-inch diameter semicircle of metal, half of the key handle. The onyx box is worth 75 GP.
- 29: Death Trap. There is a very thin wire near the floor at the bend; it is a trip wire which will cause the Heavy Crossbow mounted in the corner to fire. Since the timing is so nice, and because of the point-blank range, the crossbow bolt will automatically hit (save for magic armor or dexterity subtractions), doing 2-12 points of damage. Close inspection will reveal a maintenance panel in the NE corner; the crossbow does not automatically reload itself, so can only get one character (that was enough in the Initiation Test.)
- 30: Another "Empty" Room. The South wall is made of papier maché, which can be ripped off to reveal: "Luck is sometimes as important as skill. You must be six times lucky 'ere you rise from here."
- 31: Elevator Room. If the secret door is closed when the almost-complete (six piece) key is in this room, it will slowly rise to Tower Level Five. It will remain there for 10 minutes before returning. A carefully-listening character will hear faint whirring noises as it rises (taking about one minute).
After Rising: Characters may well panic, should they try to get back out through the South door, which no longer opens. Be careful to keep track of exact timing, as the secret door in the West wall can be found, but not opened until after the first minute (chance of finding it should also be reduced during that time, as tapping on the wall and listening for hollow sounds is one of the ways in which secret doors are found).

Tower Level Five

- 32: Candle-lit Hall. This hall features seven candlesticks along the West and North walls; each candle will light spontaneously when a party member approaches (and will remain lit as long as anyone is in the hall). The secret compartment at 32a is extremely well-hidden, and will probably not be found by inspection. There is also a discolored (darker) circle, about one foot in diameter, on the floor at the extreme East end of

the hall (32b): examination will reveal a small keyhole in the center of this circle. On Closer Examination: Should any candle except the center one (at 32a) or its holder be touched, it will flare up brightly, burning the toucher for 1-3 DD (no saving throw applicable). Continued observation will reveal that the candles do not seem to burn down at all. The center candle holder may be touched without damage, and can be swung out from the wall to reveal a hidden compartment. In the compartment is a stack of small pieces of parchment -- apparently playing cards, on top of which is the Seventh Key, identical in appearance with the Sixth Key (a one-inch diameter semi-circle of metal, forming the other half of the key handle). The cards are a specialized set of a Deck of Many Things, containing all of the Jacks, Queens, Kings, and Aces, plus two Jokers, from a standard card deck. Only the top card can be moved -- if lifted, something will happen to the taker (black cards do bad things, red cards and jokers do good things), and the card will disappear. Each player will discover that he is only able to look at one card from the deck. The Judge should design his own deck to keep the players guessing; cards can do such things as: raise or lower an attribute, give or take away experience, heal or cause damage, etc. These decks should be very rare in a good campaign, but can be a lot of fun for both the players and the insidious Judge.

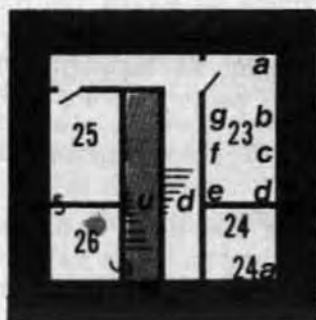
The Key and the Key Hole: Why, yes, the Key of Seven Parts just happens to fit the hole in the floor perfectly. The catch is that if the key is not complete, (seven pieces), it will immediately disappear on insertion into the hole, and the players will have to go back downstairs to search for it (the elevator will return to Tower Level Five should this happen -- fortunate, that!) The key must be turned clockwise seven



5



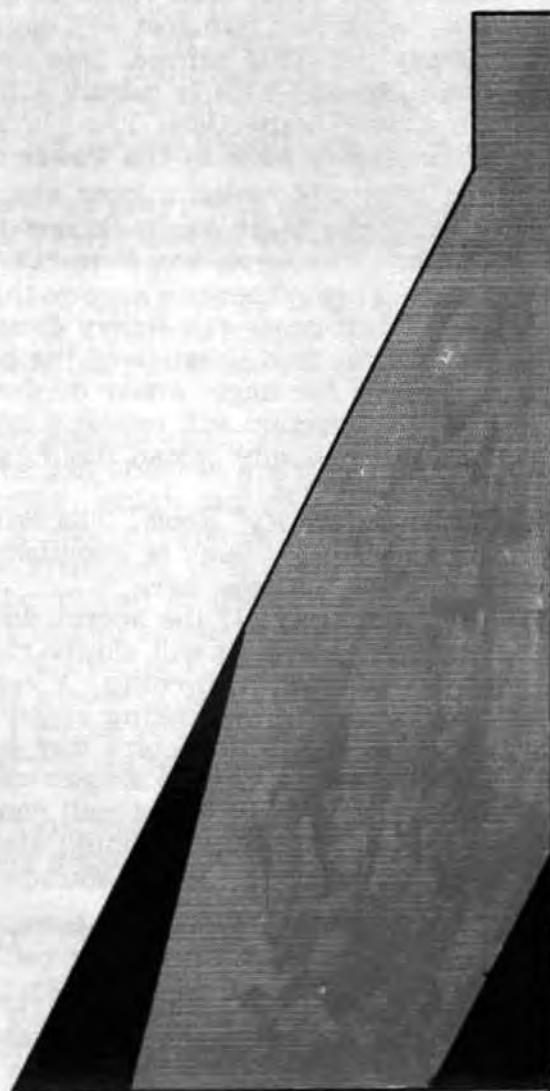
7



4



6



times for anything to happen (the turns do not have to be consecutive; other experimentation, such as turning the key counter-clockwise, removing it, jumping up and down, etc., will have no effect). After the seventh turn, the player holding the key will disappear, and the key will still be in the hole. (The entire Tower will also go into "stasis" for ten minutes, but the players will of course be unaware of this -- it is just a protective mechanism to keep another player from turning the key too soon). The key turner will find himself in Room 33, teleported.

Tower Level Six

- 33: The Chimney. This 5' square room is the entire Tower Level Six. The only way into this room is to be teleported from Hall 32. The player (who will probably be a bit shaken from the sudden change-of-scene) will find himself face-to-face with none other than . . . "Tam," the motley Bard from the Village Inn -- the one who sent them on this adventure. He will make a few comments regarding the player's performance during the Tower exploration, then will say, "And now for the Final Examination. It is really a very simple question: Who, then, am I?" The player should, hopefully without too much hesitation (do not permit him to refer to his notes!), reply something like, "Why, you must be Math himself!" Should the player come up with any other answer, Math will smile, and say, "Why, that could be, indeed," and the player will find himself once more in the back room of the Village Inn.

