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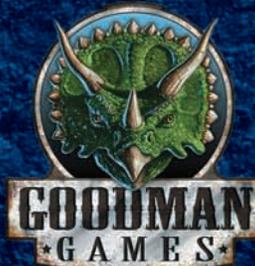
CITADEL OF FIRE



BOB BLEDSAW, STEVE EDWARDS, STEVE STOTTRUP



An adventure for levels 12 to 14. For centuries, mighty wizards have dwelled within the Citadel of Fire, a menacing spire carved by demons from black stone. An artifact long sought has been found, and the wizards' diabolical plans are soon come to pass. Woe to the people of the land: the Citadel of Fire shall soon be unleashed!



CITADEL OF FIRE

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Contents

Introduction	3
History of the Citadel of Fire	3
Adventure Summary	4
Judges Section	4
Rumor Mill	5
Field Guide to Encounters	6
Area Maps	7
Village of Aztlan	9
Stag's Leap Inn	21
Temple of Kutalabold	25
Manse of the Bloodmaidans	34
Aztlan Necropolis	41
Citadel of Fire Level A	57
Citadel of Fire Level B	61
Citadel of Fire Level C, D	63
Citadel of Fire Level E, F, G	69
Dungeon Level 1	74
Dungeon Level 2	81
Dungeon Level 3	93
Dungeon Level 4	99
Dungeon Level 5	104
Appendixes	106
License	128



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Judges Guild



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In Memory

Dedicated
to
Henry Wayne Thompson
for
giving me the courage to face life
and
being the best Father
he could have been

May his dice and cards
never go cold.

Introduction

Citadel of Fire was originally issued by Judges Guild in 1978, and was the most challenging adventure ever released by Judges Guild at the time. The modifications made to this classic adventure were done with great reverence to the original, and were designed to update it and make it mesh more closely with the revised Wilderness of High Fantasy world and with current D20 fantasy gaming. Changes include the addition of the specific location, the town, the graveyard, and most importantly a stronger back story and cohesive plot. The changes to the plot required some alterations of the classic Citadel layout and sequence. These changes were intended to heighten the excitement for players and to make the adventure easier to incorporate into an active Wilderlands campaign. They were also intended to leave fragments of plot and story that could lead to additional Wilderlands adventures.

We expect that each referee will alter, expand and illuminate areas that they wish. The setting may be changed to fit your individual campaign (Wilderlands-based or no). Inspiration may require deleting, shrinking and modifying areas of your choice and is desirable in personalizing this area of your campaign. It is important for you to add and delete treasures that are appropriate to your campaign flavor. Likewise, the mix of monsters might be modified to suit your world mythos. And finally, consider replacing some characters here with important characters (heroes or villains) from your own campaign to create an adventure thread. Whether you change it extensively or use it as is, we hope you enjoy this updated version as much as we have enjoyed the original for nearly 30 years.

*Steve Edwards
Stephen Stottrup*

**This product requires the use of the Dungeons and Dragons™ Player's Handbook, Edition 3.5
published by Wizards of the Coast™**

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This book uses the supernatural for settings, characters and themes. All mystical and supernatural elements are fiction and intended for entertainment purposes only. Reader discretion is advised.

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History of the Citadel of Fire

In ages long past, the Markrabs, an alien race from the planets prehistory, created the one race to rule. The Markrabs called them 'The First Men of the Pureblood'. They taught them the dark arts of war and magic, raising them to prominence. The Purebloods developed mastery over the magic inherent within the land. Operating out of the Valley of the Ancients, 'Purebloods' used the knowledge handed them by the Markrabs to forge an empire over the nearby human tribes. They were pale-skinned and long lived. Thoroughly evil, their rule was malicious and cruel. Their innate magical abilities allowed them to develop spells, tools, and weapons which enabled the empire to span centuries.

Finally, however, a power of good with magic strong enough to stand against them rose from amongst their oppressed. At the ancient Battle of Waylay Pass, the former slaves of The First Men arose and overthrew their evil masters in a violent battle that saw many of the defeated put to the sword as they fled.

With the pureblood armies vanquished and their elite wizards slaughtered nearly to a man, The Great Master of

The First Men of the Purebloods fled for his life with what few remnants of his people he could gather along the way. Initially this secretive group of outsiders gathered in the coastal town of what later became Warwik. However, with their odd appearance, strange religion, and evil demeanor the locals of this town turned upon them in anger and fear before they had regained their full strength. Once again their lair was destroyed and they were forced to take flight. The Grand Master at the time, a mighty wizard called Nrathax the Black, led the exodus northwards into the Elphand Lands and the Elivagar River Valley. Seeking and sensing a natural nexus of incredible power, he happened upon a towering hill which the natives called "Flotggardt," which meant "force" or "of the Eldritch." It was here that he decreed The First Men would re-establish their power and plan their vengeance upon the land.

In the last rays of sunlight on the first day of Blackmoon, Nrathax undertook the raising of a tower. Using artifacts and spells handed down by millennia of ancestors; he opened a gate to the Great Demon Empire and summoned several

demons to raise a mighty tower and a small keep upon the hill's summit. The tower was crafted of a smooth black stone mined from the quarries of the underworld and brought forth by demons. This stone had the power to resist the mortal elements of this world, including wind, rain, heat, cold, sun, and time. The tower was built in one night.

After completing the tower, Nrathax summoned more demons and bound these to guard certain places within the tower for eternity. He then rested in his mighty Citadel for two years, after which he summoned the Goblin King, Trinogg, and bade him to tunnel out dungeons under the tower. In return, Trinogg and his people could dwell on one level of the dungeon complex and enjoy the protection of the mage's wizardry.

Nrathax the Black lived in his tower for two hundred years and saw the passing of many Goblin Kings. The relationship between the goblins and the wizards of the tower has remained on good terms down through the years. After the death of Nrathax, his son Dwenar took over. For three hundred years Dwenar studied the black arts in the Citadel. Only two major events worth noting happened during Dwenar's reign. The first was the addition of more dungeon levels and the expansion of existing levels by the goblin

miners. This expansion included the underground arena, more treasure rooms, and vast storage facilities. The second was the enslavement of the surrounding population within twenty miles of the Citadel. This was accomplished when Dwenar led his army of goblins against the combined militias of the local villages and defeated them in a four hour battle. The sacking that followed provided slaves and riches for two years.

Tol Axbel took over after Dwenar's death at the hands of a demon, and kept up the tradition of evil by starting an Arena of Death. It was into this Arena many humans were herded to their deaths. Tol Axbel added to the excavations by making cruel use of his human slaves. It was at this time he hired the first humans, both as soldiers and apprentices, and placed them in important positions in the tower. Since this time the town of Aztlan slowly rebuilt itself, albeit always under the shadow and influence of the Citadel and its rulers.

Little has changed since then save the ruler of the tower. Before death, each ruler passes down the keys to the tower and the Staff of Nrathax to the next ruler. Seven times has the Staff passed hands since Tol Axbel. Now Yrammag wields the Staff, harboring the same evil plans of domination and devastation as did his ancestors.

Adventure Summary

For centuries the Citadel of Fire has stood: a menacing spire carved by demons from black stone, brooding over the Elivagar River Valley and the village of Aztlan below. The masters of the Citadel, mighty wizards from an ancient and dwindling race, have long sought pieces from their past which would help to restore their mastery over the people of the Wilderlands. Along with the evil temple set within the village below (a timeless core of malice long tied to the black heart of the Citadel), the evil powers here are poised to realize their diabolical plans. Evil minions scour the countryside slaughtering innocents. An artifact long sought has been

found. The furnaces inside the fortress are being stoked and readied. Screams of horror and anticipation fill the night air. Maniacal laughter rings from the stones like the call of the Abyss. Dread hangs in the air as acrid smoke rises from the black rock of the tower. The time is nigh when the ancient ones who call themselves 'The First Men' will rise from the shadows and bring forth their dark power upon the lesser races. Woe to the people of the land: the Citadel of Fire shall soon be unleashed! They must be stopped--the fate of the world rest in your hands!

Judges Section

Adventure Overview

This adventure is designed for 4-6 players of 12th through 14th level. The Aztlan area outside the Citadel of Fire can be handled by lower level adventurers. The Aztlan Necropolis can be used by mid level adventurers and certain areas in the Dungeon are as well. The tower is designed for use by higher level adventures as are the lower levels of the Dungeon.

Adapting the Adventure

This adventure is set within the Judges Guild Wilderlands world, but can easily be transplanted to a different fantasy world. To do this, simply remove or modify the back story of The First Men Purebloods and the Markrabs to suit your world (say the wizards are outcasts from a guild or secret society, or that they broke from a tyrant they were supporting to go off and begin their own debauchery). The keep, tower, village, and graveyard can be placed virtually anywhere.

The Wilderlands of High Fantasy

The original adventure was not specifically set in the Wilderlands world, but we have chosen to locate this adventure in the remote village of Aztlan (Elphant Lands, Map One, hex no. 1411 & 1312). This is in the northwest corner of the Wilderlands. Within the Wilderlands the

wizards of the Citadel would be seen as a threat to the Invincible Overlord or to the World Emperor, and wouldn't survive long unless it was placed in a remote region to attract less attention. The river system of the Elphant Lands allows the Citadel to maintain current knowledge of the politics of the region as they plot their actions. The back story of this adventure weaves in an ancient race and a very long timeline. Things in this adventure have been set in motion for thousands of years. More information on the Wilderlands history and world can be located in the Appendix 1.

Field Guide to Resources

This adventure utilizes sources from the Wilderlands of High Fantasy Box Set™, City State of the Invincible Overlord™, Players Guide to the Wilderlands of High Fantasy™ by Judges Guild® and Necromancer Games® and has been used under license. Tome of Horrors Revised™, and Glades of Death™ by Necromancer Games® has been used according to version 1.0a of the Open Game License detailed in the Legal Appendix at the end of this publication. The material used has been reprinted for your convenience. This adventure requires the use of the Dungeons and Dragons® Core Rules by Wizards of the Coast®.

Rumor Mill

The Following is a table of Rumors circulating in town. They can be used to get the party involved in this adventure or used to send them off on wild goose chases. It's the Judges choice, enjoy.

Cemetery Rumors

#	RUMORS (1d4)	DC
1	The undead of the cemetery are controlled by a powerful leader.	15
2	Grave robbers are looting the graves at night.	10
3	The old willow tree is haunted by a tree spirit.	10
4	The wizard from the Citadel comes to the graveyard some nights to think and to invent new spells.	15

Farm Rumors

#	RUMORS (1d8)	DC
1	Watercress is as effective against vampires as garlic!	10
2	Many years ago a Bloodmaiden took an outsider for a lover and was exiled. The child yet lives.	15
3	Bilgie Kretz is lonely and wants to take a husband.	10
4	The strange men I saw sneaking across my fields the other night were Black Lotus, or I'm a storm giant!	15
5	Something is amiss at Sweet Tilda's place.	15
6	If you walk along the river at night, you'd better wear some garlic.	10
7	The wizard keeps a dragon in his tower. I saw it fly out last night and take a deer from a meadow!	15
8	A skeleton man from the cemetery walked across my farm last night!	10

Regional Rumors

#	RUMORS (1d4)	DC
1	Brazzo the river pirate lives in a shanty down by the river. He is in league with the Citadel.	15
2	The wizards at the Citadel have found something they've been seeking for a long time.	15
3	The river pirate Brazzo has been seen coming out of the Temple of Kutalabold on a regular basis.	15
4	On nights of the full moon, fire rises from the tower and goblins roam the hills, seeking to gather blood for the wizards to use in their magic.	20

Town Rumors

#	RUMORS (1d20)	DC
1	The river pirates who live in the shanty south of Aztlan are planning a big raid.	10
2	During the full moon, skeletons rise from their graves and dance in the old cemetery west of town.	10
3	A dreadful faerie queen lives in the river southwest of town, and turns anyone who sees her into a newt.	15
4	The priests of the Temple of Kutalabold are kidnapping visitors to Aztlan.	20
5	Black Lotus are afoot in Aztlan.	20
6	A lonely ranger roams the hills around Aztlan. Some say he is a vampire.	20
7	A mighty wizard buried here long ago has awoken from the dead to challenge the wizards from the Citadel.	15
8	One of Tilda's new girls is a vampire.	15
9	The Skotborg's house is made of pure gold.	10
10	Them Jurlings is followers of Set, or I'm the Overlord himself.	20
11	The only thing you'll find at the warehouse is a knife in the back. I don't trust that Frake.	20
12	The wizards of the Citadel are planning a big celebration for Aztlan's anniversary.	10
13	One of the old wizards who up and died was buried in the graveyard west of town with mountains of magic items.	10
14	I saw Willik Kretz the other night, walking in the moonlight with a tall and lovely woman.	15
15	Recently an exotic merchant caravan went through town on their way to the Citadel.	15
16	Some say the wizards didn't come from around here and that they're trying to go home.	15
17	I saw an orange glow coming from the top of the tower last night. And I heard screaming, too!	10
18	The people of old Aztlan were kidnapped by the wizards, and they live beneath the Citadel today.	15
19	Sure there are vampires in Aztlan... <i>the Priests of Kutalabold! They drink blood!</i>	15
20	The Bloodmaidens go to the market every Waterday.	25

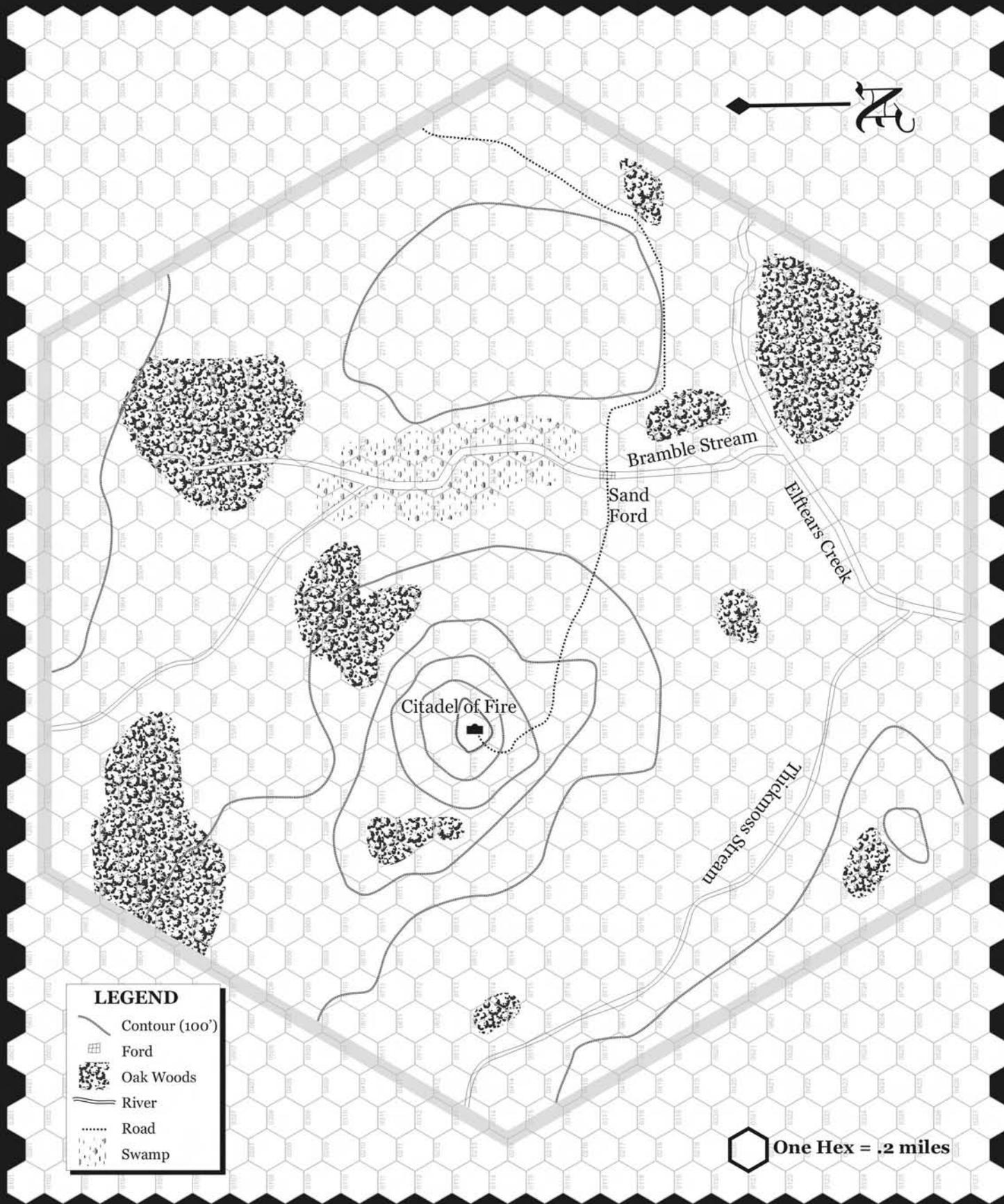
Field Guide to Encounters

This Table is a Table of Random Encounters that the Judge may use to challenge the party. Recommend that there should be a 20% chance per 10 minutes of a random encounter.

Tower	
1	Gate Guards (1-3), Human Ftr1: hp 11.
2	Sergeant, Male Human Ftr5: hp 65.
3	Captain Rakototis, Male Human Ftr11: hp 88; with Guards (1-4) Human Ftr1: hp 13 .
4	Apprentice Wizards (1-3) from level C.
5	Glabrezu, Male Demon: CR 13; HD 12d8+120; hp 174; from level D room 1.
6	Slave Girls (1-4), Female Human Com4: HD 4d4; hp 13; from level E room 1.
Dungeon	
Level 1 (1d6)	
1	Goblin Guards (2-8), War2: hp 14; with Dire Wolves (1-4): hp 45.
2	Goblin Warriors (2-12), War1: hp 9.
3	Captain Paragh, Male Bugbear Ftr5: CR 7; hp 50; with Guards (2) Human Ftr1: hp 14.
4	Dire Rats (1-3): hp 5.
5	Goblin Captain (random) with Goblin Guards (4-12), War2: hp 14.
6	Wanderer from level 2.
Level 2 (1d8)	
1	Trolls (1-3), Ftr6: hp 151, 149, 153.
2	Carpenter AshCraft, Male Human Exp5: hp 45.
3	Amazon Warriors (1-4), Female Amazon Ftr5: hp 37.
4	Monitor Lizard: hp 22.
5	Tasha, Female Human Exp5: hp 21.
6	Lakrum, Rust Monster: hp 27.
7	Madame Farbissina, Female Amazon Adp3/Exp2: hp 24.
8	Wanderer from level 3.
Level 3 (1d8)	
1	Breagast, Male Fire Giant, Giant15/Blk6/Ftr4: CR 20; Large Giant; hp 299.
2	Keepers of the Dead (1-3), Human Clr6: hp 47.
3	Minotaur Guards (1-2), Male War8: hp 140.
4	Gelatinous Cube: hp 54.
5	Nrathax the Black, Male Human Lich Wiz15: CR 17; Medium Undead; hp 105.
6	Taragorn, Dread Wraith: CR 11; Large Undead (Incorporeal); HD 16d12; hp 104.
7	Zaruantack, Male Vampire Wiz11: CR 13; HD 11d12; hp 84.
8	Shadow Mastiff (1-2): CR 5; HD 4d8+12; hp 30.
Level 4 (1d4)	
1	Vareg, Male Troll Ftr6: CR 11; hp 168; with Gargoyles (2-7); hp 82,79,84,81,80,87,84.
2	Daranock, Male Minotaur Bbn12: hp 241.
3	Ogre Leader, Ftr7: hp 100; with Ogres (2-12), Bbn4; hp 79.
4	Ochre Jelly: CR 7; Huge Ooze; hp 89.
Level 5	
(There are no wandering monsters on level 5.)	
Aztlan (1d6)	
1	Brazzo, Male Half-Orc Rog7/Ftr3: hp 60; and River Pirates (1-6) Ftr5/Rog2: hp 54.
2	Ruddy Tamm, Male Human Ftr5: hp 39; and Sons of Mitra (1-6): hp 37, 40, 30, 33, 45, 32.
3	Frake the Furtive, Male Human Rog4: hp 14.
4	Khamla, Female Dwarf Clr9: hp 42.
5	Working Girls from Sweet Tilda's (1-4), Female Human/Half-Orc Com2: hp 7, 5, 3, 5.
6	Gormog the Bold, Male Orc Ftr6: hp 50; and Orc Deputies (1-8): hp 35, 24, 40, 28, 21, 29, 36, 25.

CITADEL OF FIRE

Area Map
Hex 1312



LEGEND

- Contour (100')
- ▣ Ford
- ▨ Oak Woods
- ▬ River
- ⋯ Road
- ⋯ Swamp

One Hex = .2 miles



The Village of Aztlan



Aztlan (Hamlet), Hex 1411; Conventional; AL CE; Civ Level 2; Tech Level 3; 200gp Limit; Assets 2963 gp; Population 628 (able-bodied men: 157); Mixed (Orc 60%, Human 17%, Ogre 14%, Other 7%); Resources: Timber, Mining - tin, iron (cold iron), magicum (Citadel only), farming, river trade, market.

Authority Figure: Gormog the Bold, Male Orc, CE Ftr6 (Chieftain).

Important Characters: Master Xzyrmax, Male Human CE Clr15 (The Eye of Kotalabold, High Priest of the Cult of Kotalabold, 'the Source'); Prefect Mranthyx, Male Human CE Clr13 (The Hand of Kotalabold, Battle Priest/Enforcer of the Cult of Kotalabold); Styllxyia Dziln, Female Human CE Ill9/Witch4 (Prime Bloodmaiden, Coven of the Pureblood); Dregg Bloodhand, Male Orc CE Rog5/Asn4 (The Breath of Kotalabold); Brazzo the Swift, Male Orc CE Ftr5 (Leader of the orc river raiders in Aztlan); Ruddy Tamm, Male Human LG Ftr 5 (Leader of local militia).

Just north of the Elivagar River, carved from the wilderness of the western Elphant Lands is the Village of Aztlan. At first glance, Aztlan would seem to be just another rough-hewn village full of savage orcs and opportunistic evil humans. A more thorough investigation would reveal something far more sinister; this village has for years served as a 'front' for the ancient and diabolical Cult of Kotalabold. This cult's evil intentions aspire to far more than the Elivagar River Valley. None of the ordinary citizens here remember when the evil pale-skinned purebloods first arrived, but the quiet temple on the northern edge of town has been there as long as anyone here has been alive. Even the most brash and violent orc warrior here will cross the street to avoid the penetrating gaze of the Priests of Kotalabold. Further to the west, looming over the village from the foothills of the Guarding Range, lie a black tower and keep which cast fear and dread in the hearts of men for many miles around: The Citadel of Fire.

Some isolated farms dot the outskirts of the village, but by and large the countryside is wild and rugged. The primary industries here are timber, mining (tin, iron) and the trade which comes from being near the river. Hunting (meat and pelts/skins) is also a primary occupation. The dual sources of the Elivagar River lie to the southeast and southwest of town, and an ancient necropolis also borders the village. With the amount of commerce that takes place here, this could easily be a well-to-do village. However, the dangerous nature of this town makes for an unstable environment, and at any given time several dwellings will be empty due to their inhabitants' sudden 'disappearance.' Because of the river trade and the frequent comings and goings of visitors, there is a large inn, The Stag's Leap. In addition to the Stag's Leap, there is another tavern in the village, One-Eyed Teke's.

V1 - Docks

Wooden docks reach down into the river. There are many posts to tie up boats set along several platforms meant for unloading and reloading cargo from boats to carts/horses to take into town. The docks are run by Borst Coursehands.

Dockmen (7), Male Human Com1: CR 1; Medium Humanoid; HD 1d4+2; hp 5, 4, 6, 5, 3, 5, 3; Init +0; Spd 30 ft; AC 10; dagger +2 melee or -1 ranged; SV Fort +2, Ref +1, Will +2; AL CG.

Borst Coursehands, Male Human (Ghinoran)

Exp4: CR 3; Medium Humanoid; HD 4d6+4; hp 21; Init +3; Spd 30 ft; AC 13 (Touch 13, FF 10); Base Atk/Grapple +3/+6; Atk/Full Atk short sword +7 melee (1d6+3); SV Fort +2, Ref +4, Will +6; AL CG; Str 16, Dex 16, Con 12, Int 14, Wis 14, Cha 10.

Skills and Feats: Bluff +7, Craft (Fishing) +6, Decipher Script +4, Hide +3, Knowledge (Geography) +9, Listen +9, Move Silently +3, Open Lock +10, Perform (Comedy) +7, Perform (Dance) +10, Sense Motive +5, Spot +2, Swim +10; Skill Focus (Craft (Fishing)), Skill Focus (Swimming), Weapon Focus (short sword).

Possessions: short sword, 117 gp, 349 sp.

V2 - Fish Monger & Warehouse

Behind the docks is a large wooden shack built on sturdy pole stilts to keep it above the oft-flooding river. There is a front office and a large back warehouse divided into two rooms: one for fish and one for everything else. The 'fish room' packs a strong odor!

Goyle the Scaly, Male Human (Ghinoran) Com5:

CR 4; Medium Humanoid; HD 5d4-5; hp 8; Init +2; Spd 30 ft; AC 12 (Touch 12, FF 10); Base Atk/Grapple +2/+2; Atk/Full Atk dagger +2 melee (1d4) or +4 ranged; SV Fort +0, Ref +3, Will +2; AL CG; Str 11, Dex 14, Con 9, Int 17, Wis 11, Cha 9.

Skills and Feats: Craft (Appraisal) +14, Craft (Cart Making) +11, Craft (Furniture) +8, Craft (Carpentry) +8, Handle Animal +4, Hide +4, Listen +2, Move Silently +3, Profession (Merchant) +10, Survival +3; Iron Will, Skill Focus (Profession (Merchant)), Skill Focus (Craft (Appraisal)).

Possessions: dagger.

Stock Hands (3), Male Half-Orc Com1: CR 1; Medium Humanoid; HD 1d4+1; hp 5, 4, 3; Init +0; Spd 30 ft; AC 10; wooden club +3 melee; SV Fort +1, Ref +0, Will +3; AL CG.

V3 - Brazzo's River Shanty (Pirates & Brigands)

South of the river, back in the marsh water and surrounded by tall weeds lies a large 4-room wooden shack on pole stilts. The front porch always has one or two sentries out, and a flatboat can almost always be found tethered alongside. This is the center of operations in Aztlan for Brazzo the river pirate. Brazzo is an enterprising half-orc fighter/rogue who got involved in piracy at an early age. Eventually he ran into Dregg Bloodhand of the Temple of Kotalabold, who threatened and recruited him into working as a spy/liaison/errand boy for the Citadel out in the larger world. In return (besides continuing to breathe), he gains powerful magic items, insight on valuable shipments, and cash payments. Brazzo has actually amassed a good fortune in his work for the Citadel. Being a pirate, he trusts no one, and has buried his hoard in the wilds behind an abandoned frontier fort along the river.

Brazzo also has in his backpack a letter on parchment with a broken seal. It is dated several weeks earlier.

Brazzo, know ye that travelers are headed to the Citadel from Tarantis by way of Blackspell. They travel on a merchant vessel marked with a Griffon on her sail. Two of the Citadel ride aboard that vessel. Ensure that neither you nor anyone else attacks this ship. Should this ship not reach Aztlan, you will not live to see another moon.

Dregg

Judges Note: Brazzo and his men may serve as active components in this adventure, moving from place to place. Players may encounter them nearly anywhere: the river (on their boat), the area, the town, the Temple, or even the Citadel (Brazzo, at least). Brazzo is a slippery character with a knack for surviving. He will always prefer to 'live to fight another day' vs. making a life or death stand.

Brazzo the Swift, Male Half-Orc Rog7/Ftr3: CR 10; Medium Humanoid; HD 7d6+7 + 3d10+3; hp 60; Init +2; Spd 30 ft; AC 18 (Touch 12, FF 16); Base Atk/Grapple +8/+11; Atk/Full Atk +2 trident +13/+8 melee (1d8+3) or shortbow +10/+5 ranged (1d6+magic bonuses); SA Evasion, Sneak Attack +4d6; SQ Darkvision 60', Trapfinding, Trap Sense +2, Uncanny Dodge; SV Fort +6, Ref +8, Will +5; AL NE; Str 17, Dex 14, Con 14, Int 16, Wis 12, Cha 14.

Skills and Feats: Appraise +7, Bluff +6, Climb +4, Craft (Boat Captain) +8, Disable Device +4, Forgery +9, Hide +2, Jump +13, Listen +2, Move Silently +2, Open Lock +8, Ride +7, Spot +2, Swim +8, Use Rope +9; Combat Reflexes, Dodge, Improved Unarmed Strike, Martial Weapon Proficiency (trident), Negotiator, Shield Proficiency.

Possessions: +3 leather armor, +2 trident (water breathing 2 hrs/day), small shield, +1 dagger, shortbow, 25 arrows, 8 +1 arrows, 2 +2 arrows of icy burst (+2d10 cold dmg), rope of climbing, backpack containing: 149 gp, 48 sp, 37 cp; gold signet ring (70 gp), potion of bull's strength, 5 day's rations.

River Pirates (9), Male Human (Antillian) Ftr5/

Rog2: CR 7; Medium Humanoid; HD (5d10)+(2d6)+14; hp 63, 29, 36, 40, 34, 41, 40, 29, 36; Init +8; Spd 30 ft; AC 17 (Touch 14, FF 13); Base Atk/Grapple +6/+9; Atk battleaxe or longsword +10 melee (1d8+3) or shortbow +10 ranged (1d6); Full Atk battleaxe or longsword +10/+5 melee (1d8+3) or shortbow +10/+5 ranged (1d6); SA Sneak Attack +1d6; SQ Evasion (Ex), Trapfinding; AL CE; SV Fort +6, Ref +8, Will +1; Str 16, Dex 18, Con 14, Int 9, Wis 10, Cha 9.

Skills and Feats: Balance +5, Climb +4, Hide +7, Intimidate +1, Jump +7, Move Silently +8, Ride +7, Swim +6, Use Rope +8; Dodge, Improved Initiative, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Weapon Focus (battleaxe or longsword).

Possessions: battleaxes or longswords, wooden shields, leather armor, shortbows (20 arrows), rope w/hook. Each carries: 10-100 gp, 20-150 sp, and 3 day's rations.

V4 - Stag's Leap Inn

The only inn in town, this a large white two-story building. See Stag's Leap Inn Chapter for more details.

V5 - Stables/Livery

Connected to the inn is a large wooden stable with room for up to 25 mounts. Tack, harness, and feed available for horses and mules.

Rolwyn, Male Human (Ghinoran) Com4: CR 3; Medium Humanoid; HD 4d4+4 ; hp 16; Init +0; Spd 30 ft; AC 10 (Touch 10, FF 10); Base Atk/Grapple +2/+4; Atk/Full Atk hammer +4 melee (1d3+2); SV Fort +0, Ref +1, Will +3; AL LG; Str 15, Dex 10, Con 12, Int 9, Wis 11, Cha 13.
Skills and Feats: Craft (Blacksmithing) +8, Craft (Leatherworking) +3, Craft (Weaponsmithing) +6, Iron Will, Skill Focus (Craft Blacksmithing), Skill Focus (Craft (Leatherworking)).
Possessions: light hammer, 16 gp.

V6 - Smithy (Axe Maker)

Nearby is a well-run smithy which handles all manner of metalwork for the community: hardware for farms and homes, gear for ships and wagons, armor and basic weapons, etc. But Kraggon's specialty is axes. He can make masterwork throwing axes or battleaxes.

Kraggon Stonefist, Male Hill Dwarf Ftr5: CR 5; Medium Humanoid; HD 5d10+10; hp 36; Init +7; Spd 20 ft; AC 12/18 when armored (Touch 12, FF 16); Base Atk/Grapple +5/+8; Atk/Full Atk +1 *warhammer* +9 melee (1d8+4); SA/SQ Darkvision 60', Stonecunning, Stability, Weapon Familiarity, +2 save vs. poison, +2 save vs. magic, +1 racial attack vs. Orcs, +4 dodge vs. Giants, +2 Appraise/Craft vs. stone or metal; SV Fort +6, Ref +4, Will +0; AL LN; Str 17, Dex 15, Con 14, Int 14, Wis 9, Cha 8.
Skills and Feats: Bluff +2, Craft (Armorsmithing) +4, Craft (Blacksmithing) +4, Craft (Leatherworking) +3, Craft (Stonemasonry) +4, Craft (Trapmaking) +4, Craft (Weaponsmithing) +4, Handle Animal +6, Hide +3, Intimidate +2, Jump +9, Move Silently +3, Ride +10; Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Power Attack.
Possessions: +1 *warhammer*, scale mail, shield, 374 gp, 105 sp.

Assistants (2): Male Dwarf Com1: hp 5; AC 11; Atk light hammer +2 melee (1d6); AL LN.

V7 - One-Eyed Teke's Tavern

Everyone knows that this raucous tavern is where the ale flows freely, songs are belted out with gusto, and fights break out on a nightly basis. To anger his rival at The Stag's Leap, Teke has converted one of the upstairs staff bedrooms into a guestroom (2 gp/night).

Bill of Fare:

<i>Lamb Stew</i>	5 sp
<i>Eggs and Toast</i>	2 sp
<i>Rutabaga Soup</i>	10 cp
<i>River Trout</i>	5 sp
<i>Course Bread & Cheese</i>	10 cp
<i>Ale</i>	1 sp
<i>Cider</i>	4 cp

Wregga the Barwench, Female Half-Orc Com1: hp 3; AC 11; dagger +3 melee (1d4+3); Str 16, Dex 13.

One-Eyed Teke, Male Half-Orc Ftr4: CR 4; Medium Humanoid; HD 4d10+8; hp 39; Init +2; Spd 20 ft; AC 19 (Touch 12, FF 17); Base Atk/Grapple +4/+7; Atk/Full Atk battleaxe +7 melee (1d8+3) or shortbow +6 ranged; SQ Darkvision 60', Orc Blood; SV Fort +6, Ref +3, Will -1; AL LN; Str 16, Dex 15, Con 14, Int 6, Wis 6, Cha 4.
Skills and Feats: Climb +10, Hide +2, Move Silently +2; Alertness, Power Attack, Toughness, Weapon Focus (battleaxe), and Weapon Specialization (battleaxe).
Possessions: battleaxe, chainmail, large steel shield, shortbow (14 arrows), gold necklace (50 gp); locked chest in office has 435 gp, 446 sp, 179 cp.

