

WYVERN CITADEL - OVERGROUND

THE PRIMARY COMMAND AND CONTROL CENTRE FOR THE DEFENCE ZONE ACROSS THE JACKSON DELTA AREA IS AT WYVERN CITADEL ITSELF, AN ANCIENT STONE-BUILT CASTLE SET ON PART OF A SOUTHWEST TO NORTHEAST TRENDING ROCKY RIDGE THAT FORMS A DISTINCT LANDMARK ON THE NORTH BANK OF THE RIVER JACKSON IN ITS HUGE BEND BETWEEN THE MOUNTAINS OF THE GREAT STONE WALL AND THE DELTA. THE FAIRLY POOR-QUALITY, STONY, LAND NEAR THE RIDGE IS LITTLE-USED FOR AGRICULTURE, AS THE CLOSEST VILLAGE'S NAME OF STONEMOOR MIGHT IMPLY. IT IS THOUGH AN IDEAL SPOT FOR OLD-TIME PHYSICAL DEFENCE. THE CITADEL IS BUILT ON AN 80-FOOT HIGH (25 METRES) FLAT-TOPPED, ROCKY PINNACLE, SEPARATED BY NARROW, STEEP RAVINES FROM THE REST OF THE RIDGE, WHICH RAVINES IN PLACES SHOW SIGNS OF HAVING BEEN DELIBERATELY CUT AT A MUCH EARLIER TIME, LIKE PARTS OF THE LEVELLED SURFACE ON WHICH THE CITADEL STANDS.

TO THE SOUTHWEST, A WELL-MAINTAINED, NEWLY-REFURBISHED, CAMBERED ROADWAY RUNS UP TO THE CITADEL'S DRAWBRIDGE, AND ALONG THE LENGTH OF THE RIDGE TO MEET THE STONEMOOR TO INSIGHT ROAD AROUND 4 MILES (6.5 KILOMETRES) NORTH OF STONEMOOR VILLAGE. THIS TAKES IT PAST THE STONEMOOR WYVERN DROME, WHICH IS SET IN CAVES ON THE UPPER PARTS OF THE RIDGE AROUND 2.5 MILES (4 KM) SOUTHWEST OF THE CITADEL. CLOSER TO THE CITADEL, THOUGH STILL TOO DISTANT TO FEATURE ON THE CITADEL MAPS, IS A PAVED VEHICLE PARK ON THE RIDGE, USED BY STAFF WORKING AT, OR VISITING, THE CASTLE. THE DRAWBRIDGE IS STRONG ENOUGH ONLY FOR LIGHTER, MAGICALLY-POWERED SURFACE VEHICLES, SUCH AS THE ONE-PERSON CARRIAGES USED BY DISPATCH RIDERS, OR CREATURES LIKE HORSES. HORSES HOWEVER ARE MAINLY USED NOW AS CEREMONIAL OR DISPLAY ANIMALS, RIDDEN ONLY OCCASIONALLY BY SENIOR OFFICERS.

PERSONNEL NUMBERS AT THE CITADEL VARY ACCORDING TO THE CURRENT DEFENCE SITUATION ACROSS THE ZONE, ALTHOUGH EXCEPT IN TIMES OF EMERGENCY, IS USUALLY A BARE MINIMUM OF GUARDS, THE DUTY COMMANDER, A COMMUNICATIONS SPECIALIST AND A NUMBER OF ANCILLARY STAFF WHO LOOK AFTER THE DAY-TO-DAY RUNNING OF THE BUILDING, ITS EQUIPMENT AND THE NEEDS OF THE STAFF. THE MILITARY STAFF OPERATE A THREE-SHIFT SYSTEM PER DAY NORMALLY.