A Correct Answer: Math will smile, and say, "Why, you are indeed quite astute." If the player is a Priest with at least average (9 on a 3-18 scale) Intelligence, or a Magician with at least average Wisdom, Math will invite him to become a Priest in his new Order. If the player inquires as to what that involves, Math will indicate merely that: the player will become a combination Magician-Priest, and that "Math takes care of his own." If the offer is accepted, the following things will happen -- the lower of Wisdom and Intelligence will be permanently increased 1-6 points (random); the character's alignment will become Neutral, whatever it was before; and he will find that he has all of the abilities of both a Magician and Priest of his Level (and appropriate Experience Points). In the solo game, the player-character would also be "Initiated" into some of the "mysteries" of the Priesthood. In any case, Math will reveal the existence and location of the Inner Temple, telling the new Priest where to find the hidden catch, and the key, on the stairs out of 9-4 (see Underground Level for details). Note also that a Magician-Priest must divide all earned experience equally between the two classes, progressing only half as fast as a character of either class. However, they may use any weapons, armor, and spells permitted to either of the two classes, etc.

There is no penalty (also no advantage, except the avoidance of the responsibilities described below) to a character who refuses to become a Priest of Math -- Math is only looking for a few good (and dedicated) men, women, and creatures. Whether or not the character qualified for the Priesthood under the above (but assuming he answered the question correctly), Math will agree to grant him one Wish within his power. He will refuse to grant Experience, but will make any weapon or piece of armor magical (+15%), or raise any attribute 1-3 points (random), give up to 2,000 GP in treasure, or anything of similar power or less. The Judge may omit or weaken this -- I am of the opinion that the rewards for successful completion of a Quest should far exceed those for "normal" operation. The character will then find himself back in the back room of the Village Inn.

Should a player request something totally non-greedy for his Wish, particularly requesting that party members killed, maimed, petrified, or whatever during the Quest be restored, Math will do so, and will be favorably inclined, repeating the offer. He will now increase the magic of an item up to +10%, raise an attribute 2-6 points, or give 5,000 GP, etc., per request. Other possibilities here would be to get the Staff of Power fully recharged (50 charges), or for Math to cast a Permanent spell on the player (useful ones are *Protection from Evil*, *Fire Resistance*, etc.).

Completing The Quest

Each player will probably gain sufficient Experience to reach the next higher experience level, plus any credit the Judge wishes to give for special actions, monsters slain, treasure brought out, or whatever. This should, hopefully, make them sufficiently powerful to take on a normal "first-level dungeon."

Follow-Up

Should any characters be chosen as Priests of Math, here are some suggestions for what you can do with them:

- 1) Math will request some task of them at least once per game year; the task will require creative use of the character's magical abilities, and will involve some service to the Order, or for Math. It should be difficult, but well within the character's abilities.
- 2) If the player gets into a situation where he is about to die, or something equally serious, through no fault of his own (such as having taken a very reasonable action that didn't happen to work), the player may "call on Math" for assistance. If the circumstances are as described, there is a 5% chance per level of the character (10% if there is a breeze present) that Math will lend divine aid in some fashion. The Judge may wish to change the actual percentages, but the chance should be good. Math will not assist if the difficulty is due to carelessness or stupidity on the player's part.
- 3) When the character achieves the level of "Patriarch" (ninth Circle), Math will require him to build a large Temple, preferably on the site of the Tower of Indomitable Circumstance, and to begin actively recruiting new members for the Order of Math, and new worshippers for Math. Refusal will probably result in Math stripping the character back down to what he was before he entered the Tower for the first time -- i.e., a first-level adventurer. Math usually doesn't take "No" for an answer.

The Underground Complex

The Wine Cellar

The stairs leading down from the closet (4) off of Room 9 (Ground Level) end in the usual 5'x5' landing, about 20' down, with a door on the right. The door opens by sliding left, and is rather heavy (will only be openable on a 1/6 chance by normal person, though it will move enough for anyone that it is obvious that weight, rather than a lock, is the problem. Once partially open, two people will be able to grasp the edges, and a third the handle, making the door quite easy to open).

There is only a 1/20 chance of a normal person (1/10 for an Elf, or similar sharp-eyed type) finding the small, well-hidden secret panel on the East wall of the stairwell, about 5' down, even if this area is searched (which is unlikely, as the party has the other side of that spot "mapped", in their opinion). The 3"-square panel contains a lever, and a small hole. Nothing the party can do will allow them to move or break the lever. The hole is, of course, a keyhole, but of a magical nature (Thief lock-picking abilities will not apply -- the Thief will become quite confused, as there do not seem to be any tumblers -- obviously not a keyhole!). The "key" is the pin from the lowermost hinge of the secret door at the top of the stairs. Should the party somehow manage to pull all of this together, inserting the pin in the "keyhole" will allow the lever to be moved. There will be no immediately apparent result.

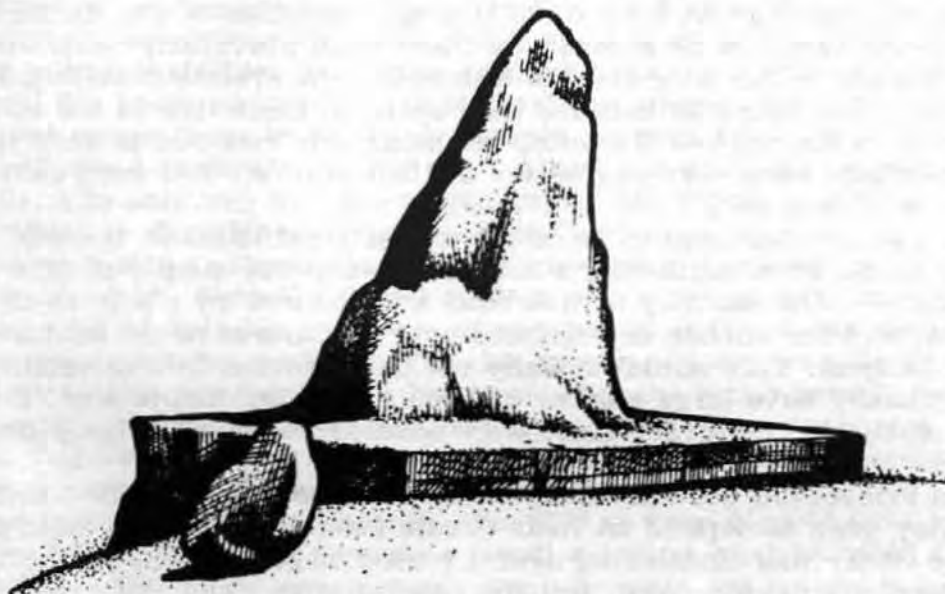
Why am I making all of this so difficult? This is the way to open a "true secret door," one which is usable, but which the Priesthood wanted to make absolutely sure would not be found by the mundane or the profane. The secret to this lever, key, etc., will be revealed to anyone who becomes a Priest of Math by successfully completing the Initiation Test in the Tower, and Math will constrain the new Priest not to reveal the secret under any circumstances, save the Initiation of a new Priest. Thus, it is highly unlikely that the party, as a whole, will ever explore the true Underground

Level. The Judge can later run a secret exploration thereof with the Priest of Math; the information found below will prove invaluable to them in getting the new Order of Math into operation.

