

OC-2

A Labyrinth Lord
Adventure

DUNGEON MODULE OC-2

THE DARK ROOKERY

by Andy Solberg

Labyrinth Lord
Compatible Product



AN ADVENTURE FOR CHARACTER LEVELS 5-7



A strange subterranean environment beckons. A new threat to the surface world emerges. Will brave adventurers stop a madman wielding foul sorcery and controlling terrible monsters? What secrets will hardy explorers uncover in OwlCon module OC-2 - The Dark Rookery?

"The Dark Rookery" was created for use at OwlCon 34 in Houston, Texas.

LABYRINTH LORD

DUNGEON MODULE OC-2:

THE DARK ROOKERY

PART 1: INTRODUCTION

This module was designed to be run at OwlCon 34, which was held at Rice University in Houston, Texas on February 6 through 8 in 2015. Even though there was no specific 'Old School' theme to this incarnation of OwlCon, the success enjoyed by Dungeon Module OC-1 at OwlCon 33 strongly indicated that creating a sequel would be useful. The Labyrinth Lord platform is ideal for creating rich, detailed fantasy adventures within a throwback framework that doesn't overwhelm enjoyment of the game with a superabundance of rules.

This adventure is free to a good home. Feel welcome to download it, share it with friends, print off or photocopy portions of it for use in gameplay, and generally use/abuse it to suit your roleplaying needs. I ask only that you abide by three rules. **First**, share complete and unedited copies of this adventure, with all attributions intact. **Second**, do not profit from this adventure – if you share it, do not sell it or barter with it for something of value. **Third**, if you enjoy this adventure, please consider making a donation to the **Houston Food Bank**. The Houston Food Bank is a terrific charity; they warehouse food products and distribute them to food pantries and other charities that feed the hungry in the Houston area. Thus far they have helped serve over fifty million meals to people who are hungry, and they could use your support. If you can afford even a small donation, options for doing so can be found here:

<http://www.houstonfoodbank.org/donate/donate-money/>

If you plan to play in this module as a character, please **stop reading here**. The information in the rest of this module is for your Dungeon Master (DM) so that he or she may guide you and other players through the adventure. Knowing the details of this adventure will spoil the surprises and excitement of the game for everyone concerned.

THE SCOPE OF THE MODULE

In the previous adventure in the series, this party explored a ruined shrine and laboratory dedicated to owls. They befriended some owl-headed humanoids called Strigids, who now inform the party of their generations-long struggle against their rivals, the Tytonids. The heroes agree to help the Strigids throw down the Tytonid's autocratic leader. They explore a dark underground environment to find artifacts that

will enable them to penetrate the Tytonids' innermost sanctum and defeat their insane ruler.

This module is designed for a party of five to seven characters between 5th and 8th levels. The average total levels of the party should be 36. If the players do not already have characters, they can use the pre-generated characters at the end of this module. If the party is weak, NPC characters may be used to bolster the strength of the group. The DM may also weaken, strengthen, or otherwise change the encounters in the module to create a fair, balanced adventuring experience.

This adventure is designed to be completed in a single six-hour tournament slot, requiring industrious play and fast pacing. It may also be broken up into several sessions for casual play. In tournament action, the DM must keep events moving quickly, holding the players to a minimum amount of downtime to rest and recover spells. Note that the module is set in an underground wilderness area, and the few communities of allies within reach offer little opportunity for upgrading equipment or changing spells.

This module is part of an ongoing series of adventures. The introductory adventure, dungeon module **OC-1: A Parliament of Owls**, should ideally be played before this adventure. The events and background of this module lead directly into three subsequent dungeon modules named **OC-3: Tomb of the Feathered Mage**, **OC-4: Warrens of the Night-Hunters**, and **OC-5: A Screech From Beyond**. A successful party may wish to continue adventuring in these locations.

NOTES FOR THE DUNGEON MASTER

This module, **The Dark Rookery**, is a dungeon adventure in twelve parts.

- Part 1** is an introduction that outlines the adventure and gives the DM background information.
- Part 2** describes the underground wilderness area that the party must traverse over the course of the adventure.
- Part 3** details specific encounter areas within the rookery that are likely to be explored by the party.
- Part 4** details Athena, the Tytonid city that the party must infiltrate to achieve final victory.

Part 5 provides random encounter tables for the underground wilderness area described in this adventure.

Part 6 describes what lies beyond this adventure, in Dungeon Module **OC-3: Tomb of the Feathered Mage**, **OC-4: Warrens of the Night-Hunters**, and **OC-5: A Screech From Beyond**.

Part 7 outlines new monsters used in this module.

Part 8 provides pre-generated player characters, should players need them. They can also be used as NPCs.

Part 9 is a tabulation of all combatants found in keyed areas of the adventure. This can be useful to keep handy during gameplay to avoid flipping between pages during combats.

Part 10 supplies the maps detailing the keyed areas of the adventure.

Part 11 is a listing of individuals to be credited and thanked.

Part 12 is an accounting of this product's Open Gaming License.

Before beginning the adventure, please read the module thoroughly to become familiar with all encounters and areas. The **DM's Background** explains the history of adventure. The **Players' Background** should be read to the players before the adventure begins. In the **Encounter Keys**, the encounter number matches the location of the encounter on the maps. The boxed encounter information can be read aloud to the players at the right time. The DM must decide how much of the rest of the information should be told to players and how much should be kept secret. The DM may also add more details as desired, such as room dimensions, smells, sounds, tastes, feelings of hot and cold, and so on. Plan how monsters will react if the party does nothing; this is especially important for intelligent monsters.

Many of the monsters in this module are found in the rule book for **Labyrinth Lord**, Revised Edition (Fourth Release), September 2009, as published by Goblinoid Games. As of the writing of this adventure, a free PDF of the full rules, without artwork, is available at www.goblinoidgames.com; PDFs or hard copies of the rules with artwork can be purchased at the same site. Complete information will be given for any new monsters. When monsters or non-player characters (NPCs) are described in the text, their details will be listed in the following order:

Name (Armor Class; Hit Dice or Class/Level; hit points; Movement per round; Number of Attacks per round; Damage per attack; Save as Class and Level; Morale; and Alignment)

Armor Class = **AC**; Hit Dice = **HD**; Cleric = **C**, Dwarf = **D**, Elf = **E**, Fighter = **F**, Halfling = **H**, Magic-User = **M**, Thief = **T**; Level = a number; hit points = **hp**; Movement = **MV**; Number of Attacks = **#AT**; Damage = **D**; Save = **Save**; Morale = **ML**;

Alignment = **AL**; Copper Pieces = **CP**; Silver Pieces = **SP**; Electrum Pieces = **EP**; Gold Pieces = **GP**; Platinum Pieces = **PP**.

Class/Level is used for NPCs, while Hit Dice is used for all other monsters. The first Movement number listed is the distance that monster can move in a single round if it takes no other action; the following number in parentheses is the distance the monster can move and also act that round.

The DM should always give the players characters a reasonable chance for survival. The emphasis is on "reasonable." Although there should be a chance that an unlucky or foolhardy character will die, give the party the benefit of the doubt whenever possible. Everyone should co-operate to make the adventure as much fun as possible.

Sometimes a new player will want to join the party, or a player will want to replace a character that has been killed. The DM can always treat new characters as wandering adventurers exploring the above-ground wilderness area who venture down through the Parliament and wish to join forces. Characters could also have been members of the ill-fated expedition down the bat chimney, which is described later in the module.

DM's Background

THE FOUNDING OF THE ROOKERY

150 years ago, the great wizard **Ornovael** came to the region of wilderness north of the Guldspur River. His goal was to find a place of refuge far from the prying eyes of civilization – a place where he could engage in those two categories of magical research that interested him most. Ornovael's devotion to birds and avian life was viewed by fellow magic-users as a mere eccentricity, but his curious passion for improving on life-forms by blending their attributes aroused disgust and hatred in all too many of his peers.

Ornovael found what he was looking for. Searching through the many natural caves below the mountainous region, the wizard found a sinkhole that dropped many feet before opening up into a cavern of unimaginable size. The ceiling arched many hundreds of yards overhead, while the longest dimension of the great vault stretched miles from end to end. Numerous streams watered the place, and fungal and animal life was abundant.

Ornovael realized the potential of this huge cavern. Properly modified and repopulated, it could represent a closed ecosystem and laboratory for Ornovael's experiments in the modification of avian life. In this place he could study the properties of his creations and mutations as they lived free lives in the wilderness – all without threat of discovery, and

without the risk that any of his less successful creations would escape to wreak havoc on the surface world. He named the place his Dark Rookery – the place where eggs would be hatched, both literally and figuratively. Ornovael rolled up his sleeves and set to work.

The wizard's first challenge was to secure the place from the world of civilization. Ornovael used powerful magics to carve out the stone around the sinkhole and create a fortified shrine – a strongpoint he could use to restrict the movement of surface-worlders in, or rookery-dwellers out. He named this structure his **Parliament**, and it became his first base of operations. Next, Ornovael bent his attention to creating a pool of servants. He made two sub-species of owl-headed humanoids to assist him – the **Tytonids**, hungry for lore and talented in magic, and the **Strigids**, resourceful and hard-working laborers and craftsmen. With cadres of loyal owl-men prepared to follow his every order, Ornovael was ready to tackle the Dark Rookery proper.

The first challenge in making the enormous cavern ready for his labors was evicting its original inhabitants. A number of monsters had taken up residency in the fertile vault, especially a large extended tribe of hobgoblins for which the Dark Rookery represented holy ground. These residents had no intention of abandoning their homeland, but Ornovael had no interest in negotiation or threats. The wizard set about systematically eradicating all hostile life in the cavern, using both magic and the strength at arms of his servants to kill or drive away all who stood before them. Eventually even the numerous hobgoblins were forced to retreat, leaving behind only a few structures and monuments to their civilization.

Once the squatters in his Dark Rookery had been removed, Ornovael had most of the tunnels connecting to the cavern blocked up. The rugged terrain of the cavern floor was sculpted to make it more open and wide-ranging. The principal stream running through the vault was dammed, leading to the formation of a modestly sized lake. Roads and bridges were built, useful forms of fungus were cultivated, and fortifications and even a small city were raised for the use of Ornovael and his servants. Ornovael even created a massive new life-form, a huge glowing fungal monstrosity that clung to the roof of the Dark Rookery and modulated its illumination to simulate the night/day cycle of the surface world.

These labors complete, Ornovael and his owl-men assistants rejoiced at the underground wonderland they had made. The Dark Rookery had become the ideal place for their magical researches to be performed. Under Ornovael's direction, the Tytonids and Strigids hatched many new life-forms and allowed them to roam freely through the vault. Some of them died out, but others thrived and became part of a stable ecosystem that never saw the light of day.

Ornovael's studies continued for many decades. The wizard's power was great, but not so great as to defy mortality; as he grew older, Ornovael saw that he would need to take steps to ensure the continuation of his creations and their research. He elevated his chief apprentice, **Shazzek-Ra**, to the position of Leader of Birds, and charged him with maintaining the Dark Rookery and furthering the work that he had begun. Shazzek-Ra, a wise and humble owl-man, took up the mantle Ornovael had given him and ruled his realm well. Ornovael slipped away one day, not telling his servants where he was going, but he left them with an established chain of command. The culture of the owl-men continued on, and their magical labors continued as well.

But there was one Tytonid who was discontented with the new order. **Haffek-Du**, a magic-user second only to Shazzek-Ra in power, felt that he had been overlooked when Ornovael assigned responsibility. Furthermore, he felt that Ornovael's research into creating newer, better owl-based life forms had to have a larger purpose beyond mere academic curiosity. What good is the creation of perfect avian-kind, he thought, if not to prove their perfection? And what better way to do so, determined Haffek-Du, than by waging war on the surface world that Ornovael had abandoned, and conquering all lands above and below ground in the name of owl-kind?

Haffek-Du conspired with a few of his fellow apprentices to plot Shazzek-Ra's downfall. They poisoned the Leader of Birds, making it appear that some kind of curse from an unknown source had struck down their ruler. After an "investigation", Haffek-Du revealed that sinister forces from the surface world, jealous of the owl-men's many achievements, had killed Shazzek-Ra with the benefit of some inside help – all rivals to Haffek-Du's power. These unfortunate Tytonids were summarily executed, leaving nobody to oppose Haffek-Du's ascent to the Golden Nest.

The owl-man culture was shocked, but after a lavish state burial for Shazzek-Ra, Tytonids and Strigids alike agreed that Haffek-Du must become the new Leader of Birds. Haffek-Du took command of the Tower of Tytonid Lore and all the magical workings that Ornovael had carefully turned over to Shazzek-Ra. He discovered to his dismay that there were some aspects of Ornovael's magical lore that had been taught to Shazzek-Ra but had not yet been handed down to others; these secrets were now lost and could not be recovered. Haffek-Du covered up his deficiencies in operating the magical workings of Ornovael, however, and began his campaign to gear up the Dark Rookery for war on the surface world.

Haffek-Du was successful in convincing most of the Tytonids that the surface threat was real and must be opposed by force. He was less successful with the Strigids, however. **Chitti-Zurr**, leader of the Strigids, was an ardent believer in the use of

Ornovael's studies and fusion techniques only for peaceful purposes, and she openly doubted the evidence that Haffek-Du brought to support his claims. Haffek-Du felt Chitti-Zurr must be silenced and called for her arrest, but Strigids smuggled her out of the City of Athena and into the countryside. Haffek-Du declared Chitti-Zurr a traitor to Ornovael's memory, but Strigid opinion turned against him, and a schism formed between the two types of owl-men. In no time a civil war erupted in the Dark Rookery; the Tytonids had magical power at their disposal, and command over the owl-creations as well, but the Strigids knew the countryside and had more talent in the mundane arts of war.

The current state of affairs in the Dark Rookery is anything but stable. The Strigids scratch out a difficult existence in the rough, often dangerous corners of the vault. Meanwhile, the Tytonids continue their experiments and preparations for war, but without the help of the worldly Strigids, the infrastructure of their city is beginning to break down. The previously well-cultivated and controlled Dark Rookery is reverting to wilderness, with volunteer monsters creeping back into the vault, and even the hobgoblins have sensed weakness and are pondering a foray back into their old holy lands. The Strigids and Tytonids have fought each other to a standstill, but it is only a matter of time before Haffek-Du finalizes his plans to break out onto the surface world and begin its conquest.

Players' Background

Your adventuring band set out several weeks ago in search of strange owl-headed monsters who were terrorizing the farmsteads on the edge of the Hoarwood. You tracked the creatures to their lair – a ruined shrine at the foot of a mountain. The owl bears were put to the sword, but you discovered that the shrine concealed a network of rooms and corridors extending deep underground.

Exploring deeper inside the complex, you and your companions found a warren abandoned and fallen to ruin long ago, but now inhabited by a wide variety of strange and hostile creature, many of which seemed to combine the features of owls and other beasts into horrifying hybrids. The lowest level of the dungeon had become a battlefield for two races of intelligent, owl-headed humanoids. Your party allied with the Strigids, who parlayed in good faith, against their enemies, the Tytonids, who proved to be both xenophobic and skilled with magic. Your side prevailed; none of the Tytonids escaped.

That was a fortnight ago. Since then you have camped with the Strigids, learning their language and customs, and discovering more about this shrine and what lies beyond it. The leader of the owl-men is Ippip-Yee, a young but skilled warrior, and he is eager to explain to you all about this place that his people call the Parliament.

"Beyond those doors," explains Ippip-Yee, pointing to a barred portal on the lowest level of the shrine, "lies the Dark Rookery. It is our home – a vast underground cavern and wilderness. Our lord and master, Ornovael, brought both Strigids and Tytonids to this place. He was a wizard from the surface world, but he abandoned that to create a place where all owl-kind could live in peace."

"Unfortunately," Ippip-Yee continued sourly, "Ornovael is gone, and a wicked apprentice has seized power. He means to make war on the surface world, and the Tytonids follow him, although we Strigids do not. This was why we fought over Parliament; it is the one sure way to reach the world above, and a way that Tytonids could use to unleash owl-fused hybrids on the surface. We Strigids could not countenance such an abuse of the lore that blessed Ornovael has taught us!"

"But it is surely only a matter of time before the Tytonids find another way to reach the sunlit lands," says Ippip-Yee. "If you surface-worlders would avoid an invasion from below, I suggest you make an alliance with our Strigid leaders. Will you travel through the Dark Rookery to our cliff-village and seek common cause with our chief?"

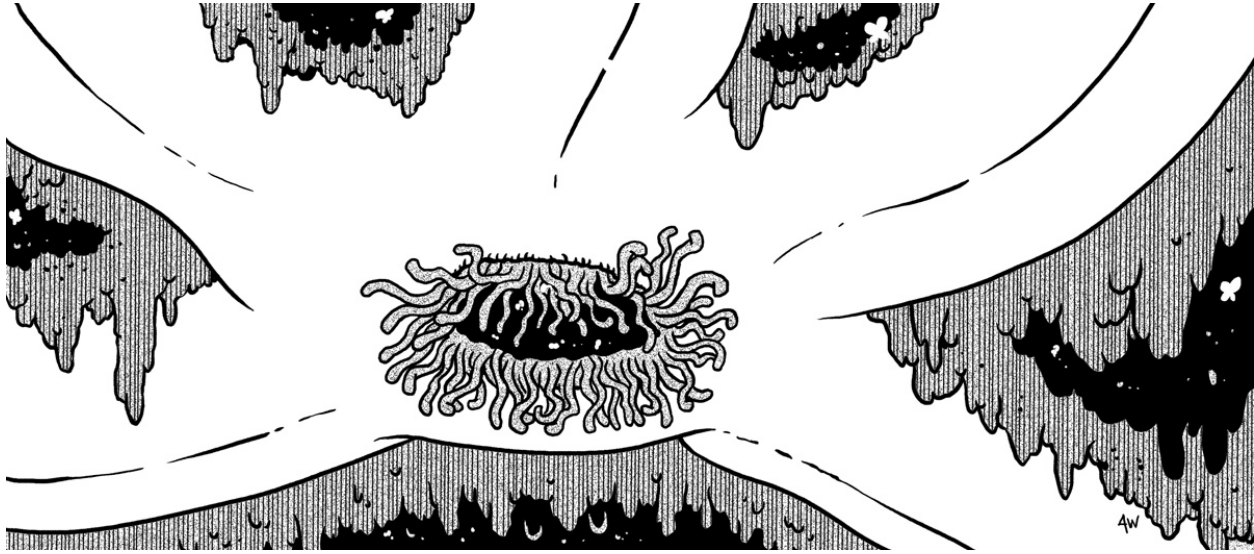
Ippip-Yee knows all the information listed above in **The Founding of the Rookery**, except that Haffek-Du poisoned Shazzek-Ra. He will share what he knows with the player characters, but he is a warrior and not a historian; he must be asked leading questions to open up.

Ippip-Yee has been assigned the duty of taking and holding Parliament. He is therefore not at liberty to abandon his post to guide the party to the Strigid village. However, he is willing to assign his youngest fighter, **Wylar-Hu**, to accompany the adventurers. He will also give the party a message, a scroll made out in the language of owl-men, that will serve as an introduction to Chitti-Zurr on his behalf.

Wylar-Hu (AC 7; HD 1+1; hp 6; MV 120'(40'); #AT 1; D 1d6 (spear) or 1d6 (short bow); Save F1; ML 9; AL L) is a brave young Strigid. He knows the basics of life in the Dark Rookery, including typical hazards to be found there, and he knows that the cliff-village lies on the western edge of the main cavern. He is not a pathfinder, however, and he leaves it to the party to choose the specific way there. He will take basic instructions and will even fight, but will not follow foolish or suicidal orders. Wylar-Hu does have the ability to distinguish edible fungi from unpalatable sorts and can help forage.

Ippip-Yee has little in the way of supplies to share with the party. He can offer no reward to the party for undertaking this diplomatic mission, but he thinks that Chitti-Zurr might be able to make such a promise if the party allies itself with the Strigids.

PART 2: INTO THE ROOKERY



The Dark Rookery is a single enormous cavern situated below the mountains north of the Hoarwood. It was originally formed by the action of moving water dissolving limestone. This formed a linked series of large vaults, which became an environment for lifeforms adapted to life underground. Later, when the hobgoblins claimed the area, they expanded the caverns and removed as much stone as they could, creating the gargantuan void it is today, and using great cunning and stonecraft to allow the broad spans of unsupported roof to remain intact despite even the worst of earth tremors.

The Dark Rookery measures over four miles from east to west, and at its widest point is more than two and a half miles from north to south. The floor is not uniform in level, but drops in a series of escarpments that can be as high as one hundred feet tall. The roof arches overhead, and ranges from two hundred feet above the ground around the edges to more than one thousand feet above grade at its highest point.

The walls of the cavern become rugged and quite steep rapidly once the edge is reached, but the slope at grade is usually quite gentle. Very little of the ground is bare rock; over time, the lush growths of fungi and lichens have broken down much of the native stone into a thick topsoil, making the ground underfoot somewhat spongy in lowland areas. The Dark Rookery is criss-crossed by a series of streams and rivers which originate from springs and cracks in the walls; these range in size from a mere trickle to rapid torrents dozens of feet in width.

When Ornovael found the cavern, it was pitch black save for the bioluminescence of some of the fungi, or any light brought by outsiders. This changed when the mage created the Sunslug, a vast lifeform bringing day to the darkness.

THE SUNSLUG

The Sunslug is a magically created living creature whose scale defies comprehension. Its closest analog is a starfish; it clings to the roof of the Dark Rookery with five enormous tentacles studded with uncountable suckers and feelers. However, the Sunslug is actually fungal in composition. The body of the Sunslug is over a mile across, but each of its long arms reach across the roof of the Rookery, extending into the various nooks and crannies of the cavern.

The Sunslug glows with a pale yellowish light on a diurnal cycle. For twelve hours it sheds light equivalent to an overcast winter day on the surface; at its brightest, the Sunslug does not hurt the sensitive eyes of the underworld's owl-hybrid inhabitants. At the end of this day-cycle, the Sunslug opens its enormous maw, a vast diaphragm located above the Tytonid city, and as its radiance fades, countless thousands of sunwings (see **Part 7**) fly out. The Sunslug dims to only a faint outline, only visible if one looks for it in the right part of the "sky", but the sunwings glow with pinpoint brightness in the dark of the night cycle, and fan out to form mobile constellations of "stars" of many different colors. The sunwings descend on the cavern floor, dissolving and digesting organic matter, and at the end of the night cycle they return to the Sunslug. They fly into its mouth where they are digested, providing the energy for the "sun" to glow for another day.

LIFE IN THE DARK ROOKERY

The advent of the Sunslug brought light to spaces that had never seen more illumination than the fires of the hobgoblins. Plants, animals and fungal lifeforms living in the cavern had to

adjust to this dramatic change. Many living things could not adapt and died out. Others fled, retreating through cracks and tunnels into other areas of the underground world that are still lightless. But many sorts of living things were able to find a niche in this new world and thrive. Between these hardy adaptations, and lifeforms that have been introduced from the surface world or by Ornoval's magic, the Dark Rookery is once again teeming with life.

The Dark Rookery has many forests composed of fungi. The variety of fungal growth here is astounding; mushrooms and toadstools and slimes grow in and around and through each other, with a dizzying profusion of colors and textures. The tallest of fungal "trees" reach as high as twenty feet, spreading canopies of gilled caps to shade the forest floor below. These forests often fill with mist during the day (see "Mistcaps" in **Part 7**) and visibility ranges from 10' to 60' (1d6 x 10'). Animals of all sorts inhabit these forests; birds, snakes and lizards from the surface world live here, as well as small mammals and livestock from Ornoval's colonies that have gone feral. Other creatures native to the caves live here as well – bats of all sizes, huge insects and millipedes, and other stranger things that creep and crawl. The fungal forests of the Dark Rookery are beehives of activity and are alive with sound and movement.

Refer to the **Dark Rookery Map** for numbered adventuring areas. Note that the map also has letters, which represent locations of dangerous fungi in the forest areas. At each letter a random encounter involving a type of new fungal monster *will* occur – M for **Mistcaps**, S for **Smokehorns**, T for **Twitchstalks**, D for **Deathshelves**, G for **Grapplewines** and F for **Falsesteps**. Refer to **Part 7** for more details regarding these creatures. Note that these monsters may also be encountered randomly as indicated in the tables in **Part 5**.

Not all the areas of the caverns are so lushly forested; some portions of the ground have too thin a layer of topsoil to

support so much growth. These areas are generally covered with "grassland" composed of lichens and fernlike fungi. Nothing here grows taller than a human's knee, and there is little cover to hide behind. In areas where drainage is poor, swampland can form with fungal "reeds" growing up out of brackish water. There is life in these places too, but predators abound, so dwellers in the open grassland must be speedy, quiet, or quick to retreat into holes and burrows. Encounters here are first noted at 40' to 240' distances (4d6 x 10').

The cavern is large enough, with sufficient sources of water vapor, that it has its own weather system. Fog frequently forms at the bottom of the Rookery floor, supplemented by Mistcap vapor generated during the day. This fog tends to roll up the sides of the cavern and form rain clouds that often drop morning showers in the first few hours of the day. There are never lightning storms, and although temperatures in the Dark Rookery may become cool at night, it is never cold enough for snow or ice.

Overland movement is at normal rates in the open range areas of the Dark Rookery. Movement rates are halved in the fungal forests, but hostile encounters are less common because the party is harder to detect at distance. Refer to **Part 5** for random encounter tables for these areas.

The entire Dark Rookery slopes gently downwards from west to east; surface water general flows in this direction. This change in elevation is typically gradual; however, in several locations around the cavern, steep escarpments ranging in height from 50' to 200' break up the terrain. Where roads cross these cliffs, switchbacks have been painstakingly carved out of the rock to allow smooth travel by foot. In other areas of the cave complex, steep footpaths and crude stairs dating back to the time of the hobgoblins allow ascent without the need to make a thief's climb walls checks. Climbing up or down such a precipice requires a full hour for a typically equipped adventuring party.

PART 3: DARK ROOKERY ENCOUNTER AREAS

1. EXIT FROM PARLIAMENT

The great double-doors on the lowest level of Parliament grind open, and a strange vista greets your eyes. Although you know very well that you must be deep underground, through the doors you find yourself outside once more! The sun is shining, birds are singing, and a gentle breeze blows ...

After a moment's consideration, however, you realize your first impression was mistaken. You are indeed underground, but you are in a vault whose size beggars the imagination. You find yourself in the western end of the finger of an enormous cavern; the walls rise to arch hundreds of feet above your head, and further to the north and east, as the cave opens up, the roof must be still further overhead. It's hard to judge precisely, however, because the "sun" that shines brightly in the sky is actually a narrow tendril of yellow reaching across the roof from the largest bulk of the cavern.

A narrow stream emerges from an opening in the rock face not far from the doors and runs off, gurgling, to the east. It seems to parallel the remains of a cobblestone road, once tidy but now surrendering to disrepair, that originates in a plaza just outside Parliament and descends eastwards to parts unknown. The tumbled stones of the road are beginning to be swallowed by grasses, although upon closer inspection these "plants" are actually lichens and fungi, growing as abundantly as plant life would in the grasslands of the world above. Here and there throughout this finger of the great cavern, mist-shrouded forests made of multicolored fungi can be seen – vast toadstools many times taller than a man, fern-like fronds growing in dense stands, stranded creepers strewn across other fungal life forms. The sounds of animals and insects fill this underground fairyland.

Ippip-Yee joins you at the door. "The Dark Rookery," he says with pride. "This is the home that Ornovael made for us. It is a good place, but dangerous; do not let your guard down." He squints up at the strange sun overhead. "Not particularly dark at the moment," he adds, "but wait until night. Then you shall see the true beauty of this place."

Just outside the doors to Parliament stands a statue of a giant owl. It is 8' tall and 3' across, and is carved from a single piece of granite. The statue is faintly magical; it is an **Owl Stone**, and its purpose and function are detailed in area 3.

Refer to the **Dark Rookery** map. The corner of the Rookery occupied by the lower door to Parliament used to be the main entrance to Ornovael's underground lair, but with the departure of the wizard, this area became unused and the road infrequently travelled. No signs of recent habitation can be

found near Parliament, save for the footprints of the Strigid and Tytonid warbands that recently travelled there, and the occasional fire built and abandoned long ago by a Strigid hunting party.

The party may travel on the road, but its poor upkeep makes the rate of movement no better than it would be on open ground. This is true for sections of the road in other, more travelled portions of the cavern as well; the Tytonids spend little energy on maintenance.

Apart from random encounters, and any dangerous fungi encounters the party may stumble across, no hazards stand between them and the top of the overlook at area 2.

2. THE GREAT OVERLOOK

You have reached the edge of a steep cliff where Parliament's corner of the cavern opens up onto the largest mass of the Dark Rookery. The ground underfoot abruptly falls off, dropping some two hundred feet to the floor of the Rookery proper. The cavern is breathtaking in size; it must be miles across in every direction, and the roof at its peak must be a thousand feet high!

The stream that has largely paralleled your course tumbles over the cliff in a noisy waterfall before resuming its course and joining with other streams and rivers below. The road that led from Parliament also descends the cliff by a very steep and winding series of switchbacks. Fungal "vines" hang down the vertical faces of the cliff; bees buzz among them and rodents can be seen climbing them expertly.

The tentacle-like sun overhead proves to be merely the arm of an enormous starfish shape clinging to the roof of the cavern, the entire thing glowing with a pale yellow light that makes it difficult to look at directly. Much of the floor of the Dark Rookery is choked with thick fungal forest which seems to produce a dense, fog-like mist; this makes seeing the details of the terrain difficult. However, there is plainly a large lake in the middle of the cavern, held back by an enormous dam; beyond the lake is what appears to be a fortified walled city.

Give the party a copy of the **Dark Rookery Player Map**. They should be free to mark on this or make notes as required during their travels.

From the overlook, the party can see into every corner of the Dark Rookery. However, the fine details of what can be seen are obscured by low-lying fog. The dungeon master should feel free to point out any features of the cavern that particularly observant characters might spot; consider,

however, that the great distances involved should make some details impossible to distinguish even under the best of circumstances.

The party may travel along the road's switchbacks to reach the floor of the Rookery, or they may find their own path down; either way, travel down the cliff is relatively safe.

3. CLIFF-DWELLINGS OF THE STRIGIDS

In this place a sizable waterfall drops from an opening three hundred feet up on the wall of the cavern. It splashes down into a pool at the foot of the cliff, and a rapidly flowing river proceeds from there deeper into the Dark Rookery.

Flanking the waterfall are a series of ledges clinging in tiers to the steep sides of the sheer cave walls. The lowest ledge is some fifty feet above the floor of the Rookery, while the highest is two hundred feet up. Ladders seem to allow one to climb from one ledge to the next, although no obvious means are seen to climb to the lowest ledge. A delicate rope bridge spans the gap just in front of the waterfall, allowing one to walk from one side to the other provided you are willing to brave the heights, the tricky balancing, and the constant spray from the water.

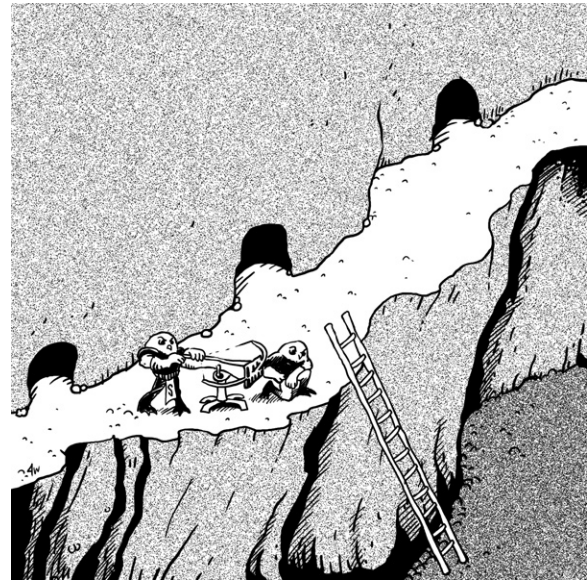
Fungal vines and creepers dangle down the cliff faces, but it is obvious that these only partially conceal cave entrances that open out onto the ledges. Strigids can be seen standing guard on the ledges with sturdy-looking ballistae on swivel-mounts at the ready. A few cooking fires can be seen at various points along the ledges.

Before Haffek-Du came to power, Strigids and Tytonids lived side-by-side in peace in the **City of Athena**, which is detailed later in this adventure. When Chitti-Zurr was forced to flee, however, the bulk of the Strigid people came with her. They retreated to these cliffs, a place where Strigid hunting parties had frequently made temporary encampments. The caves in the walls were enlarged to house the body of the Strigid people. The location is very defensible, and even the wizardry of the Tytonids has not enabled a successful attack on the cliff-village. These quarters are cruder than the Strigids would prefer, but they must bide their time until conditions are right for them to return to their home city.

Refer to the **Strigid Cliff-Village** map. Two Strigid warriors stand guard at each ladder location; most of the ladders are fixed in place, but the one leading down from the lowest cliff is a rope ladder that is only lowered if the correct password is given in response to challenge – Strigids are all too familiar with Tytonid illusions. Two more Strigids stand at the ready at each ballista emplacement. Both Strigids are required to reload the ballista but only one is needed to aim and fire;

ballista spears have a short/medium/long range of 150'/300'/450' and do 2d8 hp damage with a successful hit.

If Wylar-Hu is with the party, he can give the correct password and arrange for the rope ladder to be lowered; the guards are suspicious but will take Wylar-Hu's word that the party comes in peace and has a message to deliver. If no friendly Strigids are with the party, convincing the guards to lower the ladder is much more difficult; fancy negotiation or a clever ruse will be necessary to gain entry. Hostile acts by the party will be met in kind, and once Strigids are injured by adventurers, it will be very difficult to regain their trust.



Within the cliff-village are lettered encounter areas as follows:

A: Each cave of this sort serves as a barracks. The entrance opens onto a long communal burrow where many warriors lair together. There are 20 normal Strigid warriors here (AC 7; HD 1+1; hp 6 each; MV 120' (40'); #AT 1; D 1d6 (short sword) or 1d6 (short bow); Save F1, ML 8, AL L) and a sergeant (AC 7; HD 3; hp 15; MV 120' (40'), #AT 1; 1d8+1 (axe) or 1d6 (short bow); Save F3; ML 10; AL L). They reach the cliff ledges in two rounds if they hear shouting. Each Strigid warrior has 1d4 lustrous cave pearls in a pouch that they use for money; they are harvested by killing Sunwings (see **Part 7**) and are worth approximately 1 GP in the Dark Rookery in equivalent value. Merchants on the surface world will pay half that amount as the pearls are largely just curiosities.

B: This is a branching burrow for multiple families. Each cave complex contains 5d6 noncombatant Strigids (AC 8; HD 1d4 hp, hp 3 each; MV 120' (40'); #AT none; D none; Save F0; ML 6; AL L) protected by 1d6 hunters and heads of families (AC 7; HD 2; hp 9 each; MV 120' (40'); #AT 1; 1d6+1

(spear); Save F2; ML 9; AL L). Each head of family has concealed a clay pot in their portion of the burrow; this contains the family's collected wealth: 2d8 cave pearls.

C: The lone cave opening off the highest ledge is reserved for the use of the Strigid leadership. Eight elite guards watch the entrance (AC 7; HD 3; hp 15 each; MV 120' (40'); #AT 1; D 1d8+1 (axe) or 1d6 (short bow); Save F3; ML 10; AL L) and prevent unauthorized persons from entering the presence of Chitti-Zurr, the Leader in Peace, and **Oola-Rssz**, the Leader in War. These are detailed in **The Audience** below. The court of the Strigid leaders is decorated with ropes of woven gold and silver strands, worth 400 GP for the metal content alone; they also have a single scepter made of bronze and set with ruby and emerald chips (2,000 GP) that is held by whichever leader speaks for the tribe, depending on whether the Strigids are at peace or at war. Behind the court are the sleeping quarters for the two leaders, and in each room is a box containing 350 cave pearls. Chitti-Zurr's cache also contains 292 GP of rather old minting. The elite guards have 2d4 cave pearls.

D: This single large cave serves as a shrine to Ornovael, who the Strigids worship as a god. A statue of the wizard carved from spongy fungal "wood" stands on a dais; bowls of offerings are arranged at the feet of the statue, and these contain bits of food, fungal "blossoms", and 32 cave pearls. Two Strigid priests tend this shrine (AC 7; HD 2; hp 9 each; MV 120' (40'); #AT 1; D 1d6+1 (mace); Save C2; ML 10; AL L). These priests cannot cast spells, nor do they carry any treasure.

E: This disused cave has recently been taken over by a mated pair of Graspers (see **Part 7**): (AC 7; HD 5; hp 32 and 25; MV 120' (40'); #AT 1; D 1d8 + constrict; Save F4; ML 9; AL C) who are causing considerable trouble for the Strigids on the northern ledges. The 10' wide cave turns sharply north after 15', and both Graspers are rooted just beyond that bend. 30' beyond is an old storage cavern filled with rubbish and the foul leavings of the Graspers; concealed in the mess is a scattering of 514 cave pearls, a **Potion of Levitation**, and a **Spear +1**. The Strigids make no claim upon these items if the party finds them.