THE CITADEL HAS BEEN IN CONTINUOUS USE FOR A VERY LONG TIME, AND HAS BEEN ALTERED AND UPGRADED IN PARTS ON AN AD HOC BASIS AS NEEDS HAVE DICTATED. IT PRESENTLY HAS RUNNING FRESHWATER AND WASTE-WATER DISPOSAL SYSTEMS, HEATING AND COOLING SYSTEMS, AND ARTIFICIAL LIGHTING THROUGHOUT, ALL MAGICALLY OPERATED, POWERED BY WYVERNITE. WYVERNITE IS A MAGICAL CRYSTALLINE MINERAL SUBSTANCE FOUND IN VARIOUS PARTS OF SHOENIA. IT IS USED TO POWER NUMEROUS MAGICAL DEVICES AT A NUMBER OF PLACES, USING "ELECTRICKERY", A FORM OF MAGICAL, CONTROLLABLE, LIGHTNING THAT WORKS THROUGH SOPHISTICATED MACHINERY. WYVERNITE IN ITS RAW STATE HAS A MOTTLED BLACK-AND-RED COLOURING, AND EMITS A PALE REDDISH LIGHT. FEW OF THE MECHANISMS BY WHICH THIS FUNCTIONS HAVE BEEN ILLUSTRATED ON THE CITADEL MAPS, BEYOND THE LARGER-SCALE FEATURES, AS MANY OF THE CONCEALED CONDUITS WOULD BE TOO SMALL TO CLEARLY IDENTIFY AT THIS SCALE - MUCH LIKE WIRING AND PLUMBING IN A CIRCA MID-20TH CENTURY HOUSE, FOR EXAMPLE.

ALL MILITARY PERSONNEL HAVE PERSONAL SIDEARMS THAT ARE ALSO POWERED BY WYVERNITE SIMILARLY, AND WHICH SHOOT ELECTRICKAL (= MAGICAL LIGHTNING) BOLTS UP TO SIMILAR DISTANCES AND OF COMPARABLE EFFECTIVENESS TO MANY MID-20TH CENTURY PROJECTILE WEAPONS, SUCH AS HANDGUNS AND RIFLES. MORE POWERFUL, LARGER CALIBRE, WEAPONS, NOTABLY VARIOUS MARKS OF THE STRICKFADEN LIGHTNING CANNON, ARE LOCATED ON THE CASTLE'S HIGHER ROOF-PLATFORMS.

EACH LEVEL OF THE CITADEL MAPS IS SEPARATED VERTICALLY FROM THE NEXT BY AROUND 10 FT (3 M), SO THE FLOORS OF THE HIGHEST TOWERS HERE ARE AROUND 50 FT (15 M) ABOVE THE TOP OF THE SOLID ROCK PINNACLE ON WHICH THE CASTLE IS BUILT. THERE ARE THREE SUBTERRANEAN LEVELS BELOW THIS SURFACE TOO (DETAILED SEPARATELY), THE FIRST TWO OF WHICH ARE ALSO AT APPROXIMATE 10-FT DEPTH INTERVALS BELOW THE SURFACE CASTLE FLOORS. FOR CONVENIENCE, TWO OUTDOOR CLIFF-LINE "CONTOURS" HAVE BEEN ILLUSTRATED ON THESE PLANS, WITH BOULDER-STREWN CLIFFS AT THEIR BASES, EACH OF WHICH CAN BE THOUGHT OF AS SHOWING HEIGHT INTERVALS OF AROUND 40 FT (12 M). THUS THE RIDGE TOP AT THE CASTLE'S GROUND LEVEL, ALONG WITH THE ROADWAY RIDGE TO ITS SOUTHWEST ARE ABOUT 80 FT (25 M) ABOVE THE GENERAL SURFACE LEVEL BELOW, WHILE THE RIDGE NORTHEAST OF THE CASTLE'S KNOLL RISES 40 FT OR SO BY THE EDGE OF THE MAP, RISING HIGHER ONLY FURTHER OFF THE RIGHT-HAND SIDE OF THE MAP.

FIRST LEVEL

MUCH OF THE STONEMWORK ON THIS LEVEL IS HOLLOW, SO PERSONNEL CAN ACCESS ALMOST ANY PART OF THE CITADEL FROM HERE WITHOUT BEING SEEN FROM OUTSIDE. A PAIR OF SOLID WOODEN ARMS SUPPORT ELECTRICKAL LAMPS THAT ILLUMINATE THE DRAWBRIDGE AND MAIN GATEWAY, ON THE OUTSIDE OF THE GATEHOUSE'S UPPER PART (NOT LABELLED AS SUCH ON THIS LEVEL).