Here's what is going on -- the lever is normally at the left. Pushing it to the right causes a stone block behind the door at the bottom of the stairs to move right (on a greased track -- relatively silent -- the reason the door is so heavy is to help mask the noise of this movement, which otherwise might be heard upstairs due to the amplification effect of an empty stairwell). There are thus two completely separate underground areas, both reachable through the same door, the lever determining which is found.

With the lever in normal (left) position, the secret door will open onto a 5'-wide corridor with three doors, all on the right. Each is a section of the wine-cellar, and each has a slightly different air and water circulation systems, resulting in a different temperature in each room -- a different variety of wine being kept in each. 95% of all the bottled wines, and 99% of all the encasked wines, will have gone to vinegar -- after all, the newest of the vintages is 1000 years old, and the stasis field did not extend underground (it would probably have had some sort of an adverse effect on such rare vintages, anyway).

W1: Purple Room. Note the well-hidden secret door into Room W1 -- it is quite possible that the party will not expect a room this close to the stairwell, as this level appears to have been laid out with at least 5'-thick walls everywhere. This room is considerably warmer than one would expect underground -- about 90-100 degrees Fahrenheit. This is probably arranged by a Demon bound under the floor, but there is no clear evidence. The room apparently contains nothing (besides a short ladder and similar equipment) but red wines gone bad. Any of the bottles examined will contain a purplish liquid with a fair amount of sediment. Should the party manage to find a bottle whose contents have not gone bad, they will be amazed to find that it is, in fact, a Purple Wine! While Purple Wines have a considerably longer life-span than normal wines, the percentage chance of finding a good bottle is the same as for the other wines, as a blight destroyed the last of the true Purple Wine Grapes better than 400 years before the War -- the newest vintage in this room will be over 1400 years old! For this reason, only half of the bins contain wine. A good bottle of Purple Wine is immensely valuable, if the right buyer can be found; this is probably the last place on the continent where any remains.



- W2: Red Room. This room is at (surface-level) room temperature, and contains casks and bottles of red wine, all of ancient vintages, of course. The bins are about 3/4 full, say 400 bottles, and 20 casks altogether.
- W3: Rose Room. This room is a little cooler than room temperature, say about 60-65 degrees Fahrenheit. It contains nothing but Rosé wines, about 250 bottles and 20 casks.
- W4: White Room. This room is quite cold -- just over freezing. It contains some 400 bottles, and 30 casks (5 of them empty) of White Wine. There is room in the bins for considerably more -- it appears that the Priests of the Order were very fond of white wine, and that a lot of bottles were consumed during the War of the Wizards.
- W5: Green Room. This room is very cold, below the freezing point of water. There are two well-preserved corpses, dressed in Yellow Robes and Sandals, in a heap of broken bottles and glasses. They appear to have died in the midst of drinking a toast (judging from the body positions), and have wide grins on their faces -- these Acolytes died happy! This is another room of rare vintages concealed behind a well-hidden secret door. These wines have a pale green coloration, and a faintly nut-like flavor (if a good bottle can be found). There is a higher percentage of good wine in here, about 20% of the 150 bottles, (no casks -- this stuff destroys wood over time), but it will spoil rapidly at normal temperatures. It is quite valuable, if any can be got to town for sale. Incidentally, the spoiled green wine is mildly poisonous, causing 1DD for a small swallow (test); someone stupid enough to drink an entire bottle of obviously spoiled wine will become very ill, and probably die unless *Neutralize Poison* is cast on them within an hour.

Inner Temple of Math

Like most Initiatory magical societies, the Order of Math had an "inner circle" of high-level Initiates which was all but unknown to the rank-and-file of Temple members. In order to keep their identities and operations secret from the Acolytes, the Inner Circle (Fifth Circle Priests and up) had their own Inner Temple complex beneath the main temple. The entrance to this complex is through the office of the Master of Priests (Room 9), and can only be reached by the method previously described; else the same entrance leads to the wine cellars. Naturally, the Priests of Math got a reputation as being hard-drinking men because they spent so much time in the cellars (which were barred to Acolytes -- the latter assuming this rule was to keep them out of trouble). The Priests were very possessive of their retreat, and word of it never leaked out to the outside world.

The Inner Temple was designed to be completely self-sufficient in times of crisis, even to having a sealed room containing a 200-year emergency supply of food for the Priests. Unfortunately, the security of this room was ensured by a pair of air locks with rubber seals, and the rubber deteriorated over the course of six centuries, causing the food to spoil. This would normally not be a problem in a community of Priests, as they usually have large number of *Create Food and Drink* and *Purify Food and Water* spells available. However, there were some problems with this pleasant scenario. . . .

Naturally, the Priests did not wish to open the emergency seals unless there was great need, so they grew to depend on their *Create Food* spells for the most part. But the quality of the Order was diminishing over a period of generations -- the theoretical teachings were carefully passed down, but the new Initiates could learn only so much

without the benefit of practical experience. And the outside world was sealed off from them, for the stasis field that so perfectly maintained the Outer Temple (the Tower) also blocked off the escape passage through the mountain. The field also had an unpleasant side-effect -- it "bent" the magical ether in such a way that *Teleport* spells became inaccurate, hence unsafe.

As time passed, there were more and more mouths to feed, and fewer and fewer Priests of sufficient power to cast *Create Food and Drink* spells (for this required a full Priest of Math, Fifth Circle). Finally the seals to the emergency food supply were opened. But the supply had not been examined for centuries, and the spoilage had progressed too far for even *Purify Food and Water* spells to have any effect on much of the food. Only some of the grains remained edible, and panic quickly ensued within the Inner Temple.

When this horrible news was discovered, Marglenda, the last surviving Master of the Temple (and a Priest-Wizard of the 14th Circle), found herself faced with a difficult decision. She had been secretly accumulating materials and formulae for decades in hopes of achieving immortality by making herself into a Lich; but she had not yet achieved a level of power sufficient to cast the *Permanency* spell the process required, and it now appeared that she would not have the time to attain such power, for the rest of the community was insisting that she spend all her time and spells keeping them alive.

She finally perceived that there was an alternative, though by no means a pleasant one. She switched allegiance to the Evil God Balar by killing the entire population of the Inner Temple (with one exception, as we shall see) in a blood sacrifice. She rationalized that they were all going to die anyway, and that sacrifice would surely be a more pleasant death than starvation and gradual food poisoning. Marglenda then performed the Black Magical rites required to convert herself into an undying Lich, substituting a *Limited Wish* spell, enhanced by the power of the sacrifices (for there is great Mana in death), for the normally required *Permanency* spell. She could maintain her state by casting more *Limited Wish* spells at regular intervals. This method, of course, turned her unalterably Chaotic Evil.

There was just one thing Marglenda hadn't counted on -- her *Limited Wish* ability, as all her spells, had its origin in the Neutral forces represented by Math, and was not quite appropriate for such an Evil use as she put it to. As a result, the procedure worked, but imperfectly. Marglenda found her Lich form reduced in power to that of the 13th Circle -- no longer able to use the *Limited Wish* spell at all!

