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Reach
Mountains

Aymon Jymoon

DRO MANDRAS II THE CONQUERED EAST

CASEY CHRISTOFFERSON



Mandras River

Lake Veyona

TROLL
LORD
GAMES

1 Inch = 10 miles

DRO MANDRAS: THE CONQUERED EAST

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This module is designed as a multi-level adventure, however it is best suited for 4th level characters.



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PROLOGUE

"Into the East you say?" bellowed the wild eyed foreigner. "Well that'll be a true path to glory or hell if ever I heard of one! Gird yourselves well my Bowbe's, for the armies of the Orc King are canny and cunning!"

The seasoned veterans looked one to the other, shaking their heads and then back again at the fellow who addressed them from atop a dusky steed. Their leader was about to speak when he was interrupted, as the blond giant again spoke.

"I for one head across the charred plains into the East for my brother Frosk is overdue at the roadhouse and I suspect some wizardry at the Tower of Nesturon has kept him from his return." He paused gauging their stares.

"No friends, do not even ask it. I can see by your eyes you would join me, but I travel much better alone, though your company would be handy I am sure. Fear not, our brother Frosk, damn his demon-hide is likely up to his nose in some moldering tome or otherwise indisposed."

"Keep safe you if you travel into the ruin of the Eastern City. I have heard that Yorgach brought war trolls and no doubt other sundries have crept into the city in these dark days. May your swords be sharp and your wits be about you, brothers; and if you see my man Galian tell him that I miss his songs and the girls miss his wily charms!"

With that, the big man spurred his horse off and away, leaving the company to wonder at his mission. After a moments pause they turned their attention to the smoke and confusion of battle which ever hung over the shattered walls of the Eastern City and steeled themselves for the dangers ahead.

ADVENTURE SUMMARY

The Conquered East is an Urban Dungeon that details the fallen western sections of the Karboskian City of Dro Mandras and its various sundered environs. As with other adventure supplements in the DB series, The Conquered East does not cater to the standard display of "Adventure by character level". Instead, it offers descriptions of what is present within the shattered walls of East Dro Mandras, and leaves it for the adventurers to explore for good or ill, and for the CK to determine which encounters best suit the needs of their campaign group.



As with any Castles and Crusades Campaign, it is suggested that the PC party, no matter the level, have at least one rogue or assassin for dealing with traps, one arcane spellcaster, one divine spell caster, and a solid mix of other character classes (especially melee combat experts such as fighters, barbarians and rangers) to successfully explore the battered remnants of the Conquered East.

Detailed within this book is an overview of the forces that Yorgach has left behind to lay siege to West Dro Mandras. Here the Castle Keeper finds details on the various lairs of Yorgach's captains. Here, too, is found the Mausoleum of Honored Dead, the tunnels of the goblin sappers and the sacked Temple of Vanium the Fearless. Also detailed is the last bastion of freedom within the Eastern City...That being the Besieged East Central district, held now by fifty brave paladins, and priests, doughty adventurers who refused retreat, and the inspiration of Galian, the half-elven warrior poet.

TO LIFT A SIEGE

Depending on the style and type of campaign that the CK runs, a great opportunity awaits characters who embark on an attempt to assist the Karboskians in lifting the Siege of East Dro Mandras. To this end, each city section details specific tasks that may be accomplished by adventurers seeking fame and heroic notoriety. Such tasks may include disabling Yorgach's siege engines, recovering hidden relics from temples and estates, or clearing apartments and homes of swarms of invaders. A point tally is given for accomplishing a series of tasks, which allow for defenders from West Dro Mandras to fill the gaps left behind by the PCs actions.

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TARGETS OF OPPORTUNITY AND VILLAINS OF INFAMY

Also detailed in each city subsection are a list of specific leaders whose presence contains the hordes of wicked humanoids entrenched within Conquered East. Like other objectives that PCs may encounter in their forays into the East, these leaders have a point value that represents the control that they maintain over the forces in their command. Many of Yorgach's invaders are wicked and cruel, having joined the orc general for no better reason than plunder and devastation.

Thus far as the siege has commenced, their commanders have managed to keep many of the formerly warring tribes from tearing one another's throats out. This truce in the face of a common enemy is a fragile one, and the death or disappearance of any number of leaders could cause open revolt and retaliation upon suspected others.

CKs wishing to run the East and West Dro Mandran chronicles in an alternate manner could just as easily set up a situation whereby the PCs may make alliances with the forces of Yorgach, and proceed in the conquest of West Dro Mandras, running the campaign arc in reverse, using the Conquered East in conjunction with Dro Mandras.

A RUNNING BATTLE

In the Conquered East, it is quite easy for the PCs to stir up a hornets nest, resulting in a running battle that could spill easily from one quadrant of the ruined city to the next. Throughout the various areas of adventure detailed in East Dro Mandras, there are points assigned to various activities which could lift the siege and break the Back of Yorgach's forces in the area. These objectives include such things as slaying enemy leaders, destroying enemy siege equipment, or gathering hidden relics and magic items that could be used to inflict massive casualties on the occupying force.

400 points are required to break the occupation and free the city. Once this amount of points is earned the following conditions cause the occupation to collapse.

- Refugees in the Central Bastion are able to break free, seize the gatehouse and escape to West Dro Mandras.
- Troops in West Dro Mandras are able to make a sufficient push against the gatehouse and take back territory between the gate and the bastion.
- The humanoid forces destroy a sufficient number of their own army through infighting and rivalry, leaving behind a force too small to keep hold of the ruins.

ROADHOUSE RULE: BATTLE FORMATIONS

Roadhouse Rules are optional rules thrown in by the Dirty Bowbe for your enjoyment. They are by no means canonical C&C rules as set down by the great Troll Lords and are merely offered for the amusement and pleasure of those Castle Keepers looking to surprise their players with a little bit of the "new spice."

Through the course of the Conquered East, it is highly likely that PCs may start a fight that quickly calls into play the more organized shock troops that took the Eastern City. In this event it serves to heighten the danger by remembering that the PCs are fighting against organized squads in battle formations vs. loose troops. This also gives the opportunity for lesser monsters to offer a challenge to more potent PCs, reflecting the difficulty of close combat street fighting. Numbers of combatants in the various areas of the Conquered East are ascribed in such a matter as to easily facilitate conversion to mass combat or battle formations styles of play.

Typically, characters face off against other heroes or monsters on the battlefield. Situations in the Conquered East may arise where a character or group of characters are directly assaulted by a squad (or larger) force of enemy combatants. In this circumstance the character directly faces the direct ratio/number of individuals that comprise the squad that they have come in contact with. For simplicity sake hobgoblins, orcs, and other single hit die combatants in Dro Mandras are organized into squads of five.

When the characters encounter twenty orcs, it can be assumed that they have encountered four squads of five orcs. Each squad may be treated as a single 5d8 hit dice monster with an average of 28 hp, the same AC as a regular orc, and dealing the same damage dice as a regular orc based on weapon type plus one point for every member of the squad minus one.

Thus a squad of five orcs attacks at +5 to hit and deals +4 damage to a character on a successful hit. The squad has 5d8 hit points and an AC of 13. The squad rolls only one initiative. When the squad takes 1/5th of its hit points in damage, it loses one member, reducing its battle fighting output to +4 to hit and +3 damage. Every 1/5th worth of its total hit points reduces this number further until the unit is destroyed.

Goblins being smaller, organize into larger units. Regardless, due to their smaller stature and limited reach they only gain an attack bonus and damage equal to 1/2 their combined hit dice, though their HD remain 10d6 due to their sheer numbers. So a squad of goblin short bows would have 10d6 HD and an average of 36 HP. It attacks at +5 and deals +4 damage. This number decreases by +1 for every two goblins that are culled from the initial squad.

Character classes such as fighters that gain additional attacks against monsters with weaker HD continue to take their number of bonus attacks against a unit as they would in a standard melee encounter.

GETTING STARTED

Like others in the DB series, this adventure and setting material is designed for a variety of character levels, though the Conquered East is probably best suited for characters of at least 4th level due to the various deadly challenges, and powerful enemy commanders that may be encountered.

In order to get started, the PCs must find some way to infiltrate the city. Likely the easiest is to use the Sewer River Passage, though

other means may be used as well. An example of this would be stealthy infiltration via the Eastern Siege-works as other methods may lead to easy discovery by the orcs and their various allies.

Once the situation has been reconnoitered and the method of infiltration is chosen, the Castle Keeper should have no problem guiding the PCs through their adventures in the Conquered East.

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CHAPTER 1. THE SEWER RIVER WAY

Leading from the Bleeding Sword in West Dro Mandras, or from the **LUCKY LADDIE SAFEHOUSE** safehouse a tunnel leads to the sewer drains which dump into the Mandras River. Likewise pipes dumping into the Mandras River from the Eastern City may be accessed through the Safehouse in area **D10**.

A chain runs the bottom of the river, and is used by members of the Back Alley Gang to “hand over hand” their way across the muddy bottom of the river. The safe-houses are well stocked with potions of water breathing, used by couriers crossing from East to West on intelligence gathering missions for Azrael and Tyrus of the Back Alley Gang.

With some exploring, the PCs may encounter these man-sized drains and thereby gain access into the Eastern City from the sewers below. That said, the secret cellar entrances into the safehouses of the Back Alley Gang are heavily trapped and locked with expert locks. No less dangerous than these are the number of dangerous denizens of the sewer ways such as otyughs, ghouls, shadows, and rats, common and dire.

Every entry to the sewer offers a chance of catching disease. On a 1-in-10 chance any given individual is exposed to disease and must make a Constitution save (Challenge Level 3) to avoid contacting an illness such as dysentery, malaria or the like. Expanded adventures within these sewers are at the discretion of the Castle Keeper.

SWIMMING IN THE MANDRAS RIVER: Swimming in or under the river requires a CL 4 Strength Check. Likely PCs will want to use magic that allows them to breath or otherwise exist underwater for an extended period of time as the swim from the Western Banks to the Eastern bank may take as long as fifteen minutes with the current to achieve.

UNDERWATER RANDOM DANGERS

Roll 1d6 and consult the table below

1. Undertow Current
2. Giant Catfish
3. Giant Snapping Turtle
- 4-6. No Encounter

LUCKY LADDIE'S PATH

This section gives an example of the sort of dangers faced in crossing underwater to the occupied portions of the City. Castle Keepers are encouraged to expand these sorts of sewer encounters and dank hidden passages as they see fit. It is possible that entire game sessions may be spent exploring these under-city locations and urban dungeons.

1. THE UNDERWATER GRATE

The chain from the West River leads to a broken and rusted iron grate. Passage through the grating requires a successful Dexterity check (CL 2) to avoid 1d6 points of damage from cuts and serious injury.

The current requires a Strength Check (CL 2) to make 10 ft. of progress, using the chain to drag themselves against the force of rushing water. It takes 30 ft. of progress to make it to the entrance pool beyond. Every failed check pushes the swimmer 10 ft. back towards the grate. If the swimmer is pushed to the grate, they automatically take 1d6 points of damage.

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2. ENTRANCE POOL

This small chamber is filled on one end with a 10-ft-deep pool of filthy fast moving water that drains out towards the underwater grate. The guide chain is bolted into the center of the floor in the above water section of the entrance pool. Water rushes into the pool from a 10-ft-diameter circular opening in the eastern wall.

3. TRAPPED PASSAGE

This tubular passageway leads to the septic tank beyond and has been trapped with a portcullis trap. Three feet of water runs down a trough through the center of the passage. Anyone moving through this trough of running water must make a Strength Check (CL 3) to maintain their footing, or be knocked off their feet and washed back in the direction of the entrance pool and underwater grate.

PORTCULLIS TRAP

The portcullis trap is a CL 5 to detect and CL 5 to disarm. If the area is crossed without detecting the trap a series of rusted iron portcullis drop down on the indicated squares dealing 6d6 points of damage to any individuals occupying those squares. Targets may attempt a Dexterity Check (CL 6) for half damage.

3. THE SEPTIC TANK

This large dome-like chamber is fed by more than a dozen, 24-inch pipes that drain into the chamber from various locations throughout the city. An iron-grate bridge crosses from the trapped sewer passage beyond to an arched passage to the northeast. The bridge is only a few inches above the flotsam. The putrid water is 10 ft deep and is filled with various chunks of refuse, which easily conceal the otyugh that dwells here.

The back alley gang rogues typically bring a treat of some sort for the otyugh, such as a rotten piece of fish or hind quarter of gamy meat that has recently turned, in order to proceed across the path unmolested. If no meat is tossed to the otyugh as the PCs arrive, the otyugh attacks.

OTYUGH: (*this neutral creature's vital stats are HD 6d8, Hp 33, and AC 17. Its primary attributes are physical. It attacks with two tentacles for 1d8 damage, and a bite for 2d4 points damage. Its special attacks include Disease, and Improved Grab.*)

5. THE DEAD END

The passage beyond the septic tank leads to a dry, but apparent dead end. The dead end is, in fact, a locked secret door, which leads to **AREA D 10 “LUCKY LADDIE SAFEHOUSE”**. The secret door is locked with a tough lock requiring a (CL 6) pick locks check to open. The door itself is well hidden requiring a wisdom check (CL 6) to detect in the first place.

CHAPTER 2: THE EASTERN SIEGE-WORKS

Along the eastern walls of East Dro Mandras is the thousand-strong encampment of Yorgach's reserves. Here ugly trenches rend the earth, and scorch-marks along the Besieged East Central shows the ferocity of the defenders stand against the Yorgach's onslaught. A strong invading force still commands these trenches, despite Yorgach's move north with a third of his armies to halt the crossing of the Duke's forces at the ford near Bortenski. Daily, goblins attempt to dig their trenches under the defending walls of the East Central Bastion. Nightly volleys of pitch and stones are hurled against the defenders, attempting unsuccessfully to pulverize the defenses in the face of blind faith and inspiring song.

TARGETS OF OPPORTUNITY

CHUGA SPINESNAP OF THE AXEGRINDER TRIBE: *(He is a chaotic evil, orc male, 5th level barbarian. His vital statistics are AC 14, HP 46. His primary attributes are strength and constitution. His significant statistics are str 16, con 16. He wears a chain shirt and carries a +1 two-handed axe. Chuga has 40 gp in a leather sack tied around his waist.)*

Chuga is stationed in the North Siege Tower, though he and his tribesmen are more prisoners than company, as Yorgach suspects their loyalty, and has set Pung and his ogres at the siege tower to keep an eye on them.

ORC CHIEF HRAGAT RAZORFANG OF THE BLOOD DRINKER TRIBE: *(He is a lawful evil, orc male, 5th level fighter. His vital statistics are AC 17, HP 35. His primary attributes are strength and constitution. His significant statistics are str 16, con 15. He wears plate mail armor and wields a +1 heavy mace. Hragat has a gold chain around his neck valued at 50 gp, a 75 gp electrum goblet caked with blood, and keeps 2 potions of cure light wounds.)*

Hragat commands the orcs in the southern trench line and keeps his camp there. Second only to Jerak, Hragat is a wild headhunter known for unrivaled blood lust, often drinking goblets of clotted blood from their fallen enemies. Hragat has no love for Chuga. His orcs lust to bathe in the blood of the Axe grinder Tribe, should Yorgach grant them leave to do so.

PUNG

Pung is a dull, brutish ogre chieftain who has been ordered by Yorgach to maneuver the siege tower, as directed by Jerak who was left behind to maintain the siege.

PUNG: *(He is a chaotic Evil, war ogre, who has attained 2 levels of Barbarian in addition to his brutal racial statistics. His vital statistics are AC 19, HD 6d8+2d12, HP 38. His primary attributes are physical. He wears a +1 ring of protection, and the ogre jack of his race. He wields a +1 two-handed battleaxe that deals 1d12+4 points of damage, or slams with an iron-bound fist for 1d10 points of damage. Pung carries 62 gold pieces, and half of a salt cured and gnawed upon orc corpse.)*

MAJOR ASLUBU APE-FACE: *(She is a lawful evil, hobgoblin, who is the equivalent of an 8th level fighter. Her vital statistics are AC 18 (20 with shield), HD 8d10, HP 57. Her primary attributes are strength and intelligence. She wears +1 plate mail armor and carries a +2 longsword, gauntlets of ogre power, a +1 large steel shield, and a composite longbow with 20 +1 arrows.)*

Major Aslubu is an experienced veteran hobgoblin officer retained by Yorgach to supervise siege actions in his campaign of terror and destruction. She stays with the majority force of hobgoblins in the trenches, lording over goblin and hobgoblin alike. Her presence serves as a buffer between the feuding orc tribes, insuring they do nothing stupid while she remains alive. Her hobgoblins are intensely loyal to her. Goblin and Orc alike fear her wrath, and even Pung knows well enough to obey any commands the ape-faced Major may give him. With Aslubu out of the picture, nothing would stop an all out war between the Axe Grinders and Blood Drinker Tribes.

1. THE NORTH SIEGE TOWER

The north siege tower is a four-story, wooden-framed structure whose facing side is hung with the green skins of bulls, goats, swine, and humans or demi-humans slain by the invading army. The siege towers have ladders built within their hollowed insides offering access from ground to the drawbridge passage on its fourth story. Currently, forty orcs make the north siege tower their home, sleeping during the daylight hours on the rough-hewn floorboards of the tower. The siege towers are generally pushed into place by a squad of ogres that sleep in the shadow of the tower, shielded from missile fire that occasionally rains down from the eastern walls.

The tower is made from green, plank-wood culled from the woods which once stood on the eastern banks of the Mandras river, and as such, are resistant to external attempts to burn. That said, a sufficient amount of oil (Say two to four gallons) lit at the base of the tower would erupt the thing into an explosive orgy of fire and death, and likely incinerate every orc within its broad wooden frame.

The siege tower is 30 ft tall, with a ballista mounted on the roof, and arrow slits along the top section that afford 3/4ths cover to missile forces. There are enough spears within the tower to arm any orc occupants. The Tower has an AC 14, and 50 hp per 10 ft section. The tower holds one squad of five orcs on the bottom floor, one on the second floor, and a third squad on the roof when fully loaded. The spears hurled from arrow slits on the top level and the roof gain an additional range increment of 10 ft. making the effective range of orc spearmen 30 ft.

BALLISTA

Damage 3d8, Range 130 ft. Crew 2*

**The ballista gains a +10 to its effective range due to being mounted atop the siege tower.*

BLOOD DRINKER ORCS (30): *(these lawful evil humanoids' vital statistics are HD 1, hp 6, and AC 13. Their primary attributes are physical. They have heavy crossbows (1d10 damage) and battle axes (1d8 damage).*

AXE GRINDER ORCS (30): *(these chaotic evil humanoids' vital statistics are HD 1, HP 6, and AC 13. Their primary attributes are physical. They have spears (1d6 damage) and orcish cleavers (1d6+2 damage).*

These orcs man the siege tower, with the Blood Drinkers siding with the ogres in any dispute between the three bands. Chuga and Pung are both typically found at or near the northern siege tower.

OGRES (10): *(These chaotic evil creatures' vital stats are HD 4d8, HP 18, and AC 16. Their primary attributes are physical. They attack with stone battleaxes for 1d10+4 damage. They typically carry 2d10 gp worth of loot each.)*

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2. NORTH TRENCH

The eastern trenches are filled with scores of goblin sappers, goblins, and hobgoblin troops. The goblins dig incessantly in three dig locations attempting to undermine the walls of the East Central Bastion.

There are six heavy catapults shielded by a hastily-dug and ever-increasing trench and earthen breastwork. Each catapult is operated by four hobgoblins, with ordinary goblins dragging wagons full of stones drug from the trenching and tunneling operations. The trench offers ½ cover to those goblins and hobgoblins in charge of the dig.

Typically, the catapults are kept hidden during the daylight hours and drawn out at night to hurl pitch and stones at the defenders of the Eastern Bastion.

HEAVY CATAPULTS (4)

Cost: 800 gp, Damage 6d6, Range 200 ft., Crew: 4

A heavy catapult hurls huge pieces of stone or bundles of cast iron balls at a range increment of 200 ft. with a minimum range of 100 ft. With a crew of 4 trained siege engineers firing the heavy catapult, it may be winched, loaded, aimed and fired every other round. Heavy catapults may be loaded on wagons and moved at the bearing weight and speed of animals hauling it. Otherwise, a heavy catapult may be pushed 10 ft. per round. Heavy catapults take up a space 15 ft. across.

HOBGOBLIN CATAPULT CREW (4 PER CATAPULT): (Medium lawful evil humanoids, whose vital statistics are HD 1, HP 7, AC 15. Their primary attributes are physical. They attack with longbows (1d8) or falchions (1d8). Possessions: longsword, 2-12 sp, 1-3 gp.)



The trenches themselves swarm with readied troops, who have been withheld from the sack of the city itself. They grind and grunt at the sleight of being denied the sack, but have been promised by Yorgach a fair plunder of the Western City once it finally falls to his will.

GOBLINS (315): (Small, lawful evil humanoids, whose vital statistics are HD 1d6, HP 4, AC 15. Their primary attributes are physical. They attack with shortbows (1d6) or shortswords (1d6). Possessions: shortbow, 20 arrows, shortsword, battlehorn, 2-5 sp.)

ELITE GOBLINS (35): (Small, lawful evil humanoids, equivalent to 1st level fighters. Their vital statistics are HD 1d10, AC 16. Their primary attributes are physical. They attack with shortbow (1d6) or shortsword (1d6+1). Possessions: shortbow, 20 arrows, shortsword, 2d6 gp.)

KNOTCH NOSE, GOBLIN CLAN CHIEFTAIN: (He is a small, lawful evil humanoid, equivalent to a 4th level fighter. His vital statistics are HD 4d10, HP 28, AC 18. His primary attributes are physical. He attacks with a +1 shortbow and 20 +1 arrows, or a +1 shortsword of speed (1d6+3 for strength, magic, and weapon specialization) he has a small bag of holding containing 500 gp, (3) 50 gp jewels, and 3 potions of cure light wounds.)

GOBLIN SHAMAN: (A small, lawful evil humanoid, 4th level shaman. Its vital statistics are HD 4d6, HP 15, AC 14. Its primary abilities are mental. It attacks with a dagger, or light crossbow. it selects spells from the cleric and wizard spell lists. It carries a dagger, light crossbow, 20 bolts, and 2d8 gps. Its typical memorized spells are as follows: 0th—first aid, detect magic, bind wounds, detect poison. 1st—sleep, cure light wounds, shield. 2nd—web, hold person.)

HOBGOBLINS BLACKWORD CLAN (150): (Medium, lawful evil humanoids whose vital statistics are HD 1, HP 7, AC 15. Their primary attributes are physical. They attack with longbows (1d8) or longsword (1d8). Possessions: longbow, 20 arrows, longsword, 2-12 sp, and 1-3 gp.)