V8 - Jurling's General Store (& Market)

Operated by Helle Jurling, a direct descendant of Kiri Jurling, this store is still essential to life in Aztlan. The store itself is a large wooden building with an office and a storeroom in back. [The store sells basically everything listed in PHB pg. 128 – 129]. The level ground south of the store is a general open air market (weather permitting) where vendors can set up stands to sell produce or merchandise. By day Helle and his wife Hilde appear to be hard-working merchants who devoutly worship Nephthys, goddess of wealth. By night they secretly operate a cult of Set, honoring the religion handed down by their forefathers in secret (as Set is a rival god to Kutalabold and it is dangerous to worship him in this town). In the cellar of their store there is a makeshift temple to Set where other secret worshippers come to pray and make offerings.

Helle Jurling, Male Human (Skandik) Clr6: CR 6; Medium Humanoid; HD 6d8; hp 34; Init -1; Spd 20 ft; AC 19 (Touch 9, FF 19); Base Atk/Grapple +4/+5; Atk/Full Atk +1 *mace* +5 melee (1d8+1) or sling +3 ranged (1d4); SA Rebuke Undead; SV Fort +3, Ref +1, Will +7; AL LE; Str 12, Dex 9, Con 12, Int 9, Wis 15, Cha 12.
Skills and Feats: Craft (Stonemasonry) +2, Knowledge (Arcana) +8, Listen +2, Profession (Hunter) +8, Spot +2; Combat Casting, Eschew Materials, Quick Draw, Still Spell.
Possessions: +1 *mace*, full plate, large steel shield, sling (25 bullets); locked chest under altar: 229 gp, 366 sp, 1 emerald (1,000 gp), *wand of charm person* (14 charges).
Cleric Domains: Law, Magic.
Cleric Spells per Day: (5/3+1/3+1/2+1 DC12+spell level) 0: *Cure Minor Wounds, Detect Magic, Inflict Minor Wounds, Light, Resistance*; 1: *Bane, Command, Entropic Shield, Protection from Chaos (D)*; 2: *Bull's Strength, Darkness, Enthrall, Identify (D)*; 3: *Bestow Curse, Inflict Serious Wounds, Magic Circle Against Chaos (D)*.

Hilde Jurling, Female Human (Skandik) Clr4: CR 4; Medium Humanoid; HD 4d8+4; hp 28; Init +0; Spd 20 ft; AC 17 (Touch 10, FF 17); Base Atk/Grapple +3/+4; Atk/Full Atk mace +4 melee (1d8+1); SA Rebuke Undead; SV Fort +5, Ref +1, Will +5; AL LE; Str 12, Dex 10, Con 12, Int 14, Wis 13, Cha 16.

Skills and Feats: Climb +3, Craft (Painting) +9, Heal +8, Knowledge (Geography) +4, Knowledge (Local) +5, Knowledge (The Planes) +3, Listen +1, Perform (Act) +5, Spot +1; Empower Spell, Enlarge Spell, Spell Penetration.
Possessions: mace, chainmail, large steel shield, gold pendant (Set, 50 gp), 37 gp, 26 sp.

Cleric Domains: Evil, Sun.

Cleric Spells per Day: (5/4+1/2+1 DC11+spell level) 0: *Cure Minor Wounds (x2), Detect Magic, Inflict Minor Wounds (x2)* 1: *Cure Light Wounds, Doom, Obscuring Mist, Sanctuary, Endure Elements (D)*; 2: *Cure Moderate Wounds, Desecrate (D), Silence, Searing Light.*

V9 - Skotborg Lumber Mill

This large wooden building (with brick foundation) is a buzz of activity from sunrise to sundown. Wagons clatter in from all directions carrying felled trees and large downed branches. Other wagons clatter out to the town or to the docks to deliver finished products. South of the building is a large outdoor lumber yard with stockpiles of logs and wood. There is a front office and three large workrooms inside: one for cutting and planing, one for finished lumber, and one for furniture and implements. The mill is run by the Skotborg brothers, Sef and Berge, who are descendants of Yrg Skotborg. Sef is the elder, and he and his family live in the upstairs rooms. Sef is looking for 'spies' to infiltrate the Timberman's Guild and tell him what's going on there. Berge and his family live in the small house just north of the mill. Berge is not in love with the family business and dreams of being an adventurer. Their father Kylt is now old and semi-retired, living in the small house in back of the mill, and working only when he feels like it. Kylt's ability to make valuable wooden items is legendary. Kylt is an old man (60 yrs.) with declining sight and hands, but he is a master woodworker and given time he can turn out magnificent pieces of woodwork. His little house has several masterwork finished wood pieces inside: Pair of small wooden horses (200 gp), rocking chair (50 gp), jewelry box (100 gp), a lion figurine (200 gp), and a beautiful willow wood harp (2,000 gp).

Master Lumber Mill Workers (6), Male Human (Ghinoran) or Half-Elf Exp4: CR 3; Medium Humanoid; HD 4d6+4; hp 19, 16, 15, 23, 23, 19; Init +2; Spd 30 ft; AC 14 (Touch 12, FF 12); Base Atk/Grapple +3/+4; Atk/Full Atk +4 melee or +5 ranged; SV Fort +2, Ref +3, Will +5; AL LN; Str 12, Dex 14, Con 13, Int 10, Wis 11, Cha 9.

Possessions: handaxes, leather armor.

Apprentice Lumber Mill Workers (15), Male Human (Ghinoran) or Half-Elf Com2: CR1; Medium Humanoid; HD 2d4; hp 10, 9, 9, 9, 8, 8, 6, 7, 7, 4, 7, 6, 4, 8, 8; AC 11; Atk/Full Atk handaxe +1 melee or +1 ranged; SV Fort +1, Ref +0, Will +3; AL LN.

Sef Skotborg, Male Human (Skandik) Exp7: CR 6; Medium Humanoid; HD 7d6+2; hp 35; Init +2; Spd 30 ft; AC 16 (Touch 12, FF 14); Base Atk/Grapple +4/+4; Atk/Full Atk MW handaxe +4 melee (1d6); SV Fort +3, Ref +4, Will +6; AL LN; Str 11, Dex 14, Con 15, Int 13, Wis 12, Cha 12.

Skills and Feats: Balance +11, Craft (Woodworking) +2, Decipher Script +3, Diplomacy +4, Hide +2, Knowledge (Architecture and Engineering) +3, Knowledge (Forestry) +2, Listen +3, Move Silently +2, Profession (Carpentry) +8, Sense Motive +11, Spot +7, Survival +10; Alertness, Martial Weapon Proficiency (handaxe), Negotiator, Skill Focus (Diplomacy).

Possessions: MW handaxe, +2 leather armor, gold and emerald ring (2,000 gp), platinum necklace (symbol of Nephthys, 400 gp); secret panel in upstairs floorboard (DC 30) hides a locked chest containing: 6,359 gp, 2,593 sp, 4,727 cp, a gold necklace with emerald pendant (5,000 gp), a silver-hilted dagger w/silver blade (350 gp), a fire opal (1,000 gp), a star sapphire (1,000 gp), 2 silver and ruby chalices (500 gp ea), +2 shield of arrow deflection.

Berge Skotborg, Male Human (Skandik) Ftr6: CR 6; Medium Humanoid; HD 6d10+9; hp 42; Init +5; Spd 30 ft; AC 17 (Touch 13, FF 16); Base Atk/Grapple +6/+9; Atk MW battleaxe +11 melee (1d8+5) or composite longbow +7/+2 ranged (1d8+3); Full Atk MW battleaxe +11/+6 melee (1d8+5) or composite longbow +7/+2 ranged (1d8+3); SV Fort +6, Ref +3, Will +4; AL LG; Str 16, Dex 13, Con 13, Int 13, Wis 11, Cha 11.

Skills and Feats: Handle Animal +6, Hide +1, Intimidate +7, Jump +1, Knowledge (Forestry) +5, Move Silently +1, Ride +6, Sleight of Hand +3; Combat Expertise, Improved Initiative, Iron Will, Power Attack, Cleave, Toughness, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Possessions: +1 studded leather armor, +2 ring of protection, MW battleaxe, longbow (20 arrows), silver and emerald ring (1,500 gp), platinum necklace (symbol of Nephthys, 400 gp); locked steel strongbox chained to wall under bed contains: 1,705 gp, 4,719 sp, 4,690 cp, a golden Mitra figurine (2,000 gp), 3 rubies (1,000 gp ea), +2 *potion of shield of faith, quaal's feather token (tree).*

Kylt Skotborg, Male Human (Skandik) Exp10: CR 9; Medium Humanoid; HD 10d6+20; hp 36; Init +3; Spd 30 ft; AC 13 (Touch 13, FF 10); Base Atk/Grapple +7/+7; Atk short sword +7 melee (1d6) or light crossbow +10 ranged (1d10); Full Atk short sword +7/+2 melee (1d6) or light crossbow +10/+5 ranged (1d10); SV Fort +5, Ref +7, Will +9; AL LN; Str 11, Dex 17, Con 14, Int 12, Wis 15, Cha 15.
Skills and Feats: Bluff +11, Craft (Woodworking) +13, Craft (Woodcarving) +13, Craft (Carpentry), Hide +4, Knowledge (Forestry) +14, Knowledge (Local) +14, Listen +2, Move Silently +5, Spot +17, Tumble +10, Use Rope +8; Point Blank Shot, Rapid Reload, Skill Focus (Woodworking), Skill Focus (Carpentry), Toughness.
Possessions: short sword, light crossbow.

V10 - Chieftain's Stronghold

There are three factions of 'law and order' in this town, and Gormog the Bold is the only one of the three that is publicly elected. The other factions are the evil priests of the Temple of Kutalabold, and the fledgling informal militia ("the Sons of Mitra") being organized by Ruddy Tamm. Gormog is not one for cumbersome laws and overreaching enforcement, but he believes that a thriving town is a benefit for all, and he knows that letting the Priests of Kutalabold and the Sons of Mitra go at each other would be bad for business. Gormog and his deputies hold up here in this fortress-like wooden building, ready for trouble if trouble comes. He believes that the best way to shut down troublemakers is a swift show of brutal force and a few nights in his lockup. Still, those priests are scary...

Gormog the Bold, Male Orc Ftr6: CR 6; Medium Humanoid; HD 6d10+6; hp 50; Init +5; Spd 20 ft; AC 19 (Touch 11, FF 18); Base Atk/Grapple +6/+7; Atk *+1 morningstar* +11 melee (1d8+4) or short sword +10 melee (1d6+3) or heavy crossbow +10 ranged (1d10); Full Atk *+1 morningstar* +11/+6 melee (1d8+4) or short sword +10/+5 melee (1d6+3) or heavy crossbow +10/+5 ranged (1d10); SQ Darkvision 60', light sensitivity; SV Fort +10, Ref +5, Will +7; AL CE; Str 17, Dex 13, Con 15, Int 11, Wis 16, Cha 12.

Skills and Feats: Bluff +2, Climb +11, Hide +1, Intimidate +5, Knowledge (Local) +3, Listen +1, Move Silently +1, Open Lock +5, Spot +3, Use Rope +2; Blind-Fight, Dodge, Endurance, Great Fortitude, Improved Initiative, Iron Will, Rapid Reload (heavy crossbow).
Possessions: full plate armor, heavy wooden shield, *+2 cloak of resistance*, *+1 morningstar*, short sword, heavy crossbow (30 bolts, 8 *+1 bolts*), 10 *potions of resist fire*, 595 gp, 210 sp.

Gormog's Deputies (8), Male Orc or Half-Orc Ftr4: CR 4; Medium Humanoid; HD 4d10+8; hp 41, 43, 32, 40, 32, 33, 39, 29; Init +5; Spd 20 ft; AC 16 (Touch 11, FF 15); Base Atk/Grapple +4/+9; Atk/Full Atk greataxe +10 melee (1d12+9) or heavy crossbow +5 ranged (1d10); SQ Darkvision 60', Orc Blood; SV: Fort +6, Ref +2, Will +1; AL CE; Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 8.

Skills and Feats: Climb +3, Jump -2, Cleave, Improved Initiative, Martial Weapon Proficiency, Power Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe).
Possessions: chainmail, greataxe, heavy crossbow (20 bolts).

V11 - Town Meeting Hall

The last time there was an official town meeting here was two years ago, when Gormog the Bold won his 2nd election as town chieftain over Goyle the Scaly. Since that time Ruddy Tamm has essentially taken it over as a gathering place for his fledgling militia, "The Sons of Mitra." Tamm is a devout follower of Mitra, and when his wife went missing over a year ago, he emerged from the crisis a changed man. He now behaves and acts like a paladin, but without the training and powers a paladin has. Still, in this rough and tumble town, Tamm's new direction has attracted a few stout followers who tire of

the wickedness and rule of the strong that has dominated Aztlan forever. The Sons of Mitra gather nightly (except Spiritday), report on the daily events in town, and then walk informal patrols. There have begun to be minor skirmishes with the strong-arms who guard the Temple. Both sides are spoiling for a fight.

Ruddy Tamm, Male Human (Alryan) Ftr5: CR 5; Medium Humanoid; HD 5d10+10; hp 39; Init +5; Spd 20 ft; AC 19 (Touch 11, FF 15); Base Atk/Grapple +5/+9; Atk/Full Atk *+1 flaming bastard sword* +10 melee (1d10 +1d6 fire dmg) or shortbow +6 ranged (1d6); SV Fort +6, Ref +2, Will +0; AL LG; Str 18, Dex 13, Con 14, Int 10, Wis 11, Cha 15.

Skills and Feats: Concentration +2, Craft (Tanner) +9, Craft (Tailor) +8, Diplomacy +4, Handle Animal +3, Hide +1, Listen +1, Move Silently +1, Spot +2; Alertness, Dodge, Improved Initiative, Mobility, Power Attack, Quick Draw.
Possessions: *+1 flaming bastard sword*, silver short sword, *+1 banded mail*, heavy steel shield, shortbow (25 arrows, 3 *+1 arrows*, 5 holy arrows), silver lion cloak pin with ruby eyes (Mitra symbol, 1500 gp), *potion of heroism*, *potion of cure serious wounds*, light warhorse, 12 gp, 35 sp, 26 cp.

The Sons of Mitra (6), Male Human (Ghinorian)

Ftr4: CR 4; Medium Humanoid; HD 4d10+8; hp 45, 37, 33, 40, 30, 32; Init +1; Spd 20 ft; AC 18 (Touch 11, FF 17); Base Atk/Grapple +4/+6; Atk/Full Atk longsword +9 melee (1d8+2) or light crossbow +5 ranged (1d8); SV Fort +6, Ref +2, Will +1; AL LG, Str 15, Dex, 12, Con 14, Int 10, Wis 11, Cha 11.

Skills and Feats: Climb +3, Jump +2, Ride +7; Point Blank Shot, Precise Shot, Power Attack, Cleave, Weapon Focus (longsword).
Possessions: chainmail, heavy steel shields, MW longswords, light crossbows (20 bolts), Silver Mitra cloak

V12 - Warehouse: Assorted Dry Goods

Frake's business is a front. He is a spy for the Citadel, informing them on the movement of goods or visitors to/from Aztlan. He keeps his true fortune, 564 gp and 4 emeralds (4,000 gp), in a box by his bed.

Frake the Furtive: Male Human (Antillian) Rog4: CR 4; Medium Humanoid; HD 4d6-4; hp 14; Init +3; Spd 30 ft; AC 15 (Touch 13, FF 12); Base Atk/Grapple +3/+2; Atk/Full Atk *+2 short sword*+4 melee (1d6+1) or sling +6 ranged (1d4); SA Sneak Attack +2d6; SQ Evasion, Trapfinding, Trap Sense +1, Uncanny Dodge; SV Fort +0, Ref +7, Will +1; AL NE; Str 9, Dex 16, Con 9, Int 16, Wis 10, Cha 9.

Skills and Feats: Appraise +11, Balance +5, Climb +6, Decipher Script +12, Disable Device +9, Disguise +4, Forgery +10, Hide +3, Intimidate +5, Knowledge (Local) +7, Move Silently +8, Open Lock +10, Sleight of Hand +6, Spot +7, Use Magic Device +5, Use Rope +9; Combat Expertise, Diligent, Improved Unarmed Strike.
Possessions: leather armor, *+2 short sword*, dagger, sling (25 bullets), *+1 cloak of protection*, gold rope chain necklace (300 gp), gold and onyx ring (250 gp), 114 gp, 260 sp, 43 cp, *potion of spider climb*.

Judges Note: Frake is always looking to profit at the expense of others. If he notices a group of player characters who seem wealthy or who have powerful magic items, he will assuredly want to get his hands on them—either through robbery (sneaking into their room, etc.) or by informing on them to the Temple of Kutalabold and/or Citadel and organizing an ambush. If opportunity affords, he will attempt a Sneak Attack on lone player characters. More than one body has been found floating in the nearby river thanks to Frake the Furtive.

V13 - Temple of Nepthtlys

The gleaming exterior of this finely-built three room temple is a testament to the care that this building receives. The exterior is of the finest oak paneling atop an expertly set limestone foundation, and a wide porch set between polished round pillars greets worshippers as they enter. The interior is sparsely decorated but of highest quality material as well (wood and granite). A tile mosaic of semi-precious gemstones (depicting two large horns circling a lunar disc) dominates the center of the main hall of worship. The coffers of this temple overflow: 7,489 gp, 10,332 sp, various gems worth 10,000 gp.

Khamla, Female Hill Dwarf Clr9: CR 9; Medium Humanoid; HD 9d8+0; hp 42; Init +0; Spd 20 ft; AC 15 (Touch 10, FF 15); Base Atk/Grapple +6/+10; Atk +1 *quarterstaff* +11 melee, (1d6+4); Full Atk +1 *quarterstaff* +11/+6 melee (1d6+4); SA +1 racial attack vs. orcs; SQ Darkvision 60', Stonecunning, Weapon Familiarity, Stability, +2 save vs. poison, +2 save vs. spells/spell-like abilities, +4 dodge vs. Giants, +2 racial vs. Appraise/Craft checks; SV Fort +4, Ref +2, Will +8; AL LN; Str 18, Dex 11, Con 11, Int 9, Wis 17, Cha 11.

Skills and Feats: Craft (Alchemy) +1, Craft (Armorsmithing) +1, Concentration +4, Knowledge (Religion) +6, Listen +3, Spot +3; Empower Spell, Leadership, Spell Penetration.

Possessions: chain mail, +1 *quarterstaff*, silver holy symbol (50 gp), 78 gp, 103 sp, *scroll of aid*.

Cleric Domains: Law, Luck.

Cleric Spells per Day: (6/4+1/4+1/3+1/2+1/1+1 DC13+spell level) 0: *Create Water, Cure Minor Wounds (x2), Detect Magic, Guidance, Read Magic*; 1: *Bane, Bless, Detect Undead, Entropic Shield (D), Shield of Faith, Protection from Chaos*; 2: *Aid (D), Find Traps, Make Whole, Spiritual Weapon, Zone of Truth, Aid*; 3: *Cure Serious Wounds, Daylight, Glyph of Warding, Protection from Energy (Fire), Protection from Energy (electricity) (D)*; 4: *Death Ward, Freedom of Movement (D), Spell Immunity, Orders Wrath*; 5: *Hallow, Break Enchantment (D), Flame Strike*.

V14 - Temple of Braz-Kazon

This rectangular building made from black basalt stone seems to revel in the chaos of war. Sculpted reliefs of battle scenes decorate the outer walls, and the two front pillars have sheaths of long bones strapped around them as decoration. There are but two rooms inside: an entry foyer where clothing is removed and pigment applied to the bodies of worshippers, and the large inner hall where the fiery, smoking braziers and frantic dancing of the faithful call praise to the god of battle.

Pek, Warrior Priest, Male Half-Orc Clr5/Ftr2: CR 7; Medium Humanoid; HD 5d8+5 + 2d10+2; hp 45; Init +2; Spd 20 ft; AC 20 (Touch 11, FF 18); Base Atk/Grapple +6/+9; Atk/Full Atk +2 *mace of terror* +11 melee (1d8+3 +fear -2 morale); SQ Darkvision 60', Orc Blood; SV Fort +8, Ref +3, Will +6; AL CN; Str 16, Dex 15, Con 13, Int 9, Wis 14, Cha 11.

Skills and Feats: Climb +5, Diplomacy +8, Hide +2, Intimidate +2, Knowledge (Arcana) +3, Listen +2, Move Silently +2, Spot +2; Combat Reflexes, Empower Spell, Exotic Weapon Proficiency (Mace), Power Attack, Skill Focus (Diplomacy).

Possessions: +1 *breastplate*, heavy steel shield, +2 *mace of terror*, bronze holy symbol amulet, 157 gp, 494 sp, 124 cp, +2 *potion of shield of faith*.

Cleric Domains: Fire, War.

Cleric Spells per Day: (5/3+1/2+1/1+1 DC12+spell level) 0: *Cure Minor Wounds, Inflict Minor Wounds, Light, Read Magic, Resistance*; 1: *Bane, Burning Hands (D), Cause Fear, Summon Monster I, Magic Weapon*; 2: *Bull's Strength, Sound Burst, Produce Flame (D)*; 3: *Inflict Serious Wounds, Protection from Energy (Fire) (D), Resist Cold*.

V15 - Timberman's Guild

A gathering place for woodsmen, haulers, cutters, and others who work with or for the Skotborgs. At any time of day 5 to 12 of these folks can be found here, sitting around drinking from a keg of ale purchased by membership funds and playing at dice. The guild was started years ago by Long Pell Whitney, who hated the Skotborgs. Today it is run by Luff the Lazy.

The general mood at the guild (aside from the usual anti-Skotborg rant) is that the Sons of Mitra are right, and that more of the citizens of Aztlan need to organize and stand up to the Temple of Kutalabold and the Citadel on the hill north of town. One gets the sense that the Sons of Mitra will soon have more volunteers.

Luff the Lazy, Male Half-Elf Com5: CR 4; Medium Humanoid; HD 5d4+5; hp 18; Init +2; Spd 30 ft; AC 12 (Touch 12, FF 10); Base Atk/Grapple +2/+4; Atk/Full Atk knife +4 melee (1d3+2) or +1 *longbow* +5 ranged (1d8+1); SQ Immune to magical sleep, Low-Light Vision, Elven Blood; SV Fort +2, Ref +3, Will +4; AL CG; Str 15, Dex 14, Con 13, Int 13, Wis 16, Cha 14.

Skills and Feats: Craft (Forestry) +7, Diplomacy +4, Gather Information +4, Hide +2, Listen +4, Knowledge (nature), Move Silently +2, Profession (Woodsmen) +10, Search +2, Spot +12; Rapid Shot, Run.

Possessions: +1 *longbow* (40 arrows), knife, 18 gp, 36 sp, 41 cp.

V16 - Sweet Tilda's (Brothel)

This neatly whitewashed two-story wood building has a sign over the door with a wildflower for a symbol. This is the only brothel in town, run by Madame Tilda Boermun, and featuring 5 lovely young professional ladies. There is a large receiving parlor on the ground floor and 4 comfortable rooms upstairs. Madame Tilda has always shaded toward evil, but lately she's been in a bind: she's been pressured by both the Citadel and the

Vampire Vorgain Thrells (acting on behalf of the Lich Dwyyregga) to aid them in securing captives for their dark plans. Never being one to put herself in harm's way, Tilda has complied. She sends informants either to the Temple of Kutalabold or to the necropolis when she has a full house of strangers (traveling merchants, trappers, etc.). Invariably one or two visitors go missing afterwards. Investigation reveals one of the upstairs rooms has a closet with an exterior window.

Madame Tilda Boermun, Female Human

(Skandik) Sor5: CR 5; Medium Humanoid; HD 5d4+10; hp 28; Init +0; Spd 30 ft; AC 12 (Touch 10, FF 12); Base Atk/Grapple +2/+3; Atk/Full Atk dagger +4 melee (1d4+1); SV Fort +3, Ref +1, Will +4; AL NE; Str 12, Dex 11, Con 15, Int 13, Wis 10, Cha 17.

Skills and Feats: Concentration +6, Knowledge (Arcana) +7, Knowledge (Local) +3, Knowledge (The Planes) +3, Ride +2, Sleight of Hand +2, Spellcraft +8; Eschew Materials, Scribe Scroll.

Possessions: +2 amulet of natural armor, +1 dagger, wand of magic missile (7th), pearl necklace (3,500 gp), gold and jeweled anklet (2,500 gp), 373 gp, 331 sp, 3 cp.

Sorcerer Spells Known (6/7/5) 0: *Arcane Mark, Detect Poison, Disrupt Undead, Light, Mending, Touch of Fatigue*; 1: *Magic Missile, Protection from Law, Reduce Person, Unseen Servant*; 2: *Blindness/Deafness, Ghoul Touch*.

Working Girls (5), Female Human or Half-Orc

Com2: CR 1; Medium Humanoid; HD 2d4+1; hp 5, 3, 7, 5, 5; Init +0; Spd 30 ft; AC 12 (Touch 12, FF 10); Base Atk/Grapple +1/+2; Atk/Full Atk dagger +2 melee (1d4); SV Fort -1, Ref +2, Will +1; AL CN; Cha 14, 17, 11, 13, 16.

Possessions: dagger, 60 – 70 sp, 10 – 50 gp.

V17 - Tannery

Ruddy Tamm (see V11) lives in this small house on the southwest edge of town. His tannery shop is essentially his backyard. He takes in furs and pelts from trappers and traders and then works them into coats, gloves, breeches, blankets and hats. Many images and symbols of Mitra are displayed in this home, including an exquisite wooden statue of Mitra (lion-headed champion) carved by Kylt Skotborg (300 gp).

V18 - Temple of Kutalabold

This white stone building dominates the north end of town. It's beautifully architected facade with columns supports a pitched stone roof which overhangs a front porch. Two guards stand sentry at the entrance (See Temple of Kutalabold for details).

V19 - Central Courtyard

Surrounded by a thick, 12' high stone wall, the granite courtyard between the Manse and the Temple is often full of the children of the First Men Purebloods, accompanied by several Bloodmaidens and usually some extra guards. Occasionally one or two of the wizards from the Citadel will be here as well, guiding the children through some of the more 'spectacular' magic lessons. A portion of the south wall of the courtyard shows signs of having been hit with fire, but it appears that the thick stone holds up very well.

The front iron gate on the Central Courtyard wall and the door exiting from the Temple to the Central Courtyard are each guarded by 2 Elite Guard Sentries.

Elite Guard Sentries (4), Male Human Ftr6: hp 47, 50, 52, 54. (see Temple of Kutalabold Level 2, Room 10)

V20(a) - Manse of the Bloodmaidens

This elegant two-story building looks unlike anything else in the town. The pale granite stone used to build it is the same that was quarried out of the ground to build the lower level of the Temple of Kutalabold. The sturdy wooden shutters which seal each window each bear an iron Kutalabold holy symbol. Standing in front of the massive, iron-bound, wooden double entrance doors, day or night, are two Elite Guard Sentries. (See Manse of the Bloodmaidens section for the building's interior).

Elite Guard Sentries (2), Male Human Ftr6: (see Temple of Kutalabold Level 2, Room 10) hp 48, 53.

V20(b) - Barracks (Temple Henchmen)

This is a rough-hewn timber lodge with thatch roof and a packed earth front porch. 15 hired strongmen live here. Their loyalty is high due to good wages and a healthy fear for what the wizards, Priests, and Bloodmaidens are capable of (a few examples have been made). At all times two men patrol the outside of the complex, and at certain times two others stand sentry at the front entrance to the Temple.

Temple Hired Strongmen (15), Male Human

(Skandik) Ftr5: CR 5; Medium Humanoid; HD 5d10+15; hp 57, 37, 42, 36, 37, 52, 56, 53, 41, 41, 46, 48, 34, 34, 52; Init +5; Spd 20 ft; AC 18 (Touch 11, FF 17); Base Atk/Grapple +5/+9; Atk/Full Atk battleaxe +9 melee (1d8+4) or light crossbow +6 ranged (1d8); SV Fort +7, Ref +2, Will +1; AL NE; Str 18, Dex 12, Con 16, Int 9, Wis 11, Cha 11.

Skills and Feats: Climb +8, Handle Animal +4, Hide +1, Ride +6, Move Silently +1; Cleave, Point Blank Shot, Precise Shot, Power Attack, Quick Draw, Improved Initiative.

Possessions: battleaxe, dagger, chainmail, heavy shield, light crossbow, 20 – 50 gp, 40 – 80 sp ea.

V21 - Watercress Farm

Bilgie and her 5 children (2 boys, 3 girls) grow high-quality watercress near the banks of the river. Her product is noteworthy for a peppery, tangy flavor and prized by the locals as an herb or vegetable. Her husband, Willik, sadly disappeared near the river one evening a few years ago and is presumed dead.

Bilgie Kretz, Farmer, Female Gnome Com2: CR 1;

Small Humanoid; HD 2d4; hp 8; Init -1; Spd 20 ft; AC 9 (Touch 9, FF 9); Base Atk/Grapple +1/+4; Atk/Full Atk dagger +5 melee (1d3+2) or +1 ranged (1d3); SV Fort +0, Ref -1, Will +0; AL LG; Str 16, Dex 9, Con 10, Int 12, Wis 11, Cha 15.

Skills and Feats: Craft (Alchemy) +3, Craft (Farming) +6, Handle Animal +4, Hide +3, Jump +4, Knowledge (Nature) +3, Listen +4, Spot +2, Swim +2; Alertness.

Possessions: dagger, 3 sp, 4 cp in belt pouch, 18 gp; locked box under bed contains: moonstone ring (75 gp).

V22 - Mustard Farm

Hamm and his wife and 4 boys run a mustard farm. They work tirelessly day and night to maintain the lucrative farm and keep their product flowing to the town and down the river to other lands. Even the denizens of the Citadel are known to purchase mustard from Hamm. The plants seeds are ground between large stones and mixed with fermented apple vinegar to make a brown paste which is prized as a condiment. The leaves are harvested as a vegetable. The work never ends, and the money keeps rolling in. Hamm owns two mules, many farm implements and tools (including a large wagon), and happens to have over 400 gp in a locked chest hidden under a false floorboard in his cottage. His wife wears a silver necklace worth 80 gp. Hamm is very strong and has ably defended his farmstead against undead, vagabonds, rogues, and strong-arms.

Hamm Goldfinger, Farmer, Male Half-Orc Com4: CR 3; Medium Humanoid; HD 4d4-4; hp 10; Init +3; Spd 30 ft; AC 13 (Touch 13, FF 10); Base Atk/Grapple +2/+5; Atk/Full Atk short spear +5 melee (1d6+3) or shortbow +5 ranged (1d6); SQ Darkvision 60', Orc Blood; SV Fort +0, Ref +4, Will +3; AL LN; Str 17, Dex 16, Con 9, Int 8, Wis 14, Cha 6.
Skills and Feats: Climb +13, Hide +3, Listen +2, Move Silently +3, Spot +2; Martial Weapon Proficiency (short spear), Skill Focus (Climb).
Possessions: short spear, shortbow (12 arrows).

V23 - Onion Farm

Since his wife left him for a riverboat sailor, Wuzz and his large dog Jonah live alone here, doing the backbreaking farm work needed to maintain this farm and harvest the green onions they are known for. Consequently, his farm isn't doing all that well. As he is a good distance from town, trouble often comes through his land. Wuzz is excellent at finding hiding holes around his property and avoiding trouble. Still, he can shoot his crossbow with great accuracy when needed.

Lonely Wuzz Fernbely, Farmer, Male Halfling Com3: CR 2; Small Humanoid; HD 3d4+6; hp 14; Init +1; Spd 20 ft; AC 12 (Touch 12, FF 10); Base Atk/Grapple +1/+1; Atk/Full Atk dagger +2 melee (1d4) or light crossbow +3 ranged (1d8); SV Fort +5, Ref +4, Will +6; AL LG; Str 11, Dex 13, Con 15, Int 7, Wis 16, Cha 11.
Skills and Feats: Profession (Farmer) +9; Dodge, Simple Weapon Proficiency (light crossbow).
Possessions: light crossbow (25 bolts), dagger; belt pouch containing: 47 cp, 12 sp, 8 gp. His home is a turf hut with a grass roof.

Jonah, Male Riding Dog (Mastiff): CR1; Medium Animal; HD 2d8+4; hp 13; Init +2; Spd 40 ft; AC 16; Atk bite +3 melee (1d6+3).

V24 - Parsnip Farm

Leif and his 3 boys operate a well run parsnip farm. The parsnips, pale roots with a rich, sweet flavor, thrive in fall and winter, and are used in many of the stews and meals which help the town make it through the winter.

A versatile and healthy vegetable, Leif does good trade, and his wooden farmhouse reflects this. His basement cellar contains a buried, locked tin chest (the key is around Leif's neck) containing 374 gp, 241 sp, and 2 aquamarine gems worth 500 gp each). His main concern, other than the goblin raiding parties from the Citadel, is the wandering sheep from his neighbor's farm.

Leif Dimplebum, Farmer, Male Human (Ghinoran) Com4: CR 3; Medium Humanoid; HD 4d4+8; hp 22; Init +2; Spd 30 ft; AC 16 (Touch 12, FF 14); Base Atk/Grapple +2/+5; Atk/Full Atk light mace +5 melee (1d6+3) or +4 ranged (1d8); SV Fort +3, Ref +3, Will +6; AL LG; Str 16, Dex 14, Con 14, Int 10, Wis 16, Cha 16.
Skills and Feats: Profession (Farming) +12, Craft (Bow making) +4, Handle Animal +13, Hide +2, Listen +3, Move Silently +2, Perform (Act) +5, Spot +3; Iron Will, Skill Focus (Craft (Bow making), Skill Focus (Handle Animal)).
Possessions: chain shirt, light crossbow (40 bolts), light mace; belt pouch containing: 12 gp, 33 sp, 24 cp.

Leif's Boys (Drem, Cleeve, and Hunt), Male Humans Com1: hp 5, 4, 4, sling +3 ranged (1d3).

Aery, War Pony : CR 1/2; Medium Animal; HD 2d8 +4; hp 18 Init +1; Spd 40 ft; AC 13 (Touch 11, FF 12); Base Atk/Grapple +1/+3, Atk hooves +2 melee (1d3+2 x 2); SV Fort +5, Ref +4, Will +0.