Still, there is a considerable amount of Mana in such a blood sacrifice as Marglenda performed, and her abilities have only gradually deteriorated. She currently is a demi-Lich of 6th Circle ability in both Magical and Clerical operations. She must always return to her power focus in the Inner Temple, so found herself trapped there when her power finally deteriorated to the point where she could no longer cast *Plane Shift* spells. The only way she can regain any of her former power is to perform more blood sacrifices -- she will be delighted to have visitors!

As mentioned above, there was a single survivor of the horrors perpetrated by Marglenda. Glaronth, himself a Priest of Math of the 10th Circle (though growing rather old), had been in his chambers summoning an Evil Information Demon at the time of Marglenda's surprise attack. For this reason, he was in a Circle of Protection from Evil at the time she burst into his room, and she found herself unable to penetrate it. A pitched battle of spells ensued, in which neither party was able to emerge victorious, but Glaronth was able to banish Marglenda from his chambers, and to hastily erect a series of Wards against her return.

Trapped in his chambers, Glaronth was able to keep himself alive long enough to gather some information, and prepare a scroll detailing what he could find out about Marglenda's treachery. He soon passed away, however, as he had been dependent on access to the Alchemy Lab's supply of Longevity Potions, and he no longer dared to

go there -- he knew that Marglenda was more than a match for him on any territory save his own power center.

In hopes of aiding anyone who might make it to his chambers in the future, Glaronth cast two *Magic Mouth* spells on himself just before he passed away. The first will cause his skeleton to say "Beware the Lich!" should any living human enter his chambers. The second will come into effect only if a living human is near his skeleton when Marglenda is within 50' -- the skeleton will then shout, "Beware, for your Death approaches!" Marglenda has long since sacrificed any living creatures within the Inner Temple, but a few of her pets remain -- 11 Zombies and 20 Living Skeletons. They roam the Inner Temple, except for within Glaronth's chambers.

Marglenda -- demi-Lich of the 6th Circle:

AE: P&S (-10% hit probability - immune to non-magical weapons).

MV: 60'

LC: 6

DD: 1-10 (medium claws. Anyone hit must Save vs. Paralysis, or be paralyzed from the frozen touch.)

DP: 38

Special: Anyone of less than the 3rd experience level must make a Saving Throw, or flee in panic, merely on seeing Marglenda, her appearance is so frightful. She is totally immune to mental attacks (such as *Charm*, *Sleep*, etc.), death magic, poison, and cold-based spells. She takes only $\frac{1}{2}$ damage from electricity-based spells (such as *Lightning*). She has the following spells available to her: *Lightning Bolt* (60' long), *Maxi Sleep* (affects +4 levels), *See Invisible*, *Blinding Flash*, *Detect Magic*, *Read Magic*, *Telescopic Vision*, and *Charm Person*. Also: *Cause Blindness* (by touch), *Animate Dead*, *Resist Fire*, *Hold Person*, *Cause Light Wounds* (by touch, causes 1-8 points in addition to the other damage listed above), *Word of Command*, *Protection from Good*, and *Darkness* (20' radius). Marglenda can be Turned by a Priest of the Fourth Circle or higher (1/10 chance). She will generally attempt to use *Maxi Sleep* and/or *Charm*-type effects (or her paralysis by touch) to overpower victims without killing them, so that she can take them to the Inner Temple for proper sacrifice -- she gets no Mana from wanton killings. Incidentally, the Zombies and Animated Skeletons on the Ground Level of the Tower are Marglenda's work -- she thought it would be "cute" (and a suitable revenge) to have the Undead remains of the clerical Priests occupy their own former offices. The seven skeletons were a rather disgustingly sanctimonious group, so they now reside forever in the main sanctuary.

General Construction Notes

The Inner Temple Complex was constructed out of the native igneous stone, then polished to a high luster. The floors are generally tiled, and the walls are actually enamelled -- the place was designed to last, as may be seen by the insistence on 5' thick walls in much of the area. Walls drawn as a simple line are actually one foot thick. Note that fully 10' of solid stone surrounds the Green Room on most sides -- this has helped to ensure the integrity of the room temperature, hence of the rare wines within. The tiling in the main hallway is slightly worn, but the place seems to have been well-maintained, on the whole -- not a broken tile or cracked wall to be found. Actually, wear has been minimal for the last 400 years, with nothing but Undead roaming the halls.

Inner Temple Complex

Encounters Within the Inner Temple

Roll each turn. If an encounter is indicated in U1 or U4, there is a 10% chance that it is Marglenda watching through the spy holes -- woe to the party! There is a 40% chance of the "encounter" being Zombies observing the party through the spy holes -- they will notify Marglenda in 5-10 turns (the Judge should keep careful track of time and movement rates -- there is an excellent chance that the party will encounter these Zombies near the T-intersection in the main hall. Being "turned" by a Priest in this situation will cause them to forget about the warning, or they could, of course, be killed before reaching Marglenda). The remaining 50% (and all the time in U3) will be a normal wilderness encounter -- something that has come in through the cave.

For encounters beyond U4, roll two six-sided dice:

- 2 = Normal Wilderness Encounter.
- 3-6 = 1-6 Zombies.
- 7 = 1-8 Animated Skeletons with 1-4 Zombies.
- 8-11 = 1-12 Animated Skeletons.
- 12 = Marglenda

- U1: Entrance to the Inner Temple. Once the block has been moved aside, permitting access to the Inner Temple complex, three routes are possible -- there is still room to navigate around the block to visit the Wine Cellars (save for The Purple Room, which is blocked off); West leads to the emergency escape passage, and North leads into the main complex. Note that it is necessary to pass by five Arrow slits from the Guard Room in either of the latter two cases. The doors at the ends of the corridor are there to slow down the assault, so that the guards could get some shots off while the doors were being opened. Note that the "guards" were all Priests of Math themselves (lower-ranking Priests all took turns at guard duty), so invaders had to worry about spells as well as weapons. The old Order of Math did not restrict the use of Crossbows among its Initiates, though it is, of course, up to the Judge to decide whether he permits such weapons. U1a: The sliding block normally rests in this position. It may be moved to the right either from the lever in the stairwell panel or from the alternate control in the Guard Room. The Guard Room control has an additional function -- the block may be rotated 90 degrees (hinging in the SE corner) to completely isolate the Inner Temple complex, and to permit Acolytes in the Outer Temple to use the emergency escape route from the Tower without being aware of the existence of the Inner Temple Complex. There is a rudimentary alarm system, consisting of a wire from the block at U1a to a small bell within The Guard Room at U2.
- U2: Guard Room.
- U3: Emergency Escape Route. This passage slopes gently down to the West, and eventually ends in a well-hidden secret door in the back of a cave in the mountainside. The locals all "know" that this cave is occupied by a reclusive hermit, who never bothers anyone, and rarely leaves his cave. The hermit is a role played by any of the middle-ranking Priests, using *Polymorph Self* spells. There is a passable trail down the mountainside from the cave.
- U4: If the Northern route is taken, five more Arrow slits must be passed, and the corridor is of exactly the proper length (with an appropriate safety factor, in case the door is left half ajar) for bouncing a *Lightning Bolt* through an entire hallway of invaders (from U36), while they are trying to find the secret door that leads into the main Inner Temple complex. If an undesired personage manages to make it past all this, they will probably be invited into the Inner Temple by some very impressed Priests!
- U5-U14: Living Quarters. These rooms were originally designed to be luxurious accommodations for one Priest each. Conditions grew slightly more crowded after the Inner Temple became isolated, but the Priests started using some magical

