

FULLENS CIRCLET

A **MAGICAL CIRCLET**, acquired as part of Dungeon Treasure or from a Magical Junk Pedlar. Alternatively, it may be encountered out in the wilderness where it was abandoned by it's former owner.

- In this case, the "ACTIVE" ROOM may be **WEATHER DAMAGED**, up to the GM.

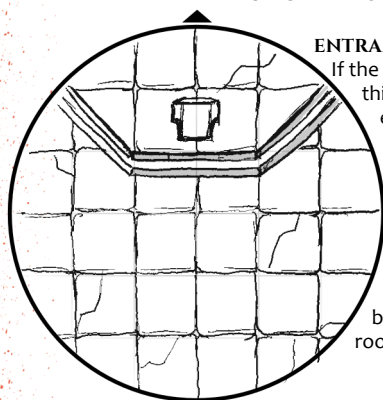
It is made of **NICKEL** with a **PALE EMERALD** set into an ornamental front. Oxidation marks show that it has been abandoned out in the weather, however they seem oddly squashed. An **INCANTATION**, written in **ARCANE RUNES** is engraved on its inside.

The Rooms within model the Halls of a Wizards Tower.

It belonged to the wandering Mage **FULLEN** who used it as her portable home.

THE ARROWS AROUND THE CIRCLES BELOW SHOW WHERE THE ORNAMENT OF THE CIRCLET HAS TO BE POINTING TO

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ENTRANCE ROOM

If the Circlet is activated usually opens this Room first, flying upwards, expanding and falling to the floor **CENTERING ON THE USER**.

This Room is covered by a Stone Tile floor with a raised dias and a lectern to one side. There are **INSTRUCTIONS** on the **LECTURN** informing readers about the danger of being within the Circlet while the room is being changed.

GREENHOUSE

A large **STARBLOSSOM WILLOW** (cures curses but turns ingesters skin and hair blue for d4 days) sprouts from a raised bed at the center of this room.

It is surrounded by various other beds, some of which contain **DANGEROUS VINE CREEPERS (A)**, **BELIGERRENT BLADEBEETLES (B)** and **SHOOTING CACTI (C)**.

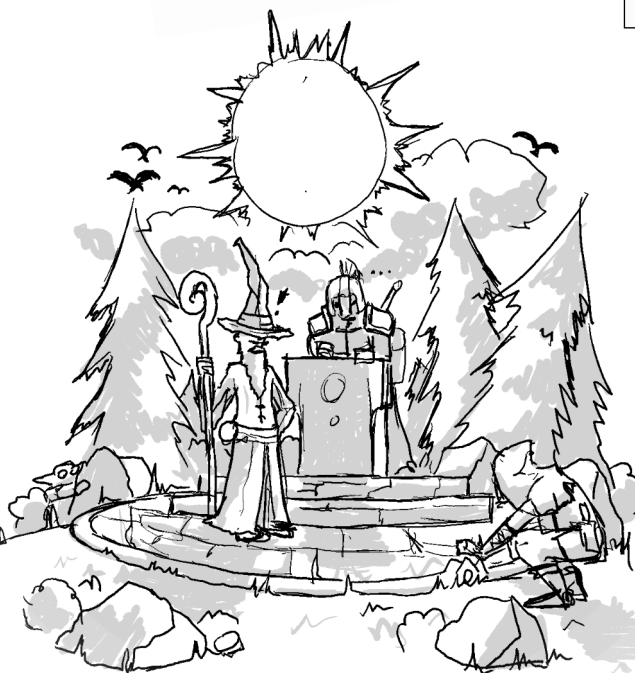
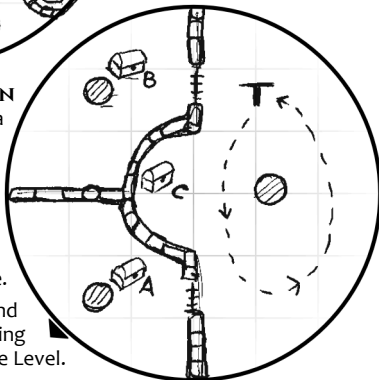
TREASURE ROOM & PRISON

Thick Stone walls and a cold Floor Define this Room, giving it a real **DUNGEON ATMOSPHERE**.