V25 - Shepherd's Fields

Qyburn is short and stout to the point that he is often mistaken for a dwarf. This angers him, as does just about everything (a very short-tempered fellow). He's good at heart, but flies off the handle easily. He and Shetti, his wife, and their two young boys look after a flock of some 40 sheep, trying to keep them fed and safe and within the perimeter of the rickety wooden fence (crafted of stumps and woven branch) built around his farmstead. Often his sheep escape and bother the neighboring parsnip farm. He primarily sells his sheep to the market in Aztlan, but from time to time strange visitors from the Citadel come and purchase a few sheep (though Qyburn feels bad about this, and is not sure he wants to do business with these fellows). He also sells wool and lamb's milk through the market in town. The ladies of the Temple send for a large pail of milk (20 liters) twice per week.

Qyburn the Stout, Shepherd, Male Human (Ghinorian) Com3: CR 2; Medium Humanoid; HD 3d4-3; hp 11; Init +1; Spd 30 ft; AC 14 (Touch 16, FF 12); Base Atk/Grapple +1/+4; Atk/Full Atk quarterstaff +4 melee (1d6); SV Fort +0, Ref +2, Will +3; AL NG; Str 17, Dex 12, Con 9, Int 9, Wis 14, Cha 11.
Possessions: quarterstaff, 118 gp, 165 sp, 36 cp, engraved bronze arm band (15 gp).

Shetti, Large Sheep Dog: CR1; Medium Animal; HD 2d8 +4; hp 14 Init +2; Spd 40 ft; AC 16 (Touch 12, FF 14); Base Atk Grapple +1/+3, Atk bite +3 melee (1d6+3); SV Fort +5, Ref +5, Will +1.

V26 - Rutabaga Farm

While he was still a sergeant in the army of the City State, Raif bought this farm from a comrade with the intent of enjoying a peaceful retirement from the stresses of military life. Unfortunately for Raif, the quaint farm he thought he was buying turned out to be on the edge of a graveyard crawling with undead. Being a veteran soldier, he takes no guff from the undead (he has slain several skeletons and a ghoul), and he's managed to develop a fairly productive farm. In town, his rutabagas are mostly eaten as part of stews or casseroles, sometimes served mashed with carrots, or even baked in a pastry. They are nutritious and easy to grow, and his farm produces enough of them to export to the river market at Damkina. Raif lost two fingers on his left hand during combat while serving in the army. He is angered by the constant wanderings of undead creatures on his land and he loves destroying the undead whenever he gets a chance. He knows the masters of the Citadel are up to no good, but he's hoping that they keep to themselves so that the town can continue to grow and his farm can thrive. All things considered, his life here is easier than his army days.

Raif Three Fingers, Farmer, Male Human

(Ghinoran) Ftr6: CR 6; Medium Humanoid; HD 6d10+12; hp 50; Init +5; Spd 20 ft; AC 18 (Touch 11, FF 17); Base Atk/Grapple +6/+10; Atk +2 *longsword* +12 melee (1d8+8) (+2d6 Undead) or composite *longbow* +7 ranged (1d8 + 4); Full Atk +2 *longsword* +12/+7 melee (1d8+8) (+2d6 Undead) or composite *longbow* +7/+2 ranged (1d8 + 4); SV Fort +7, Ref +3, Will +2; AL LN; Str 19, Dex 12, Con 14, Int 16 Wis 10, Cha 10.

Skills and Feats: Climb +11, Handle Animal +8, Intimidate +6, Jump +10; Blind-Fight, Cleave, Combat Expertise, Improved Initiative, Improved Sunder, Power Attack, Weapon Focus (*longsword*), Weapon Specialization (*longsword*).

Possessions: +1 *chainmail*, heavy steel shield, +2 *undead bane longsword* ("Earth-Iron"), +4 *composite longbow* (30 arrows, 5 +1 arrows), 1249 gp, 421 sp, 152 cp, 1 emerald, cloak pin (1250 gp), *potion of cure serious wounds*.

V27 - The Ranger

Gobeit is a loner who lurks on the edge of the Citadel's boundaries (with his large mountain goat animal companion named Orbis) and harbors a deep-seated hatred for the evil First Men Purebloods and their minions. His mother was once a Bloodmaiden who fell in love with a traveling merchant from Valon who was passing through town. After her tryst she became pregnant, and her unborn son's blood impurity was detected by her sisters. She was exiled from the Temple complex in Aztlan and forced to flee for her life. Her son's name means "hope." His mother passed away from an illness as they were hiding in the hills, trying to exist in the wild. Gobeit was found by an old ranger named Mortiket, who treated him like a son and taught him the ways of the wild. Mortiket was killed by a goblin raiding party from the Citadel several years ago. Gobeit is now a

full grown man, and a fine ranger. He seeks revenge on the Citadel and considers it his duty to hunt down the wizards' minions, one at a time if necessary, until the scourge of the Citadel of Fire is no more.

Judges Note: Gobeit will seek out any strangers he hears about or sees in town to determine their intentions and will readily join the party in their cause if he finds they are going to the Citadel to take on wizards once and for all. He would have done it years ago, but he is one, and they are many, and he is no fool. He will offer his services as guide and protector in these lands as he is intimately familiar with every stone and every creature in the area. Gobeit is about 40 years old, far from wet behind the ears.

Ring of Time: Gobeit has a ring that can alter time (see Appendix 6); he will only use this in the event that things go dreadfully wrong in the tower and he needs to change events. It was his mother's ring, and even with its power, he couldn't save her.

Gobeit, Male Human (½ Pureblood, ½ Avalonian)

Rgr9: CR 9; Medium Humanoid; HD (9d8)+9; hp 61; Init +4; Spd 30 ft; AC 22 (Touch 15, FF 18); Base Atk +9/+4; Grapple +12/+7; Atk +1 *composite longbow* +14 ranged (1d8+4) or +2 *longsword* +15 melee (1d8+5) or short sword +14 (1d6+1); Full Atk +1 *composite longbow* +14/+9 ranged (1d8+4) or +2 *longsword* +13/+18 melee (1d8+5) and short sword +12/+7 (1d6+1); SA Favored Enemy (Humanoid (Human)) +4, Favored Enemy (Humanoid (Orc)) +2, Two Weapon Fighting Combat Style; SQ Low-Light vision, Pneumonic Enhancement, Spell Enhancement, Nat Armor +1, Resist Energy 1/cold, Animal Companion, Evasion, Swift Tracker, Wild Empathy +15, Woodland Stride; SV Fort +7, Ref +10, Will +5; AL NG; Str 16, Dex 18, Con 13, Int 18, Wis 14, Cha 19.

Skills and Feats: Climb +8, Concentration +6, Craft (Bow making) +9, Diplomacy +7, Escape Artist +6, Handle Animal +16, Heal +7, Hide +14, Jump +9, Knowledge (Nature) +18, Listen +12, Move Silently +14, Ride +11, Search +18, Spot +15, Survival +14, Swim +10, Use Rope +10; Armor Proficiency (Light), Blind-Fight, Combat Expertise, Combat Reflexes, Endurance, Improved Disarm, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Track, Two-Weapon Fighting, Improved Two-Weapon Fighting, Weapon Focus (*longsword*).

Spells per Day: (0/2/1 DC13+spell level) 1: *Entangle*, *Longstrider*; 2: *Cure Light Wounds*.

Spell-Like Abilities: 1/day – (CL9, DC15+ spell level) Create Water, *Detect Magic*, *Ray of Frost*, *Read Magic*, *Identify*.

Possessions: +1 *studded leather armor*, +1 *buckler*, *steel helm*, +2 *longsword* (family heirloom), short sword, lantern, *boots of elvenkind*, +1 *ring of protection*, *ring of time*, *amulet of magicum*, +1 *composite longbow* (+3 Str) (60 arrows, 5 +1 arrows), 5 day's rations (parsnips), 122 gp, 53 sp, 16 cp, brass whistle (worn around his neck, used to direct Orbis with various commands), engraved silver locket containing a small baby portrait (belonged to his mother, portrait is of himself as a baby).

Languages: Common, Marcabian, Avalonian, Aquan, Altanian, Draconic, Ghinoran, Elven.

Orbis, Male Dire Mountain Ram (Animal Companion): CR5; Large Magical Beast (Augmented Animal); HD 6d8 +18; hp 54; Init +2; Spd 50 ft, Climb 30 ft; AC 20 (Touch 12, FF 18); Base Atk/Grapple +4/+15; Atk/Full Atk head butt (charge) +13 melee (2d8+12) or gore +11 (1d8+10); SA Ferocity, Rage; SQ Darkvision 60', Low-Light Vision, Scent, Evasion, Share Spells, Link, +2 bonus to natural armor, 2 bonus tricks; SV Fort +8, Ref +7, Will +3; AL N; Str 25, Dex 14, Con 16, Int 2, Wis 12, Cha 5.
Skills and Feats: Climb +16, Listen +6, Spot +6, Survival +11; Alertness, Power Attack, Improved Bull Rush (next feat he will take is Awesome Blow).

Description: This mighty ram sports massive curled horns and leather war barding. He is loyal and obedient. Mountain Rams gain a +8 racial bonus to their Climb and Survival skills.

Ferocity (Ex): A Dire Mountain Ram is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

Rage (Ex): A Dire Mountain Ram can rage in the same manner as a barbarian of equal hit dice and gain temporary strength and hit points.

Possessions: leather war barding, saddle bags containing 5 pounds of rye.

(New Creature Adaptation by Steve Stottrup)

V28 - The Druid

Rolneija is an Altanian Druid whose love for the northern Wilderlands led her to this cave northwest of Aztlan. Along with her great brown bear companion Gremmly, she cares for the plants and creatures of the area and tries to strengthen them against what she considers to be the evils of organized hunting/fishing/logging which are the main industries of nearby Aztlan. Needless to say, she is rarely seen in the actual town itself for fear her wrath would lead her to do things she may regret. Still, any trappers or timber men who come across these two in the wild would be lucky to return home alive. Since moving here she has become aware of the Citadel on the hill overlooking town. She can feel the malice against nature which emanates from within, and she fears what the evil wizards are capable of. She senses that the wizards will unleash something disastrous soon, and is working to find a way to stop them.

Rolneija "Crystal Leaf," Female Human (Altanian) Drd8: CR 8; Medium Humanoid; HD 8d8; hp 44; Init +2; Spd 30 ft; AC 15 (Touch 12, FF 13); Base Atk/Grapple +6/+7; Atk +2 *spear* +9 melee (1d8+3 +1d6 electricity dmg) or +8 ranged; Full Atk +2 *spear* +9/+4 melee (1d8+3 +1d6 electricity dmg), or +8/+3 ranged; SV Fort +6, Ref +4, Will +9; AL NG; Str 13, Dex 14, Con 15, Int 15, Wis 17, Cha 14.
Skills and Feats: Craft (Trapmaking) +12, Diplomacy +9, Handle Animal +12, Heal +12, Hide +2, Knowledge (Nature) +9, Listen +12, Move Silently +2, Ride +12, Spot +3, Survival +7; Blind-Fight, Dodge, Extend Spell, Improved Unarmed Strike, Track (B).
Possessions: +1 leather armor (*Resist Fire 20*), +2 *spear of the River's Daughter: shocking blade (1d8 +1d6 electricity)*, light wooden shield, fur boots, *wand of web (22 charges)*, *scroll (magic circle against evil)*, *potion of cat's grace*, 403 sp, 1 amethyst ring (100 gp).

Druid Spells per Day: (6/5/4/4/2 DC13+spell level) 0: *Cure Minor Wounds (x2), Detect Magic, Light, Purify Food & Drink, Resistance*; 1: *Cure Light Wounds, Entangle, Obscuring Mist, Produce Flame, Speak With Animals, Summon Nature's Ally I*; 2: *Animal Trance, Barkskin, Flaming Sphere, Hold Animal*; 3: *Call Lightning, Cure Moderate Wounds, Daylight, Protection From Energy, Command Plants, Repel Vermin*.
Languages: Common, Altanian, Druidic, Sylvan.

Gremmly, Animal Companion, Brown Bear: CR 4; Large Animal; HD 6d8+24; hp 51; Init +1; Spd 40 ft; AC 15 (Touch 11, FF 14); Base Atk/Grapple +4/+16; Atk claws+11 melee (1d8+8); Full Atk claws +11 melee (1d8+8) or bite +6 melee (2d6+4); SQ Empathic Link, Share Spells; Low-Light Vision, Scent; SA Improved Grab; SV Fort +9, Ref +6, Will +3; AL N; Str 27, Dex 13, Con 19, Int 4, Wis 12, Cha 6.

V29 - The Goblin Horde (roaming)

10% probability (per day) that the goblins from rooms 31 – 36 of Level 1 of Citadel underground are encountered as an organized raiding party. Their mission is to spread fear and panic among commoners they encounter, with a 25% chance that they intend to kill vs. to chase and have fun with their victims. The two dire wolves from room 25 are with them. If intruders are known to be inside the Citadel or dungeon, the goblins will not be sent outside on a raiding party. This raiding party makes a tremendous racket as they claw across the countryside. They can be heard a good distance away.

Goblins (28): CR 1; Small Humanoid; HD: 1d8; hp 4,3,8,7,2,2,2,5,2,4,2,2,7,8,6,7,6,2,6,2,7,7,2,3,3,2; Init: +1, Spd 30 ft; AC 15 (Touch 11, FF 14); Base Atk/Grapple +1/-3; morningstar +2 melee (1d6) or javelin +3 ranged (1d4); SV Fort +3, Ref +1, Will -1; AL NE.

Dire Wolves (2): CR 3; Large Animal; HD 6d8+18 (45 hp), Init +2, Spd 50 ft; AC 14 (Touch 12, FF 12); Base Atk/Grapple +4/+15; Atk bite +11 melee (1d8+10); Full Atk bite +11 melee (1d8+10); Space/Reach 10 ft/5 ft; SA Trip; SQ Low-Light Vision, Scent; SV Fort +8, Ref +7, Will +6; AL N; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.
Skills and Feats: Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2; Alertness, Run, Track, Weapon Focus (bite).

V30 - The Old Aztlan Necropolis

West of town there is an old Aztlan Necropolis which rests atop an ancient peat bog. An old cart path leads from the edge of town to an aged stone archway and rusted iron gate which serve as the entranceway. A 6 ½' tall fieldstone fence is around the boundaries of the graveyard. (See The Old Necropolis for more details)

LEGEND

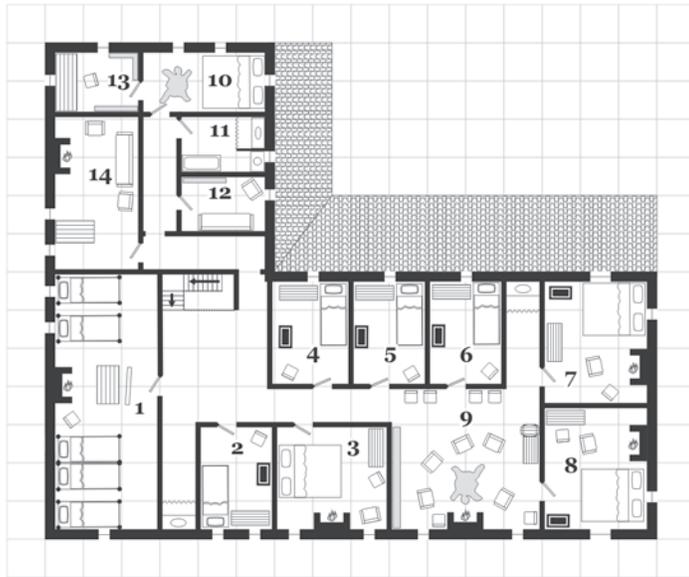
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- ▭ Chest
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- ▭ Crate
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- ☼ Debris/Hay
- Door
- 🔥 Fire
- 🔨 Forge
- ⊙ Keg
- 🍖 Meat, Hanging
- 📦 Sack
- Shelves/Racks
- 👁 Statue
- Stool
- ▭ Table

Inn Ground Floor

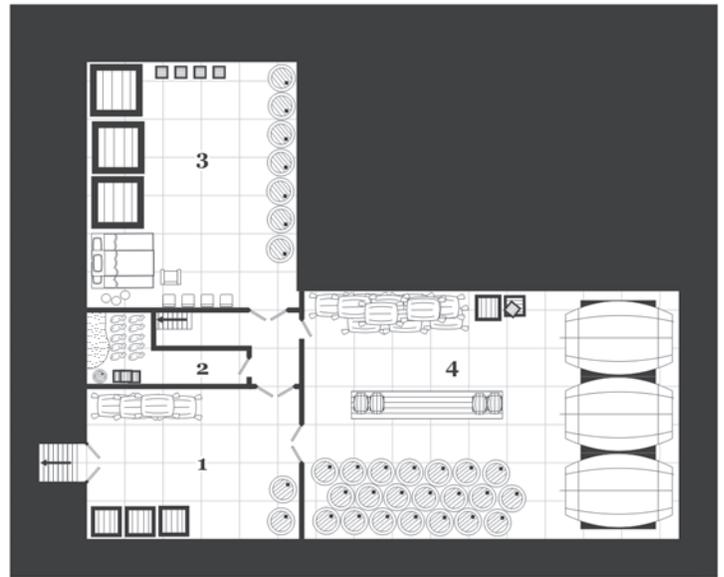


Inn Second Floor

1 square = 5'



Inn Cellar



Inn Ground Floor

- 1) The Great Room*
- 2) Kitchen
- 3) Servant's Quarter (4)
- 4) Cook's Quarter (4)
- 5) Private Room
- 6) Cloak Room
- 7) Tavern*
- 8) Veranda
- 9) Double Trap Door (to cellar)

Inn Second Floor

- 1) The Common Room (10 bunks)
- 2) Guest Room
- 3) Guest Room
- 4) Guest Room
- 5) Guest Room
- 6) Guest Room*
- 7) Guest Room
- 8) Guest Room*
- 9) Hall of Lore
- 10) Innkeeper's Bedroom*
- 11) Innkeeper's Bath
- 12) Innkeeper's Study
- 13) Innkeeper's Office
- 14) Private Meeting Room

Inn Cellar

- 1) Cellar
- 2) Cold Room (cooled by spring)
- 3) Long term storage
- 4) Brewery

*Room has further details

Stag's Leap Inn

The only inn in town, this large white two-story building has a tavern, a great room (usually crowded, with entertainment nightly), offices, and staff quarters on the main floor, a cellar below ground, and a second story with 8 well-kept rooms. Nightly Entertainment consists of traveling bards, jesters and dancing girls. Occasionally a street magician will be here, amazing the crowd and fascinating the children. When the Brotherhood of Free Sages are in town, members can be found here regaling the crowd with fantastic stories of legendary heroes, vile villains, wonders of the world, and the very gods themselves. Because of Aztlan's bustling commerce and the shortage of rooms, the price for a room is higher than average.

The greatest advantage of this establishment to the adventurer, aside from the fine food, is the tendency for the wealthy, and powerful or important members of the community to eat here. The Jurlings and Skotborgs are often here, as well as Gormog, the town Chieftain. On rare occasions a contingent of Bloodmaidens may be spotted here (accompanied by Temple Guards), and on very rare special occasions, holidays and such, you can find Prime Dziln here with entourage in tow, enjoying the entertainment. The Wizards from the Citadel are never seen here.

Signs inside read "Delivery Boy Wanted"; "Try our Venison and Onion Stew"; along with the "Bill of Fare".

Notable Persons

The Inn is owned by "Boiler" Dykins. Dykins earned his nickname "Boiler" in a hunting dispute with a former friend, Teke Bandylegs. While hunting one day, one of them felled a large deer with an arrow, and both claimed the kill. The argument escalated until they faced each other at 25 paces, bows drawn. Teke shot Dykins in the leg, grazing him. Dykins' arrow grazed through Teke's eye, gouging it out. Teke's nickname is now "One-Eyed." These fellows are not on speaking terms. In a locked chest chained beneath his bed Dykins keeps his fortune: 312 gp, 402 sp, 87 cp, and 2 amethyst gems (100 gp each). His *+1 studded leather armor* hangs in his closet.

'Boiler' Dykins, Male Human (Tharbrian) Ftr5: CR 5; Medium Humanoid; HD 5d10+5; hp 31; Init +5; Spd 30 ft; AC 11 (Touch 11, FF 10); Base Atk/Grapple +5/+7; Atk/Full Atk club +7 melee (1d6), or light crossbow +6 ranged (1d6); SV Fort +7, Ref +2, Will +1; AL LN; Str 14, Dex 13, Con 13, Int 14, Wis 11, Cha 13.
Skills and Feats: Bluff +3, Craft (Brewing) +6, Diplomacy +9, Hide +1, Intimidate +8, Jump +10, Listen +0, Move Silently +1, Ride +4, Spot +3; Blind-Fight, Combat Expertise, Dodge, Endurance, Great Fortitude, Improved Initiative.
Possessions: club, light crossbow (20 bolts), knife, silver ring (5 gp), 30 gp, 50 sp

Tovi has been Boiler's faithful wife for the past eight years, having first met him when she stopped in Aztlan ten years ago on her way to Damkina. She had left home in Belial some weeks earlier and was on her way to Damkina to find her way in the world. Nowadays she primarily acts as the hostess for the Stag's Leap Inn which provides her the perfect opportunity to keep tabs on all of the local comings and goings.

Bill of Fare	
Mutton	5 sp
River Trout	5 sp
Rutabaga Stew	1 sp
Mashed Parsnips w/ Watercress	5 sp
Venison Steak	1 gp
Venison and Onion Stew	2 sp
Coarse Bread w/ Cheese	10 cp
Drinks	
Ale	1 sp
Cider	4 cp
Wine	2 sp
Rooms	
1 gold per person per night	

Tovi Dykins, Female Human (Common Viridian) Exp3: CR 2; Medium Humanoid (5 ft., 9 in. tall); HD 3d4; hp 12; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 14 (Touch 12, FF 12); Atk/Full Atk +1 short sword +4 melee (1d6+2); SV Fort +3, Ref +3, Will +3; AL CN; Str 15, Dex 14, Con 13, Int 12, Wis 15, Cha 16.
Skills and feats: Bluff +2, Diplomacy +3, Gather Information +3, Handle Animal +3, Hide +2, Listen +3, Knowledge (local) +4, Knowledge (Nature) +2, Move Silently +2, Search +4, Sense Motive +3, Spot +4; Agile, Alertness, Improved Initiative, Persuasive, Stealthy.
Possessions: +1 short sword, leather armor.

Ground Floor, 1-The Great Room

The great room has taken on a rustic appearance; the walls are lined with trophy heads of deer and goats, which Boiler has hunted over the years on his many adventures. If a customer becomes difficult, they will be unceremoniously escorted outside by Belia the Beautiful. During the spring and summer months, she supplements her income working the docks for Borst Coursehands, which keeps her in excellent condition and ready for trouble.

Ground Floor, 7-Tavern

In the tavern, which fortunately is somewhat separate from the dining area, an old man sits, smoking a pipe, having a drink, and telling tales about history. He talks about the glory days of the Empire of Kelnore, and its capital: the glorious 'Ivory City'. In between sips of wine (if any are kind enough to buy him a refill) he tells of the victorious Kelnorian tribes who, under the leadership of the Great Druid Thearillion, overthrew their evil masters and migrated southward along the coast of The Winedark Sea. He relates that none now alive know exactly where the ruins of the once mighty city can be found. The workers and regulars here simply refer to him as "The Old Man", but if pressed, he will reveal that his name is Murig Nightengale.

The barkeep, a burly dwarf named Blight Rock, is also in charge of running the brewery downstairs in the basement. He has tended bar at the Stag's Leap Inn for many a year ... some even say that he has worked here since before Boiler inherited the Inn. He has been known to craft very strong ale, the best of which he keeps in reserve in the basement for himself and for sale to the Timberman's Guild.

Blight Rock, Male City Dwarf Ftr3: CR 3; Medium Humanoid; HD 3d10+12; hp 34; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 13 (Touch 11, FF 12); Atk/Full Atk +1 *dwarven war axe* +8 melee (1d10+6); SV Fort +7, Ref +2, Will +3; AL NG; Str 17, Dex 13, Con 18, Int 13, Wis 15, Cha 11.

Languages Spoken: Common, Dwarven.

Skills and feats: Climb +7, Craft (Blacksmithing) +9, Craft (Stonemasonry) +3, Craft (Brewing) +7, Craft (Weaponsmithing) +3, Handle Animal +3, Hide +2, Intimidate +3, Jump +9, Listen +2, Move Silently +3, Ride +6, Spot +2; Blind-Fight, Combat Expertise, Dodge, Improved Initiative, Persuasive, Weapon Focus (*dwarven war axe*).

Possessions: leather armor, +1 *dwarven war axe*.

Bouncer Belia the Beautiful guards the door and doesn't let any unsavory types in.

Belia, Female Half-Orc Ftr3: CR 3; Medium Humanoid; HD 3d10+9; hp 27; Init +2; Spd 30 ft.; AC 16 (Touch 12, FF 14); Atk/Full Atk +1 *great axe* +9 melee (1d12+7); SQ Darkvision; SV Fort +6, Ref +3, Will +2; AL CN; Str 18, Dex 15, Con 16, Int 11, Wis 12, Cha 17.

Skills and Feats: Hide +2, Intimidate +3, Jump +4, Knowledge (Local) +1, Listen +3, Move Silently +3, Spot +2; Blind-Fight, Combat Reflexes, Diligent, Dodge, Weapon Focus (*great axe*), Power Attack.

Possessions: +1 *great axe*, chain shirt

Ground Floor, 2-Kitchen

Any complaints about the Inn's meals will bring Arnora to sample the offending dish. After sampling it, she will usually enquire, "What is the problem with it?" She will then attempt to cure the problem by adding some of her famous spice mix. Arnora runs a carry-out service out of the back of the Inn that is very popular among the locals

who usually either don't have the time for a sit down meal, or wish to take a prepared meal home.

Arnora, female human (Ghinoran) Exp3: CR 2; Medium Humanoid (5 ft., 11 in. tall); HD 3d6; hp 8; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 14 (Touch 12, FF 12); Atk/Full Atk +1 *dagger* +3 melee (1d4+2) or +1 *dagger* +4 ranged (1d4+2 thrown); SV Fort +1, Ref +3, Will +7; AL LN; Str 13, Dex 15, Con 14, Int 12, Wis 15, Cha 12.

Skills and feats: Appraise +2, Gather Information +4, Hide +3, Knowledge (Local) +6, Listen +2, Move Silently +2, Perform (Sing) +5, Profession (Cook) +8, Search +4, Sense Motive +4, Sleight of Hand +6, Spot +2; Alertness, Improved Initiative, Iron Will, Skill Focus (Perform (Sing)).

Possessions: +1 *dagger*.

Cooks/Maids (3), Female Human (Tharbian)

Com1: CR 1; Medium Humanoid; HD 1d4; hp 4, 3, 2; Init +0; Spd 30 ft.; AC 10; Atk knives +0 melee (1d3); SV Fort +0, Ref +0, Will +2; AL NG.

Rumors:

- 1) Teke's Inn has much cheaper rates for room and board and the food is better too. (DC 12)
- 2) The Brewery is looking for additional workers. (DC 15)
- 3) The hamlet of Belial is flourishing. Until recently, it was thought dying out. (DC 20)
- 4) Gormog the Bold is having trouble, "maintaining the safety of the Public". (DC 15)

Second Floor, 6-Guest Room

Staying here is a quiet man wearing strange brown and white robes and a white keffiyeh (headdress). His unusual clothing marks him as a foreigner from a far-off land (Knowledge (Geography) DC15: he is dressed like a Gishmesh tribesman). His skin is pale, and his hair light brown (Knowledge (Geography) DC25: typical Gishmesh tribesmen have bronze skin and dark hair). He dines only on coarse bread and rutabaga stew, and drinks only water. His iron-gray eyes avoid contact with others if possible.

Thelonius, Male Half-Elf Mnk11/Clr4: CR 15; Medium Humanoid; HD 11d8+4d8+30; hp 107; Init +9; Spd 60 ft.; AC 29 (Touch 26, FF 24); Base Atk/Grapple +11/+13; Atk +2 *kama* +16 melee (1d6+4) or sling +16 [+17 w/ +1 *bullet*] ranged (1d4+2 or +3); Full Atk +15/+15/+15/+10 melee (1d10+6) or sling +16/+11/+6 ranged (1d4+2) or +2 *kama* +16/+11/+6 melee (1d6+4); SA Flurry of Blows (Ex), Rebuke Undead (Su) 4/day (level 4) (turn dmg 2d6+5), Stunning Fist 12/day (DC22); SQ +2 racial bonus on saves vs. enchantment, Diamond Body (Su), Elven Blood, Immunity to sleep spells, Improved Evasion (Ex), Ki Strike (Magic and Lawful), Purity of Body (Ex), Slow Fall (50), Spontaneous Casting, Still Mind (Ex), Wholeness of Body (Su) 22 hp/day, Low-Light Vision; SV: Fort +13, Ref +13, Will +16; AL LE; Str 14, Dex 20, Con 14, Int 13, Wis 20, Cha 12.

Skills and Feats: Balance +17, Climb +12, Concentration +5, Diplomacy +3, Disguise +4, Escape Artist +16, Gather Information +3, Heal +8, Hide +10, Jump +21, Knowledge (Religion) +4, Listen +6, Move Silently +9, Search +4,

Spellcraft +4, Spot +11, Tumble +17; Combat Casting, Combat Reflexes, Improved Initiative, Improved Trip, Improved Unarmed Strike, Run, Stunning Fist, Weapon Focus (kama).

Possessions: +4 amulet of mighty fists, +3 bracers of armor, +2 kama, +4 ring of protection, ring of the ram (20 charges), sling (20 bullets, 10 +1 bullets), leather satchel containing: 437 gp, 201 sp.

Cleric Domains: Surtur; Fire, War.

Spells per Day: (5/5+1/3+1 DC15+spell level) 0: Create Water, Cure Minor Wounds, Detect Magic, Read Magic, Resistance; 1: Bane, Burning Hands, Cure Light Wounds, Divine Favor, Entropic Shield, Protection from Good (D); 2: Cure Moderate Wounds, Death Knell (D), Produce Flame, Silence.

Thelonius has a rolled up piece of parchment with a broken seal:

"Thelonius make your way to Aztlan and seek out Dwyregga. His response is overdue, and we would have you deliver it to us. You will be well paid. Betrayal means certain death. Do not fail."

It is unsigned. The seal is identical to the seal on the letter which Dwyregga (Necropolis lower level) has in his possession. (Give this to the players when found.)

Judges Note: Within a day or two after the players arrive in town, Thelonius will make his way to the necropolis to collect Dwyregga's response. If the players meet him and talk their way into accompanying him to the graveyard, they will find it odd that the intelligent undead creatures do not attack him. He also knows of the traps and wards and avoids them. If/when he makes it to Dwyregga's rooms, he will turn on the players, and join the lich, however if Dwyregga is able to negotiate with them at this time, to get them to work with him to cease control of the Citadel, he will not attack; if the party does not interact with him at the inn, they will fight him when they fight Dwyregga the lich.

Second Floor, 8-Guest Room

A man and a woman share a room here. They are registered as a couple on their honeymoon. Their movements are lithe, their mannerisms secretive. They come and go only at night, resting during the day; most of the other guest just think they stay in there room and want to be left alone, meals are brought up to the room. Occasionally, they can be seen downstairs in the bar having a drink. No one has actually *seen* them leave, as they always use the window.

Kabala and Jahrul have followed an odd merchant caravan (with two Pureblood wizards) all the way from the market in Tarantis after they purchased what appeared to be a small skull talisman. Their wizard companion in Tarantis confirmed that the talisman was

a powerful magic item, and the Black Lotus were off chasing the caravan to see where they were taking it. It has ended up here, only days ago. Their third member has left to report to the Overlord what has transpired. These Black Lotus do not know what the skull's purpose is, but they know about the evil wizards in the Citadel and suspect this was taken there. Now they are working on a plan to gain entry to make a final report to the Overlord. They may make use of player characters to further their ends, but likely they will ignore all outsiders.

Kabala, Male Human (Alryan) Rog5/Asn5/Black Lotus5: CR 15; Medium Humanoid; HD

5d6+5d6+5d6+30; hp 92; Init +13; Spd 30 ft; AC 27 (Touch 19, FF 27); Base Atk/Grapple +9/+9; Atk +2 *keen short sword* +19 melee (1d6+2/17-20) or +2 *composite shortbow* +19 ranged (1d6+2); Full Atk +2 *keen short sword* +19/+14 melee (1d6+2/17-20) or +2 *composite shortbow* +17/+12 ranged (1d6+2/17-20) and +2 *keen short sword* +17/+12 melee (1d6+1/17-20 off hand) or +2 *composite shortbow* +19/+14 ranged (1d6+2); SV Fort +5, Ref +19, Will +7; AL CE; Str 11, Dex 24, Con 14, Int 15, Wis 13, Cha 14.

Languages: Abyssal, Auran, Common, Draconic, Dwarven, Goblin, Halfling, Ignan.

Special Abilities: Death Attack (DC 17), Evasion, Improved Uncanny Dodge (Rogue Lvl 19), Sneak Attack +8d6, Trap Sense +1, Trapfinding, Greater Disguise, Master of Disguise, Sense Action, Information Gathering, +2 Save vs. Poisons, Poison Use, Shadow Step.

Skills and Feats: Balance +17, Bluff +15, Climb +5, Decipher Script +17, Diplomacy +13, Disable Device +13, Disguise +12, Escape Artist +19, Gather Information +20, Hide +21, Intimidate +11, Jump +10, Knowledge (Local) +7, Move Silently +19, Open Lock +13, Sense Motive +14, Sleight of Hand +15, Speak Language +6, Spot +2; Use Rope +13, Tumble +12, Improved Initiative, Improved Two-Weapon Fighting, Quick Draw, Point Blank Shot, Precise Shot, Two-Weapon Fighting, Weapon Finesse.

Possessions: +4 amulet of natural armor, boots of elvenkind, +4 bracers of armor, cloak of minor displacement, +4 gloves of dexterity, +3 ring of protection, rope of entanglement, slippers of spider climbing, +2 *keen short sword*, handy haversack, 2 *potions of cure serious wounds*, +2 *composite shortbow* (20 arrows), maps, 378 gp.

Assassin Spells per Day: (0/4/3 DC12+spell level) 1: Disguise Self, Feather Fall, Jump, True Strike; 2: Alter Self, Darkness, Invisibility.