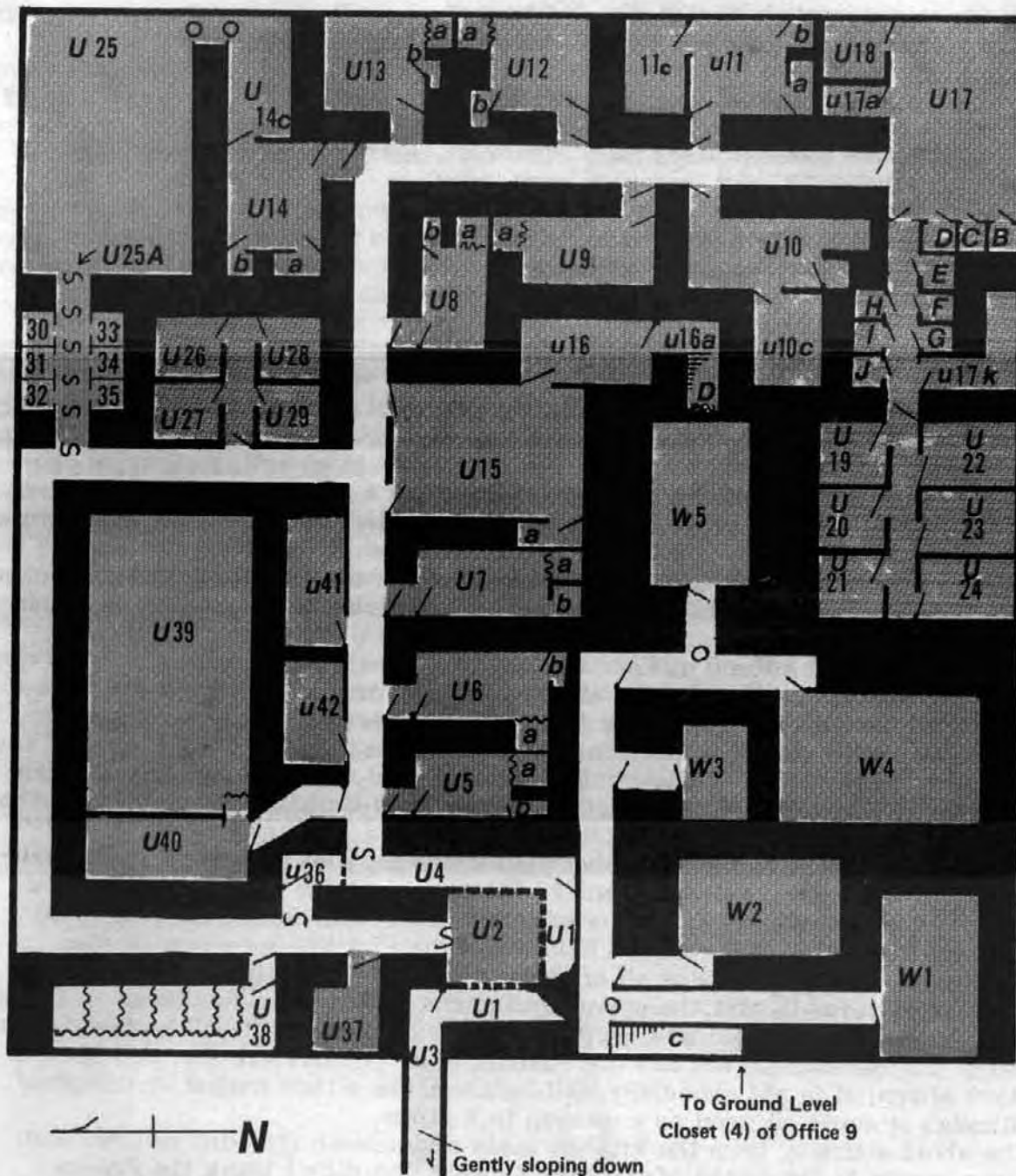
birth control measures after a while, so the situation never did get too bad. Nonetheless, many of the larger rooms show signs of having been occupied by two or more people, generally of opposite sex (obviously a sign of overcrowding?) The "a" sections in the living quarters were the sanitary facilities, merely screened off from the bedroom in most cases, though somewhat more luxurious in the three suites -- U10, U11, and U14 (these last feature full baths; the others consist of a toilet and washbasin; the toilets seem to have been designed in such a way as to keep any odors from penetrating into the bedrooms). The "b" rooms are closets. The three suites feature "c" rooms, which are set up as private labs and studies (see individual rooms for details). The bedrooms contain one or more lightweight (movable) beds, a table, and two or three chairs.

- U5: This apartment features a workbench in the NE corner. There is a charcoal brazier and a complicated-looking glass apparatus, as well as several jars of common chemicals. One of the jars is labelled "coffee", and that's what it contains. There is a partially full coffee mug, the contents looking singularly disgusting. An ink bottle is lying on its side, and there is a dark inkstain under it. Some parchment notes indicate rather a lack of success at the alchemical conversion of various substances into a decent cup of coffee. Much of the notes has been obliterated by the spilled ink.
- U6: On the South wall is a small altar set-up, with a font, a small brass idol, an incense burner, and a couple of silver candlesticks. The idol may be worth as much as 15 GP to a historian, and the candlesticks are worth about 10 GP each. Close examination will reveal that the "altar" can be lifted up, and that it conceals a small wooden box. The box contains about 450 copper pieces, and 62 gold pieces.
- U7: There is a pentagram drawn on the floor, and various magical accoutrements are strewn about. The bedsheets are charred, and there are bloodstains on the floor, particularly within the pentagram (and crossing some of its lines, which enabled Marglenda to get her victim out after winning the battle). Among the personal belongings in the closet is a cloth sack containing 360 copper pieces, 564 silver pieces, and 319 gold pieces. Apparently, whoever killed the resident(s) wasn't interested in the money.
- U8: This room also contains a workbench, apparently set up for alchemical research. A shield (magical, +5% defense) and some weapons are stored in the closet (Mace and Longsword). The bench contains a brazier, tongs, several empty flasks and beakers, some small jars with powdered substances, and several bottles with variously-colored liquids. There are no labels, and notes found on the closet shelf refer to the various combinations by colors.

(This guy appears to have been rather a hacker, alchemically. The truth is something quite different.) He was a very experienced alchemist, and afraid the room security wasn't sufficient, and that someone would steal his precious secrets (which is also why he preferred to work in his room, rather than in one of the labs). There is a hidden compartment on the underside of the workbench, which contains a parchment sheet with the color keys. The clear, odorless liquid is actually a Potion of Invisibility, a light green oil is Clairvoyance Potion (it must be rubbed onto the eyes to work -- it is poisonous if swallowed), a yellow liquid is a Potion of Treasure Finding, and a translucent blue liquid is Water Breathing Potion. There are also a number of miscellaneous chemicals of little value.