1) ARMOURY: THE TWO CHAMBERS ADJACENT TO THE GATEHOUSE CONTAIN PERSONAL WEAPON AND ARMOUR STORES FOR THE CITADEL, INCLUDING IN LOCKED CABINETS AND WALL-MOUNTED HAND-WEAPON RECHARGE RACKS. EACH ROOM HAS A LOCKABLE DOOR LEADING INTO THE INTRAMURAL PASSAGE (3) THAT RUNS AROUND THIS LEVEL, WITH OPEN STONE STAIRS LEADING DOWN TO THE GROUND LEVEL BARRACK ROOMS DIRECTLY UNDERNEATH. A LADDER IN EACH LEADS UP THROUGH A TRAPDOOR TO THE SECOND

LEVEL. TABLES AND CHAIRS ALLOW CLEANING AND OTHER WORK ON WEAPONS, AND EACH ROOM ALWAYS HAS AT LEAST ONE GUARD IN THE PASSAGE BEYOND ITS OUTER DOOR.

2) POWER UNIT: A SMALLER ELECTRICKAL POWER UNIT IS SET HERE, PART OF THE EMERGENCY BACK-UP SYSTEM FOR THE CITADEL. IF THE MAIN GENERATOR (S) STOPS OR IS TURNED OFF, THIS UNIT, AND/OR THE LARGER ONE AT 4 WILL ACTIVATE TO CONTINUE POWERING THE CASTLE. WHILE MOST OF THE ELECTRICKAL POWER SYSTEM USES WYVERNITE VEINS EMBEDDED OR GROWN IN THE WALLS, FLOORS AND CEILINGS FOR TRANSMISSION, SOMETIMES A DIRECT TRANSFER MAY NEED TO HAPPEN THROUGH THE AIR DOWN THE LONG EASTERN PASSAGEWAY (3) BETWEEN THE GENERATOR AT S AND THIS POWER UNIT. ALL PERSONNEL ARE WARNED IN ADVANCE IF THIS IS TO HAPPEN, AS THE CORRIDOR MUST BE CLEAR FOR SAFETY. SPIRAL STAIRS RUN DOWN ANTICLOCKWISE IN THE SOUTHEAST QUADRANT TO GROUND LEVEL, AND CLOCKWISE UP TO THE SECOND LEVEL IN THE NORTHEAST ONE BY THE UNIT.

3) INTRAMURAL PASSAGE: CONNECTING ALL THE STONEMWORK PARTS OF THE CITADEL ACCESSIBLE ON THIS LEVEL, THIS BROAD PASSAGEWAY HAS NARROW, OPEN, SLIT WINDOWS AT INTERVALS ALONG IT FOR VIEWING AND, IF NECESSARY, SHOOTING. EACH CAN BE CLOSED BY A LOCKABLE, HINGED, WOODEN SHUTTER ON ITS INNER SIDE. FOUR WOODEN CABINETS PLACED ALONG THE INNER WALL CONTAIN SPARE WYVERNITE CRYSTALS PREPARED FOR USE IN HAND-WEAPONS, WITH SEVERAL SPARE WEAPONS OF THIS TYPE. THE CABINETS ARE ORDINARILY KEPT LOCKED, EXCEPT IN AN EMERGENCY, OR DURING A TRAINING DRILL.

4) POWER UNIT: THIS ROOM AT THE BASE OF THE SQUARE CORNER TOWER HAS A PAIR OF SHUTTERED SLIT-WINDOWS AND AN ADDITIONAL LOCKED WEAPONS AND WYVERNITE CABINET LIKE THOSE IN THE PASSAGEWAY (3). IT ALSO HAS A SET OF STONE STEPS LEADING UP TO THE SECOND LEVEL IN THIS TOWER. MUCH OF THE FLOOR SPACE IS OCCUPIED BY AN ADDITIONAL ELECTRICKAL POWER UNIT WHICH IS ATTACHED TO A SMALL MAGICAL POWER GENERATOR, PART OF THE SECONDARY POWER FACILITIES FOR THE CITADEL, LIKE THE UNIT IN ROUND TOWER ROOM 2, EXCEPT THIS UNIT DOES NOT REQUIRE OCCASIONAL DIRECT POWER "TOP-UPS" FROM THE MAIN GENERATOR AT S ALONG THE CONNECTING CORRIDOR.

S) POWER GENERATOR: THE CITADEL'S PRIMARY ELECTRICKAL POWER SOURCE, DRAWING ITS ENERGY FROM WYVERNITE, LIKE THAT STORED IN THE ROOM DIRECTLY BELOW THIS ONE ON THE GROUND LEVEL (10 THERE), TO WHICH THE SPIRAL STAIRWAY IN THE SOUTHEAST QUADRANT LEADS DOWN TO CLOCKWISE. THE COUNTER-CLOCKWISE STAIRS IN THE SOUTHERN QUARTER LEAD UP TO THE SECOND LEVEL IN THIS LARGER ROUND TOWER. AT LEAST TWO EXPERIENCED ELECTRO-MAGICAL TECHNICIANS ARE ALWAYS IN HERE, MONITORING THE EQUIPMENT, AND ADJUSTING IT WHEN NECESSARY. IT CAN GET HOT AT TIMES, SO THESE MAGEENERS OFTEN WEAR A MINIMUM OF CLOTHING. THESE OR SIMILAR ADDITIONAL STAFF SOMETIMES MAY BE FOUND WORKING ON THE MACHINES AT 2 OR 4 ON THIS LEVEL, OR ELSEWHERE IN THE CASTLE, WHERE EQUIPMENT ADJUSTMENTS OR MONITORING MAY BE REQUIRED.

6) OFFICERS' BARRACKS: THE UPPER STOREY OF THIS WOODEN COURTYARD BUILDING HOUSES THE SLEEPING QUARTERS FOR THE SENIOR CITADEL COMMANDERS, AND THEIR PERSONAL GEAR. THE BEDROOM WINDOWS ALL HAVE HINGED SHUTTERS, SINCE THE TEAMS HERE WORK TO A FULL-DAY SHIFT SYSTEM, SO SOME WILL ALWAYS NEED TO BE SLEEPING DURING THE DAYTIME. LIKE THE BEDS ELSEWHERE, THOSE HERE TOO CAN BE CONVERTED RAPIDLY TO DOUBLE-HEIGHT BUNKS WHEN MORE STAFF MUST BE ACCOMMODATED. A WOODEN STAIRCASE LEADS DOWN TO THE GROUND LEVEL.

7) BARRACKS: THE MAIN BARRACKS FOR THE CITADEL'S STAFF IS SET ABOVE THE STABLES (GROUND LEVEL PLACE 6) IN THE OTHER OF THE COURTYARD'S WOODEN TWO-STOREY LEAN-TO BUILDINGS. BEDS, WHICH AS USUAL CAN BE CONVERTED TO DOUBLE-HEIGHT BUNKS WHEN REQUIRED, WITH STORAGE CABINETS AND CHESTS FOR PERSONAL GEAR, ARE THE MAIN FURNITURE ITEMS. A TRAPDOOR AND LADDER TOWARDS THE SOUTH END PROVIDES GROUND LEVEL ACCESS, AND THERE ARE SIMPLE ROLLER-BLINDS TO COVER EACH WINDOW WHEN NIGHT-SHIFT STAFF ARE SLEEPING BY DAY HERE.

8) STAIR PLATFORMS: THREE SOLID STONE PLATFORMS PROVIDE LANDINGS FOR THE STONE STAIRWAYS THAT LEAD UP FROM GROUND LEVEL TO THE OPEN PARAPET WALKWAYS ALONG THE CASTLE'S WALLS ON THE SECOND LEVEL.