F: Half-buried in the soil next to this stream, 100' away from the Strigid village, is an Owl Stone. It is similar in form and function to the statue found at area 1.

THE AUDIENCE

Read the following text aloud when the party is ushered into the presence of Chitti-Zurr:

A short corridor from the ledge leads to a torchlit hall, where a file of grim Strigid guards watch the party with a mixture of suspicion and awe. At the far end of this court, two chairs woven from dried fungal matter stand upon a dais, and unusual Strigids sit regally in them. One is a broad, burly owl, a curiosity in that he wears chain mail, and a bastard sword lies naked on his lap. The other is an elderly female, her feathers bedraggled and sticking out at all angles, who peers at the party through a very human pair of spectacles. She wears a robe of brightly colored feathers, and she holds a jeweled scepter.

The message from Ippip-Yee is produced, and the two Strigids on the thrones peer at it with interest. When they are done reading, the female owl stands and spreads her hands. She speaks in heavily accented Common:

"Greetings, and welcome," she says. "Welcome, long-awaited visitors from the sunlit lands."

The two exceptional Strigids are Oola-Rssz, the Leader in War, and Chitti-Zurr, the Leader in Peace. Oola-Rssz (AC 3; HD 7; hp 42; MV 120' (40'); #AT 1; D 2d4+3 (bastard sword); Save F7; ML 12; AL L) is a heavily scarred veteran of many battles against the Tytonids, and before that against the hobgoblin incursions into the Dark Rookery. Oola-Rssz has a **Bastard Sword +1** and **Chain Mail +2**, as well as a **Potion of Giant Strength**. He is too young to have known Ornovael, however.

Chitti-Zurr not only knew Ornovael, but was one of the first Strigids to have been raised from the egg by him; she is in fact the last remaining of the owl-people not to have been birthed by one of her own kind. Chitti-Zurr learned to speak Common from Ornovael, and although he went away when she was only a fledgling, she came to revere him as a god. Chitti-Zurr (AC 4; HD 5; hp 29; MV 60' (20'); #AT 1; D 1d6 (staff); Save C5; ML 12; AL L) has the spell casting ability of a 5th level cleric:

1st level: Cure Light Wounds, Remove Fear, Detect Magic

2nd level: Bless, Silence 15' Radius

3rd level: Dispel Magic

Chitti-Zurr has her feathered **Cloak of Protection +2**, a **Scroll of Ward Against Magic**, and an **Owl Ring** (detailed below).

Chitti-Zurr shares what she knows about the history of the Dark Rookery and the owl people, including all the information in **Part 1**. However, she does not know that Shazzek-Ra was killed by Haffek-Du; only a few Tytonids know this.

When talk turns to the Tytonid threat, Chitti-Zurr shakes her head sadly:

"Haffek-Du is insane," the Strigid head-woman says. "It was not always so. Once he was a bright and diligent pupil of Ornovael, as concerned for the welfare of our combined peoples as any of the rest of us. Somehow he lost his way, however, and his ambition has turned him to evil. Haffek-Du resents the fact that so many of the owl-folk still revere Ornovael, our Creator – Strigids, yes, but most Tytonids as well. In Haffek-Du's eyes, to have been created by a human is to be inferior to a human, and he believes Tytonid-kind represent the perfect life-form. He will not rest until Strigids are subject to his control, but he will not stop there. I believe Haffek-Du's ambitions include dominion over the surface world as well.

"The Tytonid people follow Haffek-Du," Chitti-Zurr continues. "I am sure some do so because they share some of his beliefs, but I believe the largest measure of his rule springs from fear. Those who fail to do as they are told, or whom are suspected of rebellious thinking, are quietly eliminated. With Haffek-Du in power, the Tytonid people will continue their current goals of oppressing the Strigids and plotting attacks on the world above. If Haffek-Du could be eliminated, however, I believe the course of the Tytonids could be turned, and the owl-folk could be united as one people once more."

"A frontal assault, sadly, is doomed to failure," says Oola-Rssz gruffly. "My warriors have scouted the defenses of the City of Athena many times. Alas, we Strigids, who built that city in the first place, built it all too well. The Tytonids and their Grubber servants are all too watchful. They have many owl-hybrid monsters to serve them, and magical defenses and alarms as well that can detect any incursion. Even if one could penetrate the walls of the City, Haffek-Du dwells within the Tower of Tytonid Lore, the seat of all magical power in Athena, and no Strigid knows what strange wards protect that place. Even with an army of thousands, a direct attack would be futile."

"True," said Chitti-Zurr, "but where force cannot prevail, a more subtle strategy may succeed. A small force could penetrate the Tytonid defenses undetected. It would require the use of this." She holds up her left hand, revealing a simple golden ring.

OWL RINGS

When Ornovael created the Tytonids and Strigids, and evicted the hobgoblins from the Dark Rookery, he made tools to better enable his servants to further their mutual work. One of

his creations was a set of ten **Owl Rings** which have a variety of uses.

The rings are made of gold, with a simple, stylized owl-head design. They are enchanted with the following abilities:

- They have the protective capabilities of a **Ring of Protection +1**.
- The wearer has a -1 to all reaction rolls made when interacting with owl hybrid creatures; this includes Tytonids and Strigids.
- Even if the wearer is not a spell-caster, they may use a **Locate Object** effect to detect other **Owl Rings**, provided they are within 120'.
- The wearer may activate the teleportation capabilities of Owl Stones.

Ornovael created the Owl Stones to permit rapid movement through the Dark Rookery. He placed one outside Parliament (area **1**), one near the Cliff Village, one at the Junction Fortress (area **13**), one at the Pit of the Discarded (area **17**), and one each in the Towers of Tytonid Lore and Strigid Craft (see **Part 4**). Once activated by the wearer of an Owl Ring, the stone may transport the wearer and up to nine other beings to any other stone of the wearer's choosing.

THE STRIGID PROPOSAL

Chitti-Zurr explains the workings of her Owl Ring and passes it around for the characters to examine.

"We have attempted to use this stone to activate the Owl Stone outside our village," Chitti-Zurr says. "Unfortunately, Haffek-Du has deactivated it. He has access to three rings, you see – one that is his, and two that are wielded by his henchmen – and that has allowed him to deny use of the Owl Stone network to anybody save him. Haffek-Du never uses the network – these days we believe he never leaves his tower – but he will not let us use it either, and surely feels safer thereby.

"But I believe that this security is an illusion," continues Chitti-Zurr confidently. "All we need is to have more rings than him – this one, and three others – to be able to seize control of the Owl Stone network. With four rings we could teleport directly inside the Tower of Tytonid Lore and attack Haffek-Du by surprise!"

"The remaining six rings have been lost," Oola-Rssz admits. "One of them went with Ornovael when he went away, for instance; that one must surely be destroyed, or far beyond our reach. But that leaves five other rings, and while we do not know where they are, we doubt the Tytonids have them. They

must surely be within the Dark Rookery somewhere, and if we could find three of them, this plan could work.”

“We may not know precisely where they are,” replies Chitti-Zurr, “but we have some idea for a few of them. We know, for instance, that our great leader Shazzek-Ra was entombed in his crypt to the south, and that among his worldly goods was an Owl Ring. We know that our former Leader in War, Birri-Hroo, vanished in the northwest plateau looking for a path to the surface and never returned; he had another ring with him. And we also know that the leader of the Tytonid opposition, Gyvar-Tsk, fled the City of Athena in the early days of Haffek-Du’s rule; we do not know where he went, but he is believed to have had one of the rings. As for the others – well, they could be anywhere.”

Chitti-Zurr looks to the party members one by one. “I am too old and slow to go roaming the Rookery in search of magical rings,” she says, “and Oola-Rssz is necessary for this village’s defense. I believe that the appearance of surface-dwellers is a sign from Ornoval, who has transcended mortality and returned to watch over us as a divine being. If I lend you my ring, will you go forth into the Rookery and recover three more Owl Rings? Then we will have a chance to restore order and peace to both our worlds.”

The ten Owl Rings can be accounted for as follows: three are with the Tytonids; one is with Chitti-Zurr; one is with **Gyvar-Tsk** in the Fortress at the Junction at area **13**. The ring of **Birri-Hroo** is now inside the Owl-Wasp nest in area **18**. Shazzek-Ra’s ring is inside his sarcophagus in area **11**. One ring was stolen by the goblins and is now worn by **Chief Ruspgurr** in area **14**. One more ring was lost in the swamps and is in an owligator nest in area **8**. The last ring is on the person of a henchman of Ornoval’s and can only be found in Module **OC-3: Tomb of the Feathered Mage**.

The Strigids have little in the way of material goods to provide the party to bribe them into helping; however, if the party asks for a reward, Oola-Rssz will tell them of the Grasper menace at area **3E** and will advise them that if they remove the threat of the monsters, anything they find in that abandoned storage cave is theirs to keep.

The Strigids do have ordinary gear and weapons that they will sell or barter for at the same rates listed in the rules (Strigids generally make no armor, however). Strigids only trade in cave pearls, using a 1 per gold piece exchange rate, but the Strigid leaders will trade surface coins for their own personal store of pearls, if the party asks.

Chitti-Zurr will give the most charismatic member of the party her ring if they promise to return it when they have completed their mission. The **Locate Object** effect of the ring is one way

to find the other **Owl Rings**; however, any cleric with access to the **Locate Object** spell can also use it to find the rings. Chitti-Zurr will advise the party of this if they do not think of it first.

If the party accepts the mission, Chitti-Zurr advises them that they may return to the cliff village at any time to rest and regain spells; no wandering monster checks are required while the party takes sanctuary there. She certainly does not object if the party wishes to use any **Owl Rings** they may discover in addition to the one she has lent. Once the party has acquired the necessary four rings for the Strigids, proceed to **Part 4**.

4. CAVE OF THE AUELBEAR

A large cave entrance yawns open in the face of the Rookery wall. It is twenty feet wide and just as tall. Bones of many different sizes lie scattered on the open ground just outside. A foul rotting stench can be smelled within 100’ of the cave.

This is the lair of a “first draft” of the owl bear; it is a fusion of owl characteristics with a cave bear, and as a result is much larger and deadlier than the typical monster. This **Auelbear** (AC 4; HD 8; hp 48; MV 120’ (40’); #AT 3 (2 claws, 1 bite); D 2d8 (bite) and 2d6 + hug (claws); Save F8; ML 12; AL N) was regarded by the Tytonids as a mistake, but it is so vicious and formidable that no effort was made to transport it to the Pit of the Discarded (see Area **17** below). Tytonids give its hunting grounds a wide berth. Refer to **Part 7** for more details on this creature.

The Auelbear, a solitary female, sleeps in her lair most of the time, but she has excellent senses of smell and hearing, and she will emerge from the cave to attack intruders unless extraordinary efforts are made to avoid detection. Once prey is sighted, she is bad-tempered enough to pursue it until she can no longer perceive it, or until it is dead and consumed.

The 20’ wide cave winds 50’ back into the cliff before splitting left and right at a Y-junction. The left fork leads 20’ to a noisome den, 30’x30’, full of rotting meat and enormous owl pellets. Half buried under the bones and gravel is treasure: 282 cave pearls, 412 GP and 314 SP in goblin-minted coinage, a small packet of loose opals worth 815 GP, a functional compass made of gold valued at 700 GP, a normal two-handed sword, a **Cube of Frost Resistance**, a **Short Sword +2 Avenger** that gives one free attack per round on the first opponent that hits the wielder, and a quiver of 8 **Quarrels +3**.

Down the right fork, the corridor narrows to 10’ wide and curves 80’ to the west before ending in a natural cavern approximately 30’x50’. This space is filled with natural rose quartz formations, many of which are quite fragile and beautiful. 500 pounds of such formations can be harvested and sold in a major city for 5 GP per pound. However, they

are extremely delicate and will break if not protected during transport; additionally, they are protected by the cavern's occupant: an Earth Elemental (AC 2; HD 8; hp 41; MV 60' (20'); #AT 1; D 1d8 + earth mastery; Save F8; ML 10; AL N) that looks like an enormous piece of rose quartz. The elemental is not summoned but enjoys living in a place whose rock formations remind it so much of its own kind. The elemental and the auelbear ignore each other.

5. ANCIENT STANDING STONES

A series of menhirs stands in a circle here. There are a total of nineteen vertical stones, each about twenty feet tall, spaced unevenly apart in a circle about one hundred and fifty feet across. Some of the vertical stones are spanned by horizontal capstones, but many others have tumbled down, and their crumbling remains are in the process of being consumed by the lichen grasslands.

At the approximate center of the stone circle is a grassy mound. It is fifteen feet tall and about thirty feet across. There appears to be a stone table on top of the mound. In various places, the white of bone can be seen sticking up out of the lichen undergrowth inside the stone circle; however, all appears quiet.

This stone circle predates the coming of Ornoval. It was raised by hobgoblins as a location to perform blood sacrifices to their dreadful god, **N'kaa the Feaster**. When the owl-folk evicted the goblinoids from the Dark Rookery, the stone circle was not in their way so they left it intact.

The area has become a lair for a colony of **Owl-Mi'Raj** (see **Part 7**). There are a total of 60 full-grown creatures (AC 8; HD 1d4 hp; hp 3 each; MV 120' (40'); #AT 1; D 1d4; Save F0; ML 12; AL N) living in distributed burrows with a main warren under the central hill, but with burrow entrances radiating out to emerge in the shadows of the standing stones.

The Owl-Mi'Raj are extremely territorial; the area wildlife has learned to avoid entering the stone circle. The Owl-Mi'Raj post sentries at the perimeter burrows who warn the rest of the colony by chirping down the burrow tunnels. If an intruder enters the stone circle and approaches within 40' of the central mound, the Owl-Mi'Raj attack. 20 adults emerge from a series of small tunnels riddling the hill; the remaining 40 animals break into 8 squads of 5 and exit from holes spaced around the standing stone perimeter. The Owl-Mi'Raj attempt to trap invaders and overrun them in waves of suicidal attacks; inside the stone circle, these creatures make no morale checks.

The bones are the remains of any creature unwise or unlucky enough to enter the Owl-Mi'Raj domain. The bodies lie where they fell; Owl-Mi'Raj are not carnivores. Some of the corpses

belonged to owl-men or to hobgoblins, and as Owl-Mi'Raj have no interest in treasure, a sum of 61 GP and 34 cave pearls are jumbled with many rusted and useless weapons.

Owl-Mi'Raj have an affinity for magic, which their horns can naturally detect; any magic items have been dragged back to their central lair under the hill. The stone table has many goblin carvings and dire-looking pictograms but little of real interest; however, the hillock beneath it has 20 burrow openings each about 10 inches across. Sticking out of one hole directly under the stone table are the tines of a trident; it is magical, and the Owl-Mi'Raj attempted to bring it into their lair but the tunnel wasn't wide enough. The weapon is a **Trident +2 Hellfork**; the head can stretch out 15' from the wielder, allowing melee attacks to be made at distance or even around corners (although attacking blind still carries a penalty).

The Owl-Mi'raj colony complex has a series of smaller burrows that open onto a central gathering space. This central hall is buried 10' below the stone table, and there is no opening large enough to permit entry by the party, not even by a halfling. Excavating the burrow would require shovels and picks, and a total of twenty man-hours of work (or ten dwarf-hours). Opening the burrow will reveal a number of harmless Owl-Mi'raj kits and a collection of magical items: potions of **Diminution** and **Climbing**, a **Sling +1**, a **Wand of Magic Missiles** with 18 charges, and a silver globe which has a **Continual Light** spell cast upon it; the globe has a tightly sealing clamshell case which can be closed to mask the light, and the entire thing is worth 150 GP.

6. TWO BRIDGES

Ahead lies a peculiar sight. The ancient cobblestone road that meandered down from Parliament here crosses the largest river in the Rookery. The water is 40' from bank to bank, and an arched bridge made of closely fitted stones crosses this span with a single set of pylons supporting the middle.

This bridge is unusable because it has been partially removed. Sections of the stones on the east side of the arch have been neatly cut away, leaving the bridge some 15' short of reaching the other side. The missing section of the bridge can be seen about 100' downriver; it is being methodically and precisely rebuilt, stone by stone, at a new location well removed from the road's point of crossing.

A blocky and vaguely humanoid figure can be seen working on this project. It is as broad as it is tall and appears to be made of stone; its head has the same simplistic and impassive features of a Polynesian moai, but it has the unmistakable beak of an owl. Its long, powerful arms carry blocks of stone from the old bridge to its new location, where it sets them in place and then tirelessly returns for a new load.



When Ornoval and his Tytonid and Strigid helpers began building the Dark Rookery in earnest, they realized that the tremendous amount of work required would take decades to accomplish, even if everybody labored around the clock. Furthermore, much of the work required repetitive or brute force tasks – tasks that would be wasted on Ornoval’s intelligent and skilled followers. Ornoval therefore created **Owlmatons** – golem-like magical robots that were hugely strong and that could perform dangerous and onerous tasks without tiring. In particular, building roads and stone structures became much easier with these creatures’ help.

Only a handful of owlmatons were made, but the few in existence proved to be almost indestructible. Magical weapons were necessary to hurt them, and they never aged or became sick. However, they were not self-willed and required constant instruction from intelligent masters to remain active; without reinforcement, they were prone to change or reinterpret their orders in strange ways. For more information on owlmatons, refer to **Part 7**.

This owlmaton’s history is unknown, but recently it mutated its most recent commands into a bizarre modification of what it was ordered to do long ago. It now thinks that it is required to relocate the existing bridge to the new location. This task will take weeks to accomplish, and it is not known what it will do if it is allowed to finish the job. If left alone, the creature will not interfere with the party; however, if it is molested or its objectives blocked in any way, the owlmaton (AC 2; HD 7; hp 35; MV 30’ (10’); #AT 2; D 2d8; Save F6; ML 12; AL N) will attack until destroyed or until its target is at least 60’ away. It will then resume its bridge-relocation project.

The commands to control this owlmaton can be found in area **10**. If the party can assume control of the owlmaton, it can

become a powerful ally, although it must be given very specific commands as it has no intelligence of its own. In particular, if the party correctly interprets the answer to the riddle given in area **12**, they can order the owlmaton to destroy the dam at area **9**. If this happens, the resulting wall of water will batter the fortress at area **13** (killing the ghouls but leaving Gywar-Tsk and his family alive) and then proceed down to the Goblin Strongpoint at area **14** (where it will wreck the fortifications and kill many of the area residents). See those area descriptions for more information.

7. THE CITY OF ATHENA

A walled city can be seen ahead; it has clearly been built for defense. 20’ tall stone wall sections link a series of towers with battlements, and guards can be seen atop them. The gates are set inside fortified barbicans and are closed.

All outside the walls, most of the fungal forest has been cleared for hundreds of yards in every direction. Rows of cultivated plantings have been laid out and are being tended by gangs of owl-headed humanoids, who are watched over by Tytonid overseers. The plantings appear fungal in nature but have the look of food crops. A system of ditches provides water from the nearby lake.

Inside the walls, hundreds of structures can be seen. Most of them appear to be one- or two-story dwellings built of stone, with sturdy slate roofs and reinforced shutters over windows. Two towers rise above these buildings, one near each end of the city; each tower is at least four stories tall. Dwarfing these, however, is the enormous statue in the center of town. It shows a human figure – Ornoval, from the look of him – gazing sternly to the southeast. One hand clutches a book to his chest; the other is raised skyward, palm facing up as if holding up the ceiling. The center of the Sunslug lies hundreds of feet directly above this statue.

For more information regarding this city, proceed to **Part 4**.

8. THE BLACK LAKE

The waters of this large lake appear clear and fresh, as it is fed by a number of swiftly-moving springs and streams that run through the Dark Rookery. Fish of all sizes can be seen swimming through stands of red fungal “reeds” that crowd the water’s edge. The black appearance of the lake doubtlessly indicates that it is quite deep at its center.

Irrigation ditches draw water from the north end of the lake, and the vegetation here is kept closely cropped by herds of sheep and goats. On the south bank, however, the ground becomes marshier and the vegetation becomes overgrown and oppressive. A brackish smell rises from this swampy area.

The lake was a creation of Ornovael to aid the agriculture that supports the City of Athena, but it is also a source of fish. Grubbers can often be found in rowboats on its surface, hoping to hook the pale cave-fish that have slowly begun to regain their eyesight now that the Sunslug has brought daylight to the cavern.

The creation of the marsh to the south was an entirely unintended consequence of damming the lake. The swampy area is unused by the Tytonids, and it has become a habitat for **Owligators** (see **Part 7**). These predators largely subsist on cave fish, but they have been known to take an unwary Grubber, and a full-grown 'gator is unafraid to take on even very large targets.

Owing to the steady state nature of the climate in the Dark Rookery, owligators are in a constant breeding cycle. Deep in the marsh, the nests of owligator mothers can be found – mounded hills of mud and stranded fungal matter serving as incubators for owligator eggs. Each one is guarded by an owligator, and the area is full of the creatures – any wandering monster encounters in the swamp will be owligators instead of what the tables say.

An **Owl Ring** was lost in the swamp many years ago. It can be found in the heart of the place, buried in the largest owligator nest. An enormous owligator matron guards it (AC 5; HD 6; hp 38; MV 60'(20') or swim 180'(60'); #AT 1; D 3d4; Save F5; ML 12; AL N) and her eggs. A total of ten man-hours (or five dwarf-hours) of digging with the proper tools will unearth a rotting leather shoulder-bag containing 121 cave pearls, a pair of **Eyes of the Eagle**, and the **Owl Ring**.

9. THE GREAT OWL DAM

The great lake to the west is clearly artificial. A huge stone dam has been built here to hold back the waters of the principal river in the Rookery. The dam is hundreds of yards long and eighty feet tall; it is arched in the middle to hold back the water's tremendous weight. Earthen levees along both sides keep the water from circumventing the dam.

Near the top of the dam is a line of evenly spaced giant owl heads, their beaks agape. These appear to serve as relief mechanisms; water pours out of some of the heads and pools at the base of the dam. From there a rapid stream flows downhill towards the eastern portion of the Dark Rookery.

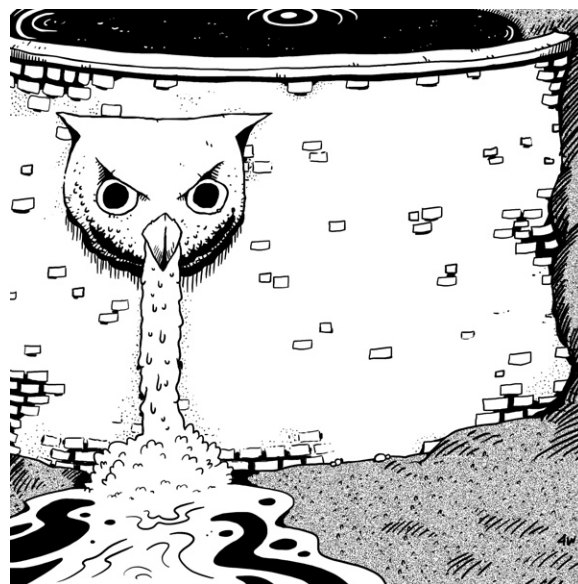
Ornovael designed the dam himself and provided it with magical level controls that keep the lake uniformly filled. The owl beaks open and close as necessary to relieve water from the lake.

The dam's construction is extremely stout. Hours of labor using heavy picks and chisels would be necessary to make

even cosmetic damage in the dam's surface, and damaging it enough to cause a breach is beyond the party's ability. Likewise, the level controls of the heads cannot be sabotaged.

However, the owlmaton at area **6** could be used to destroy the dam, if the appropriate command words are found. The owlmaton requires four hours to create a structural breach in the center of the dam. This breach will destroy the dam and the owlmaton, and will impact structures downstream of the dam as described in each encounter area.

If the dam is breached, the lake's water level will drop quickly. A Tytonid Attack Party will come to investigate within two hours. Statistics for this force can be found in **Part 4**.



10. HUNTING GROUNDS OF THE OWLETTE

A bare stone hill rises here near the southern edge of the Dark Rookery. Only a few sparse growths of lichens grow on the sides of this rise. The ground looks jumbled, as if an earthquake has shaken this area recently.

At the top of this hill, some 150' from the base, lies a low stone platform, and perhaps the foundations of some ancient structure that has tumbled down long ago.

This area has become the hunting ground for a large **Owlette** (see **Part 7**). This horrifying predator is the terror of the area, voraciously consuming anything that moves in this entire region of the Dark Rookery, but spending most of its time "swimming" through the soil underlying this hill.

The owlette (AC 1 or 4; HD 9; hp 53; MV 120' (40') or burrow 60' (20'); #AT 3 (1 bite and 2 claws); D 2d6 (bite) and 1d8 (claws); Save F9; ML 10; AL N) can sense the movement of feet on loose soil and will move to attack as soon as any

party member begins to climb the hill, no matter how stealthily, unless they are not touching the ground's surface. The owlette's dorsal fin will appear 1d10 x10' distant from the party, and it will move towards them using its burrowing ability, only emerging to attack when it is within melee range. When its fin is exposed, it cannot be attacked from above ground, although attacking behind its fin when it surfaces can take advantage of its relatively poor armor in that location.

Atop the hill is all that remains of an old hobgoblin structure – the flat foundation of a 20'x20' stone guardhouse, and an adjacent raised 5'x5' stone platform that was the footings of a gibbet. These structures were ruined when Ornovael drove the hobgoblins out of the Dark Rookery, and their stones were cannibalized to build owl-folk roadways, leaving only the slab at grade behind. The foundations are thick, and footsteps on them cannot be felt by the owlette. Owlettes are quite nearsighted; if any party member seeks the shelter of the foundation and remains quiet and still while the owlette is surfaced, they are effectively invisible and will not be attacked. If the owlette "trees" the party here, it will patrol for several hours before becoming bored and moving away. Note that the surfaced owlette is perfectly capable of chasing noisy characters onto the foundation if they make their presence known!

A human sage made a camp on this foundation a few years ago before being devoured by some other danger of the Dark Rookery. A stone in the middle of the slab is loose, revealing a shallow cavity below where the sage left her goods behind. Rats and insects have eaten her foodstuffs and bedding, but a leather-bound book has survived the worst of the environmental damage. It is a journal describing the sage's descent down a bat-infested chimney (this refers to area 16) and subsequent exploration of this underground area. She was particularly interested in an apparently unattended stone construct (the owlmaton in area 6) and studied it extensively, eventually determining the following command words:

- **GARTHAR:** Halt
- **SVARRA:** New Instructions Follow
- **USSIQ:** Delete Old Instructions
- **PHADU:** Follow
- **IYA:** Attack Mode; Designate Target

The sage kept the construct as a guardian in this area while she lived here; it only wandered off to area 6 after she died, and so no clue is given in the journal regarding the owlmaton's whereabouts.

If the control words are used to direct the owlmaton, specific instructions must be given in owl-speech. It is left up to the DM's discretion to determine how the owlmaton interprets instructions, but vague or imprecise orders will be followed in

the most obvious or expeditious way possible, and may result in undesired outcomes for the party! Every day it is under control, there is a 10% chance that the owlmaton will change its assignment in an unexpected way; this is also left up to the DM to adjudicate.

Folded up in the back cover of the journal is a scroll of two magic-user or elf spells: **Web** and **Transmute Rock to Mud**.

11. TOMB OF SHAZZEK-RA

Here can be seen an artificial hollow 20' deep in the south face of the cavern wall. It is 20' tall and 60' wide, and it serves as a porch of sorts – the doorstep to a set of 10' tall doors, flanked on both sides by columns carved into tall statues. The figures show a Tytonid on the left side and a Strigid on the right. The Tytonid holds a staff above the doorway, and the Strigid crosses this with a sword; their posture suggests that these figures are barring the way.

Refer to the **Tomb of Shazzek-Ra** map.

When Ornovael began to grow old, his most beloved apprentice, a Tytonid named Shazzek-Ra, decided to prepare a tomb for their master. He worked with only a few trusted Strigid allies to dig a suitably dignified crypt into the south wall of the Dark Rookery – a place where Ornovael could rest in state and look over what he and his beloved owl-folk had built.

But Ornovael went away in secret one day, leaving his crypt unfinished and empty. Then, when Shazzek-Ra was overthrown by treachery, it was Haffek-Du's plan to inter Shazzek-Ra in the crypt he had built for another. Haffek-Du meant to have a state burial for the benefit of the public, but then return later to strip everything of value from the tomb.

The public funeral was held, with Shazzek-Ra's body ceremonially carried into the tomb. However, the murder of Shazzek-Ra awakened an angry spirit within his corpse, transforming him into a mummy. Haffek-Du fled for his life and set wards upon the tomb to contain Shazzek-Ra; he had no opportunity to plunder the sepulcher. Shazzek-Ra still rests in the crypt, waiting for the day when he can be released to wreak vengeance on his traitorous brother in magic.

Within the tomb are lettered encounter areas as follows:

A: The doors to the tomb have large brass handles that pull outwards. A lead-and-silver seal has been placed across the doors with magical runes, and a message in owl-speech stating that this ward is for the protection in eternal rest of Shazzek-Ra; however, any magic-user or elf who studies it can tell that it is a rune for keeping things in, not keeping things out. To the left of the doors is a carving showing some Strigids fighting a large reptilian beast; an owl-speech caption reads DEFEAT

YOUR DRAGONS. To the right of the doors is a carving showing a bolt from the heavens hitting an awestruck Tytonid; the caption here reads LET INSPIRATION STRIKE. These carvings are clues for opening the doors in **B**. Within the shadow of the overhang lurks four **Sunwings** that did not retreat to the Sunslug that night; they will attack unnoticed unless the party specifically looks overhead. Sunwings: (AC 8; HD 2; hp 9 each; MV fly 120' (40'); #AT 1; D acid; Save F1; ML 8; AL N). Each sunwing contains a cave pearl.

B: The doors open up to a hall, 20' wide and 40' long, with a flat ceiling 15' overhead. There are five statues on the left and right sides of the corridor, with each pair having the appearance of a rearing dragon. The first pair is white marble; the second pair is black obsidian; the third pair is green aventurine; the fourth pair is blue quartz; and the fifth pair is red sandstone. If anybody passes between the white statues, a sheet of cold will instantly form between the two statues doing 1d6 hp cold damage. Similar damage will occur between the black (acid), green (poison), blue (electricity), and red (fire) statues. However, there are gaps between the statues and the wall. A halfling can duck right through this gap if they think to do so; even a larger creature can do so if they remove all armor and don't mind squeezing. The doors at the far end have a platinum bar holding them closed; this bar is covered with magical symbols and is very resistant to magic. It will not be affected by a **Telekinesis** or **Knock** spell, and it will do 2d6 damage without saving throw to any who touch it, before throwing them back 5'. The only way to safely lift the bar is to pass between the blue statues, "letting inspiration strike", and then that person has one round to touch the bar. Once the bar is lifted, it becomes inert. The bar can be sold for 1,000 GP.

C: This hall is dominated by a pedestal to the south, where a huge owl-headed idol squats, holding a bowl of magical flame in its lap. Two other braziers burn magically to its left and right. The idol has large diamonds set into its eyes; these can be removed with a little work and are worth 1,200 GP each. A magical rune has been set in place in the central 10'x10' square of this hall; this glyph alerts Shazzek-Ra in **E** and also opens the door to **D**. It can be detected and circumvented the same as a non-magical trap.

D: This door appears to be nothing more than an 8' tall steel plate set into the wall; there is no obvious means of operating it. If the glyph is triggered, the door rises into the wall. The corridor and chamber beyond are filled with **Sleep of the Ages**, a magical gas that puts creatures into a state of suspended animation. When the doors open the gas spills out, and there is enough gas here to Slow anybody in area **C** for one turn. Standing back in the chamber are six troglodytes who awaken within one round. They are also slowed for a turn, but will immediately attack anything they see. Troglodytes: (AC 5; HD

2; hp 9 each; MV 120' (40'); #AT 3 (2 claws, bite); D 1d4 (claws) and 1d4 (bite); Save F2; ML 9; AL C). These creatures have no treasure.

E: Steps rise to the final crypt of Shazzek-Ra. However, the room is unfinished, with the floors only roughly worked, and with rusting tools leaning against the south wall indicating that further expansion in that direction was once intended. Shazzek-Ra's sarcophagus is rather casually leaned against the northeast wall; its owl-motif is picked out in gold leaf worth 320 GP if removed, and its two sard eyes are worth 250 GP apiece. Shazzek-Ra rests inside and will only stir if the glyph in **C** is triggered, or if there is noise in this room. If disturbed, Shazzek-Ra throws open his sarcophagus to reveal his dessicated, shriveled form within gold-cloth robes. "HAFFEK-DU!" he hisses drily. "I SHALL DESTROY YOU!"



Shazzek-Ra (AC 2; HD 7; hp 36; MV 60' (20'); #AT 1; D 1d12 + disease; Save M7; ML 12; AL N) is confused. He initially thinks anybody inside the tomb must be allied with Haffek-Du, whom he knows murdered him with poison. It is very hard to reason with a mummy, but diligent attempts at discussion have a chance of penetrating Shazzek-Ra's understanding. He is willing to cease hostilities (although he has no control over the troglodytes) if the party leaves him

alone to pursue his vengeance. He shambles out of the tomb and makes a beeline for the City of Athena.

The party has a dilemma here. Shazzek-Ra wants to kill Haffek-Du, but he is driven by vengeance and cannot be convinced to follow any plan other than march up to the city walls. If the party allows this, he will be destroyed and the party will lose access to an **Owl Ring**. The party may therefore need to engage in battle with Shazzek-Ra anyway.

Shazzek-Ra is a unique mummy. He is turned as a 7 HD creature and retains some spell-casting knowledge. Shazzek-Ra knows the following spells, which he casts at 7th level:

1st level: Magic Missile, Protection from Evil, Ventriloquism

2nd level: Invisibility, Web

3rd level: Fire Ball, Hold Person

4th level: Wall of Fire

Shazzek-Ra wears robes woven with gold thread and tiny gems; they are worth 1,500 GP intact, but if any melee damage is done to Shazzek-Ra, the robes are damaged and are worth only half as much. Shazzek-Ra also wears his **Owl Ring**, and his slippers function as **Boots of Levitation**. Two copper pots along the walls next to the sarcophagus are filled with 490 cave pearls.

12. SPRING OF THE COPPERLING

A spring bubbles up inside a large pond that crowds against the south wall of the Dark Rookery. The spring must be warm water; considerable heat radiates from the pond, and there is a distinct sulfurous odor. No fungal life grows near the pool.

One hundred feet from the nearest shore, a ledge has been carved into the rock face of the cliff wall. Standing on this shelf is what appears to be a mechanical owl. It is made of copper and studded with rivets, and it appears to be moving, shifting on its perch to watch the party.

The creature on the ledge is a Copperling (refer to **Part 7**). It is another magical construct of Ornoval, originally built to serve as a messenger and adviser for the Tytonids. Copperlings have a limited ability to see the future and perceive fate, and Ornoval hoped that these gifts would enable the owl-folk to chart a rational course for their people long after Ornoval himself was gone.

Unfortunately, Ornoval did not foresee that his creations' entanglement in the uncertain matrices of probability would destabilize them. This copperling is malfunctioning; it can still

see the future and wishes to help and advise, but its ability to communicate what it can see is limited. Only players who can think outside the box will be able to interpret what the copperling is trying to tell them.

The copperling (AC 5; HD 2+2; hp 11; MV fly 150' (50'); #AT 1; D 1d4; Save M3; ML 8; AL N) sits on its perch and watches the party. It will only communicate with an individual who approaches within 30'; it is capable of flight but will not willingly leave its ledge. Approaching the copperling by water is risky; those touching the extremely hot and caustic water of the spring will take 1d4 hp damage per round unless protected against damage from high heat. Additionally, any boats exposed to the acidic water will spring leaks shortly after launching, effectively ruining them until they are repaired.

If the copperling is approached, it becomes very excited and begins to squawk in owl-speech:

"Hrrr!" says the mechanical bird. "I see many things! I see the future! I see your future, and the answer is a riddle! Here is a riddle for you to tear apart:"

*Gates without bars, walls without doors
Bent to withstand impossible force
This side stands tall; that side lies low
This side is still; that side lets go*

"Solve my riddle!" squawks the bird. "A riddle is a key that opens doors!"

The answer to this riddle is "a dam", or more specifically, the Great Owl Dam at area **9**. The copperling means that the party should 'tear apart' the answer to its riddle quite literally; it wants them to destroy the dam, which will make their lives much easier at areas **13** and **14** by hydraulically 'opening doors' and enabling the gaining of **Owl Rings**.

The copperling's intentions are good, but unfortunately it is not particularly sane. It can never tell the party anything directly; it must only use riddles and oblique statements to convey what it senses. Interacting with the copperling should be a difficult and frustrating exercise, but a rewarding one for those who can solve the puzzle. The copperling has no treasure.

13. FORTRESS AT THE JUNCTION

At the intersection of several rivers, a small fortified structure has been built with a commanding view of all approaches and waterways. This stone fortress is built into the side of an embankment that slopes down to the water; it is a single story tall at the top of the slope, but adds a lower level as it runs down to the river. Additionally, an octagonal tower juts from the river overlook.