- U10: Priest Glarnoth's Suite. The inner door to this room is rather difficult to open; it seems to be badly warped. Inside is chaos -- everything is charred beyond recognition, and the walls blackened. There has evidently been some sort of conflagration. The door to U10c is burned nearly halfway through.
- U10c: Priest Glarnoth's Ritual Chamber. This door is even more difficult to force open. There are mystic runes inscribed on the inside of the door, and on all of the walls (they are wards against evil creatures). There is a Pentagram inscribed on the floor in the SE corner, and a Circle of Protection in the SW corner. Inside the circle is a writing desk, over which is slumped the skeleton of Glarnoth. There are scraps of badly-deteriorated blue cloth about the body, indicating that

UNDERGROUND LEVEL



this was a ranking Priest (Patriarch) in the Order of Math. As soon as a human character enters this room, the skeleton will say, "Beware the Lich!" If Marglenda is within 50' at the time, it will also shout, "Beware, for your Death approaches!" On the desk are a number of sheets of parchment, others having overflowed onto the floor. Hasty scrawls on some of the parchment relate the story of the food crisis, and of how Marglenda had turned to evil. The top sheet is barely legible, and reports that Priest Glaronth expected to die soon, no longer having access to the Longevity Potions he required. "Marglenda has turned to perverse ways, and evil Gods, and there is no longer anyone to oppose her. I fear that the Order of Math has had its final days."

- U11: Librarians Quarters.** The furnishings in this room are very neatly arranged, the bed made (with rotting sheets, but that wasn't his fault), etc. The back room (U11c) features a beautiful tapestry, mostly in brown and green tones, covering the West wall. It is a highly-stylized map showing the area around the mountain and the nearby forests. There is also a table on which a number of old scrolls were being copied -- the originals are beyond hope by now.

On Closer Inspection: Nothing unusual can be noted about the tapestry unless a *Darkness* spell is cast upon it. If this is done, glowing lines will appear, showing the way to a treasure cache in the forest, about 20 miles from the Tower. As the tapestry is of evident value, it may well be taken by the party even if its secret is not discovered -- this is how treasure maps sometimes get discovered centuries after someone buys them. The artisanship of the tapestry makes it worth about 450 GP, the treasure, much more.

- U12: A loose floorboard in the closet conceals a sack containing 300 GP, 3 large gems (worth 400 GP each), a Ring of Invisibility, and a pair of bracelets which give the wearer protection equivalent to Ring (or cheap Chain) Armor. They do not give any additional advantage when worn with real armor (unless it is worse than Ring Mail).
- U14: Marglenda's Living Quarters. (or is "living" a bad word for her case?). The main room is quite similar to the other bedrooms, save that there is a 1/6 chance of encountering Marglenda there. She spends most of her time in U14c and U25.
- U14c: Marglenda's Lab. This room features a thorough clutter of magical, clerical, and alchemical implements of every description. There is an evil, fetid odor emanating from a large cauldron in the SE corner. There is a 1/3 chance each two turns of Marglenda being in (or entering) this room. The contents of the cauldron are highly acidic. A chest contains 1000 copper pieces, 1000 silver pieces, and 2000 gold pieces. There is a false bottom to the chest, which is gravity-locked (the chest must be overturned, and opened from the bottom, to get into this compartment). The compartment contains seven 8-carat gems, worth about 560 GP each, and a Wand of Fear containing 50 charges (it casts a *Cause Fear* in a cone shape, 60' long by 20' at the base; anyone in the cone must make a Saving Throw, or run away from the wielder in terror for six rounds. Marglenda doesn't have much need for this, so leaves it in the chest). One of the potion bottles contains a vile-smelling black liquid, which is actually a *Potion of Gaseous Form*; it will take a lot of searching to find this among all the other materials.
- U15: Dining Hall. There are a number of plates and cups on the tables, containing some really disgusting-looking stuff (although the odor has long since dissipated). There are some scuff-marks on the floor, and food stains here and there.
- U16: Kitchen. This room contains all of the usual kitchen facilities. One of the peculiar features is that the stoves and ovens do not seem functional -- there is no heat source (magic was used). On close inspection, it will be found that one of the carving knives has not rusted. It is magical, +5% aim, and always stays sharp; it is not especially well-balanced for either combat or throwing, although it could be used as a weapon in a pincer.
- U16a: The short stairway from the kitchen leads underneath the wine cellars, and gives access to the backs of the bins (surely you didn't think the Priests would do without their wine in a crisis!). There are also a number of rooms that appear to have been for food storage, though basically empty, and an odd door with cracked rubber molding, from which fetid odors can be detected. If it is forced open, a short passageway will be found, and the stench will be even worse. At the end of the passage is another similar door, behind which is the emergency food storage room. The smell inside is quite unbearable. All of the food is spoiled except for some grains in tightly-sealed containers, and it is much too far gone for *Purify Food* to be effective.
- U17: The Priests' Library. This room is completely filled with shelves containing all sorts of scrolls of arcane lore. Reference may be found to all manner of natural research, and all sorts of magical and clerical spells, many of which are no longer (or never have been) known in the outside world. Many of the scrolls are faded from age, and all must be handled with extreme care, but the contents of this room are virtually beyond price to magicians and sages (this should not be explicitly stated -- it is up to the players to realize these scrolls are of value). The scrolls are all chained to the shelves, and breaking a chain will

set off an electrical charge which will do six dice of damage to anyone touching it at the time. An all-metal cutting implement will conduct the full amount, a partially-insulated one will halve the damage done (as will a short, fully-insulated tool -- and the electricity will gap).

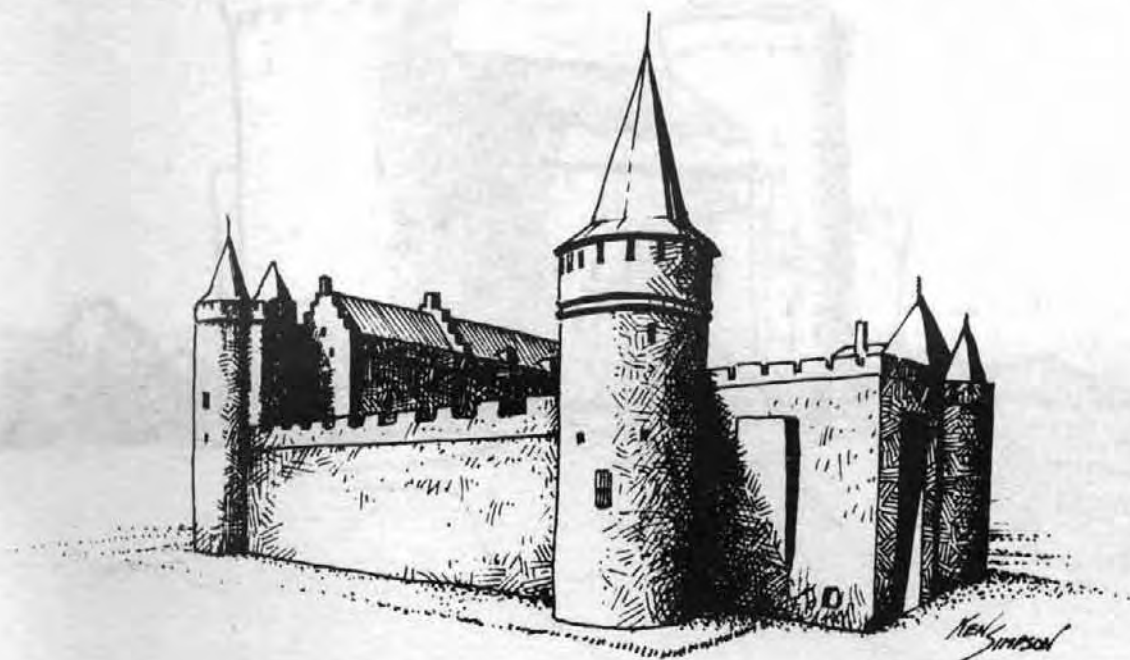
U17a: Lavatory.

U17b-U17k: Study Cubicles. Each contains a desk, reading lamp, and chair. On the desk in room U17g is a scroll that got left out -- it is a description of an expedition into the Outer Plane of the Nine Hells, describing some of the monsters encountered, the ways in which the effects of spells changed, etc. This scroll would fetch as much as 2000 GP from a rich sage specializing in the Outer Planes, and nearly all of the Earthly possessions of one who specialized in the Nine Hells. It would be rather difficult to find a sage who just happened to have that as a specialty, possibly taking months or years of travel. But, it's a good way to see the world!

U18: Librarian's Office. The door has a *Wizard Lock* spell on it to keep out unwanted visitors. There are several scrolls lying around, of only moderate value. The real treasure here is the key, in the back of one of the desk drawers, that allows the scroll chains to be opened without an electrical shock. The key is invisible.

U19-24: Lab Areas. These rooms contain materials for all sorts of lab experiments. There are some rare chemicals, but little else of value -- the real experts usually worked in their rooms. The Longevity and other potions have all been taken and used by Marglenda.

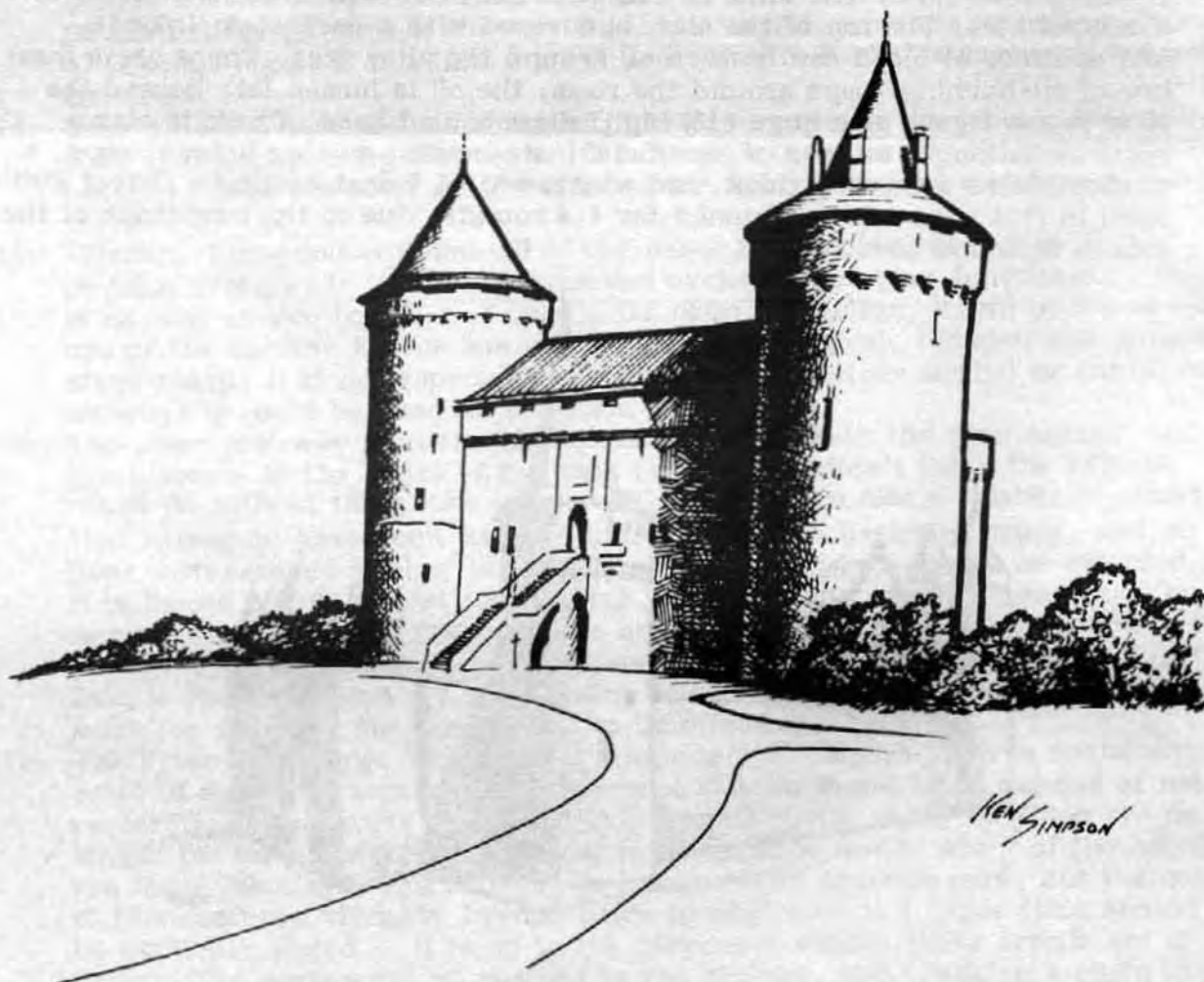
U25: The Inner Temple. This was the main sanctuary for the Order of Math, and has since been taken over, and corrupted, by Marglenda. There are a number of lighter areas on the walls, suggesting that religious symbols have been removed from them. The altar is a large stone block with sides that slope to a central hole. The top of the altar is covered with a dark stain (blood), and spatters of blood can be seen all around the altar area. There are a number of oil-burning lamps around the room; the oil is human fat. Behind the altar is the figure of a huge (15' high) disembodied head. There is also a table containing a number of sacrificial instruments, cutting knives, rope, a chalice (filled with very thick, red wine), etc. A Priest casting a *Detect Evil* spell in this room will be stunned for 1-4 rounds, due to the magnitude of the evil to be found here.