BLACKWORD OFFICERS (5): (Medium, lawful evil humanoids, whose vital statistics are HD 3d10, HP 20, AC 16. Their primary attributes are physical, and they have the abilities of a 3rd level fighter. They carry composite longbows with 20 arrows, and longswords (1d8+3, denoting their great strength and weapon specialization).)

Each officer commands a platoon of 30 hobgoblins. Due to their professionalism and their numbers, the orcs of Yorgach's Fist give the goblins and hobgoblins a wide berth except for in the goblin dig found in the south trench. Where goblins are encountered in small numbers, the orcs have no problem ambushing them and tossing their lesser kin into the stew pot.

3. SOUTH TRENCH

Dug into these trenches are the might of roughly 400 orcs, Yorgach's Fist, and others called down from the wild Eastern Mountains to assist in the conquest of the Duchy, and collection of the Century of Skulls. Any beings not bearing the mark of Yorgach somewhere upon their arms or armor are subject to immediate attack by this bloodthirsty horde.

ORCS, SKULL SPLITTER TRIBE (200): (These lawful evil humanoids' vital statistics are HD 1d8, HP 6, and AC 13. Their primary attributes are physical. They have heavy crossbows (1d10 damage) and orcish cleavers (1d6+2 damage).)

SKULL SPLITTER SUB-CHIEFS (5): (these lawful evil humanoids' vital statistics are HD 2d12, HP 12, and AC 15. Their primary attributes are physical. They have abilities equivalent to a 2nd level barbarian. They have heavy crossbows (1d10 damage) and orcish cleavers (1d6+4 damage for massive strength and unique weapon attribute).)

SKULL SPLITTER SHAMANS (4): (These lawful evil humanoids' vital statistics are HD 4d6, HP 15, and AC 12. Their primary attributes are mental. They carry an orcish cleaver (1d6+2 damage) and spell components. Orcish Shamans draw from both cleric and wizard spell lists, and have a d6 HD. Their typically- memorized spells are as follows: 0th—first aid, detect magic, bind wounds, detect poison. 1st—sleep, cure light wounds, shield. 2nd—web, hold person.)

SKULL SPLITTER CHIEF : (This lawful evil humanoid's vital statistics are HD 5d12, HP 44, and AC 16. His primary attributes are physical. He has the abilities of a 5th level barbarian. He has a heavy crossbow with 20 +1 bolts, and carries a +1 orcish cleaver (1d6+5 damage for massive strength and Unique Weapon Attribute).)

ORCS, AXE GRINDER TRIBE (100): (These lawful evil humanoids' vital statistics are HD 1, HP 6, and AC 13. Their primary attributes are physical. They have heavy crossbows (1d10 damage) and battleaxes (1d8 damage).

AXE GRINDER SUB-CHIEFS (2): (These lawful evil humanoids' vital statistics are HD 2d12, HP 18, and AC 15. Their primary attributes are physical. They have the abilities of a 2nd level barbarian. They have heavy crossbows (1d10 damage) and battleaxes (1d8+2 damage for massive strength).)

ORCS, STONEFACE TRIBE (100): (These lawful evil humanoids' vital statistics are HD 1d8, HP 6, and AC 13. Their primary attributes are physical. They have heavy crossbows (1d10 damage) and warhammers (1d8 damage).)

STONEFACE SUB-CHIEFS (2): (These lawful evil humanoids' vital statistics are HD 2d10, HP 16, and AC 15. Their primary attributes are physical. They have the abilities of a 2nd level fighter. They bear heavy crossbows (1d10 damage) and warhammers (1d8+2 damage for massive strength).)

STONEFACE SHAMANS (2) (These lawful evil humanoids vital statistics are HD 4d6, HP 15, and AC 12. Their primary attributes are mental. They carry an orcish cleaver (1d6+2 damage) and spell components. Orcish Shamans draw from both cleric and wizard spell lists, and have d6 HD. Their typically-memorized spells are as follows: 0th—first aid, detect magic, bind wounds, detect poison. 1st—sleep, cure light wounds, shield. 2nd—web, hold person.)

STONEFACE CHIEF (This lawful evil humanoid's vital statistics are HD 5d10, HP 34, and AC 16. His primary attributes are physical and he possesses the same abilities as a 5th level fighter. He has a heavy crossbow with 20 +1 bolts, and carries a +1 large mace (1d10+6 damage for massive strength and Unique Weapon Attribute, and weapon specialization).)

CASTLE KEEPER'S NOTE: Reinforcements for any humanoids killed within the city are drawn from the reserves in the trenches who re-fill those positions within 1d4 hours. Only hobgoblins refill unoccupied positions within the city ruins during daylight hours.

4. THE GOBLIN DIG

The goblin dig comprises three extensive tunnels attempting to undermine the eastern wall of the Besieged East Central Bastion, collapsing it so that the humanoid forces may charge in and slaughter all of the inhabitants. Each tunnel is filled with 2d10+10 goblin sappers.

At the onset of adventuring on the eastern side of the Mandras River, the Goblins are digging through earth and will hit bedrock under the city walls in 2 days at a rate of 36 ft per day working in shifts. 3.5 days later the crews collapse the entire eastern wall, allowing the trench forces to storm into the East Central Bastion. This gives the PCs just over 5 days to raise the siege and save the brave defenders!

GOBLIN SAPPERS: (2d10+10 per tunnel)(These lawful evil creature's vital stats are HD 2d6, HP 6, AC 15. Their primary attributes are physical. They attack with a pick (1d6) or grenade (3d6, fire and force damage in a 5-foot radius of the explosion point, CL 2 dexterity save for half damage). They have darkvision 60 ft. Each sapper carries a pick and 1d4 grenades as well as 2d4 gp.)

5. THE TAR PIT

Deep and wide, this pool of bubbling tar on the outskirts of town is heavily guarded by a group of hobgoblins, bugbears, and goblins desperately seeking something in its sticky confines. Alas, the treasure they seek is nothing but a hoax created by Puller Kiel, a minor cleric of the god of Ataxus. Puller saw a great opportunity in the approach of the oncoming hordes and quickly commissioned several different maps showing this pool of tar as a storage place for a vast horde of treasure. After magically aging the maps, he placed them where he knew they would be found and studied. The subjects of his hoax were completely taken in, and several fights broke out before this final group of guards was left to foolishly plunge the depths of the boiling tar. Puller was only able to enjoy the initial stages of the chaos, his hiding place was discovered and he was killed and thrown into the tar pit.

Several maps still await discovery in other parts of the city ruins, making it almost certain more battles over this bubbling goo shall take place. Treasure seekers guarding the pit now are certain to attack any intruders in order to protect their access to what they believe is a dragon's horde. Strangely, this pit has been used for the disposal of various bodies for many years and anyone finding a means to actually search the sticky depths can recover 35 gp, 279 sp, and 685 cp in coins as well as various weapons and items from the numerous foolish goblins and hobgoblins attempting to recover items from the tar.

BUGBEAR THUGS (3): (These lawful evil creature's vital statistics are HD 3d8, HP 22, 21, 16, and AC 17. Their primary attributes are physical. They attack with two-handed axes doing 1d12+1 points of damage, javelins doing 1d4+1 points of damage, or a longbow doing 1d6 points of damage. They can hide and move silently and have darkvision to 60 ft. They carry two-handed axes, 3 javelins, longbows, a quiver with 10 arrows and 20-80 sp.)

HOBGOBLIN BRUTES (5): (These lawful evil creatures' vital statistics are HD 1d8+1, HP 6, and AC 15. Their primary attributes are physical. They attack with their weapons and carry a battleaxe, spear, and wood shield and 20–60 sp)

GOBLIN SCOUTS (15): (These lawful evil creature's vital statistics are HD 1d6, HP 4 each, and AC 15. Their primary attributes are physical. They attack with their weapons. Each carries a dagger, spear, wood shield and 10–20 sp.)

6. ASLUBA'S PAVILLION

This red pavilion lies back from the northern trench. Made from stretched tanned human and demi human skin, it serves as Asluba's field headquarters. Asluba's tattered black sword pennant hangs from the center pole, bolstering her troops and sending

despair into the hearts of enemies who see it. Arranged in neat, orderly rows, the field kits of her elite bodyguard emanate out in a wagon wheel formation with a heavily patrolled perimeter.

For more information on the *black sword pennant*, see **CHAPTER 7: NEW MAGIC**.

HOBGOBLIN, STORMFURY SHOCK TROOPS (20): (*Medium lawful evil humanoids, whose vital statistics are HD 4d10, HP 26, AC 17. Their primary attributes are physical, and they have the abilities of a 4th level fighter. They carry composite longbows with 20 arrows, and longswords, 1d8+4, denoting their great strength and weapon specialization, they wear a full chain suit and carry a large steel shield. Each kit bag contains a single potion of healing, as well as 2d10 gps worth of treasure.*)

The Stormfuries are an elite platoon of blacksword hobgoblins, whose sole purpose is to act as a Praetorian Guard for **Major Asluba Ape Face**. These hobgoblin mercenaries are as hard as they come. Strict standards of height, weight, fitness, and weapon mastery, coupled with blind loyalty are distinct factors for Stormfury recruitment.

ASLUBA'S WAR CHEST

The war chest is locked and trapped; though the key to open the chest is carried on Asluba's person. The lock may be otherwise picked with a pick locks check (CL 4).

RAZOR TRAP: A keen-edged razor blade extends 2 feet from the lid of the trap, aimed at maiming or otherwise disemboweling any would be thief. The blade is +5 to hit and deals 1d8+3 points of damage due to its finely-honed edge. After any initial cut, the blade must be re-sharpened by skilled hands. If the blade strikes its target with a natural 20, the victim takes triple damage and continues to bleed for 1 pt. of damage per round until their wound is immediately bound. The trap is a (CL 6) to detect and a (CL 2) to disarm.

The trap is triggered with the key or without, unless a hidden button is depressed before opening the lock.

TREASURE: Within the chest is Asluba's map to the Undercity of Ulgakur, 2,300 gp in various coins, an ivory-handled scimitar with an exquisite, folded-steel blade worth 500 gp, 3 potions of cure light wounds, and a gold and silver chess set with onyx chess board worth 400 gp.

6. RUINED SIEGE TOWER

The bones of this behemoth denote the ferocity of total warfare waged by defenders and besiegers alike in the battle to take the East Central Bastion. Twisted and broken, the hulk lays on its side affording a decent firing position and cover for those wishing to use it for such purposes... if it weren't for the rats that now use it as their new domicile.

Rising from the sewer depths, a swarm comprising of hundreds of giant rats now occupies the hulk of the ruined siege tower. First drawn by the scent of fresh cooked meat, the rats quickly devoured a crew of orcs sent down to gather flesh from the charred corpses of their comrades in arms. Since that time, the siege tower has been avoided except by particularly brave bands of goblins who go "rat fishing" with arrows and string from a safe distance.

Amongst the wreckage are close to 200 gold pieces in various coin and loot, melted into hunks of electrum slag by the heat of the conflagration that consumed the tower during an early attempt to breach the city walls.

8 CASTLES & CRUSADES

GIANT RATS (2D100): (*These small, neutral vermins' vital stats are HD 1d4, HP 2, AC 13. Their bite deals 1d2 points of damage. Their bite has a 10% chance of causing an infectious disease.*)

THE PATH TO VICTORY

In order to gain victory over this portion of the living battleground that is East Dro Mandras, the PCs have several options at their disposal. Without a fully-formed and operational army at hand, they may still help raise the siege upon the East Central district of Dro Mandras by means of exterminating officers, creating conflict between the hobgoblins and orcs, and of course, precision strikes against siege equipment.

DESTRUCTION OF THE SIEGE TOWER (20 POINTS)

Destruction of the Siege Tower is a mortal blow to the orc forces, and may lead to open conflict between Blood Drinker and Axe Grinder tribes. This noted, the proximity of the tower to the hundreds of goblins, hobgoblins, and orcs along the battle lines means that such a surgical strike would have to be accomplished in under five minutes if the attackers intend to escape with their lives. It is possible that PCs may come up with some alternate plan, or complex battle plan to avoid detection by enemy forces, or a unique way to take out the tower from the walls of the Central Bastion without getting themselves or allies within the walls destroyed.

COLLAPSING THE GOBLIN DIG (20 POINTS PER TUNNEL)

Collapsing the Goblin Dig in some manner adds days to the survival of the Central Bastion and the survivors therein. As with the siege tower, it is possible that the PCs may come up with a complicated or ingenious strategy to collapse the tunnels. The Castle Keeper should facilitate whatever plans and ideas that the PCs come up with, so long as the PCs are reminded that the only outside entrance to the tunnels is through the trench lines, again occupied with HUNDREDS of enemies.

ASSASSINATING LEADERS (20 POINTS EACH)

Although the leaders are well-protected in most cases by hardened grunts, assassinating the various hobgoblin, orcish and goblin leaders could have unforeseen advantages. For example: Slaying Asluba Ape Face gives the orcs an excuse to slaughter the hobgoblins and take over command of the goblin diggers and sappers. The fallout from this is that the orcs and standard goblins each lose 30% of their total number in the fighting and the hobgoblins are wiped out.

Shortly after the conclusion of this battle, the orc commanders (should any remain) begin fighting amongst themselves for dominion over the entire orc troop. In this event an additional 10% of the goblin forces die as collateral damage from the fighting and an additional 20% of the orc force is degraded. The CK may choose which orc leader takes the reigns. Thus an overall 50% reduction of orc forces in the trenches and a 40% reduction of goblins adds 3 days to the dig time and increases the chances for the survivors in the Central Bastion.

FIELD OF BATTLE MASS COMBAT RULES

Castle Keepers using the Field of Battle mass combat rules could easily formulate the various platoons and companies of orc, goblin, and hobgoblin troops for a fantastic, fast-paced, large-scale battle, assuming that they manage to weld together a sufficient fighting force. This option may require the PCs to further explore the city, locating items, powers and relics to help them in this course of action.

CHAPTER 3: THE NORTHEAST RUINS

THE NORTHWEST QUADRANT — THE DEMON EYE GHETTO

The Northwest Quadrant has been staked out by the Demon Eyes. The area along the contested wall is shunned by most of the Demon Eyes, as it is a death zone – volleys of arrows and bombardment from the duke's forces make life near the wall untenable. Skalnok, though, counts on this aversion to keep his secret orc zombie army hidden.

Skalnok has regular patrols through the outer half of the quadrant, but has been given explicit orders to stay out of the inner half, an order the orcs are happy to comply with to avoid the stink of the collected corpses there. Characters trying to sneak through the quadrant will encounter an orc patrol on a 1 on a 1d6, checking each half-hour. There are normally 4 patrols of 5 orcs on duty at any given time.

ORC PATROL (5 ORCS): *(These lawful evil humanoids' vital statistics are HD 1, HP 6, and AC 13. Their primary attributes are physical. They have heavy crossbows, 1d10 damage and battle axes, 1d8 damage.)*

KEY TO DEMON EYE GHETTO

NE1. THE ORCS WHO WILL NOT DIE

Scattered in the ruins of these three houses near the shattered west wall are Skalnok's secret tattered army. Each house holds a dozen orc zombies (36 in all). Whenever the Duke's forces start bombarding this quadrant, Skalnok orders his Demon Eyes to the far side of the quadrant to take cover as his shambling horde comes out. The forces witness orcs fall during each bombardment, only to see them "replaced" the next day by a fresh force, making it seem like there is an endless horde of orcs holding the sector. The psychological effect of this deception has done much to spread despair and rumors throughout the occupied city's citizenry as to the hopelessness of their situation. Skalnok orders the bodies of any and all fallen orcs taken to this sector for "burial" and using the power of the Demon Eye to animate dead. Whenever his zombies fall, he reanimates them or animates other corpses to take their place.

A pair of Blood Drinkers has discovered the zombie horde when they prowled into the area looking for a corpse to assuage their hunger for flesh. One was killed and joined the horde, the other escaped but his account of the ordeal was quickly discounted as the ramblings of a drunkard by his tribe-mates.

ORC ZOMBIES (35): *(These neutral evil undead creatures' vital statistics are HD 2, HP 20, AC 12. Their primary attributes are physical and attack with a slam (1d8). In all respects, treat as regular zombies from Monsters & Treasure.)*

NE2. CORPSE STORAGE

In the ruins of an old tavern lay the corpses of orcs who have fallen taking and occupying the city. The other tribes balked at storing the corpses near them due to their superstitious nature, but Skalnok welcomed the presence of such raw material. After the incident with the two Blood Drinkers, Skalnok realized the need for a guard to prevent more such raids, and so, summoned a hellhound to act as watchdog.

HELLHOUND: *(This lawful evil beast's vital statistics are HD 4, HP 22, AC 16. Its primary attributes are physical. It attacks with a fiery bite, 1d6+1d6 fire damage and can breathe a fiery pellet that explodes for 4 points of fire damage when it contacts an opponent.)*

NE3. RUINED BAKERY

This bakery was destroyed during the fighting, but the spilled flour and dough attracted a pack of giant rats.

GIANT RATS (15): *(These neutral creatures' vital statistics are HD 1, HP 3 each, AC 13. Their primary attributes are physical. They attack with a bite (1d2) that may inflict a disease.)*

TREASURE: In a lock box hidden under the counter and not yet found by the occupying forces are 250 sp and 50 gp. The key to the box has long been lost. The lock itself is exceptional and is a CL 5.

GUARD POSTS: A, B, C, D

From these partially-ruined homes, a band of 5 orcs keeps watch on the western wall (from a safe distance that is). Each has a battle horn, which they sound if they spot any non-orcs or non-goblinoids in the area. Because of the proximity of the fallen orcs, they are a bit skittish and exceptionally alert (a +2 bonus on any ability checks to spot or hear intruders).

ORCS (5 PER POST): *(These Lawful Evil humanoids' vital statistics are HD 1, HP 6, and AC 13. Their primary attributes are physical. They have heavy crossbows, 1d10 damage and battleaxes, 1d8 damage.)*

NE4. DESTROYED STATUE OF MANDRAS I

Ravaged by orcs, this once beautiful bronze statue of Mandras Karbosk I sits in the Founders Plaza. Defaced with graffiti and smeared with blood, the destroyed monument is a testament to the ravages of the invading force. The head of Mandras is missing, having been hurled with a heavy catapult across the river, where it bounced off the western fortifications and now rests at the bottom of the river which bears the ancient duke's name. Should the Duke's forces retake the city, recovery of this head would do much to inspire any rebuilding efforts.

NE 5. THE DEW DROP INN

This large inn is nearly intact, and has been taken by the Demon Eyes as their barracks in the quadrant. The inn holds the bulk of the Demon Eyes here in the occupied city. Some of the tribe went with Yorgach, so they are not at full strength. At any given time, there are 2d6 x 10 Orcs here, off duty. This does not include the Orcs who are on duty at guard posts, on patrol, serving at the Gatehouse, or out raiding the countryside on Skalnok's orders. They have taken up all 12 rooms, plus the common room, the kitchen, and the stables to sleep in. Among the orcs is 1 sergeant for every 10 orcs.

ORCS (20-120): *(These lawful evil humanoids' vital statistics are HD 1, HP 6, and AC 13. Their primary attributes are physical. They have heavy crossbows, 1d10 damage and battle axes, 1d8 damage.)*

ORC SERGEANTS (2-12): *(These lawful evil humanoids' vital statistics are HD 2, HP 13, and AC 15. Their primary attributes are physical. They have heavy crossbows, 1d10 damage and battleaxes, 1d8+2 damage for exceptional strength.)*

PERIMETER GUARD POSTS: E, F, G, H

Each of these is a small cottage, which serves a guard post for the Demon Eyes. They are spaced along the perimeter of the quadrant, 2 on the southern edge, and 2 on the eastern edge. Each guard post houses 4 orcs, as Skalnok is less worried about intruders coming from the other tribes than he is about spies coming over the wall from the free portions of the city.

ORCS (20-120): *(These lawful evil humanoids' vital statistics are HD 1d8, HP 6, and AC 13. Their primary attributes are physical. They have heavy crossbows, 1d10 damage and battleaxes, 1d8 damage.)*

NE6. CALICOS' QUARTERS

A small but well appointed cottage has been given to Calicos, the ambassador from Prince Harinor of Rhodensia. He waits impatiently for Yorgach's return. Skalnok visits with him daily to try to source out his true intentions, and to make sure one of the other chieftains does not harm the ambassador in the meantime.

CALICOS *(Neutral human bard, 7th level, whose vital statistics are hp 55, AC 17. His primary attributes are charisma, intelligence, and strength. He attacks with a +2 broadsword (2d8+3 damage) and wears +1 chain mail. His other possessions include an exceptional lyre, a platinum symbol of his office (250 gp value), eyes of the eagle, a potion of cure serious wounds, and a locked chest with 500 gp worth of emeralds as an offering to Yorgach for the alliance. The chest is trapped with a poison needle, CL 3 to disable, CL 4 to avoid effects of poison.)*

NE 7. SKALNOK'S QUARTERS

Skalnok has taken a two-story home for his own personal quarters. He uses the top floor for his quarters, and keeps his bodyguard on the lower level. Jerroka, the hill troll, serves as Skalnok's personal bodyguard, and stays to protect the cottage when Skalnok chooses to go out and about. Skalnok is here about 50% of the time. Other times, he will be out checking on the occupation forces, his own tribe, or meeting with the other chieftains.

JERRROKA THE HILL TROLL: *(Chaotic evil, large troll, whose vital statistics are HD 9d8, HP 45, AC 16. His primary attributes are physical. He attacks with either a two-handed axe (1d12) or with his claws for 1d4 damage and a bite for 2d6 damage. If both claws hit he can rend (1d4+1) and regenerates 2 hit points per round. His possessions include a great axe, 500 gp in mixed coins, and 3 diamonds worth 50 gp each.)*

SKALNOK, ORC CHIEFTAIN: *(Chaotic evil orc equivalent of an 8th level fighter, whose vital statistics are HD 8d10, HP 43, AC 17. His primary attributes are physical. He attacks with a two-handed sword (2d6+7 due to great strength, weapon specialization). His possessions include a +2 two-handed sword, +3 chain shirt, 50 gp on his person, and the Demon Eye (see below). His treasure (and the tribe's) is kept in the top floor of the cottage.)*

TREASURES

THE DEMON EYE: The Demon Eye is a minor artifact, and is, in fact, the eye of a true demon that was given to Skalnok by Yorgach. The eye has several powers, including: (3x/day) allows the wearer to use a wizard eye spell; allows the wearer to make all checks to see or notice something as if wisdom were a prime; and 1x/day to animate dead as a 9th level caster. The Eye can take control of its wearer and control his actions without the wearer's knowledge. When the Eye

attempts to take control, the wearer must make a CL 10 charisma save. Failure means the Eye has taken control for 1 hour, and Yorgach can use the wearer as his puppet, seeing through the eye and speaking through the wearer's mouth. The wearer is unaware of what he or she does while the Eye is in control.

The Demon Eye's treasury is kept in Skalnok's quarters in a locked and trapped chest. The lock is stout (CL 5 check to open). It is trapped with a vial of explosive, alchemical fluids that will explode if the lock is tampered with before the trap is disabled (CL 6 check to disable the trap). If the trap is set off, the chemicals will explode in a fireball of 5-foot radius dealing 3d6 points of fire damage (CL 6 dexterity save for ½ damage).

Inside the chest are 500 platinum coins, 2 fist-sized emeralds worth 1000 gp each, and 2000 sp. Skalnok keeps 2 potions of cure serious wounds here as well for emergency use.

NE 8. THE SMOLDERING CELLAR

Several goblins eagerly dig through the smoldering wreckage searching for loose coins and other bits of treasure that may have fallen into the cellar when this large inn burned and collapsed in on itself. Beneath the heavy beams in an area still to be explored careful searchers can uncover the body of a dead necromancer and the 8 zombies he created from other inn patrons in an effort to dig a safe place to hide. Though the necromancer was killed when the burning inn collapsed, his mindless undead await freedom. *Treasure:* the necromancer's body has a wand of magic missile (13 charges), +1 ring of protection; careful searching elsewhere (CL 4) recovers an ornate silver bracelet (20 gp), a melted gold chalice (10 gp), and loose change totaling 48 gp, 23 sp, and 109 cp.

GOBLIN SCOUTS (4): *(These lawful evil creature's vital statistics are HD 1d6, HP 4 each, and AC 15. Their primary attributes are physical. They attack with their weapons. Each carries a dagger, spear, shortbow, 20 arrows and 10-40 sp.)*

ZOMBIES (8): *(These neutral evil creatures' vital statistics are HD 2d12, HP 13 each, and AC 12. Their primary attributes are physical. They attack with a slam for 1d8 points of damage.)*

NE 9. SNORING ASHES

Once a large home of some sort, nothing rests here but the foundation and the charred remnants of the walls. An open trapdoor in the ash-covered floor reveals only darkness. The floor itself is cloaked with a thick layer of ashes and debris from the walls and ceiling. Several large sets of footprints make their way through the ashes to the trap door and deep snores burst from the dark cellar at random intervals. The snores come from several large bugbears that sorted through the ash and debris looking for treasure. After finding the trapdoor in the strangely undamaged wood floor beneath the ashes, they jumped down into the darkness to continue their search. There they discovered several massive casks of ale which they promptly began drinking. Despite their alcohol-induced slumber, the bugbears awaken easily and rise in a foul, destructive mood.

BUGBEARS (4): *(These lawful evil creatures' vital statistics are HD 3d8, HP 20, 18, 14, 12, and AC 17. Their primary attributes are physical. They attack with heavy flails doing 1d10+1 points of damage, javelins doing 1d4+1 points of damage, or a longbow doing 1d6 points of damage. They can hide and move silently and have darkvision to 60 ft. They carry heavy flails, 3 javelins, longbows, a quiver with 10 arrows and 20-40 sp.)*

10 CASTLES & CRUSADES

NE 10. THE GREEN TOWER

A group of goblins lead by a hobgoblin surrounds this three-story tower of green stone. Tossing stones and curses, the group stays at least 20 feet away from the single stone door leading into the tower, perhaps due to the collection of a half-dozen goblin corpses in front of it. Clearly protected by powerful magic, the tower is abandoned. The wizard that lived here fled long before the army's arrival and took the time to run away with everything of value. He has left a potent trap on the door (CL 8 to find and disable) that sends a bolt of electricity through anyone touching it (5d6 points of electricity damage). Convinced the tower holds great treasure and that he has heard someone alive inside, the hobgoblin threatens and screams at his warriors trying to convince them to break down the door or begin smashing the walls.

Within the tower is a mad clay golem, abandoned by its maker as a special present to the oncoming army. If the door is opened, the golem attacks anyone in the doorway as it makes its way out of the tower before going on a rampage through the ruins. The golem attacks any living creature it comes across as it wanders aimlessly through the city. The few bits of glassware left behind by its creator are smashed, as is all of the furniture.

HOBGOBLIN LEADER: *(This lawful evil creature's vital statistics are HD 1d8+1, HP 6, and AC 15. Its primary attributes are physical. It attacks with its weapons and carries a dagger, longsword, longbow, 20 arrows and 6 gp.)*

GOBLIN WARRIORS (30): *(These lawful evil creatures' vital statistics are HD 1d6, HP 4 each, and AC 15. Their primary attributes are physical. They attack with their weapons. Each carries a dagger, spear, shortbow, 20 arrows and 10–40 sp.)*

CLAY GOLEM: *(This neutral construct's vital statistics are HD 9d10, HP 53, and AC 22. Its primary attributes are physical. It attacks with a powerful slam doing 3d10 points of damage. It is berserk, and attacks all creatures or even structures nearby with a +2 bonus and is immune to all magic with the exception of the following spells: move earth inflicts 3d12 points of damage to a clay golem, disintegrate affects the clay golem as a slow spell and inflicts 1d12 points of damage (physical save negates), and earthquake prevents a clay golem from moving and inflicts 5d6 points of damage.)*

NE 11. WELL OF HANDS

Madness grows in the heart of war and destruction, and this scene could only have been brought about by some bizarre sickness of the mind. A dozen zombies bump into each other at the bottom of this deep, smooth sided well. Just over 20-feet deep, the pit is now an impossible trap for the zombies as each of them has had their hands cut off. The zombies clumsily chase their creeping hands across the ground, acting bewildered as they stab at them with oozing stumps.

ZOMBIES (10): *(These neutral evil creature's vital statistics are HD 2d12, HP 11 each, and AC 12. Their primary attributes are physical. They attack with a slam for 1d8 points of damage. One zombie is clearly wearing an ornate gold neck chain (200 gp) and another appears to be wearing a set of ornate silver bracers (80 gp).)*

ZOMBIE HANDS (20): *(These neutral evil creatures' vital statistics are HD 1d12, HP 1 each, and AC 12. Their primary attributes are physical. They attack at a –3 penalty with a claw for 1 point of damage. Several hands have been destroyed by the clumsiness of their previous owners.)*

NE 12. SHRINE OF FYTHELE

Once devoted to joy and peace, this holy site was torn stone from stone by the enraged army leaving rubble and ruin filling the wide 40-by-60-ft basement. The 20-ft-deep opening is surrounded by laughing goblins, hobgoblins and bugbears that watch the slaves below search the filth for food. Two open iron cages stand to one side along with a third closed cage containing a ghoul. In addition to urinating on the conquered slaves and throwing other wastes into the now desecrated basement, the bugbears in charge periodically drop a ghoul into the mix. Laughter and betting ensues as the humanoids watching try to determine how many slaves die before the remaining slaves can beat the ghoul to pieces with stones. Right now only 15 slaves remain alive, all on the verge of starvation. The bugbears are preparing to add the last ghoul now, before abandoning this desecrated location completely. Although the conquering army looted and searched the ruins quite thoroughly before using them for entertainment, they missed a small gold statue of a peaceful woman holding flowers hidden beneath the rubble (CL 8 to find).

IDOL OF THE MAY QUEEN: (2,000 gp; In the hands of a good-aligned creature the statue can be used to cast a *bless* spell (caster level 8) once per day.

The remaining slaves are relatively well-organized, and include half-elves that are moderately immune to the ghoul's paralysis. They surround an attacking ghoul and pound it ferociously with rocks until it stops moving. Knowing that their situation is particularly desperate, if the PCs attack or create a diversion they attempt to join in the battle, first by throwing rocks and then by helping each other climb out of the basement to attack. They grab the closest weapon they can find or use rocks.

BUGBEARS (4): *(These lawful evil creatures' vital statistics are HD 3d8, HP 22, 21, 18, 17, and AC 17. Their primary attributes are physical. They attack with two-handed axes doing 1d12+1 points of damage, javelins doing 1d4+1 points of damage, or a longbow doing 1d6 points of damage. They can hide and move silently and have darkvision to 60 ft. They carry two-handed axes, 3 javelins, longbows, a quiver with 10 arrows and 20–80 sp.)*

HOBGOBLINS (5): *(These lawful evil creatures' vital statistics are HD 1d8+1, HP 6, and AC 15. Their primary attributes are physical. They attack with their weapons and carry a battleaxe, spear, and wood shield and 10–40 sp and 1–2 gp.)*

GOBLIN SCOUTS (20): *(These lawful evil creatures' vital statistics are HD 1d6, HP 4 each, and AC 15. Their primary attributes are physical. They attack with their weapons. Each carries a dagger, spear, wood shield and 10–20 sp.)*

GHOUL: *(This chaotic evil creature's vital statistics are HD 2d8, HP 9, and AC 14. Its primary attributes are physical. It attacks with 2 claws, dealing 1d3 points of damage and a bite dealing 1d6 points of damage. Its special abilities are paralysis and they have darkvision to 60 ft. Any creature, other than an elf, struck with a claw or bite attack must succeed at a strength save or be paralyzed for 1d4+1 turns.)*

HALF ELVEN SLAVES x9: *(These neutral humanoids' vital statistics are HD 1d8, 2–6 HP, and AC 11 (no armor). Their primary attributes are strength and constitution. They attack by weapon type or with rocks for 1 point of damage. Their special abilities include elven traits and forest stealth. They have no possessions.)*

HUMAN SLAVES X6: *(These neutral humanoids' vital statistics are HD 1d8, 2–6 HP, and AC 11 (no armor). Their primary attributes are strength, dexterity, and constitution. They attack by weapon type or with rocks for 1 point of damage. They have no possessions.)*

N 13. STINKING POND

The stench of death and decay hovers over this small pond. The pond was once part of a decorative garden behind a small manor. The manor, garden, and the walls that once enclosed it are in ruins. Plants near the pond are wilted and a broad path has been burned through the wood debris of the fence and the plants near the pond by some sort of acid. Anyone shining a light into the murky, stinking waters sees the glint of gold and silver at the bottom of the pond. Items within a gelatinous cube that remain undigested. The gelatinous cube is almost impossible to spot due to its transparency and position beneath the water. Treasure seekers plunging into the pond find that it is shallow, with the cube itself only a foot beneath the surface of the murky water. If the cube is destroyed and the murky, stinking depths of the pond carefully searched one can find a total of 35 gp, 53 sp, and 345 cp in loose coins as well as a +1 ring of protection, the head of a +1 hand axe, and an ornate silver necklace (45 gp).

GELATINOUS CUBE: *(This neutral creature's vital statistics are HD 4d10, HP 25, and AC 3. Its primary attributes are physical. It attacks with a slam dealing 1d4 points of damage. Its special abilities include blindsight to 60 ft. and complete immunity to electricity damage. A gelatinous cube secretes a digestive acid that dissolves organic substances dealing 1d4 points of acid damage. Metal and stone are immune to this damage but all melee attacks deal the extra acid damage and engulfed creatures suffer damage each round. A gelatinous cube can simply move over a creature and engulf them. A successful dexterity save avoids being engulfed, but those that fail are subject to both slam and acid damage every round. A gelatinous cube secretes an anesthetic coating that can paralyze creatures struck or engulfed if they fail a strength save. The transparent nature of a gelatinous cube grants it total concealment, a character must succeed at a wisdom save (CL 4) to avoid walking right into a gelatinous cube. Creatures that walk into a gelatinous cube must succeed at a dexterity save (CL 8) or be immediately engulfed. Gelatinous cubes are partially immune to cold damage, on a successful save the gelatinous cube suffers no damage at all, on a failed save it 1d4 points of damage and is slowed (as per the spell) for 1d4 rounds.)*

N 14. COTTAGE OF BRUND THE MAD

Considered a bit mad before the invasion, Brund locked himself inside his cottage and began consuming various potions and strange herbal remedies. Struck dead by the various magics he consumed, Brund became a ghastr. When several looters discovered his cottage and broke in, they quickly fled and trapped the ghastr back inside. The door is now boarded shut, as is the single window on one side. Although the area stinks of death and decay, movement can be heard inside the cottage.

While alive, Brund collected maps, some would say this was a symptom of his madness, but his collection of various maps can be very useful. It includes directions to several nameless dungeons and well as a map of the city before the invasion. A small wood box containing 2 potions of cure light wounds, a collection of 12 small topaz gems (25 gp each), and a pouch with 87 gp is hidden beneath a loose floorboard under the broken bed (CL 8 to find).

BRUND THE MAD, GHASTR: *(This chaotic evil creature's vital statistics are HD 4d8, HP 19, and AC 17. Its primary attributes are physical. It attacks with 2 claws dealing 1d4 points of damage and a bite inflicting 1d8 points of damage. Its special abilities include darkvision to 60 ft. and a powerful stench that surrounds it. Creatures within 30 ft. must succeed at a constitution save or be struck with waves of nausea that inflict 1d4 points of subdual damage and a -2 penalty to all attack rolls. The waves of nausea persist until 2 rounds after the character can no longer smell the stench. Creatures struck or bitten by a ghastr must succeed at a strength save or be paralyzed for 1d4+1 turns. Creatures that die from a ghastr's claw or bite attacks rise again as a lesser ghoul (less than 4 HD) or a ghoul (4 HD or more) in 2d4-1 days. Ghastrs are vulnerable to cold iron.)*

N 15. ACIANTE'S CRATER

Approximately 60-ft-across and 20-ft-deep at its center, the crater is covered with a light tracing of sand-like dust, apparently from the complete destruction of whatever objects might once have been inside the radius of the crater. Aciante, an elderly wizard seeing his life near its end and witnessing the power of the oncoming hordes, set himself up with protective spells and began casting his spells in a wild fury, in an effort to draw in as many foes as possible before breaking his staff of power in a retributive strike. The cataclysmic release of magic destroyed many of the most powerful warriors and helped give the invaders a reason to pause. The only objects surviving the blast are the two halves of Aciante's ornately carved staff, now bereft of magic, that stand against each other in the very center of the crater.

Aciante's sacrifice was witnessed by the gods and though he was not saved, this scene of devastation is now hallowed ground providing the effects of a bless spell on anyone of good alignment, so long as they are within the confines of the crater. Creatures of good alignment resting within the crater also heal at twice the normal rate and healing spells cast by good-aligned clerics function as if the caster were one level higher. Creatures of neutral or evil alignment must succeed at a wisdom save (CL 4) to enter the crater and do not heal normally inside its sloping walls (magical healing still functions normally).

N 16. TALKING HEADS

A lonely stone wall stands on a low, grassy hill, surrounded by little more than a few stones and some bushes. Once part of the residence of a powerful wizard; even centuries after his death, enough magic remains to frighten away both residents and invaders. Alas, it is not a safe place to hide or rest as standing on the wall are 4 stone heads that begin talking as soon as anyone approaches to within 30 ft. Each head has a different tale, and each tale is complete nonsense, and all of the tales are told at once. The annoying sound of their talking is easily heard over a great distance and silencing them is almost impossible. Made of enchanted stone, the heads are difficult to damage, and have the



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added horror of being able to cast a limited number of spells with which to defend themselves.

ELDRITCH HEADS (4): *(These neutral creature's vital stats are HD 6d10, HP 35 each, and AC 12. Their primary attributes are mental. They can only be damaged by magic weapons of +1 enchantment or better. They have no physical attacks but can cast the following spells 1/day as a 6th level caster: 1st—daze, entangle, magic missile; 2nd—acid arrow, scare, summon swarm; 3rd—lightning bolt, stinking cloud, suggestion.)*

TREASURE: Destroying the heads and dismantling the wall reveals a small hidden chamber in the foundation. The false wall requires a (CL 4) wisdom check to notice. The ancient chest resting in the hidden chamber contains bits of decayed parchment and the rotting remnants of several bags as well as 340 gp, 820 sp, 203 cp, 4 pearls (75 gp each), 2 topaz gems (50 gp), and 3 moonstones (25 gp) mixed with the debris in the bottom of the chest.

N 17. HUNTER'S MOON

While the scorched walls of the tavern still teeter, the roof has burned away to collapse on the interior, crushing and burning the inside of the building. Hunter's Moon was the last hiding place of a few straggling refugees and the elderly bard trying to lead them to safety. The bard's rage lives on in the form of a ghost whose unearthly howling haunts the decrepit ruin. Now twisted to hatred and vengeance, there is a 50% chance that the ghost is willing to talk to good-aligned adventures and provide them with information about the invading hordes. If the PCs swear to eliminate the head shaman of the invaders, and return with proof of their deed, the ghost gives them the location of a *harp of charming* before going to his final rest.

GHOST: *(This lawful evil undead creature's vital statistics are HD 10d8, HP 52, and AC 20. Its primary attributes are mental. It attacks with a slam that inflicts a touch of death aging humans and half-orcs 1d4 decades, halflings and half-elves 1d6 decades, gnomes and dwarves 3d4 decades, and no effect on elves. Its special abilities include a frightful moan, wisdom save or affected as per the fear spell, telekinesis, as per the telekinesis spell, and are incorporeal. As incorporeal creatures existing on the ethereal plane, ghosts are only subject to attack with silver or magical weapons. Creatures on the ethereal plane can attack with normal weapons.)*

N 18. GREEN MANOR

Not long ago, this manor was likely to have been quite beautiful. All that remains now is slime-covered rock showing decay so rapid that magic was clearly involved. All wood and organic materials, including the plants of the garden are gone, leaving behind only bare rock, or slimy, glistening stone. The vast damage was performed at the hands of a shaman experimenting with some grey ooze that he had trapped in ceramic jars. The aid of several spells helped the oozes consume the supports and roof of the manor causing the stone to collapse. The massive amount of food led to a burst of growth and then starvation as the oozes consumed all organic material in the area. Eight oozes now remain, slowly moving their way out of the manor grounds to consume new areas. Eliminating the oozes and searching through the toppled stone walls results in the discovery of a hidden treasure room (CL 8). Unfortunately, the potent acids of the oozes dissolved any metal items of value leaving behind only a few stone items in pools of weak acid (1d4 acid damage if touched before washing). Remaining

treasure includes pieces of ornate jade from a necklace (300 gp), a ceremonial stone dagger in need of a new hilt (50 gp when repaired), 8 moonstones (25 gp each), and 12 malachites (10 gp).

GREY OOZE (8): *(These neutral creatures' vital statistics are HD 3d10, Hp 15 each, and AC 5. Their primary attributes are physical. They attack by grabbing and constricting a target where they deal 1d8 points of acid damage per round. Stone and magic items are immune to the acid, which burns through armor 1-2 rounds before the acid affects constricted characters. Grey oozes are nearly transparent and cannot be seen by any creature more than 5 ft. away. A creature within 5 ft. must succeed at a wisdom save (CL 6) to notice a grey ooze before it attacks.)*

N 19 AND N 20. GOBLIN TUNNELS

The cellars of these once fine estates now serve as a dig site, attempting to undermine the northern walls of the Central Bastion. Like the tunnels in the Eastern Trenchworks, these cellars team with goblin sappers. The diggers and sappers here are also within 3 days of collapsing the walls unless they are somehow stopped or impeded in their attempts.

GOBLIN SAPPERS: *(2d10+10 per tunnel)(These lawful evil creatures' vital stats are HD 2d6, HP 6, AC 15. Their primary attributes are physical. They attack with a pick (1d6) or grenade (3d6, fire and force damage in a 5-foot radius of the explosion point, CL 2 Dexterity save for half damage). They have darkvision 60 ft. Each sapper carries a pick and 1d4 grenades as well as 2d4 gp.)*

Defenders from the Central Bastion daily fire shot at the area of the cellars, attempting to thwart the sappers progress. Despite their attempts and the attempts at counter-tunneling to collapse their tunnels, the goblins press on.

PATH TO VICTORY

ASSASSINATING LEADERS (20 POINTS EACH): Assassination of Jerroka or Skalnok forces a power struggle not unlike the one detailed in the previous chapter. The loss of Jerroka or Skalnok leaves the Demon Eyes "weak" by standards of other remaining orc tribes, who are quick to slay at least 50% of the demon eye numbers, (Taking 20% casualties in the process), and assume control of their territory. These orcs may be drawn from those in the siege-works or other sections of town.

DESTROY OR CAPTURE THE DEMON EYE (50 POINTS): Getting rid of the Demon Eye means the orcs no longer have the power to constantly generate zombies to replace their fallen numbers. This loss serves as encouragement, bolstering the defenders of both West Dro Mandras, and those survivors clinging to hope in the Central Bastion area.

CAPTURE CALICOS (40 POINTS): If Calicos can be captured and turned over to the Duchess's forces in the free sections of Dro Mandras, much can be uncovered about the plot of the weakling princes to ally themselves with Yorgach in their eminent invasion of the Western Duchy.

COLLAPSE THE GOBLIN DIG (20 POINTS PER TUNNEL): If the goblin tunnels can be collapsed and the sappers slain (or somehow trapped within the rubble), surviving goblins from other areas are forced to give up their current excavations. Two days per collapsed tunnel is added to the time required for the goblins to collapse the Northern Walls of the Central bastion.

CHAPTER 4: DOCKSIDE, NO-MANS LAND AND THE SOUTHEAST

This section of the East Dro Mandras garrisons hundreds of orcs, goblins, hobgoblins, and the many creatures who have risen from the depths of the sewers below, or found entry to the city through its shattered walls. Although most of this dock is too far away to take fire from West Dro Mandras, the area takes heavy fire day and night from the defenders in the East Central Bastion, who are careful to avoid destroying or defiling the few buildings which still stand, giving the invaders decent cover from their attacks. Found here, too, is the sacked Temple of Vanium, and its eternal guardian!

NO MAN'S LAND

This quarter of the city is mostly in ruins. This is where Yorgach's forces breached the city and was the site of the most pitched battles. The battle carried from here to the gatehouse, leaving the other quadrants mostly intact except for the damage they received from the siege bombardments.

Breaches in the walls have allowed creatures from the wild to access this quarter and settle in here to make it their new home. The gnoll scavengers also lair here, using the breaches in the walls to sneak out into the countryside to forage for booty and supplies.

Parties exploring this sector have a good chance of encountering something nasty among the ruins. Check for encounters each half hour spent exploring or wandering through this quadrant. There is a 1-in-6 chance of an encounter. If an encounter occurs, use the table below, or choose an appropriate encounter to your liking.

ROLL (D12)	ENCOUNTER
1	Gnoll patrol (2-5 gnolls)
2	4-36 ravens
3	1-4 wererats
4	Bombardment
5	Fleshcrawler
6	1-8 ghouls
7	2-5 AWOL goblins
8	Imp
9	2-20 giant rats
10	1-4 shadows
11	2-5 medium spiders
12	1-10 stirges

GNOLL PATROL: (HD 2, HP 10, AC 15, saves: physical, shortbows (1d6) or battleaxes (1d8).) They are returning from or going to foraging mission outside the walls.

RAVENS: (HD 1, HP 1, AC 14, saves: physical, ravens do not attack, but if the Players disturb them, they fly off in a rush, alerting others to the PCs' presence. Increase encounter checks to once every 10 minutes and encounters now have a 3-in-6 chance of occurring).

WERERATS: (HD 3, HP 17, AC 17, saves: physical. Attack with longsword (1d8) or bite (1d4 plus disease).)

BOMBARDMENT: On this roll, the PCs have become caught in a bombardment of the area either by friendly or enemy forces. PCs must make a dexterity save (CL 3) for half of 4d6 points of damage as catapult shot/shattered masonry rains down on them.

FLESHCRAWLER: (HD 3, HP 15, AC 17, saves: physical; attacks with 2 bites (1d6) or 6 claws (1d4), SA: Paralysis, Constrict, Death Throes, Animation).

GHOULS: (HD 2, HP 10, AC 14, saves: physical; attacks with 2 claws (1d3) and bite (1d6), SA: Paralysis).

GOBLINS: (HD 1, HP 4, AC 15, saves: physical; attack with short swords (1d6).) They are supposed to be working in the goblin ghetto, but have sneaked away to look for something of value or interest (and to get out of working).

IMP: (HD 1, HP 6, AC 15, saves: mental & physical, attacks with a bite (1d4) and a stinger (1 point damage plus poison), SA: Invisibility, SR 3, Regenerate 1).

GIANT RATS: (HD 1, HP 3, AC 13, saves: physical; attack with a bite (1d2) plus disease.)

SHADOWS: (HD 3, HP 21, AC 13, saves: mental; attack with incorporeal touch (1d4) SA: Create Spawn, Strength Damage, Incorporeal, Blend, Sunlight Vulnerability). This encounter will only take place at night or within a darkened building.

MEDIUM SPIDERS: (HD 3, HP 14, AC 15, saves: physical; attack with a bite (1d6) plus poison, SA: Web.)

STIRGES: (HD 1, HP 3, AC 16, saves: physical; attacks with a touch (1d6) SA Attach, Blood Drain, Agile (+3 on attacks and dex saves).)

KEY TO NO MAN'S LAND

D1. WELCOME TRAVELER INN

The gnolls have chosen a relatively-intact inn near the Gates to the Northeast Ruins to make their lair. This leaves them near the quadrants held by the orcs and goblins, but not part of them. There are a total of 36 gnolls in the raider troop, but usually only 12 of them are in the city at any given time. Hrralnar usually remains within the city to monitor the happenings there, but occasionally gets tired of the political squabbling between the various orc tribes and between the orcs and goblins, and takes a patrol out on a raid. Hrralnar keeps a small pack of hyenas as guards at the lair as well. When in the lair, the gnolls are not particularly alert, generally relying on the hyenas to warn them of intruders, and on their traps to protect various storehouses nearby.

GNOLLS: (Large, chaotic evil humanoids, whose vital statistics are HD 2, HP 11, AC 15. Their primary attributes are physical. They attack using short bows (1d6) or battleaxes (1d8). Possessions: 2-8 sp, short bow, 20 arrows, battleaxe.)

HRRALNAR, THE GNOLL CAPTAIN: (Large, chaotic evil humanoid equivalent of 5th level fighter, whose vital statistics are HD 7, HP 39, AC 18. His primary attributes are physical. He attacks with a +1 battleaxe (1d8+3 due to magic and strength). Possessions: +1 battle axe, chain shirt, 20 gp.)

HYENAS (6): (Medium Animals whose vital statistics are HD 1, HP 5, AC 12. Their primary attributes are physical. They attack with a bite (1d6), and can gang up and pull down a solitary prey, use the overbearing rules in the PHB and add +2 to the check for each additional hyena attempting to pull down an opponent.)

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D2. STOREHOUSE

This partially-collapsed home sits nearby the gnoll's lair. They use this to store some of their booty. The entryway is rigged with a spear trap. It is a CL 3 check to find and/or disable the trap. Otherwise it triggers when the door is opened. A spear will launch attacking whoever opens the door (+3 on the attack roll, dealing 1d8 damage). Inside the gnolls have gathered piles of household goods, pewter vessels, tankards, plates, etc. in heaping piles. Altogether, the lot could be sold to the right buyer for 250 gp, but the pile is enormous and weighs over 250 pounds, all told. Moving and storing the merchandise could prove problematic.

D3. DAMAGED COTTAGE

This cottage was severely damaged in the fighting. If someone looks inside they can see something multi-colored and shimmering in the light, but the rubble makes it difficult to determine what it is. The floor here is severely damaged, and cannot support any more weight. Anyone entering the cottage will cause the floor to collapse into the root cellar below (treat as a 10-ft-deep pit trap). The cottage belonged to a stained glass maker, and the shimmering came from shard of broken glass from broken pieces of stained glass and from the glass beads he used to make them. If someone spends two hours collecting the beads, they may find enough to sell to the right buyer for 10 gp.

D4. ABANDONED INN

This inn, located near the breached walls, is severely damaged and abandoned. It looks like it has been ransacked, but inside what was the innkeeper's office appears to be an intact chest with a stout lock. In reality, it is a mimic who has learned that this form is very effective in getting him easy prey among the occupying humanoids, and it lies in wait for something to come investigate and become its dinner.

MIMIC: (*Large, neutral aberration, whose vital statistics are HD 7, HP 47, AC 15. Its primary attributes are physical. It attacks with a slam (3d4), SA: Adhesive, Crush, Immunity to Acid, Mimic Shape.*)

TREASURE: Hidden among the innkeeper's personal effects in a drawer in his desk with a false bottom (missed by the looters) is a potion of protection from evil, a jeweled dagger with a pair of sapphires worth 250 gp, a small bag with 50 pp, a bird feather token, a small diary, and a treasure map leading to the Crater of Umeshiti that he accepted as payment from a patron.

D5. BLACKSMITH SHOP

This was a well-stocked blacksmith shop, but has been thoroughly looted. Beneath the shop, in a cellar, the smith kept a storehouse of crafted items and a hidden tunnel to smuggle out weapons he made to sell without having to pay the proper taxes on. A tally sheet in the basement shows a large number of shipments were destined for Dirty Bowbe's Roadhouse for buyers staying there. The tunnel however was breached by a subterranean tunnel, and the forged metal lured the cellar's current occupant there. Most of the items stored here have been reduced to rust, as the rust monster now lairing here has consumed them.

RUST MONSTER: (*Medium, neutral, aberration, whose vital statistics are HD 5, HP 23, AC 18. Its primary attributes are physical. It attacks with antennae (rust).*)

TREASURE: Among the smith's stores that have not been consumed yet are a suit of banded mail, 2 large shields, and an exceptionally

well-crafted longsword (+1 non-magical bonus to hit due to its quality). Several more mundane items (horseshoes, nails, etc.) are also stored here, but most have been consumed by the rust monster.

D6. GNOLL STOREHOUSE

This abandoned workshop has been converted into a storehouse by the gnolls. Lying in the cottage are several large sacks. Carefully hidden among the rubble in front of the sacks is a tripwire. Triggering the tripwire will cause the net hidden on the floor to snap up and the rope to pull the net up towards the rafters. The trip wire is a CL 3 to find and/or disable. If triggered, all characters in a 10-foot-square in front of the sacks must make a CL 4 Dexterity save or be caught in the net. The net is lined with small bells which will sound when the trap is sprung; alerting the gnolls that someone is after their booty. Those caught in the net are suspended 10 feet off the ground by a rope hung over the rafters. It takes 1d4 rounds to cut one's way out of the net, but anyone outside the net can cut the rope to drop the net in 1 round. If the rope is cut, or someone cuts their way out, they will fall 10 feet and take 1d6 points of damage from the fall.

D7. GUARD TOWER

This guard tower has been breached and lies in ruin, but it still stands. The upper level of the tower has become the nest for a pair of harpies that flew in and discovered it a few days ago. The harpies have been content so far to hunt the countryside and return to the tower to nest. So far, the occupying forces are unaware of their presence.

HARPY (2): (*Medium, chaotic evil humanoids, whose vital statistics are HD 3, HP 20, 14, AC 13. Their primary attributes are physical. They attack with 2 claws (1d3) or short bows (1d6) and have a captivating song.*)

TREASURE: Hidden among the harpies' nest is a gold bracelet worth 250 gp, 3 agates worth 50 gp each, and an ivory scroll case (the scroll case is worth 100 gp) with a scroll with the illusionist spell, *fog cloud* on it.

D8. LEAPING BULL TAVERN

This tavern lies in ruins. What remains of the upper level has been ransacked, but the basement door still stands locked with a stout lock, and barred from the inside. The innkeeper took refuge in the basement, but never made it out, for unknown to him lurking in the basement was an ochre jelly that was shipped inside one of the ale kegs.

OCHRE JELLY: (*Large, neutral ooze, whose vital statistics are HD 6, HP 42, AC 14. Its primary attributes are physical. It attacks with a slam (2d4 acid damage) and can constrict. It splits if enough damage is caused.*)

TREASURE: In the basement are two kegs of fine ale worth 50 gp each, and a tun of wine that can be sold for 200 gp.

D9. LOST TEMPLE OF VANIAM, THE FEARLESS

This was a temple that permitted prayer to all of the gods worshipped in Dro Madras. Although the thick, fortress-like outer walls still stand, the ceiling has crumbled down upon the once highly polished marble floor. Broken pillars sit upon a pile of dense rubble. Underneath the rubble is a secret entrance into the true temple here, one dedicated to Vaniam, the Fearless, worshipped by a group of warrior-elite within the city. Inside the true temple is another secret entrance, this one leading to a tunnel that leads directly to the Mausoleum of the Faithful.

Watching over the temple is a tall statue of Vanium, which is actually a stone golem set to guard this place. If any attempt to desecrate the temple or open the secret tunnel without first performing the rite of Vanium upon the altar, the golem will animate and attack.

STONE GOLEM (*Large, neutral construct whose vital statistics are HD 12, HP 100, AC 26. Its primary attributes are physical. It attacks with a slam (3d8). It has a slow effect and is immune to magic.*)

TREASURE: The vessels on the altar are pure gold and worth 2500 gp altogether. Attempting to take these vessels will animate the stone golem guardian. Hanging behind the altar is a true *Banner of Courage*, which may only be taken from the altar by a paladin of Vanium of at least 4th level. See Chapter 7 for details on the *Banner of Courage*.

D 10. SAFEHOUSE “THE LUCKY LADDIE”

This ruined cottage seems to have been a condemned tavern and in disrepair before the invasion. It is actually a safehouse for the Black Alley Gang. There is a tunnel beneath it that leads to the Sewer River Way and from there, on to the network of tunnels leading to the Bleeding Sword in West Dro Mandras. The safehouse is used by the Back Alley Gang to spy on the occupying force. They then sell this information to the Duke's commanders for a hefty price. At any given time, there is a pair of rogues in the safehouse. Currently, the rogues present are Parando and Julian. They purchase info from the characters about the strength and position of opposing forces, and especially what is happening in the Demon Eye ghetto since they have not been able to learn the secret of the never-ending orcs there (Skalnok's zombies). However, if they feel the characters are untrustworthy, they attempt to eliminate them to make sure the secret location of the safehouse is not divulged to the invaders.

BACK ALLEY ROGUES (2, *Parando and Julian*) (*neutral, human 4th level rogue, whose vital statistics are HP 15, AC 15. Their primary attributes are dexterity, wisdom, and charisma. They attack with short bows (1d6), short swords (1d6), or daggers (1d4). Possessions: short bow, 20 arrows, short sword, dagger, potion of invisibility each.*)

GUILD TREASURY: Buried and trapped below the floorboards is a substantial amount of guild wealth which is kept hidden here and has as of yet avoided the destructive looting of the orcs and their allies. A (CL 6) wisdom check is required to even locate the secret panel in the floor that leads to a 10-foot dead drop. At the bottom of the drop are several deadly traps and of course a stone plate under which are the chests of roguish loot.

SECRET DOOR TRAP: When opened without properly disarming/disabling the traps, a set of jawed clamps flips up from the floor catching and possibly severing the arms/appendages of the perpetrator. The trap is +10 to hit and deals 3d6 points of damage on a successful hit. Also, the perpetrator is pinned to the trap on a successful hit, requiring the perpetrator or helpers to make a CL 6 strength check to pry them free. On a natural 20, the arm or hand of the perpetrator is severed, causing double damage and a permanent loss of 1d6+2 dexterity points (as related to the use of that hand, two handed weapons, bows and shields).

The secret door trap is a CL 6 to detect and a CL 6 to disarm successfully.

FLOOR TRAP: Located at the bottom of the 10 ft drop, the trap causes a 5 ft section of stone wall to slam against the opposite wall, pinning the opponent. The slamming wall is a CL 6 to detect and CL 7 to disarm. If triggered it deals 6d6 points of damage. Disarmament typically involves hanging upside down or suspended above the floor and pinning the wall section with iron spikes, unless the trigger can be otherwise discovered.

THE SECOND SECRET PANEL. This panel requires a CL 8 wisdom check to detect. Below the floor are 4 iron lock boxes. Each lock box is locked requiring a CL 8 pick locks check to open. Each of the chests is trapped as detailed below.

CHEST 1: Even with the key, this chest may only be opened with a pair of specially treated and oiled lamb-skin gloves, lest the contact poison slay the opener. The trap is a CL 6 to detect and a CL 3 to disarm properly unless the rogue has 50 gp lambskin gloves handy. A failed disarm check or even touching the chest without gloves forces a Constitution check (CL 6) or suffer 1d6 points of temporary constitution damage and a secondary save vs. 2d6 points of constitution damage. The venom itself is worth 3000 gps if it is successfully harvested by an Assassin or character with a similar alchemical knack.

TREASURE: A book entitled “Treholt's Treatise on Venom and It's Ill Effects” is worth 2500 gp to an assassins guild or ranger band. The book requires the reader's full study for 2 weeks time, after which they gain a permanent +2 to any checks relating to the use of poison and venoms. Also found is a wand of web with 50 charges, and 500 gps in rare gemstones.

CHEST 2: A caustic acid is released if the trap is not successfully disarmed (CL 5). The Trap is a (CL 5) to detect. Failure indicates that all of the treasures within the chest are destroyed by the caustic acid. Successfully disarming the trap gains the rogue two pints worth of caustic acid. This acid dissolves 2 cubic feet of metal or biological material, or deals 2d6 points of damage per round for 1d4 rounds to a living target.

TREASURE: 4 rare paintings worth 1d4x1000 gp each. An original copy of “History of the Umeshti” by Hutulkahn worth 2000 gp. The book contains 3 false maps of dungeon levels in the crater of Umeshti, that by all accounts look completely legitimate. Also found are 3 wizard scrolls and one cleric scroll with 3 spells each ranging from level 1-6. Consult the Monsters and Treasure for the sort and type of spells found here.

CHEST 3: This chest is trapped with poison darts that fire off in every direction if the trap is not detected with a successful traps check (CL 4). The trap is easy enough to disable requiring a successful traps check (CL 2). If sprung, the trap is +5 to hit everything in a 10 ft. radius. A successful hit means targets are hit with 1d4 darts dealing 1d2 points of damage each. The venom on the darts is particularly debilitating, dealing an additional 1d6 points of damage per dart unless a successful constitution save (CL 4) is made. If successfully disarmed, the darts may be collected by an assassin who makes a successful poison use check (as well as a successful traps check of course). 20 such darts may be harvested in this manner.

TREASURE: The chest contains 4 malachite stones worth 50 gp each, and 2400 pieces of silver, 5 potions of change self, a suit of fine nobles clothes worth 300 gp, a 100 gp painting of a nobleman wearing the clothes, a diary with detailed notes which would allow one to assume the identity of an individual named “Lord Hazzter of Unzathistan.”

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CHEST 4: Touching the chest (even with thieves' tools) triggers an illusion that the chest is actually a bloodthirsty mimic. Characters viewing the illusion must make an intelligence save (CL 6) or believe that the mimic is attempting to kill them. For all intents and purposes the illusion "acts" and attacks just as a true mimic, however all damage dealt is only in the mind.

Attacking or otherwise destroying the chest causes an alchemical explosion dealing 6d6 points of damage (No Dexterity save if opened in an enclosed area such as the drop). The trap is a (CL 5) to detect and a (CL 5) to disarm. The chest has an AC 12, and 15 Hit Points before it is destroyed. If the chest is destroyed, so are its valuable contents.

TREASURE: The chest contains 5 vials of holy water, 5 vials of unholy water, 5 vials of caustic acid (deals 1d6 points of damage for 3 rounds), 2 potions of giant strength (frost), 1 potion of haste, 1 potion of remove disease, 2 oils of bless, and 3 potions of mage fire (deals 2d6 damage in a 5 ft radius, dexterity save (CL 2) for half.

Tyrus Twice Dead would offer a 10-15% finders fee if the treasure is brought to the Bleeding Sword in its entirety. If however the treasure is simply "liberated" Tyrus and his allies (including Azrael) would stop at nothing to see their wealth returned.

D 11. HOBGOBLIN PAVISE

This wooden wall comprised of broken tables, chairs, doors, and shutters scrounged from other parts of the city serves as cover and a firing position for fifty hobgoblin sharpshooters that fire on defenders within the Central Bastion. The pavise is frequently soaked with buckets of water drawn from the Mandras River to avoid catching fire from the flaming arrows rained down upon it from the defenders above. The pavise offers 3/4ths cover to firing hobgoblins and full cover to those crouched behind it granting +6 and +10 armor class bonus respectively to any fire coming from the east.

HOBGOBLIN SHARPSHOOTERS: (Medium, lawful evil humanoids, whose vital statistics are HD 1, HP 7, AC 15. Their primary attributes are physical. They attack with composite longbow (1d8) or falchions (2d4). Possessions: short bow, 20 arrows, falchions, 2-12 sp, 1-3 gp.)

THE SOUTHWEST QUADRANT

This is the area most closely abutted to the Gatehouse and the southern walls of the city. The area is under frequent bombardment by the Duke's navy.

The Southwest Quadrant of the occupied territory has been occupied by the goblinoid forces. This section of the city held many granaries and other warehouses, so while the orcs and gnolls raided more attractive areas, Garrak, the hobgoblin captain, staked his claim here knowing that the strength of an army relies on its stomach.

Garrak has ordered regular patrols of the ghetto to prevent the other occupying forces from getting any of the stores without paying for it properly. He knows his position among the orcs is precarious, so guards what advantage he has. Players traveling through this area may encounter one of these patrols. Check each hour, an encounter occurs on a 2-in-6 chance. If an encounter occurs, roll to see what type of patrol is encountered.

RANDOM ENCOUNTER

1	3 goblin worg riders
2	Goblin foot patrol
3	Hobgoblin patrol
4	Bugbear patrol

There are several patrols of each type active at any time in the goblinoid ghetto.

Goblin Worg Riders

These three goblins patrol the ghetto mounted on their worgs. They will charge to attack any intruders, but if it is a larger force, one will sprint to bring warning to Garrak. They have battlehorns they will sound as they charge. If they sound their horn, immediately roll again for another patrol that will come as reinforcements.

GOBLINS (3): (Small, lawful evil humanoids, whose vital statistics are HD 1, HP 5, 4, 3, AC 15. Their primary attributes are physical. They attack with wolfspears (1d8) or javelins (1d4). Possessions: 3 javelins, wolfspear, battlehorn, 2-5 sp.)

WORGs (3): (Medium, neutral magical beasts, whose vital statistics are HD 4, HP 20, 23, 18, AC 14. Their primary attributes are physical. They attack with a bite (2d4) and can attempt to trip on a successful attack, save vs. dexterity or be knocked to the ground.)

Goblin Foot Patrol

This squad of 6 goblins patrols the ghetto. They will attempt to engage intruders from a distance and sound their horns to alert the ghetto of intruders. If they sound their horn, immediately roll again for another patrol that will come as reinforcements.

GOBLINS (6): (Small, lawful evil humanoids, whose vital statistics are HD 1, HP 4, AC 15. Their primary attributes are physical. They attack with short bows (1d6) or shorts words (1d6). Possessions: Short bow, 20 arrows, short sword, battle horn, 2-5 sp.)

Hobgoblin Patrol

This patrol consists of 4 hobgoblin warriors who watch over the ghetto. If they see intruders and can the drop on them, they will attempt to ambush them, if not they will engage from a distance and fall back until they find a defensible position before engaging in melee.

HOBGOBLINS (4): (Medium, lawful evil humanoids, whose vital statistics are HD 1, HP 7, AC 15. Their primary attributes are physical. They attack with short bows (1d6) or falchions (2d4). Possessions: short bow, 20 arrows, falchions, 2-12 sp, 1-3 gp.)

Bugbear Patrol

A pair of bugbears reluctantly patrols through this section of the ghetto.

BUGBEARS (2): (Large, chaotic evil humanoids, whose vital statistics are HD 3, HP 18 each, AC 17. Their primary attributes are physical. They attack with wolfspears (1d8 damage) and morningstars (2d4 damage).)

CATAPULT POSITIONS

There are three heavy catapult positions in No-Mans Land. They are manned by hobgoblins and use the remaining standing structures as cover from counter fire.





HOBGOBLIN CATAPULT CREW (4 PER CATAPULT): (Medium, lawful evil humanoids, whose vital statistics are HD 1, HP 7, AC 15. Their primary attributes are physical. They attack with longbows (1d8) or falchions (1d8). Possessions: 2-12 sp, 1-3 gp)

SW 1. OLD MILL

This small mill was used to supplement the city's flour supply and was meant to be used only in case of a siege. Unfortunately, this section of the city fell to the occupying forces, and the mill lies now in goblin hands. At night, 18 goblins (from area 24) are hard at work turning the wheel and grinding the grain into flour. Three hobgoblin overseers watch over them, and stay here during the day to guard the mill.

HOBGOBLINS (3): (Medium, lawful evil humanoids, whose vital statistics are HD 1, hp 7, AC 15. Their primary attributes are physical. They attack with short bows (1d6) or falchions (2d4). Possessions: short bow, 20 arrows, falchions, 2-12 sp, 1-3 gp.)

SW 2. GARRAK'S COTTAGE

GARRAK GNASHER: (Medium, lawful evil humanoid equivalent of a 6th level fighter, whose vital statistics are HD 6, HP 50, AC 18. His primary attributes are physical. He attacks with a heavy crossbow (1d10) or an exceptional two-handed sword (2d6). Possessions: +2 banded mail, exceptional two-handed sword (+1 non-magical bonus to hit), a horn of blasting, and 15 gp).

Garrak, a captain in the Blacksword Band is in charge of goblin and hobgoblin forces within the city. He is totally faithful to his mistress, Major Asluba. He is under orders to look out for orc betrayal and to bring glory to the Blackswords by taking the Bastion at any cost. Intelligently, he ordered the building of the pavise, which has accounted for a significant drop in casualties.

Garrak keeps a huge ogre as bodyguard to deal with his light work, and to intimidate lesser beings such as goblins and kobolds that end up in his command. The bodyguard is mute, which suits Garrak just fine.

OGRE BODY GUARD: (Large, chaotic evil giant, whose vital statistics are HD 4, HP 27, AC 16. His primary attributes are physical. He attacks with a slam (1d10) or a morningstar (2d4). Possessions: a 50 gp amethyst, 50 gp.)

TREASURE: Garrak keeps the company's treasury buried in the floor beneath the cottage. The treasury is used to trade with the gnolls for what they scavenge, to pay the bugbears and ogre, and to negotiate with the orcs when needed. The treasury is kept in a large wooden crate, which is buried. Inside are several sacks including one with 450 gp, one with 75 gp, one with 1000 sp, one with a dozen small emeralds (100 gp each), and one with 10 pieces of costume jewelry each worth 25 gp.

SW 3. MAUSOLEUM OF THE FAITHFUL

For more information on the Mausoleum of the Faithful see Chapter 6.

SW 4. GUARD BARRACKS

This was the watch barracks for this section of the city, but it has been taken over by the hobgoblins as their barracks. Most are on duty throughout the city, but at any given time there are 12 hobgoblins here off duty.

HOBGOBLINS (12): (Medium, lawful evil humanoids, whose vital statistics are HD 1, HP 7, AC 15. Their primary attributes are physical. They attack with short bows (1d6) or falchions (2d4). Possessions: short bow, 20 arrows, falchions, 2-12 sp, 1-3 gp.)

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SW5. GRANARY

This is a smaller grain silo, and a pair of hobgoblins is set to stand watch here.

HOBGOBLINS (2): (Medium, lawful evil humanoids, whose vital statistics are HD 1, HP 7, AC 15. Their primary attributes are physical. They attack with short bows (1d6) or falchions (2d4). Possessions: short bow, 20 arrows, falchions, 2-12 sp, 1-3 gp.)

SW6. FINELY APPOINTED COTTAGE

This cottage has been commandeered by the bugbears for their quarters. Those who are not on duty elsewhere will rest here. This is also the quarters of Burutus Galakar, the Bugbear sergeant.

BURUTUS GALAKAR, BUGBEAR SERGEANT: (Large, chaotic evil humanoid equivalent 4th level fighter, whose vital statistics are HD 4, HP 30, AC 18. His primary attributes are physical. He attacks with a two-handed axe +2 (1d12+2). Possessions: chain shirt, two-handed axe +2, potion of cure light wounds, 25 gp.)

BUGBEARS (8): (Large, chaotic evil humanoids whose vital statistics are HD 3, HP 18 each, AC 17. Their primary attributes are physical. They attack with wolfspears (1d8 damage) and morningstars (2d4 damage).)

Barutus Galakar is a cold hearted warrior, who would quickly take command of goblin forces in the area, should Garrak meet an unfitting end, or be called back to defend his mistress Asluba Ape Face.

STABLES

These stables are now used to hold and care for the worgs used by the goblins.

WORGs (12): (Medium, neutral magical beast, whose vital statistics are HD 4, HP 20, 23, 18, AC 14. Their primary attributes are physical. They attack with a bite (2d4) and can attempt to trip on a successful attack, save vs. dexterity or be knocked to the ground).

WORG KEEPER, GOBLIN: (Small, lawful evil humanoid whose vital statistics are HD 2, HP 8, AC 15. His primary attributes are physical. He attacks with a wolfspear (1d8). He treats checks to train or handle animals as if charisma were a prime.)

SW 7. GRANARY

This large granary holds a large portion of the stores the goblinoids captured. Garrak has posted 4 hobgoblins to guard this valuable asset.

HOBGOBLINS (4): (Medium, lawful evil humanoids whose vital statistics are HD 1, HP 7, AC 15. Their primary attributes are physical. They attack with short bows (1d6) or falchions (2d4). Possessions: short bow, 20 arrows, falchions, 2-12 sp, 1-3 gp.)

SW 8. BAKERY

This bakeshop was commandeered by Garrak, and he employs a dozen goblins here baking bread from the flour he has ground at the mill to keep his troops well fed. He trades the excess to the orcs, securing his position by remaining valuable to them during the occupation. The goblins who work here are from area 22, and work only at night. A force of 5 bugbears is stationed here to guard the bakery at all times.

BUGBEARS (5): (Large, chaotic evil humanoids whose vital statistics are HD 3, HP 18 each, AC 17. Their primary attributes are physical. They attack with wolf spears (1d8 damage) and morningstars (2d4 damage).)

SW 9. MIDWIFE'S COTTAGE

This midwife's cottage has been appropriated by Deleshoggkt the Ugly, the Hobgoblin shaman and Garrak's advisors. He chose this cottage because it was well stocked with herbs and roots he can use in his spellcasting. The cottage is guarded by his pet, a cloaker, when he is not present. If the shaman is present and is attacked by intruders, he will try to contact Garrak with a message spell. If Deleshoggkt is not present when players enter, the cloaker will look like an innocuous cloak hanging from a peg and will start the combat with a moan. If Deleshoggkt is present, it will be lurking in the shadows near the ceiling and enter the combat with surprise if it can.

DELESHOGGT THE UGLY, HOBGOBLIN SHAMAN: (*Medium, lawful evil humanoid whose vital statistics are HD 5, HP 20, AC 14. His primary attributes are mental. He attacks with a light crossbow (1d6) or a heavy mace (1d8). As a shaman, he casts spells as a 5th level wizard, but can draw from the wizard or druid spell list. Typically-prepared spells: 0 (5): arcane mark, detect magic, ghost sound, know direction, message 1 (4): alarm, charm person, entangle plants, shield, 2 (2): cure light wounds, detect thoughts, 1 (1): dispel magic. Possessions: wand of magic missiles (42 charges), scroll with fireball, lightning bolt, and mirror image, light crossbow, 20 bolts, heavy mace, 20 gp.*)

CLOAKER: (*Large, chaotic neutral aberration, whose vital statistics are HD 6, HP 24, AC 19. Its primary attributes are physical. It attacks with a tail slap (1d6) and a bite (1d6). It can unnerve opponents with its moan, engulf them, and use Shadow Shift.*)

TREASURE: There are enough herbs and roots to sell for 50 gp, or for a spellcaster to scavenge enough components for several castings of spells with mundane material components.

THE SOUTHEAST QUADRANT

This quadrant is split between the Bone Crackers and the Blood Drinkers. The two tribes dislike each other, but coexist out of necessity. They both dislike the Demon Eyes more, and fear Skalnok. Their contempt of the goblinoids, and loyalty to (or fear of) Yorgach give them a common ground to work from. The quadrant is divided diagonally by the tribes, and the Bone Crackers control the southwestern corner of the ghetto, while the Blood Drinkers control the northeast corner.

Both tribes patrol the area, but are rather lackluster in doing so. An encounter with an orc patrol occurs only on a 1-in-10 chance, and should be checked each hour.

ORC PATROL

Depending which part of the quadrant this occurs in, the orcs will be either Blood Drinkers or Bone Crackers.

ORCS (6): (*These lawful evil humanoids' vital statistics are HD 1, HP 6, and AC 13. Their primary attributes are physical. They have heavy crossbows (1d10) and battleaxes (1d8).*)

KEY TO THE ORC GHETTO

SE 1: FALLING LEAF TAVERN

This partially destroyed tavern has been commandeered by the Bone Crackers to serve as their lair. At any given time, there are 36 orcs here who are not on duty elsewhere in the occupied territory, or not out raiding the countryside.

ORCS (36): (*These lawful evil humanoids' vital statistics are HD 1, HP 6, and AC 13. Their primary attributes are physical. They have heavy crossbows (1d10) and falchions (2d4).*)

SE 2. TOWNHOUSE

This townhouse has been taken by Valnok the Fury, chieftain of the Bone Crackers, as his personal quarters. Valnok collects weapons, he finds them oddly comforting, and so this has become a small armory as well. Otherwise, the quarters are quite spartan.

VALNOK THE FURY: (*Orc equivalent of a barbarian 6 (Medium, chaotic evil humanoid equivalent 6th level barbarian, whose vital statistics are HD 6 (d12), HP 58, AC 17. His primary attributes are physical. He attacks with a +2 two-handed axe (1d12+2), and will enter a rage if faced with superior numbers. He will also drink his potion of haste before taking on any foe he does not feel he has an advantage over. Possessions: studded leather armor, +2 two-handed axe, potion of haste, 30 gp.*)

TREASURE: Valnok's collection of weapons is extensive. The following weapons can be found in the townhouse: 2 heavy crossbows, 50 bolts, 2 short bows, a composite short bow, 100 arrows, a glaive, a battleaxe, 3 hand axes, a barrel with 12 spears and 6 javelins, 6 daggers, a falchion, a two-handed sword, 3 broadswords, a longsword, 2 shortswords, a light mace, a heavy flail, and a bardiche. There are also 3 shields, each bearing a different heraldic device of families from Dro Madras. All weapons and shields are in good usable condition, but none are magical or exceptional. Hidden in the bottom of the barrel with the spears and javelins are 3 sacks. One contains 3000 cp, another 2000 sp, and the last 300 gp. This is the collected treasure of the tribe, which is in Valnok's care.

SE 3. DILAPIDATED COTTAGE

This small, run-down cottage has been claimed by Darok Horntusk, a large brutish half-orc who has been cursed with lycanthropy, and is now a wereboar. He is Valnok's kin, and fights by his side, but shuns the company of others when not in battle. He follows Valnok because he likes to fight and gets ample opportunity to kill foes and satisfy his hungers. If he hears sounds of combat coming from Valnok's townhouse, he will rush to join the fight.

DAROK HORNTUSK, HALF-ORC WEREBOAR: (*Medium, neutral (evil) humanoid, whose vital statistics are HD 5d8, HP 33, AC 18. His primary attributes are physical. He attacks in boar form with a gore (2d6), and has Alternate Form, the curse of Lycanthropy and Ferocity as special attacks.*)

SE 4. THE TIPPED TANKARD TAVERN

This tavern has been taken over by the Blood Drinkers, and serves as their headquarters in the city. Most sleep in the common room of this tavern, others in the stables. Karosh, the youngest of Jerak's seven sons stays here to supervise the troops, and has taken the tavern keeper's quarters for his own. The tavern now reeks of blood and rotting flesh, the aftermath of the Blood Drinkers peculiar dietary habits. Many of the Blood Drinkers are on duty elsewhere, mostly outside the city walls themselves, but Jerak ensures he keeps a formidable force on hand.

BLOOD DRINKER ORCS (42): (*These lawful evil humanoids' vital statistics are HD 1, HP 6, and AC 13. Their primary attributes are physical. They have short bows (1d6) and battleaxes (1d8).*)

KAROSH THE YOUNGEST: (*Lawful evil humanoid, equivalent of a 3rd level fighter, whose vital statistics are HD 3, HP 17, AC 16. His primary attributes are physical. He attacks with a wolfspear (1d8) or a cat-o-nine tails (1d3). Possessions: chain shirt, wolfspear, cat-o-nine tails, potion of cure light wounds, and 15 gp.*)

SE 5. TOWNHOUSE

This townhouse is now the home of the Sons of Jerak. Two of his sons went with Yorgach to meet the duke at the ford, and his youngest supervises the tribe at the tavern, but the remaining 4 live in luxury here. The townhouse is finely appointed, and the orcs luxuriate on the padded divans and silk bedding.

Jerak's second son, Kalvar has become a cleric of Gathaak, and most of the tribe is dedicated to his worship. His eldest, Grron, is a massive and mightily-thewed beast. His other two sons, Larn and Falok are both mighty warriors as well. These four guard the tribe's treasury as well.

GRRON THE ELDEST: (*He is a 5th level equivalent fighter, lawful evil, medium humanoid, whose vital statistics are HD 5 (d10), HP 45, AC 13. His primary attributes are physical. He attacks with a +3 halberd (1d10+5 due to magic and his great strength). Possessions: leather armor, +3 halberd, ring of evasion—can make dex save whenever attacked; failure means he takes half damage, success means he takes no damage.*)

KALVAR: (*A 5th level equivalent cleric of Gathaak, lawful evil, medium humanoid, whose vital statistics are HD 5, HP 22, AC 17. His primary attributes are mental. He attacks with a +1 heavy mace (1d8+1). Possessions: splint mail, large wooden shield, +1 heavy mace, and restorative ointment. He has the following spells prepared: 0th (4) detect magic, endure elements, first aid x2; 1st (3) cause fear, command, shield of faith; 2nd (2) silence, spiritual weapon; 3rd (1) prayer.*)

LARN AND FALOK (*Medium, lawful evil, 4th level equivalent Fighter humanoids, whose vital statistics are HD 4, HP 27& 29, AC 16. Their primary attributes are physical. They attack with battleaxes (1d8). Possessions: splint mail, battleaxes, potion of cure light wounds (Larn only), potion of giant strength (Str 21+4, Falok only).*)

The tribe's treasure is inside a large chest, hidden inside an armoire in the townhouse.

TREASURE: 1500 gp, a golden necklace with 3 ruby settings (2000 gp value), and 4 very small fire opals (250 gp each).

SE 6. COTTAGE

This cottage has been appointed with fine silks from the townhouse nearby, and serves as Jerak's quarters. Jerak keeps three human women here for his pleasures (these were captured from nearby farmhouses in raids). They beg any non-orc who enters to rescue them from their fate. They are chained to the rafters with enough slack to reach anywhere in the cottage, but not to leave it. It takes a

CL 5 strength check to break these chains, and each girl must be freed individually.

Jerak is often at the tavern checking in on his troops, or visiting with his sons. At times, he is called away to meet with the other chieftains, and often checks in on Calicos, whom he does not trust. There is a 25% chance Jerak is in this cottage, or place him anywhere in the occupied sector you prefer. If he is present and hears the sound of combat in his sons' townhouse, he will investigate, and conversely, his sons will respond to sounds of combat from here.

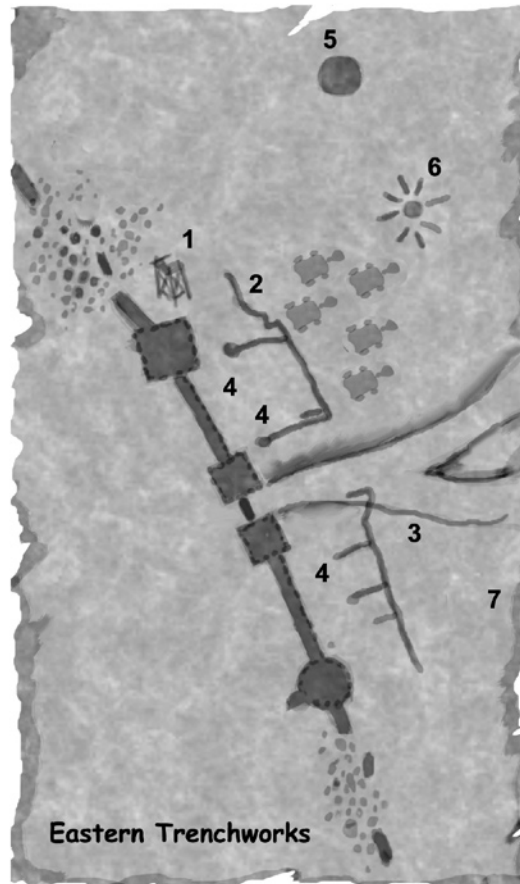
JERAK THE VIRILE, CHIEFTAIN OF THE BLOOD DRINKERS: (*Medium, lawful evil, 8th level fighter humanoid, whose vital statistics are HD 8 (d10), HP 75, AC 20. His primary attributes are physical. He attacks with a +3 battleaxe of wounding (1d8+3 plus 1 point of constitution damage from bleeding). Possessions: banded mail +2, large steel shield +2, battleaxe of wounding, 50 gp, 250 gp fire opal.*)

SE 7. CATAPULT POSITION

This catapult position comprises two light catapults manned by 6 orcs. The orcs are poor shots at best, but manage to hurl stones pulled up from shattered flagstone and loads of bricks and stone from their own walls and of course piles of their own dung at enemies within the besieged Central Bastion. The catapults fire only at night to reduce counter fire and due to the orcs' poor daylight vision.

ORC BOMBARDIERS (6): (*These lawful evil humanoids' vital statistics are HD 2d10, HP 18, and AC 15. Their primary attributes are physical. They have the abilities of a 2nd level fighter. They are armed with battle axes (1d8+2 damage for massive strength).*)

PATH TO VICTORY



SLAY JERAK THE VIRILE (50 POINTS): the death of Jerak causes all of his surviving sons to battle one another for dominion of the tribe (and sole proprietorship of the tribe's wealth). Their apparent weakness gives any surviving Axe Grinders an excuse to slaughter Blood Drinkers on sight. Orc numbers in these districts are reduced by 50% as a result of the death of Jerak.

KILL OTHER LEADERS (20 POINTS): Any of the sons of Jerak or other leaders found dead in this region reduce the ability of the humanoids to command their troops, meaning a greater likelihood of broken morale or combat ineffectiveness.

DESTROY HOBGOBLIN PAVIS (50 POINTS): With the pavis gone, the hobgoblins would have to withdraw further from the walls of the Central Bastion, granting its defenders a reduction in casualties and a reprieve from the nightly storm of flaming arrows.

DESTROY SIEGE ENGINES (20 PTS. EACH): Destruction of enemy catapults has a significant effect on morale for both East and West Dro Mandras.

CHAPTER 5: EASTERN BRIDGE

THE GATEHOUSE

The Watch Tower is the most hotly contested piece of the occupied territories. The draw-bridge that connects the gatehouse with the west side was the site of the final confrontation between Yorgach and the Duchess, before Yorgach withdrew to cut off the Duke's advance at the ford. In the aftermath of this confrontation, the current status quo was born.

Yorgach's forces hold the east tower, and the Duke's forces hold the western gatehouse. The bridge between was a death zone the first few days of the occupation, as both sides tried forays out onto the bridge to test the opposition's strength. Both sides quickly realized that death and loss of valuable troops so stand this semi-demilitarized zone with guarded caution.

This has not stopped Yorgach's troops from trying to breach the western city, at least some of them. The Orc chieftains seem content to hold the territory they have until Yorgach returns, not wanting to risk their own lives to try to take the western city with less than superior numbers, but are vigilant and ready to take advantage of any opening or mistake made by the Duke's forces.

Garrak, the hobgoblin captain, is not content to wait though, and has set to work improving his position and attempting to breach the western city by less obvious means, including the goblin sappers who work the lower levels of the gatehouse, intent on mining beneath the bedrock of the Mandras River itself and from there, gain a ramped access point to the Burned Western Dockside. Garrak believes if he can take the Western City before Yorgach's return, with a small but efficient force, that the remainder of the occupation army will see him as the rightful general and ruler of humanoid forces.

Such is Hobgoblin ambition.

GATEHOUSE

1A AND 2A: UPPER LEVELS

The parapets of the eastern gatehouse each held a catapult and a ballista. The duke's forces scuttled these before falling back to the west, hoping to deny these weapons to the invading horde. They were partially successful.

QORUS TALNAK, the chief goblin engineer cannibalized these siege engines to salvage some heavy weapons. From the parts, he crafted a single ballista and a single catapult, before turning his attention to the efforts of the sappers below. The northern tower (1A) holds the catapult, and the southern (2A) holds the ballista. Spare parts and the broken frames of the other two weapons still clutter the top levels as well.

Qorus trained some of the orcs in the use of these, but they were less than adept pupils. Still, they learned the rudiments of using the siege engines, and will bombard the western portions of the city periodically. Qorus checks on the weapons each day to ensure they are in working order, but spends most of his time below with his sapping crew. There is a 25% chance Qorus is found here, otherwise he is below.

There is a squad of 5 orcs on each parapet. It takes 2 to operate the ballista, and three to load and operate the catapult. The orcs are armed with crossbows and axes, and are assigned to keep close watch for forays from the western gatehouse or other attempts to take the eastern gatehouse when not actively bombarding the

western city. The three tribes rotate duty at the gatehouse, and currently the orcs on duty are from the Demon Eyes tribe. The duty roster changes each week, so if the party has an encounter here and comes back more than a week later, a different tribe will be manning the gatehouse. Garrak likes this arrangement since it gives him more freedom to entrench his goblinoids here, and means there is less chance of his designs being discovered by the orcs before the plans are brought to fruition.

QORUS TALNAK, GOBLIN ENGINEER: *(This lawful evil creature's vital statistics are HD 3, HP 15, AC 15. If forced to fight, he attacks with a hammer that deals 1d6+1 points of damage. His primary attributes are physical, but he is more intelligent than a typical goblin. Qorus has such skill at construction he receives a +3 bonus on any ability check involving construction or engineering.)*

ORCS (10, 5 ON EACH TOWER): *(These lawful evil humanoids' vital statistics are HD 1, HP 6, and AC 13. Their primary attributes are physical. They have heavy crossbows (1d10 damage) and battleaxes (1d8 damage).)*

Treasure: Qorus carries 1d6 gp and a set of exceptional tools. Each orc carries 1d8 sp.

1B, 2B: BRIDGE LEVEL

The middle level of the north and south towers houses the mechanisms for the bridge, and has access to the bridge itself. The gate to the bridge is barred and blocked with whatever detritus the goblins could find, and requires a CL 10 strength check to break or force open. The gate is guarded by art of Garrak's elite bugbear strike force to ensure none of the Duke's forces can gain egress to the eastern gatehouse. The orcs resent the fact the bugbears received this crucial duty, feeling it was an insult to their ability, but Garrak was not willing to take chances of losing the gatehouse due to the orc's laziness or dereliction of duty. He sold the idea to the orc chieftains by reminding them that this is where the most troops were lost and it was too dangerous to risk valuable orc lives in such dangerous duty. Jerak, Skalnok, and Valnok were mollified by Garrak's honeyed words.

The bugbears attempt to ambush any foe they expect, using the bridge mechanisms to hide and strike unexpectedly.

BUGBEARS (12): *(These chaotic evil humanoids' vital statistics are HD 3, HP 18 each, AC 17. Their primary attributes are physical. They attack with wolf spears (1d8 damage) and morningstars (2d4 damage).)*

Treasure: Each bugbear has 2d4 gp.

1C. NORTH TOWER BARRACKS

The barracks in the north tower are on the ground floor and house the off duty orcs in the tower. Currently there are 12 orcs off duty here, splitting shifts with the orcs up top. There is a hole in the floor that is partially covered. This is the entrance to the tunnels the goblin sappers are digging beneath the gatehouse.

ORCS (10,5 ON EACH TOWER): *(These lawful evil humanoids' vital statistics are HD 1, HP 6, and AC 10. Their primary attributes are physical. They have heavy crossbows (1d10 damage) and battle axes (1d8 damage).)*

1D. NORTH TUNNELS

These are the tunnels that Garrack is building as a nasty surprise for his orc allies. The orcs know the tunnels are being dug to help breach the western city, as they are working directly beneath the orc barracks; however, the orcs are unaware of similar efforts beneath the south tower. A squad of goblin sappers works on these tunnels, and there is a 50% chance that Qorus is found here if not already encountered elsewhere (Area 1A).

Garrak has these tunnels dug with the main shaft actually pointing towards the riverbed so that when the cavern is full of un-aligned orcs, he may blow the breach, and flood the entire tunnel, drowning the orc forces like rats, and leaving him in charge of a superior number of hobgoblins and goblins within the city.

If the Sappers use their explosive charges in combat in the tunnels, there is a 25% chance that the tunnels collapse each time one is detonated. If the tunnel collapses, everyone in the tunnel takes 3d6 points of damage from falling rubble and is trapped. A section 1d6x10 sq. feet will collapse. They will have 1d4x10 minutes of air. The time to dig out depends on how deep in the tunnel they are. Each 10 feet of rubble to clear requires a CL 3 strength check and takes 15 minutes for 1 person to clear. Up to three people may try to clear at one time. Each additional success reduces the time to clear 10 feet by 5 minutes (so 2 people succeeding can do it in 10 minutes, 3 people in 5 minutes). If air runs out before the passage is cleared, those within will suffocate and die.

GOBLIN SAPPERS (8): *(These lawful evil humanoid's vital statistics are HD 2, HP 8, AC 15. Their primary attributes are physical. Sappers are slightly larger and stronger than typical goblins. They attack with heavy picks (1d6 damage) and each has an explosive charge they can throw as an attack (3d6 fire and force damage in a 5-foot radius of the explosion point, CL 2 dexterity save for half damage).)*

Treasure: Each goblin sapper has 2d4 sp and an explosive charge (if not used).

2C. SOUTH TOWER BARRACKS

This barracks is used by the goblin sappers when not working in the tunnels. Qorus also makes his quarters here. This room is empty at night while the goblins work, but may be full during the day while they rest. If full, all 16 goblins from areas 1D and 2D are here instead, but without their explosives, which they leave in the tunnels.

2D. SOUTH TUNNELS

These are the tunnels Garrak is having built to breach the western city. A small squad of goblin sappers clandestinely works on these tunnels without the orc's knowledge. They keep the entrance in the gatehouse floor covered and concealed at all times (those working in the north tower conceal it before going to work in that tower.

GOBLIN SAPPERS (8): *(see area 1D for stats).*

THE PATH TO VICTORY

TAKING THE GATEHOUSE (50 POINTS): Re-taking the gatehouse allows reinforcements from West Dro Mandras to cross the drawbridge and occupy the Eastern Gate. The gate could then serve as a forward command post for troops to re-take the eastern city.

TAKING OUT SIEGE ENGINES (20 POINTS EACH): Destruction of siege engines reduces pressure on both West Dro Mandras and the besieged East Central Bastion.

COLLAPSING THE TUNNELS (30 POINTS): Collapsing the tunnels on orc forces effectively takes an entire orc battle-group out of the fight.

ASSASSINATING LEADERS (20 POINTS EACH): As in other chapters, taking out Garrak or other leaders causes a power vacuum resulting in a 40% in the Riverside Ruins and Gatehouse.



CHAPTER 6: THE EAST CENTRAL BASTION

The east central quarter of Dro Mandras is known for its stout walls and heavy population of doughty adventurers who ply their hours and spend their earnings at a tavern known as the Crusader. Likewise it is also home to the temple of Vanium, whose paladins barrack themselves here between quests to spread the greater good.

Paladins and guardsmen of the East Central quarter responded quickly and helped facilitate the evacuation of civilians from the surrounding districts across the Duke's bridge before all hell broke loose and the Northeastern District's walls were torn to pieces by Yorgach's invaders.

Vowing to fight on to the last man, the defenders have stood strong during the siege, bolstered by their faithful devotion to Vanium and the inspiring speeches and deeds of the famed troubadour, Galian Gale, whose band of adventurers fought through the hordes of orcs in the east docks as the drawbridge was closed behind them. Making a valiant push they were the last defenders to enter the East Central Bastion.

As the situation currently stands, goblin sappers from the northeast ruins and along the eastern battlements daily attempt to extend their siege tunnels in an attempt to collapse the walls and conquer the east once and for all. Helfdor Fellhammer and his compatriots have something to say about this and work tirelessly to collapse the goblin tunnels almost as quickly as they are dug.

RANDOM ENCOUNTERS

1. 1d4 Paladins on a mission from Kyril 2. 1d4 off duty irregulars
3. 1d4 off duty
4. Cleric of Vanium, tending to wounded
5. 1d4 Men at arms (off Duty)
6. 1d2 Siege Engineers
- 7-8. Artillery Barrage (Roll CL 4 Dexterity Save or take 3d8 points of damage)
- 9-10. Flaming Arrow Barrage (Roll CL 4 Dexterity Save or take 3d6 physical and 3 points of fire damage)
- 11-12. No Encounter.

WALLS AND TOWERS

WALLS: The walls surrounding the Bastion are 20-ft-thick, rubble-filled stone that stand 30 ft. high with crenellation along the tops of the walls that offers cover to bowmen and a guarded path for sentries between its stout towers.

TOWERS: Unless otherwise noted, the western watch towers are roughly 40 ft tall and are each four stories. The ground floor of each tower contains an armory and supplies, however most of the stores, weapons and armor have been passed out to civilians and others willing to bear arms in their mutual defense. The 2nd-4th floors consist of barracks equipped with 4 soldiers each. The 3rd and 4th floors have wooden shuttered arrow slits that afford a commanding view of the outlying landscape. The top of each tower serves as an open observation deck broad enough for 2 ballistae or a small catapult. Due to casualties, each tower is currently defended by no more than 5 sentries, 1 sentry commander, and an irregular catapult or ballista crew aimed and fired by a professional soldier.

The towers facing Ixium's Island are unguarded as there is little direct threat coming from the lake.

SENTRIES (5 PER TOWER): (They are 1st level, lawful neutral, human, fighters, whose vital stats are HP 8, AC 14 (15). Their primary attributes are strength, wisdom, and constitution. Their significant attributes are strength 14. They wear scale mail, and carry a large wooden shield, longbow, 20 arrows, and either a halberd or longspear.)

SENTRY COMMANDERS: (They are lawful neutral (or neutral good) 3rd level human fighters, whose vital statistics are HD 3d10, HP 21, AC 16(17). Their primary attributes are strength, constitution, and wisdom. They wear chainmail and carry a large steel shield, light crossbow (20 bolts) and a longsword or battleaxe) intelligence

IRREGULARS (4 PER TOWER): (They are neutral good, human commoners. Their vital stats are HP 3, AC 14 (15). Their significant attributes are strength, wisdom and constitution. They wear scale mail, and carry a large wooden shield, spear and longsword.)

GATES (NORTH, EAST, WEST)

The gatehouses are guarded by a pair of ballista or heavy catapult on their roof and a dozen armed guardsmen in each of its towers. The gates consist of 2 iron portcullis and 2 heavy sets of heavy oaken doors two feet thick. The doors are kept wet so as to avoid catching fire, and to swell them, giving them further strength against battering rams or other means of entry. Murder holes line the ceiling between the gate towers allowing guards to pour hot oil or fires arrows down upon any who penetrate the first gate and portcullis.

Boiling oil deals 6d6 points of damage per pot to anything caught between the portcullises, or may be poured down troughs that dump it outside the gate, where it showers any beings within 20ft. x 20ft. area of the outer gate.

The gates are guarded by 20 sentries and two sentry commanders with 10 reserves resting at any given time. Their statistics are included in the **WALLS AND TOWERS** section above.

HEROES OF THE CENTRAL BASTION

GALIAN GALE: (He is a 9th level, chaotic good, half elf bard. His vital stats are HD 10d10, HP 58, AC 19(22). His primary attributes are charisma and dexterity. His significant attributes are charisma 18, dexterity 16. Galian wears a belt of constitution +2, a +2 chain shirt, a +1 ring of protection, and a +1 buckler. He carries a +1 composite longbow with 20 arrows and a +2 longsword of elfish make. Likewise, he carries 3 potions of cure light wounds, a potion of invisibility, a potion of change self, and 300 gp worth of jewelry, gemstones and various coin, and an elfin-crafted lute worth 200 gp.)

Galian, the famed troubadour and adventurer, likely came to Karbosk for far different reasons than the ones which now hold him here. Galian is variously known as a poet laureate of Rodensia, lover of Asalia, mentor and object of a young Duchess's teenage crush. Likewise, he is believed to be a drinking partner of Azrael, ears of the Back Alley Gang, adventuring partner of Bull and keeper of arcane secrets with Brother Frosk. It is rumored that he is a fierce rival of Duke Mandras Karbosk V, and at the same time a renowned performer whose lyrics frequently draw as much trouble as they bring stunned applause or standing ovations.

When Yorgach's army crashed against the walls of Dro Mandras, Galian was in chains within the Sherriffs Bailey (See Dro Mandras). Released by the Duchess, Galian did the only thing he could think to do. Bidding the Duchess farewell, he lead a makeshift band of adventurers into the teeth of the invading horde. Fighting alongside the squires and old guard paladins of Vanium as the refugees were herded to the relative shelter of the East Central Bastion.

Galian now offers hope to the refugees of the East Central Bastion, giving songs, and whatever aid he can offer. By night, he inspires defenders against the endless fusillade of Yorgach's forces, standing in the open as he chants ancient elven battle songs that drive the orc forces to madness.

Galian seems reckless and without fear, perhaps this hides some other motives, known only to the elusive half elf himself. When not patrolling the walls, Galian can be found in the Crusader, playing songs for resting soldiers, and sipping a flask of brandy.

PC CONNECTIONS: Galian may prove to be a significant source of information due to his various contacts. Likewise, he has a fondness for adventurers who are "up and coming", offering advice and occasionally old pieces of gear that he has collected on his adventures. Should the PCs prove successful in their forays against the rising tide, there is always a chance that Galian may immortalize their deeds in epic poem or song.

MARSHALL HANDKOPF: *(He is an 8th level, lawful good, human paladin, His vital stats are HD 8d10, HP 52, AC 20(22). His primary attributes are strength, wisdom and charisma. His significant attributes are strength 12, wisdom 16, charisma 16. He wears a suit of +2 fullplate, and carries a +1 large steel shield and a +2 longsword which is constantly "blessed" as per the spell. He has no other coin or items due to his pious nature.)*

Marshall Handkopf is an elderly gentleman, still revered as a great hero and warrior of legend, who fought at the side of Duke Mandras Korbosk's grandfather. Diminished in physical prowess due to his exceeding age, Marshall Handkopf had not strapped on sword or armor in twenty five years prior to the invasion of the East. Instead, Handkopf had lived the simple life of a mendicant, having shriven himself of all material possessions save his staff and his robe. Recognizing the dire situation, Marshall Handkopf, still possessed of his booming voice, sent the paladins on an evacuation mission, quickly herding civilians through the north and west gates of the East Central Bastion.

He strides again amongst members of the holy orders of Vanium, girded in steel, his ancient longsword strapped to his hip.

PC CONNECTIONS: Kiril and Handkopf are likely to guide PC parties containing a paladin into the sacked temple of Vanium and the Mausoleum of the faithful in search of relics that may help lift the siege.

KIRIL, DEACON OF VANIUM: *(He is a 7th level, lawful good, human cleric. His vital stats are HD 7d8, HP 40, AC 20. His primary attributes are strength, wisdom, and charisma. His significant attributes are strength 14, wisdom 17, charisma 15. He wears a suit of +1 full plate, and carries a +1 shield and +1 longsword. He also possesses 20 potions of cure light wounds, and three scrolls of raise dead, and a golden holy symbol of Vanium worth 50 gp.)*

Kiril, the Deacon of Vanium stayed behind when the Duke's forces crossed into Rodensia, as he felt the affair was one of nationalism

rather than a crusade against pure evil. It was Kiril who gave the order to sacrifice defense of the temple of Vanium in the name of protecting the innocent. An act that may no doubt have him sainted, lest he fall to the call of a choir of devils in the meantime.

HELFDOR FELLHAMMER: *(He is a 6th level, lawful good, dwarf fighter. His vital statistics are HD 6d10, HP 40, AC 18. His primary attributes are strength and constitution. His significant attributes are strength 16 (18), constitution 16. He carries a +1 battleaxe, a +1 heavy crossbow with 20 bolts, and wears +1 full plate armor. He also possesses a ring of jumping, and 300 gp, in gems and 200 gp. in coins. He possesses a pick and mining tools.)*

Helfdor is a brave dwarven fighter of Fanderberg, from which he came with his clan of warriors to escape the strife which has plagued the dwarven stronghold. Stubborn as he is mighty, Helfdor is friend to all folk of small stature, though somewhat guarded when it comes to the nature of the problems in his homeland.

PC CONNECTIONS: Helfdor' offers lodging to any dwarves he meets in his own estate, as well as an opportunity to purchase or repair any gear that the dwarf may need so long as they serve and defend the Bastion. Should the siege be lifted, Helfdor may have missions and adventures for a dwarf, gnome or halfling PC should the Castle Keeper wish to use him as a plot device.

ARRAY OF FORCES

The defenders of the Central Bastion comprise the following warriors, apart from any detailed in the tower and gate descriptions.

PALADINS OF VANIUM (20): *(They are lawful good, 1st level paladins, whose vital statistics are HD 1d10, HP 10, AC 18 (19). Their primary attributes are strength, constitution, and charisma. They wear chainmail and carry a shield, longsword, and have a heavy warhorse.)*

CLERICS OF VANIUM (10): *(They are lawful good, 1st level clerics, whose vital statistics are HD 1d8, AC 18(19). Their primary attributes are Wisdom, Strength, and Charisma. They wear Scale Mail and carry a Heavy Mace and Shield. Their typically-prepared spells are: 0th—Light, Detect Magic. 1st—Cure Light Wounds x2*

KNIGHTS OF KORBOSK (2): *(They are lawful neutral, 3rd level human knights, whose vital statistics are HD 3d10, HP 24, AC 18 (19). Their primary attributes are strength, constitution, and charisma. They wear chainmail, and carry a large steel shield, heavy lance, longsword, heavy mace, 120-140 gp, and have a heavy warhorse.)*

MEN AT ARMS, SOLDIERS OF KORBOSK (20): *(They are lawful neutral (or neutral good) 2nd level human fighters, whose vital statistics are HD 2d10, HP 14, AC 14(15). Their primary attributes are strength, constitution, and wisdom. They wear scale mail and carry a large wooden shield, they carry a spear, longsword, and a light crossbow with 20 bolts.)*

SERGEANTS OF KORBOSK (4): *(They are lawful neutral (or neutral good) 3rd level human fighters, whose vital statistics are HD 3d10, HP 21, AC 16(17). Their primary attributes are strength, constitution, and wisdom. They wear chainmail and carry a large steel shield, light crossbow (20 bolts) and a longsword or battleaxe.)*

SIEGE ENGINEERS (10): *(They are lawful neutral (or neutral good) 2nd level human fighters, whose vital statistics are HD 2d10, HP 14, AC 13 (14). Their primary attributes are strength, constitution, and dexterity, they wear studded leather, and carry a light crossbow with 20 bolts, a spear and shortsword.)*

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DWARVEN WARRIORS (40): *(They are lawful neutral (good) 2nd level dwarven fighters, whose vital statistics are HD 3d10, HP 24, AC 15(16). Their primary attributes are strength and constitution. They wear chain corselets, and carry a large steel shield, warhammer, and pick.)*

IRREGULARS (20): *(Irregulars are various adventuring classes levels 1-3, their statistics and information are the domain of the Castle Keeper to decide based on the sort of campaign that they run.)*

CIVILIANS (400): *They are of various alignments, mostly neutral, lawful neutral, or neutral good. Their vital statistics are HD 1d6, HP 3, AC 10. Of the civilians, 100 are true non-combatants, being children or elderly with 1 hp.*

CB 1. PLAZA OF VANIUM

This central plaza features a monumental statue of the god, Vanium. A common prayer evoked by paladins who practice his faith inscribed upon its base.

By my sword may I strike with truth against the foes of light.

By my heart, may I be emboldened against the darkness.

By my shield, may I protect those who cannot defend themselves.

For so long as my lungs hold breath, may my deeds always be as my word.

A paladin of at least 5th level, reciting this prayer while anointed in holy water and touching the statue causes the statue to move aside, giving passage to the Mausoleum of the Faithful. **SEE CHAPTER 7, MAUSOLEUM OF THE FAITHFUL.**

CB 2. BARRACKS OF THE FAITHFUL

This fortress and barracks like structure is comprised of stone and timbers as befits the god of Valor. The temple barracks has room for fifty paladins and priests of Vanium, though, through course of the siege, their numbers have dwindled to a mere dozen holy warriors and five priests including Kyril and Handkopf who occupy their own private quarters during times of peace, but camp with the troops manning the gates and walls during this time of war.

The sanctuary of the temple features a smaller version of Vanium's monument in the plaza **AREA C1 Plaza of Vanium** where the paladins and priests pray daily for recovery of their holy powers before heading out to battle. Since the start of the siege, the sword of Vanium has dripped holy water, which has been collected by the priests. The sword dribbles 10 vials of this holy water per day which when used to soak bandages. It divinely heals 1 hp of damage. The water likewise acts as a bless spell when used to anoint an individual or weapon or deals 1d6 points of damage to undead.

SPECIAL: A cleric or paladin of Vanium who prays within the sanctuary gains paladin powers or cleric spells as if they were +1 effective level once per week as they serve in the defense of the city.

CB 3. GOOD HAVEN BAKERY

This bakery, run by Kelug of Underhill Court, typically bakes the finest of breads, doughnuts and sweets. Since the invasion, a miracle has transformed the bakery. Keleg was fixed with a vision and carved the holy symbol of Vanium the Fearless when he awoke the following morning. Mixing a pinch of flour, salt and yeast he placed the small knot of dough in his brick oven and

stoked the fire. As Keleg and his brave bakers have discovered, enough bread to feed the hundred odd defenders miraculously baked within his oven.

Any hungry defender or ally who needs food is given it freely by Kelug and a small group of about twenty off-duty defenders sits in the courtyard outside of the bakery, offering their prayers and eating in peace.

KELUG: *(He is a chaotic good halfling. His vital stats are HD 1d8, HP 6, AC 14. He carries a bread knife (1d4) and wears a leather apron. His un-locked strong box contains 500 sp worth of random coin.)*

CB 4. LIBRARY OF MACHINKO THE HERMIT

Historian and chronicler, Machinko, dwells within this stout tower. Frequently closed to any unwanted visitors, Machinko only opens his door to those who have rare books for him to purchase, or wizards and priests with the coin to observe his collection.

Machinko's home is guarded against thieves with iron bars upon all of the windows, and an iron-grated door, which is locked and barred from the inside, affording no place for pick or key, Machinko never leaves his home, preferring vegetables and the like from his garden, or food brought to him by a young man, whom he pays to visit the market for him.

The library collection is rumored to be worth tens of thousands in gold, containing maps, rare encyclopedias, poetry, and the occasional rare magical tome.

MACHINKO THE HERMIT: *(He is a venerable human. His vital statistics are HD 1d6, Hp 3. AC 12. His primary attributes are mental. He carries a +2 ring of protection, a potion of gaseous form, and 3 potions of detect magic.)*

CB 5. FELLHAMMER'S DWARVEN HALL

Helfdor Fellhammer was once an accomplished miner in the dwarven enclave of Fanderberg. His family sided with the outcasts and were banished during the recent times of strife and kinslaying which overtook Fanderberg. Helfdor and his small clan have made Dro Mandras their new home and consider the folk of the city to be their new clan. As such, they feel that it should be defended to the death.

The stern, stone edifice where his clan now dwells is a testament to dwarven stonecraft, resembling one of the many great houses of the underworld from whence they were banished and long to return. The dwarven hall serves as home, as well as mining outfitter for local prospectors. Helfdor's clan frequently leads expeditions into the mountains and hills of the Haunted Highlands for excavators, prospectors, and the like, hoping to find the next big strike.

Currently, Helfdor and his folk are engaged in counter-sapping against the goblin diggers that plague the northern and eastern walls of the bastion. Helfdor knows that there is little time however, for he simply has too few folk left in his clan to stave off the mass of goblins forever. When the time comes and the walls fall, Helfdor and his folk intend to die on their feet defending the Dwarven Hall.

Although there is nothing actually "For Sale" in Fellhammer's Hall, it is possible to get equipment repaired, or in the event of bringing "human sized" equipment to the hall, for it to be cut down to "dwarf size" or even Halfling or gnome size for 1/4th the original cost of the item.

CB 6. STABLES

These stables house the last 25 horses in East Dro Mandras, that have not been eaten by the civilian populace to supplant the meager portions conjured by the priesthood of Vanium, and what stores could be scrounged from taverns, inns, and warehouses in the district.

CB 7. THE CRUSADER

In its finer days, this tavern enjoyed the patronage of traveling adventurers, knight errants, retired soldiers and the occasional paladin seeking quiet libation amongst comrades in arms. The crusader currently serves as a temporary triage for wounded defenders. Its stores, which once covered the broad oaken tables with steaming platters of roasted meat and fresh bread, are rationed to surviving refugees and defenders. Those same oak tables now serve as makeshift operating tables. The polished floors are now stained crimson with the blood of the brave.

The crusader is run by Alexi, a retired, one-legged man-at-arms, who took his pay and pension in the form of this tavern, as a gift of service from Mandras V's father. There are a dozen nurses here now, tending to the wounded as they await magical or natural healing at the hands of the paladins and priests of Vanium. The priests and paladins try to pass through the tavern before retiring to their barracks, using whatever healing spells and powers they have left on those most desperately in need.

An upstairs room is occupied by Tinitia, a dancing girl who's lover Yanni went on a top-secret mission and has not returned, but is believed dead. Should the PCs find any information on Yanni, Tinitia would know it, be it good or ill. Tinitia has little reason to dance these days, but stares out the window of her room, waiting for her lover to return.

TINITIA: *(She is a chaotic good, 1st level human bard. Her vital stats are HD 1d10, HP 8, AC 12. Her primary attributes are charisma, dexterity, and constitution. Her significant attributes are charisma 16, dexterity 14, and intelligence 13. She possesses a chain shirt, longsword, dancers outfit, and a silver-inlaid flute worth 15 gp.)*

Currently, there are over twenty wounded defenders, most with crossbow and spear wounds, and the occasional survivor with a pulverized limbs or fractured skulls, the wicked aftereffects of showering stones from the enemy catapults.

WOUNDED SOLDIERS (20): *(They are wounded human fighters. Their vital stats are HD 1d10, HP -1 or fewer, AC 10. They cannot fight or defend themselves, most can do no more than moan.)*

NURSES (12): *(They are human commoners. Their vital statistics are HD 1d6, HP 3, AC 10. They possess some skill in healing so that any checks involving staunching wounds and care of the wounded are considered prime.*

CB 8. MAKSIM IPATI'S MANOR

The manor of the powerful merchantman, Maksim Ipati, stands here. A structure of marble and granite, its roof is collapsed and upper stories decimated by Yorgach's catapults.

The condition of Maksim's upper stories is of no concern to Maksim himself. Maksim has been distraught for many months, even before Gathaak's invasion. His sons, Borvya and Corpus Ipati

had gone off to seek contact with Pitch Blacksoul and Lady Sin to set up secret trade negotiations with the Undercity of Ulgakur. As they have not returned, Borvya has offered 1000 gp in reward for the proof of life of his two sons.

Maksim assumes that the drow murdered his children, and is willing to offer an additional 2000 gp bounty each on the heads of Pitch and Sin for their sleight. Maksim cares little now for his wealth or his own life, as his two sons and his greed were the center of his universe.

Without his sons, his monetary gains mean little to him. His manor has taken many direct hits, so that the upper stories are no longer hospitable. He currently lives in a small, barricaded chamber off of the grand hall, with his house guards and servants occupying the other chambers.

HOUSE GUARDS (4): *They are lawful neutral (or neutral evil) 2nd level human fighters, whose vital statistics are HD 2d10, HP 14, AC 14(15). Their primary attributes are strength, constitution, and wisdom. They wear scale mail and carry a large wooden shield, they carry a halberd, light mace, and a light crossbow with 20 bolts.)*

SERVANTS (4): *They are neutral (or neutral evil) commoners, whose vital statistics are HD 1d6, HP 3, AC 10.)*

CB 9. NORTHERN RUINS

These ruined sections of the central bastion are where the dwarven diggers do most of their counter-sapping duties. The majority of the forty dwarves who dwell within the center bastion may be found in these areas, rapidly counter-digging against the goblin sappers, and digging against time.

When not at his hall, **HELFDOR FELLHAMMER** is here, directing counter-mining situations.

It is possible that Helfdor and his dwarves could be convinced to dig a tunnel across the wall to pass heroes into the occupied sections of the city, though he collapses any such tunnel as soon as the last hero has passed through to insure that orcs and goblins do not swarm into the bastion. 1d6+2 dwarves may be found here at any given time working on counter tunnel operations, assisted by civilians who haul away stone and bring timbers from collapsed structures.

CB 10. SOUTHERN RUINS

These ruins comprise collapsed buildings, estates, and businesses which once thrived here before the invasion. Civilians scour the area, killing rats and other vermin. A large basement of a once-fine manor now serves as a makeshift mass grave for those who have fallen in battle. The bodies are covered in quicklime before interment to insure that their decomposition does not spawn a plague.

CB 11. THE SEA WALL

The stout southern walls as is mentioned in the introduction to this chapter are the least-guarded section of the Central Bastion. In times past, the most obvious dangers came from the weakling princes of Rodensia when fleets of privateers would sail forth from the principalities to assault the walls from the sea. Between the Duke's own fleet and the stout defenses, these assaults were typically short-lived.

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CHAPTER 6: MAUSOLEUM OF THE FAITHFUL

The Mausoleum of the Faithful is an adventure within an adventure. Here, PCs of faith and justice may attempt a bold enterprise to lift the occupation of the East by retrieving artifacts that would empower the denizens of the Central Bastion, to take the fight to their enemies in grand heroic fashion!

THE MISSION: Should the PCs have a paladin, a cleric of Vanium, or lawful good members of the party they are approached by the elderly Marshall Handkopf, and Kiril, and/or the Deacon of Vanium with a pressing challenge.

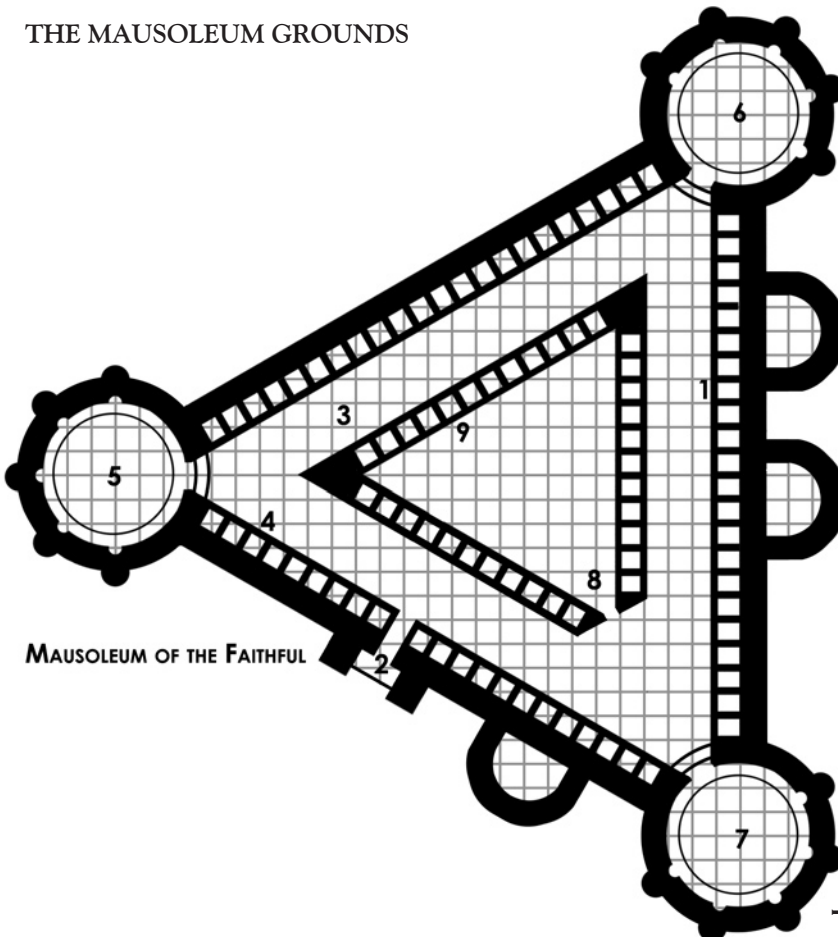
Hidden within the Mausoleum are several ancient religious relics that when combined in their use could provide a means of breaking the stalemate and lifting the occupation. Within the mausoleum are said to be held the *holy panoply*. The panoply is comprised of the following items: the *Shield of Faith*, the *Sword of Valor*, the *Shroud of St. Leophinuas*, and the *Helm of Justice*.

Each of the items is said to be protected by its own unique guardian. These guardians are sure to test the faith of any who enter the sanctum where they are kept. Furthering this challenge, it is believed that in this time of trouble, spirit warriors stalk the halls. None else can explain the abject refusal of the invaders to sack the sacred crypt.

Handkopf and Kiril warn any characters brave enough to take the challenge, that they will be tested on knowledge of their faith, as well on matters of their own personal interpretation of faith, or lack thereof.

Should any PCs qualify for and wish to accept the challenges offered by the cleric and marshall, they are given instructions on how to find the hidden path to the Mausoleum under the statue of Mandras.

THE MAUSOLEUM GROUNDS



Overrun with orcs, hobgoblins, goblins, bugbears and their ilk, the statues of four great heroes are torn down and shattered asunder before the portal to this once austere mausoleum in the East Dockside District of East Dro Mandras. The outer walls are covered with scorch marks of torch and catapult, or covered with excrement and graffiti detailing the name of the various clans and tribes who have chosen to leave their mark here. For all that, the stout iron portals remain firm and unscarred and a holy force seems to drive would-be plunderers from the burial site before too long. Here, those of faith have been interred for centuries, as great heroes of the orders of Vanium who have served as guardian protector of the Karboskian Marches.

1. THE HIDDEN ENTRANCE

The pathway from the statue of Mandras Karbosk I, **AREA CB1** leads to this sealed tomb within the Mausoleum. The door to the Mausoleum is sealed with a recharging, blast *glyph of warding* that is triggered if any other than a lawful good paladin, cleric, or monk who venerates Vanium lays hands upon the portal. The blast ward deals 3d6 points of damage to any others who lay hands on it. The ward recharges after ten rounds. The ward is a CL 5 to detect and a CL 5 to disarm. The bronze portal is two inches thick, has an armor class of 14 (based on the hardness of the metal) and 80 hit points per 10 ft. section.

2. THE ENTRANCE OF THE FAITHFUL

The main outside entrance to the mausoleum is sealed by a pair of heavy, iron-bound doors twenty feet high and one foot thick. The wood is overlaid with hammered bronze that is embossed with the images of angels lifting the fallen up to the heavenly gates.

The gates are AC 14 due to their hardness, and have 80 hp per 10-ft section.

The portals are defaced with effluence, and hack marks and the like. The portals emanate an aura of fear to any evil-aligned beings that approach however, forcing a save vs. Fear (CL6).

A beautifully-carved hallway lies beyond the portals, with caryatid columns cut in the likeness of a dozen great heroes who once served Vanium.

Beyond the columns stand a second set of doors as the first, though this time displaying a wondrous afterlife where the fallen have risen again as defenders of the walls of heaven. Both the entrance portals and the portals beyond that lead into the Mausoleum Gallery open at the touch of a follower of Vanium but otherwise remain sealed as if held with a hold portal spell.

Should any being of evil alignment manage to batter down the first set of doors a squad of spectral heroes emerges from the caryatid columns and attack.

SPECTRAL HEROES (12) (These are lawful good, non-corporeal undead. Their vital statistics are HD 4d12, HP 24 AC 18. Their primary abilities are physical and mental. Spectral heroes attack with spectral swords that deal 1d8 damage. Special: The spectral swords ignore armor, attacking all foes as if they were unarmored (receiving only magical and dexterity bonus). Special: Spectral

heroes deal and additional +4 points of damage per hit to evil-aligned foes. Any evil being struck by the weapon of a spectral hero must make a wisdom save or turn in fear as if affected by a fear spell, lasting 1d4+4 rounds.)

3. THE MAUSOLEUM GALLERY

The gallery is filled with mausoleum vaults running from floor to ceiling, representing centuries of knights and paladins who died defending the faith of Vanium and the safety of the Karboskian Marches from foes both sinister and sublime. A tranquil quiet permeates the area, muffling even the footsteps of those who walk within these hallowed halls. The ceiling of the gallery rises 50 ft. above the polished marble floor.

Wall sconces spaced every 30 feet are lit with a continual flame spell that illumines the interior of the mausoleum.

1d4 rounds after entering the gallery, the characters are approached by the apparitions of 1d6+2 spectral heroes who demand to know their business within the vault of the faithful and ask (politely) that any with evil intent vacate the holy premises immediately. The spectral heroes appear even if they were not first encountered in **AREA 2**.

The spectral heroes demand to know who it is that intrudes upon the sanctum of the hallowed dead and what purpose they seek in this place.

Understand that the spectral heroes are sworn even beyond the grave to defend the bodies of the fallen and have thus been called back in this time of troubles to insure that the mausoleum remains unmolested. If the PCs indicate that they are seeking the *Holy Panoply*, the spectral heroes respond with the following test. They demand that all seeking the Panoply for the defense of the city and freedom of its innocents must withstand a blow from their spectral sword.

In this way, the spectral heroes are able to determine whether or not one of the seekers is worthy, for any evil being struck by their spectral blades would suffer more damage than ordinary, and likely turn in terror.

Those who submit to the sacrifice take the appropriate damage and are allowed to proceed with their quest. The damage dealt by the spectral heroes to those legitimately on a quest of Vanium should never be enough to drop the PCs to negative hit points.

Should evil foes pierce the mausoleum (or any of the PCs be evil) an additional 1d6+2 spectral warriors arrives on the 2nd round, demanding that the evil taint be removed from the mausoleum. The spectral heroes attack if their demands are not answered within one round. From that point forth, an additional 1d6+2 spectral warriors arrives every 5 rounds until the presence of evil leaves the mausoleum.

4. VAULTS OF THE FAITHFUL

The Vaults of the Faithful are sealed with a marble stone, carved with the name of the knight and the year that they died defending the faith.

There are 210 vaults within the mausoleum, although not all are filled; and there is room towards the 50-ft-high ceiling of the mausoleum sanctuary for 210 more. A vault is occupied on a 2-in-6 chance. Within, are the remains of a paladin of the Order of Vanium, or a Lawful Good knight of Karbosk buried with a simple steel sword, and unornamented armor of his age, and a simple, iron, holy symbol of Vanium laid upon their breast.

5. DUBREND'S TOMB

At the top of the staircase leading to this tower is a polished bronze door. As the PCs examine the door they note that the reflection cast by the door is not their own but that of an armored figure. The figure is dressed in simple homespun cloth, bearing a plain white shield of wood, painted with the device of Vanium upon it, and a simple staff. As the PCs approach the spirit steps forth from the portal and speaks with them.

The spirit calls itself Dubrend the Faithful and asks what the PCs seek. If the PCs answer truthfully, Dubrend tells them that beyond the bronze door is a challenge for one who would serve Vanium. Before entering, the hero is instructed to remove any armor and weapons from their person and leave them at the doorway.

If the challenge is not accepted and gear removed the apparition disappears. Any attempt to enter the chamber beyond results only in the PCs finding an empty chamber.

If the challenge is accepted a magical portal appears where the doorway stands and those who accept the challenge are allowed entry.

The challengers find themselves upon a stark desert plane, that is completely lifeless and barren. They are dressed only in a homespun robe of coarse off-white wool.

The desert is oppressively hot and dry. The PCs must make a constitution save CL 1 every turn or suffer 1 point of constitution damage. The constitution save is cumulative, so that on the 2nd round the challenge level rises to CL 2 and so on.

THE CHALLENGE, THE SOLUTION

The only way for PCs to solve the problem of the endless desert is to pray to Vanium for guidance in this utterly lawful and antiseptic plane of existence. Once one full round of prayer is completed, a child appears before the PCs and takes their hand, guiding them to a gentle oasis. Failure to pray to Vanium for guidance results in failure of the test. In this situation the Castle Keeper should not give any hints or clues as to what is necessary to attain a solution (unless their failure to pray has gone on for over a half-hour of real time, because, let's face it; some players just don't "get it". Instead, the Castle Keeper should focus on describing the hardships, desolation and lack of life present in the desert. Obviously, they have been playing a little too much video-game-influenced, "Most Famous Role Playing Game of All Time" or something.

In this case, allow a wisdom roll (CL= to the level of the character(s)) to "get a clue".

If this doesn't work, end the session and find new players. **Seriously.**

As the PC(s) pray, the scene changes and they find themselves at the foot of a stone slab, carved in the likeness of Dubrend as he was in life. His spirit stands before the PC(s) and says. "This is the Shield of Faith, granted to me as humble servant of Vanium. Take it, ye worthy servant(s) of Vanium. The Shield of Faith guards the faithful in times of trouble, and inspires them in the fight against evil! Go forth into the land. Bring light into the darkness, strike fear into the heart of evil, and bring hope to the heart of the oppressed, be an evangelist in the ways of Vanium, our Lord."

The spirit hands the shield to the PC(s) who accomplished the goal and vanishes. The bronze door swings open and the PCs are free to re-enter the gallery beyond.

If the PCs succeed in figuring out what they need to do to escape the desert without needing to make a die roll, award them 400 xp each.

If the PCs need a die roll to figure out what they need to do, but then manage to do it, they should be granted 100 xp each.

6. ALWYNDRA'S TOMB

This large portal is exactly like the tomb of Dubrend, with great polished bronze portals standing as testament to the hero buried in the tower beyond. As they peer at the bronze portals, the image of Alwyndra appears. A female paladin of great renown, Alwyndra bears a mighty battle sword, an ancient, open-faced helm atop her head, and a simple homespun tunic covering her athletic figure.

Alwyndra says, "Beyond this portal stands a powerful guardian, for one with faith, lay down your arms and proceed, for arms await you, with which to defeat this enemy, should your arm be strong, your resolve great, and your heart know that which is right."

Only a single PC may attempt this challenge.

Once the portal is crossed the PC finds himself in a wooded glen with a broad clearing in the center. A small shrine to an unknown god stands on one end of the clearing. A black shrine stands opposite.

A young squire approaches the PC bearing a great bundle of fine armor, a simple homespun surcoat, a plain-handled sword, and a brilliant sword with inlaid handle and a blade of folded steel.

"This is for you milord. As you please choose what garb and armaments suit you best and I shall dress you for thy upcoming challenge." the youth says, indicating the materials and pointing to the dark shrine some hundred feet away.

The youth answers no question regarding the challenge, but assists the hero in putting on the armor should they require it. It is possible, should a monk for example, take the challenge, that the armor is ignored. In this event, the youth bows humbly to the hero and draws a horn to his lips, blowing the horn with a resounding note that fills the boughs of the trees.

Within moments, a figure cased in black-spiked, plate armor steps forth from the woods near the black altar. The figure bears a great sword of blackened steel and issues a challenge to the PC. A heavy-horned helm covers the visage of the challenger.

"You there, defender of thy altar, prepare to be vanquished and your soul sent to hell to be devoured by a legion of fiends!" calls the armored foe.

NOTE: If the PC attempts to detect alignment or use a paladin's "detect evil" ability, a strong presence of evil can be felt, though this evil is not directly manifested upon the foe, as it is the altar which casts an overwhelming pall of evil over the entire glade. However, as the detection of evil is not automatic without first casting a spell, or concentrating, the attacker is already upon the PC before any further attempts may be made.

CASTLE KEEPER'S NOTE: This combat is intended to test the valor of the PC, not their prowess in battle.

- If the PC refuses to fight, the challenger charges forth and assaults with vicious blows. The PC falls, and is defeated, losing the challenge. To show valor, the PC must at very least attempt to defend themselves.

- If the PC takes the heavy armor for the battle, the armor acts as padded armor (AC +1) and affords little protection.
- The homespun surcoat acts as if it were full plate +8 for the purposes of the battle.
- The ornate sword deals 1d8-4 points of damage.
- The simple sword deals 1d8+2 points of damage.

The "challenger" in this situation is of a character class and level exactly the same as the player character in this scenario. The other warrior believes that the PC wears the "evil looking armor" and that they wear the "good" armor. They believe that the PC bears the "evil looking sword" and that they bear the "fine or good" sword. The challenger sees the altar nearest the PC as "evil" and to them, the PC's altar emanates an evil aura.

- If the PC defeats their double, the double falls to the ground, removes their helm and asks for mercy. At this time the black altar ceases giving off its evil aura and turns white and gives off no aura whatsoever. If the PC offers mercy, they have won. All arms and armor vanish, as does the challenger.

All that remains is the squire, who transforms in a flash to the spirit of Alwyndra. Alwyndra holds forth a sword, simple in design with little ornamentation. The crowned helm of Vanium *holy symbol* is worked into the cross of the hilt.

"You showed valor in your battle, and humility in your decisions. Thus, you have earned the right to bear the sword of valor in battle. Keep it well, for the strength of the sword grows with thy faith and determination." Alwyndra's spirit says, before dissipating into nothingness. As the brilliance fades, the PC finds him/herself in front of a marble tomb, carved in the likeness of Alwyndra. The bronze portal to this tower is opened and the character is free to exit to the mausoleum gallery.

7. ELIJAN'S TOMB

Like the tombs 5-6, this tower is also sealed with enormous, polished-bronze portals. As the PCs approach their reflections morph and swirl to form the image of a youth dressed in a simple homespun surcoat, bearing a sword with a luminescent, silvery blade and carrying a shield far too large for him. The youth steps forth from the portal and says.

"I am Elijan, humble servant of Vanium, beyond this portal lie treasures both wonderful and horrible. Only those who are true in their faith and strong in their resolve may enter. Who among you would enter this sanctum and face its challenges?"

After the PCs answer, the portal morphs and forms a portal leading to the treasure chamber.

The treasure chamber beyond is filled with fabulous loot. Coffers of gemstones and rare jewelry, piles of coin, weapons, armaments, statuary and tapestries litter the chamber. In the center of the chamber stands a gilded throne of gold. Upon the throne is a man dressed in a spotless white robe. Fine horns adorn his brow.

"You may select one of these treasures to take with you to the world beyond the portal. Choose well, for your decisions will reflect upon you."

"First, I offer you twenty thousand pieces of gold. Coin enough to carve out one's own fiefdom, or to feed a thousand souls for many months of hardship. Pay enough to raise a

small army and outfit them for battle, ransom a king, or tribute paid to invaders to save a city.

“Second, I offer a mighty battle sword. Long and supple of blade, its edge, keen enough to cleave the head from an enemy’s shoulders. With a weapon such as this, a great hero would be assured of many victories. Their name would be known, and feared far and wide for their prowess against insurmountable foes!”

“Third, I offer this homespun shroud. Simple in adornment lain upon the corpse of a saint or demon. Its touch is said to have the power to enchant as holy any weapon or armor touched to it for a ten-day.

“Fourth, I offer this suit of armor. Highly resistant to sorcery, the armor offers invaluable protection to one who wears it. Such armor comes with a price, which can only be known by the wearer.

“Choose wisely the treasure that ye seek, for should you choose poorly in the eyes of Lord Vanium, know that the prize is yours, but it is I who ye shall next face!”

THE PLAYER'S CHOICES

The first treasure could indeed be used to do much good in the world, but would also cause much hardship. For example, it is impossible to bribe Yorgach’s army, as the orc king does not concern himself with riches, rather he seeks the *Century of Skulls*. The occupation force would simply take the treasure and kill everyone anyhow, changing nothing.

The second choice of a great battle sword is obviously a choice of personal greed. If a character were to choose the sword, they are taking the mantle and responsibility of the safety and freedom of the City on their own shoulders. Certainly a vorpal blade would serve its purpose and make one a great hero. A single hero could most certainly help sway the tide of a major battle, but no hero could hope to depose all of the enemy force by themselves.

The third choice, the homespun shroud, is no doubt a vague choice, which is deeply in keeping with the philosophy of the worship of Vanium. The cornerstones of Vanium’s worship are: piety, faith, valor, and justice. Thus a shroud of a saint anointed with holy power, seems a simple and common enough thing, but it is a thing of miracles in the face of insurmountable odds.

The fourth choice, like the second choice is a choice of personal hubris vs. a choice of faith. A paladin should not quest for items that would grant personal greatness. Instead a paladin measures greatness by how faithfully they uphold the virtues of their deity. Should such objects of might and power be laid upon their path; the paladin must be sure that such items are part of the deity’s plan, and not simply a temptation of devils, to draw them to their doom.

Should the PCs make a choice outside the third response, the figure on the throne rises to attack saying “Defeat me and thy treasure is yours!”

This creature is a piranexum as detailed in chapter 8. New Monsters.

Once defeated, the devil, and all of its treasures turn to ash and dust, as this is the true treasure for those who follow a path of greed and self-righteousness.

If the PCs choose correctly, the devil upon the throne turns into an angelic herald of Vanium, and congratulates the PCs on a job well done, granting them the Shroud of St. Leophinuas as their prize.

8. ENTRANCE TO MANDRAS’S TOMB

IN JUDGMENT OF THE FALLEN

If the PCs attempt to visit the tomb of Mandras before first completing the other 3 trials, they are turned aside by the guardian spirits. If after achieving the first three challenges they come to the tomb of Mandras they are greeted by the old king’s spirit.

“Called forth from my heavenly peace, I offer you a challenge as granted by my Lord Vanium. Proven already you have of faith, humility, and valor. This last challenge is one of justice, for those who know justice best are the example of how others may best rule.

If you accept the challenge, say “Aye,” and the path is revealed to your final test.” The spirit instructs.

If the PCs agree to the challenge, the door opens into a courtroom like chamber. There, a man is led in chains before them. His clothes are fine, though travel-worn. His hair is wild as is his beard. His eyes are that of a zealot. A masked bailiff reads the following oratory.

9. TOMB OF MANDRAS

“Before you stands Arzeno the Crusader. Before his fall, Arzeno was charged with the defense of pilgrims heading to the holy city of Yasul n’ Bek. Arzeno quickly discovered during his transference of unarmed pilgrims to the holy city, that their passage crossed land that was also held holy to worshippers of Kharzarn. Kharzarni slavers in turn constantly preyed upon pilgrims in search of Yasul n’ Bek.

After himself witnessing countless assaults and constant harassment, Arzeno became determined to crush the slavers and thus restore safety for the pilgrims in his charge. To accomplish this quest, he first had to discover the secret location of the slavers stronghold of Kaburkesh. Arzeno saw no clear way to achieve this goal as the slave fortress’s location was a closely-guarded secret. Captured Kharzarni would swallow their own tongues or begin to babble like fools as soon as the question of the fortress’ location were put to them, leading to the death or madness of dozens of prisoners.

In a search of answers, Arzeno prayed day and night to Vanium for direction. Lord Vanium’s answer was simple enough.

“Place thyself into the hands of thy enemy, and there shall you know their home.” The God said.

Arzeno dressed himself as a mendicant, and left his arms and armor with the soldiers under his command. Mixing himself with a group of pilgrims, he set out for Yasul n’ Bek under a light guard. When the slavers assaulted their caravan, the guardsmen were quickly slaughtered. Arzeno and the pilgrims were led off to the slaver fortress of Kaburkesh in chains.

Kaburkesh lay atop a stony outcropping in a hidden cove by the seaside where camel paths converged to haul slaves deep into the desert interior, or to load them aboard ship for transit to pasha’s and potentates of ports unknown.

Its location found, Arzeno made his escape and returned weeks later leading crusaders from both land and sea to Kaburkesh’s location. Upon seeing the massed force arrayed against the well-defended fortress, the slave-master of the hold demanded that the crusaders withdraw lest those they sought to free would be the first to die. Arzeno refused to withdraw his forces, calling

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the slaver's bluff. The slave-master then hurled one thousand captives to their deaths, each a martyred follower of Vanium. In the bloodbath that ensued Kaburkesh was razed to the ground by the vengeful crusaders and all of its inhabitants slaughtered.

Stung by the loss of the innocent captives, Arzeno drove forth across many nations, slaying all he deemed wicked in the eyes of Lord Vanium. His campaign was long and bloody, with Arzeno striking down any perceived enemy of justice and good in the god's name. Although it has been argued that many of Arzeno's campaigns destroyed actual evils, the zeal and narrowness of his interpretation of the will of Vanium did much to turn the common folk from Vanium's fold and fill them with fear.

In truth, no longer could Arzeno hear the true call of Vanium. Instead, it was as if demons of wrath and vengeance had sunk their claws into his very soul, granting him fell powers that mimicked those of the light. Always in his heart did he believe he was doing the service of Vanium despite the ruthless manner in which he pursued "evil." Never could Arzeno admit, even to his closest confidants that the grace of Vanium had long since left him.

Now, as Arzeno stands before you. Name the sins which brought about his fall, and pass thy judgment upon him."

Arzeno's obvious sins are wrath and pride. Of course there is a lack of humility and valor as well. Arzeno failed in his duties as a paladin by attempting to "go it alone" in order to find the location of the fortress. Not notifying the soldiers set to guard the pilgrim caravan shows a lack of honor and respect for those under his command. In the end Arzeno consistently made moves that drove him further and further away from the grace of Vanium.

PCs could name off any of these things to complete the first part of this test. The sins are easy enough to detect (and should prove helpful for any Castle Keeper who has problems with pesky paladins in their campaign).

The difficulty is in naming a punishment or atonement that suits Arzeno's sins, without the judging PCs falling into a trap of wrath or vengeance themselves. Allow the players to be creative in their judgment of Arzeno. Arzeno did indeed believe he was always right and that he was doing what was best in the name of Vanium after all. His actions would have better suited a fighter or knight who followed Vanium than a paladin. Eventually, his actions would have pushed him from the grace of Vanium regardless of his "class" status (Possibly to the point of being denied healing or clerical assistance by clerics and paladins of Vanium). At some point, Arzeno slipped from good, to neutral, to evil, but was unaware of his sins. The judgment of the PCs should be one that focuses on putting Arzeno back on the track of good and righteousness that will save his eternal soul.

Suggested punishments may include the following:

- Building a Shrine to the Martyrs of Kaburkesh in the Holy City of Yasul n' Bek
- Sharing the tale of his sins to travelers on the road to Yasul n' Bek and asking their forgiveness
- Perform a penance to the families of the soldiers slain under his command during his plan to be taken prisoner.

If the PCs are able to name off at least 3 of Arzeno's Sins and come up with a punishment that is in keeping with the Pillars of Vanium (Humility, Valor, Faith, and Justice) they have succeeded.

If the punishment is too weak the door to Mandras's tomb remains sealed. If the punishment seems too severe (think flogging, death ect.) a paladin or cleric of Vanium must make an atonement of their own before they may cast spells or use holy powers!

If the PCs succeed, the doors to the Tomb of Mandras creak open and the spirit of Mandras stands before them, offering them a chain-coifed helm affixed with an iron crown. This is the *Crown of Justice*.

The spirit of Mandras says, "Go forth with these gifts you of faith and honor. Defend my lands and free my people from the danger that batters down its gates! Remember the innocent, the weak, and those who cannot defend themselves. Be humble but strong, and remember that the source of your strength is through Vanium the Holy!"

With that the spirit fades.

As the scene again changes, the PCs find themselves before the lifelike, carved sarcophagus of the first Mandras Karbosk. The Duke himself is buried in simple armor with an iron, two-handed sword at his breast. A simple man, the Duke married late in life and did his best by his people. Any heirlooms of value were passed on to his descendants. Prizing open his actual crypt or violating his corpse of course could be considered a grave sin. Pun intended of course!

ENDING THE ADVENTURE

Certainly, collecting the items of the *Holy Panoply* could serve as a boon to adventurers seeking to break the occupation or rescue those trapped within the besieged central bastion. That said, a paladin, lawful good monk, or cleric of Vanium may not be found in every adventuring group.

EFFECTS OF THE HOLY PANOPLY

When combined, the *Holy Panoply* actually affords the ability to magically turn 200 civilians within the Central bastion into a serviceable fighting force, and double the combat effectiveness of the soldiers and paladins already there. Coupled with the Banner of Courage, a combat force could be forged that would easily break the besieged survivors out of the East Central, and fight their way across the bridge to freedom. How this is accomplished is of course up to the Castle Keeper and the players!

Enough information is presented here to give a fairly clear picture of what happens to occupying forces in the event of a collapse of command and leadership or from suffering heavy casualties.

Considering victory points earned and the numbers offered for defenders in both *Dro Mandras* and *The Conquered East*, a Castle Keeper could easily run a large scale urban combat using *Field of Battle* rules with little difficulty that would be both fun and engaging for their gaming group.

Castle Keepers using the *Field of Battle* rules for *Castles and Crusades*™ have likely noted a fairly strong dispensation of forces arrayed against the city. Their "actual" numbers at the start of action in *The Conquered East* are listed in parenthesis throughout their chapter descriptions. Depending on the Castle Keeper's preferred formula for organizing a *Field of Battle* encounter these numbers and the subsequent reduction in troop levels due to PC actions and Victory Points should prove quite useful.

With 400 (or more) collected victory points, the PCs should have done sufficient damage to the infrastructure of the occupying forces to afford defenders a chance at victory.

CHAPTER 7: NEW MAGIC

BLACK SWORD PENNANT GP 4250 XP 1050

The enchanted pennant of the Blacksword Hobgoblin clan is said to have been crafted by the hands of Lluvandron the Black, Lich Lord of Ulgakur. This crimson war banner is emblazoned with the flickering image of a wave-bladed, black longsword. The crossbar and center pole are hung with the rune-engraved skulls of a human, dwarf, and elf respectively. When unfurled, the runic skulls are known to moan and howl, urging the hobgoblins to ferocity in battle. The black sword pennant grants any hobgoblins who fight within view of it a +2 to all saves and grants the hobgoblins a +6 to their morale as if they had mental primes for the purposes of calculating success or failure of morale rolls in mass combat.

SWORD OF VALOR RELIC

A bastard sword of simple adornment, featuring the holy symbol of the *Crowned Helm of Vanium* embedded into the hilt where the blade attaches to the tang. The sword itself seems to have no obvious greater value than a common blade with an attached holy symbol. The sword was forged in ages past by the great paladin, Alwyndra with the guidance of Lord Vanium. The blade is lightweight and strong, but in the hands of a paladin who is pure of heart and a follower of the four pillars of Vanium's faith, becomes a weapon of great power. The Sword of Valor grows in strength as the paladin's skill at arms and purity of faith grows. Should a paladin ever fall, or turn from their path, the sword vanishes, returning to the Tomb of Alwyndra, never again to be borne by the same paladin. Likewise, upon the (true and permanent) death of the bearer, the sword returns to the Tomb of Alwyndra.

PALADIN LEVEL	ENHANCEMENT BONUS	SPECIAL POWER
1-4	+1	Holy: Deals 1d4 additional damage to evil beings.
5-9	+2	Haste Once Per day
10-15	+3	Minor Globe of Invulnerability 1 per day; Holy: Deals 1d6 additional damage to evil beings.
15-20	+4	Dispel Magic 1/day
21+	+5	Holy: Deals 1d8 additional Damage to evil beings. Feather-edged.

All spell-like abilities are activated at the level of the paladin using them.

THE BANNER OF COURAGE GP 6250 XP 2100

This holy relic is a war banner, and is a simple, white cloth emblazoned with golden thread, stitching out the golden *Crowned Helm of Vanium*. The banner may be attached to any pole or lance and when borne in battle grants all who view it a +1 to saves vs. fear and a +6 morale bonus.

When borne by a paladin of Vanium wearing the Crown of Justice, the Banner grants all allies within view of the Paladin a +2 to attack and damage rolls, and an additional 2d10 temporary hit points. The latter power may only be used once per week and lasts for the duration of the battle, so long as a living paladin of Vanium bears the banner.

THE SHIELD OF FAITH GP 12500 XP 2250

This shield appears as a simple, heavy, steel shield painted with the horned crown of vanium. When borne by a non-paladin of good alignment, it acts as a magical shield of +1 enhancement bonus.

When borne by a paladin, the shield acts as a +2 large steel shield and allows the paladin to extend his own personal protective powers to all good-aligned allies within a 20-ft. radius. This ability may be used for one turn per level of the paladin per day.

SHROUD OF ST. LEOPHINUAS

ARTIFACT

This holy relic is a funerary shroud made from simple homespun cloth bearing the image of St. Leophinuas upon its inside. The shroud exudes a great aura of holy magic, so that any non-good aligned creature who lays hands upon it is stunned for 1d4 rounds unless a charisma save (CL20) is made. The magical qualities of the shroud are not immediately apparent to those who are unfamiliar with the tale of St. Leophinuas.

Leophinuas was a paladin of the humble Order of Vanium who owned no more than he could carry, and gave all of the treasures uncovered in his quest against evil to institutions that aided the poor. During the siege of the fabled City of Ulan Bakoth a millennia ago, Leophinuas removed all of his armor and weapons and cast them into the city well which had run dry. He prayed day and night over the well to Vanium for deliverance from the hobgoblin siege. Taking no sustenance during his fast and prayer, Leophinuas was shocked by the miracle which he beheld when again he opened his eyes on the following day finding the well filled with holy waters, and overflowing with weapons and armor with which to outfit the defenders and lift the siege.

Leophinuas led a counter attack against the hobgoblins as soon as the defenders were well armed and broke the siege scattering the hobgoblin army across the plains, but fell in battle, having fought well beyond his own strength and power.

Ulan Bakoth eventually fell to civil war 200 years later and his shroud had become lost to history until it was recovered by Elijan the Humble who brought it forth to the Karboskian Marches, where it was used to defeat The Demon Prince Herthaka in the "Battle of a Hundred Heroes" at the site of what became Fort Ewar.

The Shroud grants the ability to enchant up to 500 weapons, armor, shields, or quivers of 20 arrows touched to it to a +1 enhancement for 24 hours. This power may be used once per month but no more than three times per year.

CROWN OF JUSTICE

GP 9000

XP 2200

The *Crown of Justice* is said to have been granted to Duke Mandras I by Lord Vanium himself as a wedding present. The crown grants a +9 AC bonus to the head and neck of its wearer, and a +1 general armor class bonus (such as is offered by an amulet or ring of protection) and gives the wearer 50% immunity to decapitation attacks by weapons such as a *vorpax* blade.

When worn by a paladin, the Crown of Justice offers the following abilities:

- +2 charisma bonus
- *Detect lies* (1/day)
- Magic circle of *protection from chaos*, 10' Radius (2/day)

The Crown of Justice offers additional benefits to one bearing the Banner of Courage. See the description of the Banner of Courage for further details.

CHAPTER 8: NEW MONSTERS

ELDRITCH HEAD

NO ENCOUNTERED: 1-4

SIZE: Small

HD: 6d10

MOVE: Fly 30 ft.

AC: 12

ATTACKS: Spells

SPECIAL: Spells

SAVES: M

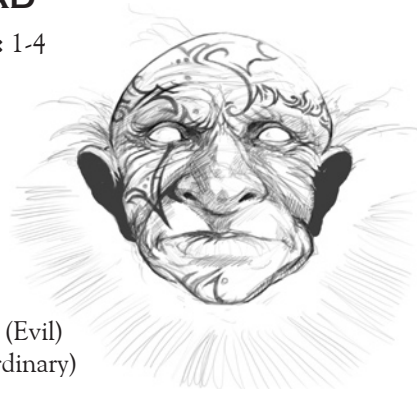
INT: HIGH

ALIGNMENT: Neutral (Evil)

TYPE: Undead (Extraordinary)

TREASURE: 5

XP: 330+6



These disembodied heads are the craftsmanship of fell necromancers. Eldritch heads appear as the painstakingly tattooed and preserved heads of corpses surrounded with a sickly greenish aura. Eldritch heads maneuver by flight, floating disembodied in the air at the approximate height that they would have stood in life... if they still had a body to carry them around.

Eldritch Heads have been infused with a portion of the necromancer's arcane energies, and as such assault those who would interfere with their master's property with magical assaults. Necromancers are known to keep a few eldritch heads with them to serve as watches and bodyguards when they take their rest. Unfortunately for the necromancer they have a tendency to talk back, and have somewhat of a mind of their own. Although they cannot of their own volition turn on their master, nothing stops them from speaking their mind.

In the event that their master is slain, eldritch heads must make their own way in the world. Most often, they float throughout the world in search of their body, or a new body to take possession of. This often results in an eldritch head making an eerie return to places they once enjoyed in life... much to the horror of relatives and friends!

COMBAT: Eldritch Heads attack using magical spells drawn from sigils that have been tattooed upon their faces.

An eldritch head is tattooed with three 1st, three 2nd, and three 3rd level spells. These nine spells may only be cast once per day. Once defeated, there is a 50% chance that a wizard could learn and scribe at least 1d2 spells from the remnants of the eldritch head. These spells should be considered a portion of the creatures' treasure, with the remainder of its treasure being the treasures it was set to guard for its creator.

CREATING AN ELDRITCH HEAD

An eldritch head may be created by a wizard, cleric, druid, or illusionist practiced in the arts of necromancy. The spellcaster must be of at least 7th level and capable of creating scrolls. Second, the spellcaster must have the ability to cast *animate dead*, and *summon greater undead*. Materials cost and time of creation are equal to that described under scribing scrolls in *Monsters and Treasure™*. Thus creating an eldritch head takes 216 hours (About 18 days of 12 hours per day) and the casting of *animate dead* and *summon greater monster*, plus 3600 gp in ink and materials. The most vile necromancers have learned that

the process can be shortened to 12 hours by sacrificing a fellow spell-caster able to cast at least three 1st, three 2nd, and three 3rd level spells as well as the appropriate gp cost in donation to the cult of their particular patron demon, devil, or dark god. Certain necromancers are known to train apprentices to this exact level of power for just such a purpose!

PIRANEXUM: PUNISHER OF THE GREEDY

NO. ENCOUNTERED: 1d4

SIZE: Medium

HD: 10d8 (50 hp Avg)

MOVE: 30 ft., fly 60 ft.

AC: 20

ATTACKS: 2 Slams 1d8, Or by Weapon Type (Heavy Flail +3)

SPECIAL: Darkvision 60 ft. Twilight Vision, +1 or Better Weapon, double damage from holy, blessed, or good aligned weapons, Immune to Fire, Poison, Acid. Spell-like Abilities

Saves: Physical, Mental

INT: Average

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (Devil)

TREASURE: 6

XP: 1400+10

Piranexum are the hellish punishers of the greedy. In their infernal form, they appear as an old man dressed in white robes with fine-



appointed and bejeweled arms ending in clawed hands. They are possessed of black, soul-less eyes and the black, lice covered wings of a crow. The piranexum are patrons of beggars who murder their own kind and tempters who guide the minds of thieves to dangerous thefts and greedy desires.

Piranexum use their spell-like abilities to discern the level of their targets greed, then pursue their targets. Piranexum are highly intelligent and enjoy taking the guise of weak but wealthy nobles, merchants, or clergy to test the greed and desires of their intended victims.

COMBAT: Piranexum are known to bear +1 heavy flails in their clawed hands, attempting to trip and entangle foes so they may easily finish them off. If encountered at a distance they use their spell like abilities to disrupt multiple foes so that they may concentrate on their true target (being the greediest of their foes).

SPELL LIKE ABILITIES: All spells cast as a 10th level Cleric.

AT WILL: *change self, detect magic, detect thoughts divination, invisibility, locate object, major image, pyrotechnics*

3 PER DAY: *hold person, dispel magic, sound burst*

1 PER DAY: flame strike, plane shift (Hell only), infernal punishment (target only)

INFERNAL PUNISHMENT: Most all devils are possessed of some infernal punishment that may be bestowed upon the damned who they have defeated. To inflict an infernal punishment, the victim must be guilty of the sin which they have been judged guilty of. In the piranexum's case, this sin is Greed. Upon defeating a foe, piranexum damn the soul by binding it with chains and heavily-weighted scales for their spirit, to drag through the pits of hell until the great judgment. Those souls which have been judged with an *infernal punishment* may only be resurrected via a direct intercession of a dark prince of Hell.

SPECTRAL HERO

NO ENCOUNTERED: 1-12

SIZE: Medium

HD: 4d12

MOVE: 30 FT.

AC: 18

ATTACKS: 1d8 (Spectral Longsword)

SPECIAL: Non-corporeal, +4 damage against opposed alignment, fear on successful strike.

SAVES:M

INT: High

ALIGNMENT: Any

TYPE: Undead (Extraordinary)

TREASURE: 5

XP: 90+4

Spectral Heroes are the undead spirits of heroes who served well their deity in life. Known by various names, such as einherjar, ghost warriors, or similar names through various cultures, the spectral heroes may be sent to guard sites held holy by their god.

Spectral heroes are translucent, but seen dressed in the armaments and garb that they wore in life.

COMBAT: Spectral heroes are non-corporeal, attacking with spectral weapons that ignore the armor class of opponents and deal 1d8 points of damage. Their blows strike fear into the hearts of those who oppose the authority of their god.

INCORPOREAL: Projections from the mists of the ethereal, spectral heroes may only be struck by magical weapons, blessed/cursed weapons, or weapons anointed with holy/unholy water. When fought in the ethereal plane, they may be struck with non-magical weapons. Their attacks ignore physical armor but not magical enhancement bonus, nor dexterity bonus to armor class.

FEARFUL BLOW: Targets of opposed alignments on the good/evil or law/chaos axis must make a charisma save (CL4) vs. fear or flee in terror for 1d6 rounds from the spectral hero. Once a save is made, or fear is recovered from, the target cannot again be affected by this fear for 24 hours.

HOLY/UNHOLY DAMAGE: Spectral heroes deal an additional +4 points of damage to enemies of opposing alignment on the good vs. evil axis.