The structure actually stands above the course of the river, with sturdy pillars supporting it and withstanding the water rushing around them. Fungal vines and lichen have begun to grow up around the building's walls, suggesting it has not been well maintained; however, a thin column of smoke rises from a chimney above the tower.

Refer to the **Fortress at the Junction** map.

When Ornovael and the owl-folk drove the hobgoblins out of the Dark Rookery, the goblin-kind retreated along the river into caves downstream of area **14**. From there they staged repeated raids on their former homeland, striking and then retreating through secret tunnels. As rapidly as the Strigids blocked up such holes, the hobgoblins dug new ones.

To defend their new lands, the owl-folk built a sturdy fortress that could watch all approaches by land or water. This defensive installation was an important strategic holding and was instrumental in keeping the hobgoblins at bay for many years; it is only since the Tytonid/Strigid relationship has become dysfunctional that hobgoblins have dared to construct a fortification at area **14** and conduct regular secret raids into the Rookery. With Tytonid interests turned toward the surface world, the fortress has been abandoned.

However, it is not unoccupied. **Gyvvar-Tsk** was an important part of the Tytonid High Command when Haffek-Du seized the Golden Nest. He knew that Shazzek-Ra had been murdered, and he had no intention of accepting Haffek-Du as the new leader. Rather than be killed, Gyvvar-Tsk fled into the hinterlands of the Rookery where Tytonids are loath to follow. He has wandered for many years, but recently has taken up residence in the deserted tower of this fortress. Furthermore, he has befriended a female Strigid scout, **Vaya-Sa**, and in defiance of old taboos they have become a mated pair. Together they have made this ruined place their home, waiting for the day when they can return to owl civilization.

Unfortunately for this family, they have been found by a group of ravenous ghouls. They have been successful at fending off the pack thus far, but the ghouls are not giving up.

Within the fortress are lettered encounter areas as follows:

A: The main double doors are shut but not barred. All doors in this place have steel shutters that can be opened to permit defensive archery against intruders; all walls and floors are stone, with ceilings 12' overhead. The main room on the upper floor is full of wrecked furniture, torn and soiled rugs, and broken weapons; everything is soiled and ruined, especially outside the door to **B** where there is evidence of a recent fire. The center of the room is dominated by a bulky stone statue of an owl; this is an Owl Stone similar to those

found elsewhere in the Dark Rookery. A stair in the northwest corner descends to the lower level; a carrion smell rises from it. The door to area **B** is locked. Noise in this room will attract the attention of the occupants of both area **C** and area **E**. The ghouls will come investigate; the owl-folk will not, but if they see attempts to work on the door to **B**, Vaya-Sa will drop oil down the murder holes and follow with a burning ember the next round.

B: This room offers a commanding view of the river approaches. It has been emptied of all furniture and wreckage. More murder holes are in the ceiling of this room, and Vaya-Sa will use them if she feels intruders are coming. There is an obvious ceiling hatch leading up, but it is barred from above and the rope ladder has been pulled up. On the floor beneath this hatch is a 8'x8' trap door that will trigger if 60 pounds of weight are placed on it; the doors open and dump intruders into the river at area **G**.

C: This lower room was used for storage, and also gave access to the level of the river through the water-door, allowing the protection of river traffic while watching for raiders. It has been occupied by a pack of nine ordinary ghouls (AC 6; HD 2; hp 9 each; MV 90' (30'); #AT 3 (2 claws, bite); D 1d3 (claws) and 1d3 + paralysis (bite); Save F2; ML 9; AL C) and one brute of exceptional strength (AC 6; HD 4; hp 18; MV 90' (30'); #AT 3 (2 claws, bite); D 1d4 (claws) and 1d6 + paralysis (bite); Save F4; ML 10; AL C). These monsters look like hobgoblins, and in life were members of that race before being cursed with undeath; they still speak hobgoblin. The pack is licking its wounds after losing three of their number while being repelled by Gyvvar-Tsk's lightning and Vaya-Sa's arrows. They are now considering a plot to climb up the outside of the tower, paralyze the hippogriff at **F**, and then creep down the trapdoor. The big ghouls wear a gold band with oak leaf designs on one claw; this is worth 400 GP. If things go poorly for the ghouls in combat, they will throw open the water-door to escape.

Buried in a secret compartment in the southwest corner, forgotten for many years, is a cache of useful items: four **Potions of Healing**, a bundle of ten **Arrows +2**, and a pair of **Boots of Water Walking**, which will allow the wearer to travel on the surface of water at their normal movement rate.

D: This court atop the battlements allowed archers to attack the land approach. There is enough fungal matter growing up the walls to make it relatively easy to climb up here from the ground. A long linear scorch mark on the floor will be recognized by magic-users or elves as a lightning bolt.

E: This is the home of Gyvvar-Tsk, a Tytonid, and Vaya-Sa, a Strigid, and their four baby chicks, who are small, fluffy and harmless. This level has murder holes in the floor, which can

be used to pour oil or fire arrows down into areas **A** or **B**, and which grant a cover bonus of +8 to defenders. There is also a large cast iron stove in the center of the room, a cask of oil (20 flasks' worth) and a barrel of arrows. The owl family has salvaged all usable furniture and wall coverings from the fortress to make a reasonably comfortable nest for themselves and their children. They are not in need of food (Zoosh-Zoosh hunts for them, see area **F**) but are discussing the wisdom of staying in this place with ravenous ghouls around. Gyvvar-Tsk and Vaya-Sa start out very suspicious, and will listen to what they are told but will be inclined to believe that any stories are Tytonid trickery. Exceptional diplomacy will befriend these two, however, and it is possible to enlist them to return to the cliff-village at area **3** and negotiate for the use of Gyvvar-Tsk's **Owl Ring**. Vaya-Sa: (AC 7; HD 4; hp 18; MV 120' (40'); #AT 1; D 1d8+1 (axe) or 1d8 (arrow); Save F4; ML 9; AL L). Gyvvar-Tsk: (AC 7; HD 6; hp 27; MV 120' (40'); #AT 1; D 1d6+1 (staff); Save M6; ML 9; AL L). Gyvvar-Tsk casts spells as a 6th level magic-user and knows the following spells:

1st level: Magic Missile, Hold Portal

2nd level: Detect Evil, Phantasmal Force

3rd level: Lightning Bolt, Protection from Evil 10' Radius

Gyvvar-Tsk wears an **Owl Ring**, and his staff, in addition to being a **Staff +1**, can create a **Light** spell at will. Vaya-Sa has the keys to the doors downstairs, and an **Axe of Forestry** that is a +1 weapon and does double damage against plant (or fungal) creatures. These two have stuffed a sack containing 318 cave pearls under a mattress.

F: The trap door leads to the battlements of the tower. This is where Gyvvar-Tsk's mount and pet, a hippogriff named **Zoosh-Zoosh**, keeps watch for his family. Zoosh-Zoosh (AC 5; HD 3+1; hp 15; MV 180' (60') or fly 360' (120'); #AT 3 (2 claws, bite); D 1d6 (claws) and 1d10 (bite); Save F2; ML 8; AL N) has an owl's features instead of an eagle's, but otherwise is a normal member of his species. He is not tethered and is free to roam and hunt for himself and the family. Zoosh-Zoosh is very loyal to his people but will be wild and unapproachable to all others. He has no treasure.

G: Just outside the water-door is a dock where friendly boat traffic used to pull up under the shadow of the tower. A giant catfish (AC 4; HD 8+3; hp 39; MV swim 90' (30'); #AT 5 (1 bite and 4 feelers); D 2d8 (bite) and 1d4 (feeler); Save F4; ML 8; AL N), pale and bloated, lairs here now. It doesn't like the taste of ghoul and ignores them, but it will happily pounce on anybody unlucky enough to fall down the trap-door from **B**. If the ghouls attempt to flee through the water-door, the catfish will attack any non-ghouls it sees, even heaving itself up onto

the dock to reach for food inside area **C**. There is no treasure here.

Flooding Note: should the party breach the Great Owl Dam at area **9**, a wall of water will wash down the river, climbing well outside its normal banks, and will smash into the fortress. The stout stone structure will survive the impact, but the deluge will smash down all doors in areas **A**, **B** and **C**, and will wash away all items and occupants in those areas into the river. The owl-folk in the tower will remain unharmed.



14. GOBLIN STRONGPOINT

In the furthest southeast corner of the Dark Rookery, at the lowest point of the cavern floor, the river flows into unknown parts of this underground world. Where the cavern narrows to only 100' wide, it is blocked off floor to ceiling by a stone wall. The river flows through a long, low grating covered with iron bars.

A door has been set into the middle of the structure – a single stone portal, eight feet wide and only seven tall, that hinges on the top of the frame. The stone wall is pierced by many narrow windows that have the look of arrow slots.

For many years now, a hobgoblin named **Ruspgurr** has been charged by the Goblin King with the task of retaking the Dark Rookery from the owl-peoples. When the Strigids and Tytonids were one people, Ruspgurr could do little more than harry their defenses in a series of hit-and-run raids. He has perceived that the owl-folk war among themselves, however, and he has grown bolder in his efforts. He had this fortified position built openly in the corner of the Rookery, and it serves as the rallying point from which raids and scouting missions penetrate ever deeper into the lands lit by the Sunslug. Ruspgurr has styled himself 'Chief', and if he can successfully retake the Dark Rookery, he secretly believes he might be king one day as well.

Any dwarf will automatically know, upon seeing the 100' wide and 20' tall wall of stone, that it is a construction of goblin-kind. Goblins are not craftsmen, but they tunnel well and build fortifications sturdily. A dwarf will also know that goblins are fond of traps and other dirty tricks.

In this complex, doors are generally made of stone and are kept locked; Ruspgurr and Mylslavina (in area **G**) have keys. The river's channel is not wide but a good 8' deep and fast-moving; where it penetrates walls, closely-spaced iron bars block the way. Goblin-kind can see in the dark, so no light sources are provided apart from fires, which goblins enjoy very much. The goblins do not like the Sunslug's radiance, which bothers them just as real sunlight would; however, the walls of their strongpoint are built to keep such light out.

Within the strongpoint are lettered encounter areas as follows:

A: Goblins are charged with watching through the arrow slots that overlook the approach to the strongpoint, but they are unfond of looking into the Rookery during daylight hours. A stealthy approach during the day has a 2 in 6 chance of being detected by the hobgoblins at areas **C** and **D**, and a further 1 in 6 chance that Ruspgurr himself will spot the party through his spyholes in area **L**. Non-invisible beings that directly approach the gate WILL alert the shriekers at **B**.

If the alarm is raised, hobgoblins will fire arrows through arrow slots at party members. These slots give defenders a +8 bonus to armor class. Hobgoblins will also enter both areas marked **B** to fire upon those who directly approach the gate. The gate is very heavy and will require four human-size beings to lift from the outside. Meanwhile the goblins have two tricks up their sleeves. First, there is a 10' long and 20' deep covered pit trap just outside the gate that can be triggered from the inside, dropping anybody on it for 2d6 damage and potentially trapping them. Second, the goblins have a vile mechanism that blows a cloud of oil droplets into the alcove in front of the door and then sets it on fire; this weapon will do 4d6 fire damage (save vs. breath weapon for half) to all in the area

(although those in the pit will be spared). This weapon can only be used once every four rounds, and may be used three times before its oil reservoir is empty.

B: Goblins are fond of using shriekers to do watch duty for them. Each of these two rooms is full of compost, and three shriekers (AC 7; HD 3; hp 14 each; MV 9' (3'); #AT none; Save F1; ML 12; AL N) have been cultivated here in a location where all three can "see" movement through the arrow slot. Once a shrieker begins making noise, the entire complex is alerted. It is standard operating procedure that when an intruder is detected, a hobgoblin will open one of the doors to **B**, which effectively raises the alarm. There is no treasure here.

C: This is a watchroom for four hobgoblins (AC 6; HD 1+1; hp 6 each; MV 90' (30'); #AT 1; D 1d8 (axe) or 1d8 (longbow); Save F1; ML 10; AL C) who will attack the party and raise an alarm. Hobgoblins have 1d6 GP and 1d10 SP.

D: This room is the same as area **C**, although there are six hobgoblins here.

E: This is the main common room of the strongpoint. The ceiling is over 20' tall here, and normal bats are encouraged to roost here to provide an emergency food supply; these bats do not fight and stay out of combat. There are five bonfires in this room, and camped around each fire are six hobgoblins (same statistics as in area **C**) and two bugbears (AC 5; HD 3+1; hp 15 each; MV 90' (30'); #AT 1; D 1d8+1 (axe) or 1d6+1 (handaxe); Save F3; ML 10; AL C). These goblinoids are well-disciplined (the penalty for cowardice is death) and will man the defenses and fight until at least half of them are dead or disabled. Bugbears have double the coinage of hobgoblins.

F: This locked door leads up a flight of stairs to a storeroom. This room contains plenty of arrows, barrels of vile-smelling salted meat, large quantities of pitch, rope, sailcloth and oil, and a variety of tools and supplies useful for an expeditionary beachhead. It also contains eight stirges (AC 7; HD 1; hp 5 each; MV 30' (10') or fly 180' (60'); #AT 1; D 1d3 + drain; Save F2; ML 9; AL N) shut in here as a practical joke; the stirges are roosting in the rafters and will hungrily swoop down as soon as the door is opened. Apart from the value of the ordinary stores kept here, there is no treasure.

G: This is the kitchen, which is ruled over by **Mylslavina**, an enormous bugbear matroness. In addition to being wicked and brutal, Mylslavina (AC 5; HD 5; hp 24; MV 90' (30'); #AT 1; D 1d8+2; Save C5; ML 10; AL C) has the powers of a shaman and casts the following spells as a 3rd level cleric:

1st level: Cause Fear, Cure Light Wounds

2nd level: Curse

Mylslavina fights with an enormous cleaver. However, she has a huge open-front oven where she is roasting four Grubbers on spits; she enjoys grabbing opponents (especially dwarves or halflings) and throwing them into the oven where they will take 2d6 fire damage. Mylslavina is attended by six goblins (AC 6; HD 1-1; hp 4 each; MV 60' (20'); #AT 1; D 1d4 (knives); Save F0; ML 7; AL C) who will fight despite being slaves. Mylslavina has a bucket with a tarry substance called **Asq'lach** which is used for healing; if an application is smeared on a wound, it will heal 1d6 hp but will sting so painfully as to make sleep or spellcasting impossible for 8 hours. There are eight applications of **Asq'lach** here. Mylslavina also wears a necklace of polished amber pieces worth 950 GP. The goblins have no treasure.

H: This room serves as the quarters for goblin servants; there are sixteen of them here with the same statistics as those in area **G**. This is the back way in and out of the strongpoint, and both sets of doors are kept locked to prevent the goblins from running away, but no special watch is kept to the east as Ruspгурт expects no trouble from that direction. The south wall of this room is piled high with pungent-smelling dried fungal matter which is used as bedding and fodder for the geckoes in area **K**. The goblins are not allowed any treasure.

I: Outside the wall, the cave closes in rapidly and descends deeper into the earth, following the river as it penetrates into goblin-held tunnels. Further information regarding what lies beyond this place can be found in dungeon module **OC-3: Tomb of the Feathered Mage**.

J: The locked door in the south of area **E** leads up a flight of stairs to the realm of the goblin-kind leadership. This room is the lair of **Snaaart**, a Hill Giant (AC 4; HD 8; hp 36; MV 120' (40'); #AT 1; D 2d8 (club); Save F8; ML 8; AL C). Snaaart isn't really a leader so much as heavy artillery, but Ruspгурт makes him feel he has a position of authority. Snaaart has all the subtlety of a thrown wrench and will wade into battle. His treasure is a spinning top built by gnomish master craftsmen; it is made of laminated wood and gold leaf, and will spontaneously turn itself upside down while spinning; it can be sold for 500 GP in a large city. Snaaart also has 56 GP and 112 SP.

K: This cave is strewn with fungal bedding and is the lair of Ruspгурт's pet giant geckos. Two geckos (AC 5; HD 3+1; hp 15 each; MV 120' (40'); #AT 1; D 1d8; Save F2; ML 7; AL N) lurk along the south wall of the room, and a third is sticking to the ceiling just above the entrance. Unless party members are looking up, it will attack with surprise. All three lizards are trained to follow Ruspгурт's commands, but are naturally hostile and will attack by default. These creatures have no treasure.

L: The stairs lead up to Ruspгурт's private sanctum. Ruspгурт (AC 2; HD 6; hp 30; MV 90' (30'); #AT 1; D 1d8+3 (longsword) or 1d8 (longbow); Save F6; ML 11; AL C) has two spyholes that overlook the approach to the strongpoint; they are too narrow to be useful for attack in either direction but are good for keeping informed on what's going on. Ruspгурт has covered every bit of wall, floor, and ceiling with carpets and woven mats raided through the years from the Rookery, and he has a huge four-post bed which was somehow wrestled down here from the surface world. All of these have been used poorly and have no value. Ruspгурт has a locked chest (trapped with an atomizer that creates a 5' radius acid cloud, doing 2d4 hp) that contains the company payroll: 1,100 GP, 980 SP and a pair of ivory dice worth 120 GP. He has a **Potion of Heroism** that he will use in dire straits; it allows him to attack as an 8th level fighter and gives him 15 extra hit points. He fights with a **Sword +1, +3 vs. Regenerating Monsters**, and he has a ring that he took from the body of a Tytonid long ago: an **Owl Ring**.

Flooding Note: should the party breach the Great Owl Dam at area **9**, a wall of water will crash into the strongpoint fortifications and destroy them utterly. All occupants of areas **B, C, D, E, G** and **H** will be killed, and all the walls and debris in those areas will become a heap of wreckage that blocks the doors to the north and south, and also clogs the way east from **I** – water may flow through, but there is no clear path to travel. Ruspгурт, Snaaart, and the geckos will be trapped behind the blocked door for two days, at which time Snaaart will batter their way clear; they will then spend another two days clearing a hole in the wreckage at **I** so they can retreat back to the goblin lands.

15. THE FACE IN THE CLIFF

In this remote corner of the Dark Rookery, an enormous face has been carved into a vertical section of the cavern wall. It is the leering face of a hobgoblin, its mouth agape. The top of the face is two hundred feet above the cavern floor.

The eyes of the hobgoblin are dark holes – caves at least 10' across. The hobgoblin's mouth is likewise a cave opening, but twice as large as the eyes; an underground river pours out of the mouth and spills to the floor of the Rookery before continuing on its way. A litter of bones lies along the base of the cliff.

The bottom of the mouth is 30' above the floor of the cavern, and the eye-caves are 100' above that. No obvious stair or path can be seen to reach any of these openings.

This sculpture was originally used by the hobgoblins as a lair for their witchdoctors. The caves are inaccessible except for climbing or flying, magical or otherwise, and made this

complex relatively secure. In the present day these caves have been occupied by another owl-hybrid, an **Owlmera**.

The 30' climb to the mouth is sheer, the rock face smooth and slick with water; a thief must make a Climb Walls check with a -10% penalty. The gaping mouth of the hobgoblin face opens up to a cave 40' wide and 80' deep, with the river flowing down a channel in the middle. The cave is full of statues frozen with looks of surprise on their faces. The witchdoctors kept a tame basilisk down here as a defense; the monster is long gone, but may give the party a few bad moments. More importantly, the cavern is also full of fungus, especially close to the back of the cave. None of it is dangerous, but there are four shriekers (AC 7; HD 3; hp 14 each; MV 9' (3'); #AT none; Save F1; ML 12; AL N) who will make noise if they detect intruders. This will attract the attention of the owlmera, who will fly down from the upper caves to investigate. There is no treasure in this space.



The river jets into the cave through a 3' diameter hole at the back of the "throat"; also towards the back of the cave is a passage leading to a 10' wide spiral staircase climbing upward. This stair rises 100' feet to a corridor that leads to caves behind the left and right eyes.

The cave behind the left eye is the lair of the owlmera (AC 4; HD 9; hp 44; MV 120' (40') or fly 180' (60'); #AT 5 (2 claws, 3 bites); D 1d3/1d3/2d4/2d4/3d4; Save F9; ML 9; AL C).

The owlmera likes to sit in its lair and paw at its treasure, which it has flown all over the Dark Rookery to collect. It is a formidable opponent, but fortunately for the party it tends to bicker with itself, the owl-natured griffon and triceratops heads ganging up on the dragon head in perpetual owl-speech squabbles. It can be easily heard from the staircase and is unlikely to surprise opponents if encountered here.

The cave is 40' long and 20' wide, and the 10' wide eye is a window on the far side from the entrance. The cave is dominated by a huge odiferous nest made of fungal trunks and old bones. Scattered haphazardly around this bed are the playthings of the owlmera: a suit of **Banded Mail +2**, a **Two-Handed Sword +1, +3 vs. Magical Monsters**, a **Staff of Withering** with 15 charges, a **Ring of Regeneration**, a **Potion of Plant Control**, **Gauntlets of Ogre Power**, and a packet of **Dust of Disappearance**. There are also 1,460 GP, 739 SP, 315 PP, a scattering of loose gemstones worth 1,300 GP, a jeweled golden comb worth 800 GP, and a 100' long coil of some kind of metallic rope that only weighs 5 pounds and cannot be cut by any means. Finally, the owlmera likes to sit by the window at night and roast sunwings as they land; it has a collection of 880 cave pearls scattered by the opening.

The cave behind the right eye has the same dimensions as the one behind the left eye, but this cave is not occupied. There are more statues arrayed around this room, including a statue of a mantichore that faces the corridor entrance. This is actually a trapped statue; it will fire 1d4 stone tail spikes at any visible character that approaches within 10' of it. The spikes will attack as a 6 HD creature and do 1d6 hp damage if they hit. The statue does not fire spikes if it is approached from behind. It can fire up to 20 spikes before it runs out of ammunition. There is nothing of value here.

16. THE BAT CHIMNEY

An irregular opening can be seen in this nondescript corner of the Dark Rookery. It is narrow, only eight feet wide at the base, but it rises and tapers off to a crack some thirty feet above the cavern floor.

A faint moaning sound can be heard from within.

Parliament is not the only way into the Dark Rookery from the surface world. This cave is the bottom of a shaft that exits on the shoulders of the mountains north of the Guldspur River. Unfortunately, the Tytonids have discovered this passage and are working on determining how best to explore it.

The opening leads 20' back into a natural cave, 30'x40', with a rough and uneven floor covered with bat guano. There are many stalagmites and stalactites here, but a 15' diameter

chimney in the ceiling rises beyond the range of vision, even for the eyes of dwarves and elves.

A Tytonid party is here. They are led by a young and ambitious Tytonid magic-user named **Bissi-Tom** who is planning on using his **Levitate** spell to explore the chimney, but who is dithering while he works out the best defenses against the bats that he knows lives inside. Bissi-Tom (AC 5; HD 5; hp 23; MV 120' (40'); #AT 1; D 1d6 (Rod); Save M5; ML 9; AL C) has a **Rod of Dazing**, a magical weapon with 12 charges that does 1d6 hp on a successful hit, and the user may then burn a charge to make the target save vs. magic; failure means the target is -4 to hit for four rounds. He also has a **Potion of Healing**, a scroll with the spell **Lightning Bolt**, and **Bracers of Armor Class 5**. Bissi-Tom casts spells as a 5th level magic-user and has memorized the following spells:

1st level: Magic Missile, Shield

2nd level: ESP, Levitate

3rd level: Fireball

The Tytonid force also includes six Tytonid apprentices (AC 8; HD 1; hp 5; MV 120' (40'); #AT 1; D 1d6 (spears) or 1d6 (light crossbows); Save M1; ML 8; AL C) who each know one of the following spells: **Charm Person, Detect Magic, Light, Protection from Evil, Sleep, Ventriloquism**. They have two owl boars (AC 6; HD 4; hp 18 each; MV 120'(40'); #AT 1; D 2d6; Save F3; ML 10; AL N) whose statistics are found in dungeon module **OC-1: A Parliament of Owls**; they follow the voice commands of any Tytonid. Finally there are four Grubbers (AC 8; HD 1d4 hp; hp 3 each; MV 90' (30'); #AT 1; D 1d4 (club); Save F1; ML 6; AL N) who are servants and lackeys for the Tytonids; they fight if commanded, but are not brave and will flee in the face of certain death.

These Tytonids are intent on Bissi-Tom's preparations and have not set a watch; they can be surprised by a cautious party.

A 5' wide passage leads to a small natural side-room. There are two bound prisoners here – surface-worlders who Bissi-Tom captured and compelled to lead him back to the way they got into the Rookery. **Michiko** is a 3rd level elf; he has white hair and wears orange robes. **Zandusa** is a 5th level thief; she is very beautiful and wears a hood with a (fake) tiara set into it. Both would be very grateful to be set free, and may even help the party with their adventures if invited, but although Michiko is a neutral individual, Zandusa is quite chaotic and will cheerfully steal treasure and sneak away if she can get away with it. Michiko: (E3, hp 15, S14 I15 W9 D12 C11 Ch13), Zandusa: (T5, hp 16, S12, I14, W10, D16, C12, Ch15). The DM may place any other characters here as desired.

In this same side room is a chest that contains Michiko and Zandusa's gear, as well as Bissi-Tom's funds; inside is a suit of elf-size chain mail, a human-sized suit of **Leather Armor +1**, a **Long Sword +1**, a **Dagger +2 (+3 vs. Goblins, Kobolds and Orcs)**, a long bow, a short bow, 24 arrows, 10 **Arrows +1**, a **Potion of Healing**, and a **Rope of Climbing**. There are also 65 GP, 71 SP, emerald earrings worth 400 GP for the set, and 720 cave pearls.

The shaft above the main chamber rises 600' more or less vertically, before emerging from a fissure in the side of a mountain a few miles away from Parliament. The climb is hazardous and will require Climb Walls checks from thieves, the use of knotted ropes, or magical assistance. Halfway up the shaft, the passage opens up into a 50' wide cave where 60 normal bats (AC 6; HD 1 hp; MV 9' (3') or fly 120' (40'); #AT 1; D confuse; Save F0; ML 6; AL N) and 10 giant bats (AC 6; HD 2; hp 9 each; MV 30' (10') or fly 150' (50'); #AT 1; D 1d4; Save F1; ML 8; AL N) attempt to sleep during the daylight hours. They will remain quiet if left undisturbed, but if bright light is brought into their lair, they will attack.

17. PIT OF THE DISCARDED

A series of escarpments descends into a low point along the north wall of the Dark Rookery, and an ancient cobblestone road loops and bends to drop down to the bottom, following the course of a stream that flows out of the black lake. This nadir ends in a large sinkhole, an irregular pit fifty feet across that does not appear to have been worked. The stream drops over the edge of this chasm, and judging from the deafening noise made by the resulting waterfall, the vertical drop must be quite significant. A pungent odor rises from this hole.

Not all of Ornoval's creations were deemed to be successes. If he created a living being that he decided was weak or flawed in any way, he callously discarded it – his goal was to bring out the inherent perfection of owls, and he found imperfect creations to be an eyesore.

This natural sinkhole provided a convenient means to dispose of such cast-aside creatures. It drops almost 800' in several steps before reaching a complex of deeper caves. Ornoval and his owl-folk threw the unwanted creations into the pit, believing they would perish in the fall.

Unfortunately, some of the discarded owl-creations survived at the bottom of the pit. This area is not detailed in this adventure, but will be important in dungeon module **OC-4: Warrens of the Night Hunters**.

Teetering on the rim of the sinkhole, perhaps only a few years away from falling down the hole, is an Owl Stone similar to those found elsewhere in the Dark Rookery.

18. NEST OF THE OWL-WASPS

In a stand of particularly tall fungal “trees”, a huge insect nest has been built. It is easily twenty feet tall, filling in the gaps between a half dozen tall mushrooms from the ground up to the underside of their huge caps. The walls of the nest appear papery, and the structure looks like an irregular honeycomb of compartments each the size of a man.

The builders of this nest can be seen buzzing around it – enormous wasps that seem somehow to have been blended with owls.

Several years ago the previous Strigid Leader in War, Birri-Hroo, led an expedition into the northwest corner of the Dark Rookery. The Strigids hoped that by exploring this relatively remote and unutilized section of the caverns, they might find a way to the surface world to seek the wisdom of humans. Ornoval was a human, after all; other humans might provide them with the guidance necessary to overcome the Tytonids and restore balance to their universe.

This naïve plan ended in failure when Birri-Hroo’s group was attacked by **Owl Wasps**, a particularly unpleasant form of owl-hybrid life. Many of the Strigids were killed, including Birri-Hroo, and their bodies were carried away for the owl-wasps to lay their eggs into. The Strigids abandoned their plan to appeal to surface-worlders, at least until the Tytonids began to scheme of surface-world domination.

The nest is not a stout structure; the papery walls of each compartment will not hold the weight of a human, although a halfling could climb inside them without fear of falling through the cells. The nest contains 25 adult owl wasps (AC 7; HD 1+1; hp 6 each; MV fly 150’ (50’); #AT 1; D 1d8 (bite) or 1d4 + poison (sting); Save F1; ML 8; AL N) who will all emerge from the nest and aggressively attack any intruder detected within 60’ of the nest; they will pursue all targets up to 500’ away from their nest. Owl wasps prefer to sting unless defending their nest from the inside; they do not have enough room inside the papery compartments to bring their sting to bear.

This nest of wasps can be a formidable challenge for a party, but they have a weakness: smoke. Smoke in any significant quantity will make the owl wasps torpid and non-aggressive. The smoke of the burning peat from area **20** is especially potent against them, and will automatically put the entire nest to sleep if it is smoked for an hour.

One chamber in the heart of the nest is larger than the others; it is about 8’ across. This is where the queen wasp dwells (AC 6; HD 3; hp 14; MV fly 150’ (50’); #AT 1; D 2d6 (bite) or 1d6 + poison (sting); Save F3; ML 12; AL N) who is just as

susceptible to the smoke as the other wasps. Her chamber contains the bloated carcasses of two goats which are filled with harmless wasp larvae. The remains of previous egg-incubators have fallen to the bottom of the chamber, and mixed in with the bones are the remains of Birri-Hroo’s worldly goods: an **Axe +2**, a **Shield +1 (+5 vs. Arrows)**, a **Potion of Invulnerability**, and an **Owl Ring**. There are also 298 cave pearls.

19. MARSH-PONDS OF THE OWL-SNAPPER

The river on this high plateau moves slowly, and as it meanders, broad ponds and oxbow lakes have formed. Insects are thick here, and stands of fungal river-growths choke passage through the area. The ground underfoot is a sucking mud, and the stench of rot is thick here.

An amplified voice can be heard echoing through the fungal trees. The voice says, using the speech of owl-men, **LET THE LIGHT OF REASON ILLUMINATE THE DARKEST CORNERS**. This message repeats every minute.

The Tytonids also sent an expedition into the northwest plateau to seek a path to the surface world. It, too, met with disaster – the Tytonids fell afoul of an ill-tempered **Owl Snapper**, which killed their leader and sent the rest fleeing for their lives.

If the party follows the sound of the voice into the fen, they come across a pond 40’ across. There is a small mossy island in the middle of the pond, and the extremely loud amplified voice is coming from that. The island is actually the shell of the owl snapper (AC 3; HD 6; hp 27; MV 30’ (10’) or swim 90’ (30’); #AT 1; D 2d8 + clamp; Save F6; ML 9; AL N) which is lying half-submerged in the water. It will lunge to the attack as soon as anything approaches within range, preferring swimming targets as those can be drowned.

The voice is coming from inside the belly of the enormous turtle. It long ago digested the remains of the unlucky Tytonid leader, but two magical objects are still lodged in its gut: a **Medallion of Thoughts**, and a **Budai of Wisdom**. This second item is a small bronze statuette of a happy Tytonid with a big belly, and it is the source of the loud amplified voice. This object, if continuously kept on the person of a living being for a full month, will increase their wisdom score permanently by 1 (after which point the budai becomes inert). This is tremendously annoying for everybody else; the voice is **EXTREMELY** loud and cannot be silenced by any means, including the use of magic; it will certainly prevent sleeping and negate any chance of surprise.

The owl snapper has no other treasure. However, its shell could be cleaned out and used to transport the smoking peat from area **20**.

20. THE SMOKING FENS

The wet marshland of the high plateau begins to dry out here, and dark smoke can be seen rising from many fissures in the ground. Considerable heat radiates from this area, and the strange acrid smoke makes one's head swim.

This area has a naturally occurring seam of peat that lies just under the topsoil. Geothermal activity in this area has heated the peat just to the point of smoldering, and the entire seam generates a great deal of smoke that rises up through cracks in the dried earth. Since the peat is composed of the

compressed remains of fungi, the smoke has mild psychoactive powers that causes dizziness and sleepiness in those who approach within 100' of the seam. However, this effect is relatively light and has no in-game impact on combat ability.

The smoke from this peat is extremely effective on the Owl Wasps in area **18**, however. If 100 pounds of the smoldering peat are extracted and transported under the nest, the Owl Wasps will go to sleep for six hours. Extracting the peat is difficult as it is very hot to the touch; magical fire resistance or insulated gloves are necessary to dig the peat out. A heat-resistant container to hold the peat is also required; the shell of the owl snapper in area **19** would serve this purpose.

PART 4: ATHENA, THE OWL CITY

When the party has assembled the necessary four rings to override Tytonid control of the Owl Stone network, they must return to the Strigid Cliff-Village to determine the next course of action. Chitti-Zurr will hand the scepter of command to Oola-Rssz, who will then negotiate with the party. Oola-Rssz hopes to convince the adventurers to act as assassins – to break into the Tower of Tytonid Lore by use of the Owl Stone network, seek out Haffek-Du and his henchmen, and put them to the sword. Oola-Rssz offers to go with the party to help; if the party has made an ally of Gyvvar-Tsk, he offers to as well. As the only one who knows how to control the Owl Stones, Chitti-Zurr must also go, although she plans to play little role in fighting.

As inducement to secure the party's services, Oola-Rssz will mention that Ornovael gifted his owl-children with eleven powerful magical items, which now are kept as relics by the Tytonids. If the party agrees to help reunify the Strigids and Tytonids, they may each take one item from this store of treasure, with the exception of a golden falcon statuette that is precious to the owl-peoples. All other treasure held by the Tytonids is theirs, says Oola-Rssz, and no Strigid will make claim upon it.

If the party agrees to these terms, Chitti-Zurr will reclaim her **Owl Ring**. She and the rest of the attack party assemble at the Owl Stone close to the village, and they must ring the stone with joined hands, with each of the four rings being worn by somebody. Chitti-Zurr presses her body against the Owl Stone and frowns.

"Something is wrong," says Chitti-Zurr, her voice sing-song and far away, as if she speaks from within a deep trance. "The Owl Stone network is mine to control, now, but there is a void ... I do not understand ... Ah! Now I see. Haffek-Du has destroyed the Owl Stone located inside the Tower of Tytonid Lore."

"That fool," growls Oola-Rssz. "Just because he does not understand or want something, he disposes of it. Now our plan is foiled."

"Not necessarily," replies Chitti-Zurr. "I can still feel the stone located in the Tower of Strigid Craft."

"Of course!" says Oola-Rssz. "Our tower will be abandoned, and the old maintenance tunnels still link the basements of the two towers. Doubtlessly the Tytonids have abandoned the tunnels, in their desire to keep their feathers clean ... if we

don't mind a few bad smells, we should be able to enter their tower without ever being seen on the streets."

"Then our plan has merely changed," says Chitti-Zurr, her eyes shut tightly in concentration. "Brace yourselves!"

The world turns inside out.

Refer to the description at area **7A** for continuation. The Owl Stone network now works for the rings being used by the party and not for any other rings; Chitti-Zurr can show all ring-wielders how to use the teleportation function in the event that she falls during the raid.

CITY OF ATHENA'S DEFENSES

The City of Athena is ringed by a series of towers joined together by stone wall sections. Towers are 30' tall with conical roofs and are pierced on the 2nd and 3rd levels with arrow slots. Walls are 20' tall and 5' thick, with a crenelated parapet on top. There is actually an inner and an outer wall, with a 20' wide yard running down the middle.

The lowest level of each tower is a single room occupied by an owl bear (AC 5; HD 5; hp 23; MV 120' (40'); #AT 3 (2 claws, bite); D 1d8 + hug (claws) and 1d8 (bite); Save F3; ML 9; AL N) and with only one door on the outside of the tower. In the event of a general alarm, tower defenders will raise the owl bear gates, releasing the owl bears on the outside of the city wall. Owl bears cannot be trained but are generally ferocious and will attack anything they come across. The top level of each tower has a gong which is ordered sounded by the tower commander; each tower's gong has a distinctive sound, allowing the entire city to know which part of the city is threatened. The tower is staffed by 20 Tytonid apprentices (AC 8; HD 1; hp 5 each; MV 120' (40'); #AT 1; D 1d6 (spear) or 1d8 (heavy crossbow); Save M1; ML 8; AL C) who have memorized either **Magic Missile** or **Sleep**, and a Tytonid tower commander (AC 8; HD 3; hp 14; MV 120' (40'); #AT 1; D 1d6 (spear) or 1d8 (heavy crossbow); Save M5; ML 10; AL C) who casts spells as a 3rd level magic-user and has memorized the following spells:

1st level: Detect Magic, Magic Missile

2nd level: ESP

Each section of wall is patrolled by twelve Tytonid apprentices, same statistics as in the towers, but who have memorized a mix of **Magic Missile**, **Sleep**, and **Light**. Each Tytonid who has

memorized a **Light** spell has a trained bat with them at all times. When the alarm is sounded, the Tytonid casts **Light** on the bat's tail and releases it. The bat is trained to seek out movement outside the city walls and will use their echo-location to seek out targets, even invisible ones. Each wall section has a wall commander with the same statistics as a tower commander. The yard between the two walls is a run for three owl boars (AC 6; HD 4; hp 18 each; MV 120' (40'); #AT 1; D 2d6; Save F3; ML 10; AL N) which are trained to attack anything entering their run, and can smell unseen targets. A gate leads from this yard to the city interior; it is kept locked and barred.