Jahrul, Female Human (Alryan) Rog5/Asn4/Black Lotus5: CR 14; Medium Humanoid; HD

5d6+4d6+18; hp 57; Init +9; Spd 30 ft; AC 24 (Touch 17, FF 24); Base Atk/Grapple +9/+9; Atk +2 *unholy keen rapier* +17 melee (1d6+2/15-20) or +2 *composite shortbow* +17 ranged (1d6+2) or +2 *keen short sword* +17 melee (1d6+2/17-20); Full Atk +2 *unholy keen rapier* +15/+11 melee (1d6+2/15-20) and +2 *keen short sword* +15/+11 melee (1d6+1/17-20 off hand) or +2 *composite shortbow* +17/+12 ranged (1d6+2); SV Fort +5, Ref +17, Will +6; AL CE; Str 10, Dex 21, Con 14, Int 15, Wis 11, Cha 17.

Skills and Feats: Balance +19, Bluff +18, Climb +12, Disable Device +10, Diplomacy +15, Disguise +15, Escape Artist +10, Gather Information +16, Hide +18, Intimidate +10, Jump +11, Listen +9, Move Silently +18, Search +10, Sense Motive +13, Sleight of Hand +15, Spot +14, Tumble +15, Use Magic Device +6, Improved Initiative, Improved Two-Weapon Fighting, Point Blank Shot, Precise Shot, Quick Draw, Two-Weapon Fighting, Weapon Finesse.

Special Abilities: Master of Disguise, Sneak Attack +8d6, Sense Action, Information Gathering, Poison Use, Shadow Step, Greater Disguise, +2 save against poisons, Death Attack (DC 16), Evasion, Improved Uncanny Dodge (Rogue Lvl 18), Trap Sense +1, Trapfinding.

Possessions: +3 amulet of natural armor; +4 bracers of armor; +2 unholy keen rapier; ring of invisibility; +2 ring of protection; +2 keen short sword; +2 composite shortbow (20 arrows), 10 days' dry rations, maps, 2 vials of viper poison, 204 gp, 38 sp, 13 cp.

Assassin Spells per Day: (0/4/2 DC12+spell level) 1: *Disguise Self, Jump, Obscuring Mist, True Strike*; 2: *Cat's Grace, Invisibility, Spider Climb*.

Second Floor, 9-Hall of Lore

This room serves as the infrequent meeting room for the Brotherhood of Free Sages, an oft-rumored group of sorts that travel the major trade routes as well as the back woods of the lands seeking knowledge. In this area, historical and spiritual knowledge are of central importance as information on the past and future of this land is central to the future of much of the world. Many of the Sages keep a low profile so as to avoid becoming involved in local politics. However, the local Sage is continually seeking others who will aid them in the attainment of knowledge or acquire it for them. In other words they are willing to sometimes sponsor expeditions

into regions that are unknown in one way or another and their caravans, who carry information from one village to another, are often in need of guards of a more military bent than that of the average Sage.

Nazar, male half-elf Sor5: CR 5; Size M; HD 5d4+10; hp 25; Init +4 (+4 Dex); Spd 30 ft.; AC 14 (+4 Dex); Attack +3 melee, or +6 ranged; SV Fort +3, Ref +5, Will +5; AL LN; Str 14, Dex 18, Con 15, Int 16, Wis 12, Cha 19.

Languages Spoken: Common, Dwarven, Elven, Goblin, Orc.

Skills and feats: Appraise +5, Concentration +8, Craft (Alchemy) +8, Diplomacy +6, Escape Artist +4, Gather Information +6, Hide +4, Knowledge (Arcana) +10, Knowledge (Geography) +5, Knowledge (History) +6, Knowledge (Nature) +5, Knowledge (Religion) +6, Listen +4, Move Silently +2, Ride +4, Search +7, Spot +3; Craft Wand, Lightning Reflexes, Maximize Spell.

Possessions: +1 bracers of armor, +1 ring of protection, +1 dagger, wand of magic missiles (Cll 24 charges), signet ring of the Sorcerers Guild of Tula.

Sorcerer Spells Known (6/7/5): 0: *Detect Magic, Detect Poison, Ghost Sound, Mage Hand, Open/Close, Ray of Frost*; 1: *Hold Portal, Magic Missile, Shield, Shocking Grasp*; 2: *Blur, Scorching Ray*.

Second Floor - 10-Innkeeper's Bedroom

Boiler and Tovi's quarters occupy the entire wing of the second floor above the Inn's great room. The furnishings are of a modest nature for the most part; although, quite comfortable. When not checking on the day to day business of the Inn, Boiler can often be found in his office going over the books and taking care of other business. As of late there have been rumors that Tovi has been having conversations with one of the local midwives as well as looking over baby cribs.

Notes and Comments

The village of Aztlan is intended to provide depth and richness to this adventure scenario. There are many unique non player characters, and many of them have agendas and sub-plots which can be utilized to enhance the game. The Judge is strongly encouraged to read the contents thoroughly and to make an attempt to bring the village to life as the adventurers explore the area. If any particular non player characters or locations seize your imagination, feel free to expand upon them or emphasize them during your game session. There are many characters who could join the party in their efforts, and many who could just as easily betray them and cause them great difficulty. Make sure that the party interacts with at least some of the characters in the town. And if, for example, some players decide to explore Madame Tilda's business, they may very well be drugged or impacted by magic to the point where they are unable to fight off the vampires when they come to 'collect' them.

Summary of Black Lotus Class abilities

Quiet Movement (Ex): +3 to all Hide skill checks.

Master of Disguise (Ex): +2 to all Disguise skill checks.

Sneak Attack (Ex): +2d6 Sneak attack, stacks Rogue and Assassin sneak attack damage.

Sense Action (Ex): +1 bonus to attack rolls, +2 bonus to Bluff, Diplomacy, Intimidate, and Sense Motive checks, +2 bonus on Initiative for combat.

Information Gathering (Ex): +2 bonus to Gather Information checks, +2 to circumstance bonus to Listen when trying to overhear, +2 to Spot when trying to read lips.

Poison Use (Ex): as per the Assassin poison use.

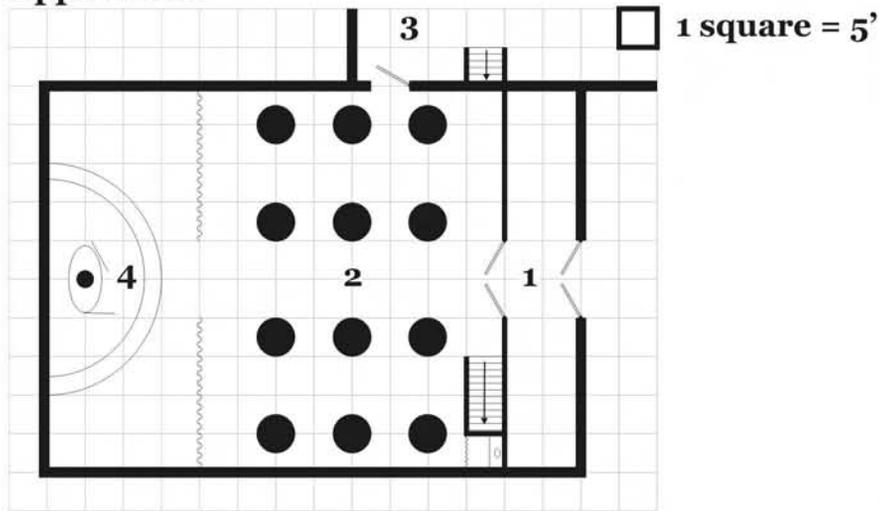
Shadow Step (Su): as per the Shadow Dancer, except it's limited to 60 ft. and 5 times a day, standard action.

Greater Disguise (Ex): 1/week, duration 4 days, grants +10 bonus to Disguise checks and +5 to Bluff checks while acting in character.

CITADEL OF FIRE

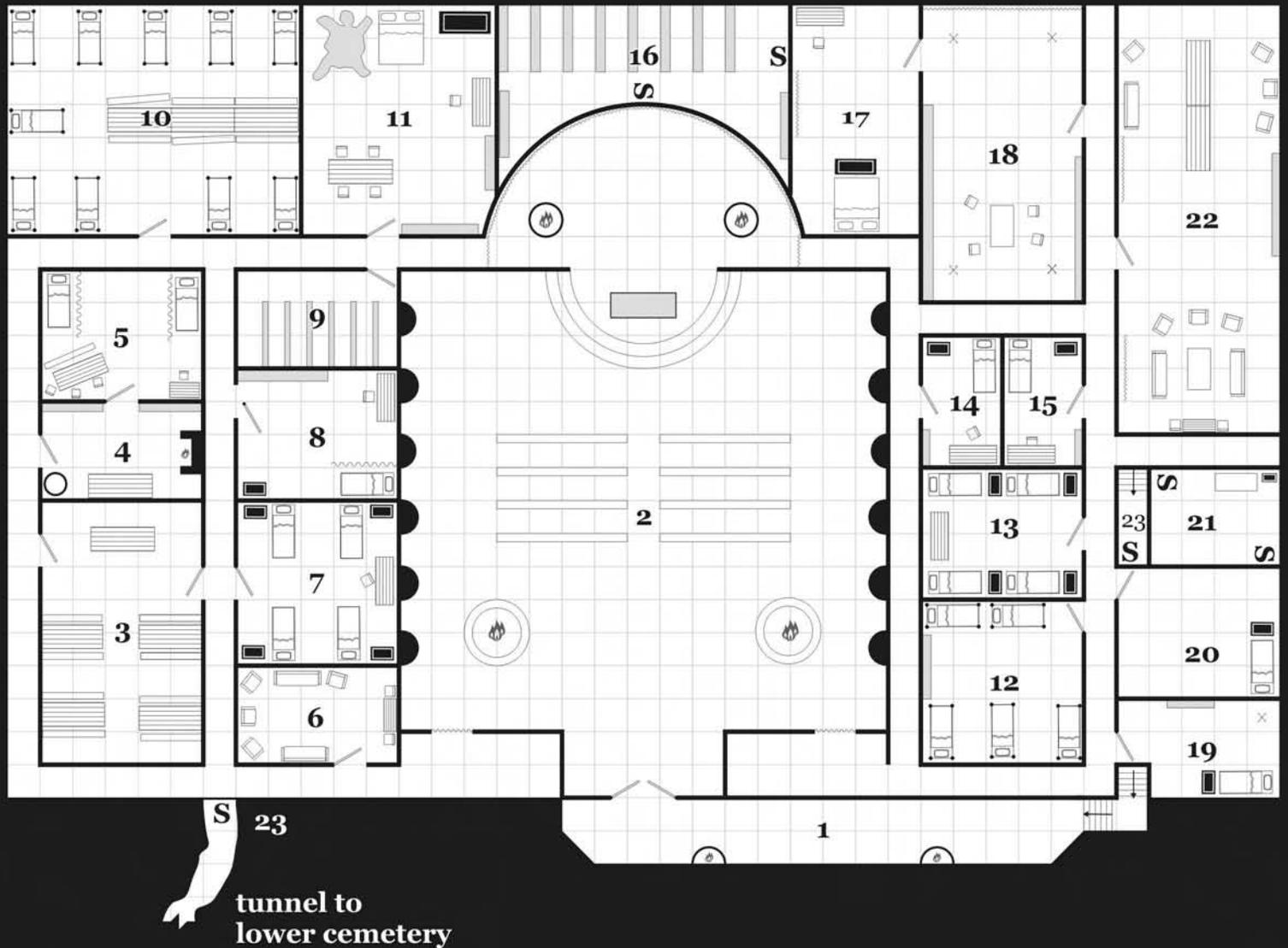
Temple of Kutalabold

Upper Level



LEGEND			
	Bed		Fire
	Bench		Rack/Shelf
	Brazier		Secret
	Chairs		Door
	Chest		Statue
	Couch		Table
	Curtain		
	Door		

1 square = 5'



The Temple of Kutalabold



Summary of Pureblood Racial Adjustments

To save space, we summarized all these abilities here. As a judge, if you find it necessary to challenge your players, feel free to add them to any Bloodmaiden in the Manse or wizard in the Tower who is Pureblood. All racial stat bonuses have been accounted for, as in racial adjustments for intelligence, during character creation. Special abilities are summarized below. These abilities add +1 ECL/CR to their NPC level. Some higher level characters have these abilities included in the stat block.

Low-Light Vision (Ex): Purebloods are extremely sensitive to light. They can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Light Sensitivity: Due to the pale pigment of their eyes, they are considered dazzled and stunned for one round when going from a very dark area into very bright sunlight or into a daylight spell.

Feats: 1 bonus feat at 1st level as per PHB for Human (this has already been added).

Skill Bonus: +4 competence bonuses for Knowledge (Arcana) and Spellcraft; +4 racial bonus to Appraise, Spot, Search.

Deception Bonus (Ex): (females only, not males) They gain an additional +8 racial bonus to opposed rolls on skill checks with Intimidate, Listen, Spot, and Sense Motive against Bluff, Disguise, Forgery, Hide, Intimidate, Move Silently, and Sleight of Hand; +8 racial bonus on Spellcraft to detect and identify spells from the school of Illusion and Conjunction; +8 racial bonuses to detection and saves against abilities or spells involving illusions, concealment, deception, lies, false identity, and false alignment. They also can perform The Ritual of Purity to determine if a Pureblood has been tainted (see Appendix 3, Races).

Extra Bonus Spells (Ex): At each new spell level, they gain an additional bonus spell for high scores. (If the primary stat is 18 Int/Cha/Wis, they gain 2 – 1st, 2 – 2nd, 2 – 3rd, 2 – 4th; some have already been added).

Pneumonic Enhancement (Ex): Purebloods have such an aptitude for magic; they can learn and prepare spells from memory. They essentially gain the Spell Mastery Feat as a racial bonus feat at 1st level. (See PHB, Pg. 100). In addition, If they see a spell cast within 30 feet, they may make a Spellcraft check of DC25 + spell level to learn that spell without a spell book as a standard action. They also may prepare all cantrips (0-lvl) from memory without a spell book.

Natural Armor (Ex): Purebloods gain a +1 natural armor bonus due to the scaling of their skin, an inheritance of the remnants of dragon blood they have in their veins (already added).

Spell Enhancement (Ex): Add +1 DC for all saving throws against any spell cast by a Pureblood. Their innate talent with tapping the magic of the world makes their spells more difficult to bypass. This adjustment stacks with feats such as spell focus (already added).

Spell-Like Abilities (Sp): 1/day – Detect Magic, Read Magic, Flare, Mage Hand, Identify, and Magic Missile. Purebloods must have a Cha Score of at least 12 to gain the benefit of this ability. Caster level equals character level or 1st if no class levels;

Temple Upper Level

1 – Entryway

Two elite guard (60%) or hired strongman (40%) sentries stand here day or night, preventing strangers from entry without proper First Men Pureblood or Bloodmaiden escort. They will have a silver hunting horn worn on a chain around the neck to sound alarm if attacked. (For exterior of building, see V18).

Temple Elite Guard (2), Male Human (Tharbrian)

Ftr6: CR 6; Medium Humanoid; HD 6d10+12; hp 59,68; Init +5; Spd 20 ft; AC 18 (Touch 11, FF 17); Base Atk/Grapple +6/+9; Atk MW longsword +11 melee (1d8+5) or Atk +7 ranged light crossbow (1d8); Full Atk MW longsword +11/+6 melee (1d8+5) or +7 ranged light crossbow (1d8); SV Fort +7, Ref +3, Will +3; AL CE; Str 16, Dex 13, Con 14, Int 11, Wis 12, Cha 10.

Skills and Feats: Climb -1, Intimidate +7, Jump -7, Listen +3, Ride +4, Spot +3, Swim -8, Cleave, Dodge, Improved Initiative, Point Blank Shot, Power Attack, Precise Shot, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: chainmail, shield, heavy MW longsword, short sword, light crossbow (20 bolts), 10 - 30 gp, 10 - 50 sp, 10 - 40 cp (ea).

Temple Hired Strongmen (2) (see Aztlan area 21 – barracks), Male Half-Orc or Human Ftr5: CR 5; Medium Humanoid; HD 5d10+15; hp 46, 41; Init +1; Spd 30 ft; AC 11; Atk +9 melee or +6 ranged; SV Fort +7, Ref +2, Will +1; AL NE. (For full stat block, see Temple Level 2, area 10).

2 - Hall of Silence & Reflection

Immediately inside is a massive hall with 20' ceilings and 12 large (5' wide) stone pillars. 50% chance of encountering 1 – 4 initiates here (from Level 2, room 12).

3 - Temple Entrance to Central Courtyard

This door to the courtyard connects the Temple to the Manse of the Bloodmaidens. The courtyard is surrounded by a 12' high stone wall. Two elite guards (from Level 2, Area 10) are always standing by this temple door on the outside.

Judges Note: This is in addition to the 2 guards at V19 the courtyard gate, and the 2 at the Temple entrance (Level 1, Area 1) which are there both day and night (See above, Temple, Level 1, Area 1 and V19).

4 - Hall of Kutalabold: the Source

A quiet open gathering space surrounds an alcove separated by floor-to-ceiling black curtains. Inside the curtains, magical darkness envelopes the statue of Kutalabold inside a 20'x20' shell. The darkness is only lifted by the priests of Kutalabold for special rituals.

Judges Note: The statue itself is carved black marble with a face of inlaid orange coral (5,000 gp), large red ruby gems for eyes (10,000 gp ea), and fangs made from deep red jasper (5,000 gp ea). Day or night, there are two acolytes (from room 13, lower level) here.

Notes and Comments

The soldiers and priests of the Temple, along with the Bloodmaidens in the nearby Manse, don't get out much. When not busy with their various tasks and roles, they congregate heavily around the Temple Upper Level and the courtyard area, both day and night. Treat the denizens of the Temple/Manse complex as active, moving components. Rarely will there be more than a brief moment where a priest or soldier isn't walking around the front door, the hall of reflection, or the courtyard area. For adventurers to make it unseen or unnoticed to the lower level of the temple it would take planning, precision execution, and luck.

Summary of Witch Class Adjustments

Ebb and Flow: All witches are at +1 CL during the time of the full moon, and suffer -1 CL during the new moon. At all times between, witch is normal CL.

Pact: At third level, a witch selects their patron, in this case, Kutalabold. Witch gains one domain ability and domain spells from their pact.

Circle Magic: At 5th level, witch gets Circle Magic - see DMG for more information.

Flight Focus: At 12th level, the witch may fly as per spell 3 times a day. During the time of the full moon, the witch may fly at will. During the new moon, the witch cannot fly. This requires a master-work focus, normally a broomstick, weighing 5lbs.

Shape Change: At 16th level, the witch gains shape change as per druids wild shape ability. Up to Large Size twice per day. During full moon, shape change at will. During new moon, cannot change.

Domain Spells: All Domain spells are cast spontaneously as arcane spells.

Temple Lower Level

1 - Vestibule

This 80' long hallway is brightly lit by two large sconces. The floor is of clean stone. Two elite guard soldiers stand sentry here at all times.

Temple Elite Guard (2), Male Human (Tharbrian)

Ftr4: CR 4; Medium Humanoid; HD 4d10+8; hp 34, 33; Init +4; Spd 20 ft; AC 18 (Touch 10, FF 18); Base Atk/Grapple +4/+8; Atk/Full Atk MW longsword +10/+4 melee (1d8+4) or short sword +8 melee (1d6+4) or light crossbow +6 ranged (1d8); SV Fort +8, Ref +6, Will +4; AL CE; Str 18, Dex 10, Con 14, Int 10, Wis 11, Cha 9.

Skills and Feats: Handle Animal +3, Listen +3, Spot +2, Ride +4; Cleave, Improved Initiative, Point Blank Shot, Power Attack, Precise Shot, Weapon Focus (longsword).

Possessions: MW longsword, shrt sword, light crossbow (20 bolts), splint mail, hvy steel shield, 19 gp, 26 sp, 26 cp.

2 - Hall of Devotions

This large gathering hall is the center of the Kotalabold for the First Men of the Pureblood. Eight stone benches line the center of the hall; a large dais is at the end of the room. The high priests of Kotalabold hold their dark ceremonies and rituals here. On the dais are a large, beautifully sculpted black obsidian statue of a fanged humanoid man with outstretched, clawed hands (KotalabOld) and a heavy, rectangular black altar. The altar is made of dull basalt, and comes complete with runnels around the edge and across the middle to channel blood. A pair of golden ewers rest beneath the altar (800 gp ea). There is a golden platter and knife here as well (500 gp). During special occasions and on scheduled assembly days, the majority of the priests of the temple will be here. On very special occasions a contingent of Bloodmaidens and/or Citadel wizards may also be found here, taking part in the worship.

This hall is perpetually under an *Unhallow* spell (caster lvl 15), with a *Bane* effect laid within it (-1 to attacks and saves for good or lawful characters).

Judges Note: There is a 20% chance that when players encounter this room there will be a full ceremony/ritual going on. During a ritual there will be 10 – 20 elite guard/officers here, and 10 – 12 priests. During these rituals, this hall will have a Prayer effect (CL = head priest of ceremony, +1 to atk/sv for the bad guys, -1 to att and sv for the players). If players overhear a ceremony, they will hear much talk of “the time being nigh,” and of “the Staff being rebuilt.” It will be soon obvious that the Temple and the Citadel are in league with each other, and that something ‘big’ is going to happen soon. There is a 25% chance that it will be a ‘high ceremony’ in which a human, elven, or dwarven sacrifice is made. There would be a full house of worshippers on hand (+5 to the number of guards), and a victim will be strapped down on the altar. After slitting the victim’s throat, the priest will then remove the victim’s heart while still beating. After holding the heart up for the audience, it will be placed upon the a golden platter, and as the platter is passed around the room, each worshipper will use the ceremonial knife to cut a small piece of the heart and eat it as an evil sacrament. After eating, the evil sacrament gives each worshipper a +1 Constitution bonus.

3 - Dining Hall

This is a large but simple dining hall. 4 10' long wooden tables (with benches) are spread across the floor. During meal times there are usually anywhere from 10 to 30 soldiers eating here. At the end of the hallway outside this room is a secret door to the tunnel of illusions that connects the Temple, Citadel, and necropolis together for supply distribution purposes (the necropolis tunnel is not originally part of it). See the description of the effects of the 5 mile corridor in the Necropolis, Lower Level, Room 9 (Secret Door, Spot DC30, Search DC25).

4 - Kitchen

This is a small but efficient kitchen with a fire pit, stone oven, wash tub, and cupboard for the dishes. A circular stone vent (1' x 1') has been carved into the ceiling and winds out to the surface. Two cooks share duties in here, alternating their rest.

5 - Cooks' Room

Two cooks share this room which serves as their living quarters.

Cooks (2), Male Human Com2: CR 1; hp 6, 7; AC 13; Atk cleaver +1 (1d4).

6 - Wizards' Receiving Room

This room is very clean, and contains several upholstered chairs and a couch. This is the room where the wizards from the citadel gather on special occasions when they come to worship at the Temple.

7 - Sergeant's Quarters

4 sergeants bunk here when not on duty.

Elite Guard Sergeants (4), Male Human (Skandik)

Ftr7: CR 7; Medium Humanoid; HD 7d10+18; hp 61, 60,57,62; Init +5; Spd 20 ft; AC 18 (Touch 12, FF 16); Base Atk/Grapple +7/+9; Atk longsword +10 melee (1d8) or light crossbow +9 ranged (1d8); Full Atk longsword +10/+5 melee (1d8) or light crossbow +9/+4 ranged (1d8); SV Fort +8, Ref +6, Will +4; AL CE; Str 16, Dex 15, Con 14, Int 15, Wis 10, Cha 10.

Skills and Feats: Climb +12, Handle Animal +6, Hide +3, Intimidate +8, Move Silently +2, Search +2, Swim +12, Tumble +1; Alertness, Combat Expertise, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (longsword).

Possessions: MW longsword, short sword, light crossbow (20 bolts), splint mail, shield, iron helm, 39 gp, 26 sp, 26 cp, 2 bloodstones (50 gp ea); in a small wooden chest: 378 gp, 220 sp, and gold necklace w/ sapphires (1,000 gp).

8 - Lieutenant's Quarters

This room is a bit less Spartan than the others, with a course woolen rug on the floor (100 gp), and a roughly drawn sketch nailed to the wall (of an armed man standing over a vanquished foe (10 gp). This is where Klaig, Lieutenant of the Elite Guard, makes his home.

Lieutenant Klaig, Male Human (Tharbrian) Ftr8: CR 8; Medium Humanoid; HD 8d10+16; hp 60; Init +5; Spd 20 ft; AC 18 (Touch 11, FF 17); Base Atk/Grapple +8/+11; Atk longsword +12 melee (1d8+3) or light crossbow +9 ranged (1d8); Full Atk longsword +12/+6 melee (1d8+3) or light crossbow +9 ranged (1d8); SV Fort +8, Ref +6, Will +4; AL CE; Str 16, Dex 12, Con 14, Int 12, Wis 10, Cha 13.
Skills and Feats: Climb +12, Handle Animal +6, Hide +3, Intimidate +8, Move Silently +2, Search +2, Spot +2, Swim +12, Tumble +1; Alertness, Combat Expertise, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (longsword).
Possessions: MW longsword, short sword, lgt crossbow (20 bolts), banded mail, shield, silver and ruby pendant (1,500 gp), *potion of cure serious wounds*, locked iron box (key in belt pouch) contains: 603 gp, 559 sp.

9 - Armory/Supplies

This armory also houses supplies for the temple guard and priests. The room contains: 13 MW longswords, 12 short swords, 5 shields, 4 suits splint mail, 3 suits banded mail, 13 iron helms, 5 maces, 2 light crossbows, 103 bolts, 5 +1 bolts, 3 +2 bolts (highest shelf). There are also several piles of woolen breeches and undergarments, some plain priestly robes, towels, and many sealed stone urns containing food, wine, oil (cooking), and water.

10 - Main Barracks - Elite Guard

20 Temple elite guard soldiers call these barracks home. The room is full of bunks and cots, private possessions are tucked under beds, and at any time day or night there are usually at least a few soldiers here, resting, relaxing, sleeping, or talking and playing dice.

Temple Elite Guard (20), Male Human (Tharbrian) Ftr6: CR 6; Medium Humanoid; HD 6d10+12; hp 56, 44, 37, 36, 42, 35, 47, 56, 57, 58, 42, 50, 51, 46, 47, 43, 57, 70, 61, 45; Init +5; Spd 20 ft; AC 18 (Touch 11, FF 17); Base Atk/Grapple +6/+9; Atk MW longsword +11 melee (1d8+5) or Atk +7 ranged light crossbow (1d8); Full Atk MW longsword +11/+6 melee (1d8+5) or +7 ranged light crossbow (1d8); SV Fort +7, Ref +3, Will +3; AL CE; Str 16, Dex 13, Con 14, Int 11, Wis 12, Cha 10.
Skills and Feats: Climb -1, Intimidate +7, Jump -7, Listen +3, Ride +4, Spot +3, Swim -8, Cleave, Dodge, Improved Initiative, Point Blank Shot, Power Attack, Precise Shot, Weapon Focus (longsword), Weapon Specialization (longsword).
Possessions: chainmail, shield, heavy MW longsword, short sword, light crossbow (20 bolts), 10 - 30 gp, 10 - 50 sp, 10 - 40 cp (ea).

11 - Captain of the Elite Guard

The Elite Guard Captain Scyd stays in this room. A locked iron-bound chest in the room contains: 111 gp, 710 sp, 344 cp, a silver and emerald bracelet (500 gp), a golden goblet inset with red garnets (5,000 gp), a ceremonial silver dagger with amethyst stone hilt (500 gp), and a *potion of lesser restoration*.

Scyd, Male Human (Tharbrian) Ftr9: CR 9; Medium Humanoid; HD 9d10+27; hp 97; Init +7; Spd 20 ft; AC 23 (Touch 15, FF 18); Base Atk/Grapple +9/+11; Atk +2 *vicious longsword* +13 melee (1d8+2 +2d6 dmg to opponent, 1d6 dmg to self) or *light crossbow of seeking* +12 ranged (1d8); Full Atk +2 *vicious longsword* +13/+8 melee (1d8+2 +2d6 dmg to opponent, 1d6 dmg to self) or *light crossbow of seeking* +12 ranged (1d8); SV Fort +9, Ref +6, Will +4; AL CE; Str 15, Dex 16, Con 17, Int 14, Wis 11, Cha 13.
Skills and Feats: Climb +22, Handle Animal +6, Hide +3, Intimidate +8, Listen +0, Move Silently +2, Search +2, Swim +12, Tumble +1; Alertness, Combat Expertise, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (longsword).
Possessions: +2 *vicious longsword*, +2 *short sword*, *light crossbow of seeking* (30 bolts, 5 +1 bolts, 5 +2 bolts), +1 *breastplate*, heavy metal shield, *potion of cure moderate wounds*, *ring of climbing*, +2 *ring of protection*.

Kutalabold Initiates (10), Male Human

(Pureblood) Clr6: CR 7; Medium Humanoid; HD 6d8+12; hp 42, 41, 38, 42, 40, 44, 33, 40, 46, 39; Init +1; Spd 20 ft; AC 18 (Touch 11, FF 17); Base Atk/Grapple +4/+5; Atk/Full Atk mace +6 melee (1d8+1) or light crossbow +5 ranged (1d8); SA Spell-Like Abilities; SQ Low-Light Vision (Ex), Light Sensitivity, +1 natural armor, Extra Bonus Spells (Ex), Pneumonic Enhancement (Ex), Spell Enhancement (Ex); SV Fort +7, Ref +3, Will +8; AL CE, Str 12, Dex 13, Con 14, Int 13 Wis 16 Cha 13.
Skills and Feats: Concentration +6, Decipher Script +8, Heal +12, Hide +1, Intimidate +1, Knowledge (Arcana) +10, Listen +3, Spellcraft +9, Spot +3; Combat Casting, Magical Aptitude, Rapid Reload, Spell Penetration.
Possessions: MW mace, light crossbow (15 bolts, 3 +1 bolts), +1 *breastplate*, 37 gp, 57 sp.
Cleric Domains: Magic, Destruction.
Cleric Spells per Day: (5/5+1/5+1/3+1 DC14+spell level) 0: *Create Water*, *Cure Minor Wounds*, *Detect Magic*, *Light*, *Resistance*; 1: *Bane*, *Cure Light Wounds x2*, *Inflict Light Wounds (D)*, *Protection from Good*, *Summon Monster I*; 2: *Bull's Strength*, *Cure Moderate Wounds*, *Hold Person x2*, *Identify (D)*, *Silence*; 3: *Cure Serious Wounds x2*, *Deeper Darkness*, *Dispel Magic (D)*, *Magic Circle against Good*.
Spell-Like Abilities: 1/day – (CL 6; DC12 +spell level) *Detect Magic*, *Read Magic*, *Flare*, *Mage Hand*, *Identify*, and *Magic Missile*.

13 -Acolytes

Four acolytes live in this sparsely furnished room. Inside are 4 beds, a chest of drawers, two small tables (and chairs), 2 candles, and a wooden chest. The acolytes mainly supervise and train the initiates, but also carry on many of the duties of operating the temple. See Table for the chance of how many will be present (all will be here late at night).

Kutalabold Acolytes, Male Human (Pureblood)

Clr7: CR 8; Medium Humanoid; HD 7d8+10; hp 62; Init +1; Spd 20 ft; AC 17 (Touch 11, FF 16); Base Atk/Grapple +5/+6; Atk/Full Atk MW mace +7 melee (1d8+1) or light crossbow +6 ranged (1d8); SA Spell-Like Abilities; SQ Low-Light Vision (Ex), Light Sensitivity, +1 natural armor, Extra Bonus Spells (Ex), Pneumonic Enhancement (Ex), Spell Enhancement (Ex); SV Fort +7, Ref +3, Will +8; AL CE, Str 12, Dex 13, Con 14, Int 13 Wis 16 Cha 13.

Skills and Feats: Concentration +9, Decipher Script +8, Heal +13, Hide +1, Intimidate +1, Knowledge (Arcana) +10, Listen +3, Spellcraft +9, Spot +3; Combat Casting, Magical Aptitude, Rapid Reload, Spell Penetration.

Possessions: MW mace, light crossbow (15 bolts, 3 +1 bolts), chainmail; in wooden chest: 129 gp, 257 sp, 4 gold and ruby amulets (Kutalabold holy symbols, 1,500 gp ea), scroll of true seeing, potion of darkness.

Cleric Domains: Magic, Destruction.

Cleric Spells per Day: (6/6+1/5+1/3+1/1+1 DC14+spell level) 0: Create Water, Cure Minor Wounds, Detect Magic, Light, Read Magic, Resistance; 1: Bane, Cure Light Wounds, Inflict Light Wounds (D), Magic Weapon, Protection from Good, Summon Monster I; 2: Bull's Strength, Cure Moderate Wounds, Hold Person, Shatter (D), Silence; 3: Cure Serious Wounds, Deeper Darkness, Dispel Magic (D), Magic Circle against Good; 4: Inflict Critical Wounds, Summon Monster IV.

Spell-Like Abilities: 1/day – (CL7; DC12 +spell level) Detect Magic, Read Magic, Flare, Mage Hand, Identify, and Magic Missile.

Acolytes Present

01-10%	4
11 – 30%	3
31 – 60%	2
61 – 90%	1
91 – 100%	0

14 - 3rd Priest - The Mouth of Kutalabold

This small room is comfortably furnished with a bed, chest of drawers, table, chair, and candle. There is a small course woolen rug on the floor (10 gp) and a tapestry on the wall depicting a fanged humanoid with glowing eyes reaching out of the darkness toward the viewer (Kutalabold). The denizen of this room is rarely here, as he is the main leader of daily devotions both upstairs (Level 1, Room 4) and down (Level 2, Room 2). His normal day from sun up to sun down is constant prayer.

Sryxzen, the Mouth of Kutalabold, Male Human

(Pureblood) Clr8: CR 9; Medium Humanoid; HD 8d8+24; hp 65; Init +1; Spd 20 ft; AC 21 (Touch 12, FF 19); Base Atk/Grapple +6/+7; Atk/Full Atk +2 mace +9 melee (1d8+2) or light crossbow +6 ranged (1d8); SA Spell-Like Abilities; SQ Low-Light Vision (Ex), Light Sensitivity, +1 natural armor, Extra Bonus Spells (Ex), Pneumonic Enhancement (Ex), Spell Enhancement (Ex); SV Fort +7, Ref +3, Will +11; AL CE; Str 12, Dex 15, Con 16, Int 16, Wis 18, Cha 15.

Skills and Feats: Concentration +6, Decipher Script +8, Heal +15, Hide +1, Intimidate +1, Knowledge (Arcana) +10, Listen +6, Spellcraft +11, Spot +3; Combat Casting, Magical Aptitude, Rapid Reload, Spell Penetration.

Possessions: +2 mace, light crossbow (20 bolts, 5 +1 bolts), +3 chainmail, 241 gp, 137 sp, silver chalice (110 gp).

Cleric Domains: Magic, Destruction.

Cleric Spells per Day: (6/6+1/5+1/5+1/4+1 DC15 +spell level) 0: Create Water, Cure Minor Wounds, Detect Magic, Light, Read Magic, Resistance; 1: Bane, Cure Light Wounds, Inflict Light Wounds (D), Magic Weapon, Protection from Good, Summon Monster I; 2: Bull's Strength, Cure Moderate Wounds, Hold Person, Shatter (D), Silence; 3: Cure Serious Wounds, Deeper Darkness, Dispel Magic (D), Searing Light, Protection from Energy; 4: Divine Power, Poison, Inflict Critical Wounds (D), Summon Monster IV.

Spell-Like Abilities: 1/day – (CL8; DC13 +spell level) Detect Magic, Read Magic, Flare, Mage Hand, Identify, and Magic Missile.

15 - 4th Priest - The Ear of Kutalabold

This room is sparsely furnished and is the home of the High Priest's personal assistant Rhyttzlyn, who spends very little time here as he attends to the needs of his master. The bed, table, chair, and candle seem little used.

Rhyttzlyn, the Ear of Kutalabold, Male Human

(Pureblood) Clr8: CR 9; MedHumanoid; HD 8d8+8; hp 48; Init +1; Spd 20 ft; AC 22 (Touch 12, FF 20); Base Atk/Grapple +6/+8; Atk +2 mace +10 melee (1d8+4) or lt crossbow +8 ranged (1d8); Full Atk +2 mace +10/+5 melee (1d8+4) or lt crossbow +8 ranged (1d8); SA Spell-Like Abilities; SQ Low-Light Vision (Ex), Light Sensitivity, +1 natural armor, Extra Bonus Spells (Ex), Pneumonic Enhance (Ex), Spell Enhance (Ex); SV Fort +7, Ref +3, Will +8; AL CE; Str 14, Dex 14, Con 12, Int 11, Wis 15, Cha 16.

Skills and Feats: Concentration +6, Decipher Script +8, Heal +15, Hide +1, Intimidate +1, Knowledge (Arcana) +10, Listen +3, Spellcraft +11, Spot +3; Combat Casting, Magical Aptitude, Rapid Reload, Spell Penetration.

Possessions: +2 mace, light crossbow (20 bolts, 5 +1 bolts), +2 chainmail, +2 amulet of natural armor; locked chest under bed (key around neck) contains: 238 gp, shrunken head, potion of haste, scroll of dispel magic (greater), potion of fire breathing.

Cleric Domains: Magic, Destruction.

Cleric Spells per Day: (6/6+1/5+1/3+1/2+1 DC13 +spell level) 0: Create Water, Cure Minor Wounds, Detect Magic, Light, Read Magic, Resistance; 1: Bane, Cure Light Wounds, Inflict Light Wounds (D), Magic Weapon, Protection from Good, Summon Monster I; 2: Bull's Strength, Cure Moderate Wounds, Hold Person, Shatter (D), Silence; 3: Cure Serious Wounds, Deeper Darkness, Dispel Magic (D), Magic Circle against Good; 4: Divine Power, Inflict Critical Wounds (D), Summon Monster IV.

Spell-Like Abilities: 1/day – (CL8; DC14 +spell level) Detect Magic, Read Magic, Flare, Mage Hand, Identify, and Magic Missile.

Languages: Common, Orc.

16 - Room of the Relics

This room is dark and silent except when the high priests come in to review or retrieve the relics. The secret door from area 2 is expertly concealed (Search DC20) as part of the smooth stone wall which sits behind the black floor-to-ceiling curtain which serves as a backdrop for the statue of Kutalabold. Set carefully on the floor and on a wooden shelf along the wall are the precious relics and artifacts of the Temple of Kutalabold:

Shelf

Mummified head of Kthlynog the Terrible: An ancient but legendary former Grand Master of the First Men Purebloods. The story that the Temple priests relate about Kthlynog during their ceremonies involves him tracking down a clan of rebellious slaves and slowly murdering them one by one and savoring their screams as they perished.

Nrathax the Black's Wand of Fireball: What appears to be a small, slender, petrified stick of dark wood, which was used to level the homes in this part of Aztlan where the temple was built. There are no charges left in it.

Stone Bowl: Said to be a bowl used by the Pureblood wizards back in the days of the Markrabs. It is a simple earthenware bowl, light green in color. It is truly ancient, and the priests use it to drink the sacrificial blood on the Day of Making ceremony.

Hand of the Markrab: Laid out on a golden tray is what looks like a skeletal humanoid hand. A knowledge check (Knowledge (Nature) DC25) may reveal that this hand is a little different than any other medium humanoid hand in the Wilderlands. The hand is flatter and wider than any other medium humanoid's hands, and has 6 fingers. The Purebloods believe this to be the hand of a Markrab. The full arm of the Markrab was lost at the Battle of Waylay Pass.

Floor

Dagger of Darkness: This dagger is made of black obsidian (the same material as the statue in Level 2, Area 2) and feels stone cold to the touch. If it makes contact with humanoid blood it will become very hot to the touch. This is a *+1 dagger*, used by the priests for major ceremonies. 1/day the wielder can cast a *Darkness* spell (caster lvl 10).

Dryzkeld's Light: This is a semi-elaborate brass brazier with three legs and inlaid scrollwork. It is polished and empty. Legend has it that this brazier served to give a vision to Dwenar's brother, Dryzkeld, convincing him to organize a sacking of the nearby town to gather slaves and spread fear. He managed to convince his brother, and the rest is history. This is a *brazier of commanding fire elementals*, and has an additional feature in that it allows a cleric to perform an augury once per day.

Master Xzyrmax - The Eye of Kutalabold (Rooms 17 to 18)

These are the most elaborate rooms in the complex, home to the high priest of the cult of Kutalabold, Master Xzyrmax. Xzyrmax is very tall for a Pureblood (6' 1), with a stern, chiseled visage and gray-black hair. He has a gaunt build based on years of self-sacrifice and discipline, and his gray eyes are full of malice and hatred. He wears magical black iron chainmail over which is a hooded, blood red tabard featuring a likeness of Kutalabold on the front. He instills fear and dread among both his allies and his enemies, and by force of his will commands himself and all priests and guardians of the Temple to defend it to the death against defilers and infiltrators.



17 - Bedchamber

This is the bedchamber for Master Xzyrmax. The bed is large and made of mahogany, and the table and chest here match the bed. The floor has a fine woolen carpet (50 gp), and another tapestry hangs on the wall, this one featuring a likeness of Kutalabold with glowing red eyes devouring some small elven children. Two brass braziers stand on the floor, and a wooden box near the door contains the coal which fuels them. His treasure, such that it is, is hidden in a simple *bag of holding* (type II) which is cleverly concealed amidst his bed sheets (Search DC32). Inside are: 1,678 gp, 2,990 sp, a golden circlet studded with diamonds (10,000 gp), a large emerald (2,000 gp), and a platinum ring with blue sapphire stone (1,500 gp).

Master Xzyrmax, High Priest, The Eye of Kutalabold, Male Human (Pureblood) Clr15: CR 16; Medium Humanoid; HD 15d8+60; hp 142; Init +2 (+2 Dex); Spd 20 ft; AC 24 (Touch 12, FF 22); Base Atk/Grapple +11/+13; Atk +2 *heavy unholy mace* +15 melee (1d8+4 +2d6 vs. Good aligned creatures); Full Atk +2 *heavy unholy mace* +15/+10/+5 melee (1d8+4); SA Rebuke Undead (Su) 6/day (turn dmg 2d6+18), Spontaneous casting inflict spells, Spell-Like Abilities; SQ Low-Light Vision (Ex), Light Sensitivity, +1 natural armor, Extra Bonus Spells (Ex), Pneumonic Enhancement (Ex), Spell Enhancement (Ex); SV Fort +13, Ref +7, Will +14; AL CE; Str 14, Dex 15, Con 18, Int 18, Wis 21, Cha 17.
Skills and Feats: Bluff +8, Concentration +22, Diplomacy +19, Heal +8, Intimidate +12, Knowledge (Arcana) +23, Knowledge (Religion) +19, Listen +9, Sense Motive +7, Spellcraft +25, Spot +12; Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Combat Casting, Craft Rod, Eschew Materials, Negotiator, Persuasive, Quick Draw, Shield Proficiency, Simple Weapon Proficiency.
Possessions: +4 *chainmail*, mithril heavy shield, +2 *heavy unholy mace*, *gem of true seeing*, *rod of negation*, *potion of resist electricity*, *scroll of summon monster vii*.
Cleric Domains: Magic, Destruction.
Cleric Spells per Day: (6/7+1/6+1/6+1/5+1/5+1/3+1/2+1/1+1 DC16 +spell level) 0: *Create Water, Cure Minor Wounds, Detect Magic, Light, Read Magic, Resistance*; 1: *Bane, Cause Fear, Cure Light Wounds, Doom, Inflict Light Wounds (D), Obscuring Mist, Protection from Good, Summon Monster I*; 2: *Bull's Strength, Cure Moderate Wounds, Darkness, Hold Person, Restoration, Lesser, Shatter (D), Silence*; 3: *Cure Serious Wounds, Deeper Darkness, Dispel Magic (D), Invisibility Purge, Magic Circle against Good, Protection from Energy, Stone Shape*; 4: *Cure Critical Wounds, Dimensional Anchor, Dweomer of Transference, Inflict Critical Wounds (D), Summon Monster IV, Tongues*; 5: *Dispel Good, Flame Strike, Slay Living, Spell Resistance (D), True Seeing, Wall of Stone*; 6: *Blade Barrier, Dispel Magic, Greater, Harm (D), Heal*; 7: *Destruction (D), Disintegrate, Word of Chaos*; 8: *Earthquake (D), Fire Storm*.
Spell-Like Abilities: 1/day – (CL15; DC14 +spell level) Detect Magic, Read Magic, Flare, Mage Hand, Identify, and Magic Missile.

From time to time Xzyrmax likes to have company here, and sends out the strong-arms to snatch a girl for him

from the village. At night there is a 15% chance that he will have a captive female in here with him.

18 - Tea Room

The door here is of polished nickel, and inside the floor has a fine woolen rug (30 gp). This room features a tapestry depicting the fearsome power of the First Men Purebloods and scenes of death and destruction. There are four wooden chairs here with leather cushions. They surround a low table and an earthenware pitcher with four silver cups (10 gp ea). Two brass braziers stand here, lit when the High Priest is in attendance. The door to room 17 is generally locked (DC15 to open).

19 - Enforcer

Mranthyx is the enforcer of the Temple priests. He is very large for a Pureblood (6'4 and 240 lbs) and his wild-eyed ravings intimidate the other priests. He rallies the worshippers to the temple, organizes the prayers, and cracks heads when the young initiates disobey orders. His room is sparsely furnished with a simple cot and chest. There is a brass stand which holds a large candle. The chest has a *Blast Glyph of Warding* on it (5d8 dmg). Aside from the coins, it contains a pair of *gloves of swimming and climbing*. There is also a short leather whip with metal beads tied to the ends which Mranthyx uses to scourge himself with.

Prefect Mranthyx, The Hand of Kutalabold, Male Human (Pureblood) Clr13: CR 14; Medium Humanoid; HD 13d8+26; hp 107; Init +1; Spd 30 ft; AC 23 (Touch 11, FF 22); Base Atk/Grapple +9/+13; Atk +2 *flail* +15 melee (1d8+6 + 2d6 vs. Lawful) or light crossbow +10 ranged (1d8 or 1d8+1 or 1d8+1 +1d6 fire); Full Atk +2 *flail* +15/+10 melee (1d8+6 + 2d6 vs. Lawful) or light crossbow +10/+5 ranged (1d8 or 1d8+1 or 1d8+1 +1d6 fire); SA Spell-Like Abilities; SQ Low-Light Vision (Ex), Light Sensitivity, +1 natural armor, Extra Bonus Spells (Ex), Pneumonic Enhancement (Ex), Spell Enhancement (Ex); SV Fort +10, Ref +5, Will +12; AL CE; Str 18, Dex 13, Con 16, Int 10, Wis 19, Cha 14.
Skills and Feats: Concentration +10, Decipher Script +8, Heal +15, Hide +1, Intimidate +5, Knowledge (Arcana) +13, Listen +3, Spellcraft +15, Spot +6; Combat Casting, Magical Aptitude, Rapid Reload, Spell Penetration, Point Blank Shot, Scribe Scroll.
Possessions: +1 *full plate*, heavy steel shield, +2 *flail of anarchy*, light crossbow (10 bolts, 10 +1 bolts, 1 +1 *flaming bolt*), golden Kutalabold holy symbol (100 gp), 587 gp, 357 sp, *potion of bull's strength*.
Clerics Domains: Magic, Destruction.
Cleric Spells per Day: (6/7+1/7+1/6+1/6+1/3+1/2+1/1+1 DC15 +spell level) 0: *Create Water, Detect Magic, Inflict Minor Wounds, Light, Read Magic, Resistance*; 1: *Bane, Cure Light Wounds, Curse Water, Doom, Inflict Light Wounds (D), Obscuring Mist, Protection from Good*; 2: *Bull's Strength, Cure Moderate Wounds, Darkness, Hold Person, Resist Energy, Shatter (D), Silence*; 3: *Cure Serious Wounds, Dispel Magic (D), Invisibility Purge, Magic Circle against Good, Protection from Energy, Stone Shape*; 4: *Cure Critical Wounds, Discern Lies, Freedom of Movement, Giant Vermin, Inflict Critical Wounds (D), Poison*; 5: *Flame Strike, Inflict Light Wounds, Mass (D), Slay Living, Spell Resistance*; 6: *Blade Barrier, Harm, Harm (D), Heal*; 7: *Destruction, Disintegrate (D)*.

Spell-Like Abilities: 1/day – (CL13; DC13 +spell level)
Detect Magic, Read Magic, Flare, Mage Hand, Identify, and Magic Missile.

Glyph of Warding (Blast): CR 5; spell; spell trigger; no reset; spell effect (glyph of warding [blast], 6th-level cleric, 5d8 fire, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

20 - Assassin - The Breath of Kutalabold (Dregg Bloodhand)

Quiet and darkness rule this room. A *Darkness* spell prevents light here unless Dregg wants light, in which case he deactivates the spell by putting a stopper on a small earthen jug next to his bed (*jug of darkness*, when open treat as if a *Darkness* spell has been cast). There is a chest here with naught but clothes in it. This is a false bedroom, and Dregg never sleeps here. He sleeps in room 21. The secret doors here are masterfully blended into the wall (DC23), and are opened by wedging a finger into the base of the door at the correct spot. Dregg is eternally alert, and will hear if someone enters room 20.

21 - Bedroom

A small mat on the floor and a satchel of clothing are all that appear to be in this room. Dregg keeps all of his possessions on his person at all times. Dregg is kept by the wizards of the Citadel and the priests of the Temple as a handy tool against specific threats. Any would-be sheriff or rabble-rousing mayor who threatens the stability of the Temple and Citadel can count on a visit from Dregg. Dregg is a rough-looking orc man with an intense demeanor. His deep brown eyes seem to burn like coals, and his grin is one of deadly intent. His iron-gray hair makes him appear to be older than he is, belying his lithe athletic capabilities. Few have seen his face undisguised and lived to tell of it.

Dregg Bloodhand, Male Orc Rog5/Asn4: CR 9; Medium Humanoid; HD (5d6)+(4d6)+18; hp 55; Init +4; Spd 30 ft; AC 21 (Touch 16, FF 17); Base Atk/Grapple +6/+9; Atk +3 *rapier* +14 melee (1d6+6) or *assassin's dagger* +12 melee (1d4+5) or *assassin's dagger* (thrown) +12 ranged (1d4+2) or +2 *light crossbow* +12 ranged (1d8+2); Full Atk rapier +14/+9 melee (1d6+6) or *assassin's dagger* +12/+7 melee (1d4+5) or +2 dagger (thrown) +12/+7 ranged (1d4) or +2 *light crossbow* +12/+7 ranged (1d8+2); Atk +3; SA/SQ Death Attack (DC16), Sneak Attack +5d6; SQ Evasion (Ex), +2 save against poisons, Improved Uncanny Dodge, Light Sensitivity, Poison Use, +1 Trap Sense (Ex), Trapfinding, Darkvision 60'; SV Fort +4, Ref +12, Will +2; AL CE; Str 17, Dex 18, Con 14, Int 14, Wis 11, Cha 13.

Skills and Feats: Bluff +6, Diplomacy +10, Disable Device +7, Disguise +7, Escape Artist +11, Forgery +7, Hide +16, Intimidate +3, Listen +8, Move Silently +16, Open Lock +9, Search +14, Sense Rope +5, Sleight of Hand +12, Spot +5, Swim +8, Use Rope +9; Armor Proficiency (light), Point Blank Shot, Precise Shot, Simple Weapon Proficiency, Weapon Finesse, Weapon Focus (rapier).

Possessions: *assassin's dagger*; +2 *ring of protection*; 30 bolts; +3 *leather*; +3 *rapier*.

Assassin Spells Known: (0/4/2 DC12 +spell level) 1: *Disguise Self, Obscuring Mist, Sleep, True Strike*; 2: *Alter Self, Fox's Cunning, Invisibility*.

22 - Receiving Hall of the Bloodmaidens

This elaborately decorated hall (couches, cushions, chairs, silver tray with silver pitcher – 1,000 gp) is where the Bloodmaidens gather when they come to the Temple for special worship occasions.

23 - Secret Exit

This secret door is opened only by a panel on the inside wall, causing the heavy rock to pivot outward (Search DC24). This is essentially a secret escape route. (See V19).

Notes and Comments:

The Temple of Kutalabold should be played as an active body within the community of Aztlan. The ordinary people of the village live in fear of the temple, intimidated by the powerful, menacing priests and their hired strong arms. It would be well known in the village that bad things go on in the temple, but so long as those bad things happen to other people, the temple is a thing best left alone. On the rare occasions when priests or guards from the temple venture into or through town, they would be given a wide berth on the street. Any visitors to the village who brag too loudly about attacking or infiltrating the temple will most assuredly receive a 'visit' from Dregg Bloodhand (see Temple room 20) and a few of the temple henchmen or guards.

If there is any place in this adventure where 'fight to the death' is applicable, it's here in the Temple. These religious zealots will fight to the last drop of their blood to defend their temple. Except for Dregg Bloodhand – he knows every secret door in the town and will slip out of tough spots.

Manse of the Bloodmaidens -1st Floor

CITADEL OF FIRE

Manse of the Bloodmaidens

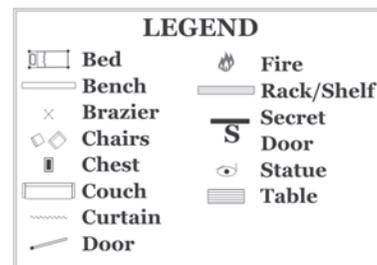
1st Floor



2nd Floor



□ 1 square = 5'



1 - Foyer

This elaborate entrance exhibits white marble-tiled floors, a massive silver mirror with gilded bronze frame on the wall opposite the doors (which conceals the secret door (Search DC20)), and three brass wall sconces providing ample light. On the wall to the left of the doorway is a painting of a beautiful woman with ivory skin, gray eyes, and jet black hair. It was done by one of the young Bloodmaidens, and is a portrait of Stylyxia Dziln, Prime Bloodmaiden. While beautiful, her eyes seem almost alive in the picture, and give off a dangerous, menacing quality which is unsettling. (For exterior of building, see V20(a)).

Judges Note: There is nothing magical about the painting, nor does it conceal anything.

2 - Receiving Parlor

This richly furnished room features beautifully painted walls of violet and green, a fine woolen rug which spans the entire floor, several finely-crafted chairs and two sofas, a number of small tables with porcelain serving ware, and several brass wall sconces which make this a bright place even without windows. This is the formal receiving parlor for the Bloodmaidens. This is where they receive official visitors such as the wizards from the Citadel, priests from the Temple, and even dignitaries from the town and from other areas. During receptions here, food is served to guests while some of the Bloodmaidens play music (harp and flute) and a handful of children run about laughing and playing.

3 - Wizard Fledglings

Four youthful wizards live here, not quite ready to make the move to the Citadel. They have standard clothing, small beds, small chests, and assorted books here.

Wizard Fledglings (4), Male Human (Pureblood)

Wiz1: CR2; Medium Humanoid; HD 1d4 + 3; hp 7, 6, 6, 6; Init +4; Spd 30 ft; AC 15 (Touch 14, FF 11); Atk/Full Atk dagger +1 melee (1d4+1) or dagger + 4 ranged (1d4+1); SA Spell-Like Abilities; SQ Low-Light Vision (Ex), Light Sensitivity, +1 natural armor, Extra Bonus Spells (Ex), Pneumonic Enhancement (Ex), Spell Enhancement (Ex), Summon Familiar; Fort +3, Ref +4, Will +4; AL NE; Str 12, Dex 18, Con 16, Int 21, Wis 14, Cha 12.

Skills and Feats: Concentration +11, Escape Artist +6, Knowledge (Arcana) +9, Knowledge (Planes) +9, Knowledge (History) +9, Spellcraft +9, Spot +4; Scribe Scroll, Spell Focus, Combat Casting.

Wizard Spells Prepared: (3/3 DC17 +spell level, Spell Focus, Spell Enhancement) 0: *Detect Magic, Read Magic, Light, Magic Missile*; 1: *Burning Hands*.

Spell-Like Abilities: 1/day – (CL1; DC12 +spell level) *Detect Magic, Read Magic, Flare, Mage Hand, Identify, and Magic Missile*.

Possessions: dagger, 2 sp, 8 cp. Each fledgling has a *wand of detect magic* (10 charges).

4 - Fledglings

Four additional wizard fledglings dwell here (See Room 3 for description).

Wizard Fledglings (4), Male Human (Pureblood)
hp 4, 2, 2, 2.

5 - Fledglings

Four additional wizard fledglings dwell here (see Room 3 for description).

Wizard Fledglings (4), Male Human (Pureblood);
hp 4, 2, 2, 2.

6 - Fledglings

There are only 3 fledglings in this room. The 4th was an unfortunate casualty to a *Lightning Bolt* experiment. The clothes of the 4th boy are still on his bed.

Wizard Fledglings (4), Male Human (Pureblood);
hp 4, 2, 2, 2.

7 - Women's Bath

This room of light grey stone serves as a bath house for the ladies of the manse. A 5' x 5' square stone tub is filled each evening with water and quickly heated via a spell from one of the Bloodmaidens. A ledge along the wall has two small stone basins for washings hands and face. Linen towels are stacked on the ledge. A stone gate at the side of the tub allows for the water to be drained. The floor slopes down in the center, where a hole in the stone (1/2' in. diameter) serves as a drain. An iron grate covers the opening. A privy is located in the far corner of the room, separated by a screen (wood and linen).

8 - Boy's Bath

This room is exactly as described in Room 7, except that instead of a privy, there is a trench with a drain located in the far corner (no screen).

9 - Kitchen/Dining Room

While many of the rooms in the manse are luxurious and elaborate, this room is practical and very busy. The walls are of a medium burnished oakwood, and the floors and countertops are a bluish slate tile. Two large heavy wooden tables dominate the room, while one entire side is sectioned off as the kitchen area. Inside the kitchen is a preparation counter, a hearth with a rack (w/ iron kettle), and an attached stove with assorted pots. A larder beneath the counter here contains many dried goods and spices. Vegetables hang in baskets over the top of the counter. A heavy oilcloth sack under the counter contains individually-wrapped salted meats: lamb, boar, and venison. Bread is baked daily in the hearth, and milk is brought in from the local farm (steel pail) twice per week. This room is active during most hours of the day, and has a 25% likelihood of someone being here even in the wee hours of the morning. Two servant women from the town come in at dawn and stay till dusk preparing meals and cleaning. They have no weapons and would flee any type of conflict. They are escorted in and out, and are not allowed to wander the building other than to use the bath. They know enough of the Bloodmaidens to be terrified of crossing them. The pay they earn, 5 coppers/day, is a decent wage.

10 - Recreation Room

This large room is sparsely furnished with only a few chairs and benches for the adults. Otherwise it is a wide open play area where the children run wild. A few chests line the wall and contain toys (balls, sticks, play-wands, tin soldiers, stone wizards, play-dragons on wheels, etc.) and clothing (costumes such as militiaman, wizard, priest, Bloodmaiden, peasant, and one they innocently call "victim"). During the day this room is always bursting with noise, laughter, and tears (likelihood 75% to find from 1 – 10 bloodmaidens and from 10 – 30 children).

11 - Library

This is another large room usually filled with children during daylight hours. But unlike the rec room, this room is a library and is a quiet place. Inside are 2 round wooden tables (5' diameter), and bookcases lining the walls. The books are gathered from far and wide, many in different languages.

*A smattering of the titles here are:
Jack Dawes and the Ugly Billy Goat
Mistress Marple Eats a Spider
Fireball Placement Techniques
A History of Pipe Weed
The Humors of the Human Body*

Up to a dozen children and/or fledglings can be found here at any time during the day, and up to 3 Bloodmaidens can be found here day or night.

12 - 'Pets'

This room generally goes to the oldest fledgling wizard here at the Manse, and when he graduates to the Citadel it is handed down to the next in line. Right now that honored fledgling is the much-hated Bryxl 'The Cruel.'

Part of the responsibility which goes with having this room lies in feeding and caring for the 2 giant black wolfhounds, Hairy and Sweetling. Brxyl is teaching the dogs his cruelty, and now they are quick to attack.

Hairy and Sweetling, Wolfhounds: CR1; Medium Animal; HD 2d8+4; hp 13, 20; Init +2; Spd 40 ft; AC 16 (Touch 12, FF 14); Base Atk/Grapple +1/+3; Atk/Full Atk bite +3 melee (1d6+3); SV Fort +5, Ref +5, Will +1; AL N; **Skills and Feats:** Jump +8, Listen +5, Spot +5, Swim +3, Survival +1; Alertness, Track.

Brxyl 'The Cruel,' Male Human (Pureblood) Wiz3: CR 4; Medium Humanoid; HD 3d4+3; hp 13; Init +5; Spd 30 ft; AC 13 (Touch 12, FF 11); Base Atk/Grapple +1/+1; Atk/Full Atk dagger +1 melee (1d4), or +3 ranged (1d4); SQ Low-Light Vision (Ex), Light Sensitivity, +1 natural armor, Extra Bonus Spells (Ex), Pneumonic Enhancement (Ex), Spell Enhancement (Ex), Summon Familiar SV Fort +2, Ref +2, Will +3; AL CE; Str 11, Dex 15, Con 12, Int 16, Wis 10, Cha 11.

Skills and Feats: Concentration +6, Craft (Weaponsmithing) +4, Knowledge (Arcana) +7, Knowledge (History) +7, Knowledge (Nature) +5; Combat Casting, Extend Spell, Improved Initiative, Scribe Scroll.

Possessions: wizard's robes, copper ring (5 cp), dagger, *wand of magic missile* (CL 1, 10 charges), *scroll of disrupt undead*. In a dirty stocking under his bed he keeps his fortune: 3 gp, 7 sp, and a lock of black hair from his sweetie, Zalia.

Wizard Spells Prepared: (4/4/3 DC14 +spell level, Spell Focus, Spell Enhancement) 0: *Detect Magic, Flare, Light, and Read Magic*; 1: *Expeditious Retreat, Identify, Mage Armor, Magic Missile*; 2: *Detect Thoughts, Fog Cloud, Scorching Ray*.

Spell-Like Abilities: 1/day – (CL3; DC12 +spell level) *Detect Magic, Read Magic, Flare, Mage Hand, Identify, and Magic Missile*.

13 - Classroom I

This room has a table and several benches. Slates are found on the tables, as well as pieces of chalk. During the day, anywhere from 5 – 15 students (young children or fledglings) can be found here with a Bloodmistress teacher.

14 - Classroom II

Identical to Room 13 above.

15 - Bloodmistresses

Before they couple with a Pureblood wizard and produce children, the Bloodmaidens are referred to as "Bloodmistresses." This merely means they are young women. Bloodmistresses, like any young women, are often intelligent, responsible, and very orderly. At other times they can be mischievous, mean-spirited, irresponsible, and curious. This room serves as home to 3 Bloodmistresses. There are 2 beds, and 2 small chests of drawers (clothes only), with a large pillar candle on top.

Bloodmistresses (3), Female Human (Pureblood)

Witch6: CR 7; Medium Humanoid; HD 6d4+12; hp 28, 25, 25; Init +6; Spd 30 ft; AC 13 (Touch 12, FF 11); Base Atk/Grapple +3/+3; Atk/Full Atk dagger +3 melee (1d4) or sling +5 ranged (1d4); SA/SQ (see summary) Summon Familiar; SV Fort +5, Ref +4, Will +6; AL NE or CE; Str 10, Dex 15, Con 16, Int 13, Wis 12, Cha 16.

Skills and Feats: Concentration +13, Craft (Alchemy) +9, Heal +3, Knowledge (Arcana) +5, Sense Motive +3, Spellcraft +11; Brew Potion, Combat Casting, Improved Initiative, Scribe Scroll, Simple Weapon Proficiency.

Possessions: *maiden's collar, wand of cure light wounds* (11 charges), bronze dagger, sling (10 bullets), 13 gp, 19 sp.
Domain: Travel.

Witch Spells Known: (6/7/6/4 DC14 +spell level, Spell Focus, Spell Enhancement) 0: *Cure Minor Wounds, Daze, Detect Magic, Flare, Ghost Sound, Read Magic, Resistance*; 1: *Change Self, Charm Person, Sleep, Summon Monster I*; 2: *Invisibility, Summon Swarm*; 3: *Summon Monster III*.

Domain Spells: *Longstrider, Locate Object, Fly*.

Spell-Like Abilities: 1/day – (CL6; DC14 +spell level) *Detect Magic, Read Magic, Flare, Mage Hand, Identify, and Magic Missile*.

16 - Bloodmistresses

Residence for 4 Bloodmistresses.

Bloodmistresses (4), Female Human (Pureblood)

Witch6: CR 7; hp 25, 32, 26, 28; Atk dagger +5 melee (1d4) or sling +6 ranged (1d4).

Possessions: *maiden's collar, scroll of giant vermin*, bronze dagger, sling (10 bullets ea), 14 gp, 13 sp.

Domain: Destruction.

17 - Bloodmistresses

Residence for 4 Bloodmistresses.

Bloodmistresses (4), Female Human (Pureblood)

Witch6: CR 7; hp 24, 25, 29, 27; Atk dagger +5 melee (1d4) or sling +6 ranged (1d4).

Possessions: *maiden's collar, scroll of endure elements*, bronze dagger, sling (10 bullets ea), 12 gp, 18 sp.

Domain: Magic.

18 - Bloodmistresses

Residence for 3 Bloodmistresses.

Bloodmistresses (3), Female Human (Pureblood)

Witch6: CR 7; hp 25, 26, 29; Atk dagger +5 melee (1d4) or sling +6 ranged (1d4).

Possessions: *maiden's collar, scroll of detect undead*, bronze dagger, sling (10 bullets ea), 9 gp, 16 sp.

Domain: Trickery.

19 - Bloodmistresses

Residence for 2 pregnant Bloodmistresses.

Bloodmistresses (2), Female Human (Pureblood)

Witch7: CR 8; Medium Humanoid; HD 7d4+7; hp 21, 15; Init +2; Spd 30 ft; AC 13 (Touch 12, FF 11); Base Atk/Grapple +3/+5; Atk/Full Atk dagger +5 melee (1d4+1) or sling +6 ranged (1d4); SA/SQ (see summary), Summon Familiar; SV Fort +6, Ref +6, Will +5; AL NE or CE; Str 12, Dex 15, Con 16, Int 17, Wis 11, Cha 16.

Skills and Feats: Concentration +12, Craft (Alchemy) +9, Heal +3, Knowledge (Arcana) +5, Sense Motive +3, Spellcraft +11; Brew Potion, Combat Casting, Improved Initiative, Scribe Scroll.

Possessions: *maiden's collar, scroll of detect undead*, bronze dagger, sling (10 bullets ea), 9 gp, 16 sp.

Witch Spells Known: (6/7/7/5 DC14 +spell level, Spell Focus, Spell Enhancement) 0: *Cure Minor Wounds, Daze, Detect Magic, Flare, Message, Read Magic, Resistance*; 1: *Change Self, Charm Person, Command, Identify, Sleep*; 2: *Acid Arrow, Alter Self, Invisibility*; 3: *Hold Person, Summon Monster III*.

Domain: Destruction.

Domain Spells: 1: *Inflct Light Wounds*, 2: *Shatter*, 3: *Contagion*.

Spell-Like Abilities: 1/day – (CL7; DC14 +spell level) *Detect Magic, Read Magic, Flare, Mage Hand, Identify, and Magic Missile*.

Manse of the Bloodmaidens - 2nd Floor

20 - Mothers and Young

This room is home to a pod of Purebloods. A 'pod' consists of 4 mothers (Bloodmaidens) and 4 – 12 small Pureblood children. This room has 7 infant children, and the Bloodmaidens here are less experienced than some of their sisters. The room is open but can be sectioned off by curtains stretched between the tall wooden bedposts. The Bloodmaidens each have their own chest, table, chair, and bed. They also share a *gem of seeing*. Large candles light the room at night. Windows can be opened to allow sunlight in during the day.

Bloodmaidens (4), Female Human (Pureblood)

Witch8: CR 9; Medium Humanoid; HD 8d4+24; hp 46, 47, 49, 46; Init +2; Spd 30; AC 22 (Touch 15, FF 20), Base Atk/Grapple +4/+4; Atk/Full Atk *assassin's dagger* +7 melee (1d4+2, adds +1 to DC of a death attack) *assassin's dagger* (thrown) +9 ranged (1d4+2) or cold iron dagger +5 (1d4) cold iron dagger (thrown) +7 ranged (1d4); SA/SQ (see summary), Summon Familiar; SV Fort +5, Ref +4, Will +6; AL CE; Str 10, Dex 15, Con 16, Int 17, Wis 11, Cha 18.

Skills and Feats: Bluff +12, Concentration +17, Craft (Alchemy) +17, Diplomacy +9, Disguise +6, Intimidate +9, Knowledge (Arcana) +15, Listen +3, Spellcraft +17, Spot +3; Brew Potion, Combat Casting, Improved Counterspell, Leadership, Spell Penetration.

Possessions: +2 *amulet of natural armor*, *assassin's dagger*, +4 *bracers of armor*, cold iron dagger, +3 *ring of protection*, *maiden's collar*, +1 *dagger of venom* (DC14), sling (15 bullets), *gem of seeing*, *wand of lesser planar ally* (6 charges), 131 gp, 544 sp.

Witch Spells Known: (6/7/7/6/4 DC15 +spell level, Spell Focus, Spell Enhancement) 0: *Cure Minor Wounds*, *Daze*, *Detect Magic*, *Disrupt Undead*, *Message*, *Read Magic*, *Resistance*; 1: *Change Self*, *Charm Person*, *Command*, *Identify*, *Sleep*; 2: *Alter Self*, *Invisibility*, *Acid Arrow*; 3: *Hold Person*, *Summon Monster III*; 4: *Summon Monster IV*.

Domain: Travel.

Domain Spells: 1: *Longstrider*, 2: *Locate Object*, 3: *Fly*, 4: *Dimension Door*.

Spell-Like Abilities: 1/day – (CL8; DC15 +spell level) *Detect Magic*, *Read Magic*, *Flare*, *Mage Hand*, *Identify*, and *Magic Missile*.

21 - Mothers and Young

This room is home to another pod of young Bloodmaidens with 4 very young children. The room is sectioned off by curtains stretched between the tall wooden bedposts, and each Bloodmaiden has a chest, table and chair. The children are generally 0 HD, 1 hp and 0 spells, but one of the babies is showing a sorcerer's aptitude and can (once per day) cast a *Flare* spell.

Bloodmaidens (4), Female Human (Pureblood)

Witch8: CR 9; Medium Humanoid; HD 8d4+24; hp 45, 46, 46, 42; Init +2; Spd 30; AC 17 (Touch 12, FF 15), Base Atk/Grapple +4/+4; Atk/Full Atk +1 *dagger* +5 (1d4+1) or +1 *dagger* (thrown) +7 (1d4+1); SA/SQ (see summary), Summon Familiar; SV Fort +5, Ref +4, Will +6; AL CE; Str 10, Dex 15, Con 16, Int 17, Wis 11, Cha 18.

Skills and Feats: Bluff +12, Concentration +17, Craft (Alchemy) +17, Diplomacy +9, Disguise +6, Intimidate +9, Knowledge (Arcana) +15, Listen +3, Spellcraft +17, Spot +3; Brew Potion, Combat Casting, Improved Counterspell, Leadership, Spell Penetration.

Possessions: *maiden's collar*, +2 *amulet of natural armor*, +2 *bracers of armor*, +1 *dagger*, sling (15 bullets), *candle of truth*, *scroll of baleful polymorph*, 221 gp, 287 sp.

Witch Spells Known: (6/7/7/6/4 DC15 +spell level, Spell Focus, Spell Enhancement) 0: *Cure Minor Wounds*, *Daze*, *Detect Magic*, *Disrupt Undead*, *Message*, *Read Magic*, *Resistance*; 1: *Change Self*, *Charm Person*, *Command*, *Identify*, *Sleep*; 2: *Alter Self*, *Invisibility*, *Acid Arrow*; 3: *Hold Person*, *Summon Monster III*; 4: *Summon Monster IV*.

Domain: Destruction.

Domain Spells: 1: *Inflict Light Wounds*, 2: *Shatter*, 3: *Contagion*, 4: *Inflict Critical Wounds*.

Spell-Like Abilities: 1/day – (CL8; DC15 +spell level) *Detect Magic*, *Read Magic*, *Flare*, *Mage Hand*, *Identify*, and *Magic Missile*.

22 - Mothers and Young

This room is home to 4 more mature Bloodmaidens and their young offspring. These Bloodmaidens are more experienced at their spellcraft than some of the others, and the furniture here is of a bit higher quality than in some of the other rooms. The pod here has 4 mothers and 6 children.

Bloodmaidens (4), Female Human (Pureblood)

Witch9: CR 10; Medium Humanoid; HD 9d4+18; hp 43, 46; Init +1; Spd 30 ft; AC 17 (Touch 14, FF 13); Base Atk/Grapple +4/+4; Base Atk/Grapple +4/+4; Atk/Full Atk +1 *dagger* +5 (1d4+1) or +1 *dagger* (thrown) +7 (1d4+1); or sling +6 ranged (1d4); SA/SQ (see summary), Summon Familiar; SV Fort +6, Ref +6, Will +4; AL CE; Str 10, Dex 15, Con 16, Int 17, Wis 11, Cha 16.

Possessions: *maiden's collar*, +2 *ring of protection*, +2 *bracers of armor*, +1 *dagger*, sling (15 bullets), *dust of appearance*, 307 gp, 235 sp.

Witch Spells Known: (6/7/7/6/4 DC14 +spell level, Spell Focus, Spell Enhancement): 0: *Cure Minor Wounds*, *Daze*, *Detect Magic*, *Flare*, *Message*, *Read Magic*, *Resistance*; 1: *Change Self*, *Charm Person*, *Command*, *Identify*, *Sleep*; 2: *Alter Self*, *Detect Thoughts*, *Invisibility*, *Acid Arrow*; 3: *Bestow Curse*, *Hold Person*, *Summon Monster III*; 4: *Dimension Door*, *Summon Monster IV*.

Domain: Evil.

Domain Spells: 1: *Protection from Good*, 2: *Desecrate*, 3: *Magic Circle against Good*, 4: *Unholy Blight*.

Spell-Like Abilities: 1/day – (CL9; DC14 +spell level) *Detect Magic*, *Read Magic*, *Flare*, *Mage Hand*, *Identify*, and *Magic Missile*.

23 - Storeroom

This room holds supplies for the Manse: linen towels, wool and linen clothing, combs, brushes, needles, thread, curtains, soap, oil, brooms, hats, cloaks, boots, mittens, buttons, tonic, medicinal herbs, buckets, step-stools, spell

components, and cleaning supplies. There is also a *candle of sneezing* tucked away in here (gag gift created for a birthday party, once lit, all in 5' radius begin sneezing uncontrollably until outside the 5' zone, takes 10 minutes to wear off, save is Fort, DC20), and a *decanter of endless water*.

24 - Mothers and Young

This pod is unusual in that one of the mothers is very pregnant and nigh on giving birth. The other three Bloodmaidens here tend to her closely, and the 4 children living here are all very young. The oldest child here, a girl of 3, can perform open/close as a spell.

Bloodmaidens(4), Female Human (Pureblood)

Witch9: CR 10; Medium Humanoid; HD 9d4+18; hp 43, 46; Init +1; Spd 30 ft; AC 17 (Touch 12, FF 15); Base Atk/Grapple +4/+4; Atk/ Full Atk +1 dagger +5 melee (1d4+1) or +1 dagger (thrown) +7 ranged (1d4+1), or sling +6 ranged (1d4); SA/SQ (see summary), Summon Familiar; SV Fort +6, Ref +6, Will +4; AL CE, Str 10, Dex 15, Con 16, Int 17, Wis 11, Cha 16

Possessions: *maiden's collar*, +3 bracers of armor, +1 ring of protection, +1 dagger, sling (15 bullets), ring of cold resistance (20), scroll of flame arrow, 265 gp, 311 sp.

Witch Spells Known: (6/7/7/6/4 DC14 +spell level, Spell Focus, Spell Enhancement): 0: *Cure Minor Wounds, Daze, Detect Magic, Flare, Message, Read Magic, Resistance*; 1: *Change Self, Charm Person, Command, Identify, Sleep*; 2: *Alter Self, Detect Thoughts, Invisibility, Acid Arrow*; 3: *Bestow Curse, Hold Person, Summon Monster III*; 4: *Dimension Door, Summon Monster IV*.

Domain: Travel.

Domain Spells: 1: *Longstrider*, 2: *Locate Object*, 3: *Fly*, 4: *Dimension Door*.

Spell-Like Abilities: 1/day – (CL9; DC14 +spell level) *Detect Magic, Read Magic, Flare, Mage Hand, Identify, and Magic Missile*.

25 - Mothers and Young

Two Bloodmaidens share this room with their 4 infant children. These two ladies, Bryzkie and Krytchyn, are difficult to get along with and very ill-tempered, so they have their own room. They are malicious, and love to demonstrate their powers on ordinary folk in front of their children.

Bloodmaidens(2), Female Human (Pureblood)

Witch9: CR 10; Medium Humanoid; HD 9d4+18; hp 43, 46; Init +1; Spd 30 ft; AC 17 (Touch 12, FF 15); Base Atk/Grapple +4/+4; Base Atk/Grapple +4/+4; Atk/Full Atk +1 dagger + melee (1d4+1) or +1 dagger (thrown) +7 (1d4+1); or sling +6 ranged (1d4); SA/SQ (see summary), Summon Familiar; SV Fort +6, Ref +6, Will +4; AL CE; Str 10, Dex 15, Con 16, Int 17, Wis 11, Cha 16.

Possessions: *maiden's collar*, +1 amulet of natural armor, +1 ring of protection, +2 bracers of armor, +1 dagger, sling (15 bullets), gem of seeing, potion of protection from good, 159 gp, 642 sp.

Witch Spells Known: (6/7/7/6/5 DC14 +spell level, Spell Focus, Spell Enhancement): 0: *Cure Minor Wounds, Daze, Detect Magic, Flare, Message, Read Magic, Resistance*; 1: *Change Self, Charm Person, Command, Identify, Sleep*; 2: *Alter Self, Detect Thoughts, Invisibility, Acid Arrow*; 3: *Bestow Curse, Hold Person, Summon Monster III*; 4: *Dimension Door, Summon Monster IV*.

Domain: Destruction.

Domain Spells: 1: *Inflct Light Wounds*, 2: *Shatter*, 3: *Contagion*, 4: *Inflct Critical Wounds*.

Spell-Like Abilities: 1/day – (CL9; DC14 +spell level) *Detect Magic, Read Magic, Flare, Mage Hand, Identify, and Magic Missile*.

26 - The Second

This is the apartment of Lyscyllia Dren, Second to the Prime of the Bloodmaidens. Lyscyllia is different in most every way from Stylyxia Dziln, being frail of figure, light blond of hair, and dressed in a satin gown most days. She appears to be delicate and demure, but her ice blue eyes hide the heart of a tyrant. Her two daughters, Scyllenti and Sarczona, are 4 year old twins who have begun to experience their sorcerous gifts: they have each mastered *Mage Hand* and *Ghost Sound*.

The furniture in the room consists of an elaborate dressing table and bench, a small table and three chairs (two for the children), a large bed, two small beds, and a wooden jewelry box inlaid with mother of pearl (1,000 gp) which holds 12 rubies (1,000 gp each), a platinum and bloodstone necklace (1,500 gp), and a gold ring with star sapphire (2,000 gp).

Lyscyllia Dren, Second of the Bloodmaidens,

Female Human (Pureblood) Witch11: CR 12; Medium Humanoid; hp 66; Init +2; Spd 30 ft; AC 22 (Touch 15, FF 20); Base Atk/Grapple +5/+5; Atk/Full Atk *assassin's dagger* +7 melee (1d4+2) or Atk *assassin's dagger* (thrown) +9 ranged (1d4+2), cold iron dagger +5 melee (1d4) or cold iron dagger (thrown) +7 ranged (1d4); SA/SQ (see summary), Summon Familiar; SV Fort +6, Ref +5, Will +7; AL CE; Str 10, Dex 15, Con 16, Int 17, Wis 11, Cha 18.

Skills and Feats: Bluff +12, Concentration +17, Craft (Alchemy) +17, Diplomacy +9, Disguise +6, Intimidate +9, Knowledge (Arcana) +15, Listen +3, Spellcraft +17, Spot +3; Brew Potion, Combat Casting, Improved Counterspell, Leadership, Simple Weapon Proficiency, Spell Penetration.

Possessions: *maiden's collar*, +2 amulet of natural armor, *assassin's dagger*, +4 bracers of armor, cold iron dagger, +3 ring of protection, +1 dagger of venom (DC14), sling (15 bullets), *gem of seeing*, scroll of dismissal, ring of spell storing (holds 5 levels of spells, currently *Fireball*, *Magic Missile*, *Mage Armor*), wand of lightning bolt (CL8), 388 gp, 157 sp.

Witch Spells Known: (6/7/7/7/7/4 DC15 +spell level, Spell Focus, Spell Enhancement): 0: *Cure Minor Wounds, Daze, Detect Magic, Flare, Ghost Sound, Light, Message, Read Magic, Resistance*; 1: *Acid Arrow, Change Self, Charm Person, Command, Identify, Sleep*; 2: *Alter Self, Detect Thoughts, Enthrall, Invisibility*; 3: *Bestow Curse, Clairvoyance/Clairaudience, Hold Person, Summon Monster III*; 4: *Fear, Giant Vermin, Summon Monster IV*;

5: *Baleful Polymorph, Nightmare.*

Domain: Destruction (*Smite* once a day).

Domain Spells: 1: *Inflct Light Wounds*, 2: *Shatter*, 3: *Contagion*, 4: *Inflct Critical Wounds*, 5) *Inflct Light Wounds, Mass.*

Spell-Like Abilities: 1/day – (CL11; DC15 +spell level)
Detect Magic, Read Magic, Flare, Mage Hand, Identify, and Magic Missile.

Apartments of The Prime Stylyxia Dziln



27 - The Reception Hall

This large, opulent room smells of wild berries and willow bark. The floor is spotless, black marble tile beneath a luxurious black wool carpet with an elaborate border design (planar symbols). The walls are made of brick plastered over in a gray color, and several brass sconces line the walls. There are no windows to this room, and on the wall opposite the door there is a small dais with a black iron throne with a seat made of obsidian. Four luxuriously furnished black wooden chairs are arranged in front of the throne, an oval table before them. A black glass pitcher and set of cups rests on the table. A fireplace roars on the wall to the right of the doors. Standing in the center of the room, so still as to seem a statue, is a grotesque figure: a flesh golem dressed in a beautiful ivory gown, flowing black wig, and powder makeup. This was once Sister Charumet, until she was found to be having an affair with a Temple strongman from the barracks. The mercenary was burned alive by the Temple priests in the courtyard furnace, and Charumet was drowned in the well by the sisters of her pod. Her body was presented to Yrammag, who had her dismembered and rejoined to make a flesh golem out of her as a gift to his bride, Stylyxia. Charumet now serves as Stylyxia's personal bodyguard. The golem will not

attack other Bloodmaidens unless ordered to do so by Stylyxia, and will not attack children. Any others entering this room will be attacked unless Stylyxia specifically orders the golem to be still (as she does when Yrammag visits her).

Any who sit on the Prime's throne without Stylyxia's permission will find a nasty shock: an *Arcane Symbol* has been placed here; the spell is triggered unless the password is uttered: "Yrammag."

Arcane Symbol (Blast): CR5; spell trigger; no reset; spell effect (blast); CL9 wizard; 5d6 *Shocking Grasp*; Ref DC19 for half dmg; dmg 5 ft radius; Search DC29; Disable Device DC29.

Charumet, Flesh Golem: CR 7; Large Construct; HD: 9d10+30; hp 75; Init -1, Spd 30 ft; AC 18 (Touch 8, FF 18); Base Atk/Grapple: +6/+15; Atk slam +10 melee (2d8+5); Full Atk 2 slams +10 melee (2d8+5); Space/Reach 10 ft/10 ft; SA Berserk; SQ construct traits, DR 5/adamantine and bludgeoning, Darkvision 60', Haste, Immunity to magic, Low-Light Vision; SV Fort +3, Ref +2, Will +3; AL N; Str 21, Dex 9, Con -, Int -, Wis 11, Cha 1.

28 - The Prime's Lair

The thick, iron-bound door to this bedroom from Room 27 is kept locked when Stylyxia is inside (key on *maiden's collar* around her neck, Open Lock DC20). There is an *Alarm* spell on the door if she is inside, which will notify her of intruders. Inside is a simple room: a large and luxuriously appointed four-post bed, a table, chair, large bronze-bound chest (locked, Open Lock DC25), 2 brass braziers and brass coal bucket, porcelain wash basin and pitcher, fireplace, bookcase, and small wardrobe. Inside the locked chest are: 7,323 gp, 536 sp, 3,069 cp, 4 golden chalices with emerald stones (1,500 gp each), a *potion of cure serious wounds*, and a diary of her relationship with her husband, Yrammag (not entirely flattering, but exhibits loyalty and duty).

Stylyxia herself is as beautiful as she is terrifying. Her ivory skin and flowing jet black hair are offset by the garish blood-red leather armor she wraps herself in. Her *maiden's collar* and Kutalabold holy symbol necklace dangle menacingly from the porcelain-perfect skin of her neck. Her gray eyes flash with malevolence and contempt for any who do not share the Pureblood which she defends with every measure of her being. And the quarterstaff she carries seems to crackle when she swings it. A smile from her lips can mean either affection or death, depending on her intent.

The Prime, Stylyxia Dziln, Female Human (Pureblood) Ill9/Witch4: CR 15; Medium Humanoid; HD (11d4)+(4d4)+45; hp 87; Init +7; Spd 30 ft; AC 27 (Touch 13, FF 24); Base Atk/Grapple +7/+7; Atk +2 *quarterstaff*+9 melee (1d6+2+1d10 shock on critical) or Atk +1 *sling* +11/+6 ranged (1d4+1); Full Atk +2 *quarterstaff*+9/+4 melee (1d6+2+1d10 shock on critical) or Atk +1 *sling* +11/+6 ranged (1d4+1); SA/SQ (see summary), +2 to Spellcraft when learning Illusion, Summon Familiar (2); SV Fort +10, Ref +12, Will +16; AL CE; Str 10, Dex 17, Con 16, Int 17, Wis 15, Cha 18.

Skills and Feats: Concentration +21, Craft (Alchemy) +15, Intimidate +10, Knowledge (Arcana) +21, Knowledge (History) +9, Knowledge (Religion) +15, Listen +5, Spellcraft +23, Spot +5; Combat Casting, Empower Spell, Eschew Materials, Improved Counterspell, Improved Initiative, Leadership, Lightning Reflexes, Scribe Scroll, Simple Weapon Proficiency, Spell Focus (Evocation), Spell Penetration.

Possessions: *maiden's collar*, +3 *amulet of natural armor*; +3 *cloak of Resistance*; +7 *bracers of armor*; +2 *quarterstaff* (1d6+*shocking burst*); +3 *ring of protection*; *ring of regeneration*; +1 *sling*, platinum and ruby Kutalabold holy symbol necklace (10,000 gp), silver and garnet belt (5,000 gp).

Illusionists Spells per Day: (4+1/5+1/5+1/5+1/3+1/2+1/1+1 DC15 (16 Illusion) +spell level, Spell Focus, Spell Enhancement, Specialist Wizard) 0: *Detect Magic*, *Light*, *Ray of Frost*, *Read Magic*, *Resistance*; 1: *Disguise Self*, *Enlarge Person*, *Expeditious Retreat*, *Feather Fall*, *Magic Aura*, *Reduce Person*, *Silent Image*; 2: *Arcane Lock*, *Invisibility*, *Misdirection*, *Phantom Trap*, *Protection from Arrows*, *Resist Energy*, *See Invisibility*; 3: *Displacement*, *Fireball*, *Hold Person*, *Invisibility Sphere*, *Lightning Bolt*, *Major Image*; 4: *Ice Storm*, *Invisibility*, *Greater Phantasmal Killer*, *Stoneskin*, *Wall of Fire*; 5: *Cone of Cold*, *Nightmare*, *Pass Wall*, *Shadow Evocation*; 6: *Chain Lightning*, *Dispel Magic*, *Greater Globe of Invulnerability*, *Shadow Walk*.

Witch Spells Known: (6/7/4 DC16 +spell level, Spell Focus, Spell Enhancement) 0: *Detect Magic*, *Light*, *Ray of Frost*, *Read Magic*, *Resistance*, *Touch of Fatigue*; 1: *Burning Hands*, *Magic Missile*, *Protection from Good*; 2: *Scorching Ray*.

Domain: Destruction 1 - *Inflct Light Wounds*, 2 - *Shatter*.

Spell-Like Abilities: 1/day - (CL15; DC15 +spell level) *Detect Magic*, *Read Magic*, *Flare*, *Mage Hand*, *Identify*, and *Magic Missile*.

Judges Notes [Bloodmaiden Encounter]: The Bloodmaidens specialize in seeing through falsehood: whether it be disguise, lies, illusion, or deceit. Visitors, intruders, or captives inside the manse will constantly be tested via spells such as *Detect Magic*, *Detect Thoughts*, and *Identify*. The Bloodmaidens also make frequent use of their *gems of seeing*. Offensively, they are prone to use tools such as *Charm*, *Command*, *Daze*, *Hold Person*, and *Sleep* to head off physical combat before it begins. If combat is inevitable, they will use *Summon Monster* spells to engage enemies in melee while they continue to attack with spells from a distance.

Notes and Comments:

The Manse of the Bloodmaidens is also an active place. The residents would at times come and go (visiting the market, traveling to visit the Citadel, etc.), and visitors could be seen from time to time as well (Wizards from the Citadel, servants, messengers, etc.). The Bloodmaidens would know if a band of adventurers were causing trouble in the town and would be on alert for such foes. They would act like any normal mother would if anyone were to attempt to attack their children: they would attempt to save the children, and if cornered they would fight ferociously to protect them. Should word of a strike on the Citadel reach the Bloodmaidens, they would come to the aid of their husbands and fathers who dwell there. And anyone attempting to infiltrate the Manse in the guise of friendly visitors would be treated to skepticism and would be subjected to the various powerful magical tools that the Bloodmaidens have to see through lies and disguises.

The Old Aztlan Necropolis



West of town there is an old necropolis which rests atop an ancient peat bog. An old cart path leads from the edge of town to an aged stone archway and rusted iron gate which serve as the entranceway. The native people of this region have been burying their dead here for centuries, mostly in unmarked graves. Over the centuries, the shifting peat bog has relocated many of the original graves (in most cases sucking the corpses down into the murk). Eventually, the local rainfall and runoff reduced, and the peat bog has dried out a bit, allowing more stable graves and mausoleums to be built here. A 5 foot-high fieldstone fence with wooden pilings was built here ages ago to mark the boundaries of the graveyard, and in attempt to reduce the shifting of the soil. Then the graveyard was expanded to double its size, and a new fence and gate were erected. This development was

repeated twice more, with a new fence and gate each time (the earlier fences are only 5' in height, the most recent is 6 ½' tall).

The ground inside the graveyard is still very damp and slightly unstable, and at times pockets of flammable, noxious gases burst from the soil. It's not unusual for parts of bodies to emerge from the ground, requiring reburial. Crab grass is the only plant which really thrives throughout, but stunted and twisted trees, shrubs, and hedges grow inside and outside the stone wall. A great and ancient willow tree stands just outside the yard, its great branches drooping sadly over the western wall. At any time day or night, the sound of insects and frogs is overwhelming.

Dwyregga the Lich

Ages ago, before the Citadel was formed, the town of Aztlan was home to a powerful necromancer named Dwyregga. When the First Men Pureblood wizards arrived and created the Citadel, they also announced their presence to the town below, scorching a few homes and taking some prisoners to ensure the people understood that they were in charge.

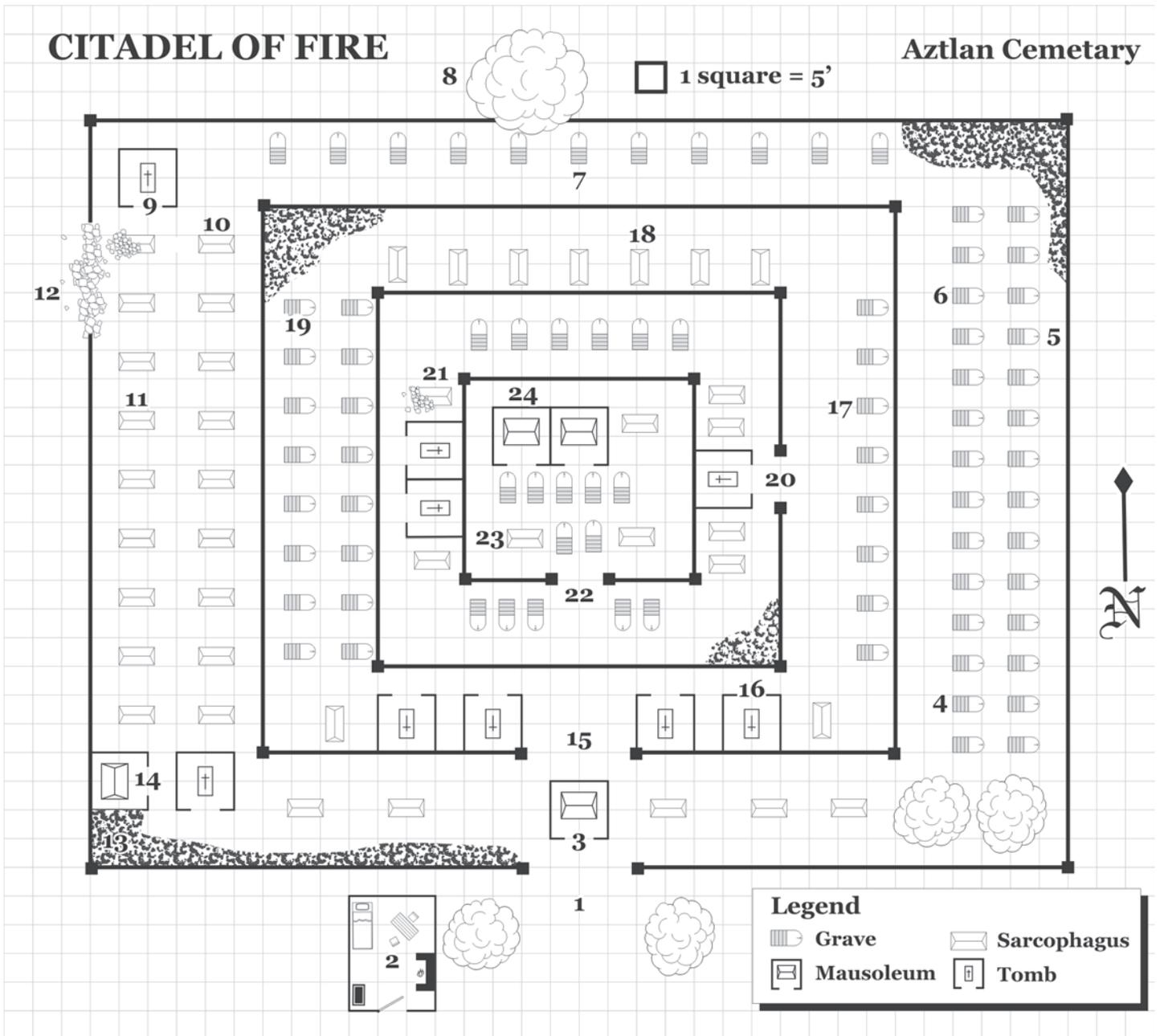
Fearing the power and number of these invaders, Dwyregga fled to the necropolis outside of town. It was then that he decided to undergo the ritual of becoming a lich. His plan then, as now, was to allow himself time to amass enough power, knowledge, or allies to overthrow and enslave the powerful wizards in the Citadel in an effort to create an army of undead large enough to attack the Citadel. His goal is to overthrow the wizards in the Tower, seize their knowledge and power for himself, and gain revenge for the murder of his wife and enslavement of his children. He also now hopes to usher in a new era of cities of undead where intelligent undead are the new nobility.

He is responsible for animating the undead here in the graveyard, and now has a loose alliance with the undead of the Citadel Dungeon on Level 3 as they feel forgotten by the living of the Tower and feel their legacy has been twisted. The vampires and vampire spawn here are under his control as well, but not the vampires on Level 4 of the Citadel—whom Yrammag still controls. The only being which is uninvited here is the giant spider (13) which occasionally pounces on one of his skeletons and forces him to gather up the armor and weapons and animate a replacement. Still, he prefers allowing the vicious beast to live, knowing the protection it offers will offset any harm it might cause to his plans.

If the party somehow approaches the lich without attacking any of his minions, it is possible to ally with him to storm the Citadel as long as he is able to keep its spoils after they are done, minus any looting of mundane treasure they find. However, he would require all the magical artifacts, and would seat himself as the Tower Wizard, placing Nrathax the Black as his second in charge. If an alliance is not made and the Necropolis is skipped, the party will encounter his minions as an army of undead coming up from Dungeon Level 3 to seize the tower while they are coming from the top in the lich's attempt to take advantage of the situation.

After gaining control of the Tower, he would then use the Tower to perform a ritual to raise all the dead in the world as greater undead, organize them into cities of the dead under his leadership, and rule for the purpose of controlling the world. He would not reveal his plans when making the alliance, of course, but only after having seized the Tower and taken control. His stated purpose would be simple revenge.

Necropolis Level 1



1 - The Outer Entrance

At the end of the cart path stands an old, 10-foot wide stone archway with a rusted iron gate which marks the outermost entrance to the necropolis. The gate is locked, and the caretaker has the only key (and a duplicate). The stones are uneven and appear to have been hastily, yet sturdily, built. Strands of moss cling to the pillars of the arch, dangling down in places. If the players choose to examine the weathered stone arch, they can make out the inscription “*Llaith Bythol*” at the center of the arch. It means “*Death Eternal*” in the ancient local tongue (Decipher Script DC30). The air and soil here are

noticeably damp, and unpleasant vapors waft about. On either side of the entry arch are two very old elm trees, twisted and thin despite their obvious age. An irregular fieldstone wall, approximately 6 1/2’ in height, stretches away to either side of the entrance, enclosing the large graveyard (3 acres in all). To the left of the entryway stands a solitary wooden shack, elevated off the mucky ground by a stone platform, with a small front porch and a wooden gangway leading down to the ground. This is the home of the undertaker, Gundie, whose nickname is “Ol’ Peatmoss.”

2 - Ol' Peatmoss

Gundie is a bit dimwitted (Int 7), but has worked here for over 30 years and knows the necropolis well. He can tell the players the history of the graveyard, and that the center plot is the oldest and most frightening place within. He also knows that the graveyard is haunted with undead, and so the door to his shack is 3" thick and has a hefty 3" thick wooden plank which serves to bar it from the inside at night. There are no windows through which the necropolis's denizens may sneak through, but close inspection of the door to his shack will reveal mysterious claw marks, indicating something's been trying to get in. He is never without his trusty iron shovel, a sturdy improvised pole-arm which he has used to knock the skull off of more than one undead skeleton. Accordingly, he believes his shovel is magical and protects him from the undead. Occasionally Gundie can be found at One-Eyed Teke's, sipping ale and spreading spooky tales, but he's always careful to get home before dark.

Ol' Peatmoss – Gundie, Male Hill Dwarf Ftr3: CR3; Medium Humanoid; HD 3d10+6; hp 30; Init +4; Spd 20 ft; AC 10 (Touch 10, FF 10); Base Atk/Grapple +3/+5; Atk/Full Atk iron shovel +5 melee (1d6+2); SV Fort +5, Ref +1, Will +3; AL LN; Str 14, Dex 11, Con 15, Int 7, Wis 10, Cha 8.
Skills and Feats: Craft (Undertaking) +3, Craft (Tunneling) +3, Craft (Carpentry) +6, Craft (Stonemasonry) +3, Craft (Trapmaking) +9, Knowledge (Local) +2, Survival +2; Cleave, Improved Initiative, Iron Will, Power Attack.
Possessions: iron shovel w/wooden handle (1d6/20), 3 cp, 1 sp, 5 day's rations (dried fish, rutabagas, and sour ale), keys to the iron gates of the graveyard (two keys: one in his belt pouch and one kept under the table by his bed).

3 - The Skotborg Vault

The magnificent white marble mausoleum houses the remains of several members of the wealthiest family in Aztlan, the Skotborgs. A stone statue of the original timber baron, Yrg Skotborg, stands atop the crypt, arms outstretched, an axe in one hand and a bag of gold in the other. The Skotborgs are Skandik, followers of Nephttlys (Goddess of Wealth), and the tomb is certainly ostentatious. And despite the condition of the surrounding graveyard, this vault is undisturbed. It is protected by the local temple of Nephttlys via an annually-renewed *Hallow* spell with a *Bane* effect tied to it (CL9). Any creatures of non-lawful neutral alignment trying to enter the vault will suffer the effects of these spells. The doors are sealed and locked (Open lock DC 25). A *Blast Glyph of Warding* has also been placed on the seal of the tomb.

Glyph of Warding (Blast): CR 5; spell; spell trigger; no reset; spell effect (glyph of warding [blast], 5th-level cleric, 4d8 fire, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

Within are 7 decomposed bodies, clothed in regal but rotted garments. The Timber Baron himself, Yrg, wears a suit of +3 *chainmail*, and his hands clutch the handle of a +2 *frost battleaxe* (1d8+2 +1d6 cold dmg). An ornate gold circlet is affixed to the wisps of hair which still cling to his skull (200 gp). One of the female bodies clutches a purse, inside of which is a gold brooch (25 gp), a gold ring with an amethyst stone (200 gp), 8 gp, 13 sp, and 2 cp. Another male corpse wears a suit of scale mail, and has a masterwork broadsword sheathed at his side. Each body lies on a decorative plank of varnished sycamore maple (5 gp ea.).

4, 5, 6 & 7 – Skeletons

These simple graves each contain an animated human skeleton whose command is to rise up each night after dark and walk the necropolis, attacking any living creature inside the walls, then to return to its grave before sunrise and re-bury its self. They are also commanded to attack anyone who disturbs their grave, day or night. Their master has invested each of them with +1 *bronze chainmail* and a masterwork cold iron broadsword. It is not apparent at first what these are made of as they are quite tarnished (Craft [Weaponsmithing] DC15). Cold iron is naturally available in the nearby hills.

Armored Skeletons (4): CR 1/3; Medium Undead; HD 1d12, hp 10, 10, 6, 4; Init +5; Spd 20 ft; AC 21 (Touch 11, FF 20); Base Atk/Grapple +0/+1; Atk/Full Atk cold iron broadsword +1 melee (2d4 +1/19-20) or 2 claws +1 melee (1d4+1); SQ DR 5/bludgeoning, Darkvision 60', Immunity to cold, Undead Traits; SV Fort +0, Ref +1, Will +2; AL NE; Str 13, Dex 13, Con —, Int —, Wis 10, Cha 1.

Judges Note: If characters dig down into the grave at #6 (Spot DC23 to notice that it's been recently disturbed; Search DC18 to find treasure) they will find a silver pendant (25 gp) and a secret entrance to the lower level of the necropolis.

8 - Black Willow

Just outside the western wall of the graveyard looms a giant, gnarled willow tree whose branches sag heavily over the wall and down to the ground. Due to the swaying of the branches, the lesser undead creatures of the graveyard cannot climb the tree. Ravens usually roost here, cawing forlornly over the graves. After dark there is a 30% chance that one of the vampire spawn is sitting in the branches, surveying the grounds for potential victims wandering inside/outside the walls.

9 – Vorgain Thrells

One unkempt stone burial vault houses the vampire Vorgain Thrells, former human chieftain of the town of Aztlan. His crusade to clean up the necropolis ran him afoul of Dwyregga the Lich, who sent a powerful vampire (Boudea) over to pay a call on him, ending his mortal life and creating a new ally for the Lich. In life, Vorgain was an elite hunter who still wears the garb of a forest ranger. He serves Dwyregga and is usually within the graveyard,

save the hour or so each evening he takes to get to the town/river/South Road and find a victim.

Vorgain Thrells, Vampire, Male Human (Common Avalonian) Rgr7: CR 9; Medium Undead; HD (7d12); hp 47; Init +9; Spd 30 ft; AC 21 (Touch 15, FF 16); Base Atk/Grapple +7/13; Atk +1 *longsword* +15 melee (1d8+7) or composite longbow +12 ranged (1d8+6) or slam +13 melee (1d8+6 +Energy Drain); Atk/Full Atk +1 *longsword* +15/+10 melee (1d8+7) or composite longbow +12/+7 ranged (1d8+6) or 2 slams +13 melee (1d8+6 +Energy Drain); SA Alternate Form (Su), Animal Companion (Ex), Archery Combat Style, Blood Drain (Ex), Children of the Night (Su), Create Spawn (Su), Dominate, Energy Drain (Su); SQ Favored Enemy (Fey) +2, Favored Enemy (Humanoid (Elf)) +4, Gaseous Form (Su), Spider Climb (Ex), Turn Resistance +4 (Ex), Wild Empathy (Ex) +13, Fast Healing 5 (Ex), Woodland Stride (Ex), DR 5/silver and magic, Energy Resistance 10/cold and electricity, Darkvision 60', Undead Traits, Vampire Weaknesses; SV Fort +5, Ref +12, Will +4; AL CE; Str 22, Dex 21, Con -, Int 16, Wis 14, Cha 18.

Skills and Feats: Bluff +12, Concentration +7, Escape Artist +7, Handle Animal +11, Heal +6, Hide +23, Knowledge (Nature) +15, Listen +19, Move Silently +22, Ride +7, Search +20, Sense Motive +13, Spot +18, Survival +12, Use Rope +10; Alertness, Combat Reflexes, Dodge, Endurance, Improved Initiative, Lightning Reflexes, Many Shot, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (*longsword*).

Possessions: +1 *longsword*, composite longbow (+6 Str) (30 arrows), gold locket (35 gp), topaz ring (600 gp), 130 gp.

Spells per Day: (0/2 DC12 +spell level) 1: *Resist Fire*, *Woodland Stride*

Vorgain's Spawn

These two graves are the resting places for Vorgain Threll's two vampire spawn, Mylita and SynShul. Mylita was an unfortunate grave robber who picked the wrong necropolis to try to loot. SynShul was a skilled monk with a penchant for late night walks along the river... until one night when Vorgain joined her on her walk.

10 - Mylita

Mylita, Female Vampire Spawn, Half-Elf Rog: CR5; Medium Undead; HD 4d12+3; hp 30; Init +6; Spd 30 ft; AC 16 (Touch 13, FF 13); Atk slam +5 melee (1d6+4 +Energy Drain) or +1 *dagger of venom* +6 melee (1d4 +4); SA Blood Drain (Ex), Dominate, Energy Drain (Su), Sneak Attack (+2d6); SQ Spider Climb (Ex), Turn Resistance +2 (Ex), Fast Healing 2 (Ex), Gaseous Form (Su), DR 5/silver, Darkvision 60', Evasion, Energy Resistance 10/cold and electricity, Trapfinding, Trap Sense +1, Uncanny Dodge, Undead Traits, Vampire Weaknesses; SV Fort +1, Ref +6, Will +5; AL CE; Str 16, Dex 16, Con -, Int 12, Wis 13, Cha 11.

Skills and Feats: Bluff +6, Climb +8, Craft Traps +4, Diplomacy +4, Hide +11, Jump +8, Listen +11, Move Silently +11, Search +8, Sense Motive +11, Spot +11; Alertness, Improved Initiative, Lightning Reflexes, Skill Focus (Craft Traps), Toughness.

Possessions: +1 *dagger of venom*, mixed into the dirt of her coffin: 213 gp, bloodstone (50 gp), *scroll of greater invisibility*.

11 - SynShul

SynShul, Female Vampire Spawn, Human

(Ghinoran) Mnk: CR5; Medium Undead; HD 4d12+3, hp 27; Init +7; Spd 40 ft; AC 16 (Touch 15, FF 13); Atk slam +5 melee (1d8+4 +Energy Drain); SA Blood Drain (Su), Dominate, Energy Drain (Su); SQ DR 5/silver, Darkvision 60', Evasion, Fast Healing 2 (Ex), Gaseous Form (Su), Monk AC bonus, Energy Resistance 10/cold and electricity, Slow Fall (20 ft), Spider Climb (Ex), Still Mind, Turn Resistance +2 (Ex), Undead Traits, Vampire Weaknesses; SV Fort +1, Ref +6, Will +6; AL CE; Str 16, Dex 16, Con -, Int 12, Wis 14, Cha 11.

Skills and Feats: Bluff +4, Climb +8, Diplomacy +2, Hide +11, Jump +8, Listen +12, Move Silently +11, Search +8, Sense Motive +12, Spot +12, Tumble +4; Alertness, Improved Initiative, Lightning Reflexes, Toughness, Unarmed Strike.

Possessions: red velvet choker necklace w/ chrysoberyl / chrysoberyl gemstone (125 gp), *boots of striding and springing*.

12 - Crumbled Wall

The section of the southwestern wall of the graveyard has crumbled outward to spill across the swampy ground. The soil here is especially mucky with oozing peat moss, reducing movement by 50%, and making it nearly impossible to Move Silently (+8 to normal DC). This broken section appears to have been caused by more than time and erosion.

13 - Trapdoor Spider

A dense hedge of black hawthorn spans across the corner of the necropolis here, greatly restricting visibility and movement. At the edge of this hedge, nearly impossible to spot due to its great camouflage (+7 to Hide), is the trapdoor to a huge trapdoor spider's burrow. The trapdoor is cunningly woven from spider silk, soil, and leaves and branches from the hedge. During the day the spider rests in the burrow beneath. During the evening, it stands at the ready, holding the underside of the door with its tarsal claws, anxiously awaiting any prey to come near enough to make ground vibrations. Then the beast leaps out of its burrow and attacks ferociously.

Huge Trapdoor Spider: CR 5; Huge Vermin; HD 8d8+16; hp 52; Init +5; Spd 40 ft, Climb 20 ft; AC 16 (Touch 11, FF 13); Atk bite +9 melee (2d6+6 +Poison); SA Poison, Web; SQ Darkvision 60', Tremorsense 15' (reduced due to obstacles and soggy ground), Vermin Traits; SV Fort +8, Ref +5, Will +2; AL N; Str 19, Dex 17, Con 14, Int —, Wis 10, Cha 2.

Skills: Climb +12, Hide -1, Jump +14, Spot +12.

Treasure: The monster's burrow lies below the surface, and the webbing surrounding its bed contains 3 average longswords, and scattered coins totaling 14 gp, 32 sp, and 8 cp. There are also 7 mummified and decomposed corpses wrapped in the webbing. A search would reveal an additional 43 gp, 21 sp, and 58 cp (DC15). One of the corpses is wearing a *robe of the archmagi*. The robe appears to be gray due to age and condition, but if the players dust it off they will find that it is white.

14 - Jurling Family Crypt

This elegant gray marble mausoleum is the resting place for the second wealthiest family in Aztlan: the Jurling clan. This powerful family was established by Kiri Jurling, who came to Aztlan along with Yrg Skotborg when it was being rebuilt (after the wizards from the Citadel had essentially sacked and enslaved the earlier inhabitants). Kiri established a general store and founded the new outdoor market (in front of the store) where farmers, trappers, and traveling tradesmen could sell their goods (for a setup fee). He married an Antillian merchant, Luexia Ut Belamere ("Luexia the Cruel"), and his fortunes took off. The Jurlings were followers of Set, and the statue atop the family crypt is a black onyx statue of a cobra-headed man with arms outstretched in welcome. The brass-trimmed stone doors are shut tight and barred from the inside.

Adventurers who manage to open the tomb will experience the unbearable stench of bodily decay and death. Upon further investigation they will find that the Jurling clan have become gruesome undead creatures. The long white hair and tattered remains of an elegant gown mark the leader, a ghastr, as having once been a wealthy woman in life. A pile of dead, half-eaten corpses lies in the center of the floor. Insects crawl among the pile, feasting on the remains. Kiri Jurling's body is long gone, having been Luexia's first meal as an undead creature. If players search the pile of corpses carefully (Search DC16), they will find (in various bits of tattered clothing or on a finger, etc.) 21 gp, a bloodstone pendant (75 gp), a silver ring (20 gp), and a +2 dagger. In a secret compartment under Luexia's sarcophagus (Search DC24), Luexia has buried with her a satchel containing 600 gp, 1,100 sp, a diamond brooch (5,000 gp), and a scroll of true seeing.

Luexia Jurling, Female Ghastr: CR 3; Medium Undead; HD 4d12+3; hp 34; Init +3; Spd 30 ft; AC 17 (Touch 13, FF 14); Base Attack/Grapple +2/+5; Atk bite +5 melee (1d8+3 +Paralysis), 2 claws +3 melee (1d4 +1 +paralysis); SA Ghoul Fever, Paralysis, Stench, Turn Resistance +2 (Ex); SQ Darkvision 60', Undead Traits. SV Fort +1, Ref +4, Will +6; AL CE; Str 17, Dex 17, Con -, Int 13, Wis 14, Cha 16;
Skills and Feats: Balance +7, Climb +9, Hide +8, Jump +9, Move Silently +8, Spot +8; Multiattack, Toughness.
Possessions: elaborate gold circlet with cobra design (500 gp).

Ghouls (4): CR 1; Medium Undead; HD 2d12; hp 14, 10, 13, 17; Init +2; Spd 30 ft; AC 14 (Touch 12, FF 12); Atk/Full Atk bite +2 melee (1d6+1 +paralysis), 2 claws +0 melee (1d3 +paralysis); SA Paralysis, Turn Resistance +2; SQ Darkvision 60', Undead Traits, SV Fort +0, Ref +2, Will +5; AL CE;
Feats: Multiattack.

15 - Entrance Gate to 3rd Graveyard

Aside from the outer mausoleums and the recent graves, this section of the necropolis is the third and newest of the three inner graveyards. The entrance to this section of the necropolis is largely obscured by the Skotborg burial vault. The opening is wide (15'), and the iron gate is locked and in good condition (same key as main gate). The fieldstone fence on either side of the opening is 5' high and well made. Inside the opening, to the right and left, are rows of impressive burial vaults for wealthy families. Just to the right of the opening, the grand burial vault for the Tamm family has been heinously vandalized: the lion's head from the statue of Mitra atop the grave is missing, and has been replaced with the gaping skull of a dead troll. Bull's horns have been jabbed into the sides of the skull, and the rest of the statue has been smeared with blood (now dried). The doors to the vault are thrown open, and the corpses gone. A single leather boot lies on the floor. (A DC35 Survival Check to track the vandals through the shifting peat will lead the players to the ghouls/ghast in area 14).

16 - Boudea

A raven-haired beauty with bronze skin and smoldering green eyes, Boudea inspired longing in men when she was a devout Sekerite priestess in life. Many years ago her quest for knowledge led her to this necropolis to seek out the Lich's library. Unfortunately, her party was vanquished and she was taken prisoner. Dwyregga summoned an ancient vampire from the nearby hills to come and take her, turning her into a vampire. He then slew the ancient vampire and took control of Boudea to do his bidding. Her beauty, skill, and intelligence make her a masterful servant as she plucks victims from the town and nearby river, swelling the ranks of Dwyregga's undead minions.

Boudea, Female Vampire, Human (Gishmesh)

Clr9: CR 11; Medium Undead; HD 9d12; hp 63; Init +7; Spd 30 ft; AC 26 (Touch 14, FF 24); Base Atk/Grapple +6/+11; Atk slam +11 melee (1d6+9 +Energy Drain) or +2 unholy mace +14 melee (1d8+5 +2d6 unholy); Full Atk 2 slams +11/+11 melee (1d6+9 +Energy Drain) or +2 unholy mace +14/+9 melee (1d8+5 +2d6 unholy); SA Blood Drain (Su), Children of the Night (Su), Create Spawn (Su), Dominate, Energy Drain (Su); SQ Alternate Form (Su), DR 10/silver and magic, Darkvision 60', Energy Resistance 10/cold and electricity, Fast Healing 5 (Ex), Gaseous Form (Su), Spider Climb (Ex), Turn Resistance +4 (Ex), Undead Traits, Vampire Weaknesses; SV Fort +6, Ref +7, Will +11; AL NE; Str 20, Dex 14, Con -, Int 17, Wis 20, Cha 19.
Skills and Feats: Bluff +12, Concentration +14, Diplomacy +18, Heal +16, Hide +15, Knowledge (Arcane) +16, Knowledge (Religion) +17, Listen +15, Move Silently +10, Search +11, Sense Motive +13, Spot +15, Spellcraft +16; Alertness, Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Extend Spell, Rebuke Undead, Skill Focus (Knowledge (Religion)), Weapon Focus (mace).
Cleric Domains: Evil, Trickery.

Spells per Day: (6/5+1/6+1/4+1/3+1/2+1 DC15 +spell level) 0: *Detect Magic, Guidance, Inflict Minor Wounds (x2), Read Magic*; 1: *Bane, Cause Fear, Command, Inflict Light Wounds (x2), Protection from Good (D)*; 2: *Darkness, Death Knell, Desecrate (D), Resist Energy, Silence (x2), Disguise Self*; 3: *Bestow Curse, Magic Circle Against Good (D), Invisibility Purge, Protection from Energy, Searing Light*; 4: *Dismissal, Spell Immunity, Poison, Unholy Blight (D)*; 5: *Flame Strike, Slay Living, Dispel Good (D)*.

Possessions: +2 unholy mace, +2 amulet of natural armor, +1 studded leather armor, cloak of the bat (Fly per spell in *Darkness, Polymorph*: Bat Form, +2 deflection to armor, +5 bonus to Hide, can hang upside down), scroll of *summon monster iv*, gold ring w/star ruby (1200 gp), 97 gp.

Languages: Avalonian, Common, Elven, Gishmesh, Orc.

Boudea's Vampire Spawn

Boudea has been a vampire for many years, and has had many vampire spawn. Many of her spawn have been destroyed over the years, but she has no trouble renewing her followers. Her most recent victims are Zyreg, a swaggering orc barbarian who she found laying on the ground outside of One-Eyed Teke's after he'd had too much to drink one night, and Selia, a towering Amazon warrior who was assigned to guard a river barge while the merchants who owned it traveled to the market. In death, as would have been the case in life, the two spawn hate each other.

17 - Zyreg

Zyreg, Male Vampire Spawn, Orc Bbn: CR4; Medium Undead; HD 4d12; hp 30; Init +6; Spd 40 ft; AC 20 (Touch 13, FF 17); Base Atk/Grapple +2/+7; Atk/Full Atk slam +7 melee (1d6+6 +Energy Drain) or +1 battleaxe +8 melee (1d8 +6); SA Blood Drain (Su), Dominate, Energy Drain (Su); SQ DR 5/silver, Darkvision 60', Light Sensitivity, Fast Healing 2 (Ex), Gaseous Form (Su), Turn Resistance +2 (Ex), Undead Traits, Vampire Weaknesses; SV Fort +1, Ref +6, Will +4; AL CE; Str 21, Dex 16, Con -, Int 10, Wis 11, Cha 11.

Skills and Feats: Bluff +4, Craft (Leatherworking) +4, Climb +10, Diplomacy +4, Hide +11, Jump +10, Listen +10, Move Silently +11, Search +7, Sense Motive +10, Spot +10; Alertness, Cleave, Power Attack, Improved Initiative, Lightening Reflexes.

Possessions: +1 battleaxe, +1 studded leather armor, steel helmet, golden armband (50 gp); mixed into the dirt of his coffin: 215 gp.

18 - Selia

Selia, Female Vampire Spawn, Human (Amazon)
Ftr: CR 4; Medium Undead; HD 4d12, hp 28; Init +7; Spd 30 ft; AC 20 (Touch 13, FF 17); Base Atk/Grapple +2/+5; Atk/Full Atk slam +5 melee (1d6+4 +Energy Drain) or +2 longsword +7 melee (1d8 +5); SA Blood Drain (Su), Dominate, Energy Drain (Su); SQ Armor Aversion, Combat Precognition (+1 Psionic AC bonus), Darkvision 60', DR 5/silver, Fast Healing +2 (Ex), Gaseous Form, Gender Interaction, Energy Resistance 10/cold and electricity, Shield Proficiency, Spider Climb (Ex), Turn Resistance +2 (Ex), Undead Traits, Vampire Weaknesses; SV Fort +1, Ref

+6, Will +6; AL NE; Str 16, Dex 16, Con -, Int 12, Wis 15, Cha 17.

Skills and Feats: Bluff +7, Climb +8, Craft (Weaponsmithing) +4, Diplomacy +5, Handle Animal +3, Hide +11, Jump +8, Listen +12, Move Silently +11, Search +8, Sense Motive +12, Spot +12, Survival +2; Alertness, Lightning Reflexes, Improved Initiative, Power Attack, Quick Draw.

Possessions: +2 longsword, +2 shield, ivory necklace (30 gp).

19 - Simple Grave, Big Treasure

This is one of many simple earth graves here in this old section of the necropolis. There is nothing to mark this grave as special vs. the myriad other graves in here except the fact that the grave stone is of white marble instead of grey (Spot DC 25). The inscription on the headstone long ago became almost illegible and reads "Thaddy Browntoe." Thaddy was a halfling merchant who developed a much-sought after mead recipe and grew rich off of selling it along the nearby Elivigar River towns (Bardic Knowledge DC 30). He guarded his secret so closely that he took it to his grave 200 years ago. Sadly, no one around today can enjoy his mead.

Buried under the soil here in a mostly decomposed wooden box lies Thaddy's skeleton (not undead). The remains of his fine woolen waistcoat are still partially intact, and 7 emeralds can be found (Search DC15) tucked into the various pockets (1,000 gp ea). He wears a gold bracelet on his left wrist (150 gp), and at the foot of his coffin is a satchel containing 754 gp, 465 sp, and a *minor ring of fire resistance*.

Clutched tightly in the bones of Thaddy's right hand is a parchment scroll containing the recipe for his long-forgotten mead:

4 gallons water, 1/2 gallon wildflower honey, amber malt, yeast, dash of cinnamon, dash of nutmeg.
Bring malt and yeast to boil, add water and honey, boil for 1 hour, add spices, mix, and strain.
Set in sun for 1 hour, and then cool. Store in cherry wood keg a fortnight.

This recipe could fetch as much as 1,000 gp from educated collectors in Damkina, Warwick, or the City State.

20 - Entrance to 2nd Graveyard

The Fieldstone fence and stone archway which mark the second innermost and second oldest section of the necropolis appear to be in good shape. The iron gate which was once here, however, is gone.

21 - Broken Sarcophagus

This is a weathered and cracked stone sarcophagus, the lid to which is lying on the ground nearby, broken into two large fragments. Naught but dried leaves and insects are to be found in here.

Judges Note: The bottom of the sarcophagus hides a secret panel (Search DC30) which pushes downward to reveal an entrance to Level 2 (Area 3).

22 - Entrance to Original Graveyard

The damp fog and noxious vapors are thickest here, where the murky peat bog most resembles its origins. Each footstep seems to sink an inch or two down into the muck and fill with swampy water. The haphazardly constructed fieldstone wall from the original graveyard (5' high) stretches to the north and south, and the original arched stone gateway stands gaping with its rusted iron gate having fallen inward to the ground.

On either side of the gate sits an armored skeleton (see Areas 4-7 for stat block), swords across their laps. They face each other across the opening, unmoving. A *Magic Mouth* has been placed on each skeleton. There is a long strand of fine translucent hair stretched taught between them, 8" off the ground (DC22 to spot in daylight, DC30 at night). If the line of sight between the two skeletons is broken, and/or if the strand of hair (tripwire) is broken or disturbed, their magic mouths will activate, demanding:

"What is the password?"

If the answer "*Death Eternal*" is not clearly heard within 2 rounds, the skeletons will activate and the three wards placed upon this entrance (all are CL 18, automatic reset) will activate:

Symbol of Fear (CR 8; Search, Disable Device DC31, duration 180 minutes)

Symbol of Pain (CR 7; Search, Disable Device DC30, duration 180 minutes)

Arcane Symbol (CR 5; Search, Disable Device DC29) with *Stinking Cloud* spell stored within.

They will also begin to emit a loud keening wail (for duration of *Magic Mouth* spell) which serves as a summons to all remaining undead on the 1st level of the graveyard (especially the Mummy from 23). The remaining creatures will make their way here with the intent to destroy the intruders. The *Arcane Symbol* is placed on the ground in the center of the entrance and can be tripped by someone stepping on it regardless of successfully guessing the password. The *Symbol* spells are drawn on the skeleton's armor. If the skeletons are destroyed before the wards are activated, the *Symbols* of fear and pain will still activate.

23 - Hywel Thunderhand

This stone sarcophagus is ancient; its stone has weathered and grayed with time, and cracks appear in many places along its sides and lid. The lid itself seems to not quite fit tightly any longer, yet the weathered inscription can still be read: "Strong Hand, Faithful Servant."

This is the tomb of Hywel Thunderhand, faithful henchman to the necromancer Dwyregga during his days as a mortal man in old Aztlan. Upon becoming a lich, Dwyregga summoned his loyal strongman and summarily executed him, bringing him back as a daunting (7' tall) mummy to serve as his guardian for all eternity.

In one of his massive hands Hywel carries a wicked stone club which makes a slight humming noise. It is the *+2 thundering club* which he used so effectively in life. If the *Symbols* in Area 22 are disturbed, Hywel will come running to attack the intruders. He will also emerge if anyone disturbs the lich's crypt (Area 24).

Judges Note: If Hywel is not encountered in Necropolis Level 1, he will join the battle in Level 2 in defense of the lich.

24 - The Lich's Vault

The vault of the Lich Dwyregga is a towering black marble structure with minimal ornamentation. Straggling vines and lichen cling to the sides and roof. The doors, though shut, are slightly askew, almost beckoning entry. A careful search (DC29) will reveal two *Arcane Symbols* intricately laid across these doors. Inside the actual vault is a stone sarcophagus on a small dais at the back. A crude likeness of Dwyregga as the mortal man he once was is painted on the lid. He was a dark haired man with wide eyes, a stern face, and a goatee. The lid is not trapped or warded, and requires only a Strength check DC10 to move. Inside is the skeleton of a man, twisted in agony. This skeleton is not Dwyregga, and is not undead. There is a false bottom (Search DC15) to the sarcophagus which can be pushed open (downwards) to reveal an ancient stone stair leading down into darkness. A *Magic Mouth* spell has been placed on the skeleton, and when the false bottom is opened, it begins to laugh maniacally.

Hywel Thunderhand, Mummy: CR 5; Medium Undead; HD 8d12+3; hp 55; Init +1; Spd 20 ft; AC 20 (Touch 10, FF 20); Base Atk/Grapple +4/+11; Atk/Full Atk *+2 thundering club* +13 melee (1d8+2/x2 +1d8 sonic dmg on critical hit, DC14 Fort save vs. permanent deafness), slam +11 melee (1d6+10 +Mummy Rot); SA Despair, Mummy Rot; SQ DR 5/-, Darkvision 60', Undead Traits, Vulnerability to fire; SV Fort +4, Ref +2, Will +8; AL LE; Str 24, Dex 10, Con —, Int 6, Wis 14, Cha 15.
Skills and Feats: Hide +7, Listen +8, Move Silently +7, Spot +8; Alertness, Great Fortitude, Toughness.
Possessions: *+2 thundering stone greatclub*, *+2 amulet of turn resistance*, pewter ring with ruby stone (1,000 gp).

Arcane Symbol (CR 5; Search/Disable Device DC29) with *Monster Summoning VI* spell stored within which summons a large earth elemental inside of the tomb's doors that will immediately attack the first living things it encounters.

Arcane Symbol (CR 5; Search/Disable Device DC29) with *Cloudkill* spell stored within.

Earth Elemental: CR 5; Large Extraplanar; HD 8d8 +32; hp 68; Init -1, Spd 20 ft; AC 18 (Touch 13, FF 15); Base Atk/Grapple +6/+17; Atk/Full Atk slam (x2) +12 melee (2d8+7); SA Earth Mastery, Push; SQ DR 5/-, Earth Glide, Darkvision 60', Elemental Traits; SV Fort +10, Ref +1, Will +2; AL N; Str 25, Dex 8, Con 19, Int 6, Wis 11, Cha 11.
Skills and Feats: Listen +6, Spot +5; Cleave, Great Cleave, Power Attack.

Judges Note: If Hywel the mummy has not been encountered yet, it will sense any entrance to its master's tomb and come to attack the intruders. The mummy knows the Earth Elemental serves its master.

Notes and Comments

The upper level of the necropolis serves mainly as a deterrent to anyone seeking out or finding Dwyregga's lair and disturbing his grand work. He controls and coordinates the undead creatures here. The undead here will absolutely join forces to attack adventurers who wander through the necropolis. The vampires are very intelligent and have not survived for so many years by recklessly risking themselves. They will warily test potential foes via quick and coordinated strikes. Often they will take turns doing 'hit and run' attacks on the party, using the great willow tree on the edge of the necropolis as their resting place. If the hit and run attacks prove successful, they will continue with that strategy until the foes are dead or routed. They will not fight to the death, preferring to flee to gather reinforcements (such as Hywel Thunderhand) and to warn Dwyregga via one of the various entrances to the lower level. If the Vampires are engaged in any sort of combat, the Lich and the lower level denizens will almost certainly be aware of it.

Additionally, the Judge should be careful to run the traps in area 22 discreetly. Read the section and make sure you have a plan for how to run it before the players go through it. It will be highly difficult for adventurers to search, find, and deactivate all of the traps before they go off, and once any of them go off, the remainder of undead in the upper level will move to the area and attack in force.

Notes and Comments - Lower Necropolis

There are many ways in which the Lich Dwyregga will be notified in advance of adventurers approaching his underground lair. His minions from the necropolis as well as the various traps in the area will most certainly alert him to intruders. So, very likely, he will sense the approach of adversaries before they arrive, and will begin casting defensive protection spells before he is engaged in combat. When he knows adversaries are at his door, he would likely cast *cloudkill* near the inside of the door to his complex and then use other attack spells on the intruders as they struggle through the toxic vapors. He will engage the attackers before they approach Dwyregga, who would use the opportunity to cast other attack spells. Dwyregga uses *Time Stop* in conjunction with attack spells, while his favored retreat combination is *Invisibility* followed by *dimension door*, which he will use to transport himself to area 8, ascending to the surface to escape.

Necropolis - Lower Level

Location of the Lich (Table)

01 – 40% -	Room 15 (crypt)
41 – 80% -	Room 13 (Lab)
81 – 95% -	Room 12 (Library)
96 - 98% -	Room 10 (Hall of Despair)
99 – 100% -	Room 5 (Foyer – attacks party and retreats to main suite of rooms)

1 - Burrow of the Trapdoor Spider

(See Level 1, Area 13).

The huge trap door spider is visible from this approach, and can be caught flatfooted during daytime hours by players moving stealthily (assuming they don't enter the cavern with a visible light source, which will certainly alert the spider - see Necropolis Level 1, Area 13 for spider's stats). Otherwise this rough cavern is dark, littered with bones and desiccated corpses. Strewn about loosely are 47 gp, 123 sp, and 201 cp (Search DC12). Among the rusted and broken weapons to be found are: 4 longswords, 2 short swords, a mace, a halberd, two broken shortbows, 32 arrows, a morningstar (in good condition), 3 throwing axes, and what appears to be a perfectly good warhammer (*dwarven thrower*).

2 - Agony

This cave is rough hewn and completely dark. A soft moaning sound comes from within. Inside, pacing the cavern to and fro for all eternity is a former adventurer whose party fell victim to the necropolis above. While his friends were being taken apart by the ghouls and ghast, he stumbled backwards into the waiting claws of the pit spider. The spider drew him back into its pit, but his cloak ripped off and he slipped down below with only moderate wounds. Still, this poor soul (called Danys in life) was mortally afraid of spiders, and mortally afraid of darkness. The combined fears paralyzed him beyond reason, and he died of blood loss here, unable to gather the courage to move. His soul in utter agony descended into undead status, and now he haunts the room as a spectre. Danys' former body lies on the ground, still in his fighter's chainmail, *+1 longsword* at its side. His spectral spirit watches over his corpse, and will attack anyone entering the room, especially if they touch his remains.

Spectre: CR 7; Medium Undead (Incorporeal); HD 7d12; hp 45; Init +7; Spd 40 ft, fly 80 ft (perfect); AC 15 (Touch 15, FF 13); Base Attack/Grapple +3/-; Atk incorporeal touch +6 melee (1d8 +Energy Drain); Full Atk incorporeal touch +6 melee (1d8 +Energy Drain); Space/Reach 5 ft/5 ft; SA Energy Drain, Create Spawn; SQ Darkvision 60', Incorporeal Traits, Turn Resistance +2, Sunlight Powerlessness, Undead Traits, Unnatural Aura; SV Fort +2, Ref +5, Will +7; AL LE; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15.

Skills and Feats: Hide +13, Intimidate +12, Knowledge (Religion) +12, Listen +14, Search +12, Spot +14, Survival +2 (+4 following tracks), Alertness, Blind-Fight, Improved Initiative.

Possessions: Danys' possessions are still on his body: chainmail, *+1 longsword*, and a belt pouch with 43 gp.

3 - Backup Entrance/Exit for the Lich

Two animated human skeletons in armor guard this entrance.

Armored Skeletons (2): CR1; Medium Undead; HD 1d12; hp 10, 10; Init +5; Spd 30 ft; AC 21 (*+1 bronze chainmail*); Atk cold iron broadsword +3 melee (1d8 +2/19-20) or 2 claws +1 melee (1d4+1); SQ DR 5/bludgeoning, Darkvision 60', Immunity to cold, Undead Traits; SV Fort +0, Ref +1, Will +2; AL NE.

4 - Main Entrance below the Crypt of the Lich Dwyregga

As players descend down into this room from the crypt above, the sickly sweet smell of rot and decay becomes overwhelming (Fort save DC12 or sickened). Walls of the cavern glisten slightly with seeping moisture from the peat bog above, and the floor is strewn with muck. Tracks go every which way inside.

At the bottom of the stairs, buried under some muck is an *Arcane Symbol*, by the south entrance/exit there is another *Blast Arcane Symbol*, and on the floor in front of the north door is another *Arcane Symbol*, with a *Chain Lightning* spell. Each symbol is controlled by a password from the Lich ("Kethra," "Shaddie," "Bruga" – the names of his first three familiars, long dead). If any of the symbols are activated, the guardians from Areas 3 and 5 will come running.

Arcane Symbol (Blast): CR 10; spell; spell trigger; no reset; spell effect (*Blast*), CL 18 Wizard, 8d8 electricity, DC21 (Ref save for half dmg); Dmg all in 5 ft radius; Search DC35; Disable Device DC32.

Arcane Symbol (Blast): CR 6; spell; spell trigger; no reset; spell effect (*Blast*), CL 18 Wizard, 8d8 fire, DC21 Ref save for half dmg); Dmg all in 5 ft. radius; Search DC29; Disable Device DC29.

Arcane Symbol (Chain Lightning) Trap: CR 12; spell trigger; no reset; spell effect (*Chain Lightning*); CL18 Wizard, 18d6 electricity dmg to target nearest center of trigger area; 9d6 dmg to each of up to 18 secondary targets, DC23 (Ref save for half dmg); Search DC 31; Disable Device DC31.

5 - Foyer

The west door here is locked (Open Lock DC28) and fire trapped.

Fire Trap: CR 5; spell; spell trigger; no reset; spell effect (fire trap, 7th-level wizard, 1d4+7 fire, DC 16 Reflex save half damage); Search DC 29; Disable Device DC 29..

Standing eternal sentry inside are two large ogre skeletons.

Ogre Skeletons (2): CR3; Large Undead; HD 6d12; hp 39; Init: +7, Spd 30 ft, AC 14 (Touch 8, FF 14), Base Atk/Grapple +3/+12; Atk +1 *greatclub* +9 melee (2d8+7); Space/Reach 10 ft/10 ft; SQ DR 5/bludgeoning, Darkvision 60', Immunity to cold, Undead Traits; Fort +2, Ref +3, Will +5; AL NE; Str 21, Dex 8, Con -, Int -, Wis 10, Cha 1.
Feats: Improved Initiative.
Possessions: hide armor, heavy wooden shield, +1 *greatclub*, +2 *amulet of turn/rebuke resistance*.

There are secret doors in all three walls of this room. The secret door in the north wall is described in *Room 6* (below). The secret door in the east wall (Search DC30) has an alcove in the wall to the left of it. The base of the small alcove is a pressure plate. Sustained pressure (the equivalent of 3 lbs – such as a bag of gold, etc.) must be placed on this plate for a full minute in order to open the door, which swings open. The east wall door leads to Area 7.

The secret door in the south wall is a bit more complex (Search DC32). There is a small niche at the base of the wall to the right of the door. The niche is covered by a perfectly fitting piece of stone (2" diameter) which can be removed to reveal an iron ring protruding from the wall. The ring must be pulled up and out, which will pull the perfectly crafted stone door up into the ceiling of the room. This door leads to Area 10.

6 - Secret Closet

A secret door in the north wall of room 5 leads here (Search DC30, pressure plate on right side of door swings door open). Inside stands what appears to be a large and ancient statue of a man, 6'6 tall and very heavy. His features are rounded and crude, as though carved by prehistoric people. This is actually a stone golem, and will begin to move the moment the door opens, attacking the intruders.

Stone Golem: CR 11; Large Construct; HD 14d10+30; hp 107; Init -1; Spd 20 ft; AC 26 (Touch 8, FF 26); Base Atk/Grapple +10/+23; Atk slam +18 melee (2d10+9); Full Atk 2 slams +18 melee (2d10+9); Space/Reach 10 ft/10 ft; SA Slow; SQ Construct Traits, DR 10/adamantine, Darkvision 60', Immunity to magic, Slow as a free action once per round; SV Fort +4, Ref +3, Will +4; AL N; Str 29, Dex 9, Con -, Int -, Wis 11, Cha 1.

Dwyregga's Phylactery: The lich's phylactery jar is entombed in the solid stone belly of the golem. It is a metal jar containing his desiccated heart, wrapped in linen and

some parchment containing the words to the spell he used to end his mortal life and become a lich. The writing is ancient, and any living being attempting to read it (using Decipher Script or Read Magic) must make a Will save (DC 23) or go insane as per the spell *Symbol of Insanity*. This effect is a result of the pure evil and sheer horror of the ritual scribed. If Dwyregga is defeated or until the phylactery is found (see Judges Note below), he will be able to use his phylactery as a place of transfer and possession as per the spell Magic Jar, but with a range of 1 mile

Judges Note: The stout midsection of this golem is akin to a large boulder. The phylactery is snugly encased/entombed in the center. So, unless the adventurers somehow find out where the phylactery is (from a Wish spell, or somehow from the Lich), it is highly unlikely that they will know that they have to utterly destroy the midsection of this golem to destroy the phylactery. The golem can be defeated and destroyed and still have its midsection in tact. Its midsection is the stoutest, most solid part of its body. Ordinary combat or destructive spells (no matter how devastating, such as fireball) will absolutely not destroy the golem's midsection. For smashing/breaking purposes, treat the 34" thick, round stone midsection of this crude golem as hardness: 8, hit points: 500.

7 - Guarded Retreat

A secret door in the south wall of Room 5 leads here. This cavern is empty save for two large ogre skeletons standing guard.

Ogre Skeletons: hp 30, 43.

8 - Escape Route

This dirty, rough-hewn cavern serves mainly as an alternate escape route for the lich. There is a steeply ascending earthen tunnel which leads up to the secret door/exit through the grave in Necropolis Level 1, Area 6. The southeast exit from this cavern has a 5' x 5' pit trap (Spot DC18, Search DC25). The walls of the pit are slick, moist stone (DC31 for wall Climbing), and the lid of the trap is weighted to slam back into place after opening (Str DC23 to open from underneath/ Listen DC22 to hear trapped persons). At the bottom of the pit is the skeleton of a long dead half-elven thief, his cloak and leather armor badly decomposed. At his belt are a +2 *dagger*, and a belt pouch with 38 gp and a golden topaz gem (500 gp).

Camouflaged Pit Trap: CR 6; mechanical; location trigger; automatic reset; Ref save DC20 avoids; 20 ft deep (2d6 fall dmg); multiple targets (first target in each of two adjacent 5-ft squares); Search DC25; Disable Device DC28.

9 - Tunnel of Illusions

This tunnel is 5 miles long from beginning to end. One end of the tunnel leads to a stairway up to the Citadel Dungeon Level 3 (below the Keep), while the other goes to the Temple of Kutalabold in town. This tunnel was dug by the goblin miners to allow secret transit of supplies from town to the Citadel. It is barely large enough to accommodate a medium creature. A Spot (DC25) and/

or a Knowledge (Nature) (DC23) check will reveal that the soil has high concentrations of magicum. Non-underdark type characters may feel claustrophobic. Characters must make a Will save (DC20) every 30 minutes to avoid the psychoactive properties of the magicum from reacting with the characters' imaginations. A failed save causes figments to appear in the tunnel; characters may not even be aware they thought of the creature as magicum reacts to the subconscious of an untrained mind (Judge's choice as to what the figment should be). A successful Will save will immune the character for 24 hours. The section that connects this tunnel to the necropolis is of rough construction and was added by Dwyrregga's minions.

10 - Hall of Despair

Once the thick, stone, secret door to this area is raised (see Area 5), a reddish glow can be seen emanating from within, and a low wailing noise becomes distinctly audible. The smell of sweat, blood, and unwashed bodies permeates the warm air. The heat and light here come from a series of brass braziers on stands which dot the hallway, piles of glowing coals burning in each. The ceilings are high (20 ft) and the smoke seems to cling to the rock above, exiting through tiny fissures. The hallway and rooms herein are roughly carved but clean and largely free of debris... except for the blood (and other things) left on the floor by the 4 dead or dying bodies which are chained to the east wall. Of the victims, 2 are human males, 1 is either orc or half-orc (male), and the fourth is a half-elven female. They are clothed in shreds of tattered rags, their armor and possessions gone. The manacles which hold them to the wall are made of thick iron with sturdy chains (Str DC28 to break chains). The manacles are locked at wrists and ankles (Open Lock DC20). There are two sets of empty, bloodstained manacles here. In the nearest brazier on the floor are several iron rods, the ends nestled in hot coals. Some have sharp ends, some blunt; all are designed to inflict pain. On the west side of the hallway is an iron door (leading to Room 12), and at the far south end of the hall is large set of double doors made of bronze (leading to Room 13).

The prisoners are all dead, except for the female half-elf, the source of the low moaning noise, who clings to life (1 hp) and is in shock. If revived, and if her shock and fear can be abated, she may tell the players that her name is Kindhlune, and that she and several others were taken prisoner while sleeping on a merchant cog along the shore of the river on their way into Aztlan. She did not see her attackers (the vampires from Necropolis Level 1). She was traveling with the merchants as an interpreter in their regular trade with the forest elves of the region. The other prisoners here are unknown to her. Her friends are not here (and in fact, are dead and/or undead).

Kindhlune, Female Half-Elf Bard6: CR 6; Medium Humanoid; HD 6d6+3; hp 35; Init +1; Spd 30 ft; AC 11 (Touch 11, FF 10); Base Atk/Grapple +4/+3; Atk/Full Atk +3 melee; SA/SQ +2 saves vs. Enchantment racial bonus, Bardic Knowledge (+8), Bardic Music 10/day, Countersong (Su) (10 rounds), Elven Blood, Fascinate (Sp) (2 creatures for 6 rnds), Immune to magical Sleep, Inspire Courage +1 (Su), Low-light Vision; SV Fort +2, Ref +6, Will +5; AL N; Str 9, Dex 13, Con 10, Int 14, Wis 11, Cha 16.

Skills and Feats: Appraise +7, Concentration +5, Diplomacy +10, Gather Information +11, Listen +6, Perform (Act) +8, Perform (Comedy) +8, Perform (Dance) +8, Perform (Oratory) +8, Perform (Percussion Instruments) +8, Perform (Sing) +8, Perform (String Instruments) +8, Perform (Wind Instruments) +8, Search +5, Spellcraft +4, Spot +1; Extra Music, Toughness, Weapon Finesse.

Spells Known Bard (3/4/3 DC13 +spell level) 0: *Detect Magic, Know Direction, Light, Lullaby, Resistance, Summon Instrument*; 1: *Charm Person, Cure Light Wounds, Hypnotism, Ventriloquism*; 2: *Cure Moderate Wounds, Sound Burst, Suggestion*.

11 - Bearded Devil

At the far eastern end of the hall, standing on a small round dais in front of the double bronze doors to Room 13 is a bearded devil (Barbezu) with a saw-toothed glaive. Having imprisoned the devil to guard the hall, Dwyrregga frequently allows him to torture the prisoners to help hasten (but not cause) their deaths. This devil will assuredly notice the secret door being raised, and the entry of the players (regardless of Stealth). He chuckles menacingly as they approach, his glaive wet with fresh blood from the victims in the west end of the hall.

Barbezu, Devil: CR5; Medium Outsider (Extraplanar); HD 6d8 +18; hp 49; Init +6; Spd 40 ft; AC 19 (Touch 12, FF 17); Base Atk/Grapple +6/+8; Atk/Full Atk +3 *infernal saw-toothed glaive* +9/+4 melee (1d10 +3 +Infernal Wound) or 2 claws +8 melee (1d6 +2, +Beard (1d8+2 +devil chills – 1d4 days of 1d4 strength reduction)); SV Fort +8, Ref +7, Will +5; AL LE; Str 15, Dex 15, Con 17, Int 6, Wis 10, Cha 10.

Special Attacks: Infernal Wound, Beard, Battle Frenzy, Summon Baatezu.

Special Qualities: DR 5/silver and Good, Darkvision 60', Immunity to fire and poison, Resistance to acid/cold 10, Spell Resistance 17, Telepathy 100ft.

Skills and Feats: Climb +11, Diplomacy +2, Hide +11, Listen +9, Move Silently +9, Sense Motive +9, Spot +9; Improved Initiative, Power Attack, Weapon Focus (glaive).

Spell-like Abilities: Greater Teleport Self (at will) +50lbs, CL 12.

Possessions: +3 *infernal saw-toothed glaive*, gold and ruby pendant (1,500 gp), golden chalice (250 gp – this is chained to his waist and has remains of human blood in it. He uses this to gather blood from the prisoners as occasional refreshment).

12 – Library

This room is sealed by a forbidding 7 ft tall black iron door. The hinges are cleverly anchored into the rock of the wall and inaccessible. The door itself is 4" thick black iron (Str DC30 to break) with what appears to be a very life-like agonized human face protruding from the center. This is actually the face of the first adventurer who had any success in finding Dwyregga with the intention of destroying him. The paladin's name was Skief the Pious, and after Dwyregga slew him, he forced a captured blacksmith to use Skief's severed head as a mold for the front plate of the door. The lock of the door is a typical skeleton keyhole, the lich having the only key (open lock DC25). The lock is trapped, so that picking it without the key sets off a *Symbol of Pain*.

Symbol of Pain: CR9; Search DC30; Disable Device DC30; Fort DC22, CL 18.

Inside the library there are two large bookcases: one on the east wall and one on the west wall. There is also a small wooden chest, a large wooden table and chair, and two large brass braziers which are filled with coal but are not lit. The wooden chest is not locked and contains a vial of black ink, 14 sheets of vellum parchment, and 2 writing quills. A letter with an opened wax seal lies haphazardly atop the sheets of parchment. The seal is unrecognizable (except that it matches the seal on the letter held by the monk guest at the Stag's Leap Inn). The letter is written in an unknown script (ancient Kelnorian – a language known or recognized by few in the modern era, Decipher Script DC35). If the players find a way to read it, this is what it says:

"To he who gathers the lost in the Elphand Hills, our messenger has relayed your inquiry. We, too, share your desire to rid the world of the arrogance of the Pureblood wizards. Know then that you are not their only enemy, and that some grievances trace back further than even you can fathom. We are the hands in the darkness, those who wait everlasting, the power forgotten that will rise once more. We see you. In answer to your query, you are too late. Indeed, the wizards have obtained the relic they long have sought. With it they will have power unimaginable to the fools who stride about in the shadow of their tower. The Overlord is becoming aware. Should he act, your plans may be foiled... and perhaps ours as well. We will send aid. We expect payment. Gold is of no use to us, as you know. Understand that we speak of true power. If your payment is insufficient we will exact payment from you as we see fit. Do not think to challenge us. You know not what you deal with. Our messengers will contact you. Ensure that they are not delayed in their return."

Signed: "The Restless Ones"

There are several interesting and/or valuable books and scrolls in the bookcases. Among them are:

A scroll with the original Aztlan town charter dated 1894 BCCC;

A tome on the biology and ecology of winged apes;

Magical scrolls: *transmute rock to mud*, *transmute mud to rock*, *spider climb*;

A wizard's spell book (six 0-level spells, five 1st-level spells, four 2nd-level spells, three 3rd-level spells, two 4th-level spells, and one 5th-level spell);

A manual of a priest of Armadad Bog (detailing the Armadad Law – knowledge that an 'outsider' had this book would bring about certain death/destruction)

Also included in the library is Dwyregga's diary, in which he details the murder of his wife and child and his flight from the First Men Purebloods, his sanctuary in the graveyard, detailed passages on his decision to become a lich, his desire for revenge on the First Men Purebloods, a listing of the Grand Master Wizards of the Citadel going back to Nrathax the Black, and some smug comments on how he took control of Hywel, Boudea, Vorgain, and others.

Finally, most peculiarly, a dusty leather-bound manuscript entitled *A History of the Known Lands* with an author listed as "Morik, scribe to the Cyng." Unlike the other volumes here, there is a satin ribbon marking a page inside this book. The page marked is an account of a race of beings called the Markrabs. They are described as a race of "intelligent yet savage" beings from another "planet," which once held dominion over this land. The text further goes on to describe them as cruel and manipulative, yet "wise beyond human understanding." They are described as being impervious to many of the most powerful weapons, and as possessing devastating magic with the power to "alter the sun, destroy crops, and corrupt the seasons." It also states that there was some great war in ancient times which forced the Markrabs to flee the land, going back to their home plane. The conclusion is made that the Markrabs are very dangerous, and that they seek to return so that they can regain their place of dominion over the races of the world.

Finally, in a footnote to the text, it makes mention of a race of humans, "born to magic as fish are to water," who served the Markrabs during their time of dominion over the land. These humans, the text says, were bred from the original First Men, who were "no better than brutish animals," with other slave stock to produce a race of men both keen of intellect but which also had an incredible aptitude for magic. These men were called "First Men of the Pureblood."

One of the more elaborate looking books on the shelf, (blue leather binding, the words "Tome of Power" written on the spine in gold leaf) is actually a trap. If pulled from the shelf it triggers an *Arcane Symbol* with as the effect of *Summon Monster II*. Noise from battle will bring additional creatures located in 5, 11, and 13 if they are not already vanquished.

Arcane Symbol: CR5; spell trigger; *Summon Monster II* (Spider Swarm); Search DC29; Disable Dev DC29.

Spider Swarm: CR1; Diminutive Vermin; HD 2d8; hp 12; Init +3; Spd 20 ft.; AC 17 (Touch 17, FF 14); Base Atk/Grapple +1/− Atk swarm (1d6 +Poison); SA Distraction (Fort save DC11 or be nauseated for 1 round), Poison (Fort save DC11 (1d3 Str/1d3 Str dmg); SQ Darkvision 60', Tremorsense 30', Swarm Traits, Vermin Traits; SV Fort +3, Ref +3, Will +0; AL N; Str 1, Dex 17, Con 10, Int −, Wis 10, Cha 2.
Skills: Hide +4, Spot +4, Climb +8.

13 - Laboratory

The large bronze double doors leading into this room are open. Immediately the stench of death and rotting flesh overwhelms inside this large 75' x 40' room (Fort DC12 or be sickened). Dominating the center of this room is a large stone table, on top of which is strapped the body of a man (zombie). He is without clothing except for some strips of rags, and a cloak pin with the likeness of Mitra is cruelly pinned to the exposed skin over his chest. His head is restrained with a thick leather strap, but his eyes are open and he is moaning. This was a former town militiaman of Aztlan (Gyrne) who has recently been converted to a zombie by Dwyregga.

Tending to the newly created zombie (actually, slurping up spilt blood left on the table and floor) is a tiny figure who darts about with amazing quickness. This laboratory assistant is actually Willik Kretz, a missing gnomish farmer from the village. He is now a vampire. If intruders enter the lab, Willik will release the zombie on the table and attempt to use Gaseous Form to exit the room and escape. Willik is Boudea's spawn, but she has relinquished him to Dwyregga.

This laboratory is where Dwyregga experiments on creating/raising undead. He's evolved to using fresher corpses (hence the need for the ready supply kept in Area 10). The vampires from the necropolis bring them in. A rack on the northern wall has implements of exploration/torture. Another rack on the southwest wall contains armor and weapons (to outfit the creatures once they are undead). There are several man-sized suits of *+1 bronze chainmail* and cold iron broadswords. Dwyregga discovered an ancient chieftain's burial mound nearby and dozens of dead warriors in *+1 bronze chainmail* with cold iron swords.

A cabinet on the southeast wall contains potions/poisons: 2 vials of spider poison (DC14, 1d4 Str/1d4 Str dmg), a vial of scorpion poison (Fort save DC18, 1d6 Str/1d6 Str dmg), 3 vials of viper venom (Fort save DC12, 1d6 Con/1d6 Con dmg), a *potion of cure light wounds*, 4 *potions of cure moderate wounds*, 2 *potions of cure*

critical wounds, a *potion of remove fear*, a *potion of delay poison*, and a *potion of lesser restoration*.

When creating skeletons, the excess flesh falls off the bones of the corpse, and Willik collects it and puts it in a wooden barrel in the northwest corner of the room. The stench from this barrel is nauseating. From time to time he takes the barrel up to the ghouls on the 1st level of the necropolis.

Human Zombie: CR ½; Medium Undead; HD 2d12+3; hp 16; Init −1; Spd 30 ft.; AC 11 (Touch 9, FF 11); Base Atk/Grapple +1/+2; Atk/Full Atk slam+2 melee (1d6+1) or club +2 melee (1d6+1); Space/Reach 5 ft/5 ft; SQ Single actions only, DR 5/slashing, Darkvision 60', Undead Traits; SV Fort +0, Ref −1, Will +3; AL NE; Str 12, Dex 8, Con −, Int −, Wis 10, Cha 1.

Skills and Feats: Toughness.

Willik Kretz, Male Vampire Spawn, Gnome: CR4; Small Undead; HD 4d12+3; hp 25; Init +6; Spd 30 ft.; AC 18 (Touch 15, FF 14); Atk/Full Atk slam +4 melee (1d4+4 +Energy Drain); SA Blood Drain, Dominate, Energy Drain; SQ DR 5/silver and magic, Darkvision 60', Evasion, Fast Healing 2, Gaseous Form, Energy Resistance 10/cold and electricity, Spider Climb, Turn Resistance +2, Undead Traits, Vampire Weaknesses; SV Fort +1, Ref +5, Will +5; AL NE; Str 13, Dex 18, Con −, Int 12, Wis 13, Cha 16.

Skills and Feats: Bluff +6, Climb +8, Craft (Alchemy) +4, Hide +12, Jump +8, Listen +11, Move Silently +12, Search +8, Sense Motive +11, Spot +8, Swim +9, Use Magic Device +2; Alertness, Dodge, Iron Will, Skill Focus (Listen), Run.

14 - Prized Possession

The door to this small (10' x 10') enclave is made of heavy iron. It has a lever on the outside which must be raised to open the door (can't be opened from the inside when the lever is down (Str DC23). Inside, standing at the ready, is what appears to be a dead man. His face is pale and his cheeks are hollow and grayish. His eyes are vacant, and he moans slightly. He wears the thick, dark robes of a wizard or priest. He is actually a former acolyte from the Citadel, a Pureblood wizard whom Dwyregga got his hands on, murdering him here and creating a simple zombie out of him. The lich likes to let this former adversary wander around the lab while he works, moaning and drooling, for sheer amusement. Behind the wizard zombie is a large chest, unlocked. Inside, loaded haphazardly, are the possessions of the victims who have been brought here: 14 longswords, 12 short swords, 5 daggers, 2 maces, 3 suits of leather armor, 4 suits of chainmail, 1 suite of half-plate armor, 1 *+2 suit of elven chainmail*, 1 *+1 longsword*, 1 set of *+3 bracers of armor*, 1 *robe of blending*, 2 various wizard's robes, 12 priestly robes, 11 female dresses, a *+4 belt of giant strength*, 17 sets of male garb, and 42 arrows.

Pureblood Wizard Zombie: CR ½; Medium Undead; HD: 2d12+3; hp 19; Init -1; Spd 30 ft; AC 12 (Touch 9, FF 12); Base Atk/Grapple +1/+2; Atk/Full Atk slam+2 melee (1d6+1) or club +2 melee (1d6+1); SQ Single actions only, DR 5/slashing, Darkvision 60', Undead Traits; SV Fort +0, Ref -1, Will +3; AL NE; Str 12, Dex 8, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness.

Possessions: robes, gold necklace with a crude likeness of Kotalabold (this marks him as a Citadel wizard 100 gp).

15 - The Lich's Lair

The secret door which leads here is cunningly carved from the native rock and is difficult to detect (Search DC29). It is very thick and heavy (1 ½' thick), but pivots easily when the pressure plate is touched correctly. Unfortunately, opening the door from the outside without uttering the password "Agor" (which is "open" in the ancient local tongue) will trigger an explosive trap:

Arcane Symbol (Blast): CR 9; spell trigger; no reset; spell effect (*Blast*), CL18 Wizard, 8d8 acid, DC21 Ref for half dmg; dmg all in 5 ft radius; Search DC30; Disable Device DC28.

Beyond the door is a rough-walled tunnel with a dry, packed, earthen floor. It rises slightly as it ascends into the chamber beyond. The open doorway at the end of the tunnel gapes darkly and menacingly. What appear to be runes or scripts of an unknown and ancient language (the ancient local tongue of the area) are written on the lintel and sides of the doorway. If the players manage to translate the writing (Decipher Script DC30), they will learn that it says:

"Woe to you, mortal beings, for your death is at hand. Dwyregga commands it! Yea even in my destruction, so shall you be destroyed."

Beyond this doorway the room opens out into a flat, roughly carved 40' x 30' chamber with a floor of packed earth. The air feels hot and it becomes difficult to breathe. At the far south end of the room is a stone sarcophagus. Two iron braziers stand in front of the sarcophagus, each filled with coals and ready to ignite.

Sitting on the sarcophagus is an ancient skeletal figure draped in fine black wizard robes—it is Dwyregga. His white hair is matted down by an elaborately decorated bronze skull plate, and a large amulet hangs down from his neck upon a thick golden chain. Clutched in his right hand is a 6' tall staff of hardened bone, the top of which is carved to resemble a face with an agonized expression. The lich's malicious red eyes flare as the players enter his lair, and he laughs menacingly, disdainfully.

"I am the Necromancer Dwyregga, born in Aztlan over 2100 years ago. I have patiently toiled to defeat the Citadel, and not even the likes of you will stop me! I will have my revenge for myself and my family!"

He has worked beneath the necropolis, amassing knowledge, conducting research and experiments, readying for the day when he can destroy the Citadel of Fire and claim the unimaginable power which it holds. He feels that his plans are beginning to come to fruition, and no 'do-gooder' adventurers are going to stand in his way. Also in this chamber, standing silent sentry, is Dwyregga's manservant, Cei, a mummy.

Judges Note: If he has not already been defeated, add to this encounter Thelonus the Monk (V9, Room 1), already in the chamber, and/or Hywel Thunderhand (Level 1, Room 23), coming in from the hallway behind the party). If the party enters with hostility, Dwyregga will cast *Time Stop*, protect himself with *Repulsion* and *Globe of Invulnerability*, and place a *Wall of Force* on the doorway. He will then pick an appropriate attack spell to trap them in the hall, such as *Cloudkill*. If the party does not enter with hostility and tries to make a deal, he will listen, but take measures to protect himself by summoning minions.

Judges Note: Once the *Arcane Mark* is triggered, the water will be rushing in with great force (like a firehose), which will add a +15 penalty to any casters Concentration checks to cast a spell in the area to repair the breach. The rushing water also provides for a 50% spell failure chance do to encumbrance fo the water in the area, even if the Concentration check succeeds. The whole situation is comparable to trying to glue something together while water is pouring over it. In short, it will be very difficult for players to halt the flooding of the caverns once the spell is triggered and the ceiling gives way. Please be sure the appropriate penalties are applied in such situations.

Cei, Mummy: CR 5; Medium Undead; HD 8d12+3; hp 55; Init +1; Spd 20 ft; AC 20 (Touch 10, FF 20); Atk/Full Atk slam +11 melee (1d6+10 +Mummy Rot); SA Despair, Mummy Rot; SV Fort +4, Ref +2, Will +8; AL LE; Str 24, Dex 10, Con -, Int 6, Wis 14, Cha 15.

Skills and Feats: Hide +7, Listen +8, Move Silently +7, Spot +8; Alertness, Great Fortitude, Toughness. SQ DR 5/-, Darkvision 60', Undead Traits, Vulnerability to fire.

Possessions: +2 amulet of turn resistance.

The inside of the sarcophagus is filthy, with bits of clothing, insects and dirt. The bottom is a door to a secret compartment (Search DC28) below (2' high by 8' long). Inside the secret compartment are 7,357 gp, 2,840 sp, a sack of various gems worth over 10,000 gp, and a brass bucket containing 13 flawless black sapphires (1,000 – 6,000 gp each).

Dwyregga has recently obtained the spell *Soul Bind* and is about to engage in a massive soul entrapment process which is the payment he needs to obtain help from his mysterious powerful friends (see the letter in the Library, Area 12). In a black velvet pouch next to the bucket, there is a single black sapphire gem. This gem holds imprisoned the soul of a villager taken prisoner at Sweet Tilda's in Aztlan.



Dwyrregga, Male Lich, Human Wiz18: CR 20; Medium Undead; HD 18d12; hp 127; Init +6; Spd 30 ft; AC 30, (Touch 16, FF 28); Base Atk/Grapple +9/+9; Atk quarterstaff +9 melee (1d6); Full Atk quarterstaff +9 melee (1d6); SA Fear Aura (Su) ~DC22, Natural weapons as magic weapons (Ex), Paralyzing Touch (Su) ~DC22, Summon Familiar, Touch Attack (Ex) Negative Energy 1d8+5 ~DC22; SQ DR 15/bludgeoning and magic, Immunity to cold/electricity/Polymorph/mind-affecting attacks, Darkvision 60', Turn Resistance +4 (Ex), Undead Traits; SV Fort +6, Ref +8, Will +17; AL NE; Str 10, Dex 15, Con -, Int 24, Wis 18, Cha 17.

Skills and Feats: Concentration +18, Craft (Alchemy) +14, Diplomacy +9, Hide +14, Knowledge (Arcana) +23, Knowledge (Geography) +14, Knowledge (History) +22, Knowledge (Religion) +14, Knowledge (The Planes) +14, Listen +20, Move Silently +14, Sense Motive +16, Spellcraft +30, Spot +19; Combat Casting, Empower Spell, Eschew Materials, Greater Spell Penetration, Improved Counterspell, Improved Critical (Ray), Improved Initiative, Iron Will, Maximize Spell, Scribe Scroll, Spell Focus (Necromancy), Spell Penetration.

Possessions: +3 amulet of natural armor, 2 spellbooks, +6 bracers of armor, +4 ring of protection, staff of necromancy; wand of lightning bolt (CL15, 34 charges).

Prepared Spells (4/6/6/6/5/5/5/4/3 DC17+spell level) 0: Daze, Detect Magic, Resistance, Touch of Fatigue; 1: Burning Hands, Magic Missile, Protection from Good, Ray of Enfeeblement, Shield, True Strike; 2: Command Undead, False Life, Invisibility, Mirror Image, Scorching Ray, See Invisibility; 3: Dispel Magic, Displacement, Fireball, Lightning Bolt, Protection from Energy, Vampiric Touch; 4: Animate Dead, Dimension Door, Enervation, Ice Storm, Wall of Fire; 5: Baleful Polymorph, Cloudkill, Cone of Cold, Scorching Ray [Maximize Spell], Wall of Force; 6: Disintegrate, Dispel Magic, Greater, Fireball (Maximize Spell), Globe of Invulnerability, Repulsion; 7: Finger of Death, Hold Person, Mass, Prismatic Spray, Spell Turning; 8: Horrid Wilting, Polar Ray, Temporal Stasis; 9: Power Word Kill, Wail of the Banshee, Time Stop.

Finally, above the sarcophagus of the lich on the ceiling there is a *Greater Arcane Mark*. The trigger for this *Mark* is the lich's phylactery which is snugly contained inside the stone belly of the golem in Area 6. Should the phylactery be destroyed, and the lich with it, this *Mark* will trigger. It stores a spell: *Transmute Rock to Mud* (CL18).

The lich has chosen a strategic spot for this *Mark*, as transmuting the rock above this cavern to mud will allow the still very liquid base of the ancient peat bog above to

push down through the ceiling and begin flooding the entire lower level with oozing liquid peat.

The water will begin rushing in quickly, filling this room in less than 30 minutes if the door is shut, 1 hour if it is open. If the door is open, the water will flow out to areas 11, 10, and so on until the entire complex is submerged. Ultimately the necropolis above will also collapse. Swimming in or seeing through the murky liquid peat is incredibly difficult, regardless of spells or abilities.

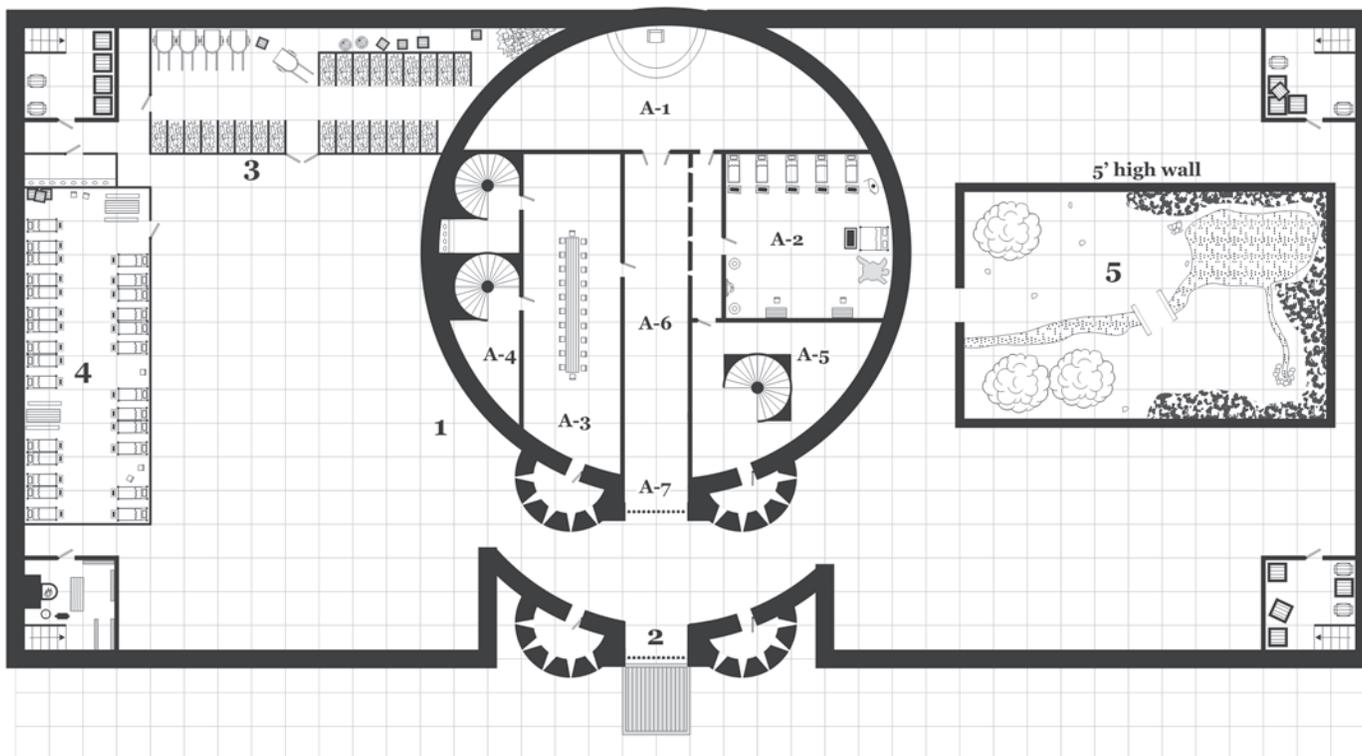
The Keep

Judges Note: As the players enter the Keep/Citadel complex, the place is abuzz with activity and excitement. News has spread that the long-missing centerpiece to the Staff of Nrathax (Appendix 6) has been found, and the Staff has successfully been restored. All inside are making preparations to calculate and prepare for the next solstice: when vengeance shall be taken upon the lesser races who long ago caused the exile of the Purebloods.

CITADEL OF FIRE




 Keep, Tower Level A



1 – Tower

The Tower – Detailed in the Tower Chapter.

2 – Main Gate

Extended Portcullis.

3 – Stables

This long structure contains the stables and carriage house for the Citadel. Inside are four heavy chariots, and 21 light war horses. There is also a chariot made from ebony with trim made of gold, silver and runes of ivory set deep into the wood. The chariot is pulled by 4 trained black unicorns raised by Yrماغ since they were foals. The chariot has been enchanted to teleport with the unicorns. The stables are tended by a smith and by 3 guards.

At the end of the stables next to the barracks is the storeroom for the stable. There are sacks of grain, smoked meats, wine, clothes, weapons, and a small stack of iron bars worth 117 gp. The smithy's forge is nearby and he can often be found working in this area.

Gunnlum, Smithy, Male Hill Dwarf Exp5: CR 5;

Medium Humanoid; HD 5d6+10; hp 33; Init +2; Spd 20 ft.; AC 12 (Touch 12, FF 10); Base Atk/Grapple +3/+6; Atk/Full Atk +2 *dwarven warhammer* +9 melee (1d8+6) or +1 dagger (thrown) +6 ranged (1d4+4); SQ Darkvision 60', Stonecunning, Weapon Familiarity, +2 Save vs. Magic; SV Fort +3, Ref +3, Will +6; AL N; Str 17, Dex 14, Con 15, Int 16, Wis 14, Cha 10.

Skills and Feats: Appraise +10, Craft (Armorsmithing) +10, Craft (Blacksmithing) +10, Craft (Bow making) +13, Craft (Stonemasonry) +7, Craft (Weaponsmithing) +13, Craft (Trap making), