

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.

SECOND LEVEL

ALL THE OPEN WALL-TOP WALKWAYS ARE ON THIS LEVEL, WHILE ALL THE CASTLE'S TOWERS CONTINUE RISING UP BEYOND IT.

1) WATCH ROOM: THE TWIN BARBICAN ROOMS FLANKING THE GATEHOUSE ON THIS LEVEL ARE PLACES FOR PATROLLING GUARDS FROM THE WALKWAYS TO TAKE BREAKS, AND WHERE OTHER ON-DUTY STAFF CAN WAIT OR REST. BASIC FOOD AND DRINKS ARE AVAILABLE IN THE CABINETS OF EACH, ALONG WITH PLACES TO STORE GEAR NOT IN-USE. SHUTTERED WINDOW-SLITS ALLOW VIEWS OUTSIDE INTO THE COURTYARD AND BEYOND THE CITADEL'S WALLS, LIKE THOSE DETAILED IN THE INTRAMURAL PASSAGE (3) ON THE FIRST LEVEL. EACH ROOM HAS A FLOOR TRAPDOOR LEADING DOWN TO THE ARMOURIES ON THAT FIRST LEVEL, WHILE A LADDER IN EACH LEADS UP TO THE ROOF BY A CEILING TRAPDOOR. BOTH ROOMS HAVE AN INNER DOORWAY LEADING INTO THE WINCH ROOM (3), ALTHOUGH ONLY THE SOUTHERLY WATCH ROOM HAS A SECOND DOOR LEADING OUT ONTO THE SHORT PARAPET

WALKWAY (2) LEADING TO THE CORNER TOWER STORES (4). THIS MORE SOUTHERLY CHAMBER TENDS TO BE THE ONE OF THIS PAIR MORE COMMONLY OCCUPIED, AS HAVING EASIER ACCESS FROM MORE OF THE CASTLE.

2) PARAPET WALKWAYS: ACCESSIBLE FROM THE GROUND LEVEL COURTYARD BY THREE SETS OF STONE STEPS, THESE WALKWAYS HAVE STOUT OUTER WALL-TOPS WHICH OVERHANG ON BOTH SIDES OF THEIR SUPPORTING WALLS, AND ARE PIERCED AT INTERVALS BY SLOTS ALLOWING VIEWS, AND SHOOTING WHEN NECESSARY, BEYOND THE WALKWAYS EITHER INTO OR OUT FROM THE CASTLE. WHERE THE WALKWAYS ADJOIN CORNER TOWER 4, MORE STONE STEPS RISE TO GIVE ACCESS TO THIS TOWER'S ROOF ON THE THIRD LEVEL.

3) WINCH ROOM: DOORS ON THE NORTHERN AND SOUTHERN WALLS LEAD INTO THE TWO WATCH ROOMS ON THIS LEVEL, THE ONLY MEANS OF ACCESS FROM LOWER PARTS OF THE CASTLE. THIS ROOM HAS A SOLID STONE FLOOR WHICH IS PIERCED BY SIX RECTANGULAR MURDER HOLES, LOOKING DIRECTLY DOWN INTO THE OPEN, HIGH GATEHOUSE SPACE OCCUPYING THE TWO LEVELS BELOW THIS ONE. TWO SHUTTERED SLIT-WINDOWS LOOK OUT OVER THE COURTYARD ON THE INNER WALL. THE OUTER WALL IS PIERCED BY A PAIR OF SLOTS THAT ALLOW THE DRAWBRIDGE CABLES TO PASS OUT, FOR RAISING OR LOWERING THE BRIDGE WHEN REQUIRED. THE CABLES RUN AROUND THE WINCH ROLLER UP BY THE CEILING HERE, WITH THE ELECTRICKAL WINCH MECHANISM ITSELF HOUSED IN THE WINCH LOFT ABOVE THIS ROOM ON THE THIRD LEVEL. TWO ELECTRICKAL WALL-MOUNTED SYSTEMS ON EITHER SIDE WALL TOWARDS THE FRONT OF THIS ROOM OPERATE THE RAISING AND LOWERING OF THE PORTCULLIS. ON THE INNER SIDE BELOW THE WINCH ROLLER ARE A PAIR OF WALL-MOUNTED LEVERS, ONE ON EACH WALL. OPERATING EITHER OF THESE FREES THE GREAT WOODEN TRAPDOOR IN THE GROUND LEVEL GATEHOUSE, LETTING IT HINGE-DROP INTO THE 20-FT-DEEP SPIKED PIT BELOW.

4) STORES: SPARE FURNITURE AND OTHER ITEMS LESS-COMMONLY REQUIRED ARE KEPT HERE IN THE UPPER LEVEL OF THE SQUARE CORNER TOWER. A STONE STAIRWAY LEADS DOWN TO THE POWER UNIT ROOM BELOW ON THE FIRST LEVEL (4 THERE TOO), WITH AN ACCESS DOOR IN THE NORTHERN WALL LEADING OUT ONTO THE SHORT PARAPET WALKWAY (2) BETWEEN THE MORE SOUTHERLY WATCH ROOM (1) AND HERE. ANOTHER PAIR OF WOODEN, WALL-MOUNTED ELECTRICKAL LAMP SUPPORTS, LIKE THOSE SUSPENDED ABOVE THE DRAWBRIDGE (SEE THE OPENING NOTES TO THE FIRST LEVEL), ARE SET ON THE EXTERIOR WALLS OF THIS CHAMBER.

5) CORNER TURRET: GENERALLY USED AS LITTLE MORE THAN A PASSAGeway GIVING ACCESS TO THE FLOOR BELOW BY ITS ANTICLOCKWISE SPIRAL STEPS, THE FLOOR ABOVE UP ITS CENTRAL LADDER AND CEILING TRAPDOOR, AND THE PARAPET WALKWAYS ON THIS LEVEL (2) BY THE DOOR ON ITS SOUTHWESTERN SIDE. IT ALSO HAS THREE VIEWING/SHOOTING SLITS, INCLUDING ONE PARTWAY UP THE ASCENDING SPIRAL STAIRS FROM BELOW, EACH COVERED BY THE NORMAL HINGED WOODEN SHUTTER WHEN NOT IN USE. THE ROOM IS OCCASIONALLY EMPLOYED AS EXTRA STORAGE SPACE.

6) DUTY ROOM: THE CITADEL'S MAIN ADMINISTRATIVE OFFICE, USUALLY OCCUPIED BY THE DUTY COMMANDER FOR THE CURRENT SHIFT, AND POSSIBLY ONE OR MORE OTHER STAFF MEMBERS. AN ELECTRICKAL COMMUNICATIONS PANEL ALLOWS REPORTS TO BE PASSED SWIFTLY TO AND FROM HERE TO ELSEWHERE IN THE CITADEL AND BEYOND, WHEN NECESSARY. THE ROOM IS FLANKED ON ITS NORTHERN AND SOUTHERN QUADRANTS BY A PAIR OF STONE SPIRAL STEPS DESCENDING CLOCKWISE TO THE POWER GENERATOR ON THE FLOOR BELOW (S; SOUTHERN SIDE), AND ASCENDING TO THE UPPER DUTY ROOM ABOVE (S ON THE THIRD LEVEL). MORE RECENT RECORDS RELATING TO THE RUNNING OF THE CASTLE ARE MAINTAINED HERE (OLDER ONES ARE STORED IN THE CHAMBER ABOVE), IN THE CABINET, DESK AND TABLE DRAWERS. THREE SHUTTER-COVERED SHOOTING SLITS LOOK OUT FROM THE EASTERN HALF OF THE CHAMBER, ONE AT THE BASE OF THE ASCENDING STEPS, ONE PARTWAY UP THEM, WHILE A PAIR OF DOORS OPEN DIRECTLY ONTO THE NORTHWEST AND SOUTHWEST PARAPET WALKWAYS (2). EVEN WHEN THE DUTY COMMANDER MAY BE CALLED AWAY ELSEWHERE IN THE CITADEL, THERE IS ALWAYS AT LEAST ONE MEMBER OF THE CASTLE'S MILITARY STAFF PRESENT HERE TO TAKE MESSAGES, OR CONTACT THE COMMANDER.

7) PARAPET GARGOYLE: THE LOWEST OF EIGHT CARVED-STONE GARGOYLES SET ABOUT THE CASTLE'S UPPER WORKS. EACH FIGURE IS HUMANOID, WINGED, HAS AN ESPECIALLY DRACONIC-SEEMING SCALED SKIN AND HEAD, AND A SNAKING TAIL WITH A WYVERN-LIKE TAIL-TIP STING. WHEN REQUIRED - TYPICALLY ONLY IN A SEVERE EMERGENCY - THESE FIGURES CAN BE INDIVIDUALLY OR COLLECTIVELY ANIMATED BY MAGIC TO AID THE DEFENCE OF THE CITADEL, AS THE MORE SENIOR COMMANDER DICTATES. THEY ARE NOT LIVING CREATURES ORDINARILY, BUT ONCE ANIMATED, ARE STRONG, POWERFUL FIGHTERS, ABLE TO FLY, BITE, CLAW AND USE THEIR POISONOUS TAIL STINGS.