The city has a North Gate and a South Gate, both contained inside fortified barbicans. Two sets of portcullises surround a murder court, which is subject to attack from above and from the sides. The gate structure is held by thirty Tytonids and two

commanders as described in the towers; additionally, there is a Gate Captain (AC 6; HD 5; hp 23; MV 120' (40'); #AT 1; D 1d6+1 (spear) or 1d8 (heavy crossbow); Save M5; ML 10; AL C) who casts spells as a 5th level magic-user and knows the following spells:

1st level: Charm Person, Light

2nd level: Detect Evil, Arcane Lock

3rd level: Clairvoyance

Note that the intent to enter the city without authorization counts as "evil" for purposes of the function of the **Detect Evil** spell.

The skies over Athena are patrolled by hippogriff units. Each unit consists of four hippogriffs (AC 5; HD 3+1; hp 15; MV 180' (60') or fly 360' (120'); #AT 3 (2 claws and 1 bite); D 1d6 (claws) and 1d10 (bite); Save F2; ML 8; AL N) ridden by a Tytonid equivalent to a tower commander. If they encounter serious flying opposition, one will return to the Tower of Tytonid Lore to report while the others attack.

Should something that requires investigation occur outside the city walls, the Tytonids will assemble an Attack Party within one turn. This group will consist of twelve Tytonid apprentices (same statistics as those in the towers) with a mix of **Magic Missile** and **Sleep** spells; one sergeant (with the same statistics as a tower commander), and two owl boars (same statistics as those between the walls). The sergeant will have a bat with him that is trained to carry messages back to the closest gate captain.

LAYOUT OF THE CITY

Refer to the **City of Athena Map**.

The Owl City was originally designed to support up to 3,000 Tytonids and a similar number of Strigids. The city is laid out in Tytonid and Strigid quarters, divided by a winding main road that enters town at the North Gate, passes through a plaza surrounding the enormous Statue of Ornoval, and terminates at the south gate. The portion of town northeast of this road is the Strigid quarter; the portion to the southwest is the Tytonid quarter.

Both quarters were laid out with private residences, businesses, and workshops surrounding the quarter's Tower, which was where all administrative and leadership functions were housed. Today, however, the Strigid quarter is largely abandoned. The tower stands empty and many of the structures in the quarter are collapsing or have been cannibalized for building materials. Only roving bands of idle Grubbers routinely visit this half of the city.

In contrast, the Tytonid quarter is full and well-maintained, although the workmanship of Grubber repair crews leaves something to be desired. Tytonids live in communal houses where 2 to 4 families are quartered. All males serve as soldiers in addition to their normal civilian duties. Tytonid females have clerical powers in worship of Ornovael, but under Haffek-Du's leadership this aspect of Tytonid culture has been diminished; there are no longer any public services to Ornovael, and few Tytonid females have been allowed to progress higher than the 1st level of clerical ability. Most Tytonids will be automatically hostile to the party, but there are a few who are sympathetic to the cause of reuniting the owl peoples; if good diplomacy is exercised on Tytonids isolated from their leadership, there is a flat 25% chance that they will help the party.

The streets of the city are busiest at night, which is the natural active time for owl-folk; the daylight hours are important for the cultivation of crops and the normal life-cycles of many creatures in the Dark Rookery, but most Tytonids sleep at this time. In addition to the defenses on the walls, patrols consisting of six Tytonid apprentices (same statistics as those in the towers) make regular circuits around the city; they attempt to take any suspicious characters into custody and bring them to the Tower of Tytonid Lore for questioning by their leaders.

The City has a series of wells drilled at regular locations around town; the ones in the Tytonid quarter are fresh, but those in the Strigid quarter have stagnated. Wastewater is piped from the various structures into large sewers, which lead eventually out to septic fields; see area **7B** for more information.

At night, Sunwings descend from the Sunslug looking for organic material to digest. Every occupied structure in Athena has a fogger – a pot of alchemically prepared oil that is set over coals to slowly produce an aromatic fog. This vapor is offensive to Sunwings which shy away from the city and do not bother its occupants. The foggers are not lit in the Strigid quarter, however, making that area dangerous at night as the Sunwings look for food.

Within the City of Athena, lettered encounter areas are as follows:

7A. THE TOWER OF STRIGID CRAFT

After what feels like an eternity of strobing lights and unpleasant disorientation, you find yourself in another place entirely. An Owl Stone very similar to the one near the Strigid Village stands in the center of a 40'x40' room. Narrow windows admit enough sunlight to reveal that the room is a wreck. Wall hangings lie torn on the floor, and moldering rugs have been chewed by vermin. Broken furniture lies carelessly

stacked against one side, and a variety of unidentifiable stains discolors the walls and ceiling. The place smells of mildew and urine. A door hangs askew on one hinge in the sole doorway exiting this room.

This room lies on the top level of a four-story tower. This structure was once the pride of the Strigid people, rivaling the magnificence of the Tower of Tytonid Lore on the other side of the city. It has been abandoned for many years, however, and during that time the Tower of Strigid Craft has not been treated kindly. Tytonids instructed their Grubber servants to loot anything of value from the place, and make a ruin of the rest. The Grubbers have done as they were instructed, and there is no corridor or chamber in the tower that is intact.

A winding staircase allows travel from the top level down to the ground floor, and also to a basement level. No map of the tower is provided; each level is the same, an abandoned ruin. The exception is the ground floor.

The stair opens onto a large foyer; its grand doors are missing, and the largely derelict Strigid quarter can be seen outside. A group of seven Grubbers have made a bonfire in the middle of the lobby and are dispiritedly sitting around it. These creatures are shirking work by hiding in a place where few Tytonids visit; they are not on guard duty and are not expecting visitors, especially not surface-worlders.

The party must pass the grubbers to reach a separate stair that leads to the basement of the tower. How they deal with this encounter is up to the adventurers; the Grubbers (AC 8; HD 1d4 hp; hp 3 each; MV 90' (30'); #AT 1; D 1d4 (club); Save F1; ML 6; AL N) can be easily defeated in combat, although they will run at the first opportunity. The Grubbers are easily cowed and can be threatened into remaining quiet without much trouble – they would have to admit their laziness to the Tytonids if they alert the watch. This encounter is not meant to test the party's skill in battle, but their diplomacy and mercy (or lack thereof).

The basement is just as abandoned and looted as the rest of the tower. A narrow tunnel entrance is blocked by an iron gate whose latch is rusted shut; a few blows with a weapon is enough to open this entrance to the maintenance tunnels.

7B. THE UNDERTUNNEL

The maintenance tunnel under the City of Athena has very little head-height, with the ceiling peaking to only 7' overhead. The left-hand side of the tunnel is a sewer, leaving a walking surface only 5' wide on the right-hand side. Pipes spill nauseating waste into the sewer at irregular intervals; the stench is terrible. There are regular cressets for torches along the right side of the wall, but they are all empty and rusting.

The tunnel starts out 10' wide at the basement of the Tower of Strigid Craft, but as more and more pipes drain into its sewer, it expands to 15' wide, 10' of which is sewer. Harmless rats and spiders scurry about. The odor of the sewer is vile but not actually harmful unless a character enters the sewage; they must then make a saving throw vs. poison or become nauseated for ten minutes, taking a -2 penalty to hit and damage during that time. Little upkeep has been performed in these tunnels since the Strigids departed the city; pipes are rusting through, and sewage puddles on the walkway are commonplace.

Under the center of town, the maintenance tunnels and sewers running from the two towers converge at a central waste nexus; refer to the **Area 7B Map**. The sewers flow into a large open reservoir; from there they flow southeast through a sub-surface pipe to a waste treatment field. The walkway skirts the perimeter of this room, but a narrow bridge also crosses over the deepest part of the reservoir; this was once used to unblock clogs in the discharge pipe.

This room is occupied by two failed experiments of Tytonid hybridization science: a mated pair of **Owlughs** (see **Part 7**). These creatures live in the sewers, digesting the ordure and filth generated by the city above. They control the vermin population and are therefore tolerated, although they are not above attacking and eating anything that ventures into their home.

The owlughs (AC 4 or 6; HD 6; hp 30, 28; MV 60' (20'); #AT 3 (2 tentacles and 1 bite); D 2d4 (tentacles) and 2d8 + disease (bite); Save F6; ML 9; AL N) lurk in the areas marked 'x' with only the tips of their sense organs extended above the level of the sewage; this makes them very hard to spot. The owlugh to the north allows the party to pass it, whether they are moving along the walkway or the bridge, and then both creatures attack when the characters are trapped between them. The owlughs attempt to pull victims into the sewage, which will have the effect as noted above. If they fail morale, they will flee down the discharge pipe and will not return for a long time.

The owlughs have made a nest under the bridge, in the deepest part of the sewer. In the stinking heap of junk is a metal barrel, still intact and well-sealed; this is an **Apparatus of the Crab** that was originally used for sewer maintenance work.

The tunnel that leads to the northwest from the nexus room ends at a spiral stair leading upwards. This stair rises up inside the body of the Statute of Ornoval, and climbs hundreds of feet before emerging through a hatch on the upraised palm of the wizard. This 15'x15' platform is empty, but it will be important in dungeon module **OC-5: A Screech From Beyond**.

Beyond the nexus room, the maintenance tunnel continues on, this time with the sewer on the right-hand side, until it reaches a locked iron gate leading into the basement of the Tower of Tytonid Lore.

Tower of Tytonid Lore General Notes

The Tower of Tytonid Lore is the nerve center of the Tytonid organization. The Tytonid leadership is fundamentally paranoid, and so even though no serious attacks have been made on the City of Athena in many years, Haffek-Du imagines attacks from within are imminent. As a result, the tower has many defenses in place, and a large number of guards whose job is to protect their leader.

When this scenario begins, however, overall readiness in the tower is poor. The lack of serious threats inside the city has caused guards to be inattentive and discipline to be relaxed. Before the alarm is raised, no regular patrols move through the building, and hence no random encounter checks should be made. Additionally, during this period of low alert, any time a check must be made to see if guards see, hear, or otherwise notice the party, two checks should be made and the DM should use the worse result of the two.

Once a tower occupant has the chance to sound a warning, however, normal checks for detecting the party apply. Additionally, every two turns there is a 1 in 6 chance that a tower patrol will be encountered. This patrol consists of six Tytonid apprentices (AC 8; HD 1; hp 5 each; MV 120' (40'); #AT 1; D 1d6 (spear); Save M1; ML 8; AL C) who each know one of the following spells: **Charm Person**; **Hold Portal**; **Light**; **Magic Missile**; **Shield**; and **Sleep**. One of them holds a chain leash on an owl boar (AC 6; HD 4; hp 18 each; MV 120' (40'); #AT 1; D 2d6; Save F3; ML 10; AL N), which is capable of smelling hidden or even invisible targets. If a patrol encounters the party, one will immediately flee to warn the closest Tytonid leaders while the others fight. Each Tytonid has 1d6 cave pearls.

The chief means of raising the alarm in the building is via the fountains. There are a number of water basins on all levels of the tower that have fresh water piped up the building using unknown magic. There is a bas-relief carving of a screech owl above this water basin, its eyes seeming to glare at the observer. If any being looks into the eyes of the carving and says (in owl speech) "Warning!", the owl's beak will open and it will begin screeching "Alarm! Alarm!" loudly enough that it can be heard in every room of the building. This alarm can only be silenced by Haffek-Du or his two lieutenants (**General Siffik-Ri** and the priest, **Farraf-Hrr**) by holding their **Raptor Rings** (See area **7M**) in front of the carving and saying "Desist."

The Tower of Tytonid Lore should be considered a dynamic environment. While Tytonids and their allies and leaders will commonly be encountered in the rooms indicated, this may change in response to the party's actions. This may also change according to the time of day; different unique Tytonids have different activity cycles, and this is listed in each room description. Guards and other unnamed Tytonids work in shifts, and should be considered to be on duty around the clock.

In the event that Tytonids on the ground floor become aware that a general invasion of their headquarters is underway, guards may attempt to leave the building and secure reinforcements. If this is allowed to happen, one typical City of Athena patrol (see **Layout of the City**) will arrive on the scene each turn.

Typical room walls and floors are bare stone, with stone beams holding up floor slabs 15' overhead. Doors are made of a fungal wood analog, bound with iron fittings, and are not lockable unless otherwise noted. Rooms are lit by small crystals with **Continual Light** spells cast upon them and permanently set into wall sconces; although owl-folk can see well in the dark, reading ink on paper is impossible without light. Each such light has a hood that can be dropped upon it when darkness is desired. Additionally, rooms on exterior walls have several high, narrow windows that can be screened with curtains; these windows simply do not exist from the building's exterior, and the tower façade appears smooth and unbroken. These windows cannot be opened or broken.

For information on areas **7C** through **7H**, refer to the map of the **Tower of Tytonid Lore – Lower Level**.

7C. STORAGE ROOM

The maintenance tunnel that runs under the City of Athena ends abruptly at a gate made of iron bars. The lock and hinges of this gate seem rusted but serviceable. Through the bars, you can see what appears to be a disused storeroom, 20'x30'. Stacks of trestle tables, chairs precariously piled three high, huge ceramic pots for growing fungus, broken bookcases, piles of plates, and several stacks of metal bowls cram almost every available inch of the room up to height of about 6'. Narrow trails seem to wend through a delicately balanced maze to the lone exit on the far side. The sound of many voices can be heard coming from the passageway beyond.

Each individual attempting to move through this crowded storeroom quietly must move no faster than 10' each round. Even then, they must roll a d20 equal to or under their Dexterity, or bring one of the stacks of items down with a clatter, alerting the occupants of area **7D**.

There are several solutions to this problem, including the use of magical silence, attempting to quietly shift items into the maintenance tunnel (the Grubbers at **7A** might be recruited for this purpose), or some other ruse. There is nothing of value in the junk in this room.

7D. GRUBBER VATS

This large, dank basement area has been equipped as some kind of alchemical laboratory. Huge copper vats line the center of the room, the liquid inside bubbling and fuming. Riveted steel boxes along the south wall spew a greenish smoke from narrow stacks. A group of scruffy, dispirited owl-men work around the equipment – stirring the vats, feeding fires, taking samples – while a lone Tytonid overseer shouts orders and cracks a long bullwhip.

There are doors to the north and west. A stair rises out of sight from the northwest corner of the room. A barred archway to the northeast leads into darkness. Carvings in the south wall seem to show Strigid workmen toiling to lay down a building's foundations while Tytonids look on approvingly.

There are eight Grubbers (AC 8; HD 1d4 hp; hp 3 each; MV 90' (30'); #AT 1; D 1d4 (club); Save F1; ML 6; AL N) working here under the direction of a Tytonid overseer (AC 7; HD 3; hp 14; MV 120' (40'); #AT 1; D 1d4 (whip); Save M3; ML 8; AL C). The overseer's whip can trip any being it hits if that creature fails to save vs. petrification. The Tytonid knows the spells **Shield**, **Protection from Evil**, and **Mirror Image**.

This room is the laboratory where all Grubbers are made. Cocoons are created in the vats, carefully grown until they are a mass weighing about fifty pounds. Grubbers then transport these to the ovens along the south side of the room, where they further develop and "hatch" after several days. Several half-grown Grubbers are dimly visible through green glass windows in the steel boxes.

The overseer commands his Grubbers to engage the party while he casts his spells on himself. He then engages the party in combat. This Tytonid is unpopular and has been consigned to this unpleasant duty in the squalid basement; he hopes that he can defeat the party alone and gain enough glory to return to Haffek-Du's good graces. He therefore will not attempt to summon assistance. He has no treasure, but does have keys to area **7E**.

The sound of many voices can be heard from the stairs leading up to area **7I**.

7E. CAPTIVE ROOM

This 20'x20' chamber is secured by a locked gate of iron bars; it is a large jail cell. The floor is covered with dried fungal vegetation and smells like it has not been changed in some time. There are sets of manacles and chains bolted to the west, south, and east walls. Only one captive is secured here, locked in a standing position along the south wall; it is a burly, powerfully built Strigid who has been plucked of all his feathers.

The captive on the wall is Karfel-Chee, once a great warrior for the Strigid peoples (if Oola-Rssz is with the party, he will vouch for Karfel-Chee's prowess). Karfel-Chee was captured by the Tytonids many months ago and was feared killed; however, he was instead imprisoned, tortured, and his feathers were used as starter material to create Grubbers.

Karfel-Chee (AC 7; HD 5; hp 23; MV 120' (40'); #AT 1; D 1d6+1 or by weapon+1; Save F5; ML 9; AL N) is enraged at his captors and will cheerfully join the party by taking up arms against the Tytonids. Unfortunately, captivity has driven him insane. Karfel-Chee is incapable of remaining silent, keeping up a continuous monologue of nervous babbling, laughter, and bird-noises, even while asleep. Additionally, when in combat he continuously acts as if under the effects of a **Confusion** spell. He has no treasure.

7F. GRUBBER QUARTERS

This low-ceilinged vault appears to have once been a storage room for tools, judging from the empty hooks and racks along the south wall. It has been cleaned out, however, to make room for multiple rows of hammocks suspended from hooks on the ceiling.

There are carvings on the north wall of Strigid workmen assembling some kind of massive stone structure. A group of the owl-men strain at a tall stone block.

This room has enough hammocks for 40 Grubbers, but at the present time only 20 Grubbers (AC 8; HD 1d4 hp; hp 3 each; MV 90' (30'); #AT 1; D 1d4 (club); Save F1; ML 6; AL N) are here, resting before they need to return to performing the drudgework of the tower. They will attack intruders but will surrender and beg for mercy if half are killed. They have no treasure but can provide fairly detailed information regarding the tower's layout.

The Grubbers are completely ignorant of the secret door in the north wall. The carving of the large rectangular stone block is the door itself; examination of the carving reveals that the block is depicted as resting on stone rollers, and one of these can be turned to cause the door to open a hand's breadth.

7G. HIDDEN VAULT

The secret door opens up into a room full of stone-working and metal-working tools, all coated in a thin layer of oil, and apparently intact despite their obvious age. In the northeast corner, a hulking form is shrouded by an oilskin dust-cover.

This room was a storeroom built by Shazzek-Ra to store special tools to assist the Strigids in building. He never shared the secret of this vault with Haffek-Du, and so it has remained forgotten for many years.

Most of the tools here are specially crafted and imbued with magical powers. There are enough tools here to equip a work group of 30 individuals, and if they use this equipment to build fortifications as per the rules in the **Labyrinth Lord** Core Rules (Page 127), or to work metal as per the blacksmithing rules (Page 48), the time necessary is halved.

Leaning against the wall near these tools is an ordinary looking shovel handle, but this radiates magic. It is actually a **Staff of the Mole**, and it is usable by magic-users. It allows the user to cast **Transmute Rock to Mud** with one charge, or **Move Earth** with two charges. The staff has 18 charges.

The massive shape under the tarpaulin is an owlmaton (see **Part 7**). This construct (AC 2; HD 7; hp 35; MV 30' (10'); #AT 2; D 2d8; Save F6; ML 12; AL N) has lain dormant here since Ornovael created it and shows no signs of wear. A plaque hangs by a chain from its neck, and etched into this board are the commands that apply to this automaton:

- **MATAO**: Halt
- **ABATU**: New Instructions Follow
- **YTTRA**: Delete Old Instructions
- **ISK**: Follow
- **JEVETO**: Attack Mode; Designate Target
- **GAUDRO**: Dig, Designate Spot
- **UWEL**: Carry, Designate Object
- **RUTT**: Hold, Designate Target
- **MIHAN**: Guard, Designate Area
- **KODUR**: Build, Instructions Follow

The owlmaton will follow all commands given to it by those who know the command words. It can climb stairs.

7H. CENTRAL SHAFT

On every level of the building, the 6' tall door to this shaft is locked. The three leaders of the tower have keys.

The door opens onto a vertical shaft, 15'x15', which apparently rises through the entire height of the tower. The shaft is otherwise empty; there are no stairs, ladders, ropes, or other means for ascending or descending.

This shaft is used to haul heavy objects up and down the tower. There is a hook and heavy block and tackle suspended in the center of the shaft roof on the top level, and a very long chain is looped around a hook by the door of the shaft on Level 5. This chain could be dropped down to aid in climbing the shaft. Usual chances apply for a thief's Climb Walls checks; unskilled climbers can climb a chain or a knotted rope if they roll equal to or under their Dexterity score on a d20.

Use of this shaft is common enough that noise made while climbing is unlikely to attract attention from the tower occupants.

For information on areas **7I** through **7M**, refer to the map of the **Tower of Tytonid Lore – Ground Floor**.

7I. ENTRY LOBBY

Massive bronze double-doors to the south, plainly the front doors of the tower, give way to an enormous vaulted lobby flanked with marble columns. Frescoes on the west and east walls show Tytonids triumphing over obstacles – defeating hobgoblins, performing mighty magics, and carving a home out of an underground wilderness. There is no sign of any Strigids in these illustrations.

The lobby is full of Tytonids, formed into groups along the east and west walls of the room. In the center of the room, a pair of monsters (a gargoyle and a miniature Tyrannosaurus Rex) are engaged in combat, and the two sides of spectators are cheering them on.

Small doors exit to the north, east, and west. A stair rises up to the northwest, and another descends to the northeast.

Two squads of Tytonids are engaged in a friendly competition to pass the time. Each squad of eight Tytonid apprentices (AC 8; HD 1; hp 5 each; MV 120' (40'); #AT 1; D 1d6 (spears) or 1d6 (light crossbows); Save M1; ML 8; AL C) is led by a mage captain (AC 7; HD 4; hp 18; MV 120' (40'); #AT 1; D 1d8 (longsword) or 1d6 (light crossbow); Save M4; ML 10; AL C). Each apprentice knows one of the following spells: **Charm Person x2, Light x2, Magic Missile x2, Sleep x2**. Each mage captain knows **Shield, Magic Missile, Arcane Lock**, and **ESP**.

Each mage captain also a scroll of **Phantasmal Force x2**. One **Phantasmal Force** spell has been cast off each scroll already, and the monsters dueling in the middle of the room are actually illusions under each captain's control. The illusory monsters are not solid, but the illusions appear very real until observers save vs. magic.

Should the lobby guards detect intruders, the guard captains will dispatch one Tytonid to the nearest fountain to raise the alarm, and the rest will engage. The illusory monsters will

engage the party, which requires the mage captain to concentrate on making them 'attack' as their action; the other Tytonids will cast their spells. Any attack on a monster will hit AC 9; when struck, the illusion will vanish. Illusory monsters attack with the same hit dice as the mage captains; if they hit, they do 1d6 hp of imaginary damage. Characters "slain" by imaginary damage fall unconscious and will not wake up for 1d6 turns.

Each Tytonid apprentice has 1d6 cave pearls. Mage captains have 20 cave pearls and a badge of office: a golden chain with an owl-head clasp worth 120 GP.

7J. MESS HALL

Rows of trestle tables and benches fill this room. The floor is strewn with dried lichen straw and scraps of food.

This room is presently abandoned.

7K. KITCHEN

A joint of meat roasts on a spit in an open hearth to the north. The east and west walls of this room have butcher-block counters and shelves, and a large block of knives stands to the south next to a tinkling fountain set into the wall.

This room is occupied by **Chef**, a special iron animated statue (AC 4; HD 6; hp 27; MV 30' (10'); #AT 4 (2 skillets, 2 knives); D 1d8 (skillet) and 1d4 (knife); Save F6; ML 11; AL N) created by Ornovael to serve this tower. It has four arms. The lower arms have cast-iron skillets for hands; the upper arms have 8-fingered hands that are very nimble for cutting food. As with ordinary iron animated statues, if an attacker hits it with a non-magical weapon, they must save vs. spells or their weapon will be lodged in Chef, irretrievable unless the statue is killed.

When the party enters the room, Chef is washing its skillets out in the fountain. When it detects intruders, it will turn and attack, wielding skillets as clubs and throwing knives from the nearby knife block. There are 10 ordinary kitchen knives and one cleaver which will do 1d6 hp; Chef throws this last. Chef is +2 to hit with thrown knives owing to its culinary skills. Chef cannot be magically slept but can be reasoned with by a Tytonid. It speaks the language of owl-folk but has little to say on subjects other than food, and has no treasure. Chef is on duty continuously.

7L. BARRACKS

Rows of bunk-beds dominate this spartan dormitory.

Each of these buildings has enough bunks for 24 Tytonid apprentices and 3 mage captains. Only 16 Tytonids and 2

mage captains are present at any given time; the remaining 8 are on duty elsewhere in the Tower. One squad consisting of 8 apprentices and its mage captain is sleeping, the lights dimmed on that side of the room. The other squad is awake and resting, engaging in various games of chance or reading. The awake squad has the same statistics as each squad in area **7I**; the sleeping squad is also the same but has no memorized spells, having cast them all on the previous day. They have the same treasure as the squads in **7I** as well.

If the alarm is raised, squads will wait to receive orders from the General in area **7M** before leaving their rooms. Sleeping guards will wake up in 1 round and have their weapons ready in 1 round more.

7M. TRAINING ROOM

This large room's walls and floors are padded with a mattress-like material. Three silver statues stand along the walls of the room. The statue to the west holds a quarterstaff. The statue to the north carries a wand. The statue to the east has open hands. All three statues have completely featureless faces and heads.

This room serves as the combat training room for **General Siffik-Ri**, Haffek-Du's Minister of Defense and the greatest warrior of the Tytonid people. He spends much of his time here, and will be found here by the party unless a general alarm summons him elsewhere, or for eight hours during a day cycle when he sleeps in his quarters (area **7AA**).

General Siffik-Ri (AC 4; HD 7; hp 45; MV 120' (40'); #AT 1 (sword + spell); D 1d8+3; Save F7; ML 11; AL C) wears both an **Owl Ring** and a **Raptor Ring**. This second magical item is made of black iron worked to resemble talons grasping the wearer's finger. It grants the wearer the following abilities:

- They have the protective capabilities of a **Ring of Fire Resistance**.
- The wearer gains +10 hp.
- Once per day, the wearer may exert control over an owl-hybrid monster as if a **Charm Monster** spell had been cast.
- The wearer may deactivate the alarms in the Tower of Tytonid Lore.

General Siffik-Ri does not wear armor, and he prefers the Strigid practice of wearing a harness with pouches instead of human-like garments. He wears **Armor Bracers AC 5** and wields a **Longsword +2**. The general has trained in fighting and magic for so long that he has gained the unique ability to cast spells through his sword while fighting; in any round he can make an attack and also cast one of his spells at the same time. General Siffik-Ri casts the following spells at 5th level:

1st level: Magic Missile, Protection from Evil

2nd level: Invisibility, Web

3rd level: Lightning Bolt

The general has felt unchallenged for a long time, and he will cheerfully cast **Protection from Evil** before engaging the party in combat. He saves his **Invisibility** spell for last, using it to make an escape should he find himself in real trouble.



Another thing he will do before joining a fight will be to shout "TRAIN!" -- which is the command to activate his training dummies. Each of the three statues has been enchanted to serve as a sparring partner. The statues all have AC6 and will stop moving when they take 15 hp of weapon damage; they are immune to spells. The statue with the quarterstaff attacks as a 5 HD creature and does 1d8+2 hp damage on a hit. The open-handed statue also attacks as a 5 HD creature; it will only do 1d4 hp damage on hit, but it will also disarm its opponent, throwing its weapon across the room. The statue with the wand will not make a physical attack, but once per round it will shoot a small ball of fire at an opponent, who must save vs. magic or take 2d6 hp damage. All statues will attack the individual closest to them; the general knows this and will move to ensure that he is not attacked. All statues stop moving when anybody shouts "REST!"

If the general alarm sounds, General Siffik-Ri will take 2 rounds to move to the lobby to question the mage captains there. He will then rouse the guards in the ground floor barracks room and will send them out to patrol the Tower in squads looking for trouble. He himself will go to the audience hall in area **7Z** to consult with Haffek-Du.

General Siffik-Ri is committed to all-out war on the surface world; he will not negotiate with surface-worlders, and he will fight to the death rather than see the Tytonids and Strigids reunite.

For information on areas **7N** through **7W**, refer to the map of the **Tower of Tytonid Lore – Level 2**.

7N. GUARD POST

This simple 15'x15' room contains two stools and a sign hung on the wall reading, in Owl-speech, "Vigilance in Service of Your Brood."

In each of these rooms, two Tytonid apprentices watch the entrances. These guards (AC 8; HD 1; hp 5 each; MV 120' (40'); #AT 1; D 1d6 (spears) or 1d6 (light crossbows); Save M1; ML 8; AL C) each know one of the spells **Sleep** or **Magic Missile**. Their chief duty is to sound the alarm, but they will fight if they cannot do so.

Each apprentice has 1d6 cave pearls.

7O. CREATION LABORATORY

This alchemical laboratory has slate chalkboards along the east and west walls, and diagrams of the internal organs of many different creatures are depicted there. The south wall is dominated by an apparatus which joins a large cabinet made of bronze and glass to a pair of large glass tubes via a series of snaking hoses. Two Tytonids busy themselves at a table in the center of the room, which holds a collection of beakers and flasks. Two other Tytonids are shifting an empty glass tube in the northeast corner of the room.

These four Tytonid academics (AC 8; HD 3; hp 14; MV 120' (40'); #AT 1; D 1d4 (dagger); Save M3; ML 9; AL C) are researchers in this laboratory, which is the main room where owl hybrid animals are created. The process for creating such monsters is complex, but it culminates with the southern apparatus fusing the creatures in two tubes into a single beast.

The Tytonids are in the process of making an owl bear when the party arrives. The two to the northeast will attack while the other two hastily move to the apparatus and throw a large lever. There is a burst of light from the cabinet (all in the room must make a saving throw vs. petrification or be at -2 to hit for a turn owing to spots dancing before their eyes), and one round later an owl bear (AC 5; HD 5; hp 23; MV 120' (40'); #AT 3 (2 claws, bite); D 1d8 + hug (claws) and 1d8 (bite); Save F3; ML 9; AL N) will burst forth and join combat. The owl bear is equally likely to attack Tytonids or the party.

All the Tytonid academics have the following spells:

1st level: Sleep, Light

2nd level: Mirror Image

On the table in the middle of the room are a variety of components useful to experimentation, including a vial of diamond dust worth 500 GP, and a **Potion of Invulnerability**. Each academic has 15 cave pearls.

7P. POTION DISTILLERY

A thin yellow haze fills the air in this room, and a hundred unpleasant odors combine here. A single Tytonid stands behind a table at the center of the room, very precisely measuring drops of blue liquid into a vial holding a bubbling gelatin. Two Grubbers look on disinterestedly. Cases stand along the east, south and west walls of the room, and all manner of bottles, jars, boxes and other containers fill the shelves.

The first thing the Tytonid academic will do upon noticing the party is hastily gulp down the vial of gelatin he is working on. This curious brew will effect a drastic transformation on him; he will immediately double in size, and his robes will be unable to contain his gigantic frame. On the initial round of combat, he will attack as a 6 HD monster with two fists, each of which will do 2d6 hp damage. On the second round a huge lump in his abdomen will swell and erupt a third arm, tipped with a vicious looking pincer; this new limb does 2d8 hp damage. On the third round his chest will swell dramatically, and the former Tytonid will breathe out a cone of fire, 10' wide at its end and 60' long, doing 3d6 hp damage (save vs. breath weapon for half).

During this entire process, the Tytonid is immune to all damage and magical attacks. Unfortunately for him, on the fourth round his head swells and bursts, killing the Tytonid and doing 1d6 hp damage to everybody in the room.

Meanwhile, the two Grubbers (AC 8; HD 1d4 hp; hp 3 each; MV 90' (30'); #AT 1; D 1d4 (club); Save F1; ML 6; AL N) will hastily throw the contents of the shelves at opponents. Roll on the following table for random thrown alchemy effects:

Roll on 1d20:

1-6: Inert component, no harmful effect, but object does 1-2 points damage on a direct hit.

7: Same effect as thrown flaming oil.

8: Flask of acid; does 1d8 hp damage on two consecutive rounds.

9: Sneezing powder; no damage, but all within 10' must save vs. poison or be at -2 to hit for a turn.

10: Hair tonic; no damage, but target's hair grows 3' longer.

11: Reverse gravity oil; target falls upward to ceiling (1d6 hp) and their 'up' is 'down' for the next 6 turns.

12: Rust fluid; one suit of armor or shield (victim's choice) must save vs. magic or be consumed by rust if metallic.

13: Save vs. petrification or turn to stone.

14: Magnetizing unguent; metal within 10' of target will be drawn to adhere to him for 6 turns.

15: Silent balm; victim must save vs. wands or be unable to speak or cast spells for 12 turns.

16: Hallucinogenic cordial; victim must save vs. poison or be subjected to a **Confusion** spell effect for 6 turns.

17: Thrown bottle does no damage, but enters into an orbit around the target's head, potentially forever. It is harmless.

18: Carnal musk: target's smell becomes powerfully attractive to all creatures of animal intelligence for the next day.

19: Target is healed for 2d8 hp.

20: Target permanently gains infravision 60', or double that range if they already had infravision, but their eyes become unnaturally large and sensitive to bright light (-1 to hit in such conditions).

The Tytonid has 15 cave pearls. Additionally, after the fight, several intact potions can be rescued from the shelves. They are potions of **Healing**, **Longevity**, **Oil of Slipperiness**, and **Speed**.

7Q. DANGEROUS CHEMICALS

Shelves line the walls of this room. Sealed bottles and canisters are lined up here, some with labels and some without. Arrayed in the center of the room are four enormous bottles, each as tall as a man, which glow greenly.

The bottles in the center of the room are recaptured **Sleep of the Ages**, the strange greenish magical gas that can place a creature in an indefinite state of suspended animation when they are imprisoned inside a sealed space. If one of these bottles is opened or breaks in a relatively open area or a large room, it has a lesser effect: all within 20' must save vs. poison or be under the effects of a **Slow** spell for 3 turns. The party may be able to use these bottles against opponents. They are heavy (100 lbs each) and delicate, however; each bottle may break if it is handled roughly or combat happens close by.

Characters searching the shelves can also find 8 flasks of alchemist fire (same effects as flaming oil, but it does not need to be lit), 2 flasks of concentrated acid (a direct hit deals 1d8 hp for 2 consecutive rounds), 1 **Oil of Etherealness**, a jar of grease that has the same effect as a **Stone to Flesh** spell when externally applied, and a bottle of **Concentrated Water**. This last item, when opened or broken, breaks and instantly generates 10,000 gallons of water in that location; this is enough water to fill a 20'x20' room to a depth of 3'.

7R. ACADEMICIAN'S QUARTERS

The door to this room is locked. The three leaders of the tower have keys.

This is a Tytonid's spartan living quarters. There is a cot, a writing table, a few books and little else. Faded patches on the walls suggest that pictures once hung here, but the walls are now bare.

These are the quarters of the Chief Academician of the Tytonids, now under house arrest for treason. Her name is **Balas-Chur**, and her crime was to seek information on the history and motivations of the surface world that Haffek-Du plans to make war on. This is a serious charge and she will be executed soon. Her real crime, however, is that she is still faithful to the worship of Ornovael, and the priestess of Na'Kaa, Farraf-Hrr, wants any rival faiths out of the way.

Balas-Chur (AC 7; HD 6; hp 27; MV 120' (40'); #AT 1; D 1d6 (staff); Save C6; ML 9; AL L) has secretly been opposed to Haffek-Du's war, but she has gone along for the benefit of her people, seeing little choice. Given an opportunity to redeem herself, Balas-Chur will happily switch sides and help the party oust Haffek-Du from power. She has no treasure or magical items, but she knows the following spells:

1st level: Cure Light Wounds, Light, Remove Fear

2nd level: Bless, Know Alignment, Silence 15' Radius

3rd level: Cure Disease, Remove Curse

7S. TRI-BEAR HOLDING

This large square room is featureless save for a circle painted in gold in the center of the floor. The circle is surrounded with arcane-looking runes. Standing erect in the middle of the circle is a bizarre creature: a monster that looks like a fusion of multiple brown bears. It has three heads, three hindpaws, and three forepaws jutting symmetrically from a vertical axis. The creature is plainly alive, and it yowls piteously, but it does not move. Just to the right of the door are two buckets, one full of water and the other holding remnants of meat.

This creature is a **Tri-bear** (AC 6; HD 8; hp 36; MV 60' (20'); #AT 4 (2 claws, 2 bites); D 1d3 (claws) and 1d6 (bites); Save F7; ML 10; AL N), and it is a fairly drastic failure of the Tytonids' attempts to create hybrid creatures. At the first opportunity, the Tytonids plan to transport it to the Pit of the Discarded (area 17) and throw it in.

The circle in the middle of the room looks to the untrained eye or casual glance like a circle of protection, but a magic-user or elf who examines it will realize that it has no protective powers. The Tytonids have been training the tri-bear to be docile by feeding it if it stays inside the circle. The tri-bear stands patiently inside the circle waiting to be fed, but after 1 turn of waiting, or if it is attacked, the tri-bear will succumb to hunger and charge the party. There is no treasure in this room.

7U. VIAL STORAGE

The north end of this room is a platform raised 5' above the floor level; stairs climb to the elevated level along the east and west walls, while a steep ramp rises up the middle. There are ten large glass tubes standing along the walls on the platform; some of them glow faintly. Four Tytonids stand near the cylinders, seeming to be taking an inventory.

The glass tubes are the typical vessels used to contain creatures used in the owl hybridization process; they are 4' in

7T. SCRIPTORIUM

A half-dozen drawing boards are spaced along the walls of this room. Parchment and scrolls are pinned to the boards, each in varying stages of being scripted and illuminated with colorful inks.

Four of the tables are occupied by Tytonid initiates (AC 8; HD 2; hp 9 each; MV 120' (40'); #AT 1; D 1d6 (staff); Save M2; ML 8; AL C), who will leap to do battle with the party. They cast spells as 2nd level magic-users and know the following spells:

#1: Charm Person, Ventriloquism

#2: Detect Magic, Sleep

#3: Hold Portal, Shield

#4: Light, Magic Missile

Each initiate has 10 cave pearls. Additionally, #3 is working on a scroll containing the spell **Invisible Stalker**, and will not hesitate to use it. The parts of the scroll that protect the caster from the summoning aren't quite finished; there's a 20% chance that the invisible stalker will attack the reader of the scroll. Otherwise, once summoned, the invisible stalker (AC 3; HD 8; hp 36; MV 120' (40'); #AT 1; D 4d4; Save F8; ML 12; AL N) will attack the party.

There are many rolls of parchment and bottles of ink, some of them quite expensive; all these supplies could fetch 300 GP in a large city. Additionally, one of the bottles of ink is magical. This is **Invisible Ink**, and it is used to write secret messages that are only revealed when a **Read Magic** spell is cast. It has another property, however, which is that the ink can be used to coat any object and make it invisible. There is enough ink to cover one human-sized creature entirely. This invisibility does not end when the affected creature attacks. It does wear off after 24 hours, however, and when it does, everything it previously dyed becomes stained permanently blue.

diameter, 9' tall, and have no obvious seams or means for opening. Three of the tubes against the north wall contain monsters; these tubes glow greenly as the **Sleep of the Ages** keeps the tube occupants (lizardfolk, neanderthal, morlock) in a state of perpetual rest. The remaining tubes are empty.

The Tytonids in the room are three apprentices (AC 8; HD 1; hp 5 each; MV 120' (40'); #AT 1; D 1d6 (staff); Save M1; ML 8; AL C) led by an instructor (AC 7; HD 5; hp 23; MV 120' (40'); #AT 1; D 1d6+1 (staff); Save M5; ML 10; AL C). The apprentices each know one of the spells **Magic Missile**,

Protection from Evil, and **Shield**. The instructor casts spells as a 5th level magic-user and knows the following spells:

1st level: Magic Missile, Sleep

2nd level: Continual Light, Levitate

3rd level: Hold Person

When intruders are detected, the instructor will cast spells while his apprentices tip over empty glass vials and roll them down the stairs and ramp to repel intruders. If a vial is rolled down a ramp, anybody in the way must roll a d20 under their Dexterity or take 2d6 hp and be knocked 10' back. The same thing happens when a vial is rolled down stairs, but when it reaches the bottom it will explode in shards of glass, causing 1d6 hp damage to all within 10'. The Tytonids will not roll the full vials at the party.

The platform is elevated because its surface is perforated with tiny holes; the cavity below it is used to collect any spilled **Sleep of the Ages** for later recovery. The space under the platform is only about 5' high and is accessed by a trap door in the middle of the platform floor. The Tytonids are aware of the door's location, and if they can they attempt to maneuver a party member on top of the door so they can pull a lever near the stairs to open it. The space beneath has a thin layer of greenish gas floating above the floor; any who falls in must save vs. spells or be slowed.

The apprentices have 1d6 cave pearls each, while the instructor has 26 pearls and a golden torc worth 255 GP.

7V. SCHOOL

Rows of cramped writing benches fill most of the center of this room, which has slate blackboards along the west wall displaying incomprehensible diagrams of obscure arcane concepts. A lectern stands at the north end of the room.

12 Tytonid boys are sitting at the desks, receiving lessons in the basics of magic from an instructor. The young Tytonids are non-combatants, and their only impact on combat will be to get in the way; however, the instructor (AC 7; HD 5; hp 23; MV 120' (40'); #AT 1; D 1d6+1 (staff); Save M5; ML 10; AL C) will fight using his **Wand of the Bat** or his spells, which he casts as a 5th level magic-user:

1st level: Magic Missile, Sleep

2nd level: Continual Light, Levitate

3rd level: Hold Person

The wand has 11 charges. When 1 charge is used, roll a d6; on a 1-5, it will generate a cluster of 10 normal bats that will harass a designated target. On a roll of a 6 the wand will summon a giant bat that will bite the target. Summoned bats last for 6 rounds and then disappear.

The instructor is a bit of a coward, and he will only fight for a round or two before retreating to **7W** to seek help. He has 31 cave pearls and a silver ring worth 60 GP.

7W. NECROPSY

This large room has very bright lighting, with many glowing crystals located directly above a number of flat tables. The tables are draped with sheets concealing lumpy masses lying underneath. One of the tables is larger than the others, and its covering has been pulled back to display the corpse of an ogre. A Tytonid is working on it with a large saw. A dozen figures stand against the walls of the room; at first glance they look like hobgoblins, but they have shrunken flesh and lifeless stares.

This room is the laboratory where the Tytonids dissect the dead to glean more knowledge about anatomy, and to learn from their previous mistakes. The Tytonid pathologist (AC 7; HD 7; hp 41; MV 120' (40'); #AT 1; D 1d6+2 (staff); Save M7; ML 10; AL C) is a gifted wizard named **Torrit-Cree** and is widely expected to take over from Haffek-Du someday. He casts the following spells as a 7th level magic-user:

1st level: Charm Person, Detect Magic, Light

2nd level: Detect Evil, Web

3rd level: Protection from Normal Missiles, Fire Ball

4th level: Wall of Fire

Torrit-Cree has created twelve zombies (AC8; HD 2; hp 9 each; MV 120' (40'); #AT 1; D 1d8; Save F1; ML 12; AL C) using his **Staff of the Grave**. This is a magical staff that has 15 charges and has two powers. First, it can **Animate Dead** as the spell, spending as many charges to make the zombie as the zombie has hit dice. Second, when the staff is used as a weapon and scores a hit, the wielder can spend one charge to add 1d6 hp cold damage to the attack – the touch of the grave.

Torrit-Cree will order his zombies to attack (and command the instructor from **7V** as well, if applicable) and then will use his spells. If he begins to run out of zombies, he will first use four charges from his staff to animate the ogre on the large table to make a large zombie (AC 8; HD 4; hp 18; MV 90' (30'); #AT 1; D 1d12; Save F3; ML 12; AL C) and then animate the

other bodies on the surrounding tables one at a time (each will make a standard 2 HD zombie).

Torrit-Cree wears a **Ring of Regeneration** and keeps a **Scarab of Protection** in his pocket. He has 41 cave pearls and a set of mithril scalpels; these are worth 1,200 GP to a surgeon or collector of curiosities. Torrit-Cree occasionally dozes on one of the slabs in this room, but he will always be found here.

For information on areas **7X** through **7FF**, refer to the map of the **Tower of Tytonid Lore – Level 3**.

7X. LIBRARY

Tall bookshelves fill most of this room almost all the way to the ceiling. Books and scrolls of all sorts are stuffed into them in a disorderly way. Near the north end of the room is a table piled high with open folios stacked on top of one another; an aged Tytonid sits nearby repairing a leather book-cover with needle and thread.

Ikkik-Thuf is the librarian of the Tower and has been since the time of Ornoval. He is completely neutral on the subject of who is in charge of the Tytonid people; his sole concern is caring for the books and knowledge that he curates.

Ikkik-Thuf (AC 8; HD 4; hp 18; MV 90' (30'); #AT 1; D 1d4 (dagger); Save M4; ML 12; AL N) will challenge any who enter his domain, asking who they are and what business they have in the library. Hostility, or any threat of damage or mistreatment of his books, will be met with violence.

Ikkik-Thuf has two weapons in his arsenal. First, he can designate the library to be a zone of quiet: no noise of any kind can be made by anybody inside the room. This prevents spell-casting. Second, Ikkik-Thuf cannot cast spells, but he has the power to conjure help out of the books themselves. Each round Ikkik-Thuf can summon a spectral version of either a wooly rhinoceros (AC 4; HD 8; hp 36; MV 120' (40'); #AT 1; D 2d6 (butt) or 2d12 (trample); Save F4; ML 6; AL N) or a wyvern (AC3; HD 7; hp 32; MV 90' (30') or fly 240' (80'); #AT 2; D 2d8 (bite) and 2d8 + poison (sting); Save F4; ML 9; AL C). He can do this a total of three times per day. Spectral creatures can pass through the bookcases in the room but cannot leave the library; the damage they do is real. They can be dispelled.

The library is a treasure trove of information, but it is poorly organized. It takes a week of searching before any researcher is allowed a 1d20 roll equal to or under their Intelligence score to determine if they find what they are looking for. Every spell on the magic-user and elf spell list in the **Labyrinth Lord** Core Rules is available for learning in this library, provided it can be found. Additionally, tucked in and among various other works are two magical items: a **Book of Influence** and **Scroll of the**

Hidden Forest. Two weeks of continuous reading of the book are required to confer its benefit to a single reader; it grants a permanent +1 increase to the reader's Charisma score before vanishing. The scroll is printed on gold leaf and must be read with a **Read Magic** spell as usual for scrolls; it contains a **Massmorph** spell, but when it is read the spell does not vanish from the scroll – it merely fades and reappears again 24 hours later. Ikkik-Thuf has no treasure and will always be found in this location.

7Y. PRIEST'S QUARTERS

These are the living chambers of an individual with a vile aesthetic sense. Blood-red carpets and wall hangings cover any exposed stone surface, and there are many disquieting tapestries depicting scenes of human sacrifice and demonic invasion. A large, bloated, toothy toad-figure has a prominent role in these disturbing pieces of art. There is a large pillow-strewn bed, a dressing table, and what looks like a rack containing many instruments of torture.

These are the quarters of Farraf-Hrr, priestess of Na'Kaa and one of the three rulers of the Tower of Tytonid Lore. She spends most of her time in the evil shrine in area **7II**, and is therefore not usually found here, apart from about four hours during a day cycle.

The disgusting fanged toad-creature in the tapestries is **Na'Kaa, Feaster of Blood**, a particularly vile demon lord who is worshipped as a deity by some of the less savory humanoid races, particularly those who dwell underground. Long ago the Dark Rookery was sacred to the hobgoblin worshippers of Na'Kaa, and recapturing the lands he lays claim to is chief among the concerns of Na'Kaa's faithful. It was Na'Kaa who planted his surface-world minion, **Miurda the Thirster**, in the party that **Drommul the Dwarf** organized to explore Ornoval's Parliament (see dungeon module **OC-1: A Parliament of Owls**). Likewise, it was Na'Kaa who came to Farraf-Hrr in her dreams and bent her to his worship, that he might have a servant within the ranks of the infidels.

Farraf-Hrr is Haffek-Du's most trusted adviser, and he knows of her worship of Na'Kaa – knows and approves, because Na'Kaa has promised to lend assistance to the Tytonids in their assault on the surface world. Haffek-Du does not know, however, that Farraf-Hrr is in league with the hobgoblins, and sends messages to them regularly. A letter written in hobgoblin can be found concealed in a hidden compartment in the dressing table; it proves Farraf-Hrr's treason, and could be useful in driving a wedge between the Tytonid leaders. The exact contents of the letter are further explored in dungeon module **OC-3: Tomb of the Feathered Mage**.

The torture devices are filthy and show signs of recent use; they have no value. A box shoved under a mass of pillows on the bed contains 227 cave pearls and a **Philtre of Love**.

7Z. AUDIENCE HALL

This room appears to be a throne room, with elegant chandeliers magically illuminated. Many chairs are arranged in rows on the south side of the room, and a dais runs along the north wall. A huge throne covered in red velvet and picked out in gold leaf stands on the dais, with large conical braziers flanking it. Frescoes decorate the walls of the room; these show triumphant Tytonids working together to climb a peak, from which they survey a bright, beautiful world which is theirs to rule.

Haffek-Du, Loremaster of the Tytonids, spends most of his time brooding on his throne, which is known as The Golden Nest. He is the most talented of Tytonid wizards, but does not approach the magical skill of his old tutor Ornovael, or even his predecessor Shazzek-Ra. Haffek-Du knows this, and it preys on him, as does a secret guilt over murdering his former master; the poisonous words of Na'Kaa in his ears do not help. As a result, Haffek-Du is insane – thoroughly paranoid, a complete sociopath, and devoted to the supremacy of the Tytonid race. He will not rest until he has conquered the surface world, and proven that humans such as Ornovael are lesser beings compared to his own kind.

Haffek-Du (AC 4; HD 8; hp 46; MV 120' (40'); #AT 1; D 3d6+1; Save M8; ML 11; AL C) has a **Staff of Striking** with 14 charges and a **Wand of Magic Missiles** with 12 charges. He also wears an **Owl Ring** and a **Raptor Ring**, and his feathered cloak is a **Cloak of Protection +2**. He casts the following spells as an 8th level magic-user:

1st level: Charm Person, Protection from Evil, Darkness

2nd level: Arcane Lock, Detect Invisible, Phantasmal Force

3rd level: Lightning Bolt, Fire Ball

4th level: Charm Monster, Polymorph Others

Haffek-Du is attended in this, his audience hall, by four mage captains (AC 7; HD 4; hp 18; MV 120' (40'); #AT 1; D 1d8 (longsword) or 1d6 (light crossbow); Save M4; ML 10; AL C) who each know the following spells:

1st level: Magic Missile, Shield

2nd level: Arcane Lock, Mirror Image

If Siffik-Ri comes to the Audience Hall, he may remain here to guard Haffek-Du. Should a fight occur here, Haffek-Du remains on his dais and casts spells while his minions engage the party. Should the fight appear to go badly, Haffek-Du will speak a command and the two large braziers will begin blowing out a thick mist that fills the room in a single round, making it impossible to see anything. He will then slip through the secret door which is cleverly hidden in the frescoed wall to the north. Haffek-Du uses **Arcane Lock** on the secret door, and pushes a wardrobe in front of it for good measure. Then he retreats to area **7FF** to wait for the party to attempt to invade his inner sanctum.

There is a great deal of gold leaf on the throne – enough for 1,000 GP worth of metal. However, it will take 10 hours to remove it all. Haffek-Du wears a jeweled diadem worth 800 GP.

7AA. GENERAL'S QUARTERS

These are living quarters. There is a plain cot, a large writing desk, and a weapon stand which holds two swords and a spear. A large poster map of the Dark Rookery hangs on the south wall. A heavy chest has been pushed against the wall south of the entrance.

These are the quarters of Siffik-Ri; he typically sleeps here for eight hours during the day, but otherwise is found in his training room in area **7M**. This is where he plots his military campaigns. The map on the wall is marked with known locations of exits to the surface world: areas **1** and **16**, with a question mark near area **14**.

The weapons are trophies of previous victories. One of the swords is merely a high-quality bastard sword taken from a hobgoblin chief; jewels on the pommel give the weapon a value of 500 GP. The other sword is a **Short Sword +1, Life Drinker**, taken from a goblin assassin. The spear is relatively short, jet-black, and balanced for throwing; this is actually a **Javelin of Lightning**. It functions as a **Spear +2**, but when it is thrown it transforms mid-air from a weapon into a lightning bolt 5' wide and 30' long. The javelin has a range of 90'. The bolt does 20 hp damage (save vs. breath weapons for half) to all within the area of the lightning, and also does normal weapon damage if it hits the target. The javelin transforms back into a physical weapon when the bolt is expended, and can be used again (it transforms into a bolt up to 1 time per day), but it is too hot to pick up for 3 turns.

There is nothing of interest in the desk or cot. The heavy chest is trapped; the obvious lid and latch are fake, and if opened release a 10' diameter cloud of gas that blinds all inside it for 12 turns (save vs. poison). There are secret catches on the sides of the chest that allow the front of the

container to hinge down; this is the true lid. The compartment inside contains a suit of plate mail sized for an elf, boots and robes (when clothing is demanded for state functions), 415 cave pearls in a velvet sack, 4 vials of holy water, a tourmaline-studded holy symbol of a dwarven deity worth 600 GP, and a potion of **Extra-Healing**.

7BB. OWL BOAR KENNEL

This room is full of the din of roaring and squealing, and the place smells of filth. Five cage compartments are lined with lichen straw; these seem to be some sort of kennel.

There are five owl boars (AC 6; HD 4; hp 18 each; MV 120' (40'); #AT 1; D 2d6; Save F3; ML 10; AL N) kept penned one to a cage, and three Grubbers (AC 8; HD 1d4 hp; hp 3 each; MV 90' (30'); #AT 1; D 1d4 (club); Save F1; ML 6; AL N) sweeping up the floors in the middle of the room. If the party is seen, two Grubbers will move to open the owl boar cages; each can open one cage per round. The third will fling shovels full of owl boar muck at the party; each salvo does no damage, but anybody struck must save vs. poison or be nauseated, taking a -1 penalty to hit and damage rolls for 6 turns. Released owl boars will immediately attack. There is no treasure here.

7CC. SITTING ROOM

The door to this room is locked; only Haffek-Du has the key. Knocking on this door disables the animated suit of armor in the room for 6 turns.

This room is arranged as a comfortable sitting room, with several overstuffed chairs and a divan. A rather expensive rug from the surface world gives the place a comfortable feel; oil portraits of five Tytonids are hung on the walls. A suit of plate armor stands in a corner, and a liquor cabinet stands next to a gurgling fountain.

This room is part of Haffek-Du's inner sanctum; no Tytonids come here unless they are invited. Three of the oil portraits (the ones on the east wall) have holes cut out of the eyes, and peepholes allow Haffek-Du at **7FF** to spy on any guests. The holes are also large enough for Haffek-Du to employ his **Wand of Magic Missiles** against intruders, a tactic he will typically only use once the party is engaged in battle with the armor. If he does this, it appears that one of the portraits fires magical bolts from its eyes.

Unless the suit of armor is deactivated, it will attack the first creature that moves more than 5' into this room. The armor (AC 0; HD 6; hp 27; MV 60' (20'); #AT 1; D 1d10+1; Save F6; ML 11; AL N) attacks with a **Two Handed Sword +1** until

all enemies are slain or leave the room; it then returns to its corner. It is not intelligent.

The rug is expensive (900 GP) but bulky, and it will be ruined if destructive magic is used in the room. Some of the liquor in the cabinet has value as well (400 GP in a quality tavern) but a few of the bottles have been poisoned; on a roll of a 1 on a d6, an imbibor must save vs. poison or become unconscious for 8 hours.

7DD. HAREM

This is an exotic boudoir, the walls covered in tapestries and the floors heaped with many carpets. A pile of cushions occupies the north wall of the room. Three comely Tytonid females dressed in bright silks sit on the cushions. One has a mandolin, another has a harp, and the third has a drum. They look surprised.

The Tytonid harem-girls are an illusion intended to ensnare intruders. The north part of the room is covered in a Hallucinatory Terrain to make it appear like a seraglio; this illusion cannot be disbelieved, and only vanishes if an intelligent being touches it, and then only for that being. The illusion cloaks the fact that the cushions are actually noisome hay bales, and the three lovely ladies are really three harpies (AC 7; HD 3; hp 14 each; MV 60' (20') or fly 150' (50'); #AT 3 (2 claws, one hand axe); D 1d4 (claws) and 1d6 (hand axe); Save F3; ML 7; AL C) who have been magically compelled by Haffek-Du to remain here.

One round after the party enters the room, the harpies will take up musical instruments (those are real) and will play their magical song; all within earshot must save vs. spells. The harpies will also beckon, and any who fail their saves will certainly come to sit with the harpies, enthralled. As soon as they feel they have charmed as many as they can, the harpies will attack.

There is no real treasure here.

7EE. GRAND BEDCHAMBER

This luxurious sleeping room has been outfitted with expensive furniture from the surface world. A large bed occupies the northeast corner of the room; there is a writing-table along the west wall flanked by bookcases, and couches in the center of the room. A small table has been placed on top of one of the couches.

This is Haffek-Du's private retreat; he sleeps here a few hours at a time, but usually is found in his audience hall at area **7Z**. He is unlikely to fight the party here; if his efforts at attacking the party in area **7CC** do not stop them, he will attempt to escape to the roof. The table is stacked on top of the couch

because Haffek-Du stands on it to reach the secret trap door set into the ceiling; this is detected as a standard secret door. The door leads to area **7GG**.

The bookshelves contain a number of valuable tomes on magic; a library or wizards' guild would buy them for 1,200 GP. The writing desk has a magical trap laid upon it; if it is not detected and disarmed, a cloud of oil droplets sprays into the room, which makes it impossible to see farther than a few feet; the next round the oil ignites, inflicting 2d6 hp damage to all in the room (save vs. breath weapon for half damage). The desk contains a scroll of two spells, **Passwall** and **Reincarnation**, and a **Scriber's Pen**. This pen, if set in motion by a magic-user or elf, and provided with parchment and a pot of ink worth 50 GP, will animate and begin writing. It will take 24 hours to scribe a magic scroll with any first-level spell in the user's spellbook. This pen may be used once per week. If the fire trap goes off, the scroll is consumed but the pen is not.

The furniture in the room will likewise be charred and made worthless by the fire trap. If it is recovered intact, it is worth 1,000 GP on the surface, but it is all quite bulky and difficult to safely transport.

7FF. TREASURE VAULT

An ornate piece of cabinetry stands along the south wall of this small, dimly lit room; it has eleven small locked doors with panes of frosted glass. There are three chests along the east wall, lying on top of a small pile of cave pearls. There are a series of three holes at eye level in the wall to the west.

Haffek-Du attacks intruders from here as described in area **7CC**. If this fails, he heals himself from the potions in the chests as necessary, then retreats to area **7GG** to make his stand.

The cabinet to the south contains ten of the eleven artifacts that Ornovael gifted to his owl-folk before departing for parts unknown. The Tytonids consider these items to be sacred objects and national treasures, and not even Haffek-Du dared to openly use them. The ten items are:

- An artifact longsword, "**Argonarry**". This weapon is +2, but +4 against aquatic monsters which it was built to destroy. The wielder gains a swim speed of 60'(20'), can breathe water, and once per day can boil all water in a 20' radius, causing 4d6 hp damage; save vs. breath weapon for half.
- An artifact hammer, "**Shachbenet**". This +3 weapon is capable of inflicting terrible critical hits; if a natural 20 is rolled and a critical hit table is used, the wielder may roll twice and take the better result;

if no such rules are used, double damage is suggested. The hammer continuously detects gems at 120' range and communicates this by empathic impulse.

- A suit of **Chain Armor of Elvenkind**. This +2 chain mail is light enough that it can be used by even thieves and magic-users without penalizing their class abilities. It also grants a +2 bonus to saving throws vs. spells.
- A **Returning Shield**. This +3 shield may be thrown as a discus-like weapon with a 30'/60'/90' range increment; it does 1d6+3 hp damage, plus the thrower's Strength bonus, and unerringly returns to the arm of the wielder.
- The **Ring of Seven Faces**. This bronze ring has seven flat faces, each bearing a different magical rune. These runes correspond to the seven base character classes. When the ring is turned to align a particular rune with the wearer's palm, the wearer gains all the abilities of a 1st level character of that class, in addition to the abilities of their ordinary class and level. This grants no hit point bonus but does allow the benefit of better saving throws, spell use or racial abilities. Only one rune may be active at a time.
- A **Force Staff**. This +2 magical weapon may cast a **Shield** spell 3/day, **Floating Disc** 3/day, **Hold Person** 1/day, and **Telekinesis** 1/day.
- **Boots of Leaping**. These magical boots allow the wearer to make 80' vertical leaps or 120' horizontal jumps as part of their normal combat movement. The user of these boots will never take falling damage while they are conscious.
- A **Golden Mammoth Figurine**. When placed on the ground and a command word uttered, this statuette grows and takes the form of a mastodon, with statistics as found in the **Labyrinth Lord** Core Rules. The mastodon can understand the user and will obey. It may be used for no more than 6 turns per day; after this has elapsed, it reverts to a statuette.
- A **Holy Lamp of Illumination**. This lamp glows with a **Continual Light** effect and can be touched to other objects to create **Light** spells as often as desired. Its radiance is uncomfortable to undead, increasing turn checks by 1. If holy water is placed inside it, it vaporizes and a stream of mist traces out secret doors within 30'. The light of this lamp cannot be doused or dispelled.
- **Horn of the Pack**. This horn can be sounded once per day. It will summon 1d8+3 blink dogs who will understand and obey the user; they will fight or perform other services for no more than ten rounds.

If any Tytonids or Strigids are with the party, they will advise them that these treasures are not the party's loot to take, although the bargain made to allow the party a choice of these items will be honored. However, they will note with distress that an eleventh item, a golden statuette worked in the shape of a falcon, is missing. The fate of this lost object will be learned in dungeon module **OC-4: Warrens of the Night Hunters**.

The chests to the east, on the other hand, are Haffek-Du's personal treasure stash, and their contents will not be claimed by owl-folk. The three chests lie on a pile of 1,597 cave pearls. Each of the three chests is locked; Haffek-Du has the keys. Each chest is described below:

- **Chest #1:** Untrapped. Contains a jumble of painted wooden icons worth 150 GP, a bolt of silk (ruined), four potions of **Healing** (Haffek-Du will consume some or all of these as needed), and three small ingots of mithril worth 200 GP each. These last are valuable to the Deep Dwarves who will be encountered in dungeon module **OC-3: Tomb of the Feathered Mage**.
- **Chest #2:** Trapped with darts that shoot at anybody standing within 5' of the front of the chest; they attack as 6 HD monsters, and if they hit will cause the target to save vs. petrification or lose 1d4 points of Constitution permanently. Contains a sack of loose citrines worth 600 GP total, a sack of small diamonds worth 2,300 GP total, and a bundle of 12 **Arrows +3**.
- **Chest #3:** Not trapped, but sealed with lead and contains a spectre (AC 2; HD 6; hp 27; MV 150' (50') or fly 300' (100'); #AT 1; D 1d8 + drain; Save F6; ML 11; AL C) that will attack mercilessly. Contains a suit of **Banded Mail +3** sized for a human, a suit of **Plate Mail +1** sized for a halfling, a **Heavy Crossbow of Speed** that allows the user to shoot twice per round, a **Shield +2**, a **Necklace of Adaptation**, and a **Flying Carpet**.

For information on areas **7GG** through **7II**, refer to the map of the **Tower of Tytonid Lore – Level 4**.

7GG. GRIFFON KENNEL

This area of the roof has a panoramic view of the City of Athena. The edge of the building is a 2' tall parapet wall. A 15'x15' roof on poles provides an open-air stable structure; there are heaps of hay under the cover of the roof, and an animal odor is very strong. Surrounding this kennel are four large open vats holding a rancid-smelling oil.

The vats are foggers; the vapor they produce smells mildly repellent, but it keeps sunwings away. One of the foggers sits on top of the secret trapdoor from area **7EE**; it will tip to the side and smash if Haffek-Du flees this way.

Haffek-Du is too proud to flee his tower, especially chased by inferior surface-worlders. Instead he intends to secure the assistance of his trained mount **Ha-Charra**, a griffon (AC 5; HD 7; hp 32; MV 120' (40') or fly 360' (120'); #AT 3 (2 claws, bite); D 1d4 (claws) and 2d8 (bite); Save F4; ML 8; AL N). Ha-Charra is stabled here, under a roof to keep the rain off her owl-like head. A longbow and 20 arrows are hung from pegs alongside the saddle and harness, but there is no other treasure.

It takes Haffek-Du 3 rounds to saddle and mount Ha-Charra. He can cast spells from griffon-back and can also shoot arrows. If the party is hot on Haffek-Du's heels, he will wait for them to come up to the roof and will attack them at distance. If they are still busy in the tower, Ha-Charra will fly down to the tower entrance in area **7I** and the two will begin climbing the tower looking for intruders to fight. In extremis, Haffek-Du might go to area **7KK** and bargain with the occupant of that room for assistance. In any event, Haffek-Du will fight to the death.

7HH. THE MEWS

This area of the roof looks to the south, toward the lake. Rows of structural support frames hold cages, each of which contains an owl or a bat. Bookending the ends of the cage rows are large open vats holding a rancid-smelling oil.

The owls are used for stock in the owl-hybridization process; the bats are used to send and receive messages. Two Tytonid apprentices (AC 8; HD 1; hp 5 each; MV 120' (40'); #AT 1; D 1d6 (spear) or 1d6 (light crossbow); Save M1; ML 8; AL C) tend to the needs of the animals and collect/send messages from the bats. Each apprentice has 1d6 cave pearls.

7II. EVIL SHRINE

The north wall of this room is dominated by a pedestal holding an enormous idol made of a greasy greenish stone. The idol looks like a large toad-like figure, its eyes bulging, with razor-sharp fangs protruding from its lips. It seems to slaver into a broad silver offering bowl.

This is the shrine to Na'Kaa, Feaster of Blood, that Haffek-Du allowed to be built in the tower. Farraf-Hrr, the priestess, is generally found here, engaged in prayer to her demonic god, apart from four hours during the day when she can be found resting in area **7Y**.

She is accompanied by four Tytonid acolytes (AC 5; HD 2; hp 9 each; MV 120' (40'); #AT 1; D 1d6 (mace); Save C2; ML 10; AL C) who wear chain shirts and wield maces; each acolyte knows the spells **Cure Light Wounds** and **Darkness**. Farraf-Hrr (AC 2; HD 7; hp 38; MV 120' (40'); #AT 1; D 1d6+2 (mace); Save C7; ML 12; AL C) can cast the following spells as a 7th level cleric:

1st level: Cure Light Wounds x2, Protection from Evil, Cause Fear

2nd level: Bless, Hold Person, Silence 15' Radius

3rd level: Cause Disease, Striking

4th level: Twigs to Toads

This final spell is the same as **Sticks to Snakes**, but it generates small fanged and venomous toads with the same statistics as those listed in the spell. The toad venom is painful and makes the victim less able to throw off misfortune, causing a -2 penalty to saving throws for 6 turns.

Farraf-Hrr wears **Chain Mail +1**, wields a **Mace +2**, wears an **Owl Ring** and a **Raptor Ring**, and has a scroll of **Cure Serious Wounds** if she gets into trouble. If the party attacks, the acolytes engage while Farraf-Hrr remains close to the idol of Na'Kaa to cast spells. The idol, meanwhile, has its own attack: a sickly greenish tongue that can extend from the idol's mouth to attack any unbelievers who approach within 15'. The tongue attacks as a 5 HD creature and delivers a touch attack of a **Cause Light Wounds** spell every round as long as a cleric of Na'Kaa is alive in this room.

The idol can be smashed if it takes 100 hp of damage; the tongue can be severed if it takes 8 hp damage. The offering bowl is full of fresh blood, but if it is washed out, 412 cave pearls and 12 small sapphires worth 100 GP each are revealed. The Tytonids carry no treasure.

For information on areas **7JJ** through **7KK**, refer to the map of the **Tower of Tytonid Lore – Level 5**.

7JJ. OWL STONE ROOM

A pile of broken stone rubble lies in the middle of this room. Some of the jagged pieces of rock remaining have a few smooth surfaces, as if once they were part of a statue.

This is the location of the tower Owl Stone that Haffek-Du destroyed. This room is abandoned. A diligent search of the pile of rubble will take 3 turns, but a long-forgotten **Ring of X-ray Vision** will be found at the bottom.

7KK. LAIR OF THE WYRM

The door to this room is locked; the three tower leaders have keys. Additionally, as Haffek-Du does not trust the room's occupant, he has set a trap for it should it attempt to escape. Magical runes set on the door are detected as usual by a thief's trap-finding abilities. These seem to pulse with a life of their own, their tentacle-like arms clutching at the door and the frame around it. A thief can disarm these by gently picking up the arms of the rune with tweezers and setting them aside without waking them up. If the runes are "wakened" by anybody opening the door, hot coals rain down on the shaded area in front of the door, doing 3d6 hp damage (double damage to cold-using creatures).

This large, square room has no furniture; instead it has piles of money. There must be a hoard of many thousands of mixed coins here, and other precious objects jutting from the pile as well! Lying comfortably along the north wall is dragon-like creature the size of a large rhinoceros. It has fluffy white feathers and the head of a snowy owl.

One of Haffek-Du's greatest triumphs, or perhaps greatest errors in judgment, was the creation of **Frraticulon**, the Owleviathan. Created by blending a snowy owl and a white dragon, Haffek-Du hoped to create a powerful flying monster that would allow him to eradicate the Strigids once and for all. He did not count on the creature's intelligence and instinctive magical talent, however; nor did he reckon with its ambition and ruthless cunning. Haffek-Du quickly learned that Frraticulon is not a compliant servant; she is, at best, an uncertain ally, and at worst a potential threat. He maintains her up here, out of the way and secure, and keeps her pacified with treasure and food. Frraticulon is amused by all this and waits patiently to see what becomes of Haffek-Du and his plans; eventually, however, she will lose interest with being cooped up, and when that happens it is uncertain that this room will contain her.

Frraticulon (AC 3; HD 8; hp 36; MV 90' (30') or fly 180' (60'); #AT 3 (2 claws, 1 bite); D 1d4 (claws) and 2d8 (bite); Save F8; ML 9; AL C) doesn't get many visitors and considers an intruding party a great amusement. She will happily converse with them (she only knows owl-speech but would love to learn Common), learn as much as she can about the surface world, and generally absorb as much news and information as she can. Frraticulon is like any other dragon in that she loves praise and banter, and she is extremely vain, constantly preening her feathers.

For all this chatter, however, she is still a ruthless, evil creature. Frraticulon considers any creature she sees to be food unless an excellent reason exists not to kill and eat it; she considers anything she sees to be hers, and jealously guards her treasure.

She is no fool and will not be readily tricked, and will prefer to surprise her guests with a breath weapon attack once she grows bored with conversation. She also knows a few spells: **Charm Person**, **Floating Disc**, **Light**, **Sleep**. Frraticulon is always found in this location, and for a quiet party there is a 25% chance that she is asleep.

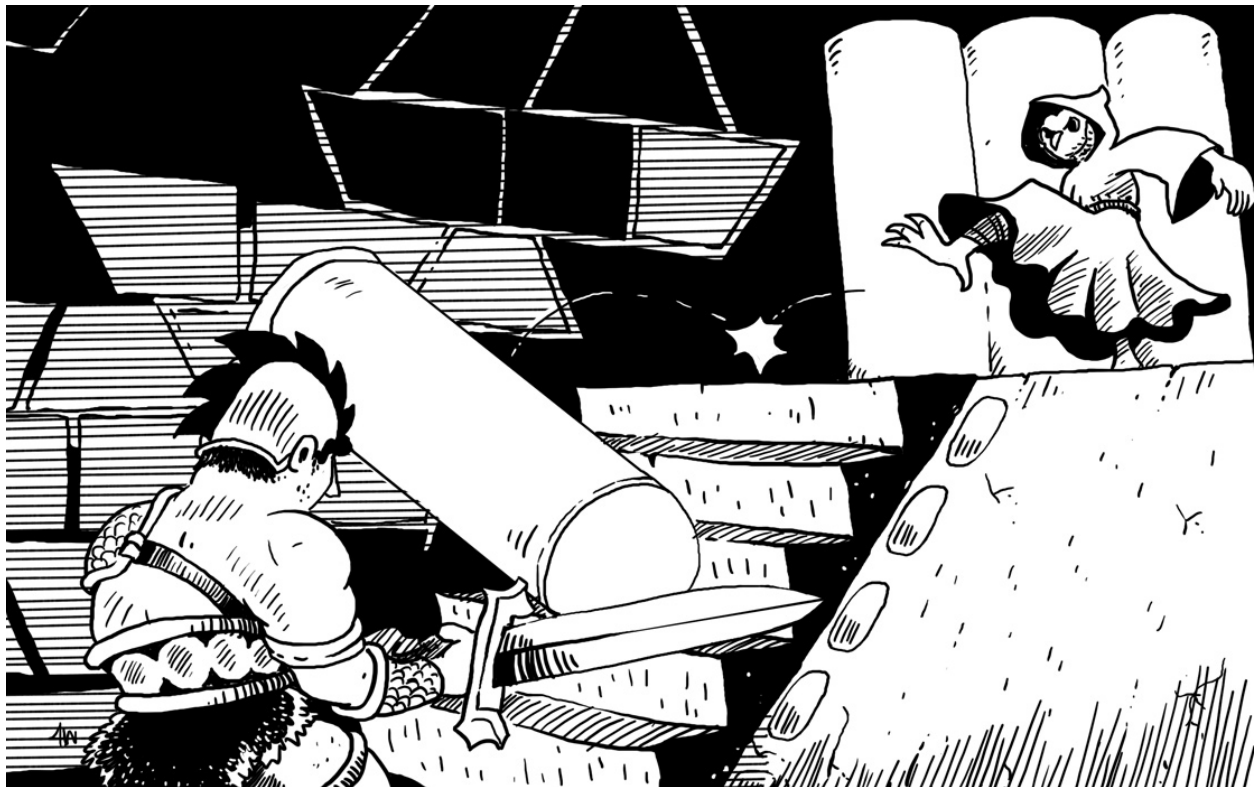
Ornovael left behind a certain amount of treasure from the surface world. Having little use for such goods, and realizing that owleviathans love precious things, Haffek-Du had Grubbers move the treasure up here. Frraticulon gratefully received these gifts and then ate the Grubbers. The treasure is heaped up in mounds of mixed coins: 7,700 CP; 9,400 SP; 5,400 EP; 5,200 GP; and 2,400 PP. There are also a scattering of gems and pieces of jewelry worth a total of 5,000 GP, and a large silver mirror (Frraticulon's favorite possession) worth 1,200 GP. Finally, Haffek-Du has given his "pet" a few magical baubles to play with: a potion of **Undead Control**, a **Ring of Animal Command**, and a **Dagger +2, +3 vs. Oozes and Jellies**.

CONCLUSION

The objective of the raid of the Tower of Tytonid Lore is to remove the leadership of the Tytonids from power. Killing Haffek-Du is not enough; the capture or death of the three leaders of the tower (Haffek-Du, Farraf-Hrr, and Siffik-Ri) is required to force the surrender of the remaining Tytonids. Even then, unless the party has a powerful Tytonid ally (Gyvvar-Tsk or Balas-Chur) to take charge, Torrit-Cree will rally the tower defenders and fight on. If Torrit-Cree is captured or killed as well, the Tytonids will stop fighting.

If the party is successful, the Strigid and Tytonid people can begin negotiations to return to a single society living at peace with themselves and the surface world. The party will be heroes of both races of owl-folk, and will be invited to remain as mentors and honored guests.

The Dark Rookery will at last be at peace. None can suspect, however, that the hobgoblins have plans to reclaim their ancestral homelands by force. Further details of these events will be revealed in a forthcoming OwlCon dungeon module **OC-3: The Tomb of the Feathered Mage**.



PART 5: RANDOM ENCOUNTERS

Random encounters vary by time of day and terrain type. Swampy areas count as open terrain. Refer to the attached charts:

Wandering Monsters		Dark Rookery, Daylight, Forest						Encounter: 1 in 12, check every hour				
Die Roll	Wandering Monster	No	AC	HD	hp	#AT	Damage	Move	Save	M L	AL	Source
1	Beetle, Giant Carnivorous	1d6	3	3+1	15	1	2d6	150'(50')	F1	9	N	LL Core Rules
2	Deathshelf	2d8	6	1-4 HD	5, 9, 14 or 18	1	1d6 x HD	3' plus fling	F1	12	N	OC2
3	Gray Ooze	1	8	3	14	1	2d8	10'(3')	F2	12	N	LL Core Rules
4	Lizard, Giant Horned Chameleon	1d3	2	5	23	2	bite 2d4, horn 1d6	120'(40')	F3	7	N	LL Core Rules
5	Locust, Subterranean	2d10	4	2	9	1	bite 1d2 or slam 1d4 or spit	60'(20'), fly 180'(60')	F2	5	N	LL Core Rules
6	Mistcap	1d8	7	3	14	none	none	0'(0')	F1	12	N	OC2
7	Owl Bear	1d4	5	5	23	3	claws 1d8, bite 1d8 + hug	120'(40')	F3	9	N	LL Core Rules
8	Smokehorn	1d4 patches	7	2	9	1	1d4 + spores	0'(0')	F1	12	N	OC2
9	Snake, Giant Python	1d3	6	5	23	2	bite 1d4, constrict 2d8	90'(30')	F3	8	N	LL Core Rules
10	Spider, Giant Crab	1d4	7	2	9	1	bite 1d8 + poison	120'(60')	F1	7	N	LL Core Rules
11	Stranglewine	1d8	4	3	14	1	1d8 +strangle	90'(30')	F2	11	N	OC2
12	Twitchstalk	1 + 2d6 zombies	8	1	5	none	none	0'(0')	F1	12	N	OC2

Wandering Monsters	Dark Rookery, Night, Forest	Encounter: 1 in 12, check every hour
--------------------	-----------------------------	--------------------------------------

Die Roll	Wandering Monster	No	AC	HD	hp	#AT	Damage	Move	Save	ML	AL	Source
1	Beetle, Giant Fire	1d8	4	1+2	7	1	2d4	120'(40')	F1	7	N	LL Core Rules
2	Bugbear Party	see below										
3	Centipede, Giant	2d4	9	1d4 HP	3	1	1 + poison	60'(20')	F0	7	N	LL Core Rules
4	Deathshel	2d8	6	1d4 HD	5, 9, 14 or 18	1	1-4x1d6	3' + fling	F1	12	N	OC2
5	Falsestep	2d6	8	1	5	1	poison + special	0'(0')	F1	12	N	OC2
6	Owl Bear	1d4	5	5	23	3	claws 1d8, bite 1d8 + hug	120'(40')	F3	9	N	LL Core Rules
7	Rat, Giant	3d6	7	1d4 HP	3	1	1d3 + disease	120'(40')	F1	8	N	LL Core Rules
8	Rhagodessa, Giant	1d4	5	4+2	20	1 (leg or bite)	0 or 2d8	150'(50')	F2	9	N	LL Core Rules
9	Shrieker	1d8	7	3	14	none	none	9'(3')	F1	12	N	LL Core Rules
10	Stranglewine	1d8	4	3	14	1	1d8 + strangle	90'(30')	F2	11	N	OC2
11	Sunwing	2d6	8	2	9	1	acid	120'(40')	F1	8	N	OC2
12	Twitchstalk	1 + 2d6 zombies	8	1	5	none	none	0'(0')	F1	12	N	OC2

The **Bugbear Party** is a group of scouts and raiders who have come from the Goblin Strongpoint at area **14**. Their goal is to avoid detection by larger or stronger parties, but to attack, destroy, and loot small or weak groups they may encounter. The party consists of eight ordinary bugbears (AC 5; HD 3+1; hp 15 each; MV 90' (30'); AT #1; D 1d6+1 (morningstar) or 1d6 (short bow); Save F3; ML 9; AL C) and a leader (AC 4; HD 5; hp 24; MV 90' (30'); AT #1; D 1d8+2 (battleaxe); Save T5; ML 10; AL C) who has the skills and backstab abilities of a 5th level thief. They are normally unwilling to talk, even in the face of threats of death, but if compelled will reveal that they are preparing for an invasion by the Hobgoblin Chief, **Great Lord Ruspgurr**. The ordinary bugbears have no treasure, but the leader has 5d10 GP and 4d10 SP in goblin minted coins. This encounter may occur multiple times.

Wandering Monsters	Dark Rookery, Daylight, Open Terrain	Encounter: 1 in 6, check every hour
--------------------	--------------------------------------	-------------------------------------

Die Roll	Wandering Monster	No	AC	HD	hp	#AT	Damage	Move	Save	ML	AL	Source
1	Ant, Giant	2d4	3	4	18	1	2d6	180'(60')	F2	7	N	LL Core Rules
2	Beetle, Giant Spitting	1d8	4	2	9	1	1d6 + toxic spray	120'(40')	F1	8	N	LL Core Rules
3	Black Pudding	1	6	10	45	1	3d8	60'(20')	F5	12	N	LL Core Rules
4	Carcass Scavenger	1d3	7	3+1	14	8	paralysis	120'(40')	F2	9	N	LL Core Rules
5	Dwarf Party	see below										
6	Earth Elemental	1	2	8	36	1	1d8 + earth touch	60'(20')	F8	10	N	LL Core Rules
7	Goats	3d10	7	1	5	1	1d4	240'(80')	F1	5	N	LL Core Rules
8	Gray Worm	1d3	6	6	27	1	1d8 + swallow whole	60'(20')	F3	9	N	LL Core Rules
9	Insect Swarm	1	7	4	18	1	2	30'(10'), Fly 60'(20')	F0	11	N	LL Core Rules
10	Ochre Jelly	1	8	5	23	1	2d6	30'(10')	F3	12	N	LL Core Rules
11	Rust Monster	1d4	2	5	23	1	rust	120'(40')	F3	7	N	LL Core Rules
12	Camp Remnant	see below										

The **Dwarf Party** is a group of explorers/adventurers from the surface world. They found their way into the Dark Rookery two weeks ago by being washed down one of the rivers; they are desperately looking for a way back out. Their experiences in this hostile environment have made them more likely to fight or flee than parlay, but a diplomatic approach by obviously non-hostile sorts has a chance of convincing them to listen before attacking. There are five ordinary dwarves (AC 4; D3; hp 17; MV 60' (20'); #AT 1; D 1d8 (battleaxe) or 1d8 (heavy crossbow); Save D3; ML 8; AL N), one leader named **Zevvev** (AC 2; D6; hp 32; MV 60' (20'); #AT 1; D 1d4+3 (light hammer) or 1d8 (heavy crossbow); Save D6; ML 10; AL N) who has a **Light Hammer +1** and **Shield +1**, and a halfling named **Blackpepper** (AC 4; H5; hp 18; MV 120' (40'); #AT 1; D 1d6+1 (short sword) or 1d4 (sling); Save H5; ML 8; AL L) who has a **Short Sword +1** and a potion of **Extra-Healing**. Each explorer also has 1d6 GP per level. They are short on food supplies and are growing desperate. New PCs may be inserted into the game with this encounter. This encounter will occur once; after that, roll again.

The **Camp Remnant** is the remains of an old encampment that is found under the shelter of a ragged rock outcropping. A fire had been built in this location but was obviously extinguished weeks or months ago. The camp has some rotting foodstuffs, 50' of silk rope, ten flasks of oil, a working lantern, and a potion of **Levitation**. This encounter will occur once; after that, roll again.

Wandering Monsters	Dark Rookery, Night, Open Ground	Encounter: 1 in 6, check every hour
--------------------	----------------------------------	-------------------------------------

Die Roll	Wandering Monster	No	AC	HD	hp	#AT	Damage	Move	Save	ML	AL	Source
1	Ape, Albino	1d6	6	4	18	2	1d4/1d4	120'(40')	F2	7	N	LL Core Rules
2	Bat, Normal	1d100	6	1 HP	1	confuse	none	9'(3'), fly 120'(40')	F0	6	N	LL Core Rules
3	Bat, Giant	1d10	6	2	9	1	1d4	30'(10'), fly 180'(60')	F1	8	N	LL Core Rules
4	Beetle, Giant Spitting	1d8	4	2	9	1	1d6 + toxic fluid	120'(40')	F1	8	N	LL Core Rules
5	Black Pudding	1	6	10	45	1	3d8	60'(20')	F5	12	N	LL Core Rules
6	Ghoul	1d6	6	2	9	3	1d3/1d3/1d3 + paralyze	90'(30')	F2	9	C	LL Core Rules
7	Lizard, Giant Gecko	1d6	5	3+1	15	1	1d8	120'(40')	F2	7	N	LL Core Rules
8	Rat, Ordinary	5d10	9	1 HP	1	1 (per swarm)	1d6	60'(20')	F0	5	N	LL Core Rules
9	Stirge	1d10	7	1	5	1	1d3 + blood drain	30'(10'), fly 180'(60')	F2	9	N	LL Core Rules
10	Strigid Group	See below										
11	Sunwing	2d6	8	2	9	1	acid	120'(40')	F1	8	N	OC2
12	Tytonid Group	See below										

The **Strigid Group** consists of two novice Strigids (AC 7; HD 1+1; hp 6 each; MV 120' (40'); #AT 1; D 1d6 (short sword) or 1d6 (short bow); Save F1; ML 8; AL L) led by a legendary tracker, **Quarlo-tic** (AC 7; HD 4; hp 19; MV 150' (50'), #AT 1; 1d8+1 (axe) or 1d6+1 (short bow); Save F4; ML 11; AL L). This group has been cornered in a shallow ravine by a giant tuatara lizard (AC 4; HD 6; hp 27; MV 90' (30'); #AT 3 (2 claws, 1 bite); D 1d4 (claws) and 2d6 (bite); Save F4; ML 6; AL N). Quarlo-tic has a **Daunting Quiver**; if at least one normal arrow is left inside this container overnight, it will enchant one missile into an **Arrow +1** by morning. Quarlo-tic has saved up six such magical arrows. He has no treasure he is willing to part with, but he will be grateful if the party helps him. His group will join the party for a day, and his knowledge of the country is such that no random encounter rolls are required during that time.

The **Tytonid Group** consists of four apprentice Tytonids (AC 8; HD 1; hp 5 each; MV 120' (40'); #AT 1; D 1d6 (spear) or 1d6 (light crossbow); Save M1; ML 8; AL C), six Grubbers (AC 8; HD 1d4 hp; hp 3 each; MV 90' (30'); #AT 1; D 1d4 (club); Save F1; ML 6; AL N), and one Tytonid Mage Captain (AC 7; HD 4; hp 18; MV 120' (40'); #AT 1; D 1d8 (longsword) or 1d6 (light crossbow); Save M4; ML 10; AL C) who are patrolling looking for Strigids to capture. The apprentices each know one spell, either **Sleep** or **Magic Missile**. The Mage Captain knows the spells **Light**, **Shield**, **Levitate** and **Web**. Each apprentice has 1d6 cave pearls, while the Mage Captain has 20 cave pearls and a golden ring with an owl head. This looks like an **Owl Ring** but is actually non-magical; it is worth 150 GP.

PART 6: FURTHER ADVENTURES

Dungeon masters interested in expanding the scope of the adventure have a number of options. Consider these ideas for further exploration of the Dark Rookery environment:

1. Up the Bat Chimney. The bat lair described at area **16** could be more extensive than described. A side-passage could lead to a network of caves occupied by morlocks who tame the giant bats and use them as steeds. The outlet of the shaft on the surface could be close to a mountain monastery occupied by monks who appear benevolent during the day, but whose character changes when the sun sets ...

2. Other Exits to the Surface. There may very well be other ways to reach the surface world from the Dark Rookery, apart from those described in this adventure. Tunnels may follow underground rivers, or perhaps goblin-dug stairs may once have been used to raid the lands above. These passages could lead to labyrinths of caves, long abandoned – or perhaps infested with monsters.

3. Hobgoblin Ruins. Several of the encounter areas in this adventure were artifacts of the former hobgoblin residents. Additional ruins that predate the coming of Ornovael may be buried deep in overgrown patches of fungal forest. Some of them may have been built by hobgoblins for their nefarious purposes; other structures may be older than that ...

4. Beyond the Goblin Strongpoint. The hobgoblin plans to retake the Dark Rookery have received a setback; the reunited owl peoples will be more effective in defending their homeland. Evidence will come to light, however, that other hobgoblin machinations still pose a threat to the Tytonid/Strigid alliance. Brave adventurers must venture deep into hostile underground territory in dungeon module **OC-3: Tomb of the Feathered Mage**, which is expected to be played at OwlCon 45 in 2016.

5. Down the Sinkhole. Over the course of performing owl-hybrid experiments over many years, the Tytonids have created many successes – and more than a few failures. Many monsters were deemed mistakes and were cast down into the Pit of the Discarded. Most perished from the long fall, but a few did not. These survivors still lurk in the darkness, allying themselves with the natives of these under-caverns and plotting their revenge. Their plans will be revealed in dungeon module **OC-4: Warrens of the Night-Hunters**, due out in 2017.

6. Beyond the Sunslug. The Tytonids know a piece of folklore, which says that Ornovael placed the Sunslug where it is for a reason. Tales tell that in the first days of the Dark Rookery, there was a great void above where the Sunslug's central maw rests. These stories, if true, will be further explored in dungeon module **OC-5: A Screech From Beyond**, planned for release in 2018.

PART 7: NEW MONSTERS

The following pages contain monsters new to this adventure. Break out the pages for easy reference while running this module.

AUELBEAR

Armor Class:	4
Hit Dice:	8
Move:	120' (40')
Attacks:	3
Damage:	2d8(bite) and 2d6(claws) plus hug
No. Appearing:	1 (1d2)
Save As:	F8
Morale:	12
Treasure Type:	XXI
Alignment:	Neutral



Auelbears are larger, angrier versions of Owl Bears. While Owl Bears cross an owl with a large brown bear, Auelbears are made from a primordial Cave Bear, a much larger and more ferocious predator. Auelbears can stand on all fours or on their hind legs, and when they stand erect they exceed twelve feet tall. Their feathery hide tends to brownish and reddish coloration, with a crest of cream-colored spines and quills that runs over their heads and down their backs. The beak of an Auelbear is serrated, giving their jaws the appearance of teeth.

Much like Owl Bears, Auelbears can hug any opponent that they hit with both claws. Any target that is hugged is automatically dealt 4d6 additional damage. Furthermore, Auelbears can roar once per day, and this terrifying loud cry can strike fear into the heart of even the bravest adventurer unless a save vs. petrification is made. Any living creature with the ability to hear that is within 60' of the roar and fails its save will be at -2 on all to hit rolls and saving throws for six rounds.

Auelbears are solitary and territorial hunters that dwell in caves. They mark their hunting grounds and then viciously defend them from all intruders, including other Auelbears. They will briefly associate peacefully with a mate when the season is right, but as soon as she has been fertilized, the female will drive the male out of her territory. Adolescent hatchlings are likewise savagely repelled, and it is not unknown for a mother to kill her own young if they do not leave her hunting grounds quickly enough. Auelbears can track by scent and will tenaciously pursue prey for many miles.

COPPERLING

Armor Class:	5
Hit Dice:	2+2
Move:	150' (50') (flying)
Attacks:	1 (see below)
Damage:	1d4 (see below)
No. Appearing:	1
Save As:	M3 (see below)
Morale:	8
Treasure Type:	none
Alignment:	Neutral



Copperlings are constructs built in the form of large owls. They stand about 3' tall and have a 5' wingspan. Their beaks, talons and feathers are painstakingly crafted from bright copper, and their eyes are glassy and ringed with rivets. They can fly and prefer to perch on high branches.

Copperlings were originally built by Ornovael as messengers and companions; however, over time their intelligence and sense of purpose has degraded. Although they speak the Owl-language common to Strigids and Tytonids, copperlings are only erratically rational, frequently communicating in gibberish or riddles. Some copperlings may still be attempting to perform a mission assigned to them long ago; others may lie dormant until activated by a preset condition.

Copperlings are not offensive, although they will peck with their beaks if cornered. They have a unique defense mechanism, however, in that they can warp probability around them. Bizarre coincidences cause attackers to damage themselves or their companions if they target a copperling. Any time an attack is made against a copperling, two dice must be rolled and the worse roll taken; if the worse roll misses where the better die would have hit, that hit is scored against the attacker's companions or the attacker himself. Likewise, any spell requiring a saving throw is saved against twice and the better roll taken; if this save is made where the worse roll would have failed, the spell affects the attackers as well.

This same mechanism gives copperlings a limited ability to see the future, and they have some oracular ability, although their will and means to communicate what they see is necessarily limited by their malfunctioning intellect.

DEATHSHELF

Armor Class:	6
Hit Dice:	1 HD to 4 HD
Move:	3' (see below)
Attacks:	1
Damage:	1d6 per hit die
No. Appearing:	2d8
Save As:	F1
Morale:	12
Treasure Type:	XI
Alignment:	Neutral



Deathshelf is a type of dangerous fungus that is commonly found in subterranean areas, particularly in fungus forest areas. They are shelf fungi that grow on the trunks of large, harmless mushrooms or toadstools. They range in size from 1 HD, which are the span of a man's hand, to 4 HD, which are several feet across and can only grow on the largest of fungal boles. They have the ability to slowly adjust their coloration to match the host fungus they cling to. Deathshelf fungi cling to their home trunk with tiny squirming tendrils, which allow them to slowly move from place to place; their outward-facing edges are rimmed with many serrated teeth.

Deathshelf fungi have the ability to fling themselves at prey in a spinning motion, not unlike shuriken. They can attack creatures up to 40' away. If they hit, they inflict 1d6 damage per hit die. Note, however, that they can only attack once; if they hit and kill, they feed, but if they miss, they must slowly crawl back to a new trunk, during which time they are defenseless.

Deathshelf fungi are not intelligent. They have light-sensitive spots on their upper and lower faces that allow them to perceive prey; they launch themselves when visible creatures enter their attack range. Deathshelf fungi reproduce readily, and hence are often found in large and dangerous groups.

FALSESTEP

Armor Class:	8
Hit Dice:	1
Move:	0'
Attacks:	see below
Damage:	see below
No. Appearing:	2d6
Save As:	F1
Morale:	12
Treasure Type:	XI
Alignment:	Neutral



Falsesteps are a variety of dangerous fungus that is commonly found in large subterranean caverns where Sunwings are also present. They are a puffball-type fungus about 18" in diameter, and they remain buried just below the soil of their cavern. A set of curved hooks rings the spore-filled bladder that makes up most of their bodies. The falsestep clutches these hooks close to itself during the day, but during the night they quietly open up like a bear-trap awaiting prey.

Stepping on a falsestep has no effect during the day, but at night, two things happen. First, the puffball deflates, and as the victim's foot sinks down into the dirt, a cloud of milky white spores are released. These spores attract Sunwings; 1d6 will arrive in 2d6 rounds. The spores also affect the nervous system of the victim; if a save vs. poison is not made, living creatures will be affected as by a **Slow** spell.

Second, the hooks that ring the falsestep fold in on the limb that deflated the puffball. This causes no damage but traps the limb of the victim. Those who make a strength check may pull themselves free in 1d4 rounds; those who fail must laboriously cut themselves free, a process which takes 1d4 turns.

GRASPER

Armor Class:	7
Hit Dice:	5
Move:	120' (40')
Attacks:	1
Damage:	1d8 (see below)
No. Appearing:	1d4
Save As:	F4
Morale:	9
Treasure Type:	X
Alignment:	Chaotic



Graspers are underground-dwelling monstrosities of unknown origin. They resemble an enormous hand and forearm of a humanoid; the palm is over 5' across and the fingers are another 4' long. The pallid "arm" is 4' thick but can stretch and bend bonelessly, giving the grasper a reach of 40'.

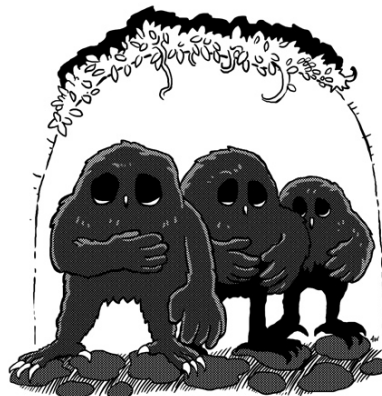
There is nothing to the grasper save the hand and arm; their body ends where the elbow should be, with only a few squirming tentacles that serve to root the monster in the ground. Graspers inhabit caves, and they set down their roots such that they can reach out of the cave to snatch prey, but retreat around a bend if threatened by missile fire.

Graspers appear to wear a bronze ring with a translucent gem. The gem is actually their eye, which has 60' darkvision. The gem is small and difficult to damage (AC 3), but if a single hit does 6 hp, the monster is blinded and will likely retreat. Graspers attack by clutching and squeezing prey; once seized, an opponent will take constricting damage each round until it is dead or escapes. A creature with giant strength may automatically escape; other opponents must use their action making a strength check to slip free. A grasped opponent has a 25% chance of having one arm pinned, and a 25% chance of having both arms trapped. A slain victim is drawn into the grasper's cave to be slowly digested.

Graspers are wicked and cruel, toying with victims to extract the greatest degree of panic before killing them. They do not collect treasure, but the goods of their prey fall inside their noisome caves. Graspers reproduce by budding, and all grasper groups are either right-handed or left-handed. If opposite handed graspers encounter each other, they fight to the death.

GRUBBER

Armor Class:	8
Hit Dice:	1d4 hp
Move:	90' (30')
Attacks:	1 (or by weapon)
Damage:	1d3 or by weapon
No. Appearing:	1d6 (5d6)
Save As:	F1
Morale:	6
Treasure Type:	none
Alignment:	Neutral



Grubbers are owl-headed humanoids created as a servitor race by the Tytonids. When the Tytonid and Strigid peoples began their infighting, the Tytonids lost access to the Strigid's inclinations for physical labor and craftsmanship. Using the skills in warping living material taught to them by Ornovael, the Tytonids made Grubbers to serve them as slaves.

Grubbers are pale shadows of Strigids. They stand about four feet tall and have drab grey feathers with no distinguishing markings. Their beaks are small and their eyes are dull and lifeless. Their hands are clumsy, with thick fingers, and they have a shuffling walk. Grubbers have no gender and cannot reproduce; they are created in Tytonid vats.

Grubbers are slow-witted and cowardly, doing what they are told without question. They fight in self-defense or if ordered by Tytonids, but they have no skill with weapons more sophisticated than clubs, and they are likely to break and run if presented with a serious challenge. Grubbers wear no clothing and do not keep treasure. They speak the language of Owl-humanoids, but slowly and haltingly.

MISTCAP

Armor Class:	7
Hit Dice:	3
Move:	0'
Attacks:	see below
Damage:	see below
No. Appearing:	1d8
Save As:	F1
Morale:	12
Treasure Type:	none
Alignment:	Neutral



Mistcaps are stationary fungi that live in dark, subterranean places. They resemble toadstools between 8' and 12' tall, with broad reddish-tinged caps and white spots. They have thick, pale stalks, and the undersides of their caps are ribbed with gills.

Mistcaps cannot attack, but when they sense movement within 30', or bright light within 60', their gills open and emit thick clouds of cool water vapor. Local predators may notice this plume of water vapor and are likely to converge on the site; for every round that the mistcap is venting, there is a 50% chance of attracting a wandering monster. Wandering monsters will arrive on the scene in 2d6 rounds.

Alternatively, cunning or intelligent predators will stake out a stand of mistcaps and patrol the area, causing them to discharge water vapor continuously. This fills the area with a thick cloud-like fog, reducing visibility to 5' and allowing monsters to hide and wait for prey to come along. Many monsters also use mistcaps as sources of drinking water in areas where fresh running water is scarce.

OWL SNAPPER

Armor Class:	3
Hit Dice:	6
Move:	30' (10') or swim 90' (30')
Attacks:	1
Damage:	2d8 plus clamp
No. Appearing:	1 (1d4)
Save As:	F6
Morale:	9
Treasure Type:	XVIII
Alignment:	Neutral



Owl Snappers are hybrids between owls and giant snapping turtles. They live in bogs, swamps, and shallow lakes, where they catch fish, lizards and eels for their suppers. However, Owl Snappers are omnivorous and can eat vegetative matter, as well as any adventurers that happen along. Owl Snappers defend the body of water they live in, but they do not generally pursue foes who reach the safety of dry ground.

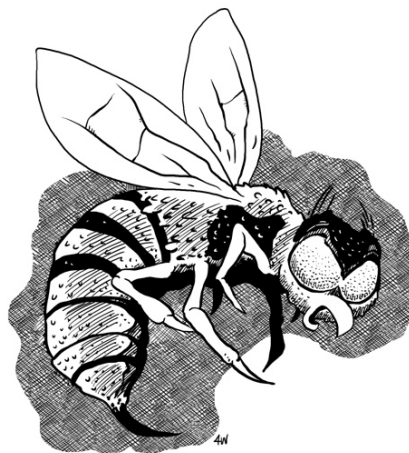
Owl Snappers can grow up to ten feet long from the tips of their beaks to the ends of their broad, flat tails. These beasts are protected by a hard shell covered with scales, each one of which has feathery growths that make it a good place for fungal and vegetable matter to grow. Owl Snappers lying partially submerged in the water look very much like a hummock or mass of swamp growth. Their nostrils are long, like snorkels, so a snapper can lie in wait for prey with their heads below water, motionless for hours until something comes too close.

Owl Snappers that bite an opponent clamp onto it with their powerful jaws. On the next round after a successful bite attack, an Owl Snapper receives a +4 to hit against that same opponent. Their beaks are very sharp and can be made by Strigids into cutting tools; their shell is likewise prized by Strigid craftsmen for its value in shield-making.

Owl Snappers hunt alone but live in small family groups. A family will dig a communal burrow whose entrance lies below the water line, but the digs themselves are dry and have access to breathable air. Snappers do not collect treasure, although it sometimes is found scattered around the entrance to their lairs.

OWL WASP

Armor Class:	7
Hit Dice:	1+1
Move:	fly 150' (50')
Attacks:	Bite or Sting
Damage:	1d8 (bite) or 1d4 plus poison (sting)
No. Appearing:	1d4 (5d8)
Save As:	F1
Morale:	8
Treasure Type:	none
Alignment:	Neutral



Owl Wasps are fusions of owls and stinging insects. They are about four feet long, with six legs and two insectile wings. They are covered with a shaggy-feathered carapace of chitin with tan and black striping. Owl Wasps have a narrow thorax and a bulging abdomen tipped with a sharp stinger. Their heads are owl-like but have compound eyes and antennae.

Owl Wasps are nimble fliers and prefer to attack from the air. They can either sting or bite in a round, preferring to sting first. Each sting from an Owl Wasp injects venom that reduces the victim's Dexterity score by 1d6 points for three days unless a saving throw versus poison is made. The sting may be used again and again. A victim whose Dexterity is reduced to zero is paralyzed. Owl Wasps are susceptible to smoke and will fall into a stupor if it is produced in great quantity.

Owl Wasps make large communal nests by mixing wood and saliva into a paper-like material. Owl Wasp paper is highly prized by wizards for scroll making. Each nest compartment is only 2' across, and wasps inside one can only bite. One of the Owl Wasps in this nest will be a queen with 3 HD.

OWLETTE

Armor Class:	1 (4 under "fin")
Hit Dice:	9
Move:	120' (40') or burrow 60' (20')
Attacks:	1 bite, 2 claws
Damage:	bite 2d6, claws 1d8
No. Appearing:	1
Save As:	F9
Morale:	10
Treasure Type:	XVII
Alignment:	Neutral



Owlettes are a monstrous cross between an owl, an armadillo, and a shark. They are quadrupedal, about twelve feet long from the tip of their saw-toothed beaks to the end of their blunt forked tails. Owlettes have incredibly hard and sharp talons that are capable of burrowing through solid earth. Their bodies are covered with dull grey feathers that have a high lead content; they overlap each other, creating a kind of scaly armor reinforced with banding around its body. The only place where this protection is absent is under the Owlette's dorsal fin, which rises up when the creature is angry or afraid, exposing a small unarmored patch on its back.

Owlettes have very poor vision but have excellent senses of smell. Additionally, they can feel vibrations through the earth from hundreds of feet away, making them adept at tracking any creature walking on the ground. When Owlettes attack from below ground, their fin rises and breaks the soil as the creature charges, looking something like a shark's fin cutting through the water.

Owlettes are fierce predators and will attack any target, but they are especially fond of the flesh of horses or anything with equine blood and will preferentially attack such targets above all others.

OWLEVIATHAN

Armor Class:	3
Hit Dice:	8
Move:	90' (30') or fly 180' (60')
Attacks:	3
Damage:	1d4/1d4/2d8
No. Appearing:	1 (1d4)
Save As:	F8
Morale:	9
Treasure Type:	XV
Alignment:	Chaotic



Owleviathans are hybrids between snowy owls and white dragons. Their heads are remarkably owl-like and fluffy, but are perched on the end of a serpentine neck. The feathers give way to flat scales by the time they reach the body, which is flat white and reptilian, with massive bat wings and four powerful taloned legs. The tail is feathered and not effective in combat.

Owleviathans are quite intelligent and can converse in the Owl-language of Tytonids and Strigids. They have also been taught up to four 1st level magic-user spells by Tytonid apprentices. Owleviathans are as evil as their dragon stock, however, and their true goal is to amass treasure and power from those too weak to protect themselves.

Owleviathans have a breath weapon: a cone of cold that is 80' long and 30' wide at the end. This weapon can be used up to three times per day. It does cold damage equal to the hit points of the dragon when it makes the attack; a saving throw versus breath weapons is allowed to reduce this damage by half. Owleviathans also have a screech attack – a piercing shriek that incites fear in all within 50', but a saving throw versus spells is allowed to negate this effect.

Owleviathans can breed true with white dragons or giant owls. Their eggs are worth 1,000 GP each in a major city.

OWLIGATOR

Armor Class:	5
Hit Dice:	3
Move:	60' (20') or swim 180' (60')
Attacks:	1
Damage:	2d4
No. Appearing:	1d6 (3d6)
Save As:	F2
Morale:	9
Treasure Type:	none
Alignment:	Neutral



Owligators are hybrids between alligators and fishing owls. They have long crocodilian bodies with four talon-tipped feet, a long tail, and a broad head with small black eyes set high enough that the creature can watch its surroundings with most of its body submerged. Its long jaws are actually a wide owl-beak stretched to 18" in length, and with serrations along its edges in place of teeth. An Owligator's feathers are smooth and lie flat along its skin, with only a serrated ridge running down its back. Owligators grow up to 12' long, although exceptional monsters may be considerably larger.

Owligators live in swamps and marshes, and although their chief prey is fish, they are always ravenous and will bring down whatever animal approaches the water's edge. Owligators have adapted a unique hunting strategy; they lie in wait until potential prey approaches within 20' of the water, then rise above the surface and utter an ear-piercing screech. This screech temporarily liquefies even dry sand and soil, effectively making all slopes within 30' very slippery. Any creature standing on a downward slope must pass a Dexterity check or fall into the water. Owligators are very dangerous opponents when swimming; in addition to their bite, they can lash with their tails for an additional 1d6 hp, and on a bite to-hit roll of 20 they latch on and drag opponents underwater where usual drowning rules apply.

Owligators live in groups but are not especially social, and will fight one another when competing for prey. Breeding Owligators sit on large mud nests, and are very territorial when protecting their eggs.

OWLMATON

Armor Class:	2
Hit Dice:	7
Move:	30' (10')
Attacks:	2
Damage:	2d8
No. Appearing:	1
Save As:	F6
Morale:	12
Treasure Type:	none
Alignment:	Neutral



Owlmatons are golems crafted from fine-grained slabs of basalt. They have minimalist features, with short beaks and eyes that are mere black slits. Owlmatons stand twelve feet tall and are six feet across. Their bodies are long, but their legs are short and stubby; in contrast, their arms hang almost to the ground and end in huge fists. The only decorations on a typical Owlmaton are faint carvings of stylized feathers.

Owlmatons were originally built by Ornoval to help his owl-men build and maintain structures and excavations in the Dark Rookery. The secret of making these constructs has been lost by the Tytonids, and the words needed to control them have largely been forgotten. With the right command words, an Owlmaton can be commanded to Build, Destroy, Stop, Follow and Attack; other individuals may have other commands built in. In the absence of any commands, an Owlmaton stands still, impassively staring into space for weeks, years, or even generations.

Owlmatons are built to craft and demolish stone. Their powerful arms deliver mighty blows, but against stone structures or natural rock formations they are especially deadly. An Owlmaton does double damage to creatures made of rock. Magic weapons are required to damage them.

OWLMERA

Armor Class:	4
Hit Dice:	9
Move:	120' (40') or fly 180' (60')
Attacks:	5 (2 claws, 3 bites)
Damage:	1d3/1d3/2d4/2d4/3d4
No. Appearing:	1 (1d2)
Save As:	F9
Morale:	9
Treasure Type:	XVII
Alignment:	Chaotic



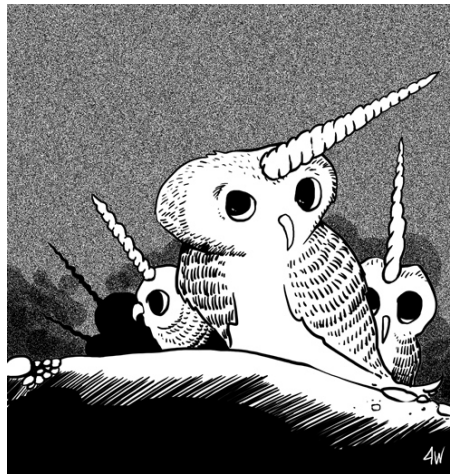
Owlmeras are failed experiments in Ornovael's magical fusing of animals. They are three-headed beasts: one head resembles that of an owl-like griffon, another has the beak and horns of a triceratops, and the third appears the same as that of a red dragon. The creature has two vicious claws that it can attack with; additionally, the griffon head bites, the triceratops head gores, and the dragon bites as well as breathes flame.

The fire breath of the dragon head is a cone that is 50' long and is 10' wide at its furthest extent. This breath weapon may be used three times per day. It does 3d6 hp damage; a save vs. breath weapon is allowed to reduce this damage by half. This fire breath also sets flammable items on fire.

The owlmera is a vicious predator that lurks in caves and attempts to ambush opponents from above. It is fond of treasure and will bring whatever appears valuable back to its lair, which is usually located in a high place that is difficult for non-flying creatures to reach. The three heads of the owlmera cooperate in combat, but otherwise do not get along well; the griffon and triceratops heads have more of the owl-nature and gang up on the dragon, leading to noisy fights; if encountered in its lair, an owlmera can be surprised 50% of the time owing to this distraction.

OWL-MI'RAJ

Armor Class:	8
Hit Dice:	1d4 hp
Move:	120' (40')
Attacks:	1
Damage:	1d4
No. Appearing:	6d6
Save As:	0 level human
Morale:	8 (12)
Treasure Type:	XX
Alignment:	Neutral



Owl-Mi'Raj are tiny omnivores that look like foot-tall flightless desert owls, but with a very sharp 8" long spiral horn emerging from their foreheads. They live in large family groupings and mainly subsist on roots or nuts, plus any lizards or insects they can find. However, Owl-Mi'Raj are incredibly aggressive toward any living creature that intrudes upon the territory they claim as their own; within the bounds of their "home turf", these creatures have a morale of 12. They fearlessly attack all intruders in swarms, suicidally throwing themselves against the foe until they are killed or repelled. Any such creatures brought down by an Owl-Mi'Raj pack are messily devoured.

Owl-Mi'Raj have wings but cannot fly. Their primary means of locomotion is by hopping, and watching a pack of Owl-Mi'Raj charging to the attack is like watching waves break upon the shore. An Owl-Mi'Raj can jump up to 5' high and across 10' gaps.

The horn of the Owl-Mi'Raj has magical properties and will fetch up to 100 gold pieces each in a major city. When powdered and used in the making of potions, these horns enhance the efficacy of these magic items; potions with a duration last 50% longer, and any 1s rolled on dice for random effects may be re-rolled. Owl-Mi'Raj have an inherent ability to sense magic, and while they are no smarter than animals, they seek out magic items and drag them into their lairs.

OWLUGH

Armor Class:	4 (sense organ is 6)
Hit Dice:	6
Move:	60' (20')
Attacks:	2 tentacles, 1 maw
Damage:	2d4 or 2d8
No. Appearing:	1 (1d3)
Save As:	F6
Morale:	9
Treasure Type:	X
Alignment:	Neutral



Owlughs are hideous monstrosities, their creation the unfortunate result of Ornovael's owl-fusing techniques used by incompetent and amoral apprentices. They are capable of digesting anything, and as a result are often used as garbage disposals by intelligent dungeon inhabitants.

An Owlugh stands on three sturdy, trunk-like legs tipped with sharp talons, well adapted to maintaining balance on the slick floors of sewers. Their massive, bloated bodies are covered with a thick, slime-soaked grey hide, making them very slippery. A single toothy maw two feet wide dominates the center of their 4' diameter bodies; this is their digestive opening, and their stomach acids can dissolve even metal in time. Owlughs have two fighting tentacles that can extend up to 12' from their bodies; the ends are tipped by the eyeless heads of great horned owls, complete with beaks. Owlughs can breathe and vocalize through these mouths (allowing them to keep the bulk of their bodies hidden under sewage) but cannot swallow food with them; they use these beaks to grip prey and drag them into their central maws. Owlughs also have a third tentacle, a sense organ cluster with three owl-like eyes stacked vertically. This sense organ also allows the owlugh to smell and hear very well; it can be extended up to 6' in height.

A fighting tentacle that hits will also drag prey to its maw unless the victim passes a Strength test to escape. Any creature bit by the central mouth has a 75% chance of contracting typhus; sufferers lose 1 point of Strength and Constitution per day until two consecutive saves vs. poison are made. Owlughs are not stupid, and some have even learned a few words of Ornovael's owl-speech, but they are interested only in food.

SMOKEHORN

Armor Class:	7
Hit Dice:	2 per 10'x10' patch
Move:	0'
Attacks:	1, plus spores
Damage:	1d4
No. Appearing:	1d4 patches
Save As:	F1
Morale:	12
Treasure Type:	XI
Alignment:	Neutral



Smokehorn is a dangerous fungus found in subterranean areas. The bulk of the mass of a patch of smokehorn is a twisted mat of fibers and tendrils that lies just below the topsoil. In each 10'x10' area of the fungus, the smokehorn produces trumpet-like bodies that reach up to 4' above ground; these are charcoal grey to black in color. Smokehorn patches are carnivorous and can become quite large where hunting is good; patches that are thousands of square feet in area are not unknown.

Smokehorn grows in areas where surface water is nearby, and therefore prey is likely to pass close by. The underground tendrils sense ground vibrations, and when an animal approaches the center of the patch, the horns discharge a smoky black cloud of spores. Living creatures that inhale these spores must save vs. poison or fall into a comatose sleep for 1d12 turns; not even slapping or damage will awaken the victim. Meanwhile, the sharp underground tendrils burrow up and attack any organic material on the ground. Each round these tendrils only do 1d4 hp damage, but they can skeletonize a helpless animal in minutes.

Smokehorns cannot move and have no intelligence. They are exceptionally flammable and take double damage from fire of any kind. Each 10'x10' patch of fungus has 2 HD of hit points, but the patch only attacks as a 2 HD creature no matter what its size.

STRANGLEWINE

Armor Class:	4
Hit Dice:	3
Move:	90' (30')
Attacks:	1
Damage:	1d8 (see below)
No. Appearing:	1d8
Save As:	F2
Morale:	11
Treasure Type:	XI
Alignment:	Neutral



Stranglewines are a variety of dangerous fungus common to subterranean spaces. They resemble a 3' tall toadstool with a tall, mottled-grey cap pitted with numerous pores or holes. Their stalk is pale, and their rootball is a deep violet mass that can be uprooted from the topsoil, allowing the stranglewine to hop around.

Stranglewines, although fungal, have an animal intelligence. They are pack hunters, attacking in groups to bring down prey for communal consumption. Stranglewines plant their rootballs in the soil and remain very still, pretending to be innocuous fungi until victims wander into their midst. Stranglewines then uproot their rootballs and leap to the attack, surprising foes on 1-4 in 6. They attack by means of a strangling tentacle, a sinuous black 8' long cord that emerges from a pore on the top of their cap. When they attack with this tentacle, a successful hit wraps it around the victim's throat; this does 1d8 hp in the first round. It remains attached, and it does 2d8 hp of strangling damage on subsequent rounds until the stranglewine or the victim are dead; the tentacle can also be cut by doing at least 8 hp damage to it with an edged weapon.

Stranglewines reproduce asexually, and there is a 40% chance that a group of adults will also have a clutch of 1d6 juveniles that are half-sized and do not attack. The purple rootball of stranglewines is full of liquid and can be pressed to make a liquor that is highly prized among the denizens of the underworld.

STRIGID

Armor Class:	7
Hit Dice:	1+1
Move:	120' (40')
Attacks:	1 (or by weapon)
Damage:	1d6 or by weapon
No. Appearing:	1d6 (5d6)
Save As:	F1
Morale:	8
Treasure Type:	XVII
Alignment:	Lawful



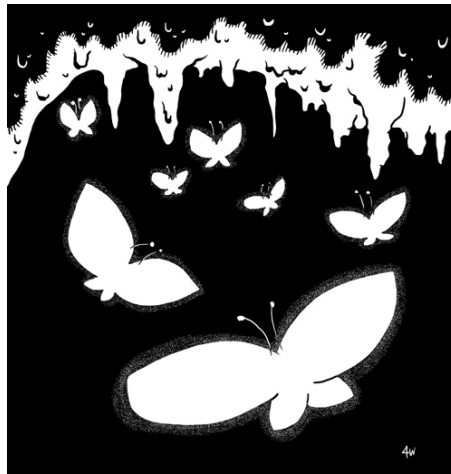
Strigids are owl-headed humanoids standing about five feet tall. They have the mottled coloration and spectacled faces of burrowing owls. They are flightless, their wings having been transformed into strong arms ending in hands with fingers and an opposing thumb. They hop instead of walking. Strigids do not wear clothing but prefer harnesses, tool belts, and packs to carry objects.

Strigids speak the common owl-language of both Strigids and Tytonids, as taught to them by Ornoval when their people were created over 100 years ago. They are stocky but strong and used to hard work. Strigids are comfortable in the wilderness but enjoy building settlements out of materials at hand, especially making burrows screened by thorns and vines. Exceptional Strigids may take levels in thief or fighter. Strigids are craftsmen and make tools and weapons of all sorts, and they make shields but prefer to wear no armor.

Strigids live in communities of several dozen adult individuals. Males lead war-bands and hunting parties, while females rule a general council that makes decisions for the tribe. The chief of a Strigid tribe is a female during peace but a male during war. The most important male and female in a tribe will have at least 3 HD and will do +1 weapon damage. There will also be 1d6 hunters and 1d6 counsellors who are 2 HD creatures. Sometimes a Strigid tribe will have a shaman, but dabbling in magic for this species is rare.

SUNWING

Armor Class:	8
Hit Dice:	2
Move:	fly 120' (40')
Attacks:	1 spit
Damage:	acid (see below)
No. Appearing:	2d6
Save As:	F1
Morale:	8
Treasure Type:	none, but see below
Alignment:	Neutral



Sunwings are spawned by the Sunslug that dominates the roof of the cavern of the Dark Rookery. Every “night”, as the Sunslug’s light fades, it disgorges thousands of sunwings that fly throughout the cavern area looking for prey. Sunwings bring food back to the Sunslug at the end of the night cycle, at which point they and their burden are swallowed and digested. This provides the Sunslug with the sustenance necessary to glow again for another “day”.

Sunwings look something like butterflies with four foot wingspans. They are actually fungal in composition, however, and are not subject to magic that affects animals or insects. They have no eyes, and “see” by means of twitching antennae that feel vibrations in the air; in this manner they can sense even invisible creatures up to 60’ distant. Sunwings glow with a constant pale light that varies in color from white to yellow-green; when they fill the night sky of the cavern, they look like mobile stars.

Sunwings attack by spitting a gout of acid, which they can do up to 40’ away, every third round. If the acid hits, it does 1d4 damage in the first round, 2d4 in the second and third rounds, 1d4 damage in the fourth round, and then it becomes inert. Acid can be washed off with water. Each round acid damages an armored target, non-magical armor is damaged (eroded) by one point of AC; this damage cannot be repaired. Sunwings have no mouths but slurp up the remains of victims through a retractable tube.

Sunwings have no treasure; however, each creature’s body contains a single cave pearl which serves as the currency used by Owl-kind in the Dark Rookery.

TRI-BEAR

Armor Class:	6
Hit Dice:	8
Move:	60' (20')
Attacks:	2 claws, 2 bites
Damage:	1d3/1d3/1d6/1d6
No. Appearing:	1 (1d4)
Save As:	F7
Morale:	10
Treasure Type:	none
Alignment:	Neutral



Magical experimentation into the fusing and reshaping of natural creatures has created some truly disturbing aberrations. One such monstrosity is the **Tri-Bear**, which has added to the number of heads and limbs of a grizzly bear. The Tri-Bear has three hindlegs, three forelegs and three heads, each facing in a different direction.

A Tri-bear cannot walk on all fours (sixes?) and must shuffle about awkwardly on its tripod-like legs. When it attacks, however, it can bring two claws and two heads to bear on any single target. If it hits the same target with two claws in the same round it will hug for an additional 1d6 damage; if it hits the same target with two heads in the same round it will rend for an additional 1d8 damage. Tri-bears have no back and hence cannot be backstabbed or flanked. If surrounded, it can generate an additional claw and bite attack.

Tri-bears are mules and cannot reproduce. They live in constant pain, roaring and grumbling ceaselessly; unless these sounds are somehow masked, a tri-bear can never surprise its prey.

TWITCHSTALK

Armor Class:	8
Hit Dice:	1
Move:	0'
Attacks:	none (see below)
Damage:	none (see below)
No. Appearing:	1 + 2d6 zombies
Save As:	F1
Morale:	12
Treasure Type:	XI
Alignment:	Neutral



Twitchstalk is a variety of dangerous fungus that grows in subterranean areas. It grows in patches of pallid thread-like strands about 6' across; a number of 2' tall club-headed toadstools grow from the center, ranging in color from chocolate brown to bright orange. The fungus is not ambulatory, but its strands constantly vibrate and jerk, explaining its name.

Twitchstalk fungus cannot attack. However, dead animals left within 10' of the fungal colony become infected by its spores. Smaller versions of the central colony grow from the infected cadaver's eyes, mouth, and back. Within 48 hours of infection, the dead creature rises as a zombie. All twitchstalk zombies, regardless of their hit dice or levels in life, have the statistics and attributes of undead zombies, although they are not actually undead and cannot be turned.

Twitchstalk is not intelligent, but there is a kind of psychic link between the central colony and its zombies. The zombies cannot travel more than 60' from the central host. Zombies attack to kill, and if successful they drag the cadaver next to the central host so that it can be infected. Zombies last up to four weeks before collapsing at the base of the central colony to provide it with food. Twitchstalk colonies will be found with 2d6 zombies, with a dozen being the maximum number controllable; any creatures in excess of that number become food immediately. If the central colony is killed, all its zombies immediately become inert.

TYTONID

Armor Class:	8
Hit Dice:	1
Move:	120' (40')
Attacks:	1 (or by weapon)
Damage:	1d4 or by weapon
No. Appearing:	1d6 (5d6)
Save As:	M1 or C1
Morale:	8
Treasure Type:	XIX
Alignment:	Chaotic



Tytonids are owl-headed humanoids standing about six feet tall. They tend to have uniform pale plumage and have the heart-shaped faces of barn owls. Like their Strigid brethren, Tytonids are flightless, as their wings have transformed into long, graceful arms ending in slender, dexterous fingers. Tytonids pattern their habits after humans, walking as they do and wearing garments, particularly robes and kimonos of rich cloth.

Tytonids speak the Owl-language that was taught to their kind by Ornovael. Where the Strigid became the worker and warrior class of Owl-kind, however, Tytonids became the sages, the wizards, the experts, and the planners. Exceptional Tytonids have the spell-casting abilities of higher level magic-user or cleric. Tytonids are tall and graceful but unused to physical labor; they prefer to dwell in towers and structures built of stone, using magic or created labor to do the hard work. Tytonids still have much of the Beast-Creation lore of Ornovael, and they make servitors to do their bidding.

Tytonids live in enclaves of several dozen adult individuals. Males constitute the ruling wizard cadre, while females may only learn to become clerics. Each enclave is dominated by the strongest magic-user, who will be at least 5th level; he always has 1d6 apprentices who are 2nd or 3rd level. Each enclave also has a wise woman who will be a cleric of at least 3rd level. Every male Tytonid can cast one spell as a 1st level wizard; every female Tytonid has similar 1st level cleric spell-casting ability.

PART 8: READY-TO-PLAY CHARACTERS

The following characters can be used as player characters or NPCs. Armor Class and hit points have already been adjusted for Dexterity and Constitution. These characters can be made higher level by rolling the extra hit dice and adding any Constitution bonuses for each additional level.

Odd Frannik (Class F6; AC 0; hp 24; S 18, I 10, W 12, D 13, C 7, Ch 8; MV 30' (10'); AL N)

Equipment: 50 GP; **Bastard Sword +1, Boots of Traveling and Springing, Potion of Healing, Potion of Super-Heroism, Cloak of Protection +1, Folding Boat**; Backpack, Plate Mail, Shield, Longbow, Quiver with 20 arrows, Dagger, Trail Rations (5 Days), Waterskin, Flint and Steel, Crowbar, Shovel.

Languages: Common, Neutral, Owl-Speech

Neezil the Lithe (Class T7; AC 5; hp 21; S 11, I 13, W 10, D 17, C 12, Ch 6; MV 90' (30'); AL N)

Equipment: 60 GP; **Leather Armor +1, Dagger +1, Elven Cloak, Potion of Healing, Potion of Gaseous Form, Chime of Opening (12 charges)**; Backpack, Shortsword, Shortbow, Quiver with 20 Arrows, Trail Rations (5 Days), Waterskin, Flint and Steel, Lantern, 3 Flasks Oil, Thieves' Tools.

Languages: Common, Wererat, Neutral, Owl-Speech

Friar Gothgurt (Class C6; AC 3; hp 24; S 11, I 9, W 16, D 7, C 12, Ch 14; MV 60' (20'); AL L)

Spells Memorized: Cure Light Wounds, Light, Protection from Evil, Bless, Find Traps, Silence 15' Radius, Dispel Magic, Cure Disease

Equipment: 50 GP; **Mace +1, Staff of Healing, Scroll: True Seeing, Potion of Healing, Potion of Plant Control, Scroll of Warding vs. Magic**; Backpack, Platemail, Shield, Sling, Pouch with 10 Bullets, Trail Rations (5 Days), Waterskin, Flint and Steel, Silver Holy Symbol, Small Steel Mirror, 3 vials Holy Water

Languages: Common, Lawful, Owl-Speech

The Leper-Mage (Class M6; AC 7; hp 18; S 7, I 17, W 12, D 13, C 10, Ch 9; MV 120' (40'); AL N)

Spells Memorized: Sleep, Magic Missile, Web, ESP, Fireball, Lightning Bolt

Spellbook: spells listed above, plus **Read Magic, Detect Magic, Floating Disc, Shield, Phantasmal Force, Levitate, Mirror Image, Protection from Normal Missiles, Water Breathing**

Equipment: 50 GP; **Ring of Protection +1, Wand of Detect Magic (20 charges), Wand of Illusion (15 charges), Scroll: Polymorph Self, Potion of Healing, Potion of Clairvoyance**; Backpack, Quarterstaff, Silver Dagger, Trail Rations (5 Days), Waterskin, Flint and Steel, 3 Scroll Cases, plenty of parchment and ink and pens, Spellbook

Languages: Common, Giant, Sylvan, Neutral, Owl-Speech

Mequellin (Class E5; AC 3; hp 20; S 14, I 14, W 10, D 14 C 10, Ch 10; MV 30' (10'); AL L)

Spells Memorized: Charm Person, Hold Portal, Invisibility, Mirror Image, Dispel Magic

Spellbook: spells listed above, plus **Read Magic, Detect Magic, Magic Missile, Sleep, Continual Light, Lightning Bolt**

Equipment: 50 GP; **Two-Handed Sword +1 Flametongue, Wand of Paralysis (2 charges), Scroll: Telekinesis, Potion of Healing, Potion of Giant Strength**; Backpack, Banded Mail, Longbow, Quiver with 20 Arrows, Dagger, Trail Rations (5 Days), Waterskin, Flint and Steel, 10 Torches, 10-Foot Pole, Spellbook

Languages: Common, Elvish, Gnome, Hobgoblin, Orc, Dragon, Lawful, Owl-Speech

Bolgo Birdwhistle (Class H6; AC 1; hp 24; S 14, I 10, W 6, D 16, C 12, Ch 11; MV 60' (20'); AL L)

Equipment: 50 GP; **+1 Shield, +1 Scimitar, (10) +1 Arrows, Helm of Comprehending Languages and Reading Magic, Potion of Healing, Potion of Growth**; Backpack, Chainmail, Shortbow, Quiver with 20 Arrows, Dagger, Trail Rations (5 Days), Waterskin, Flint and Steel, Silk Rope 50', Grappling Hook

Languages: Common, Lawful, Owl-Speech

Black Qwarg (Class D6; AC 2; hp 42; S 14, I 7, W 12, D 9, C 16, Ch 11; MV 60' (20'); AL L)

Equipment: 50 GP; **+1 Banded Mail, +1 Shield, +1 Longsword, Ring of Fire Resistance, Potion of Healing, Potion of Heroism**; Backpack, Heavy Crossbow, Case with 10 Quarrels, Dagger, Trail Rations (5 Days), Waterskin, Flint and Steel, Miner's Pick, 5 Large Sacks

Languages: Common, Dwarf, Goblin, Gnome, Kobold, Lawful, Owl-Speech

PART 9: COMBATANT ROSTER

This is a tabulation of all monsters found in keyed areas of the adventure. Break this out separately for your use in keeping track of combatants during gameplay.

PART 3 COMBATANTS (1 of 5)

Found in Area	Monster	AC	HD	#AT	Damage	Move	Save	ML	AL
3E	Graspers hit points:	7	5	1	1d8 plus constrict	120'(40')	F4	9	C
(32) 00000 00000 00000 00000 00000 00000 00 (25) 00000 00000 00000 00000 00000									
4	Auelbear hit points:	4	8	3	2d8/2d8/2d6 plus hug	120'(40')	F8	12	N
(48) 00000 00000 00000 00000 00000 00000 00000 00000 00000 000									
4	Earth Elemental hit points:	2	8	1	1d8 + earth mastery	60'(20')	F8	10	N
(41) 00000 00000 00000 00000 00000 00000 00000 00000 0									
5	Owl-Mi'Raj hit points: (x60)	8	1d4hp	1	1d4	120'(40')	F0	12	N
(3) 000									
6	Owlmaton hit points:	2	7	2	2d8/2d8	30'(10')	F6	12	N
(35) 00000 00000 00000 00000 00000 00000 00000									
8	Owligator Matron hit points:	5	6	1	3d4	60'(20') or swim 180'(60')	F5	12	N
(38) 00000 00000 00000 00000 00000 00000 00000 000									
10	Owlette hit points:	1 or 4	9	3	1d8/1d8/2d6	120'(40') or burrow 60'(20')	F9	10	N
(53) 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 000									

PART 3 COMBATANTS (2 of 5)

Found in Area	Monster	AC	HD	#AT	Damage	Move	Save	ML	AL
11A	Sunwings hit points: (x4)	8	2	1	acid	Fly 120'(40')	F1	8	N
		(9)	00000	0000					
11D	Troglodytes hit points: (x6)	5	2	3	1d4/1d4/1d4	120'(40')	F2	9	C
		(9)	00000	0000					
11E	Shazzek-Ra hit points:	2	7	1	1d12 + disease	60'(20')	M7	12	N
		(36)	00000	00000	00000	00000	00000	00000	0
12	Copperling hit points:	5	2+2	1	1d4	Fly 150'(50')	M3	8	N
		(11)	00000	00000	0				
13C	Ghouls hit points: (x9)	6	2	3	1d3/1d3/1d3 + paralysis	90'(30')	F2	9	C
		(9)	00000	0000					
13C	Ghoul Brute hit points:	6	4	3	1d4/1d4/1d6 + paralysis	90'(30')	F4	10	C
		(18)	00000	00000	00000	000			
13E	Gyvvar-Tsk hit points:	7	6	1	1d6+1	120'(40')	M6	9	L
		(27)	00000	00000	00000	00000	00		
13E	Vaya-Sa hit points:	7	4	1	1d8+1 (axe) or 1d8 (arrow)	120'(40')	F4	9	L
		(18)	00000	00000	00000	000			

PART 3 COMBATANTS (3 of 5)

Found in Area	Monster	AC	HD	#AT	Damage	Move	Save	ML	AL
13F	Zoosh-Zoosh hit points:	5	3+1	3	1d6/1d6/ 1d10	180'(60') or fly 360'(120')	F2	8	N
		(15)	00000	00000	00000				
13G	Giant Catfish hit points:	4	8+3	5	2d8/1d4 per feeler	Swim 90'(30')	F4	8	N
		(39)	00000	00000	00000	00000	00000	00000	0000
14B (2 areas)	Shriekers hit points: (x3)	7	3	0	noise	9'(3')	F1	12	N
		(14)	00000	00000	0000				
14C	Hobgoblins hit points: (x4)	6	1+1	1	1d8 (axe) or 1d8 (arrow)	90'(30')	F1	10	C
		(6)	00000	0					
14D	Hobgoblins hit points: (x6)	6	1+1	1	1d8 (axe) or 1d8 (arrow)	90'(30')	F1	10	C
		(6)	00000	0					
14E	Hobgoblins hit points: (x30)	6	1+1	1	1d8 (axe) or 1d8 (arrow)	90'(30')	F1	10	C
		(6)	00000	0					
14E	Bugbears hit points: (x10)	5	3+1	1	1d8+1 (axe) or 1d6+1 (handaxe)	90'(30')	F3	10	C
		(15)	00000	00000	00000				
14F	Stirges hit points: (x8)	7	1	1	1d3 + drain	30'(10') or fly 180'(60')	F2	9	N
		(5)	00000						

PART 3 COMBATANTS (4 of 5)

Found in Area	Monster	AC	HD	#AT	Damage	Move	Save	ML	AL
14G	Mylslavina hit points:	5	5	1	1d8+2	90'(30')	C5	10	C
		(24)	00000	00000	00000	00000	0000		
14G	Goblins hit points: (x6)	6	1-1	1	1d4	60'(20')	F0	7	C
		(4)	0000						
14H	Goblins hit points: (x16)	6	1-1	1	1d4	60'(20')	F0	7	C
		(4)	0000						
14J	Snaaart hit points:	4	8	1	2d8	120'(40')	F8	8	C
		(36)	00000	00000	00000	00000	00000	00000	0
14K	Giant Geckos hit points: (x2)	5	3+1	1	1d8	120'(40')	F2	7	N
		(15)	00000	00000	00000				
14L	Ruspgurrt hit points:	2	6	1	1d8+3 (sword) or 1d8 (arrow)	90'(30')	F6	11	C
		(30)	00000	00000	00000	00000	00000		
15	Shriekers hit points: (x4)	7	3	0	noise	9'(3')	F1	12	N
		(14)	00000	00000	0000				
15	Owlmera hit points:	4	9	5	1d3/1d3/2d4/ 2d4/3d4	120'(40') or fly 180'(60')	F9	9	C
		(44)	00000	00000	00000	00000	00000	00000	00000
			0000						

PART 3 COMBATANTS (5 of 5)

Found in Area	Monster	AC	HD	#AT	Damage	Move	Save	ML	AL
16	Bissi-Tom hit points:	5 (23)	5 00000	1 00000	1d6 (rod) 00000 00000 000	120'(40')	M5	9	C
16	Tytonid Apprentices hit points: (x6)	8 (5)	1 00000	1	1d6 (spear) or 1d6 (light crossbow) 00000 00000 000	120'(40')	M1	8	C
16	Owl Boars hit points: (x2)	6 (18)	4 00000	1 00000	2d6 00000 00000 000	120'(40')	F3	10	N
16	Grubbers hit points: (x4)	8 (3)	1d4 hp 000	1	1d4	90'(30')	F1	6	N
16	Giant Bats hit points: (x10)	6 (9)	2 00000	1 0000	1d4	30'(10') or fly 150'(50')	F1	8	N
18	Owl Wasps hit points: (x25)	7 (6)	1+1 00000	1 0	1d8 (bite) or 1d4 + poison (sting) 00000 0	Fly 150'(50')	F1	8	N
18	Owl Wasp Queen hit points:	6 (14)	3 00000	1 00000	2d6 (bite) or 1d6 + poison (sting) 00000 00000 0000	Fly 150'(50')	F3	12	N
19	Owl Snapper hit points:	3 (27)	6 00000	1 00000	2d8 + clamp 00000 00000 00000 00	30'(10') or swim 90'(30')	F6	9	N

PART 4 COMBATANTS (1 of 5)

Found in Area	Monster	AC	HD	#AT	Damage	Move	Save	ML	AL
7A	Grubbers hit points: (x7)	8 (3)	1d4 hp 000	1	1d4	90'(30')	F1	6	N
7B	Owlughs hit points:	4 or 6 (30) (28)	6 00000 00000	3 00000 00000	2d4/2d4/2d8 + disease 00000 00000	60'(20')	F6	9	N
7D	Grubbers hit points: (x8)	8 (3)	1d4 hp 000	1	1d4	90'(30')	F1	6	N
7D	Tytonid Overseer hit points:	7 (14)	3 00000	1 00000	1d4 + trip 0000	120'(40')	M3	8	C
7E	Karfel-Chee hit points:	7 (23)	5 00000	1 00000	1d6+1 or by weapon+1 00000 00000	120'(40')	F5	9	N
7F	Grubbers hit points: (x20)	8 (3)	1d4 hp 000	1	1d4	90'(30')	F1	6	N
7G	Owlmaton hit points:	2 (35)	7 00000	2 00000	2d8/2d8 00000 00000	30'(10')	F6	12	N
7I	Tytonid Apprentices hit points: (x16)	8 (5)	1 00000	1	1d6	120'(40')	M1	8	C
7I	Tytonid Mage-Captain hit points: (x2)	7 (18)	4 00000	1 00000	1d8 (sword) or 1d6 (crossbow) 00000 000	120'(40')	M4	10	C

PART 4 COMBATANTS (2 of 5)

Found in Area	Monster	AC	HD	#AT	Damage	Move	Save	ML	AL
7K	Chef hit points:	4	6	4	1d8/1d8/1d4/ 1d4	30'(10')	F6	11	N
		(27)	00000	00000	00000 00000	00000 00			
7L (3 areas)	Tytonid Apprentices hit points: (x16)	8	1	1	1d6	120'(40')	M1	8	C
		(5)	00000						
7L (3 areas)	Tytonid Mage-Captain hit points: (x2)	7	4	1	1d8 (sword) or 1d6 (crossbow)	120'(40')	M4	10	C
		(18)	00000	00000	00000 000				
7M	General Siffik-Ri hit points:	4	7	1	1d8+3 (sword) + spell	120'(40')	F7	11	C
		(45)	00000	00000	00000 00000	00000 00000 00000 00000			
7N (4 areas)	Tytonid Apprentices hit points: (x2)	8	1	1	1d6	120'(40')	M1	8	C
		(5)	00000						
7O	Tytonid Academic hit points: (x4)	8	3	1	1d4	120'(40')	M3	9	C
		(14)	00000	00000	0000				
7O	Owl Bear hit points:	5	5	3	1d8/1d8/1d8 + hug	120'(40')	F3	9	N
		(23)	00000	00000	00000 00000	000			
7P	Grubbers hit points: (x2)	8	1d4 hp	1	1d4	90'(30')	F1	6	N
		(3)	000						
7R	Balas-Chur hit points:	7	6	1	1d6	120'(40')	C6	9	L
		(27)	00000	00000	00000 00000	00000 00			

PART 4 COMBATANTS (3 of 5)

Found in Area	Monster	AC	HD	#AT	Damage	Move	Save	ML	AL
7S	Tri-Bear hit points:	6 (36)	8 00000	4 00000	1d3/1d3/1d6/ 1d6 + rend, hug 00000 00000	60'(20')	F7	10	N
7T	Tytonid Initiates hit points: (x4)	8 (9)	2 00000	1 0000	1d6	120'(40')	M2	8	C
7T	Invisible Stalker hit points:	7 (36)	4 00000	1 00000	1d8 (sword) or 1d6 (crossbow) 00000 00000	120'(40')	M4	10	C
7U	Tytonid Apprentices hit points: (x3)	8 (5)	1 00000	1	1d6	120'(40')	M1	8	C
7U	Tytonid Instructor hit points:	7 (23)	5 00000	1 00000	1d6+1 00000 00000	120'(40')	M5	10	C
7V	Tytonid Instructor hit points:	7 (23)	5 00000	1 00000	1d6+1 00000 00000	120'(40')	M5	10	C
7W	Torrit-Cree hit points:	7 (41) 0	7 00000	1 00000	1d6+2 00000 00000	120'(40')	M7	10	C
7W	Zombies hit points: (x12)	8 (9)	2 00000	1 0000	1d8	120'(40')	F1	12	C
7W	Ogre Zombie hit points:	8 (18)	4 00000	1 00000	1d12 00000 000	90'(30')	F3	12	C

PART 4 COMBATANTS (4 of 5)

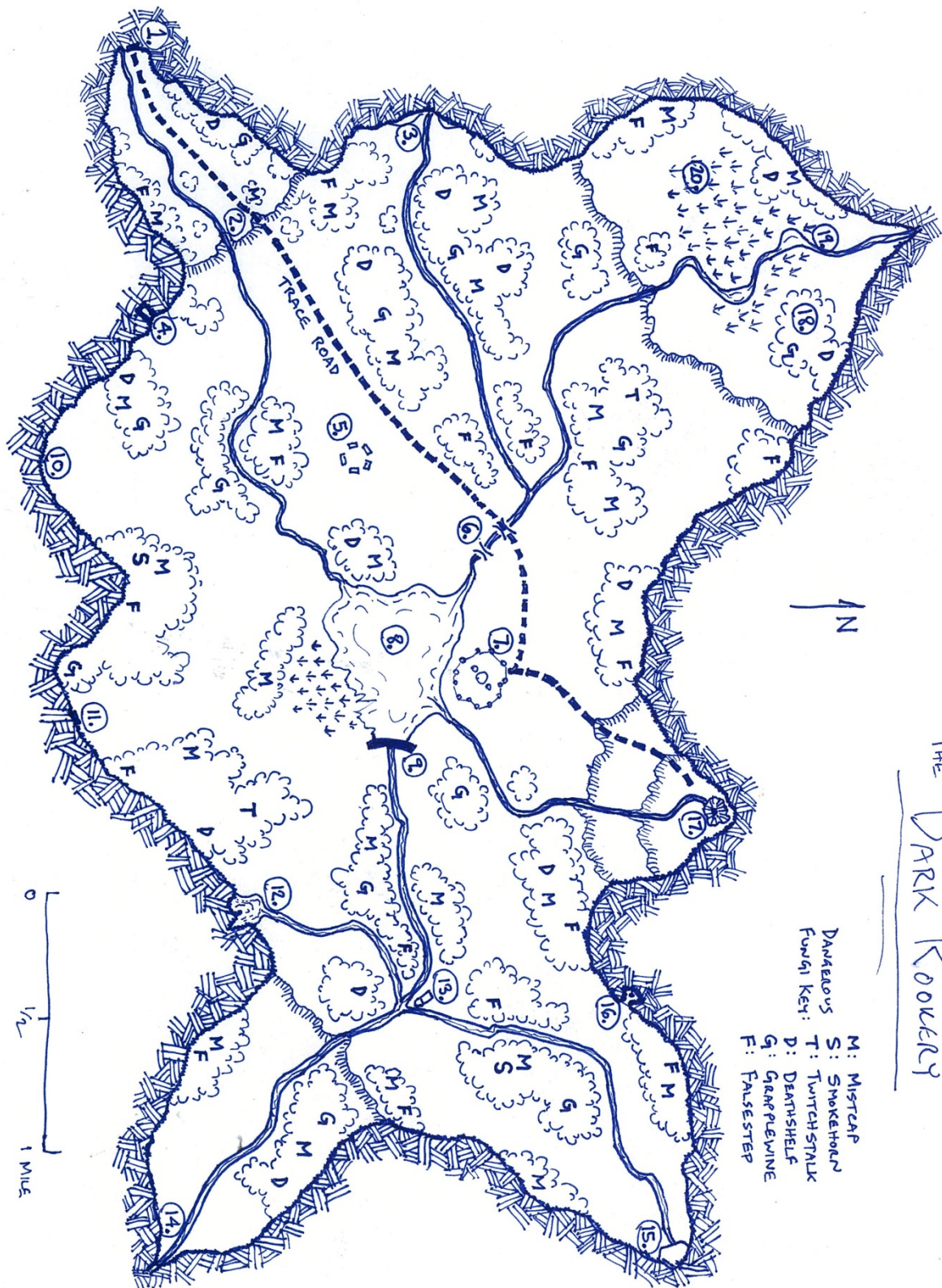
Found in Area	Monster	AC	HD	#AT	Damage	Move	Save	ML	AL
7X	Ikkik-Thuf hit points:	8	4	1	1d4	90'(30')	M4	12	N
		(18)	00000	00000	00000	000			
7X	Wooly Rhinoceros hit points:	4	8	1	2d6 (butt) or 2d12 (trample)	120'(40')	F4	6	N
		(36)	00000	00000	00000	00000	00000	00000	0
7X	Wyvern hit points:	3	7	2	2d8 (bite) and 2d8 + poison (sting)	90'(30') or fly 240'(80')	F4	9	C
		(32)	00000	00000	00000	00000	00000	00	
7Z	Tytonid Mage Captains hit points: (x4)	7	4	1	1d8 (sword) or 1d6 (crossbow)	120'(40')	M4	10	C
		(18)	00000	00000	00000	000			
7Z	Haffek-Du hit points:	4	8	1	3d6+1	120'(40')	M8	11	C
		(46)	00000	00000	00000	00000	00000	00000	00000
			00000	0					
7BB	Owl Boars hit points: (x5)	6	4	1	2d6	120'(40')	F3	10	N
		(18)	00000	00000	00000	000			
7BB	Grubbers hit points: (x3)	8	1d4 hp	1	1d4	90'(30')	F1	6	N
		(3)	000						
7CC	Armor hit points:	0	6	1	1d10+1	60'(20')	F6	11	N
		(27)	00000	00000	00000	00000	00000	00	
7DD	Harpies hit points: (x3)	7	3	3	1d4/1d4/1d6 + charm	60'(20') or fly (150'(50'))	F3	7	C
		(14)	00000	00000	0000				

PART 4 COMBATANTS (5 of 5)

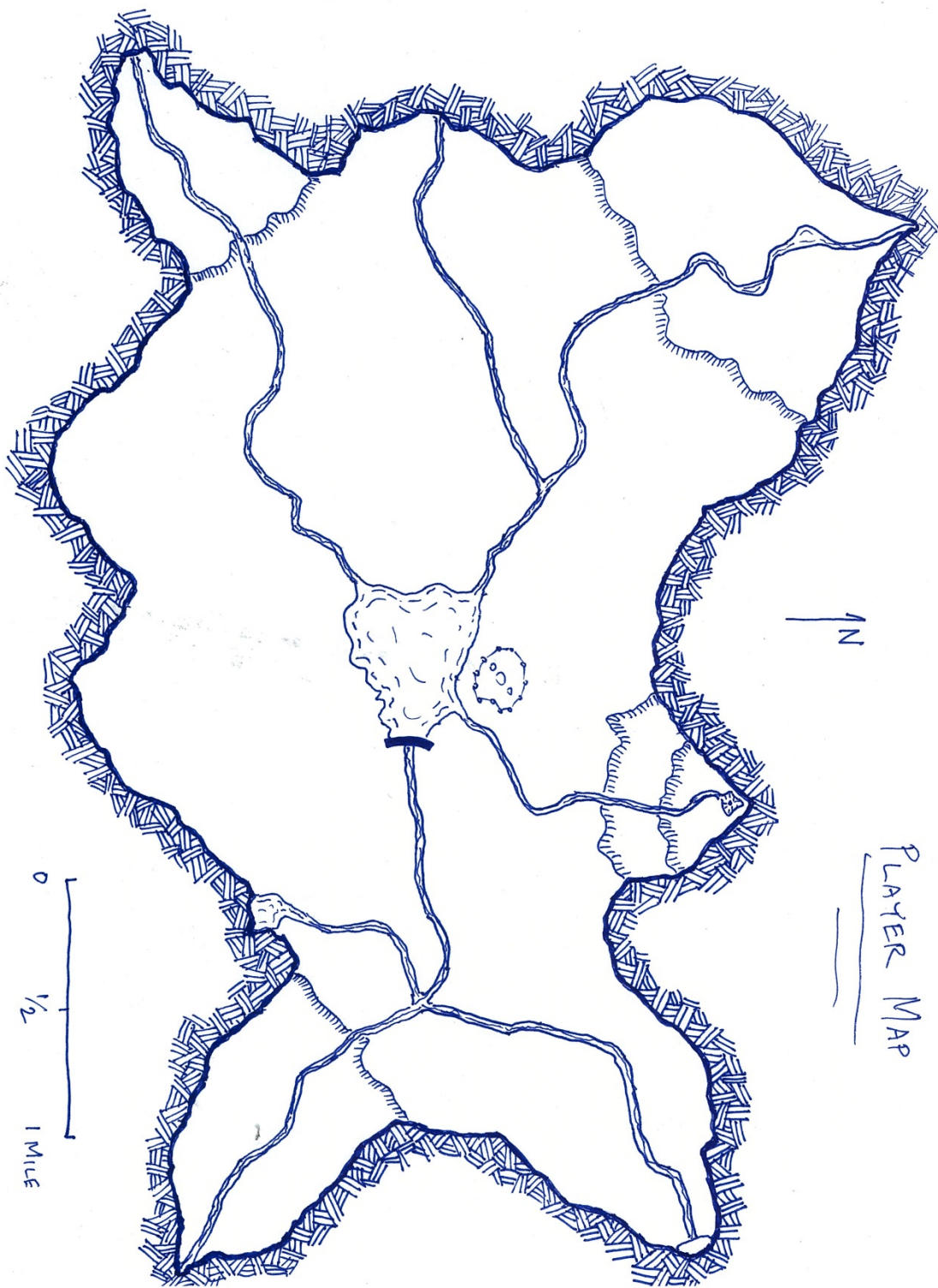
Found in Area	Monster	AC	HD	#AT	Damage	Move	Save	ML	AL
7FF	Spectre hit points:	2	6	1	1d8 + drain	150'(50') or fly 300'(100')	F6	11	C
		(27)	00000	00000	00000	00000	00		
7GG	Ha-Charra hit points:	5	7	3	1d4/1d4/2d8	120'(40') or fly 360'(120')	F4	8	N
		(32)	00000	00000	00000	00000	00000	00	
7HH	Tytonid Apprentices hit points: (x2)	8	1	1	1d6 (spear) or 1d8 (crossbow)	120'(40')	M1	8	C
		(5)	00000						
7II	Tytonid Acolytes hit points: (x4)	5	2	1	1d6 (mace)	120'(40')	C2	10	C
		(9)	00000	0000					
7II	Farraf-Hrr hit points:	2	7	1	1d6+2	120'(40')	C7	12	C
		(38)	00000	00000	00000	00000	00000	00000	000
7KK	Frraticulon hit points:	3	8	3	1d4/1d4/2d8	90'(30') or fly 180'(60')	F8	9	C
		(36)	00000	00000	00000	00000	00000	00000	0

PART 10: MAPS

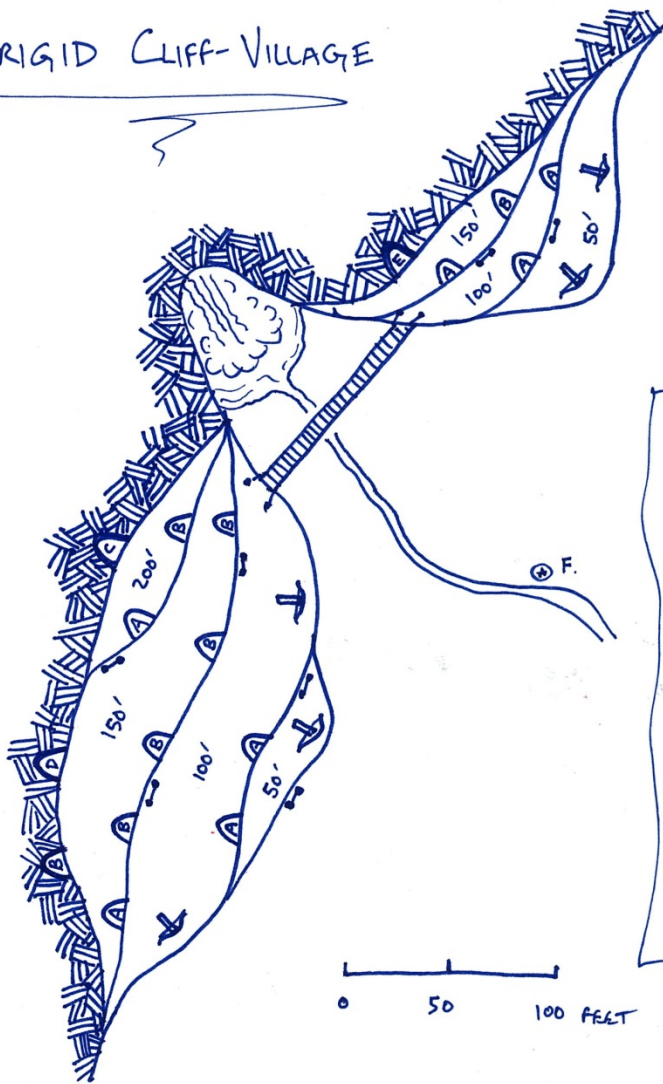
The Dark Rookery



Danaceous
Funqi Key:
M: Mistcap
S: Shoethorn
T: Twitchstalk
D: Deathshelf
G: Gapplewine
F: Falsestep



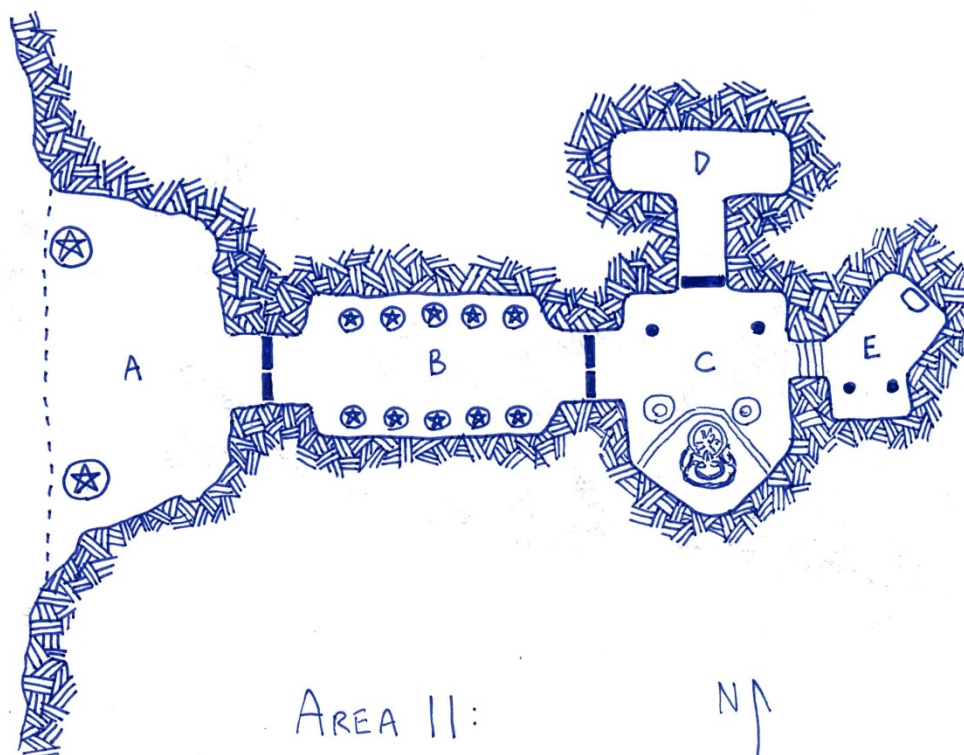
AREA 3: STRIGID CLIFF-VILLAGE



KEY

-  CAVE ENTRANCE
-  CLIFF LADDER
-  BALLISTA EMPLACEMENT
-  ROPE BRIDGE
- 100' CLIFF ELEVATION ABOVE CAVERN FLOOR

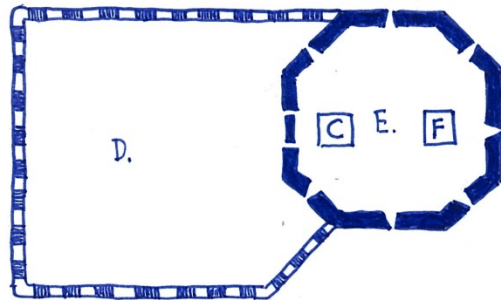
0 50 100 FEET



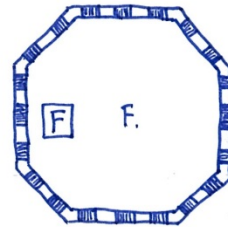
AREA II:
THE TOMB OF
SHAZZEK-RA



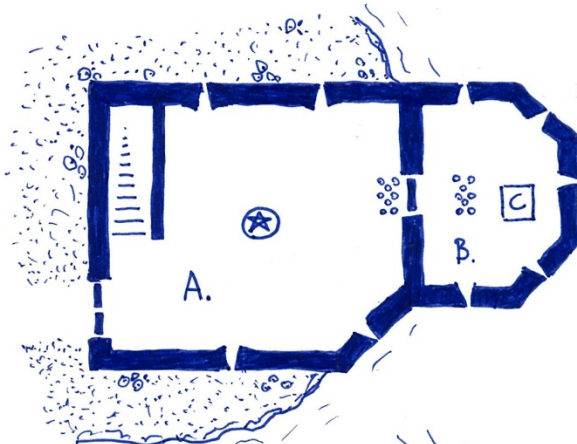
AREA 13:
FORTRESS AT THE JUNCTION



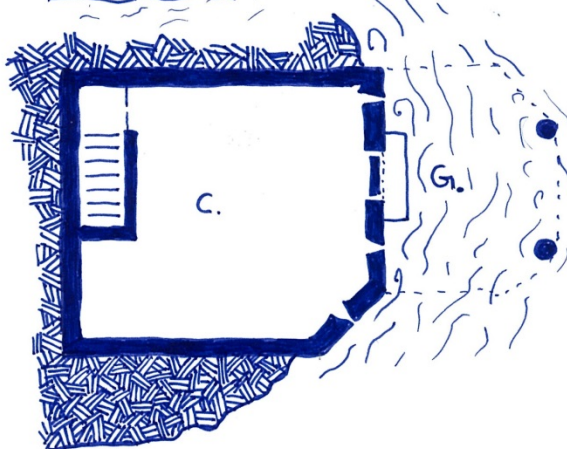
TOWER
1



TOWER
2



UPPER
LEVEL



LOWER
LEVEL

KEY:

••• MURDER HOLES
 ABOVE

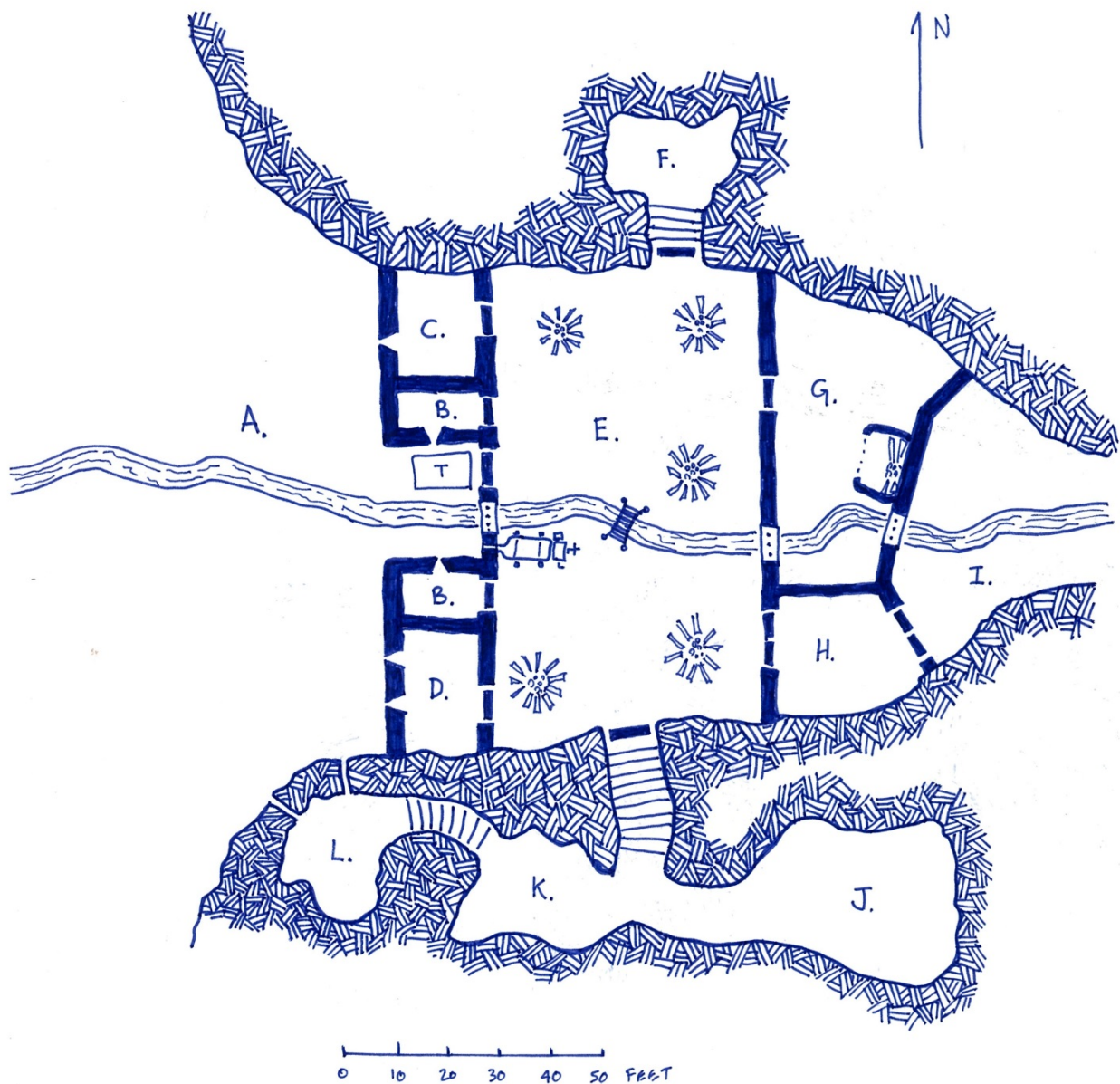
[F] TRAP DOOR
 IN FLOOR

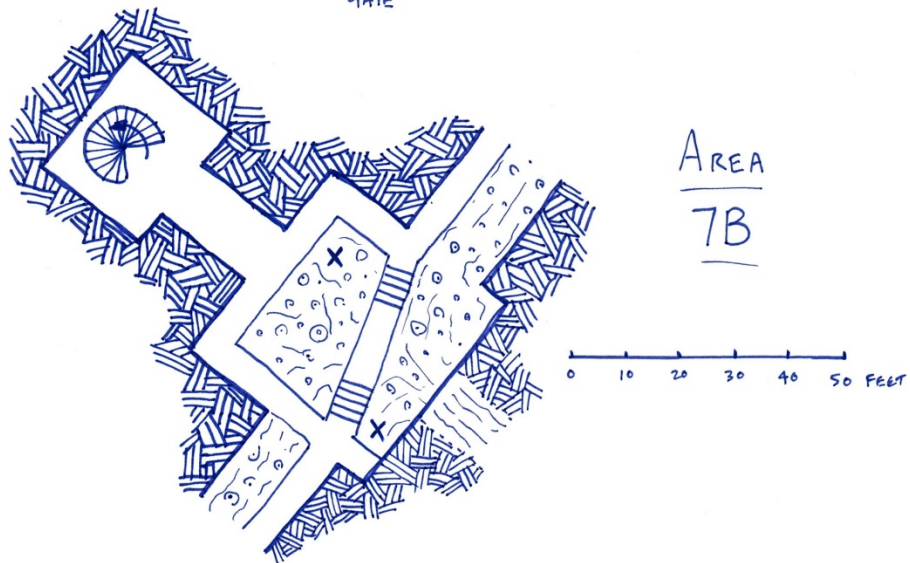
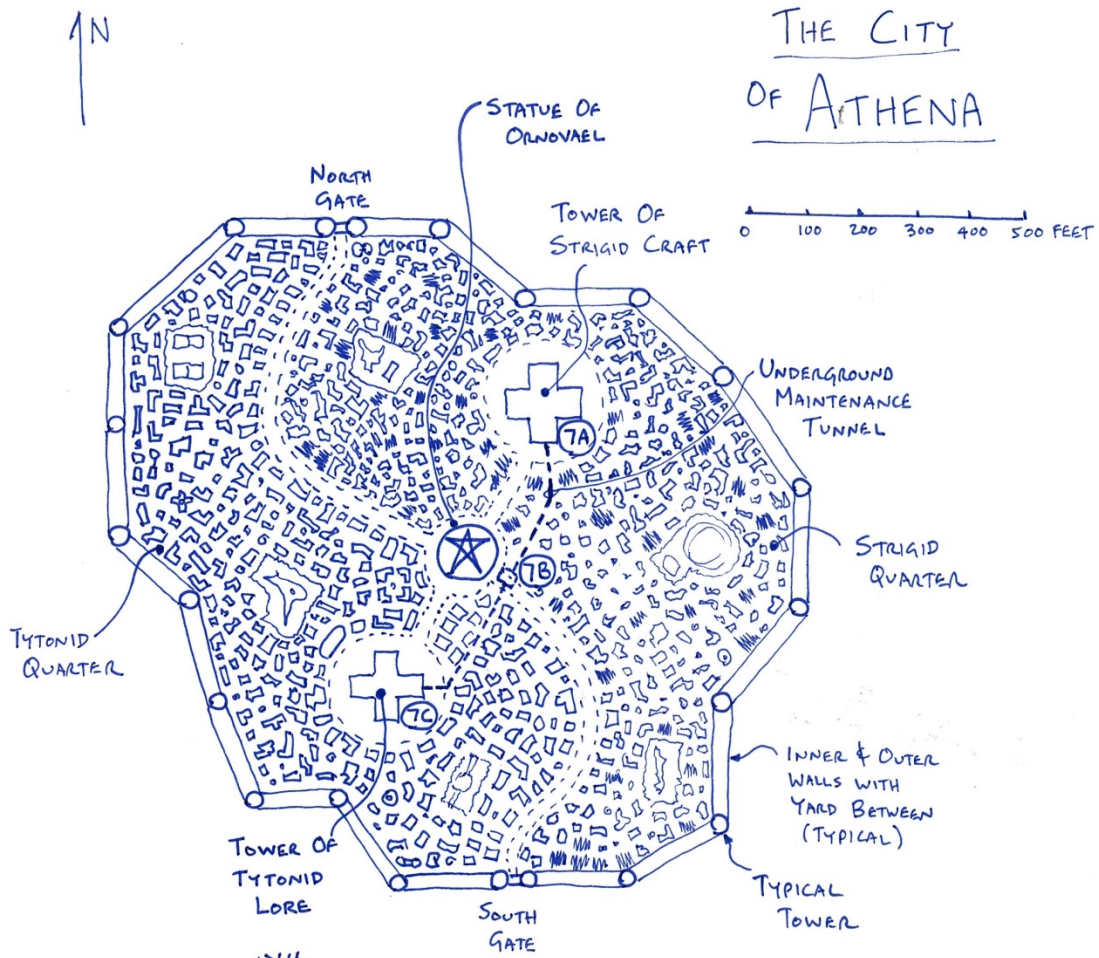
[C] TRAP DOOR
 IN CEILING

▬ ARROW SLIT

☆ STATUE

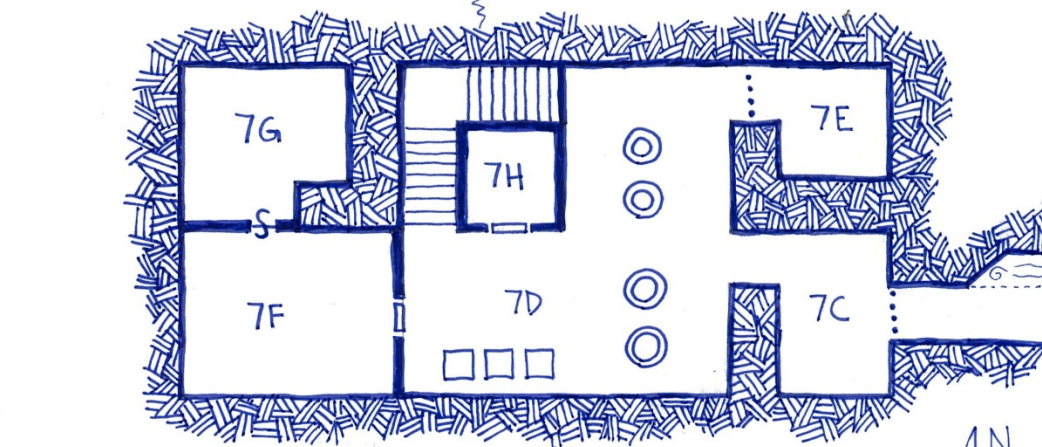
AREA 14:
GOBLIN STRONGPOINT



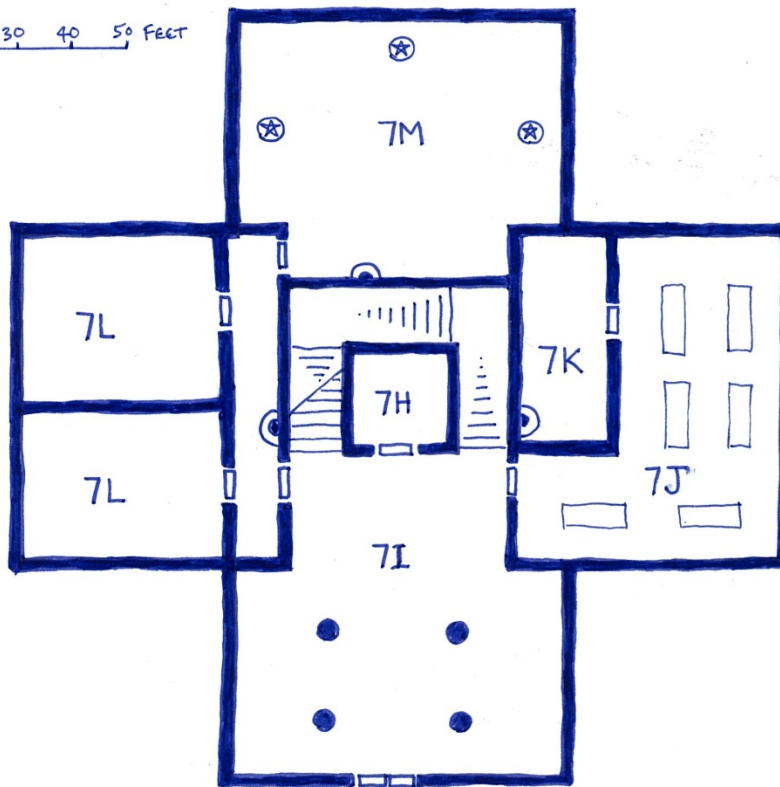


TOWER OF TYTONID LORE

LOWER LEVEL

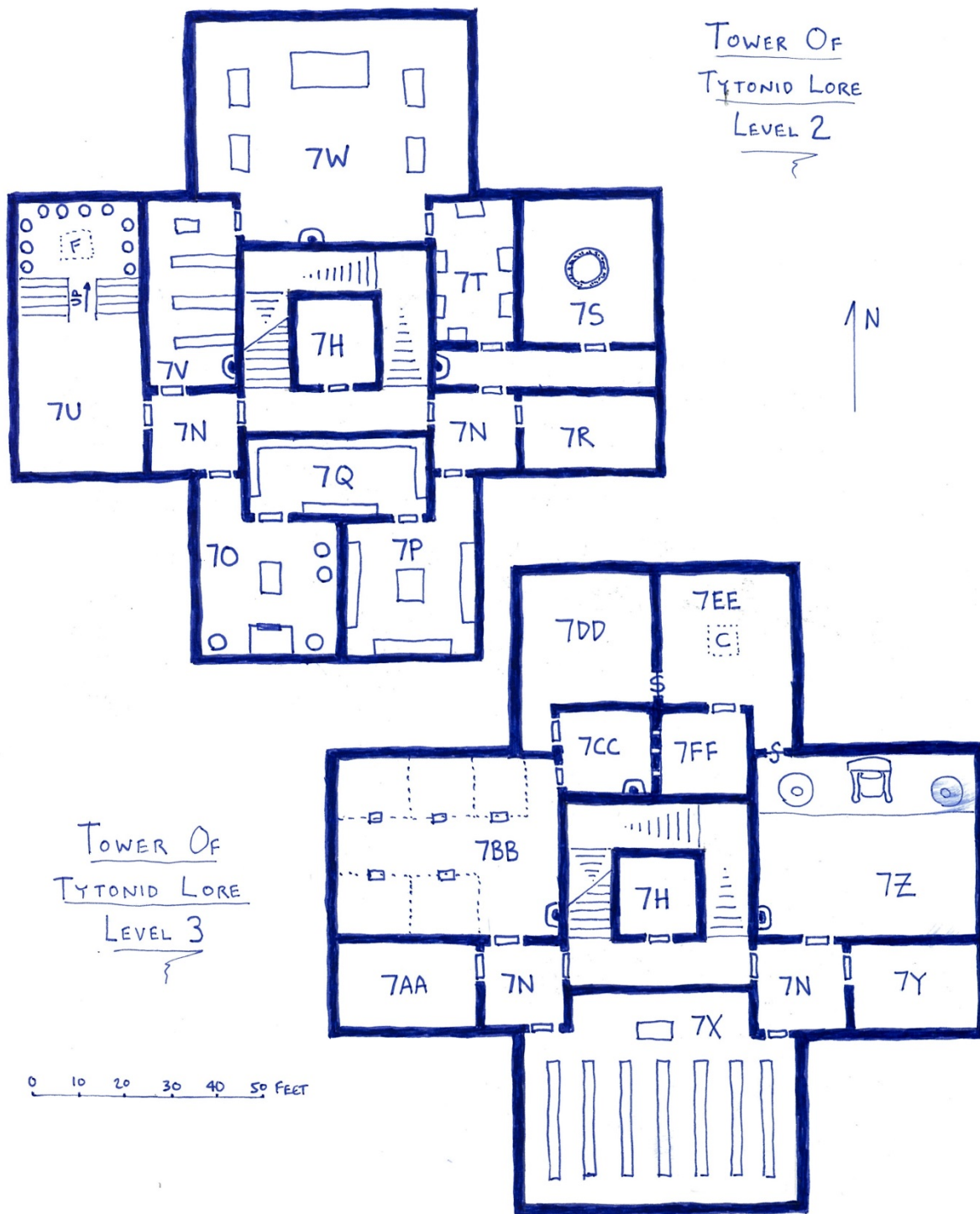


0 10 20 30 40 50 FEET



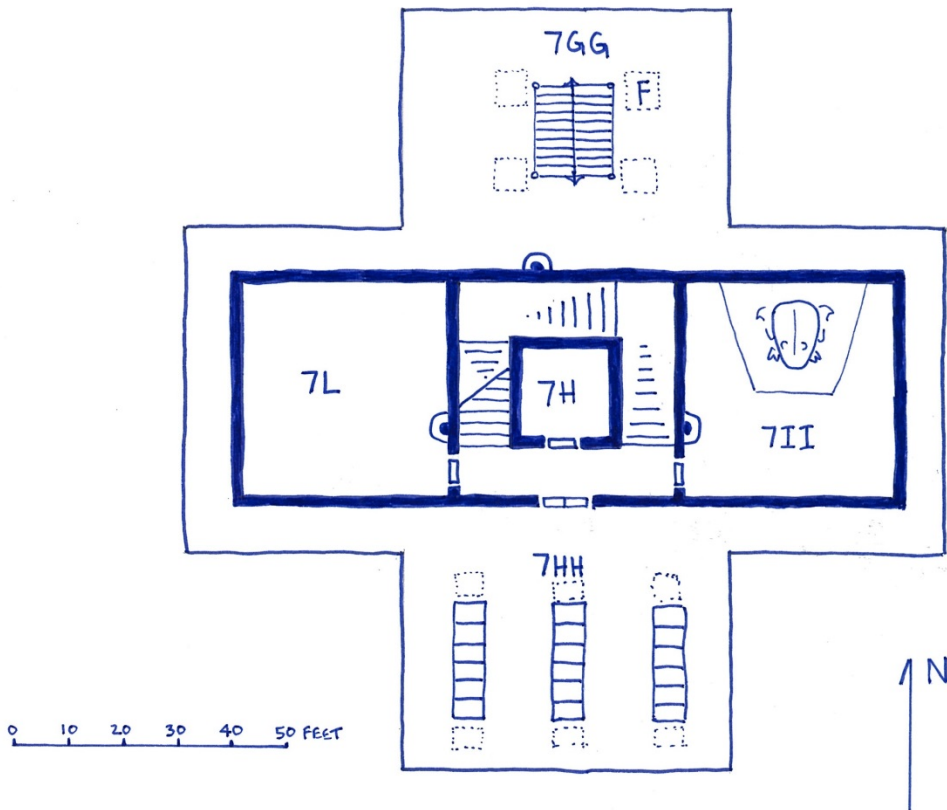
TOWER OF TYTONID LORE

GROUND FLOOR



TOWER OF TYTONID LORE

LEVEL 4



TOWER OF TYTONID LORE

LEVEL 5

PART 11: CREDITS

Design/Layout: Andy Solberg

Editing: Mason Hart

Art: James V. West (go to jwarts.com for more excellent fantasy gaming artwork!)

Playtesting: The Usual Suspects: Angelo Benedetto, Theron Bretz, Tim Gilheart, Chris Goldsberry, Rick Jones, Reed Macomber, Greg Morrow

Special Thanks: This could not have happened without Daniel Proctor, who compiled the Labyrinth Lord rules, and Tom Moldvay, who is missed. I would also like to thank the staff of OwlCon and the students of Rice FastWarp for their support. Finally, thanks to the Houston Food Bank for all the great work they do with Houston's hungry. <http://www.houstonfoodbank.org/>

PART 12: OPEN GAMING LICENSE

DESIGNATION OF OPEN GAME CONTENT

This entire product is open game content.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game

Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and

distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

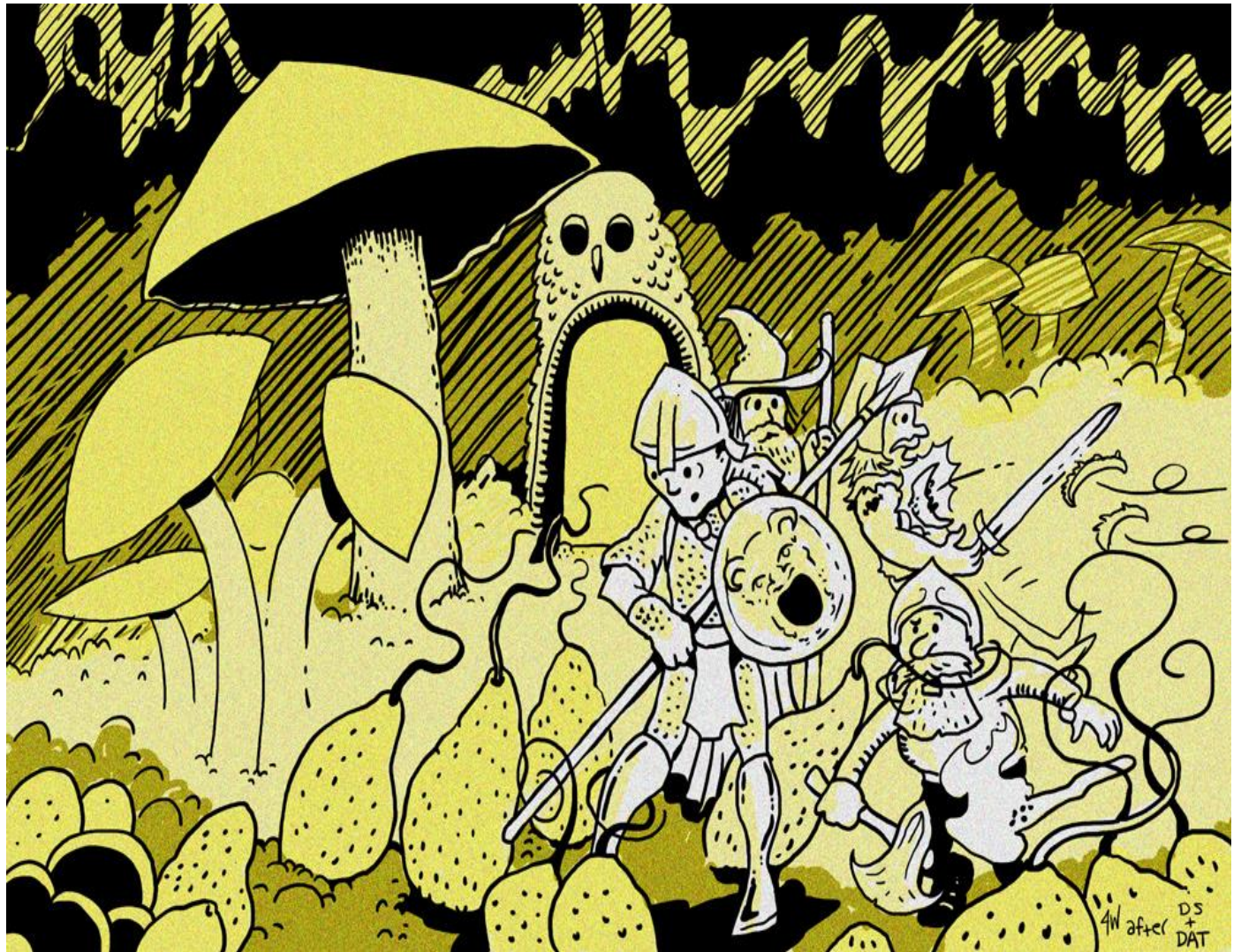
System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins and JD Wiker.

Labyrinth Lord Copyright 2007-2009; Author David Proctor.

Crossbow of Speed and Javelin of Lightning from Advanced D&D Dungeon Masters Guide, Copyright 1979 TSR Games, Author Gary Gygax.



Adventures in the OwlCon series of modules include:

- Dungeon Module OC-1: A Parliament of Owls - OwlCon 43 Adventure
- Dungeon Module OC-2: The Dark Rookery - OwlCon 44 Adventure
- Dungeon Module OC-3: Tomb of the Feathered Mage (coming in 2016)
- Dungeon Module OC-4: Warrens of the Night Hunters (coming in 2017)
- Dungeon Module OC-5: A Screech From Beyond (coming in 2018)

Thanks to all OwlCon attendees, guests, vendors, game-masters and staff. We'll see you soon at OwlCon 45!