A **HOSTILE TROLL (T)** patrols the right side of the Room, guarding the **TREASURE CHESTS** which have **DIFFICULT LOCKS**. There are **NO OUTSIDE WALLS**.

If he notices Intruders, he will smash through the **IRON GRATES**, (not walk around walls) and pursue them outside of the Circle.

The Chests contain a **FIRE SWORD (A)**, **GEMS & RICHES (B)** and very **CRINGY DIARY (C)** that also serves as **GRIMOIRE** containing **ARCANE SPELLS** of appropriate Level.

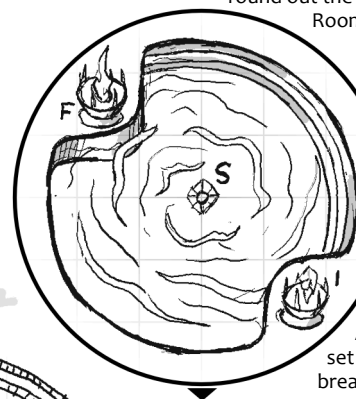
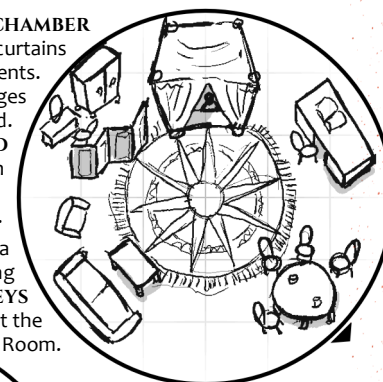


- If the **MAGICAL FORMULA** is spoken the **CIRCLET EXPANDS** to a **DIAMETER** of **30FT** and projects one of many stored circular Rooms on the area within. These Rooms contain Objects and floors but neither ceiling nor outside walls.
- Via **VERBAL COMMAND** engraved behind the **CIRCLETS ORNAMENT**, it can be made to float at a height of **3,5 FT** rotating it **CIRCLES THROUGH** the rooms like a scroll wheel. It can also be made to return to it's **ORIGINAL SIZE**. If done while **INSIDE**, these may cause **PAIN AND CRUSHING** from **FURNITURE** and **CREATURES** that manifest from thin air.
- The **RITUAL INVOCATIONS** for **CREATING** or modifying "ROOMS" stored within the **CIRCLET** are hidden in the **ARCANE LIBRARY**. Rooms can only be created from objects present. **WALLS** have to be built, **OBJECTS** placed, Creatures have to be part of the **FULL RITUAL** and can't just be trapped by changing the Room.

BEDCHAMBER

A lavish bed with heavy curtains keeping it dry from the elements. The **SUCCUBUS NEXRA** lounges on the Bed, she's bored. She is waiting to be **RELEASED** from her **CONTRACT** with Fullen. She is wary of intruders but can be reasoned with.

A Makeup Table, Clothing Area and a Writing Desk containing the **TREASURE ROOM KEYS** round out the Room.



TEMPERATE POOL

The Stone floor gives way to a large **POOL**. Stairs lead in from one side. In the two adjacent cardinal directions two clawed **BRASIERS** contain **ELEMENTALS**. **ICE (I)** and **FIRE (F)**.

Their duty is to steady the pools **TEMPERATURE** and protect their Master. They are wary of intruders.

A **SCALE OF WATER BREATHING (S)** is set into the center of the Pool making it breathable. Taking it requires force and is considered hostile.

ARCANE LIBRARY

Two **CIRCULAR BOOKSHELVES** are forming a C-shaped corridor, a nice reading lounge rounds off the picture.

The Books are pretty basic, some Spellscrolls and Objects of value can be found here as well, but there is a secret room at it's center: it opens when certain **BOOKS (B#)** are placed in their corresponding **LOCATIONS** (author, alphabetical, L#). There is a row **FACING OUTWARDS** of the room as well.

The Secret room contains the **INSTRUCTIONS** needed to **CREATE** and **MODIFY ROOMS** within the circlet. It can also be reached by being in the room when it changes.

