

DragonQuest Adventure Two

The Blade of Allectus

A philosopher king and his beautiful daughter inhabit a lonely island stalked by a fearsome curse and rich in hidden treasures. You and your party sail to a dangerous challenge in this great adventure from the world of DragonQuest.

- ★ Complete maps of caves, structures, and island environment
- ★ Full descriptions of Major characters and NPC'S
- ★ Extensive notes for the Game Master



DragonQuest Adventure Two

The Blade of Allectus

A PUBLICATION OF SIMULATIONS PUBLICATIONS, INCORPORATED

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257 Park Avenue South, New York, N. Y. 10010

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I. INTRODUCTION

The Blade of Allectus is an adventure scenario designed to be used in conjunction with *DragonQuest*, SPI's fantasy role-playing game. *The Blade of Allectus* is provided as an aid to assist the gamesmaster in designing and conducting a *DragonQuest* campaign.

This adventure booklet is composed of several chapters, including a description of the players' "mission" and particulars relating to the people and places involved in the adventure. Accounts will include both physical description and commentary intended only for the gamesmaster.

The Blade of Allectus is not intended as a solitaire adventure. It is intended to be used by a gamesmaster, and much of the material presented herein should not be read by the players. The players should be given access to only those sections specifically designated for them.

This adventure is designed for a party of four to six players. If more players wish to participate, the gamesmaster should toughen the adventure by increasing the number and strength of non-player characters. If fewer than four players take part in the adventure, the reverse applies.

II. HOW TO USE THIS ADVENTURE

The gamesmaster should read through the entire booklet before play begins to familiarize himself with the general situation the player's characters will be in. The gamesmaster should then carefully read Section 4 and present it to the players to begin the adventure. The presentation to the players can take the form of the gamesmaster paraphrasing the **Briefing**, reading it aloud, or allowing the players to read it. The players may then make any preparations for the adventure that the gamesmaster deems permissible (such as purchasing provisions or hiring non-player characters). The players begin the adventure in a small boat on the ocean several miles off of (but just within sight of) a small island. The *DragonQuest* Adventure Sequence is in operation until the end of the adventure.

The gamesmaster should guide the players through the adventure, referring to this booklet and the maps provided when it is necessary to determine a specific detail.

1. HOW TO READ THE MAPS

Ten maps are provided in this booklet. These include a map of the entire island on which the adventure takes place, a map of the catacombs beneath the island, and eight floor plans of the various levels of the "Castle Eyre" and the Sea-Hold. The scale of the island map is one-fourth of a mile to the square, the map of the catacombs is 1300 yards to the square, and the floor plans are scaled at 5 feet to the square. The keys to the maps are on the maps. The game effects of most of the terrain types described should be obvious in most instances. Where an explanation of a particular feature is necessary, it will be given in the Section of this booklet where it applies.

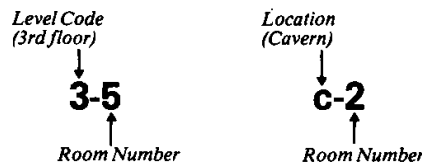
2. THE AREA AND ROOM DESCRIPTIONS

Outdoor areas will be described in terms of terrain type, noticeable features (such as strange rock formations or bones in the sand), and possible encounters.

Floor plans will be described room-by-room, with other areas (such as passages) receiving detailed description where necessary. The format used to describe rooms is as follows:

Room Label. This is a code used to identify individual rooms. Each room has a unique code. The first digit or letter of a Room Label is the **Building and Level Code**. A Code of **c** indicates that a room is in the cavern beneath the "Castle Eyre," while a Code of **s** indicates that a room is at the Castle's summit. A numerical Code (**1, 2, 3, or 4**) indicates that a room is on the corresponding floor of the Castle (1st, 2nd, 3rd, or 4th). A Code of **b** indicates that a room is part of the battlements at the Sea-Hold, while a Code of **sc** describes a room in the Sea-Hold's sea-caves. All areas underground within the catacombs will have no Building and Level Code and will consist of a single number or capitalized letter.

The numbers following the Building and Level Code are the **Room Number**, which corresponds to a particular room on a floor.



Following the room label is a description of what the room looks like from the player's point-of-view, including physical description of a room's layout and of any occupants.

Comments: This is a description of the characteristics of a room that only the gamesmaster should initially know, including features of the room that are hidden from the players, quantitative description of the room and its occupants, and historical commentary.

It should be noted that every room that has a Room Label on the floor plans is not necessarily described herein. Rooms and passages that are not described are considered bare for all game-related purposes, although the gamesmaster could make up interesting structural features, etc., if the players wish to know something about the rooms they are passing through. It should also be noted that each room that is described will not always have a **Comments** section.

3. DESCRIPTIONS OF NON-PLAYER CHARACTERS

Important non-player characteristics will be given detailed numerical and qualitative descriptions. Less specific information about other characters is provided so that the gamesmaster can alter the difficulty of the adventure as necessary, depending on the skill of the players involved and the power of their characters.

III. THE ADVENTURE

The basic setting for this adventure is an attempt by the players' characters to rescue a man whom they believe to be a kidnapped Duke. The players' characters are told that the Duke is being held on a small island off the coast, where he is being subjected to horrible physical and magical tortures. The characters are informed that, if successful, they will be well rewarded for their participation in the rescue.

Basic information on the nature of the adventure is given to the players in the form of the **Briefing for the Players** (Section 4). More detailed information is supplied to them by the gamesmaster as their characters enter situations in which more could be learned.

4. BRIEFING FOR THE PLAYERS

The players' characters are relaxing at a small port city after their latest series of adventures. Returning to their inn late one night, the characters find two soldiers waiting for them, who introduce themselves as representatives of an inland duchy. One of the soldiers, a man called Commiodanus, says that he has a proposition for the characters, and asks that they go to a place where they can speak in private.

Once in a secluded spot, Commiodanus relates the following tale: A few months before, there was a grand ball at the palace of the duchy at which he serves as Captain of the Guard. Duke Ofonius began the night well, but as the evening progressed, his face became grey and his laughter lost all gaiety. Finally, stumbling and with fear in his eyes, he begged his guests that he might be excused and retired to his chambers, surrounded by master healers. Shuddering in terror, the Duke could do no more than mumble broken phrases about sinister confrontations with evil visions. As the ducal alchemists prepared sleeping draughts and the healers and the mages of the court discussed the evil spectres their lord was viewing, Duke Ofonius grew transparent before their eyes, and disappeared into insubstantial air!

Hurried magical research determined that Ofonius was not dead, but merely drawn against his will into another land. Further magics revealed that the Duke was being held captive on a small unnamed isle off the coast near the city where the players' characters are currently resting.

The visions the mages produced in their globes of crystal showed the Duke's body scarred with torture, but even more alarming, they revealed him striding about unrestrained, neither doing harm to his captors, nor attempting to escape. Through their magical images, however, the Adepts discovered that the Duke was being held by an evil lord, serving the Powers of Darkness, and his black-haired witch-daughter. Commiodanus does not know why Ofonius was abducted, but he fears that the Duke's mind has been disturbed by some unholy rite. No request for ransom has been made, nor any other demand, and so the wizards of the court fear that the Duke was stolen for some

arcane and mystical reason, to have horrible consequences for the duchy as well as its lord.

After the mages had finished their conjurings, Commiodanus was bade to hurry to the coast with all possible speed, there to recruit men with whom to free his Duke. Accompanied only by Calimachus, his fastest rider, Commiodanus arrived at the city. Once there, he immediately inquired of the keeper of the characters' inn as to any mercenaries or adventurers that were for hire, and was told of the players' characters.

Commiodanus needs brave comrades, and is willing to pay well for the deadly danger that he is sure must be endured before the Duke is to be saved. All who know of the Duke's disappearance have been sworn to secrecy, and a double has been found to prevent panic within the Duchy, but the Duke must be returned soon. The Duke has no heir, and when he was abducted, the seal-ring of the ducal throne was taken as well. Without the Duke or the ring, no official business can be transacted in the Duchy, and so without Ofonius's quick return, the Duchy is certain to be quickly engulfed in disaster.

Commiodanus is willing to offer 1000 Gold Shillings to each man who goes with him to the isle, with an additional 500 Gold Shillings to be delivered upon the rescue of the Duke and his return to the Duchy. The adventure might involve more than merely returning the Duke, however, cautions Commiodanus. If Ofonius is truly bewitched, as the mages believe, he might not come willingly. If so, he must be re-abducted, and his captors must be brought back alive as well, so that they might be probed to determine how

the Duke might be returned to his senses. The seal-ring must also be returned, for without this ancestral heirloom, the authority of the ducal house would lose its potency.

Commiodanus knows that he is demanding much, but he feels that his offer in gold is generous, and in addition he will provide amulets to protect against the charmer and his daughter's hypnotic arts, which the characters might keep if the rescue is successful. The players' characters can also claim half of whatever goods of value are found on the isle, although, Commiodanus stresses, the mission is not one of treasure-seeking. The seal-ring, a band carved from a single silver-tinted gem, naturally is not included in the spoils to be claimed, but rather must be delivered to the Duke's hands once he is freed of his enchantment.

If the players have any questions of Commiodanus or Calimachus, they will be staying at the inn until dawn, when they intend to depart.

5. BRIEFING FOR THE GAMESMASTER

Almost all of Commiodanus's tale was false. To begin with, Ofonius is not the rightful Duke. The true Duke, his brother Aestus, left the Duchy more than 8 years ago, giving him the dukeship and the ducal seal-ring until he should return. Several months after Aestus's departure, word was received that he had come under a terrible geas, and that his return would be delayed for months, or even years. He has only been heard from at rare intervals since his departure, and Ofonius had hoped that Aestus had gone forever, leaving him as master of the Duchy.

Two months before the start of the adventure, however, Ofonius received a letter from Aestus, indicating that he would be returning to the Duchy in a few months, and to have everything ready for him. In reality, Aestus did not intend to retake the ducal seat, but only to check up on his brother. Ofonius did not know this, however, and he was stunned, for he thought that his brother had finally completed his geas and was going to return for good. Ofonius knew that he had abused the dukeship, and that his brother would be displeased, for he had taxed the people heavily, and was much hated in the Duchy for his excesses of vice and cruelty. Nevertheless, he enjoyed his power, and had no desire to give it up. Secretly he worked out a plan to capture his brother upon his return, and to throw him into the dungeons under the guard of his most trusted soldiers.

The plan never had a chance to work, however, for Menelaus, one of the leaders of the ducal guard, refused to participate in the treachery against his lord. The man was beaten and tortured, and then cast into prison. Menelaus had had some part in designing the dungeons, however, and as soon as his torture-wounds were healed, he fled the dungeon and crept into Ofonius's chambers through a hidden passage late one night.

Ofonius had slept a troubled sleep since his brother's letter had arrived, and he woke just as Menelaus's sword was parting the curtains to the divan on which he slept.

Screaming for his guards, the usurper leapt for the door, but was knocked flat by a blow from Menelaus's sword. As Menelaus stooped over Ofonius's unconscious form to deliver his final blow, the sounds of approaching soldiers distracted him, and his weapon did not sever Ofonius's neck as it should have. Menelaus took the seal-ring from Ofonius's finger and ran for the secret passage, hiding himself just as the soldiers arrived.

With the aid of his healers, Ofonius recovered quickly. His seal was gone, however, and his mages determined that the traitor Menelaus had fled to warn the real Duke, Aestus who they have located living on an island off the nearby northern coast. Knowing that he must capture his brother before he could return, Ofonius decided that he must go to Aestus's island and take him there before his own treachery could be revealed to the people of the Duchy. Accompanied by Commiodanus, and using the false name of Calimachus, he set out for the island.

Ofonius dared not take any soldiers with him other than Commiodanus, for fear that they would recognize their master and betray Ofonius, as had Menelaus. Therefore, he decided to hire other men at the port city, and conceived of the tale that Commiodanus told the players' characters in order to insure that guilt would not cause any of the men hired to betray him.

In describing the Duke in the tale for the characters, Commiodanus described Menelaus, with Aestus and Decuma, his daughter, as the "Duke's" captors. Ofonius wants all three brought back alive, as he does not dare kill his brother or niece for fear of a curse, and he wishes to have Menelaus tortured for having thwarted his plans and threatened his life.

Commiodanus



Ofonius



Ofonius does not know much about his brother's mysterious island save that it is small and that his brother lives in a tower on its western half. He has few plans for what to do once on the island, although he hopes that, if Decuma is captured, Aestus and Menelaus might surrender. If all else fails, Ofonius will attempt to storm Aestus's tower, but he would prefer to attempt to lie in wait and take his prisoners unaware and one by one. He knows that his brother was a fine mage when he left, and much interested in the conjuring arts, and he fears what his sibling might have learned in the years since his departure.

If the players' characters try to check up on Commiodanus's story before going on the adventure, they will discover little to either prove or refute his tale. Duke Ofonius did have a grand ball two months before, during which he acted strangely and eventually excused himself (Ofonius received the letter announcing his brother's return just before the ball). Ofonius does have a double playing his part at the Duchy. Depending on the effort that the characters put into any checking, there will be a 5-40% chance that they will discover that Ofonius has a brother and is Duke only until his return.

Commiodanus is completely loyal to Ofonius, who rewards his fidelity well and gives him great power within the Duchy, where he is much respected and feared as a fighter. Commiodanus is not overly intelligent, and relies almost completely on Ofonius's direction, however. Nevertheless, he does realize the danger to Ofonius and therefore to himself that is presented by the possibility of the real Duke's return, and he knows that he must defend against that eventuality.

Commiodanus's characteristics are as follows:

PS: 22 MD: 19 AG: 20 MA: 8
EN: 22 FT: 22 WP: 16 PC: 11
PB: 14 APA: 11

Commiodanus is armed with a glave, a rapier, and a dagger. He has Rank 9 with the glave, Rank 10 with the rapier, and Rank 9 with the dagger. If he uses any other weapon during the adventure, there is a 30% chance that he will have Rank 1-6 with it. None of Commiodanus's weapons is enchanted, but his rapier is particularly well-built and balanced, and has a Base Chance 5 greater than ordinary rapiers, while doing 1 extra

point of damage. In addition to his Rank with weapons, Commiodanus has Rank 6 in unarmed combat. Commiodanus wears partial plate over cloth armor and carries an improved buckler.

Commiodanus is sun-aspected. He has Rank 6 in the Ranger skill, specializing in a woods environment. Additionally, he is a Rank 3 Assassin. He has no magical skills of any sort.

Ofonius (calling himself Calimachus while in the character's presence) has the following characteristics:

PS: 18 MD: 19 AG: 18 MA: 15
EN: 14 FT: 20 WP: 17 PC: 13
PB: 17 APA: 11

Ofonius wields a morningstar, and carries a composite bow, with a quiver filled with barbed arrows. He has Rank 5 with the morningstar, and Rank 4 with the composite bow. Neither of his weapons is extraordinary. Ofonius wears leather armor and carries an improved buckler.

Ofonius is moon-aspected. He is a Rank 4 Military Scientist, and a Rank 5 Troubadour.

Ofonius is a Dark Mage of the College of Celestial Magics. He knows the following spells (Spell Code/Rank achieved): T-1/6, T-2/4, T-3/5, G-1/3, G-2/6, G-3/0, G-4/4, G-5/0, G-6/0, G-7/0, G-8/2, G-9/5, Q-1/0, Q-2/1, S-1/7, S-2/2, S-3/4, S-13/4.

Ofonius is truly a vicious man, although he will attempt to appear restrained while in the presence of the players' characters. He does have a fondness for torture, however, and if the opportunity to torment an adversary arises, there is a 30% chance that he will lose control of himself, whether the characters are around or not.

Cruel as he might be, Ofonius is both intelligent and brave (see Section 14). Although he will not take risks during the adventure if he can persuade the players' characters to take them for him, he can be daring when need be. Ofonius does fear his brother greatly, however, and there is a 40% chance that he will run if faced by him.

Ofonius is greedy, and he will make sure that the players' characters do not take more than their share of any booty found. He does not consider the adventure to be a treasure-hunt and will not go out of his way to search the island or his brother's tower after he has taken his captives and secured the ducal ring. He does intend to deliver the money offered to the characters after the adventure, if the

characters prove satisfactory on the expedition. If the adventure is successful and any characters have showed themselves to be extraordinarily skillful or powerful, he might even consider hiring them into his guard.

If the players' characters have things to do in the city before they can set out, Commiodanus will say that he can wait until noon on the day after his arrival, at the very latest.

If the characters seem hesitant at his offer, Commiodanus will add a maximum of 500 Silver Pennies each to the sum offered, half of which will be delivered immediately, half after their return. All the characters will be sworn to secrecy about the Duke's supposed abduction, although Commiodanus is not willing to fight to keep the characters silent as the Duke was never kidnapped in the first place.

Commiodanus will answer any questions the players may have to the best of his ability, keeping anything he might say consistent with what he has said already. Any questions concerning the island or the mission will be answered as truthfully as possible (although Commiodanus knows little about what they will actually find at the isle). The gamesmaster will have to use his discretion in answering other questions, with ignorance being cited if he doesn't want to give an answer. Commiodanus will try to lie as little as possible.

Throughout the time that the characters are being questioned, "Calimachus" will remain silent, responding briefly to any questions put to him. Ofonius will try to give the impression that he is a powerful soldier, but not overly bright or talkative.

Commiodanus and Ofonius have amulets which add 10 to their chances of successfully resisting spells of the College of Naming Incantations. The amulets they will provide the players' characters with will seem identical, but will not provide any advantage.

At noon, or as soon as the characters are ready, they will set out in a small boat (25 feet long). The boat will be stocked with adequate provisions of food and water. Three days later, they will see the cliffs of a small island on the horizon, which Commiodanus will announce is the isle they seek. If the gamesmaster wishes to extend the adventure a bit, the three days at sea can be played out, with random encounters and weather, as he sees fit. Commiodanus's offer to the characters is made five nights before midsummer's day. No more than four days should be spent at sea before reaching the island.

IV. THE MASTER AND HIS SERVANTS

Aestus came to the island with his daughter Decuma (at that time a small child) nearly eight years before the start of the adventure. One of the Duchy's geographers had discovered an ancient library in the tower on the island, which the Duke came to the island to study (See Section 6 for other reasons).

When Aestus entered the tower containing the library, however, he felt a flow of powerful magical energies and knew that he had fallen into a charm left by the tower's original inhabitants. In a dream during the troubled night that followed, he saw the face of an aged wizard clothed in ancient garb, his face clouded by pain. The image spoke and told him that he had been chosen to destroy an ancient evil, a terror that walked the island. The vision gave instructions as to books that were to be found and work that was to be done (See Section 14), and then faded with a warning that the deed must be performed at peril to Aestus's life.

Aestus wished to have nothing to do with the image's quest, for he intended soon to return to his duchy. As he prepared his boat to leave the island, however, he took deadly ill and fell senseless on the beach. Recognizing the power of the geas enplaced on him, Aestus saw the inevitability of his task, and began his research on the Blade of Allectus (See Section 14).

At the time Aestus came to the island, two groups inhabited it. One was a clan of goblins, who lived in the catacombs beneath the island, and who were dominated and led by three trolls. The other group was a band of fairy folk — pixies coerced into the goblins' service. Queen Juba of the pixies had been surprised and ensnared in goblin nets, and taken down into the goblins' caves several years before Aestus's arrival. With their queen in captivity, the fairy folk had no choice but to serve the goblins and trolls. When Aestus arrived, they were being forced to hunt for the goblins and even to work underground in the goblins' mines.

Hearing of the pixies' plight, Aestus went down into the catacombs and, catching the goblins (who were unaware of his presence on the island) by surprise, used his magic to free Queen Juba. Juba had suffered terribly in the darkness of the goblins' lair and, overcome by joy at the sight of the light and trees, gave Aestus a promise of her and her people's service for as long as he should remain on the island.

With the arrows of the pixies on his side, the goblins and the trolls were soon also forced into Aestus's service. Aestus did not trust either the goblins or the trolls, but with the aid of minor Naming magic, he bound the trolls into service of which he could be confident, and with the trolls guarding him, there was little the goblins could do to dispute Aestus's authority.

Aestus and all his servants (except the goblins) are just and reasonable. If intruders are found on the island, Aestus will be informed, and he will invite them to dinner and to stay at his tower for as long as they would like. If a party does not accept his offer of hospitality, Aestus will not prevent them from wandering the island at their leisure, although he will ask two pixies to watch over

each member of the party at all times. If a party offers violence, Aestus will direct his servants to merely subdue the party and send them off to sea. If this happens a second time, he will not be so generous. As to what happens if a party encounters the goblins, see Section 10.

6. AESTUS

The master of the isle is a middle-aged man of average height and ordinary build. His hair is greying, and he is clean-shaven save for a carefully trimmed mustach-



Aestus commonly goes about in long, brightly-colored robes, bound at the waist with silken rope. The master always wears a pair of golden-thonged sandals, and always carries an intricately carved staff in his left hand.

Aestus is a scholar more than a lord, mage, or fighting man. His primary interest is in ancient history and language, although he has amassed a tremendous amount of practical knowledge as well. Nevertheless, Aestus was not born to be a leader, and he was not happy when he inherited the dukedom. Being the lord of a large and populous duchy required too much time that Aestus would rather have spent at his studies.

Several years after Aestus assumed the ducal seat, his wife died in an epidemic of fever. Soon afterwards, the library at the island was discovered, and Aestus decided to leave his brother in charge and pursue his

studies until he recovered from his grief. Originally he only intended to stay away for a few months, but he fell under a geas (See Chapter IV) and was forced to remain on the island for many years longer than that. As the seasons passed, however, he began to love the peace and solitude of the island, and was not overly unhappy that he was forced to remain. Therefore, by the time Menelaeus had arrived bearing tales of his brother's treachery, Aestus had decided to abdicate permanently in favor of his brother, who seemed much more willing to take on the burden of power, and retire to some tranquil place away from the noise and problems of his kingdom. The letter which so disturbed Ofonius announced what Aestus had intended to be his last visit to the Duchy as its lord, in which he planned first to make sure that his brother was ruling wisely, and then abdicate, if all seemed well.

The news that Menelaeus brought of Ofonius's intentions shocked Aestus, and although he had intended to give the Duchy to his brother, he certainly would not willingly let the dukedom be taken from him. Aestus is finishing an important task on the island (See Section 14), but plans to return to the Duchy within several weeks to remove his brother and find a more suitable regent. Aestus feels great anger toward his brother (and those who supported his faithlessness), but he has no desire to do harm to him, but rather to simply neutralize him and remove him from power. If Aestus meets Ofonius or Commiodanus on the island, he will attempt to talk with them and convince them to surrender peacefully. If all else fails, however, Aestus will use force.

Aestus's characteristics are as follows:

PS: 14 **MD:** 16 **AG:** 13 **MA:** 19
EN: 12 **FT:** 19 **WP:** 21 **PC:** 14
PB: 19 **APA:** 10

Aestus is life-aspected. He is a mage of the College of Naming Incantations. He knows the following spells (Spell Code/Rank achieved): All counterspells. General knowledge Counterspells in which Aestus has Rank are as follows: Sorceries of the Mind/3, Celestial/2, Necromantic Conjurings/5. Special Knowledge counterspells in which he has Rank include Ensorclements and Enchantments/7, Fire Magics/6, and Black Magics/9. T-1/14, Q-1/0, S-1/6, S-2/7, R-1/3.

Despite the fact that he is a potent magician, Aestus dislikes magic, and endeavors to avoid its use wherever possible. He does not mind using counterspells for protection, but is willing to use his control spells (S-1 and S-2) only in dire need, or to take over an enemy to prevent him from being hurt. Aestus knows the Generic True Name of everything on the island at a Rank of at least 2, with 4-10 being the average. He knows the True Name for man at Rank 12, the True Name for elves at Rank 7, the True Name for dwarves at Rank 10, and the True Name for halflings at Rank 8. The True Names of other sentient species are known at similar Ranks. Aestus knows his brother's Individual True Name at Rank 2, but he does not know Commiodanus's True Name, nor that of any other character that is likely to take part in the adventure.

Aestus is a skillsmaster, having powerful knowledge in many skills. He is a Rank 10 Troubador, Rank 10 Alchemist, Rank 9 Beast Master (specializing in livestock), Rank 3 Ranger (specializing in fields), Rank 6 Navigator, Rank 8 Healer, and Rank 5 Astrologer. In addition, Aestus knows 4 modern languages at Rank 8 or better, and 5 ancient languages at Rank 6 or better. Aestus is proud of his knowledge, and demonstrates his learning whenever possible (pointing out the True Names of the flora and fauna, and what they are called in 10 different languages, for example).

Aestus is basically a wise and intelligent man, although inclined to be a bit too trusting and confident in the triumph of good. At times he is self-righteous, but in most cases he treats even those far below his social status as equals.

Aestus does not ordinarily carry armor or weapons, although he does have them



available at his tower should they be needed. He has Rank 4 with the flail, and Rank 2 with the dagger.

Aestus has two items of great enchantment that he always has with him: a pair of golden-thonged sandals and a carved oakwood staff. The sandals afford their wearer a leprechaun's limited teleport ability. When Aestus wears the sandals in combat, subtract 50 from the Base Chance of any enemies attacking him (due to the sandals' abilities). The oakwood staff serves as a repository for Aestus's magical energies, conserving his strength and power when he casts spells. Treat the staff as if it contained 30 Fatigue points, and whenever Aestus casts a spell while touching the staff, subtract the Fatigue expended from the amount stored in the staff, instead of from Aestus's own Fatigue rating. The staff does not absorb combat damage, and is of use only to Aestus. Aestus can recharge any Fatigue drained from the staff by expending 2 points from his own Fatigue for every point added to the staff's reserve.

During his time on the island, Aestus has also used knowledge found in the library of the ancients (see Chapter VI) to fashion another, very powerful magical item, a dagger he has named the Blade of Allectus. This item has as its sole purpose the destruction of a single entity, a spirit of the underworld that is periodically animated on the island (See Section 14). Aestus finished his work on the dagger a few days before he sent his letter to Ofonius, and is presently tarrying on the isle to wait for the spirit's arrival so that he might slay it. For the specific effects of the dagger, see Section 14.

Aestus feels both blessed and cursed by the solitude that has been forced on him. He needs the quiet and peace to pursue his studies, on one hand, while on the other, he misses the company of civilization. He loves his research, but he is lonely at the same time. He is also concerned about Decuma, his daughter. He is very proud of her, and has taught her much of his learning, but he feels inwardly guilty about keeping her on the island. He plans soon to give her the choice as to whether she wants to return to the Duchy or remain with him.

Aestus has a weak heart, and is unable to exert himself for long without suffering greatly. If at any point the gamesmaster feels that Aestus is expending a great deal of physical effort or has been exposed to a horrible shock, he should check to determine whether Aestus's heart has failed. The percentage chance of a heart attack should vary between 1% and 30% depending on the severity of the situation.

If Aestus dies before Keryx is slain (See Section 14) his last words will be "The dagger! Remember the Blade..."

7. DECUMA

Decuma is Aestus's daughter. She has spent eight of her 18 years on the island, and longs for civilization and the sight of other people. She enjoys being taught by her father, but at the same time there is little else for her to do on the island. Aestus will not let her go out of the tower without himself, Menelaus, or a troll accompanying her, for fear of the goblins. She detests the trolls,

however, and Aestus is usually too busy to watch over her, so she often spends days without being able to leave. For the past two years, she has been sneaking out past the trolls guarding the tower gate. The pixies know of her outings, and watch over her while she is outside, without telling Aestus.

Decuma has dark-black shoulder-length hair which she frequently binds into a ponytail. She usually wears long gowns and a straw hat when she leaves the tower.

Decuma's characteristics are as follows:

PS: 14 MD: 16 AG: 17 MA: 16
EN: 14 FT: 20 WP: 16 PC: 6
PB: 19 APA: 10

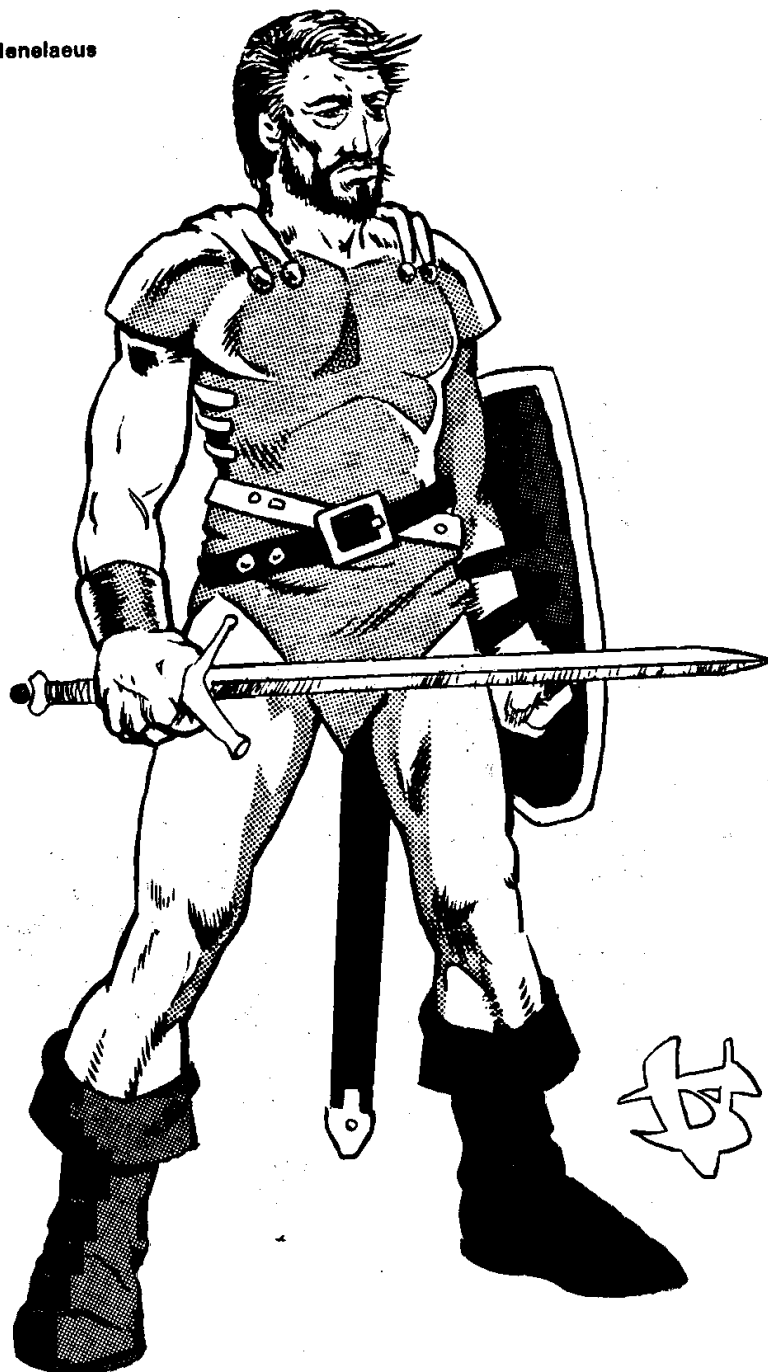
When Decuma leaves the tower, she goes armed with a dagger, either hanging from a belt, or in a basket which she sometimes carries. Otherwise, Decuma will be

unarmed. She has Rank 4 with the dagger. She wears no armor and carries no shield regularly, although she will pick up the latter if necessary.

Decuma has the aspect of the summer stars. She knows all of the languages her father knows, at about half his Rank. In addition, she is a Rank 3 Troubador, Rank 5 Beast Master, and Rank 3 Healer.

Since Menelaus's arrival, Decuma's life has changed drastically. When he initially came to the island, he was physically wounded and mentally scarred by the treatment he had received at Ofonius's hands. Her father's healing skills cured his bodily wounds, but it was Decuma's kindness that drove away the mental anguish and thirst for vengeance that were consuming him. The two are in love, although they scarcely admit it to themselves, much less to each other or to

Menelaus



Aestus. Since Menelaus's arrival, the two have gone on long walks about the island, she listening eagerly to his tales of the outside world, he gladly being led to various interesting places that she knew of on the island. Aestus knows of their romance and approves, although he says nothing, glad that his daughter finally has some company and is enjoying herself.

Decuma knows some magic of the College of Naming Incantations, which she learned from her father. She knows all of the spells, talents, and rituals that he knows (See Section 6), although she has no Rank with any of them. She did not inherit her father's hesitancy to use magic, however, and delights in using her incantations to call the rabbits and other creatures that populate the island.

8. MENELAEUS

Menelaus is a powerful fighter, at one time Commiodanus's lieutenant in the Duchy's Guard. He is basically a gentle man, however, who dislikes swordplay and killing, and was a member of the guard only because of a long-standing attachment to the royal family. When Aestus left the Duchy eight years before the start of the adventure, Menelaus asked to accompany him on his travels, but was refused. Menelaus is unquestionably loyal to Aestus and to those under his protection.

Menelaus is quite intelligent, and had been deeply suspicious of Ofonius for some time prior to discovering the plot against Aestus. He has warned Aestus that there is a good chance that Ofonius will not wait for him to leave the island, and that they are constantly in danger, but Aestus does not believe him. Nevertheless, Menelaus watches carefully for signs of intruders on the isle, and has recruited the aid of half a dozen pixies in patrolling the cliffs (see Chapter V).

As mentioned in Section 7, Menelaus is in love with Decuma. He is unwilling to admit his love to himself, however, feeling somehow that his love is a betrayal of his master's trust. Nevertheless, he watches over her carefully when she leaves the tower, and makes sure that no harm comes to her.

Menelaus gets along well with Queen Juba and the fairy folk, but dislikes Oknos, the leader of the goblins (See Section 10). He sees the goblins as a threat to his master, and has a particular grudge against the head goblin, who he once caught trailing him and Decuma. He wants to have a final duel with Oknos, to settle the affair and to show the goblins that they had better keep in line, but Aestus will not let the contest take place.

Menelaus's characteristics are as follows:

PS: 20 MD: 19 AG: 19 MA: 12
EN: 25 FT: 23 WP: 19 PC: 9
PB: 18 APA: 11

Menelaus is sun-aspected. He carries a magical broadsword wherever he goes. The weapon, named *Sirion*, is intelligent and converses telepathically with Menelaus. *Sirion* has a Base Chance 12 greater than ordinary broadswords, and does 3 additional damage points when it hits. In addition, the blade protects Menelaus against poisoning as long as he wears it, and warns him of enemies

within a 20-foot radius. The blade was taken from him when Ofonius threw Menelaus into the dungeons, but Menelaus took it back from the guard who had claimed it when he escaped. *Sirion* is made of solid silver, and has a large aquamarine stone set in the hilt. Any other than Menelaus who use the weapon must roll less than 3 times Willpower once a week or they will be taken over by the sword. *Sirion* will not attempt to take over a character if he is on a good mission and does not intend anybody unrightful harm.

Menelaus has Rank 6 with the broadsword, and Rank 10 with the quarterstaff, a weapon that he sometimes carries in addition to *Sirion*. Menelaus wears partial plate over cloth armor, and carries an ordinary buckler.

Menelaus is a Rank 7 Ranger, specializing in caverns, and a Rank 2 Healer. He has no magical abilities.

9. THE TROLL GUARDIANS AND HOUSE-SERVANTS

Three trolls live on the island, guarding Aestus and his abode. Before Aestus's arrival, the trolls ruled over the goblins. Aestus used his enchantments to bind them to his service, however, and feeds them potions weekly (which he manufactures in his alchemical laboratory) to keep them bound. The trolls are humiliated and angered by their forced servitude, but they are powerless to resist Aestus as long as they remain charmed by his magics. If they ever break free and get the chance they will rend him limb-from-limb. Aestus maintains a stock of half-a-dozen weeks' potions, and has shown Decuma how they are administered, in case he should not be able to deliver them himself.

The trolls are standard, with average size and strength, as described in *Dragon-Quest*. Two carry giant axes, while the third carries a giant spear.

One troll accompanies Aestus or his daughter wherever they go (except when Decuma goes somewhere with Menelaus). One troll also always guards the entrance to the tower. When not on watch, the trolls roam the island, hunting the boars and other animals that are common there.

The trolls have also been assigned to watch over the goblins, and to make sure that they do nothing evil. The trolls cannot fit into most of the passages of the catacombs, but they watch the entrances and keep count of the number of goblins that are outside the tunnels at any given moment.

When Aestus came to the island with Decuma, he was accompanied by three servants: a cook, an attendant for Decuma, and a personal valet. The cook and valet are an aged married couple who have served with Aestus's family for many years.

Soon after Aestus came to the island, Decuma's attendant went wandering into the catacombs, and was ambushed and killed by the goblins. Aestus was sorely grieved by this as the servant had been faithful and loyal. With the aid of the pixies, he found out which goblins had done the slaying, and had them executed, with the rest of the goblins in attendance. He then took the remains of the servant and dug a grave for them himself on a gentle slope at the west of the island.

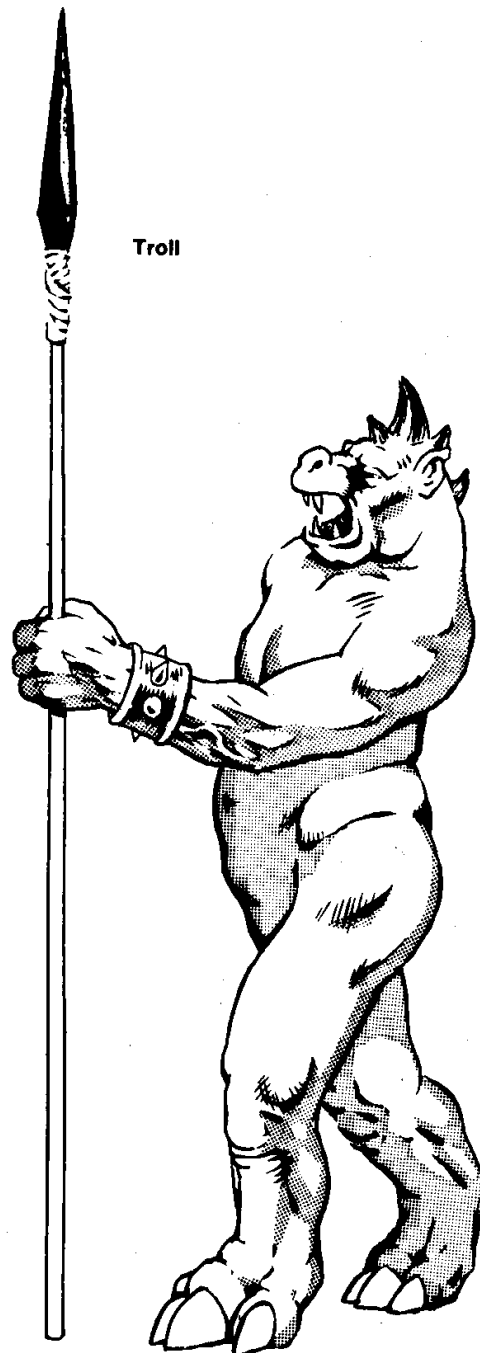
Neither of the two servants that remain carry or know how to use weapons. They can

pick them up if pressed, but any attacks will be at -25 to Base Chance, and -1 to Damage.

10. THE GOBLINS

A clan of about 2 dozen goblins live on the island. They spend most of their time in the tunnels beneath the catacombs, but they also hunt, fish, and tend fields to provide food for the island. They vehemently hate these tasks, but they have no choice but to do as Aestus demands for fear of the pixies and trolls that keep watch over them. Aestus allows them to do most of their work at night; if they were forced to farm in the light of the sun, the goblins would probably rebel despite the pixies' arrows.

The goblins hate the pixies almost as much as they hate Aestus, and are constantly plotting ways to trap them and keep them away. The pixies go everywhere invisibly, however, and even fine nets do not succeed in keeping them from the catacombs.



Aestus allows the goblins a certain measure of freedom so long as they bring him food daily and keep out of sight. The goblins have little to do, however, save mining, which they are usually too lazy to do much of. The goblins keep their weapons sharp and ready at all times in case an opportunity should present itself, though.

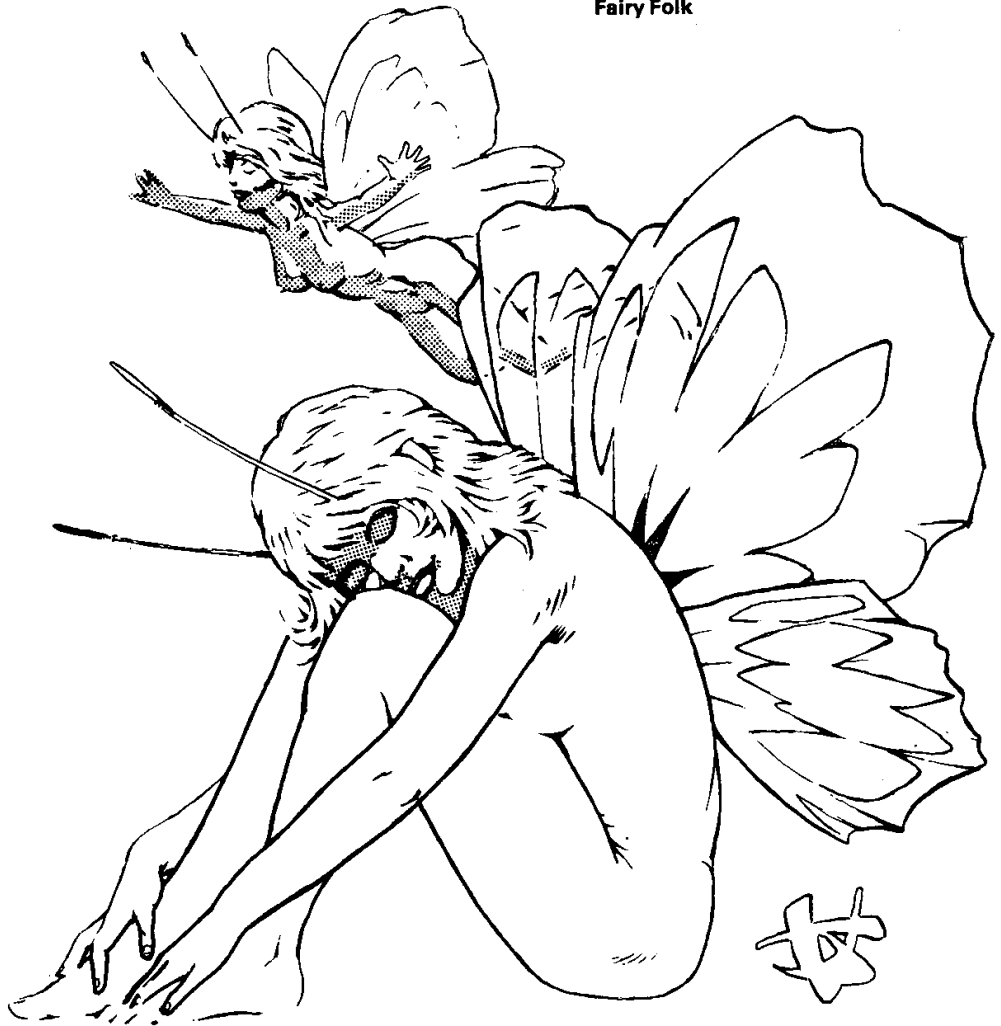
The leader of the goblins is a huge brute called Oknos. Oknos was chief goblin at the time that Aestus came to the island, and remembers the days when the goblins served themselves and the trolls, and no others. Oknos is not overly bright, but he is brave and persevering, and is constantly seeking new ways to free his clan.

Oknos has a plan to kidnap Decuma, and to hold her until Aestus and the pixies leave the island. He knows that she is carefully guarded, but he always tries to be ready in case a situation arises in which she is alone. Menelaus caught Oknos once while he was following Decuma, and sent him fleeing with several teeth missing. Oknos would take great pleasure in delivering Menelaus to the

Goblin



Fairy Folk



torture instruments the goblins keep ready in their catacombs.

Aestus is kept informed of the goblins' actions by the pixies, but the goblins have secretly started a tunnel into Aestus's tower. Each day, two goblins crawl into the tunnel to mine, while the entrance to the shaft is sealed by other goblins to prevent the pixies from observing. So far, the pixies have not caught on, but each day there is a 4% chance that the tunnel will be discovered. The tunnel should be under the east wall of the 1st floor within 3 weeks' time, if the goblins are not caught before then.

For a detailed description of the goblins' lair, see Section 13.

11. THE FAIRY FOLK

A band of perhaps a dozen pixies lives on the island. The pixies initially served Aestus out of gratitude for his having saved Juba, their queen, but as time passed, they recognized him for a good and wise man, and now serve him out of respect and love, as much as gratitude.

The pixies have had a long rivalry with the goblins, and now have the ability to exterminate them. Aestus will not let them kill the goblins, however. Nevertheless, the pixies watch over them suspiciously day and night,

and love to play pranks on them, especially on Oknos. The pixies watch for ships approaching the island, and keep guard over any intruders who land on the shores, not revealing themselves unless necessary. Aestus will be informed of approaching strangers, however, and might relay a message through the pixies.

The pixies live in a tiny wood in the center of the island. They forbid all to enter among their trees, and will warn intruders away. Aestus honors their desire, and has instructed his servants to stay away from the pixies, but occasionally a goblin strays in and has to be driven away with pixie arrows.

Within the pixies' woods, there is a beautiful silvery bush, which is the pixies' most prized treasure. Not even Aestus has been allowed to see the bush, although the pixies do occasionally bring Decuma and her gifts of silver leaves and branches. The entire plant consists of growing, vibrant silver of the greatest purity. Melted down, the plant would be worth 2000 Silver Pennies, but each day, 100 Silver Pennies worth of leaves and twigs can be pruned without hurting. (This amount will diminish if the bush is taken out of a high-mana environment. If the plant is brought to a low-mana area, it will die.)

V. THE ISLAND

The island on which the adventure takes place is a little less than eight miles long and five wide. The island rises very quickly out of the sea, and most of its perimeter is formed by a sheer cliff which rises between 80 and 100 feet straight out of the waves. The cliff is broken in only three places, by two beaches and by a series of caves under the Sea-Hold (see Chapter VII). The beach at the southeast of the island is a long, thin strip that slopes gently back from the water until it meets the cliffs about a half-mile inland. At the western tip of the island there is a small beach that was shaped to accommodate boats.

The cliff that encircles the island is virtually unclimbable at all points, even by characters with the Thief skill. If a character does try to climb the cliff, subtract 50 from his usual chance of reaching the top safely.

Most of the island is covered with thick vegetation composed of trees and heavy underbrush. Movement through the bushes is very difficult, and so cross-country speed on the island should be reduced by 60%. The vegetation overlays almost all of the island that is above the cliff, and most of the strip that is situated below.

The island is fairly hilly, with five rises (as noted by the contours on Map A). The slopes of the hills are gentle enough so as not to affect movement or combat at the level at which it might take place in the adventure. The contours (each representing a rise of 10 yards) are provided because they might be important in determining what can be seen from where.

At the north of the island, there are several fields and a small garden, which Aestus keeps to provide grain and vegetables.

Between two hills at the western end of the island there is a small freshwater lake, containing edible fish. At its deepest, the water is 50 feet. Marshy ground encloses the lake on three sides with quicksand and treacherous bogs. A fast-flowing stream descending from a spring on one of the hills feeds the lake and the marsh. The stream leading from the lake cascades over the island's cliff winds down to the sea.

On the south side of the island there is another stream, which flows from a spring on the highest part of the island down to the southeastern beach. As this stream flows down across the cliff from the upper to the lower part of the island to reach the beach, it forms a long waterfall with a small pool at its base. Behind the waterfall there is a cavern (discussed in Section 13).

The entire island is mana-rich. In addition, there are several places on the island that are notable from the point of view of any Adepts that might take part in the adventure. At the edge of one of the northwesterly slopes of the island there is an altar which Aestus has enshrined to the Powers of light. The area for a 20-foot radius around the altar

is consecrated ground. The area immediately encircling cavern #11 (See Section 13) is mana-poor.

There is a particularly high, sharp rock called "Eagle Rock" on the central hill of the island. The pinnacle of the rock is the island's highest point. There are stairs cut into the side of the rock. The pixies often watch the sea from this point. Except for areas immediately shadowed by the hills, the entire island and the sea around it can be seen from there. The island's vegetation still makes observation difficult, however. For every 10 minutes that one character spends visually searching from the top of the rock, there is a Base Chance of 10% that any given character or party moving about on the island will be observed. If the party is specifically trying to remain concealed from observation from the rock, reduce this Base Chance to 3%. Modify both percentages by up to 5 in either direction, depending on the party's distance from the rock and the Perception of the observing character. All rolls for observation should be made by the gamesmaster and the results kept secret unless the players' characters are searching and successfully detect something.

Aestus's tower (the Castle Eyre) is at the western tip of the island. The tower is 50 feet tall at its pinnacle, and is built at the top of a low hill. The only entrance to the tower is at the back of a cavern delving into the hill from the south.

The Sea-Hold, an ancient fortification, is at the eastern tip of the island, at the edge of a sharp rise. The tower is only 20 feet tall, but connects to a labyrinth of sea-caves looking out from the eastern cliffs.

At the middle of the south side of the island there is a small wood set apart from the trees around it by a narrow clearing. This wood is the home of the pixies who dwell on the island. The pixies' silver bush (See Section 11) is in the center of the wood. Queen Juba will usually be found here, with 2 to 4 additional pixies.

There are several game-trails on the island, used mainly by the wild pigs that are common there. If characters choose to move along these game-trails, they will be free from the obstruction of the island's underbrush. There will, however, be an increased chance of a potentially unpleasant encounter (See Section 15). There are also several trails that Aestus has carved through the woods between his tower, the Sea-Hold, and the tunnel to the Southern beach. The pixies watch these trails, and will inform Aestus of any travellers on them.

There are two wildcat lairs on the island, one in the marsh, and the other on the southeastern peninsula. There are two adult wildcats at the marsh lair, and two adults and three kittens at the southeastern.

On one of the western slopes of the island there is a grave for one of Aestus's servants. The grave is kept neat, and free from encroaching undergrowth. There is a small tombstone at the head of the grave, with the words, "He served his master well" engraved on the face. See Section 9.

There are several entrances to the catacombs dotted about the island. Aestus uses the tunnels underneath the island occasionally, although the goblins use them most fre-

quently. The only way to get from the main part of the island to the beaches is through the tunnels.

Note: Names are given to some of the terrain features described above and on the map of the island. These are the names used by Aestus and his servants. The players should not be informed of these names until their characters overhear them or acquire a map at some point during the adventure. The gamesmaster may wish to draw diagrams of the island for the players early in the game, including only that information which the players' characters have noticed. The players can then add any information they think they have learned as the adventure progresses. The maps in this booklet should not be seen by the players. Aestus and his entourage can be assumed to know everything about the island that has been mentioned above, while Commiodanus and Ofonius will only know about the general terrain features described.

12. THE BEACHES

There are only two ways onto the island other than climbing the cliffs encircling the island or entering through the sea-caves (See Section 22). These are the beaches at the northwest and southeast of the island.

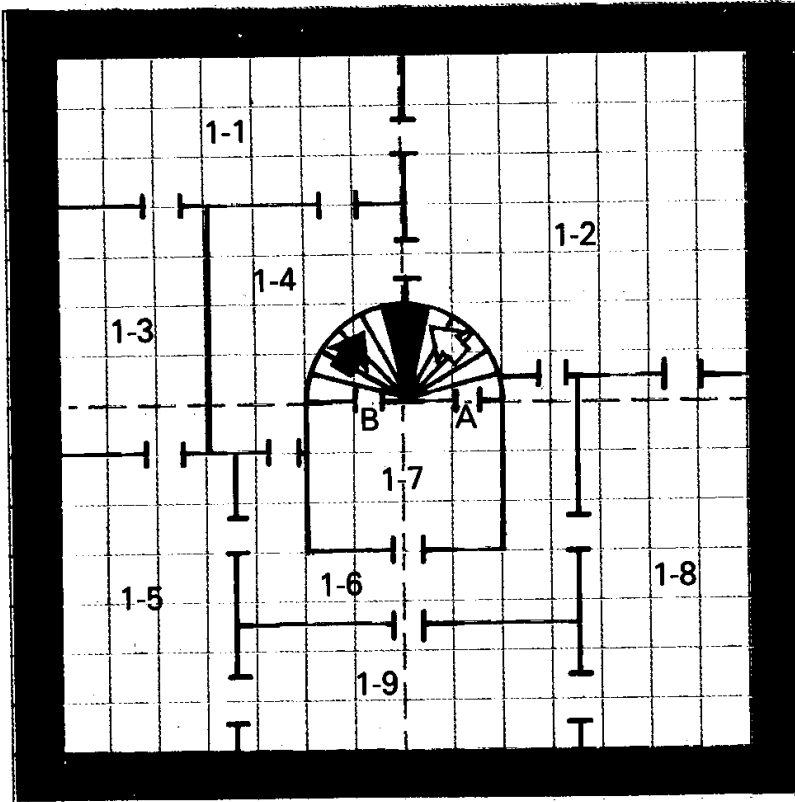
At the northeast of the island there is a small beach, perhaps 200 yards long. The cliff wall begins directly behind it. There is a 16-foot boat on the beach which Aestus's personal servant occasionally uses to journey to the mainland for supplies. There is a 5% chance that the boat will be in use at any time that characters come to the beach. At other times the mast is removed and put underneath the boat, which is flipped over to prevent the accumulation of rain water inside.

The only way off the beach (other than by swimming or by climbing the cliff) is through a tunnel. The mouth of the tunnel is at the back of the center of the beach, but it is blocked by a bolted heavy oak door. If a character wishes to break the door down, it is possible but difficult (Difficulty Factor of 1) and there will be a good chance of damaging the tool or weapon with which the attempt is made. If characters enter the tunnel, refer to Section 13.

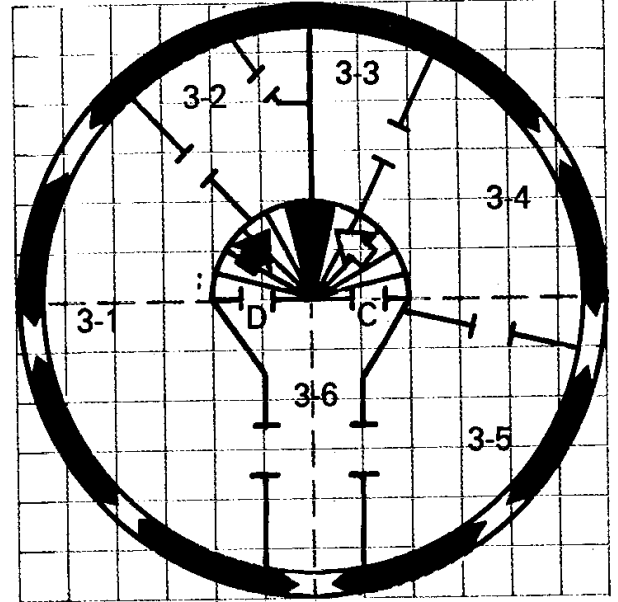
At the other end of the island there is a much larger flat area below the level of the cliffs. As noted on the map of the island (Map A), a fairly large segment of this strip is beach. The rest of the strip is the woods/vegetation terrain that covers most of the rest of the island.

The beach is basically quite beautiful, covered with fine grained white sand. Hundreds of bones mar the beauty of the beach however. The bones are mostly those of animals, but there are some humanoid bones as well. The bones are thoroughly bleached for the most part, but there are some that, upon examination, are quite fresh. The bones are spread over the middle section of the beach, but cluster around the mouth of a cave leading back into the cliffs. The mouth of the cavern seems natural, and is about 10 feet in diameter. The bones are the remains of animals and people that have been consumed by the goblins in the tunnels under the island, and are intended by the goblins as a warning to intruders. If characters enter the cavern, refer to Section 13.

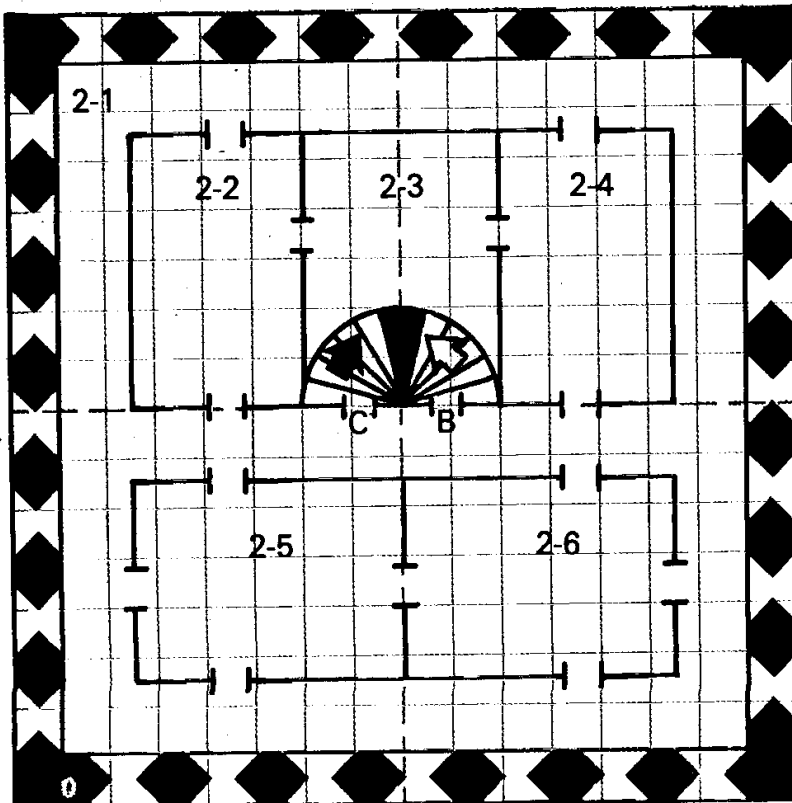
Map C — The First Floor



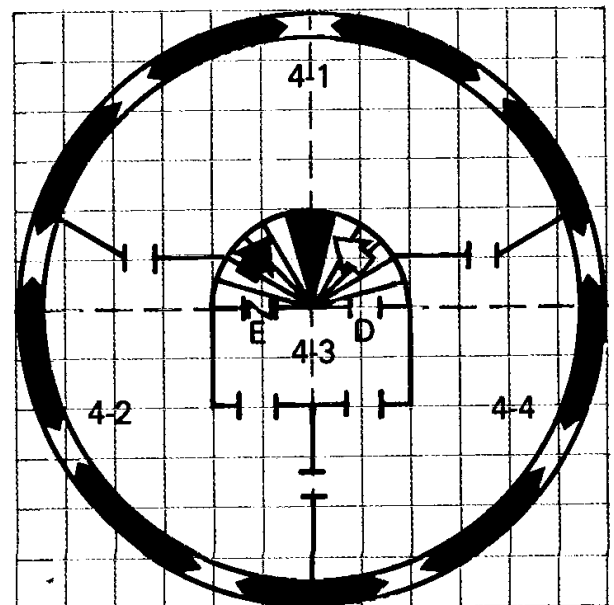
Map E — The Third Floor



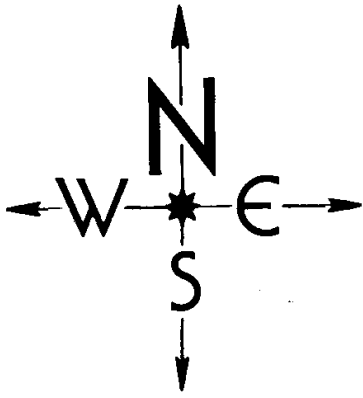
Map D — The Second Floor













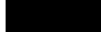


Map F — The Fourth Floor

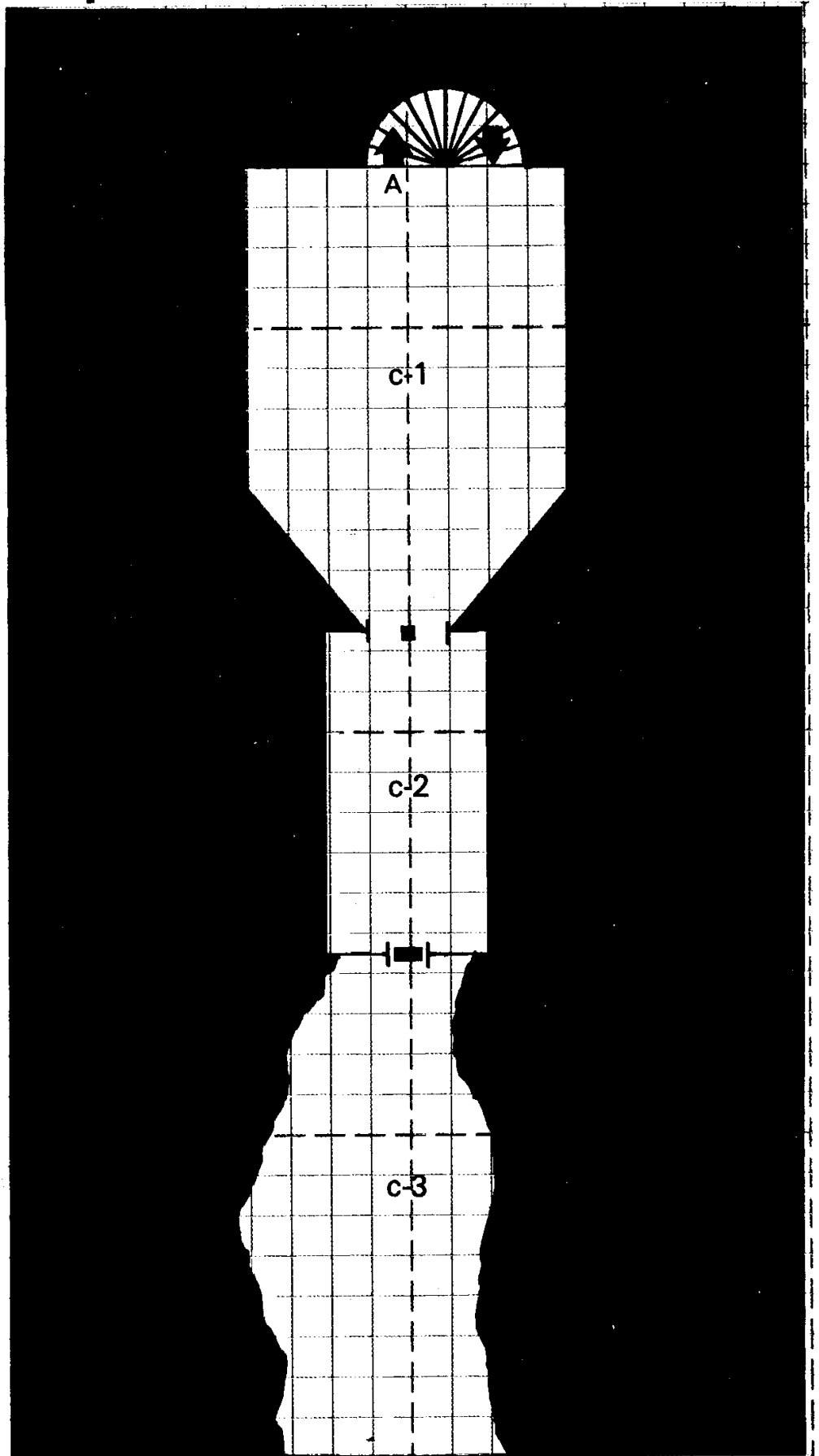
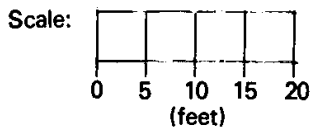


Map I – The Cavern

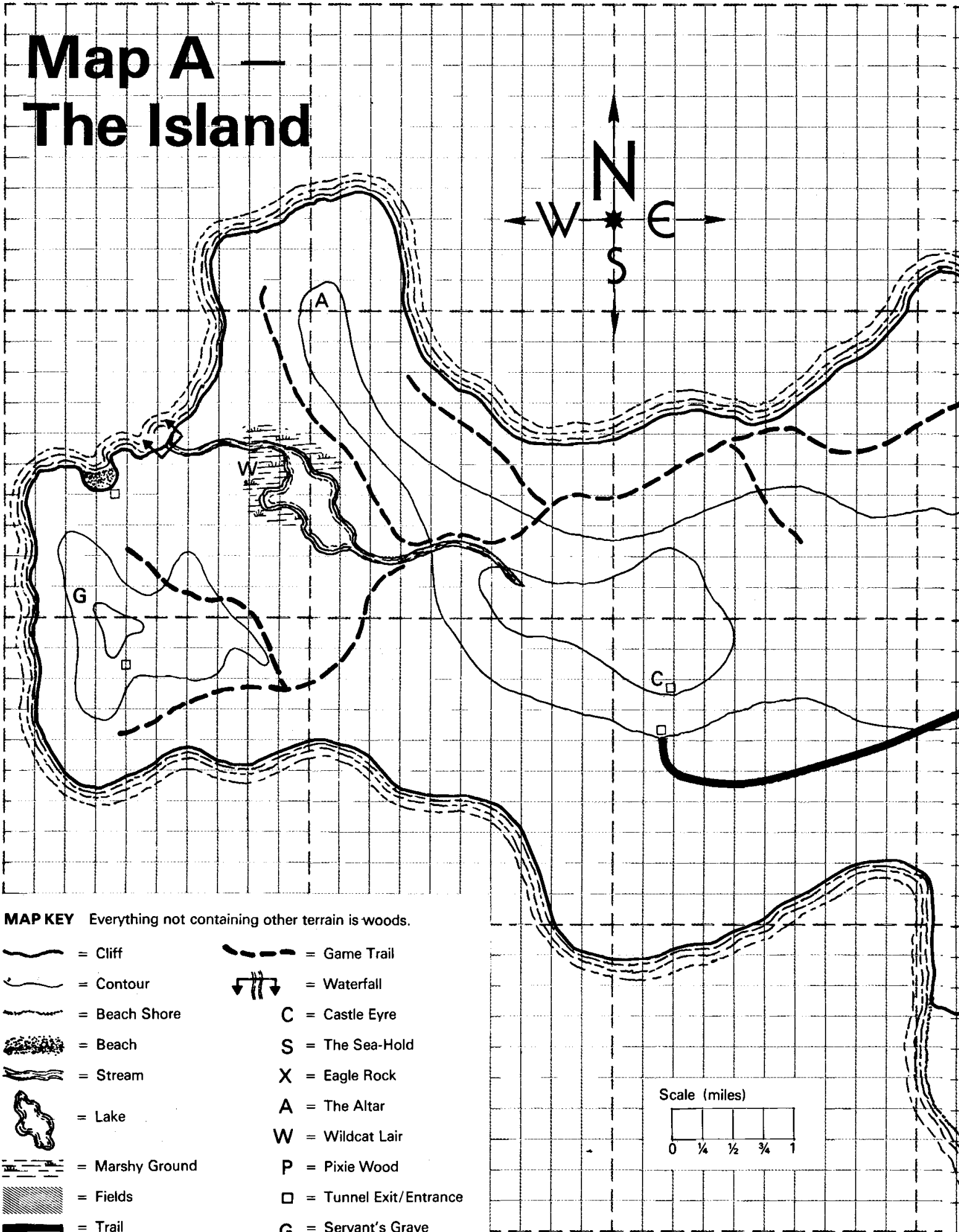


MAP KEY

-  = Single Door
-  = Double Door
-  = Secret Door
-  = Bronze Door
-  = Window
-  = Slit
-  = Low Wall
-  = Interior Wall
-  = Main Wall
-  = Upstairs (+ direction of rise)
-  = Downstairs (+ direction of fall)
-  = Rock
-  = Upwards Ramp (+ direction of rise)



Map A — The Island

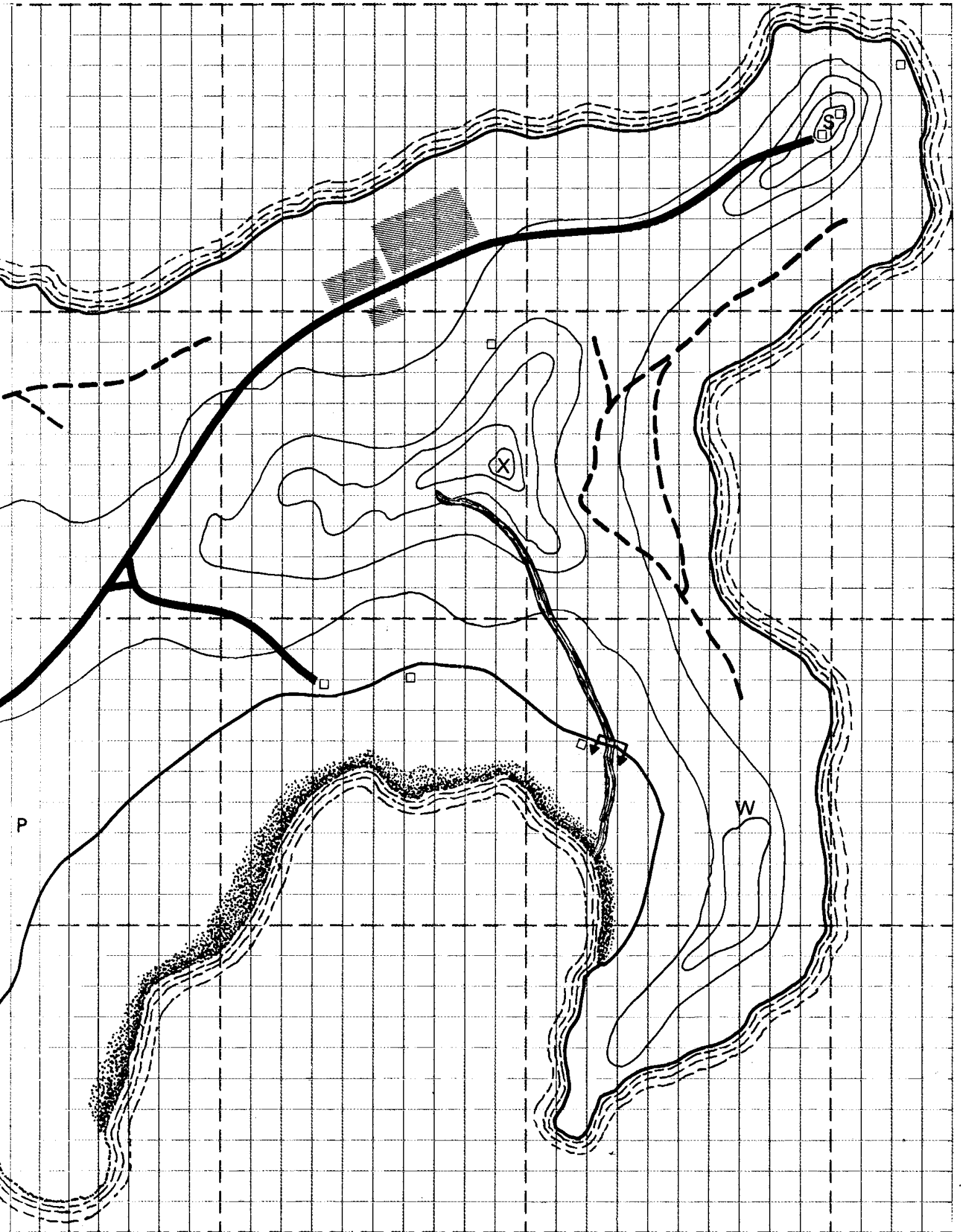


MAP KEY Everything not containing other terrain is woods.

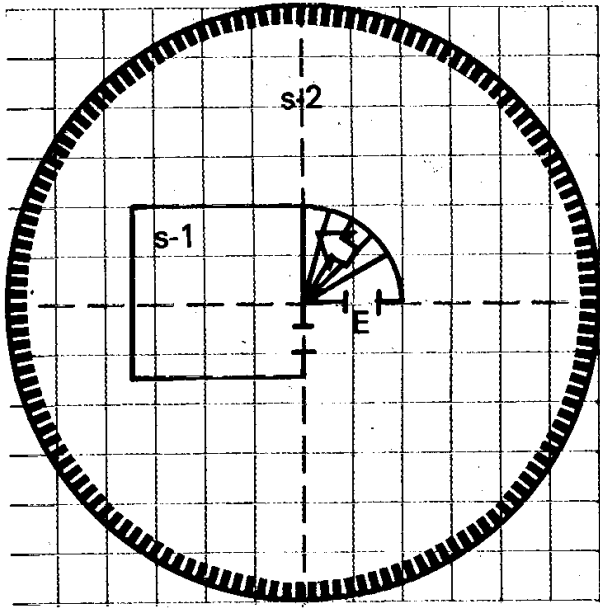
- | | | | |
|--|-----------------|---|------------------------|
|  | = Cliff |  | = Game Trail |
|  | = Contour |  | = Waterfall |
|  | = Beach Shore | C | = Castle Eye |
|  | = Beach | S | = The Sea-Hold |
|  | = Stream | X | = Eagle Rock |
|  | = Lake | A | = The Altar |
|  | = Marshy Ground | W | = Wildcat Lair |
|  | = Fields | P | = Pixie Wood |
|  | = Trail |  | = Tunnel Exit/Entrance |
| | | G | = Servant's Grave |

Scale (miles)





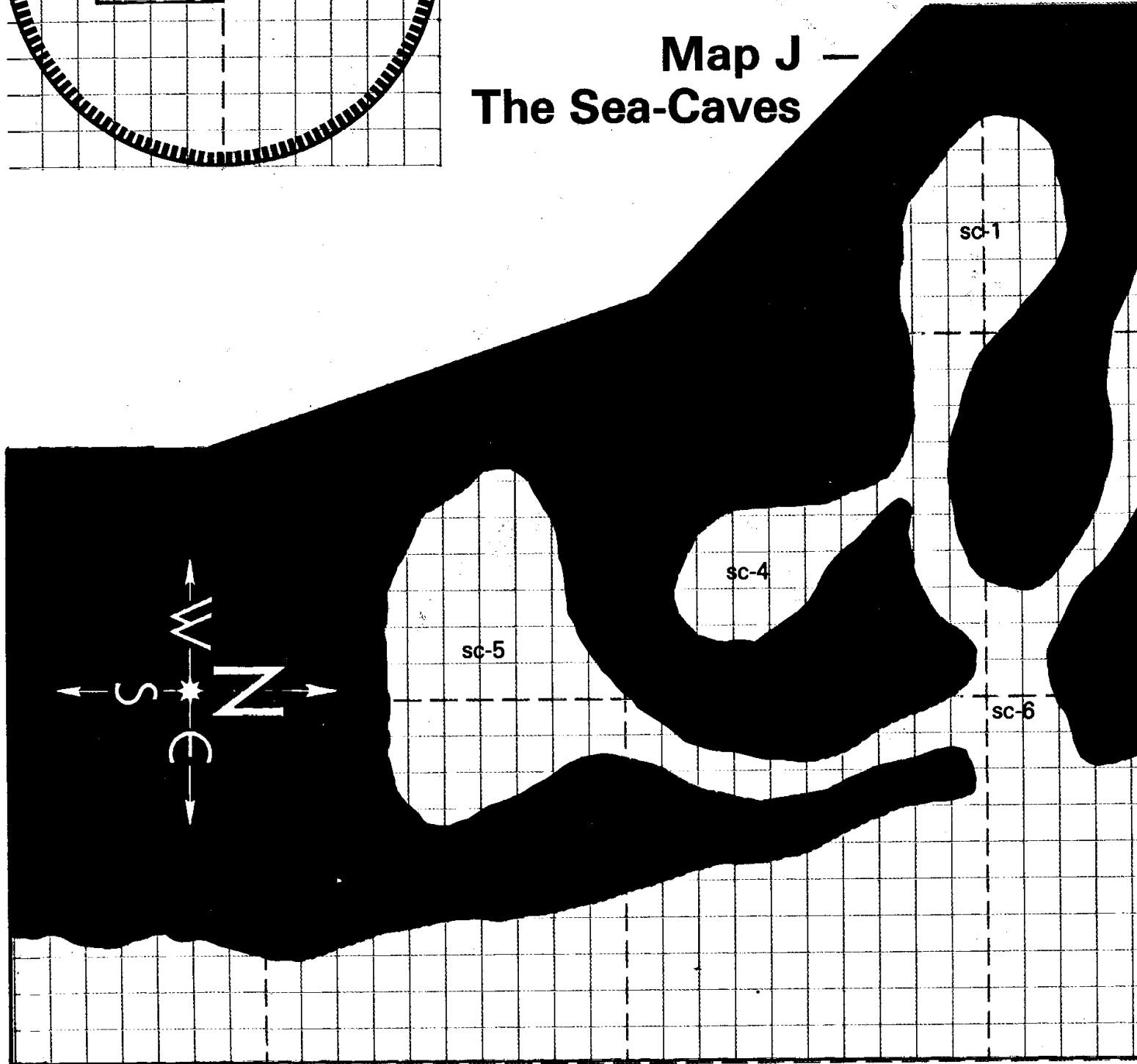
Map H — The Summit



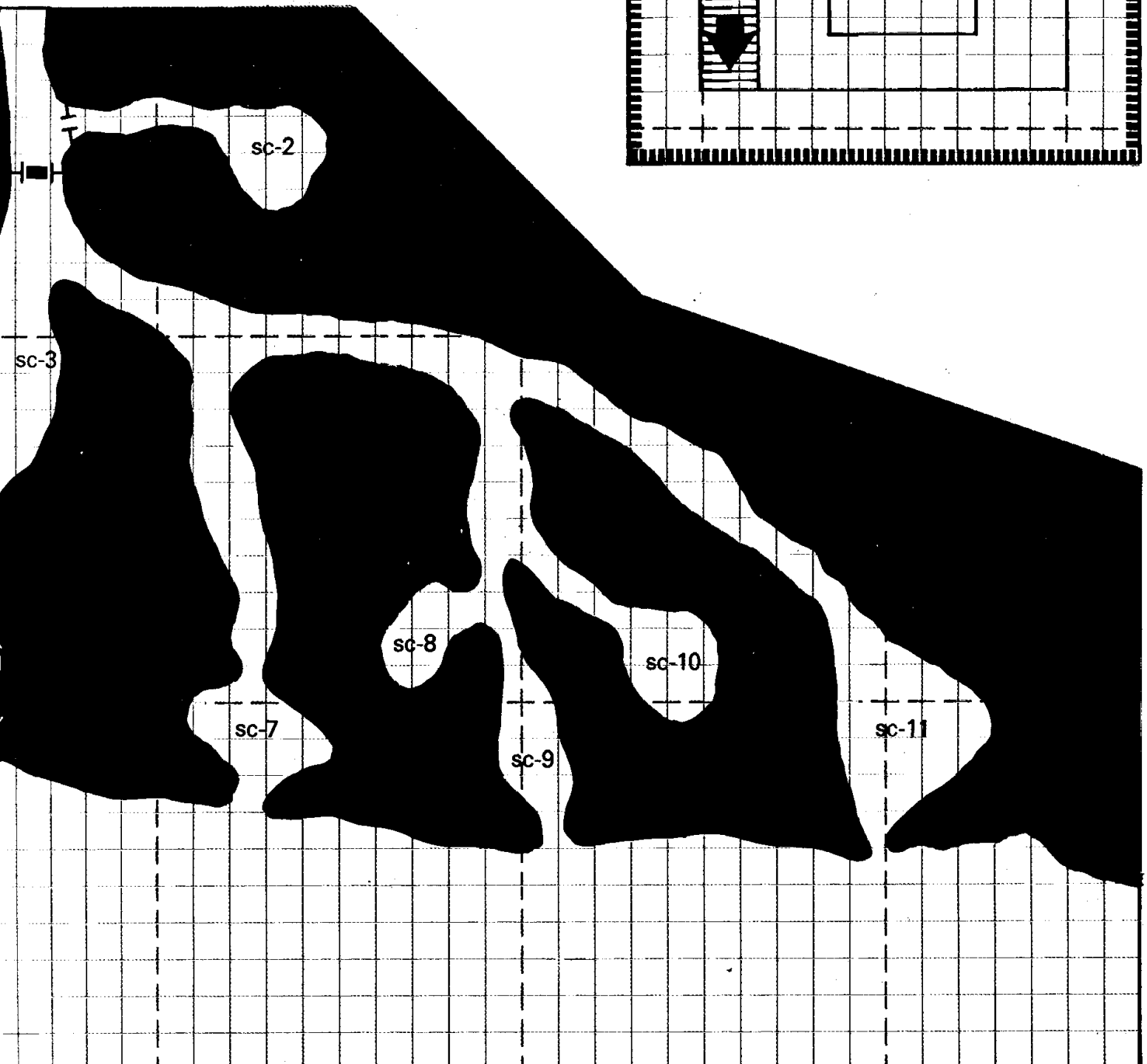
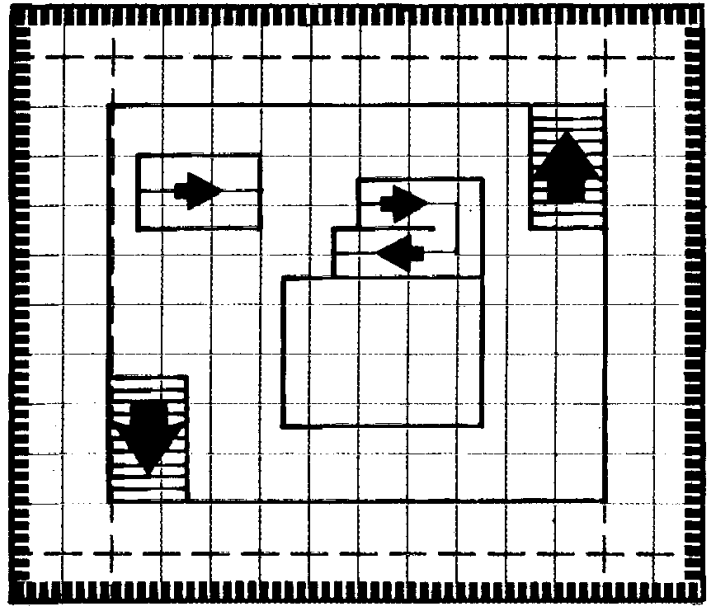
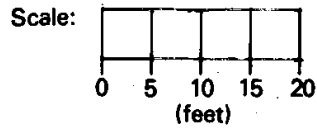
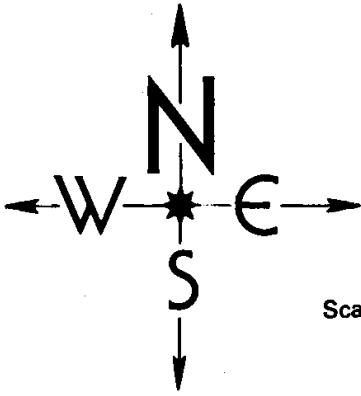
MAP KEY

- | | | | |
|--|---------------|--|--------------------------------------|
| | = Single Door | | = Interior Wall |
| | = Double Door | | = Main Wall |
| | = Secret Door | | = Upstairs (+ direction of rise) |
| | = Bronze Door | | = Downstairs (+ direction of fall) |
| | = Window | | = Rock |
| | = Slit | | = Upwards Ramp (+ direction of rise) |
| | = Low Wall | | |

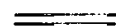



Map J — The Sea-Caves



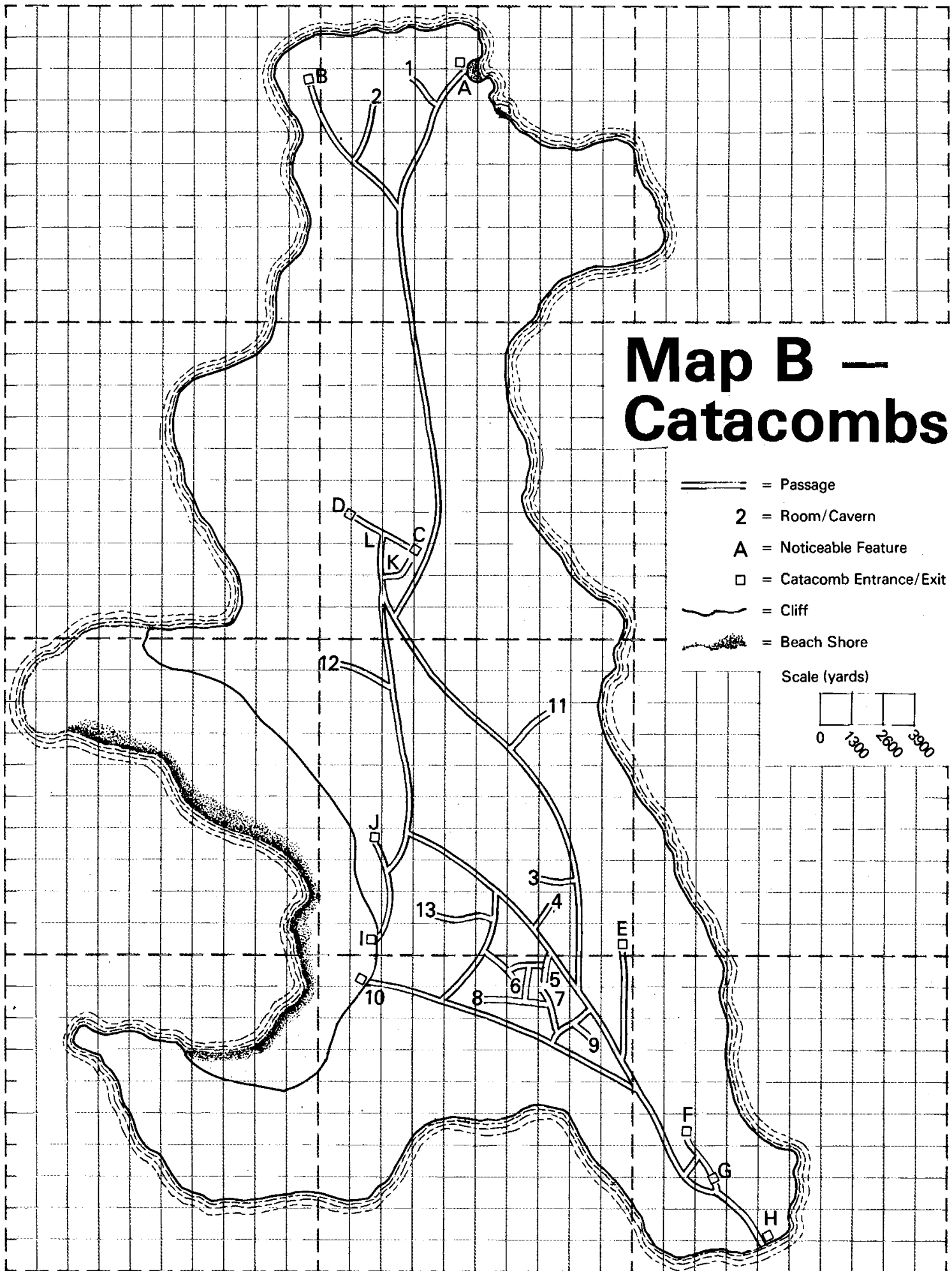
Map K — The Battlements



Map B — Catacombs

-  = Passage
- 2** = Room/Cavern
- A** = Noticeable Feature
-  = Catacomb Entrance/Exit
-  = Cliff
-  = Beach Shore

Scale (yards)



[continued from page 11]

13. THE CATACOMBS

Underneath the island's surface, there is a veritable maze of passages. Underground corridors connect Castle Eyre's entrance to the northern beach, the exit to the strip at the southeast of the island, the sea-caves, the Sea-Hold, and the goblins' lair, as well as several other places around the island. In addition, there are many side passages which lead to dead-ends and, sometimes, to caverns. The entrances to the underground passages and the caverns within will be described below, along with anything else of note within the corridors. Features will be described by the numbers and letters provided on Map B.

Aestus and his servants know the general layout of the underground network, but they do not know exactly what is in each of the passages' branches. The tunnels existed on the island before the goblins arrived to occupy and lengthen them. The goblins leave Aestus alone when he ventures into the catacombs, and he tries to keep out of their way as much as possible.

The passages beneath the isle are completely unlit. The corridors are roughly carved from the living stone, and are covered with dust and cobwebs. Two men can walk abreast along the tunnels with enough room to fight if need be (the passages are about 8 feet wide, on average). The tunnels are only as high as they are wide, however, so any giant characters will have a difficult time entering them.

Sounds carry far down the corridors of the complex, so if players converse with each other while moving through the passages, roll for random encounters twice as frequently as normal (See Section 15).

THE ENTRANCES

A. This is the door out to the beach where Aestus keeps his boat (See Section 12). The door is bolted from the inside.

B. The tunnel slants upwards here and opens up to the surface on the side of a gentle hill.

C. This is the gate leading into the Castle Eyre. See Section 16. A troll will almost always be on guard here.

D. This is a cavern mouth looking out from the side of a hill. White sand covers the floor of the cavern, and there are torch-holders on either side of the entrance. There are large footprints in the sand. The tunnel opening is nearly 20 feet in diameter, and the passage maintains its great height and width right up to the gates leading to Aestus's tower (See Section 16).

Comments: The footprints are those of the trolls.

E. This is another exit from the catacombs. From the outside, the tunnel is concealed between two tall rocks protruding from the hillside. The tunnel goes almost vertically downward for half-a-dozen feet before levelling out and continuing into the hill.

Comments: The goblins dug this exit after Aestus's arrival so that they could reach the fields easily without traversing too great a distance under the moon and starlight.

F. This is the tunnel-gate to the Sea-Hold. A rusty iron gate swings open at the entrance to a tunnel burrowing into the earth. The tunnel is very wide here (about 20 feet in diameter) and looks artificially carved. The lock to the gate is broken, but the hinges are still intact.

G. There is a ramp here leading up through the stone floor of the Sea-Hold. Pieces of a broken stone trap-door are strewn on the ramp.

Comments: The ramp was used to raise large parts of catapults and ballistae into the Hold when the fortress was in use.

H. These are the sea-caves of the Hold. See Map J and Section 22.

I. This is a tunnel leading into the base of the cliff overlooking the strip at the southeast of the island. There are many bones covering the sand around its mouth. See Section 12.

J. A narrow curving stair leads up through the rock to the surface above the cliffs. The stairs rise vertically almost 60 feet. There is a metal trap-door at the top of the stairs, which is heavily rusted and sometimes difficult to open. The stairs are cracked in places.

Comments: The trap-door can be opened with a Difficulty Factor of 6. It can be bolted from the top, however, in which case it cannot be opened except by extraordinary means.

K. The entrance to this fork will be well-concealed most of the time. At the end of the fork, two goblins will be tunnelling upwards toward the first floor of the Castle Eyre. They will be armed with picks.

Comments: This is the tunnel mentioned in Section 10. The gamesmaster should roll percentile dice once for each character that passes by the entrance, if sealed. If the roll is less than a character's Perception, the stones sealing the entrance will be noticed, or the sounds of mining will be heard. There is a 2% chance that the entrance will be open at any given moment. Treat the goblins' picks as war picks (-10 to the Base Chance, and -1 to normal damage). The goblins will attack any group that sees the tunnel (unless other goblins accompany the group). Halfway toward the end, the tunnel narrows to 4 feet in diameter.

L. A solid oaken door blocks the passage here. A heavy bar on the western side holds it in place. The door and bolt are both new-looking, and seem to have been recently emplaced.

Comments: Aestus built the door to keep the goblins away from the entrance to the tower. The door can be broken down (Difficulty Factor of 1.5), but doing so would be very noisy and would be heard by any in the tower.

THE TUNNELS

1. The tunnel here is blocked by a steel door of ancient workmanship. It seems to have been pounded open from the inside, however, and the heavy steel lock which held it shut has been shattered. Beyond the door, the passage opens up to a perfectly circular cavern with smooth walls, floors, and ceiling. There is a dais in the center of the room, on which rests an 8-foot long bronze casket. The sides of the coffin are carved with runes. The room is 20 feet in diameter, and has a 10-foot high ceiling.

Comments: Keryx (See Section 14) lies within the casket. The runes on the coffin's side spell his name and the name of Allectus, his creator. The casket cannot be opened by any but magical means. If it is opened, Keryx will remain inanimate. Nothing can be done to harm him while inanimate, even with the blade of Allectus.

2. The passage opens up into a 30-by-20-foot chamber with high ceilings. There are five straw mattresses along the walls. There is an 80% chance that goblins will be present.

Comments: D5 goblins will be present if indicated by the die-roll. The goblins commonly lurk about near the entrance to the passage leading to this chamber in the hopes that Aestus or Decuma might come by unprepared. The goblins are armed with whips and short swords and wear leather armor. They carry no shields. There will be nothing of value within the cavern, although there is a 60% chance that there will be the remains of a boar or other animal left uneaten.

3. This is a dead-end. There are some picks and mining tools here, but they are all rusted, the wooden parts rotted away.

Comments: The goblins were expanding the complex when Aestus arrived. Since his arrival, work has ceased and the equipment has been abandoned.

4. This appears to be a dead-end, but if the sides of the passage are carefully examined, handholds will be found leading up to a hole in the ceiling. The hole is 20 feet from the end of the passage, and if characters advance to the dead-end, four goblins will jump down, blocking their retreat. The goblins will have leather armor and knives. One will also have a bolo.

Comments: If there are only one or two characters, the goblins will attempt to take prisoners, in which case the characters (if captured) will be turned over to Oknos (See Cavern 5). If there are more than two characters, the goblins will just attack, while one runs to get Oknos and the goblins with him.

If a character climbs up through the hole in the ceiling, he will be attacked by another goblin with a knife. The room above the passage is 20 feet long and 10 feet wide, with the hole at one end. There are five cots, and a table with five chairs. In a sack in a corner there are 300 Silver Pennies. There is also 100 feet of rope on the table.

The goblins set up this ambush in case Aestus or Decuma ever decided to explore the catacombs, in the hopes of killing him or forcing him to leave by taking his daughter hostage. The pixies have spied out the passage, however, and Aestus knows to avoid this particular tunnel.

5. Oknos lives here, with two guards. Oknos will be clothed in partial plate, with an improved buckler and a short sword. The guards just have leather armor and hand axes. The cavern is 40 feet long and 20 wide, with a 15-foot ceiling. At the far end of the room there is a small curtain. There is a 20% chance that Oknos and the guards will be present. If they are, they will be talking in the center of the room (unless the characters were noisy, in which case the goblins will be waiting for them with ready weapons). There is a cot at one side of the room, and a

chest on the right side. There is a filthy circular rug, 15 feet in diameter, in the center of the floor.

Comments: Oknos has Rank 3 with his sword and maximum characteristics for goblin. The other two have average characteristics and Rank 1 with their knives.

If the goblins seem outnumbered, the two guards will attempt to delay any intruders while Oknos runs back through the curtain, after which the noise of a door being slammed and bolted will be heard. The two guards will then surrender if it seems that there is a chance quarter will be given.

The chest at the right of the room contains nothing but ratty clothing. Underneath the rug there is a trap-door, however. The trap-door is locked, but can be caved in (Difficulty Factor of 4). Underneath, there is a small box. The box is also locked, and cannot be opened except by a mechanic with a full complement of tools. The box is made of black metal, and weighs 10 pounds. If it is opened, 10 gems, totalling 2000 Silver Pennies in value, will be discovered, along with a flask containing five doses of a potion that will cure D10 points of Endurance or Fatigue.

Behind the curtain there is a small cave (10-foot circular). This is Oknos's private quarters, in which there is a bed and a desk. If Oknos is inside the room, a heavy wooden door will block the entrance (Difficulty Factor of 1.5 to break it down). The desk is empty save for useless scraps of paper and one map of the catacombs. If the map is found, the character claiming the map should be allowed to examine Map B for as long as the map is held.

Oknos will be ready if the door is broken down, although he will attempt to bargain if outnumbered. He will reveal the box under the trap-door and provide the key needed to unlock it. Normally the key is kept in the mattress of Oknos's bed.

6. There are two goblins in this small circular cave (10 feet in diameter). If much noise was made in approaching their lair (for example, if any of the characters is wearing metal armor) the goblins will be awake and ready with falchions and plain bucklers. If approaching characters were quiet, the goblins can be surprised in their sleep. The goblins' room contains two cots, two chairs, and a table. The table contains the decaying carcass of a rat. There is a drawer in the table.

Comments: Near one goblin's cot there is a rope which leads into a hole in the wall. If the goblins are awakened and not immediately killed, the goblin will pull the rope, ringing a bell and thereby alerting the goblins in Caverns 4 and 5 that there are intruders.

The goblins have 100 Silver Pennies in coins. One of them has also buried a gem worth 500 Silver Pennies in a corner of the cavern, under a pile of refuse. In the drawer of the table there is a sheaf of pages covered with scholarly writings that Aestus dropped on his way through the catacombs several weeks before. No one but he will be able to make any sense of them, but Aestus will pay up to 1000 Silver Pieces for them if he cannot get them back for free.

The goblins will try to stall any characters, not offering battle of their own accord until the goblins from Caves 4 and 5 ar-

rive (which will take about two minutes). When these goblins arrive, they will be fully armed (see the descriptions and comments under Caves). Once the party is surrounded, the goblins will try to capture them.

7. There is a large pit in the center of this 10-foot diameter circular cave. Characters must roll 7× Perception or less, otherwise they will fall in. Reduce the multiple considerably if the characters have no light and no infravision, or if they are in a pursuit situation.

Comments: The pit is 40 feet deep. Falling characters will suffer 2D10+3 Damage. There are three bodies at the bottom of the pit, which will be visible if a light is shined down into it. All three are little more than skeletons. One set of partial plate remains useable, and there are two plain bucklers. There is also one serviceable mace and a great axe.

8. The passage opens up into a 30-foot long and 20-foot wide cavern with a 25-foot high ceiling. Hanging from the roof there are 20 bats which will fly about in fear at the approach of a light.

Comments: The bats will try to fly out through the passage. They will not attack the characters, but any torch-bearers must roll 4× Willpower or less or drop their torch (with a 40% chance that it will go out).

9. This is a dead-end. There is an inanimate skeleton at the end, with rotted clothes and boots. There is also an improved buckler which, although rusted, is still fully functional. There is no money on the skeleton.

Comments: The skeleton is that of an intruder who starved to death. If the characters find the skeleton when it is dark outside, they will find the adventurer's ghost. The ghost's name is Rhamur. He will appear friendly, and will inform characters that he knows the location of a great treasure, which he will lead them to if they promise to bury his skeleton under the open sky. If they bury his body, he will lead them to the entrance to Cavern 5 in the underground network, and then disappear (without telling them about the occupants of the chamber). If they do not bury his body, the ghost will attempt to scare the party into the pit in Cave 7.

10. This is a 20-foot circular cavern occupied by four goblins. The goblins are armed with short swords and armored with leather armor and plain bucklers. As the characters approach the entrance to the cavern, they will see the goblins standing with drawn weapons in front of what appears to be a sheet of rushing water. Tables and cots are scattered about the lair, along with bones and refuse of various kinds.

Comments: The goblins speak the common tongue, and will warn away approaching characters. They will attack if a party comes into their lair.

The cave is beneath a waterfall (See Chapter V), which forms the sheet of water noted above. The hole is the size and shape of a doorway, and characters can climb through (though the goblins will not permit this).

One of the goblins has Rank 3 with the short sword, and maximum characteristics. The others are strong and dexterous enough to use their weapons, but not otherwise exceptional. The powerful goblin has the entire group's treasure, which consists of 200 Silver

Pieces and 10 Gold Shillings, in his pack, which is at his feet as the party enters.

11. The passage is caved in here, with rubble blocking the way.

Comments: If the rubble is cleared enough for characters to pass, they will come to a cavern 100 feet long and 20 wide, with a 30 foot ceiling. Inside is the skeleton of a dragon. The mouth of a tunnel at the other end of the cave is also blocked with nearly 20 feet of rubble. The dragon was long ago wounded by a hero and sealed into its lair to starve. Any treasure the dragon might have had is long since taken, save the dragon's teeth, which are worth 200 Silver Pennies each. Thirty teeth remain.

12. The floor at the end of this passage is lined with rat-nests dug into the dirt. 5D10 rats will be present at all times.

Comments: The rats will probably be hungry enough to attack approaching characters, and they will certainly attack any who get too close to their nests. The rats are ordinary in size.

13. The passage opens up into a fair-sized chamber (about 25-by-15). Torture instruments are arrayed along one wall, and there is a sturdy wood table in the center of the room. There is a 5% chance that D5-2 goblins will be present, tending the equipment.

Comments: If the goblins take a prisoner, they will torture him 50% of the time. Roll twice on the Grievous Injury Table to determine which specific areas were worked over. Damage will not be quite so severe as that indicated by the table, however, and will have to be modified by the gamesmaster. Aestus will arrive within D5 hours after any torture is begun and rescue any prisoner, if he himself is able.

14. THE CURSE

Long before the goblins or the pixies came to the island, an ancient civilization had an outpost there. It was that civilization that built the tower and the Sea-Hold, and that Aestus came to the island to study.

The island was invaded by enemies, and the tower besieged, doomed soon to fall. As the enemy began the final assault on Midsummer's Night, Allectus, a powerful mage of the outpost, snuck down into the catacombs to a chamber in which he had been fashioning a powerful golem of iron. The mage hoped that he could complete his creation, and with it at his side, drive the enemy from the isle.

His hope was futile, however, for just as he was finishing the last rites of animation, soldiers rushed in upon him and struck him down. The golem awoke at that instant, and smashed all he could find on the island, heedless of whether friend or foe.

Several hours after the devastation was begun, Allectus woke, sorely injured and only barely alive. Seeing the terror he had released, the mage felt his own weakness and knew he himself could do nothing to dispel the golem. Shuddering in horror at the monster he had brought to life, Allectus summoned his last strength and wrought a deadly gas which would bind the first mage to enter the tower who was able to banish the creature to attempt its destruction.

The effort of so mighty a conjuration spent Allectus's last energies, and he lay exhausted, unable to hide nor flee as Keryx returned to his crypt at dawn and tore his creator limb from limb.

The golem was called Keryx by Allectus, and that name is inscribed in runes on the side of the casket (in Cavern 1) in which he

sleeps.

After his first night on the island, (after which none remained alive there who were not in hiding) Keryx returned to the casket in which he had been brought to life. At midnight on midsummer's night each year, he takes on a fleshy form and rises from his tomb to stride the island, killing all whom he

meets. He can be slain only when in this form. The characters should arrive on the island just a few days before midsummer's night.

The goblins and the pixies know of Keryx, and have survived his awakening several times before by hiding deep within the catacombs on the nights that he arises. Keryx always returns to his casket by dawn, and so the pixies and goblins have been safe as long as they kept track of the days properly. This year, Aestus has informed them that it will be unnecessary for them to flee, however, for he says he has discovered a means of killing the creature and ending the curse.

In poring over the library the ancients left behind, Aestus came upon the notes of the mage that made Keryx. Through careful study in a volume of simulacra, written by a powerful Adept of the ancients called Allectus, Aestus determined the means of forging a dagger that could undo the golem. He manufactured the blade out of silvered metal in slow and careful rites, and holds it in preparation for the night on which the golem should arise. He intends to stand over the casket as midnight approaches, and drive the blade into the creature as it begins to stir.

The dagger is ordinary for all purposes save the slaying of the golem, but against the latter it does ten times any damage indicated.

Keryx's characteristics are as follows:

PS: 55 MD: 16 AG: 19 MA: 8
EN: 30 FT: 28 WP: 0 PC: 12
PB: 8 APA: 11

Keryx looks like a 6-and-a-half-foot human with skin that shimmers silver in the moonlight. His skin is iron hard. Keryx cannot be harmed in any way by any weapon or magic other than the blade of Allectus, and any weapons that strike him will have a 40% chance of breaking. Keryx can make two attacks in Close or Melee Combat, one with each of his clawed hands. Each attack has a Base Chance of 70% of doing + 11 Damage. In addition, Keryx has the power to send the violence of his evil out upon any that he can see, doing D + 5 choking damage. He can only choke one victim at a time, and cannot both attack and attempt to choke. Keryx has perfect vision in the dark.

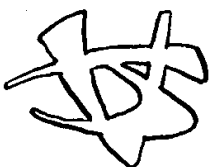
Despite his great size, Keryx is quite quick and agile. His running speed is 350 yards per minute.

If Keryx is killed, he will slowly disintegrate into the mouldering slime from which he was originally created. Unlike most golems, he cannot be harmed or deactivated by a counterspell.

15. RANDOM ENCOUNTERS

Once each hour that the player's characters are in any of the terrain types listed on the Island Random Encounter Table, a roll (D100) must be made to determine if the player's characters have a random encounter. The terrain types in which a check can be made include Woods, Beach, Game Trail, Trail, Marsh, Fields, and Tunnel. The dice-roll is cross-referenced with the terrain type to find the name of a monster or NPC class encountered. This type is followed by a modifier. D10 is rolled and the modifier added to the roll to determine the number of the monster or NPC encountered. Note that

Keryx



the number encountered can never be less than 1. As the island is quite small, the amount of time that a character will spend on

a trail or underground (in a tunnel) will often be less than an hour. At least one roll is still made on the Random Encounter Table,

however, if the characters spend any amount of time at all in the following types of terrain: Trail, Game Trail, Tunnel.

THE ISLAND RANDOM ENCOUNTER TABLE

DICE	TERRAIN TYPE						
	Woods	Beach	Game Trail	Trail	Marsh	Tunnel	Field
1-70	-	-	-	-	-	-	-
71-80	-	-	- 3 Boar	- 7 Pixie	-	+ 1 Rat	- 4 Goblin
81-90	- 6 Boar	-	- 8 Wildcat	- 6 Goblin	-	- 3 Goblin	- 6 Pixie
91-94	- 8 Wildcat	-	- 7 Pixie	- 6 Boar	- 8 Wildcat	- 2 Goblin	- 8 Wildcat
95-97	- 7 Pixie	- 5 Goblin	- 4 Goblin	Aestus	- 7 Goblin	- 6 Pixie	- 8 Troll
98-99	- 5 Goblin	- 8 Pixie	- 4 Goblin	Menelaeus	- 6 Goblin	Menelaeus	Menelaeus
100	- 8 Troll	- 6 Pixie	- 3 Goblin	Decuma	- 8 Python	Aestus	Aestus

VI. THE CASTLE EYRE

The Castle Eyre was built by the masons of a people that inhabited the world eons ago, long before the goblins or the pixies came to the island. The tower was abandoned almost wholly intact when Keryx first awakened and devastated the isle (See Section 14), but in the years since the tower was thoroughly searched and looted. When Aestus came to the isle, he took the tower as his home, and cleaned it up, restoring it to a livable condition with some difficulty after its years of disuse. Aestus has converted many of the rooms in the tower to his own purposes, although a few chambers remain basically as they were in the years past.

The tower rises directly out of a rocky hill on the southwest portion of the island. The only entrance to the tower is underground, behind a heavy gate at the end of one of the tunnels of the catacombs (See Section 13). The tower's first floor is windowless, as a protection against attack. The base of the tower (formed of the first and second floors) is square and sturdy, built with thick stone. The top floors are circular, smaller and built with slightly thinner walls.

"The Castle Eyre" is Aestus's name for the tower, more as a joke than as a serious name. The name "Eyre" came from the height of the tower, from the top of which one can see most of the island on the near side of the hills. Used to grand palaces and huge fortresses, Aestus found it amusingly ironic to call the small tower he found on the island a "Castle," and so the tower took its name.

16. THE CAVERN

The cavern at the base of the tower was carved out of the rock at the time the tower was built. The fortress's builders decided that the structure would be much more secure if its only entrance was underground, and for long years the tower withstood its builders' enemies because of the unusual placement of its gate.

There are two large guard chambers protecting the gate into the tower, each secured by a heavy door held with a strong iron bolt. The tunnel outside the guardrooms is unusually large compared to the rest of the island's passages, being nearly 20 feet high and wide at most points, all the way out to exit "D" on the surface (See Section 13).

A winding stair at the back of the second guardroom leads up nearly 30 feet through solid rock to the first floor of the tower.

c-1. The walls of this chamber were carved smooth from the island's living stone. Iron torch holders have been set into the walls at 20-foot intervals. Two or three torches will always be lit if Aestus still dwells in the tower. There are four stone benches, two along each of the side walls. The benches are set into the stone. There is an opening in the north wall of the room, from which a 10-foot wide stair rises upwards toward the tower. The stairs are also cut directly from the rock,

and are heavily worn in places. The double-doors to the room are thick oak, and can be bolted from the north. The doors' hinges are old, but the wood from which the doors were made looks fairly new.

Comments: Aestus replaced the doors (which had rotted away) upon his arrival at the island.

c-2. This room appears empty save for iron torch-holders spaced evenly along the walls. The room has been roughly hewn from the stone, and the walls are not as smooth as those of c-1.

Comments: A niche is concealed behind a slab of stone in the east wall. Inside the niche, there is a room for a man to stand, but not to do much else. There is a tiny peephole in the slab through which the niche is entered, and there is a metal lever inside the niche. The hide-away was built so that a soldier might remain concealed while being able to observe any enemies in c-2. The lever once connected to ropes releasing nets from c-2's ceiling, but the nets have long since rotted away. The stone concealing the niche rotates around a central axis to provide entry, and is almost undetectable when in closed position because of the roughness of c-2's walls.

c-3. The tunnel here leads off into the catacombs (it is labelled "C" on Map B.) There is a 95% chance that one of Aestus's trolls will be on guard here, and a 15% chance that two trolls will be present if Aestus, Decuma, and Menelaus are all within the tower. The passage from here all the way to the exit to the surface (at point D; see Section 13) is smoothly carved, with a level floor and polished walls.

17. THE FIRST FLOOR

Having no windows and poor ventilation, the tower's first floor was not designed to be lived in by the builder of the tower, and was only rarely used to quarter soldiers. Nearly half of the floor was given over to bunkrooms for soldiers guarding the tower during siege, however. These barracks were not intended as permanent quarters, but merely as a place available if the need should rise. The rest of the floor was used for storage.

The floor was almost bare when Aestus arrived and, except for cleaning it up a bit, he has pretty much left it that way. He stores some food and water there, but he keeps his main storeroom on the second floor (2-2), where it is closer to his kitchen and dining-room.

1-1. The room is bare, save for a copper lantern hanging from the ceiling. The lantern is unlit, and contains no oil.

Comments: The room was a storeroom, but Aestus has no use for it as such.

1-2. There are a dozen barrels filled with fresh water, another dozen barrels of pickled meats, nine sacks of flour, and four of corn meal in the room.

Comments: These are stores Aestus has prepared in case the tower should come under attack at some time.

1-3. The room is bare save for several dozen gunny sacks lying in a neat pile along the west wall.

1-4. There is an open urn in the northwest corner of the room, containing about 25 torches. There is also a large barrel half full of oil, and four lanterns of various sizes.

Comments: The lighting materials are stored here in preparation for journeys through the catacombs.

1-5. There are thick iron pegs protruding from the south and west walls at about shoulder height. There are also five metal footlockers neatly arranged in the southwest corner.

Comments: This was once a bunkroom. The cots that were once present rotted through, however and Aestus had the remnants carted away. The footlockers are empty save a copper lamp with a fine silver chain.

1-6. Un-oiled torches are stuck in iron holders every 10 feet along the walls.

1-7. A lit lantern will hang from the ceiling here if Aestus is in the tower. There is a thin carpet in the center of the room.

Comments: The doors leading to stairs A and B will both be locked from the upstairs side if Aestus, Decuma, and Menelaus are all within the tower. Each of the three has a set of keys opening all the doors in the tower.

1-8. As 1-5.

Comments: This is another abandoned bunkroom. One of the footlockers is locked, and contains a small ivory statuette of a woman in prayer garb, and a pile of rotted clothing. The figure has no special properties, but it is worth about 200 Silver Pennies.

1-9. There are two low cots in the room along with a small table, two chairs, and a closet containing clothes and footwear.

Comments: This is Aestus's servants' bedroom. There is a 25% chance that one or both will be present during the day and a 95% chance that both will be present at night.

18. THE SECOND FLOOR

The second floor was once the point from which the tower was defended against attackers attempting to scale the walls. The many slits on all the outside walls of the floor permit easy observation of what is going on around the fortress, and are ideal for bow-fire.

Menelaus sleeps on the second floor, and Aestus has his kitchen and dining-room there, along with several store-rooms.

2-1. This is a corridor leading around the perimeter of the floor. There are thin stone benches along the inner walls of the corridor. The slits are about 2 feet high and 1 foot wide, and begin 4 feet up from the floor.

2-2. There are six barrels of ale, ten of wine, and much food here, including several sacks of grain, sides of bacon, and a cabinet stocked with fresh vegetables. There is also a small table in the center of the room on which there are four boxes containing small quantities of spices. In shelves beneath the table are crocks of dried fruits, honey, sugar, and other delicacies.

Comments: This is Aestus's main food storeroom. He brought the spices with him when he came to the island, and they have been dwindling since then. There is a 5% chance that some exotic food from off the island will be present (purchased on a brief journey to the mainland; see Section 12).

2-3. This room is laid out as a kitchen. There is a small pit for a fire at the north end

of the room, with a hood and a chimney leading out through the north wall. There is also a cabinet containing knives and other cooking utensils. A cooking rack and several pots lie near the fire. Assorted pans hang from the curved south wall.

2-4. A long, thin wooden table fills most of this room. There are wooden benches on either side of the table, and a large arm-chair at its north end. Four mugs hang from pegs on the east wall, and eight plates are stacked on the table.

Comments: Aestus, his daughter, and Menelaus like to take their meals regularly at dawn, noon, and dusk (with some modification for the season). A seven-candle lamp stored in 2-5 is usually used while dining if enough light does not shine in through the open doors.

2-5. There are several urns along the walls of this room. A few arrowheads are scattered among the urns. There are several dozen pegs on the walls.

Comments: This room was once the tower's armory. Arrows were stored in the urns in vast quantities, and bows and cross-bows were kept on the walls.

2-6. There is a mattress on the floor, made from canvas sacks stuffed with straw and various bits of cloth. There is also a small table with a candle-holder and a sheaf of papers. There is a 95% chance that Menelaus will be here after dark, and a 10% chance during the day. If he is in the room, there is an 80% chance that he will be asleep, in which case his weapons and armor will be lying by his side. If he is awake, his equipment will be in a better state of readiness. See Section 8.

Comments: The papers are a translation of a manual of soldiering that Aestus found in the library on the fourth floor (4-4). The manuscript will be written in the common tongue. Careful study will give a character with the Military Scientist skill 1000 experience points (to be expended on that skill).

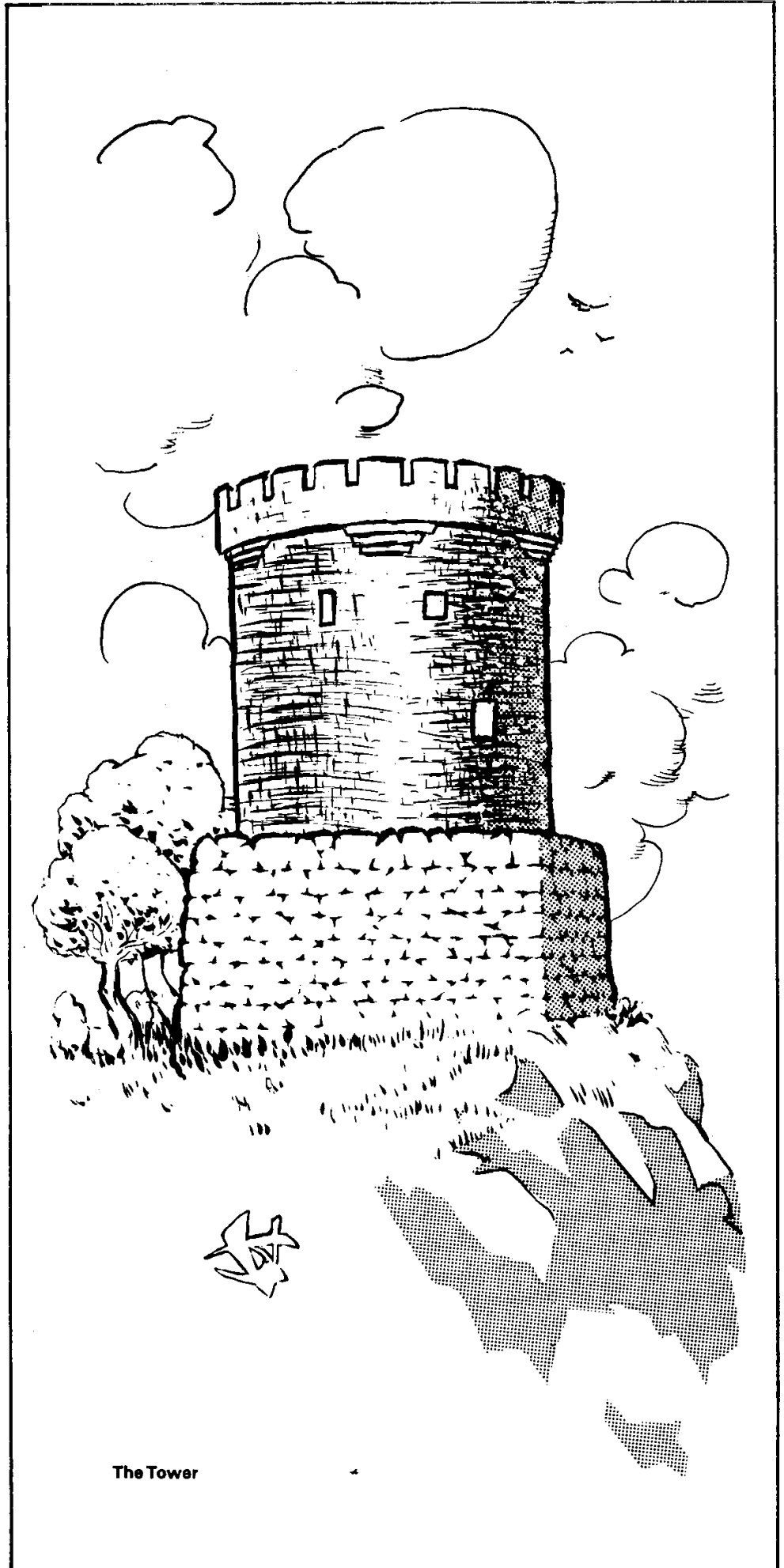
19. THE THIRD FLOOR

Aestus and Decuma live on the third floor. The floor was empty when Aestus arrived, but he sent his servants to the mainland and purchased furnishings of all sorts, and soon had comfortable living quarters.

3-1. This is a sitting room/living room. There is a table at the south end of the room, with three chairs. A couch looks out of the northernmost window. There is a thick carpet in the center of the floor. Three silver lanterns provide light during the night-time. There is a chess set on the table. There is a 10% chance that Aestus and/or Decuma will be present here during the day, and a 65% chance after dark but before midnight. There is a 30% chance that a game will be in progress on the chess board.

3-2. There is a bed at the south end of the room, and a chest of drawers at the north. There is also a small mirror over the chest.

Comments: This is Decuma's room. The chest will contain clothing of various sorts and a small jewelry box containing a golden chain and pretty shells and stones that she has collected on the island.



The Tower

3-3. Robes in various bright colors hang from racks in the center of the room. There are also 3 pairs of boots, and a pair of shoes. There is a chair at the north end of the room on which rest a flail and a gilded dagger.

Comments: Aestus uses this room as a closet and dressing room. The boots and shoes will all be very lightly worn as Aestus always wears his sandals (see Section 6).

3-4. There is a large bed along the inner wall of the room. There is also a trunk, a chair, a small table, and a small bookshelf next to the bed, holding books in various languages.

Comments: This is Aestus's bedroom. There is an 85% chance that he will be present here at night. When he is sleeping, however, Aestus keeps the door to his room locked. The trunk contains clothing, but nothing of special value. The books by Aestus's bed are mythological and historical works taken from the library (4-4). None of the books are magical. If Aestus is sleeping, his staff and sandals will be by the side of his bed (See Section 6).

3-5. There is a large slab of marble in the center of the room, about 6-by-4 feet long and wide, and 8 inches thick. The corners of the slab are chipped and cracked.

Comments: There used to be statues at the corners of the slab, representing religious figures. Aestus has used his magic to determine that the slab is not enchanted or cursed. The block is too heavy to be moved. Aestus has determined that the room was once used as the religious shrine of the tower.

3-6. The floor of this hallway is carpeted. Two silver torch-holders protrude from each of the walls, with the torches being lit if it is night-time. There are also two tapestries, one on the east, and one on the west wall, portraying men in scholarly robes with greying beards.

Comments: The tapestries are of famous philosophers who lived before Aestus.

3-7. Several of Decuma's long gowns are hung here. A small basket is also tucked away into one corner. A dagger is concealed within the basket.

20. THE FOURTH FLOOR

The fourth floor of the tower is Aestus's private domain. His study is there, as well as his alchemical laboratory and the library that he came to the island to examine.

4-1. There are two large tables in the middle of the room. One of the tables is covered with racks of test tubes and vials containing liquids of various colors. The other table has a complicated chemical apparatus set up on it. Bottles containing various liquids are next to the walls. Both tables have drawers containing tins and boxes of powders of all different colors and consistencies.

Comments: This is Aestus's alchemical workshop. The laboratory is fully equipped in every way, and a character with the Alchemist skill will be able to use his knowledge to full effect here. Almost all of the bottles and vials are labelled, most with symbols only recognizable to an alchemist. In particular, there is one rack with 18 vials all labelled "Trolls," (See Section 9), and another with 6 bottles labelled "Healing." The latter will cure a character of 2D10

points of damage to Fatigue or Endurance. Several of the bottles contain highly concentrated acids, the use and effects of which will have to be adjudicated by the gamesmaster. Among the powders in the tables' drawers, there are bits of dust of gold and other precious metals, totalling about 350 Silver Pennies in value.

4-2. There are two large desks here, and a large table covered with paper. The pages are covered in writing in an ancient language (Troubadors will have 2 times Rank as their Base Chance of recognizing the language). The desks are also stuffed with books and papers covered in obscure writing in various tongues.

Comments: Among Aestus's papers there is a map of the island. If characters take the time to search through the papers and find the map, they should be allowed to examine Map A. The rest of Aestus's papers will be of no use to any save the master himself. The pages on the table are Aestus's comments on what he has learned about Keryx (See Section 14). In one of the drawers of a desk, there is an ancient book, inscribed with golden runes, and a box containing a silver dagger. The book is a tome on golems written by the mage Allectus, and the dagger is the Blade itself. There is a second box in another drawer. The box is locked and made of metal and feels quite heavy. The box cannot be forced open save by a mechanician. The key is nailed to the underside of the table. The box contains a bag holding 200 Gold Shillings, 50 Truesilver Guineas, and Aestus's ducal seal-ring (see Sections 4 and 5).

4-3. There is a map of a duchy on the east wall, and there is a large silver-colored tapestry on the western part of the north wall. Additionally, there is a lantern hanging from the center of the ceiling, which will be lit if Aestus is on the fourth floor or the summit.

Comments: The map is of Aestus's duchy. The tapestry conceals the door to the stair leading up to the top of the tower.

4-4. There are two large bookcases between the windows on the outer wall. There is also a chair and a small table covered with books. The books are all very old and brittle to the touch. Several have been holed by bookworms, or rotted by mold. All are written in the same ancient language.

Comments: This is the library that Aestus came to the island to study (see Section 6. Most of the books deal with ancient history, although there are several treatises that could be valuable to mages or characters learning skills. It is necessary that the volumes be translated before they can be of use, however. The books are very frail, and each has a 50% chance of disintegrating if transported or handled roughly.

There is a small golden ring engraved with the figure of a wolf underneath the books on the table. Aestus is currently poring over the library trying to find out what the ring does, and how it can be put to use, for he has already determined that it is magical. If a character can understand the language in which the library is written, there is a 5% chance each hour spent searching that the character will discover how to use the ring.

The ring can be used to put any canine under the control of the ring's owner as if the owner was using the Namer spell of Compelling Obedience (with unlimited duration). This control can be extended over dire wolves, hell hounds, etc., but these creatures have a chance to resist.

21. THE SUMMIT

The tower's summit is nearly 50 feet above the ground. Aestus has built an astrological observatory on the summit.

s-1. There is a small telescope on a tripod in the center of the room. There is also a small table and a chair. An astrolabe and other astrological equipment lie about the room. There is a small bookcase filled with astrological reference works.

Comments: Aestus rarely comes to the observatory for, although he is good at it, he dislikes prophecy. The observatory is fully equipped for any astrological purpose. Aestus sometimes uses the telescope to look around the island, however, instead of watching the stars. He particularly likes to use the equipment to keep an eye on any goblins on the surface.

s-2. There is a low wall, about 4 feet high, encircling the summit. There are slits all around the wall for bow-fire.

VII. THE SEA-HOLD

The Sea-Hold was built by the same people who built the tower, as a secondary fortress for the island. The above-ground fortifications of the Hold are not all that powerful, but the sea-caves near the battlements form a refuge that helps to strengthen the Hold. The above-ground battlements have been in disrepair for a long time, and are slowly crumbling, while the sea-caves are mostly unoccupied, save a few caverns inhabited by goblins.

Aestus has visited the Hold several times and searched it thoroughly without finding anything of use to his studies. Nevertheless, he is interested in the fortress, and can frequently be found wandering there, searching for clues to the nature of the people who constructed it.

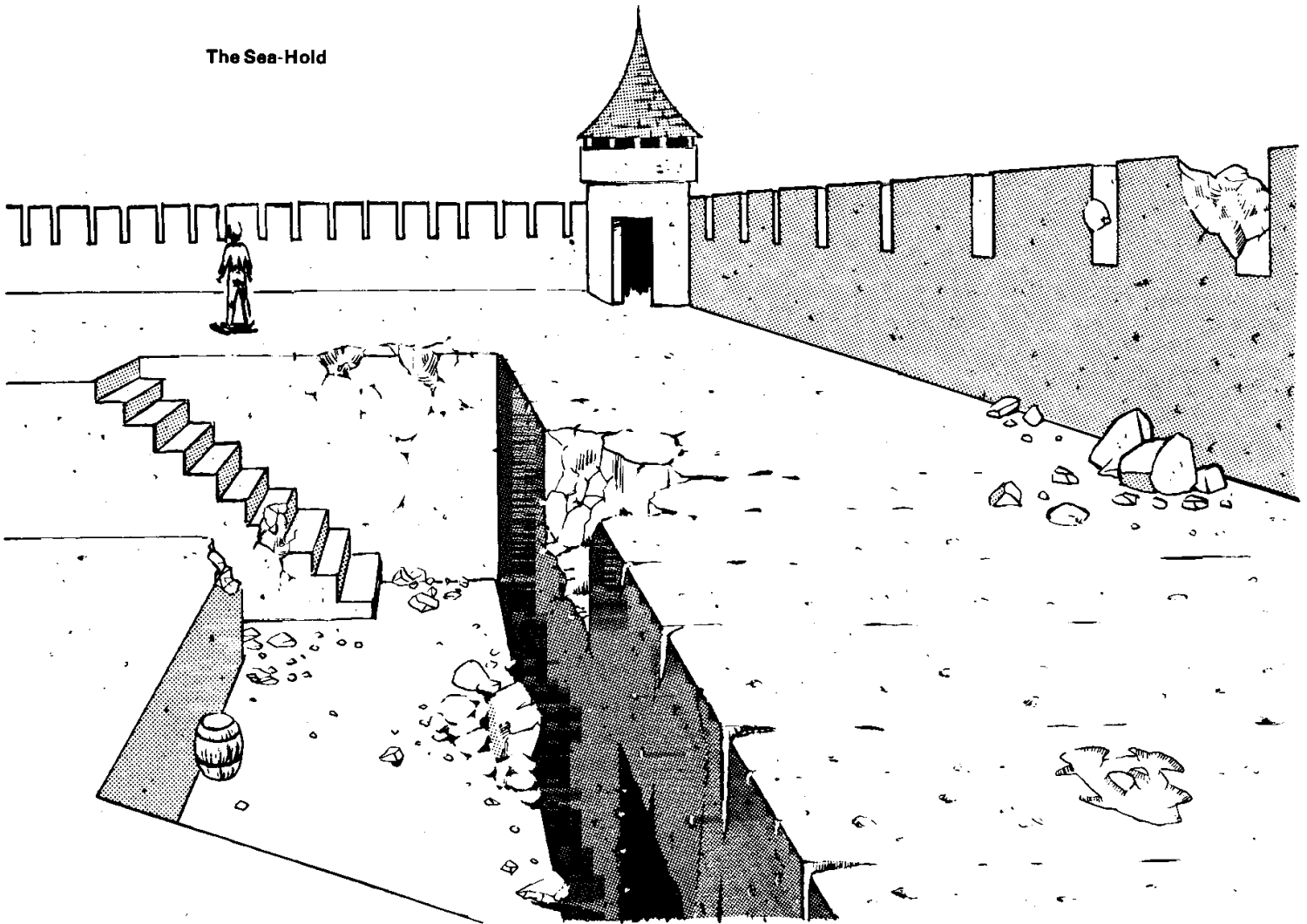
22. THE SEA-CAVES

The sea-caves were originally natural formations, but were expanded and carved-out by the builders of the Sea-Hold. The cavern walls are all roughly cut, however, and the ceilings are quite low (around 6 feet, on average).

Several of the caves look directly out of the cliffs at the ocean to the east, and most of these are very close to the waterline. The rest of the network slopes gently upwards as it moves further west, into the rock. The easternmost caves (including 5, 6, 7, 8, 9, 10, and 11) are all submerged to a certain degree at high tide, however.

Only Caves 1, 2, and 4 are occupied or in use, and only these Caves and Cave 3 have specific descriptions in the following pages.

The Sea-Hold



Room Codes are provided for other Caves on Map J for reference during the course of the adventure.

sc-1. There are four piles of straw and cloth around this cave. There will also be two bags filled with produce taken from the fields (See Chapter V). There is a 50% chance that D5-1 of the goblins will be present in the cave.

Comments: The goblins will be armed with whips and knives, if present. If the goblins return to the cave after hearing sounds of intruders, they will carry a large fishing-net with them, which they will hold ready by the entrance to sc-1 and sc-4 to ensnare exiting characters.

sc-2. Two goblins have hammocks strung from the walls. There is a 50% chance that they will be present at any given moment.

Comments: The door to this chamber is boltable from either side. If the goblins are in, it will be closed from the inside. The goblins will carry short swords, and will be armored with leather and plain bucklers.

sc-3. There is a thick bronze door at the north end of this cave.

Comments: The door can be bolted from either side. The door is very old (having been in the caves since the Hold was originally built), yet is still very sturdy.

sc-4. There are 3 goblin-beds made from sacks filled with straw and dried sea-weed on ledges around the cave. There is also a small table with 3 chairs in the center of the room, and a bag filled with smelly fish in one corner. The goblins will be present 50% of the time (although they will never be too far away within the caves). The goblins will be armed with falchions and leather armor.

sc-5 to sc-11. These caves will be filled with small pools of water (depending on the tide, they will sometimes be completely filled with water). The sides of these caves have been worn smooth by the constant rush of the sea.

23. THE BATTLEMENTS

The battlements of the Sea-Hold form a small rectangle, with the tunnel into the catacombs protected by the walls. Except by climbing over the 20-foot high walls, the battlements can only be reached through the tunnels beneath it.

The fortification consists of a thick wall (nearly 8 feet in width) with a walkway on top and another low wall protecting the walkway, with slits for missile fire. There is little inside the stockade save for stairs leading up to the walkway and a ramp up to a platform high in the center of the area enclosed by the walls. When the fortress was actively in use, a catapult used to be positioned on the plat-

form, and from its position in the Hold, on one of the highest hills on the island, the catapult could fling greek fire at ships approaching from anywhere to the east.

The fortification is beginning to fall apart, stone by stone, with the passing of the years. The ramps are no longer smooth, and the staircases to the walkway are cracked. The Hold's thick walls are still basically intact, however.

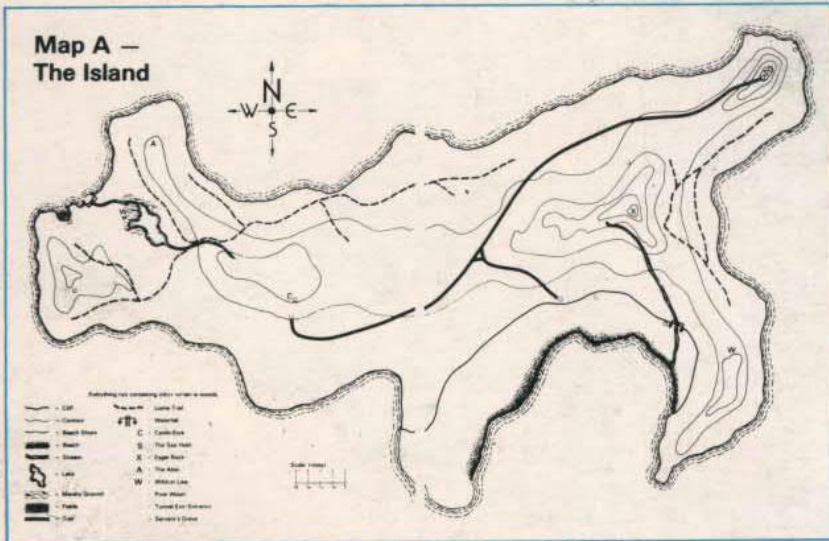
VIII. FINAL NOTES

The Blade of Allectus was written to be as complete as possible and to save the gamesmaster unnecessary labor wherever practical. Naturally, however, the gamesmaster will have to use his discretion and imagination at certain points as everything the players might need to know could not possibly be covered.

It is also suggested that the gamesmaster make some minor alterations in the maps and in the room descriptions to prevent players who also own copies of this booklet from growing overconfident. Minor changes in the island and in Aestus's history might also be made to keep the adventure consistent with the rest of the gamesmaster's world. This booklet should be treated as a guide for the gamesmaster, as opposed to a scenario restricting him.

DragonQuest Adventure Two

The Blade of Allectus



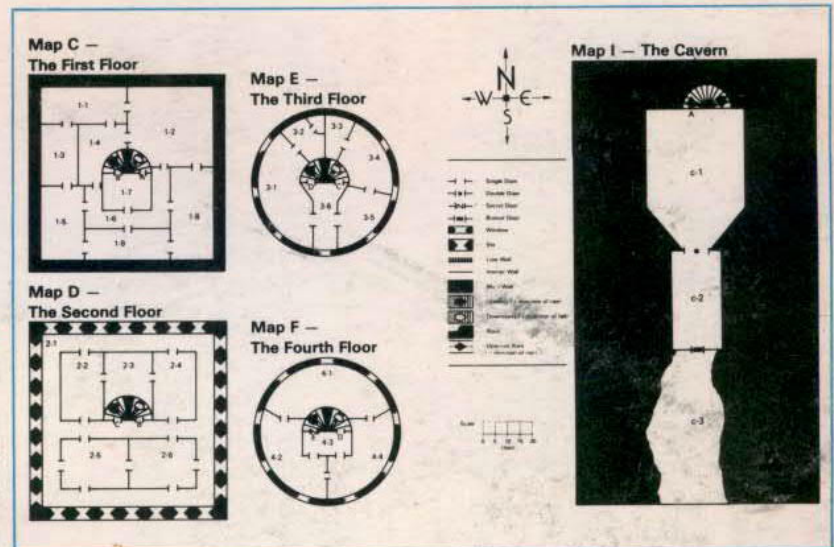
THE ISLAND

The island on which the adventure takes place is a little less than eight miles long and five wide. The cliff that encircles the island is almost unclimbable and is broken in only three places, by two beaches and by a series of caves under the Sea-Hold.

The Blade of Allectus is a fantasy role-playing adventure scenario that can be used in conjunction with SPI's *DragonQuest*. The gamesmaster uses this booklet to describe the mission for the players and to guide them over a magical island in search of a Duke who has been kidnapped.

THE CASTLE EYRE

The Castle Eyre was built by the masons of a people that inhabited the world eons ago. The only entrance is underground. The tower's first floor is windowless, and the base is square and sturdy, built with thick stone. The top floors are circular, but much smaller and with thinner walls.



BUYER'S GUIDE FOR THE BLADE OF ALLECTUS

Age Range: 12 years to adult.

Number of Players: 5 to 7.
(Low suitability for solitaire)

Average Playing Time: 6 to 8 hours.

Complexity: Moderate (6.0).

For purposes of comparison, *Monopoly* is considered to have a complexity rating of 2.34.



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