U25a: The Pylons of the Inner Temple. The entrance to the Inner Temple is reached through a series of six secret doors. This may seem an odd number, after all the "sevens" to be found in the main tower, but this number is also an important aspect of the Order's teachings. The Initiate has already passed through one "door" in being admitted to the Temple of Math, and has just six left. All of the chambers in this section have murals depicting the appropriate stage of growth. The first (starting from the corridor) features scenes of Acolytes (in yellow robes) studying and working in the Outer Temple. The next shows 5th and 6th Circle Priests (orange robes) carrying on the day-to-day activities of the Order and of the Temple. The central chamber depicts 7th and 8th Circle Warlocks (green robes) discoursing on philosophy, and performing alchemical experiments. The fourth chamber reflects the Patriarchs (9th to 11th Circle, blue robes) studying ancient tomes, and teaching the lesser Priests. The final chamber is devoted to the Masters of the Temple (12th-15th Circle, brown robes), conversing with the elementals, visiting other realms, etc. There are no murals showing the black-robed Magus.

U26-29: Study and Meditation Chambers. These rooms are sparsely furnished with a number of cushions and a lamp each. The walls are enamelled flat black, and there are signs of something having been removed (an altar setup).

U30-35: Reflection Rooms. These side chambers to the Pylons of the Inner Temple have curtains across the entrances, and were for reflection and meditation before passing on to the next Pylon. The overall effect was an increasing sense of separation from the outside, "mundane" world, as one passed through the successive stages leading to the Inner Temple.



- U36: Backup Guard Room. The existence of this room was not even revealed to the lower-ranking Priests. It was staffed at all times by two 7th Circle (Warlocks) or higher Priests. It is designed such that a *Lightning Bolt* spell cast through the spy holes down the corridor U4 would hit the far wall (or open door), and bounce back, hitting anyone in the corridor twice, but not reflecting all the way back to this room. The room contains two chairs in front of the spy holes, and some pipe tobacco ash on the floor.
- U37: Guards' Sanitary Facility. Toilets and baths for the guards on duty. Note that here, as elsewhere, there was no separation or discrimination of men's and women's facilities -- it doesn't fit into the Temple's concept of Neutrality.
- U38: Guard Barracks/Creche. This room, with a number of subchambers separated by curtains, was originally designed to be occupied by Priests with guard duty during times of crisis (when they might need to be on immediate call). In later times, it came to be used as a nursery, so that the Priests wouldn't have to be bothered with their "little darlings." There are some cots folded up against the East wall, and a number of cribs, with accessories.
- U39: Swimming Pool and Lounge Area. The Initiates of the Inner Temple were big on recreation and exercise. This was a necessary attitude for people who spent a significant portion of their time underground. The pool is full, and the water surprisingly clean -- the automatics seem to have done their job here.
- U40: Bath and Shower Facilities. This is where the lower-ranking Initiates came to get themselves clean; the area features a number of fully-functioning shower stalls, and some "hot tub" style communal baths.
- U41-42: Recreation Rooms. U41 features a ping-pong table and some other sports equipment. U42 contains less physical games, a couple of card tables, etc. There are some stacks of copper and silver pieces, totaling perhaps 25 GP in value, and loose playing cards, about the surface (and floor) of one of the tables. A number of chairs have been knocked aside, some of them broken. There are some bloodstains here, also.



TREASURE

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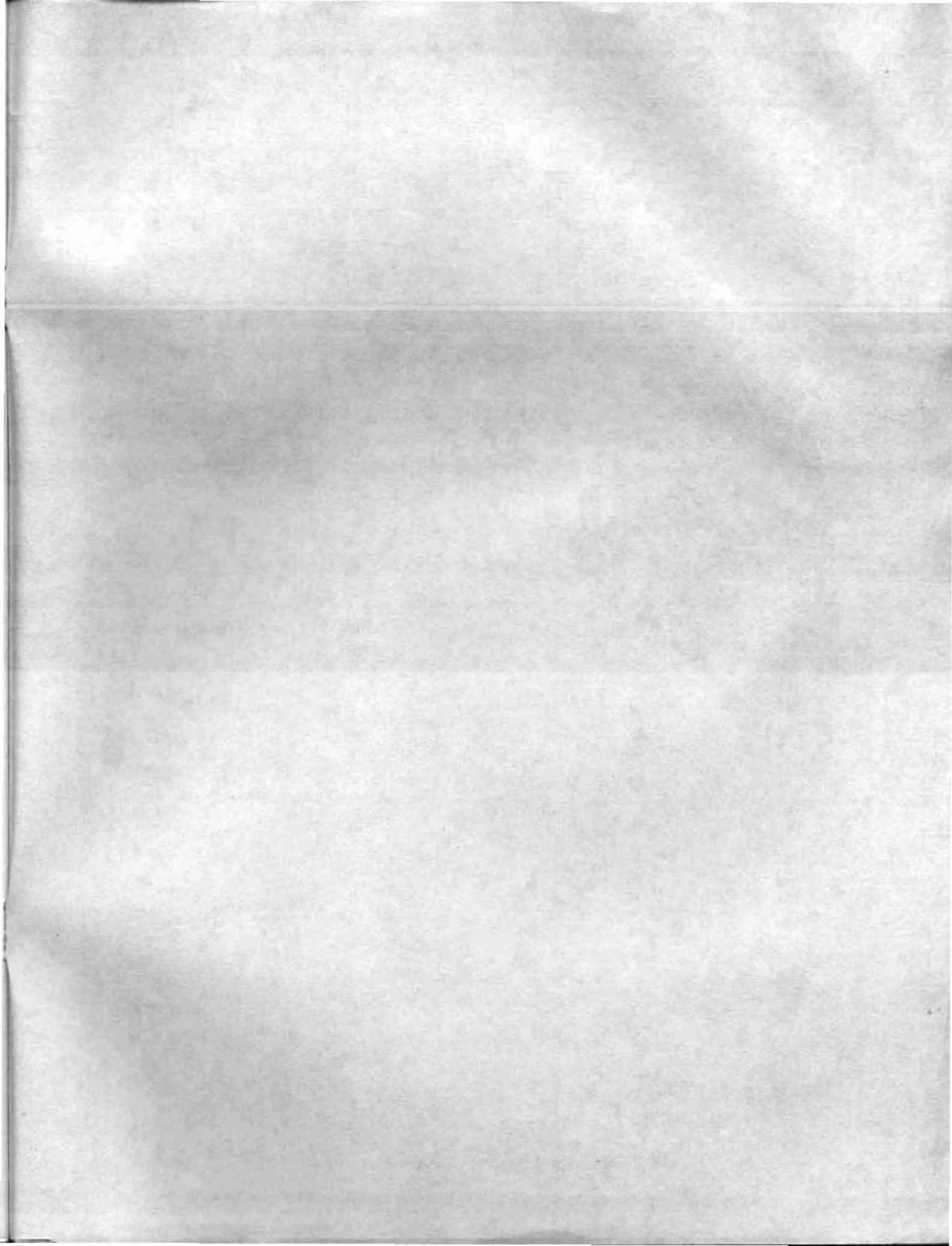
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