

Nestormel



by Scott Fulton



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TABLE OF CONTENTS

Dungeon Area	3
Bailey	11
Restormel	16
Monastery	16
White Hart Inn	17
Mayor's House	17
Ruined Fort	18
Temple	19
The Mill	20
Judge's Information	21
Characters	22
The Main Keep	26

CONCEPT & PRINCIPAL MAPS
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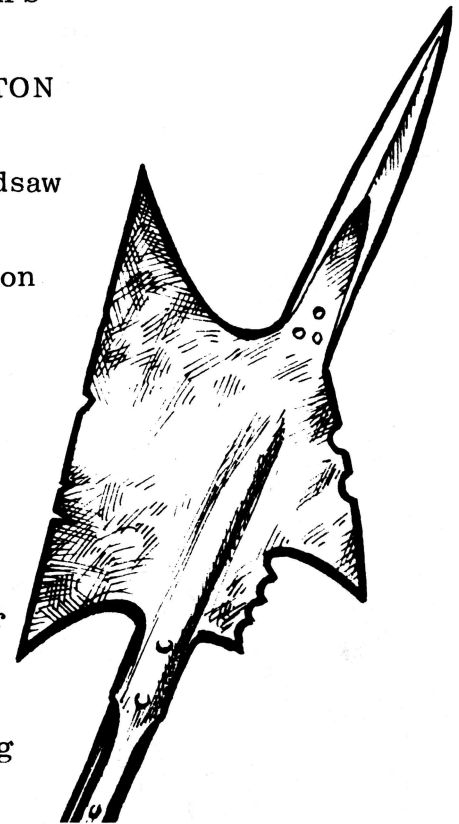
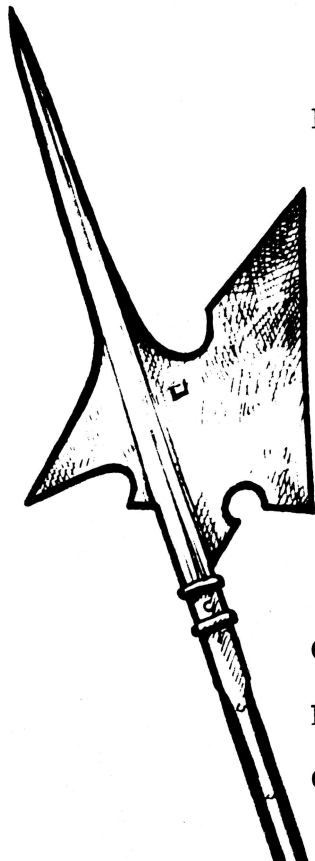
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Restormel

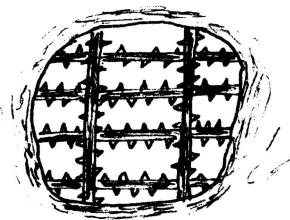
In the far past, this area was an outpost for a kingdom which was overrun by Barbarians. At that time, the garrison of the old fortress, and those living in the area, went into hiding in the areas under the fortress. The Barbarians stayed in the area for years, and the people under the fortress eventually enlarged their hidden area, and turned completely away from the outside world. Eventually, the Barbarians embarked on another migration and left the area. Then, nearly a century later, another kingdom arose in the area, and a keep was built here. The area soon drew a few Freemen who began to farm, and finally a Mill was built on the river. Recently, this happy little village has been disturbed by disappearances and strange creatures. Deer, cattle, and even people have been found badly mauled and half eaten, and horrible creatures have been sighted. The descendants of those who went into hiding have returned to the surface. They have gone through terrible degeneration, and are now beasts in the shape of men. Now the villagers live in fear, and the Garrison Commander spends sleepless nights trying to face his growing uncertainty: how do you fight a creature you can't find or identify?

Dungeon Area

This area is below the ruined fortress. It is the home of the Deep Lurkers. From there they have dug tunnels all over the area. The main part of the dungeon is the old fort basement, which is stone-walled. Then there are areas where those who hid in the basement enlarged it. These areas have fairly regular walls, but are only of packed earth. The areas farthest away are simply tunnels dug out with no attempt to make the walls or ceilings regular. In any area where the floor is of dirt, much of the space will be taken up by Fungus. This fungus is the main diet of the Lurkers, along with whatever insects or small animals they can catch. The fungus also grows on the walls and the ceiling. The walls of the rooms are not aligned with the compass, so, instead of giving dimensions as EW and NS, they will be given as NE - SW and NW - SE. The stone-walled areas are 8' high, and the dirt areas are 6' high.

D1 Entrance Room: This 20' square room is the one into which the secret entrance from the fort comes. Actually, it enters into the 5' square alcove on the northwest side of the room. There is no longer a ladder; it has long-since collapsed, and the wood has decayed. This area has been used as a toilet facility, and the dung has filled up the alcove and spilled out into the room. Behind a loose stone in the west corner of the larger area is a Journal of the events that occurred after the fall of the fort. This covers two years, with entries averaging one a week. It is written in an archaic form of one of the languages in the area. There are three 5' wide passages leading out of this room, each 10' long. The one to the northeast leads to D2. The one to the northwest leads to D3. The third, to the southwest leads to D7.

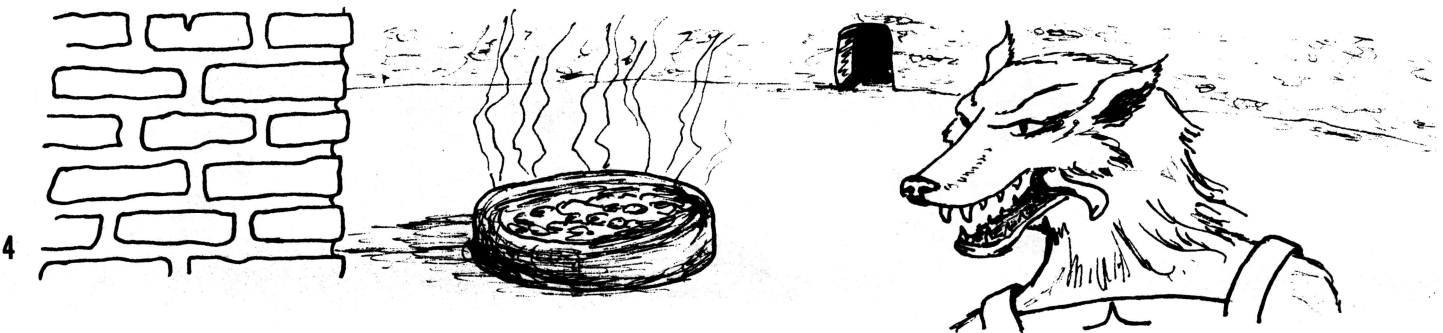
D2 Prison Room: If Kuvqut is alive, this is where she will be found. If not, all that will be found will be a largely consumed body. The creature that captured her considers her a great prize, and will not let anyone else near her. Nor will he let her leave the room. She has found and secreted a badly rusted Iron Dagger, which will snap the first time it is used in combat. Nonetheless, it will do normal damage if a hit is scored. She has also acquired an upper legbone which could be used as a club. The Lurkers do not take these away from her because they have no concept of tools. Kuvqut is scratched and bruised from escape attempts, and she is very hungry because she will eat nothing they offer her. There are three exits from this room. The first is to the southeast and leads to D21 through a 5' wide and 10' long dirt passageway. A similarly-sized stone passage leads northwest to D1, and a 7½ foot opening to the northeast leads to D3.



D3 Armory: This room proves conclusively that the Lurkers have lost the knowledge to use tools. It formerly acted as an armory, probably containing the remains of the equipment which the Soldiers had when they retreated underground. Piled in the north corner are 9 Short Swords, 3 small Helms, 1 medium Wooden Shield, 4 Daggers, 4 sets of Leather Armor, 13 Long Bows, and 6 Arrows. The weapons are all in scabbards and the Bows are in leather cases. Almost all this equipment is decayed and useless. All of the leather is cracked and moldy, and will probably fall apart quite quickly. Most of the metal items will shatter if subjected to anything resembling battle conditions. However, as with Kuvqut's Dagger, a weapon used in battle will do normal damage if it hits on even its one attack, though it will break. The Bows will snap if a bowstring is attached and pulled back. If this happens, the user has an 80% chance of suffering 1 - 4 points of damage. The Arrows will disintegrate on being shot from a Bow, and will do no damage to anyone. Of all the equipment piled in the corner, only one Helm and two Bows are usable. These have somehow escaped structural damage and can be used with no penalties. The room is 20' wide by 67½' long, with all but the northwest 15' being made of stone. It is quite obvious that this room was enlarged after the fort fell. The earthen walls are fairly smooth, although, of course, not perfect. The north corner has been enlarged by 5' to the southeast and southwest. An earthen passage leads southwest from that corner to D21. An opening in the center of the southwest wall leads to D2, and a 5' wide and 15' long stone passage leads northwestward from the east corner to D4.

D4 Storage Room: What was originally stored in this 12½' by 30' room will probably never be known. It contains six barrels along the southeast wall, and the remains of several others are strewn about the room. The barrels are completely filled with dung, and the floor around them is also covered with it. Part of the northeast wall seems to have collapsed, although whether this was natural or engineered is not evident. Whatever the cause, the stones which made up the wall are nowhere to be seen. A passage leads southwest from the south corner of this room, giving access to D5 and D6. An opening in the center of the southwest wall also gives access to D5.

D5 Storage Room: The contents of this brick-walled room show how much renewed contact with the outside world has changed the lifestyle of the Deep Lurkers. Laying in the middle of this 10' by 22½' room is the partially eaten carcass of a horse. It is several days old, and just beginning to smell. The Lurkers seem to have been curious about this new food source, as they have chewed off meat from various parts of the carcass. Particularly noticeable is the mutilation they caused getting to the brains and intestines. Anyone whose stomach and curiosity are strong enough to examine the carcass at close range will see that one eye is also missing. The room has three exits. The first is to the southeast, and leads to a passage which in turn leads to D6 and D4. There are also openings in the southwest and northeast which lead to D6 and D4, respectively.



D6 Pillar Room: The most likely reason that this 27½' by 25' room has a 5' square pillar in the center of it is that it is part of a complex of rooms that is 55' long and 30' wide, which is quite a large area to be left without support, thus, the all-brick walls of D5 and the pillar of D6. This room is nearly empty, save for a small pile of dung near the pillar. Much of the northwest wall is gone, once again with no sign of the stones. There is evidence of digging. An area is dug out which is about 10' deep, the last short distance of that being only 7½' wide. This was evidently once a tunnel which caved in, for a skeletal arm is protruding from the back wall. The lack of respect that the Lurkers have for their dead is shown by the fact that one of its fingers has obviously been chewed off. If the skeleton is dug out, it will be found to be a Lurker, with about half of the flesh remaining on the bones. If someone chooses to dig further, they might find one or two other bodies, but the tunnel will cave in again before they find any uncollapsed area. The removal of the stone for digging included the north corner of the room. For that reason, there is a crack in that corner through which one can look into D5, although it is far too small to pass through. A wider opening to D5 is in the center of the northeast wall. Another opening in the east corner leads to the passage described in D4 and D5. In the south corner is a 5' wide and 20' long passage to D7.

D7 Three-way Intersection: Although wider than the hallways, this 15' by 10' area cannot really be called a room. It is simply a wide spot in the passage from D1 to D9, where the passage from D6 connects. Laying in this area, out of the normal flow of traffic, is the body of one of the Lurkers. One of its arms has been almost completely consumed. On the remaining wrist is a plain, heavy, gold bracelet which is worth 10 GP.

D8 Hidden Room: Across from the passage from D6 to D7 is a secret door leading to D8. When the proper stone is slid to the left, a door will open, allowing access to D8. This 15' by 20' room contains 13 Barrels: 5 contain Wine which has long since turned to vinegar, 4 contain Hardtack, 3 contain Onions, and 1 contains Grain. All but the top layer of Hardtack is still edible, and half of the Onions and Grain are good; the rest have sprouted and decayed. There are also 5 Cheeses in the room in wooden containers. These are mostly moldy, but about one-quarter of each cheese is still good, this being in the center of the cheese. The secret door is the only entrance to this room.

D9 Bone Room: The walls and ceiling of this room are thick with the fungus common to the area. This is probably because the Lurkers cannot easily reach it. Save for a narrow path, all of this 10' by 20' room is filled with bones. With one exception, these are from Lurker Skeletons. All of these are thoroughly cleaned of meat, and most are yellowed with age. Indeed, a Sage would be able to trace the development of the Lurkers from their human ancestors, if he were presented with all of the skulls in this room. The only skeleton in the room which is not that of a Lurker is a Sheep Skeleton, which is thrown on the southeast pile. This is also picked clean and is obviously quite new. Beneath it is a hooded lantern which is new enough to be shiny and still has a small amount of oil in it. This is simply something that attracted a Lurker's attention for a short while, and then was tossed away.

D10 Abandoned Tunnel: It seems that, at some time soon after the folks hiding here first began to expand their dominion, they started a passage at this point going northwest. It is obviously an early excavation, as the walls, floor, and ceiling are fairly regular. Why they stopped digging is not evident. A minor cave-in has occurred just southwest of the passage, and, for a change, the dirt remains where it has fallen. Anyone familiar with tunneling will recognize this as a recent event. The entry of area D10 is 15' square, with the abandoned tunnel adding a 5' wide and 10' deep alcove. In the center of the area is a dog which has been treated in a manner similar to that of the horse in D5. There are three exits from this area. One is back northeast to D9, and the others are on either side of a large rock, and lead southwest to D11 and D13.

D11 Intersection: In expanding to the southwest, the Lurkers seem to have run into a large rock, which they were forced to dig around. D11 is the intersection between the passage which runs to the northwest side of the rock and another which connects D12 to D13. Lying in the center of the intersection is a Human body which has been treated in the same manner as the horse in D5. On the body are a belt pouch containing 10 GP, a Dagger, and a pair of nearly new boots. This area is 10' by 20'.

D12 Fungus Room: For some reason, the fungus in this room is much more virulent than anywhere else in the dungeon. All of the room's 20' square floor space is carpeted with it, as are the ceiling and walls. There are no clear patches, and, except for narrow paths through the middle, it is twice as thick as elsewhere. Even the paths are covered, although not as thickly. This fungus will make a person quite ill, if eaten, although Lurkers have developed an immunity to it. If disturbed, it will also release spores which will irritate Human noses and eyes. The Lurkers have become immune to this effect as well. This irritation is not debilitating, but is quite bothersome. There are two tunnels to the northeast and to the south. These lead out of the dungeon area proper and, eventually, to hidden exits.

D13 Dung Room: This room is as full of excrement as D9 is of bones. Near the walls, it is piled nearly to knee level, and toward the center it slopes down until there is only a very thin layer. The stench is unbelievable, of course, and anyone passing through must roll less than his Dexterity on 3D6 or slip and fall into the disgusting stuff. Anyone falling in will contract tetanus. 7 - 12 days later he will begin to undergo violent convulsions, and unless treated with a *Cure* spell, will die in 1 - 12 hours. Previous to the convulsions, the victim will experience progressive stiffening of the muscles. The room is 20' by 15', with openings to the east and west, which lead to D14 and to D11 respectively.



D14 Nursery: This 15' square room is occupied by three female Lurkers, each with a newborn infant. If a character or party enters the room, the mothers will cower against the wall and whimper, holding their babies tightly to their chests. The babies will also undoubtedly cry, sounding exactly like Human children. If one of the mothers is attacked, all three will put down their babies and ferociously counterattack, getting an extra bite each turn. If one of the babies is killed, its mother will immediately cease fighting, pick up the body of her baby, and set up a heartrending Human keening; she will do nothing more than sit, holding her baby, and rocking back and forth. The corpse of another female lies at the back of the room. Her twisted face and distended belly testify to the fact that she died in childbirth, although the baby is nowhere to be seen. If anyone takes the time to check, the body will still be warm, and the sound of the child's heartbeat may be heard by putting an ear to the belly of the dead mother.

D15 Morgue: There are three bodies in this room: two are fairly fresh, and one is beginning to decay. All three lie near the entrance of this 15' by 25' room in a pile, the decaying body on the bottom. All three show signs of having been in a fight. They bear deep wounds, and they have broken bones. Their fur is matted with blood. (Judges' Note: These creatures have all been killed by surface creatures, and the Lurkers dumped them out of the way in superstitious dread. Any Lurker will avoid this room if at all possible.)

D16 Intersection: At this point, the passage between D13 and D19 is joined by one which goes through D18 and then on out of the dungeon area. Near the northeast wall lies the carcass of a deer. This is freshly killed, and has not been chewed on. There is no evidence as to why it was left here, but its horns are covered with dried blood.

D17 Empty Room: In digging the tunnel mentioned in D16, another rock was evidently run into and had to be dug around. Later, this room was dug on the east side of the rock. It is 20' square, and empty except for the fungus and a minor cave-in on the east side.

D18 Passage: This tunnel leads to an opening in the woods not far from the Miller's House. When the water tunnel collapsed, the Lurkers came up here to find out why. It was through this tunnel that they dragged Kuvqut. Indeed, this has become their main tunnel, as it is now closest to the water.

D19 Sick Room: When a Lurker shows signs of being ill, he is driven into this room by his peers and not allowed to come out until he is well enough to fight back. At present, there are thirteen Lurkers in the room, and four bodies. These bodies are the only things that save those who recover, as they provide food. This room is filled with dung, bones, and bodies. It is mainly due to tradition that the sick are driven here. This room was built when the intelligence of the underground dwellers was dropping, but not completely gone. It was used as a hospital, and a set of medical tools lie in a box at the back of the room, where they were packed away when the last person with any medical knowledge died. These could be quite valuable as antiques, and might even still be usable. The Lurkers do not understand why they must drive the ill to this room. All they know is that this is the room that the sick have always been sent to. It is 20' square.

D20 Abandoned Tunnel: The main part of this area is 10' square, with a 2½' square alcove to the northeast. This seems to be the beginnings of a tunnel. It probably was abandoned when someone realized that there was already a tunnel in that direction. Lying in the area that was dug out is the body of one of the two missing Priests. He wears a wool robe with a rope belt, and a holy symbol. His story goes like this: For their own reasons, the Deep Lurkers wished to capture rather than kill him. In the struggle, his neck was broken. Thus, when they placed him in the prison room, he did not move, although he was obviously still alive. When they saw this, the Lurkers decided that he was sick and began to growl at him and beat him to make him go to the sick room. When this didn't work, they began to drag him, and, upon reaching this point, discovered that he had died. They then tossed his body off to the side and went away.

D21 Intersection: Three passages come together here, and illustrate one of the main problems of tunnel digging. Two tunnels were dug, one southwest from D3, and one southeast from D2. Upon reaching the point where they thought the tunnels would meet, the diggers from D2 turned northeast, but they narrowly missed the other tunnel. When they wished to build a second tunnel to the southeast, they wisely decided to dig 7½' southwest first, to avoid running into the first tunnel.

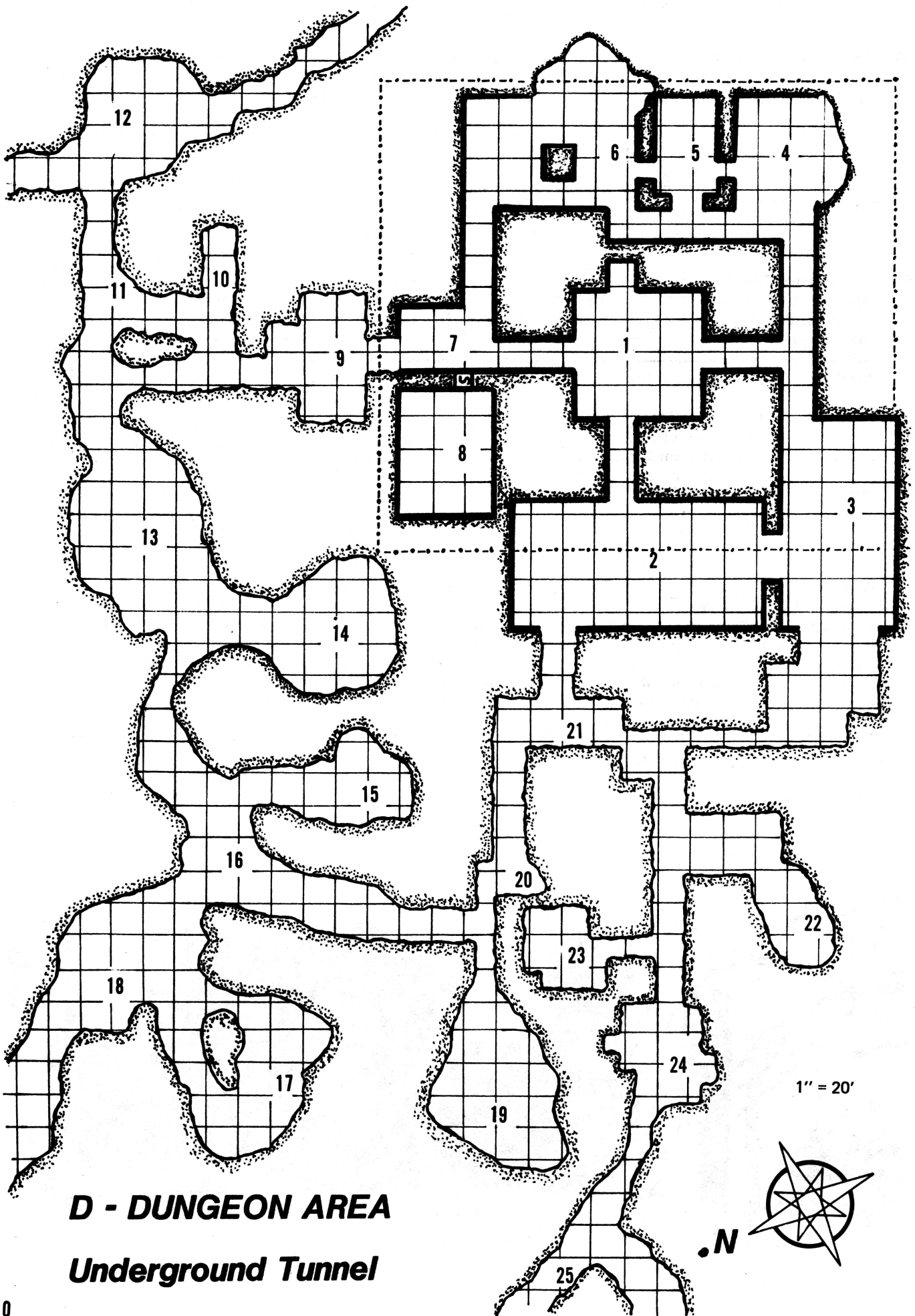
D22 Music Room: When the local folk went underground, they were not completely cut off from all culture. Carefully wrapped and stored in this room are a Mandolin, a Brass Horn, and a small Drum. The Mandolin and the Drum are now useless, but the Horn could still be used. It is badly tarnished but could be polished with a little effort. This room was originally 20' by 10', but at some time, someone began a tunnel from its east corner. This was abandoned after about 15'. Strewn about this abandoned digging is the ripped-apart skeleton of a rabbit. It seems that someone sneaked in here with this delicacy to make sure no one took it away from him.

D23 Empty Room: This 12½' by 15' room is another one that was built in those hazy years when the Lurkers were just below Human intelligence, but not yet simple beasts. It can be determined to have regular walls, but these are not nearly as smooth as those built earlier. It is completely devoid of contents, save for the fungus.

D24 Dirt Storage: This was sort of a halfway house for dirt removal during digging projects. The dirt was removed from wherever it was excavated and dumped in this 15' by 12½' room. When this area became full, the work at the digging site stopped, and the dirt was carried from here through D25 to the river. When this area was cleared, digging would resume. Two relics of the digging project are still in this area, a rotted wooden spade, and a clay pot with a crack on one side and most of the mouth broken off. The passage to the southeast divides after about 25'. One branch goes off in the direction of the Keep; the other is D25.

D25 Water Tunnel: This one tunnel was built by the occupants of the Fortress before the invasion. It was dug as a hidden access to the river in case of an attack. It was also used, after the invasion, to get rid of the dirt from tunnel digging, by dumping the dirt in the river and allowing the current to wash it away. The same thing was done to waste and refuse until the inhabitants lost their intelligence. When the river was dammed and the Millpond was formed, it covered a long stretch of this tunnel, which filled with water and then collapsed. This cut off the Lurkers from their water supply, and caused them to come to the surface to find out why. When they rediscovered the surface dwellers, they first were curious about them, and then they decided that they were a threat and must be destroyed.





D - DUNGEON AREA
Underground Tunnel

Bailey

This is sort of an outer courtyard of the castle, which is surrounded by a palisade of wooden stakes like an old Western fort. The area is 225' EW by 175' NS, and the wall is 12' tall. The ends of the stakes are pointed. Most of the area inside the palisade is grass-covered, but a road runs east and west approximately in the middle. There is also a series of paths leading to and from various buildings. The Bailey is surrounded by a 30' wide and 10' deep ditch.

- B1 Stone Bridge: This stone bridge spans the ditch between Bailey and Keep. It is 20' EW by 10' NS. Its construction is that of an arch, with the top being covered with cobblestones. Along the edges, it has a six inch high and six inch wide curb.
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- B2 Small Huts: There are seven of these 15' square and 8' tall huts. They are of mud and wattle construction with wooden frameworks and thatched roofs. Although the floorplans vary, they all contain the following: One door, one window, a fireplace, a double bed, a small chest of drawers (2½' square), a 5'-square table, and two chairs. These are used by the subalterns of the Garrison, except for the one closest to B1, which is reserved as a guesthouse. Each occupied hut will have 1 - 20 GP hidden in it.
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- B3 Great Hall: This 50' EW by 30' NS by 30' tall building is of stone construction with wooden framework, floor, rafters, and shingles. This is the main portion of the building. It is the dining area, where the portion of the Garrison living in the Bailey eats. Space is provided for each man, although those who are married often eat at home. Two rows of Pillars run down the length of the hall with the main table between them. This table is 25' long and 5' wide, with benches on both sides. The head table is at the east end of the hall. It also is 5' wide, but only 20' long and has but one bench. Normally, the meals here are presided over by the Garrison Commander, Josqur, but, at feast times, Hulbar comes here to eat at the head table with his invited guests. Only the Garrison Officers and their wives eat here then. The displaced persons generally eat in the Keep's old dining hall. The Great Hall is entered by double doors in the middle of the north wall. Two doors in the west wall lead to B5 and B6, and a door at the east end of the south wall leads to B4. Many of the servants who work in the Keep and Bailey sleep in this room.
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- B4 Kitchen: At 15' EW by 5' NS, this room seems awfully small for a kitchen. It is possible to make it this small because the cooking is usually done in a firepit 10' outside the door. The kitchen is used only for storing utensils and spices and for working with the food before or after cooking. Most of the work is done by the Cook and his wife, with some help from the wives of the married guards. These are seldom allowed into the kitchen proper. There is a fireplace on the west end which connects to the fireplace in the Great Hall. This can be used for cooking, but it is generally only used for secondary operations, such as baking bread. A door to B3 is on the north wall, and the outside door is on the east wall. The woodpile for fireplace and firepit is on the south side of the Kitchen.
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B5 Commander's Apartment: Josqur not only sleeps here with his wife, but also uses it as an office. There is a four-poster bed with curtains in the southwest corner, and a desk on the east wall. The room is 10' EW by 20' NS, by 10' high, with a door to B3 in the southeast corner. Light is provided by a window in the west wall during the day and by an oil lamp at night.

B6 Cook's Apartment: The Cook is considered to be higher in status than the average servant, and , thus, is provided this 10' square and 10' high private room. The door to B3 is in the southeast corner, and the room contains a bed, a small table, a window, and an oil lamp.

B7 Barracks: About half of the soldiers sleep in two Barracks, of which this is the first room. The construction of the Barracks walls is identical to that of the Subalterns housing. This room is 15' EW by 20' NS by 8' high, with a door to the outside in the middle of the east wall. Opposite the door is the curtained opening to B8. There are windows in the north and south walls and beds in all four corners. As with the Keep, each Barracks bed contains 0 - 9 SP.

B8 Barracks: This room is virtually identical to B7, except for the fact that, instead of a door in the east wall, it has a curtained opening.

B9 At 10' EW by 20' NS by 8' tall, this room is not big enough for four beds. In fact, it only contains two, one in the southeast corner, the other to the northwest. There is a curtained opening to B8 in the center of the east wall, and the room's only window is across from it.

B10 Barracks: Another small room, this one is 10' EW by 15' NS by 8' tall. It contains two beds, a window to the west, and a curtained opening to the east leading to B11.

B11 Barracks: This room is 15' square, and 8' tall. It contains two beds in the southern corner and one bed on the north wall. There are windows in the north and south walls, and curtained openings in the east and west walls lead to B12 and B10 respectively.

B12 Barracks: The last of the Barracks rooms, this is 15' square with an 8' ceiling. It has a bed in each corner, a window on the north and south walls, a curtained opening to B11 on the west, and a door to the outside on the east.

B13 Stables: Up to fifteen horses can be stabled here, each in its own 7½' by 5' stall. The entire building is 60' long, 20' wide, and 10' tall. The long dimension extends from northeast to southwest. The outside door is in the north corner, and in the east corner is an area approximately 12' square, which is used as a tackroom.

B14 Gatehouse: This is actually a roofed Tower with only partial walls. It is set on 12' legs on the back side and rests on the pallsade on the front. The only Gate into the Bailey from the outside is under this Tower. It is in 5' sections and swings outward. Provision has been made to bar this gate in case of an attack. In front of the Tower and Gate is the Drawbridge. This is 10' wide and 20' long and is operated by a capstan in the Tower. When lowered, it connects to a wooden bridge over the ditch. A road runs from the Tower to the bridge to the Keep and, in the other direction, around the castle and into the village.

B15 Grain Storage: This is where Hulbar stores his portion of the Grain Harvest. The building is 15' EW by 30' NS by 15' high and is divided into nine separate storage areas holding a total of 2000 bushels of Grain. The 5' wide double doors are in the center of the east wall.

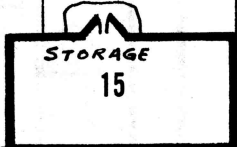
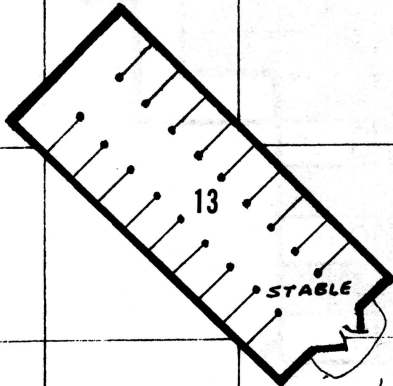
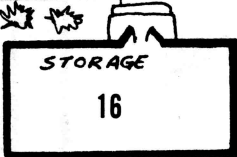
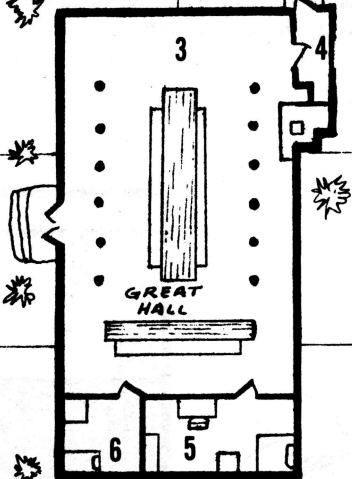
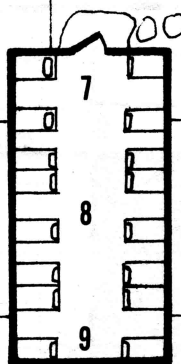
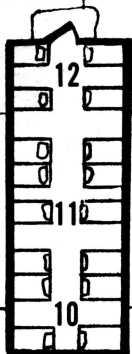
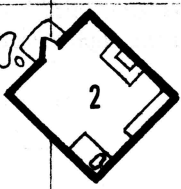
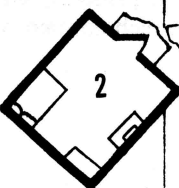
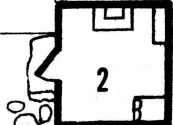
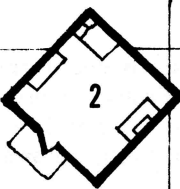
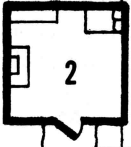
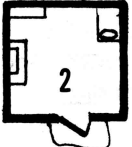
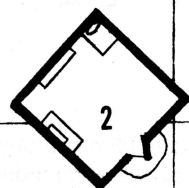
B16 General Storage: The Stable and the two Storage Barns are all constructed completely of wood. This building is the same size as the Grain Barn, but its contents are much more varied. The northern 10' of the building has been converted to Wool storage and holds twenty-four bales of Wool. The Wool is owned by Fachym, who pays rent for the room. The rest of the building is used for general storage, including such things as Replacement Timbers for the Drawbridge, Cloth, Nails, Tools, Horseshoes, Barrelhoops, and sundry other items. This barn also has 5' double doors in the center of the east wall.



BAILEY

1
BRIDGE

TO CASTLE



DRAW BRIDGE

1" = 25'

Restormel

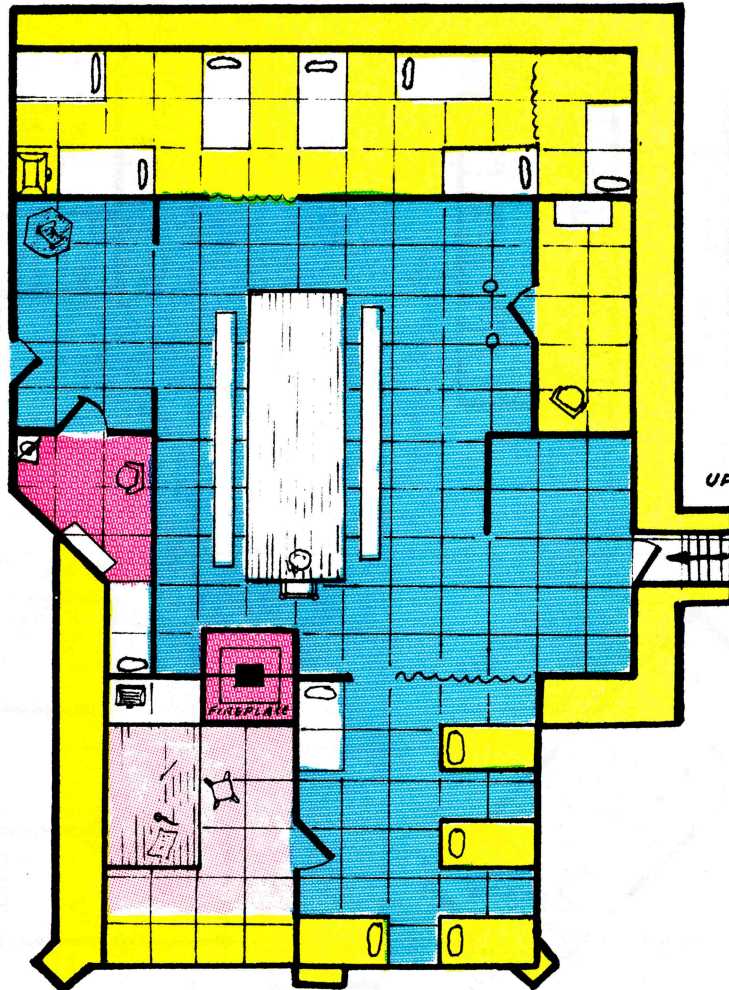
Restormel is a village of about one hundred people situated on the river, Carvanon. It is relatively isolated, but changes are starting to take place. Fachym, a prosperous Wool Merchant, recently moved to the village and was immediately made Mayor. He brought about the building of a Mill, which will quickly attract commerce and settlers. With a citadel just a stone's throw away, across the river, Restormel seems to be at the end of its backwater days.

Monastery

The clerics who live here belong to an order much given to Prayer and Humility. Their few goods are held in common, and most of their time that is not taken up by tending crops or herds or other necessary chores is spent in prayer and meditation. They eat only one meal a day and never touch fermented drinks. Any man is welcome to stay with them for as long as he may wish, as long as he works, eats only once a day, and avoids strong drink and women. They are aware that such things are not required of them, but this is the life they have chosen for themselves, and most thinking people appreciate their dedication, although they may not agree with their philosophy. The Monastery building is in six parts: The Dayroom, which contains table and fireplace; the Chapel, which contains an Idol and two chairs for meditating in; two Sleeping Rooms, with a total of twelve beds; a Kitchen with work table, cabinet, and fireplace; and the High Priest's Quarters, which contain bed, chair, chest of drawers, and a small table.



The Monastery

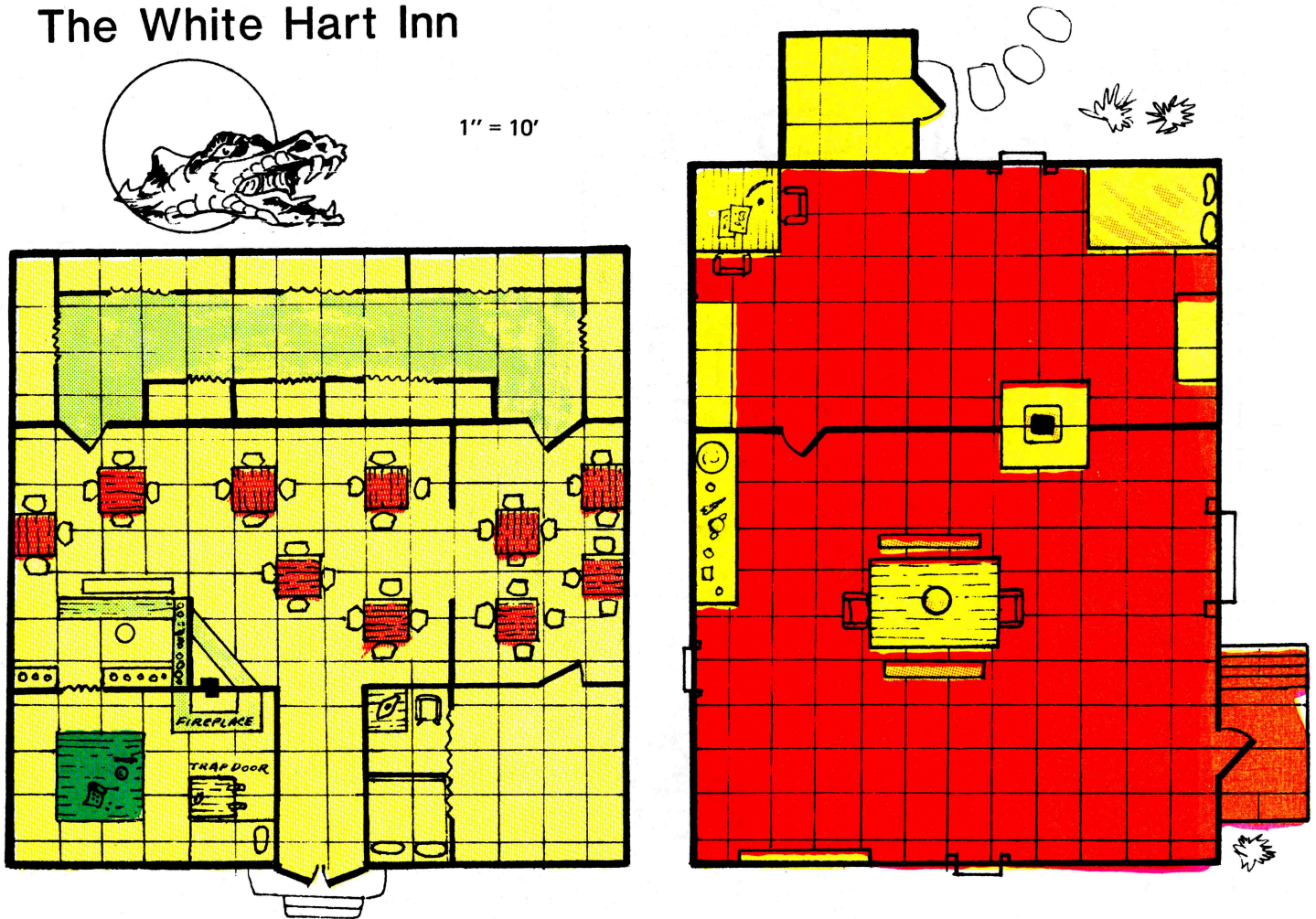


1" = 10'

White Hart Inn

There are four areas to this building. The first is the Common Room which consists of a central area and two semi-detached side rooms. The central area contains four tables and a fireplace, which is in the southeast corner. The side room to the south has two tables and a bar, which has a bench in front of it and a stool behind it for the Innkeeper. There are also shelves behind the bar and on the wall above it, on which tankards and such are stored. There is a curtained opening on the back wall which leads to the Kitchen. The Kitchen fireplace is connected to that in the Common Room. The Kitchen also contains a work table, and in the northwest corner is a large cupboard. Nearly blew that cupboard is a trapdoor which leads to the cellar. This contains only the stored drinks to be sold in the Common Room. One of the Village girls does the cooking, and the Inn-keeper has taken to sleeping in one of the back rooms so she need not worry about going out at night while the Lurkers are on the prowl. The Innkeeper's bedroom, in which the Cook now sleeps, is off the north side room. The sleeping area proper is curtained off from the rest of the room. The last area is made up of Sleeping Rooms. Most of these contain two beds, but two are shorter and have but one bed each. One of these is presently being used by the Innkeeper. The capacity of the Inn is 37 at tables, plus 3 at the bar, for a total of 40 people. Sleeping capacity is 14.

The White Hart Inn



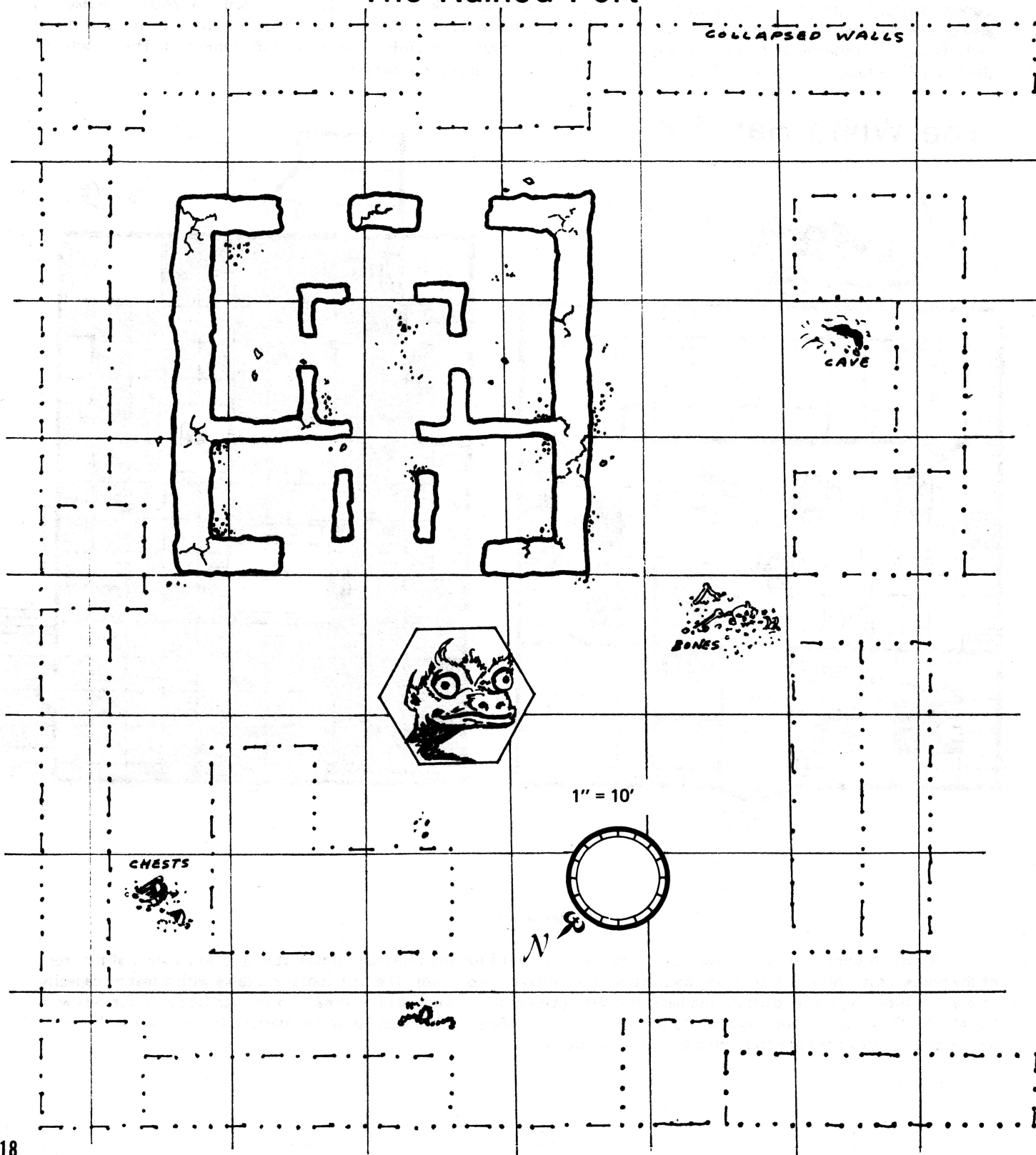
Mayor's House

Although somewhat more luxurious, this can act as a model for any Freeman's home. It is entered by steps at the front of the house, as it is on a built-up stone foundation. It consists of two rooms. The first contains a table with a seating capacity of eight, a fireplace, a cupboard on the back wall, and a bench on the side wall for those who are waiting to do business with the Mayor. The second room is entered by the door, and is the Mayor's Office and sleeping quarters. It contains a bed, a desk, a small stand, and a fireplace connected to that in the other room.

Ruined Fort

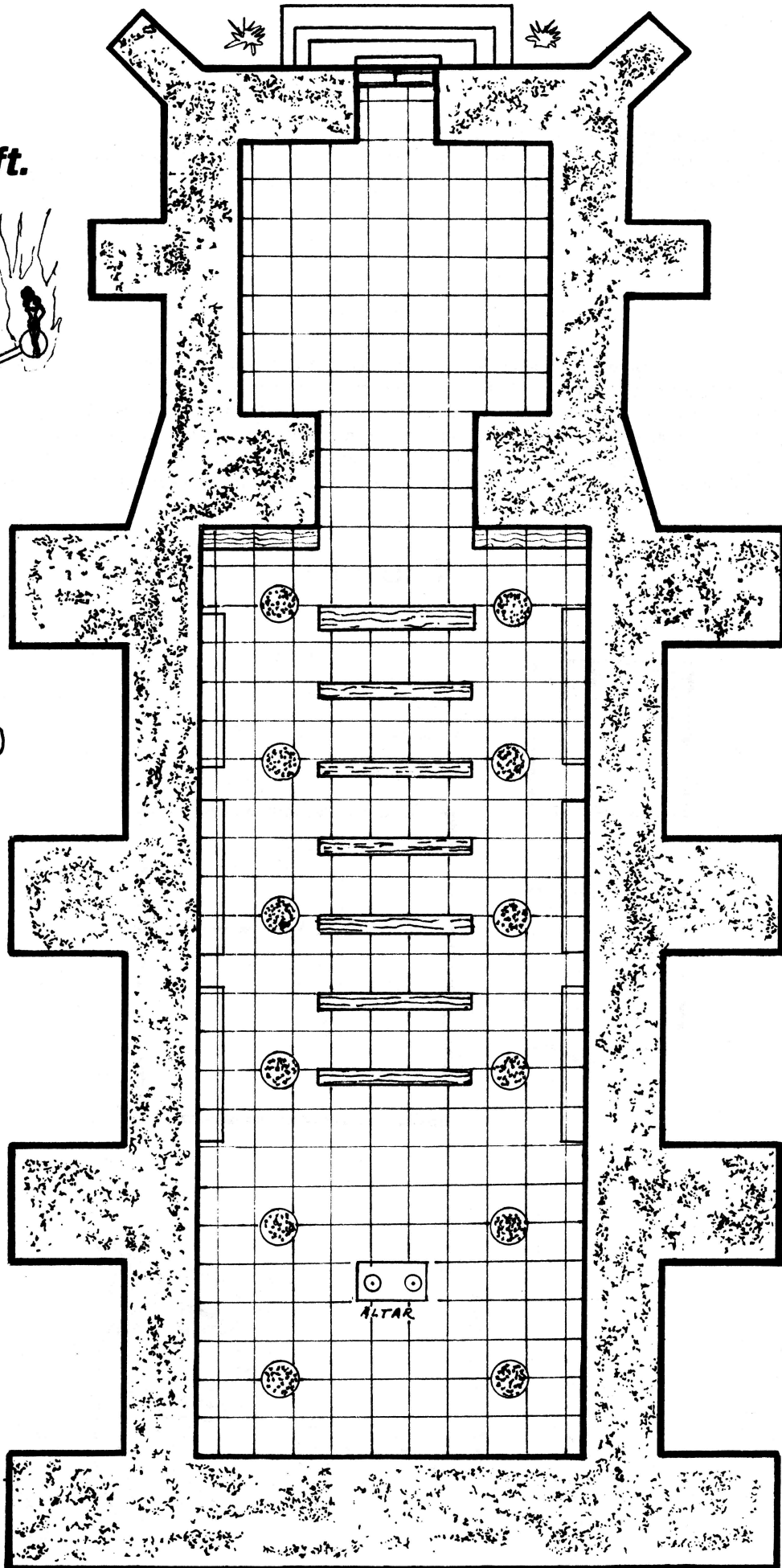
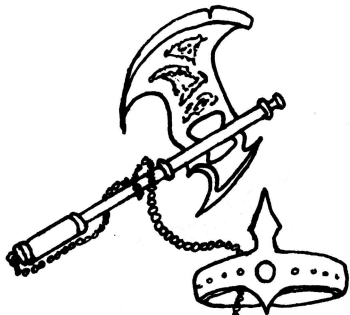
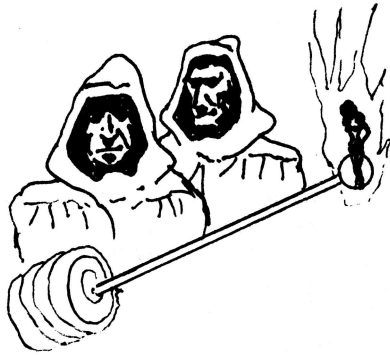
Decades ago, this was a Fort, and an outpost of a Kingdom. It was 80' square, and mainly built of wood. Now, all that can be found are the walls of the one stone building and the stumps and foundations of the palisade and wooden buildings. Nothing is known of the Fort or its builders, because, when it fell, the area was abandoned and left uninhabited for more than a lifetime, just as little is known of those who attacked the Fort. When people began to move back into the area, the Fort was discovered in ruins and was considered with awe and superstition. The villagers avoid going near the Fort whenever possible. Many believe the Dark Lurkers to be the souls of those killed in the taking of the Fort, while others feel they are angry Water Spirits.

The Ruined Fort



TEMPLE

1 inch = 10 ft.



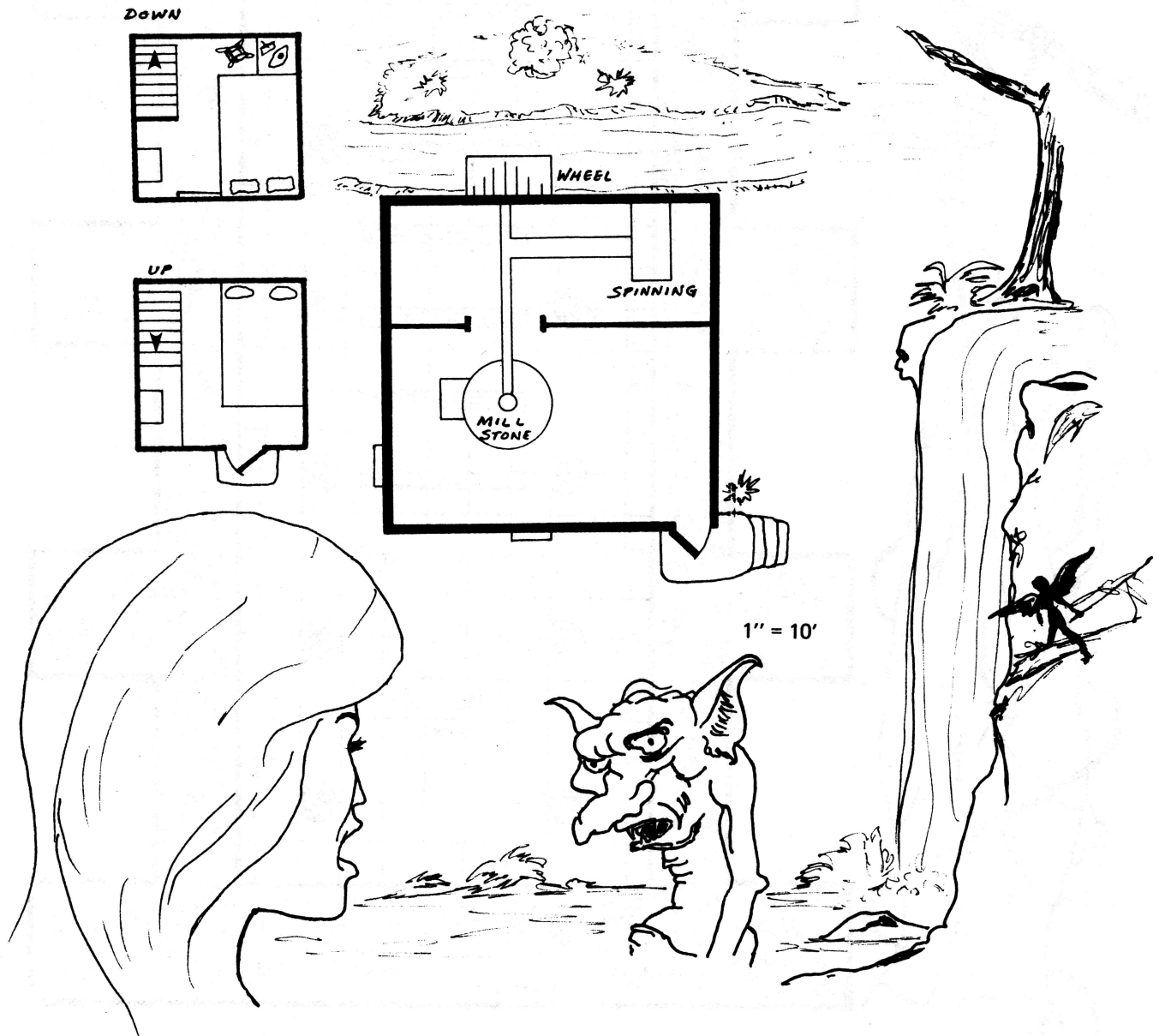
Temple

The walls of this building are of stone, 5' thick, and heavily buttressed. Inside are a Sanctuary and Vestibule. The Sanctuary contains an Idol with an altar in front of it, two rows of six pillars each, seven pews down the center, and four pews on each side, totaling fifteen pews. Each pew holds four people, for a total seating capacity of sixty people.

The Mill

This building is 20' square with a large wheel in the back. It not only has a stone for grinding grain, but also has a water-operated spinning wheel on which the Miller's daughter spun wool into thread. Either or both of these can be connected to the water wheel at once, or both can be disconnected. This structure is less than a year old, having been paid for jointly by Fachym and Hulbar, in order that the villagers need not travel thirty miles downstream to get their grain ground. The Miller's house is nearby. It is unique in the village in that it has two stories. The lake formed by damming the river, has spread into the area between the Mill and the Village. Thus, the only practical method of travel between the two is by boat.

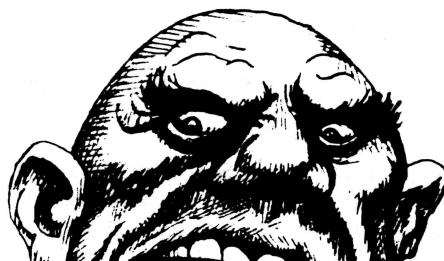
The Mill



Judge's Information

Over a century ago, this area was the fairly prosperous outpost of a small kingdom. Then came an invasion of migrating Barbarians, and the kingdom disappeared. Locally, the frightened Homesteaders flocked to the Fort and were hidden in the basement. When it became obvious that the Fort would fall, the remaining soldiers joined them. The entrance to the underground area was well hidden, and the Barbarians did not find it. After several days, soldiers sneaked out to see what was happening. They immediately reported the fate of those who were caught alive in the Fort. They had been brutally tortured to death. Then the soldiers went to scout out the land. Not all returned, but those who did reported that torture and death were the order of the day. It soon became obvious that the Barbarians intended to kill every native they found. As weeks went by, and the Barbarians showed no signs of moving on, the fugitives began to enlarge their underground home and settled in for a long stay. They were able to survive because of the great amounts of food stored in the basement and the tunnel which had been dug to the river to supply water to the Fort. Despite the stores, the fugitives were quickly forced to go out into the open for food. They concentrated on fish and whatever animals they could find close to the river. Twenty years passed in this way, with the fugitives barely hanging on to life. By this time, the secret entrance in the Fort was forgotten, and the entire community had developed a deep fear of the upper world. Only rarely would anyone venture out, and they avoided all Human contact, although no one remembered why. By this time, they lived mostly on fungus grown underground, on bugs, and on fish. Then, suddenly, the Barbarians moved on, resuming their nomadic life, and never returned. For over fifty years the area was uninhabited except by the poor wretches cowering underground. Slowly, they spread out, until they had tunnels leading all over the area. When fifty years had passed, people began to move back into the area, little dreaming that, beneath the soil, an entire race of creatures already existed. This was fifty years ago. Legends grew up about the Deep Lurkers, who were thought to be the undead souls of those lost when the now-abandoned Fort fell. These creatures seemed to prefer children and maidens, but no one was safe from them. The more intelligent folk dismissed these legends as old wives' tales, and, indeed, no one could prove the existence of the Deep Lurkers. Then, ten years ago, Hulbar came to the area and built a new Fortress. With the protection it afforded, a village quickly grew up around it. Last year, Hulbar and Fachym, the Mayor, came to the decision to build a Mill. A site was chosen, the Mill was built, and the river, Carvanon, was dammed. The resulting Mill Pond flooded the old water access tunnel of the Fort, and brought the Surface Dwellers to the attention of those who dwelt below. Between interbreeding and the terrible conditions they lived in, these creatures are no longer quite Human. One of the few things that distinguishes them from animals is a rudimentary language, although it no longer bears any resemblance to any Human Tongue. They average about 5' tall, and are quite swift, having developed the habit of running on all fours at up to 150' per movement turn. Of necessity, they have the ability to see almost perfectly in the dark, and do not come to the surface during the day because the sun hurts their eyes. They have large jutting chins and receding noses and foreheads. Their eyes and ears have shrunk, and they have developed hair over their entire bodies. They have interpreted the flooding of their tunnel as an attack, and they are determined to chase the Surface Dwellers away. They have also discovered that the Surface Dwellers are quite tasty, and that their Females are attractive. Nonetheless, they are instinctively afraid of the surface and its denizens, so they come out only in small numbers, and attack only lone or weak folks.

NAME STR INT WIS CON STA END DEX AGL SPD CHA LED LCK CLASS LVL



FACHYM	13	11	13	15	15	14	6	10	7	11	10	11	0	0
HULBAR	17	16	17	15	13	14	14	13	13	17	18	17	FTR	8
JOSQR	9	14	10	15	13	14	17	18	14	15	15	14	FTR	5
EDO	14	10	14	13	16	16	10	7	7	12	15	13	CL	6
LITJIR	14	12	10	11	9	14	11	9	8	15	15	15	0	0
KUVQUT	11	11	12	8	8	9	14	14	12	18	15	16	0	0
VUKDUR now	6	8	7	6	7	5	8	8	8	5	6	6	0	0
VUKDUR norm	12	16	15	12	14	11	16	16	16	11	13	13	0	0
IDGIZ	14	12	14	13	12	16	13	15	13	14	9	14	CL	6
DEMREP	13	12	12	13	12	10	11	11	12	8	12	12	0	0

Deep Lurker



No. Appearing: 132.

These creatures are slightly smaller than man-sized, about 5' tall. They have receding foreheads, small eyes, flat noses, jutting chins, and hairy bodies. They walk in a habitual stoop, hands hanging well below the knees. They have developed long teeth for tearing and fighting, and long fingers with thick nails for digging and gouging. They can see in almost total darkness, since the only light they generally have is that of rotting material. They can see perfectly in starlight or moonlight, but avoid the light of the sun because it hurts their eyes. They move 120' per movement turn, or 150' if on all fours. They are only semi-intelligent. They have an Armor Class of 6, and 3 HD, and can attack up to three times per Combat turn; two Claws and one Bite. Each Claw Attack does 1 - 4 points damage, and the Bite does 1 - 6 points. Also, any person bitten by a Deep Lurker has a 1% chance of catching Rabies. These creatures range in fur color from Sandy Brown to Black, with the elders being Silver Grey. The Deep Lurker is patterned after a similar creature described by H. P. Lovecraft.

Fachym the Wool Merchant, Mayor of Restormel

Alignment: Neutral, Level: 0, HP: 4, Age: 52, Height: 5' 9", Weight: 179 Lbs., Blue Eyes, Bald, Bronzed Complexion, Right Handed.

After running the Wool trade he inherited from his father for twenty years, Fachym was a rich man. He decided to turn the business over to a manager and go into semi-retirement. He moved to Restormel because it was small and peaceful. Before long, the villagers had made him Mayor. He takes the job seriously, although it requires little effort. Thus, in an attempt to better the lot of his neighbors, he financed the building of a Mill nearby. He seems to be running away from the problem of the Lurkers. He claims that, "There is no such thing," or, "There must be a rational explanation." When pressed, he gives several explanations, none of which are at all sufficient. Since the trouble began, he seems to have put on years. Fachym's strong points are Strength, Constitution, and Endurance.

Hulbar of the Wild Lands, Lord of Restormel

Alignment: Neutral, Level: 8th Fighter, HP: 56, Age: 43, Height: 6' 3", Weight: 172 Lbs., Blonde Hair, Blue Eyes, Bronzed Complexion, Right Handed.

Formerly, Hulbar was a Mercenary Captain in the army of a paranoid King. He was a Barbarian by birth, and he worked up through the ranks. His employer mistrusted his popularity and suspected him of plotting a coup. When Hulbar discovered the king's plan to kill him, he and his Company fled, pursued by every soldier the King could muster. After a running battle, Hulbar and thirty-two of his men escaped. Hulbar decided to go out into the unknown lands and carve out a holding for himself. Ten years later, the result is Restormel, named after a childhood friend. He has been completely successful, and had no real opposition until the appearance of the Lurkers. Now he is faced with something he cannot identify, let alone combat. Hulbar wears Chainmail and a Great Helm. His chosen weapon is what he calls a fighting Spear. It has a 3' shaft and an 18" double-bladed head. It also has a metal knob, like a small Mace, on the back end. He wields this two-handed. The blade does damage as a Broadsword, and the knob does 1 - 6 points of damage. His outstanding quality of Leadership ability is nearly unparalleled.

Giant Josquer, Commander of the Restormel Garrison

Alignment: Lawful Neutral, Level: 5th Fighter, HP: 29, Age: 30, Height: 7', Weight: 201 Lbs., Blonde Hair, Blue Eyes, Pale Complexion, Right Handed.

When Hulbar fled from the angry King, Josquer was a Sub-Unit Commander, mainly due to his intimidating size. He ended up commanding the rear guard, and his Intelligence and quickness acquitted him well. His high Charisma makes him a natural leader, and his high Constitution has allowed him to survive great difficulties, for, although he is tall, he is not overly strong, and people often expect him to do more than the average person. He valiantly tries to be exceptional in Strength, but his prowess is due to quickness. He is bothered by the reputation of being slightly lazy, although, when pressed, most anyone will admit that he does as much or more than anyone else. It is simply that he takes on projects that are too much for him, and wears himself out trying to finish them. This accounts for his pale complexion.

Edo, Father of the Restormel Monastery

Alignment: Lawful Good, Level: 6th Cleric, HP: 21, Age: 40, Height: 5' 3", Weight: 202 Lbs., Bald, Black Eyes, Dark Complexion, Right Handed.

Edo is scared, and it is a new experience for him since he has always placed complete faith in his Deity. All of those under him are just as scared. Two of the eleven Monks who live in the Monastery have disappeared. One vanished during an all-night vigil in the Temple. His screams were heard, but no one dared to investigate. In the morning, the only signs of him were blood on the Temple porch, and a trail, as if something heavy had been dragged off. These signs were quickly destroyed, and the Monks have told no one about it. Edo is somewhat overweight, and, as a result, moves only very slowly. He is fortunate to have great Stamina and Endurance, as he has not slept at all since the incident on the Temple steps.

Idgiz, Chaplain at Restormel Keep

Alignment: Lawful Good, Level: 3rd Cleric, HP: 13, Age: 27, Height: 6', Weight: 168 Lbs., Red Hair to Waist is Braided, Green Eyes, Dark Complexion, Ambidexterous.

This Cleric is truly devoted, which is the reason he was chosen as Chaplain for the Keep. He turned down Hulbar's offer of a luxurious apartment, lest it seduce him away from his pious activities. Instead, he lives in a simply-furnished room, spending two hours in prayer on the busiest of days, and usually much more than that on less busy days. He fasts often, but, when he does eat, he is not timid about it. He is aware that Hulbar does not share his faith, although he is not against it. Hulbar recognized Idgiz's great natural Wisdom, and the two have become good friends. The great amount of time he spends in pious activities precludes much travel outside the Keep, and he has only heard stories about the Deep Lurkers, which he suspects are just old superstitions springing up again. He has not been to the Monastery since the trouble began, and is thus unaware that two Monks are missing. Hulbar recently came to Idgiz for advice, which he was unable to give. The result of that visit is that Idgiz has decided to check out the stories for himself as soon as he can. Idgiz is above average in Strength, Wisdom, Charisma, Endurance, Agility, and Leadership.

Vemrep, Keeper of the White Hart Inn

Alignment: Chaotic Neutral, Level: 0, HP: 7, Age: 68, Height: 6' 3½", Weight: 203 Lbs., Iron Grey Hair to Shoulders, Dark Complexion, Left Handed.

The White Hart Inn stands to lose much to the present emergency, for no one dares to leave their house at night, and, thus the Inn stands deserted at what would normally be its peak business hours. This does not bother Vemrep greatly, however. He simply sits in front of the fire in the Common Room and carves on a piece of wood. He is not sure what he is carving yet; he is waiting to see what comes out. Any guests staying at the Inn are likely to find themselves stood to a free drink and a round of conversation. Vemrep is not greatly upset by the monstrous attacks because he is old and ready to die anyway, and he has no living relatives. Vemrep has above average Strength and Constitution, but below average Charisma because his looks border on ugly.

Litjir, the Miller

Alignment: Neutral, Level: 0, HP: 7, Age: 48, Height: 6', Weight: 213 Lbs., Bald, Black Eyes, Bronzed Complexion, Right Handed.

For thirty years, Litjir has been a Miller. Recently, the Mill he operated burned down, and he was left without a job. Thus, when Fachym found him and offered him the Mill at Restormel, he was glad to accept. Litjir has been promised enough to live on, plus, when Fachym dies, Litjir will become owner of the Mill. He doesn't expect to own it long; he only wishes to be able to pass it on to his daughter and son-in-law, Kuvqut and Vukdur. Tragically, Kuvqut was the first person to fall victim to the Lurkers.

Kuvqut, the Miller's Daughter

Alignment: Neutral, Level: 0, HP: 7, Age: 24, Height: 5' 7", Weight: 151 Lbs., Brown Eyes, Red Hair, Ruddy Complexion, Right Handed.

Kuvqut had the misfortune to be the first person seen by the Deep Lurkers in many years. As a result, the group she encountered captured her and took her home as a novelty. It is up to the Judge to decide if she still lives. If she does, it will be mainly due to her great Intelligence and Luck. She also has a strong Constitution. Until caught, she operated the spinning wheel in the Mill, spinning Wool into thread, while her husband and father ground grain in the other room. She is, of course, quite frightened, if she is alive, but in control and waiting to escape or be rescued. She would have no idea of how to go about escaping, as she would have no idea of where she was. If she has been killed, then, beyond all doubt, she has been eaten, and will never be found.

Vukdur, Kuvqut's Husband

Alignment: Chaotic Neutral, Level: 0, HP: 6, Age: 29, Height: 6' 2", Weight: 181 Lbs., Brown Eyes, Short White Hair, Normal Complexion, Left Handed.

Normally, Vukdur is agile, fast, and handsome. However, since the disappearance of Kuvqut, he has neither eaten nor slept. He has lost over twenty pounds, and all of his ability scores are in the low to medium range. He has begun roaming the woods at night with an Axe, looking for the monster that took his wife. The villagers are convinced he is crazy, and with good reason. One distressed father whose son is missing has even accused Vukdur of being responsible for the disappearance and has sworn to kill him. The lack of food or sleep have caused Vukdur to take on the aspect of the Walking Dead. In fact, any player character meeting him must roll his Intelligence or less on 3D6 or mistake him for a Zombie. Also, whenever meeting a stranger, Vukdur must roll 9 or less on 2D6 or mistake them for "the monster" and attack them. He is nearly incoherent and almost impossible to reason with. This is probably a permanent condition, with the only possible cure being the recovery of his wife. His brown hair has turned totally white since her disappearance.



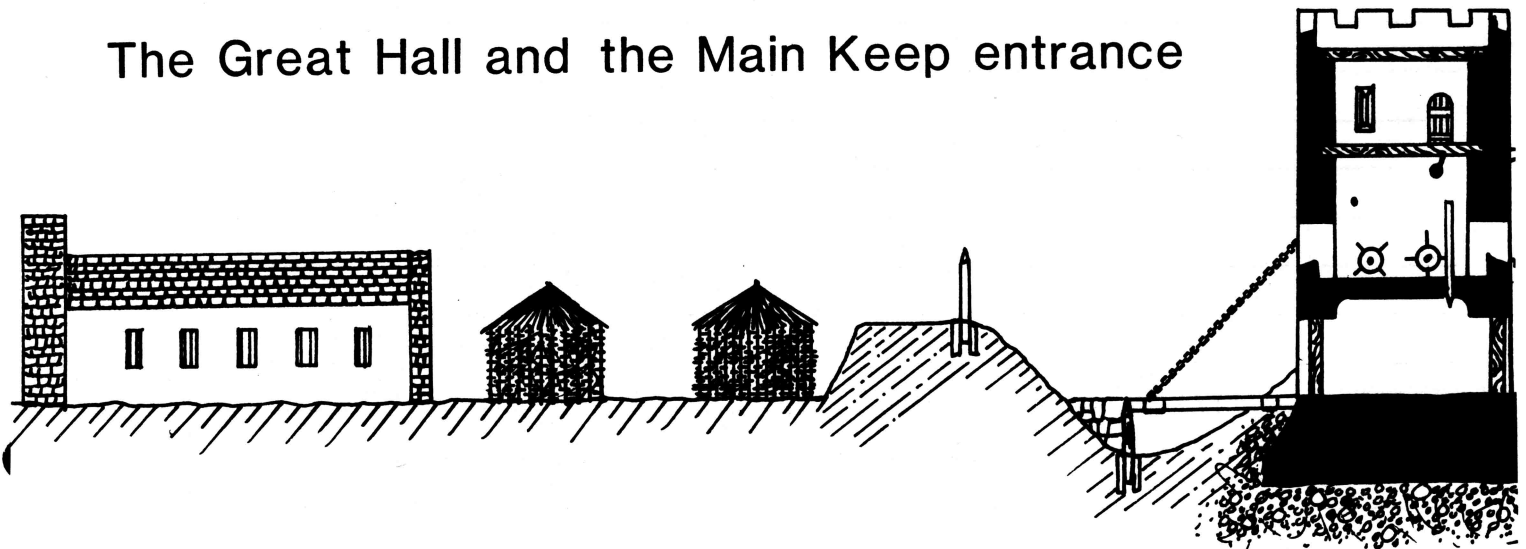


The Main Keep

- G1 Gate House:** This 15' EW by 10' NS by 10' high passage is the entrance to the Keep. It passes over a 23' EW by 10' NS by 8" thick Drawbridge. This is made up of five 2' wide hardwood planks which are held together by two riveted bands of iron near the top and the bottom. Two chains run up to the second floor of the Gatehouse, and are used to raise or lower the Drawbridge. At the end of the bridge are two 5' wide and 10' tall doors. These doors are about 2' thick and swing inward. Staples are provided on the inside of the doors, which will accept a 1' thick by 2' wide wooden bar, preventing entry without a Ram. An identical door is on the east side, opposite. Both doors are studded with iron. Beyond the second door is the Courtyard, G12. The walls and floors are stone.
- G2 Guard Room:** This is an irregularly-shaped room. The main portion is 3' EW by 8' NS, with a 3' EW by 5' NS alcove. The ceiling is 8' high. There is a bench along the west wall which is 2' wide and 6' long, with a torch holder driven into the north wall above it. Along the west wall of the main section is a weapons rack, which will generally have at least two Pole Arms or Spears, possibly two scabbarded Long Swords, and probably two Helms, as there are always at least two guards on duty. A door in the southeast corner leads to the courtyard, G12. The floors and walls are of stone, but the ceiling, like that of most of the Keep, is wood. Also, like any area of the Keep which would not be considered outdoors, it has reeds strewn on the floor to soften and protect it.
- G3 Barracks:** Most of the rooms in the Keep are arranged in a ring around the Courtyard. As such, they are curved, and difficult to measure normally. Instead, the measurements will be given as an arc, and as a width. This room, for instance, has a 40' arc, and is 19' wide with a 15' ceiling. It has eleven beds in it, on which the guardsmen sleep. The heads of these cots are toward the walls, and a peg is driven into the wall above each bed to hold equipment. The door is in the center of the inside wall and leads to G12. Brackets for holding torches have been driven into the center of the clockwise and counter-clockwise walls. (See G4) 0 - 9 SP will be found hidden in various locations in each bed.
- G4 Old Hall:** This room was the Dining Hall of the Keep until Hulbar decided it was too cold. Accordingly, another room was prepared on the second floor, which is virtually identical to this one except for the placement of the fireplace. In this room, the fireplace is in the middle of the counter-clockwise wall (that is, the wall that is in a counter-clockwise direction from the center of the room). This room is now devoted to the relaxation of the guards. It has a 50' arc and is 19' wide. The fireplace keeps the place well lit at night, and the three arrow slits provide light during the day. The fireplace also heats the room very well, despite the 15' ceiling. The room has three arches, one each at the one-third and two-thirds points of the wall, and the third nearly at the clockwise end. There are several benches and stools clustered about the fireplace. There is a 10' long and 4' wide table in the center of the room that often will have a pair of dice or pack of cards on it even when the room is deserted. The door to this room is in the center of the clockwise wall, and comes in from G5.
- G5 Well Room:** In the southwest corner of this room is the Keep well, which is 3' in diameter with a wooden cover. The room measures 19' wide, with a 25' arc, and a 15' ceiling. There is a flight of stairs in the northwest corner, which goes up and to the north, then turns east and continues up to S6. There are doors on the inner, clockwise and counter-clockwise walls; the first leading to G12, the second to G7, and the last to G4.
- G6 Castle Armory:** The Castle Armory is 19' square with a 15' high ceiling. The only access to the room is by way of a flight of stairs in the middle of the north wall leading east and upward into S7. Under the stairs is a bin for storing Arrows. These are stored in Bundles of 100, each Bundle being about six inches in diameter. The bin is 5' by 3' by 2' high, and holds 40 Bundles, or 4,000 Arrows. In the southeast corner are hung 200 Bowstrings. They are wrapped in oilskin in groups of 20, making a three-quarter inch diameter package. There are ten of these packages, wrapped in an outer oilskin, the total being a two and one-half inch package. Beside the Arrowbin on the west wall is a Bowrack, which is forty inches wide and holds twenty Bows. Also on that wall is a Sword rack, with space for fifty Swords. The entire south wall is covered by a Spear rack, which holds eighty Spears. On the east wall are two rows of Mail Shirts, hung on pegs driven into the wall. Thirty Shirts are hung here. There are no windows in this room, light being provided by a torch. There is a torch holder driven into the side of the stairwell.
- G7 Storage Room:** On the inside wall of this 19' wide by 20' arc by 15' high room is an arrow slit. This is a 5' wide window which narrows to less than 1' on the outside. This construction allows an Archer to be protected, while still allowing him a wide field of fire. There are two 6' long wooden racks which run from floor to ceiling along the outside wall. The top four rows of each rack are used to store Helms, with a total capacity of forty Helms. The bottom of the racks are used for more mundane things, such as Cloth, Nails, Torches (92 of them), and other such stuff. There are two fifteen-inch square wooden pillars along the clockwise and counter-clockwise walls in line with the inward ends of the two racks. These four posts help to support the wooden floor of the room above. There are thirty round wooden Shields with iron rims hung on the walls of this room and almost hiding them from sight. The only door out of the room is in the center of the counter-clockwise wall, and leads to G5.

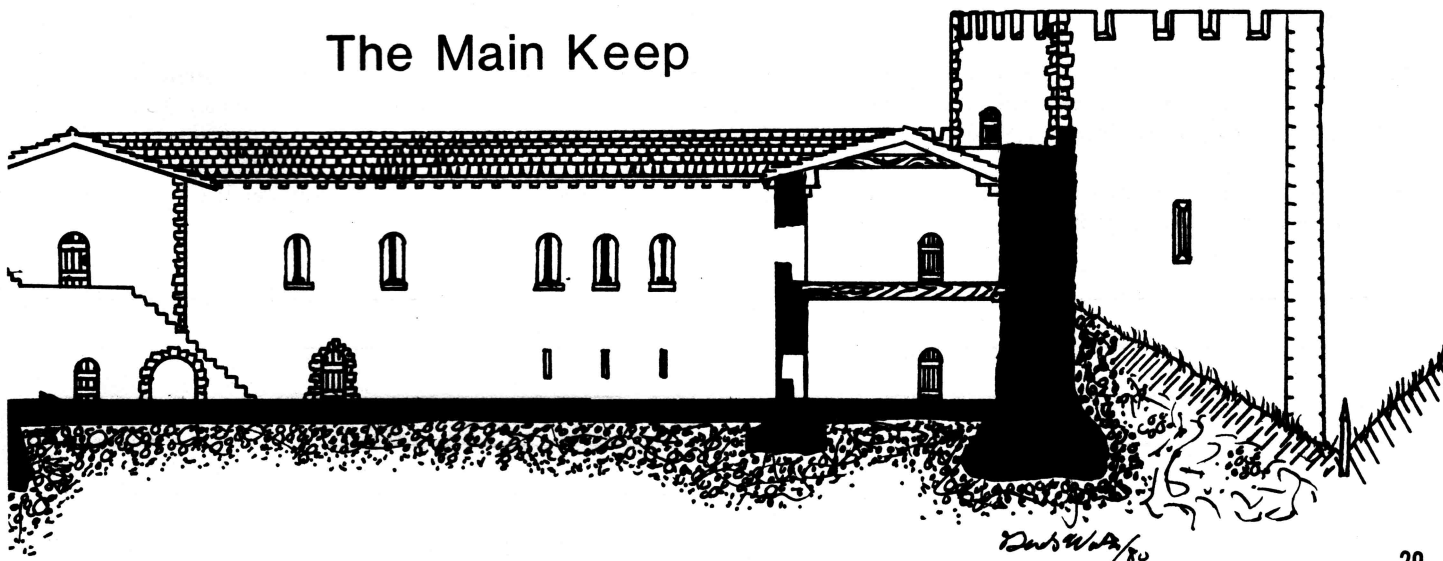
- S1 Gatehouse: If any area is vital to the defense of the Keep, it is this one. Besides its height, limited access, and all-around field of fire, this 23' NS by 20' EW by 15' high room also contains the capstans which operate the Drawbridge and Portcullis. These are in the center of the room and take up most of its floor space. It should be pointed out that, should the capstan be released, either the Drawbridge of the Portcullis would come crashing down. This is important to remember, because in some cases, these were counter balanced to raise when the capstans were released. This area is lit by six arrow slits, three to the west and one each to the east, north and south. There is also a door on the south wall which leads to S12. A ladder on the east wall leads up to R1.
- S2 Landing: Actually, this is simply a landing between a flight of stairs going up to the roof and one going down to the second floor. It is lit by an arrow slit in the outside wall. The area is 2½' EW by 10' NS, and the ceiling is 7' high.
- S3 Barracks: This is the second room in the Keep that is used as sleeping quarters for the Guards. It is 19' wide with a 40' arc and a 15' ceiling. It holds ten beds, with a peg driven into the wall beside each bed to hold equipment. As with the other Barracks, each bed will hold 0 - 9 SP. The posts in this Barracks are made of wood and are scarred in places where Guards have tested the edges of their Swords against them. Two arrow slits give light to the room by day, and, at night, a burning Torch is set in the bracket located between the slits. The only exit from this room is a door on the counter-clockwise wall. This opens on a landing which leads up to S2 or down to G12.
- S4 Lord's Chamber: Without a doubt, this is the most comfortable and best furnished room in the Keep. It is 35' in arc, and 19' wide with a 15' high ceiling. In the center of the counter-clockwise wall is a fireplace which lights the room fairly well at night. On the same wall on the outside corner is a large bed with high posts and curtains which can be drawn around it. The outside wall is also covered by a tapestry to insulate the bed from the cold stone. During the day, the room is lit by a double-sized arrow slit in the outside wall and two normal ones on the inside. Much of the floor is covered by a large, brightly-colored carpet. Atop it is a 4' square table with a heavy wooden chair. The table is covered with a cloth and holds an inkwell and quill, an oil lamp, a seal, three sticks of green wax, and a small device for melting it which is about half full. There are one or two small wax drippings on the table cloth, which is linen. On the seat of the chair is a pad made of leather and stuffed with straw. On the right arm of the chair is a handbell. The clockwise wall is made of wood, with a curtain blocking vision into the next room, S5.

The Great Hall and the Main Keep entrance



- S5 Reception Chamber: This is where the Lord greets guests and does public business. As was stated in S4, the counter-clockwise wall of this room is wooden, but is covered on this side by a Blue Wool curtain. The floor of this room is covered by a heavy rug, which has intricate designs woven into it. On the rug, just in front of the concealed opening which leads to S4 is a large chair. Not only is it massive, but the seat is raised to 3' from the floor, with a footstool for comfort. There are no other seats in the room. Light is provided by an arrow slit in the inner wall, or by a Torch in the bracket in the center of the counter-clockwise wall. The exit door is in the outer corner of that wall, and leads to S6.
- S6 Passageway: It is inaccurate to call this a room, because it is mainly used for getting from one place to another. The area is 19' wide and 15' high and has a 25' arc. A door on the clockwise wall leads to S7; another on the clockwise wall leads to S8, and a third on the counter-clockwise wall leads to S6. A flight of stairs along that wall leads down to G5. This area is empty except for a bench on the inner wall in the counter-clockwise corner. This is used when more than one person desires an audience with the Lord at once. Between the bench and the wall is a piece of moldy bread.
- S7 Chapel: Originally, this was intended to be a Barracks, but, once the Keep was completed, it was converted to a Chapel. It is 20' square with a 15' ceiling. In the center of the west wall is the entrance door, leading to S6. In the center of the of the other three walls are arrow slits. In front of the eastern arrow slit is a small Gold Shrine on a low table. It includes an Idol, two Candlesticks, and a Bowl for burning incense. There is a space on the table for presentation of offerings. The table is covered by a white linen cloth. The northeast and southeast corners of the room are covered by hand-woven tapestries. These beautiful items are light blue in color with designs worked into them in red and gold. Just in front of the Shrine is a kneeling bench with padded knee and arm rests. Slightly farther back is a padded bench which will seat two comfortably, or three if necessary. There is a ladder on the west wall that leads up to R3, and a flight of stairs along the north wall that leads down to G6. At night, light is provided by a Torch in the bracket on either side of the door.
- S8 Entertainment Room: In this room, the Lord entertains his guests before and after dinner. It is 19' wide by 15' high with a 20' arc. There is a fireplace in the counter-clockwise wall, as well as the door to S6, and there is a rug on the floor in front of the fireplace made up of four Bearskins sewn together. There is a Lion's head on a plaque above the fireplace. There are six heavy chairs in the room and a table in the inside clockwise corner, as well as a stand with a chess set along the outside wall. In the outside counter-clockwise corner is a set of carefully painted wooden figures which are about three inches high, and represent both Footmen and Mounted Warriors. Alongside them are a Catapult and a Ballista in the same scale, both with full crews. These are built to actually operate and are supplied with twelve rounds of ammunition each, made entirely of wood. There are thirteen of the Footmen and nine of the Horsemen. This room is lit at night by the fireplace and during the day by an oversized arrow slit in the outside wall. On the clockwise wall is the door to S9. A flight of stairs along the outside wall leads up to R4.
- S9 Dining Room: This room is symmetrical about a line drawn from the center of the inside wall to the center of the outside wall. Along that line is the fireplace and the middle of three arrow slits. The room is 19' wide with a 50' arc and a 15' ceiling. Also centered on that line is a 30' long by 5' wide table. No one sits at the center of the table on the outside because the Lord sits on the inside and likes to watch the fire. There are sixteen armless chairs around the table and one large chair with arms for the Lord. During the day, light is provided for this room by two large arrow slits in the outside wall and three regular ones on the inside. At night, light is provided by the fireplace. There are doors in the clockwise and counter-clockwise walls; the first leads to S10 and the second to S8.

The Main Keep



- S10 Larder: This is where the plates, flagons and utensils for eating are stored. The area is 19' wide, 15' tall, and has an arc of only 7½'. There is a door in the center of the counter-clockwise wall leading to S9 and a pass-thru across from it, through which the food is passed from S11. The entirety of the inside wall is actually an arrow slit which gives light to the room during the day. No provision is made for lighting it at night, except for any light that may come in from the adjacent rooms. The types of equipment stored here are such things as large wooden and metal platters, wooden and metal trenchers (which are a combination of a bowl and a plate), wooden spoons, a few knives of the type used to carve meat, and metal flagons (cups on pedestals).
- S11 Kitchen: Almost the entire outside wall of this 19' wide by 15' high by 17½' arc room is taken up by a huge fireplace. Actually, there are two fireplaces: a large one where whole animals are cooked, and a smaller one used for soups, vegetables, breads, and the like. A bracket extends from the back of the smaller fireplace which is used for suspending cauldrons, and the larger fireplace contains a spit for roasting. This spit is turned by a leather belt that comes out of the wall beside the fireplace and connects to a crank. A young boy is usually detailed to turn this, and is often rewarded by the scraps from whatever is cooked on the spit. Since meat is a rare treat for the menials, this encourages the turner to pay close attention to his work and makes the job a great honor. In the inner clockwise corner is a table which is used for food preparation. Above it on the inner and counter-clockwise walls are racks on which are hung pots and kettles, along with ladles, spoons, cleavers, knives, and other cooking utensils. There are also ladles and spoons hung above the fireplace. A supply of most of the Spices stored in bulk below are found in drawers in the table. Most of the light in this room comes from the fireplace, but there is also an arrow slit in the clockwise wall. A door in the inside wall leads by way of stairs to G12.
- S12 Corridor: This area serves two purposes. Not only does it lead to S1 by way of a door at its clockwise end, but it also allows cover of the area south of the Gatehouse through two arrow slits in the outside wall. The corridor is 4' wide by 15' high by 35' long, with access by stairs up from G12.
- R1 Gatehouse: Although equipped with a bed for use as a guest room, this room is mainly used only for guarding the Gate. It is 24' EW by 20' NS and has a 10' ceiling. It is entered by a ladder up from S1, or from a door on the north or south walls which lead to R2 and R4, respectively. A ladder in the south center part of the room leads up to R5. There are two arrow slits in the west wall to cover the path to the Gate.
- R2 Parapets: This section of Parapet extends from R1 to R3, a total arc of 160', and is 6' wide. Its outside (and only) wall is 5' high with openings approximately every 5'. They are 2½' wide and 3' high. A flight of stairs leads down to S2.
- R3 Chaplain's Quarters: The Chaplain is actually one of the Clerics from the Monastery on permanent assignment to the Keep. As such, this room is not as well-equipped as one in this prominent position might expect. This 20' square and 10' high room has only a bed, a chest and an oil lamp in it. The chest is locked and, among other things, contains 81 GP which were given in offering. On the south wall of this room hang the Priestly Robes next to a trap door leading down to S7. On the west wall are a door and a ladder; the one leading to the parapet, and the other to R6. On the east wall are two arrow slits. It should be pointed out that any directions given in this tower are approximate, since it is not exactly aligned with the points of the Compass.
- R4 Parapets: There are two differences between this area and R2. Both are 6 feet wide, but this area has a 195' arc, and its crenelations occur only every 7½ feet. There are two sets of stairs leading to this area; one leads up from S12, the other leads from S8.
- R5 Gatehouse Roof: As one of the two highest points in the Keep, this is also one of the most important defensively. It is 22' EW by 26' NS with crenelations similar to those on the parapets running around the entire perimeter. The only entrance to this area is from R1, below.
- R6 Tower Roof: The other high point, it is 24' EW by 27' NS with crenelations around the perimeter. It can only be entered by ladder from R3.



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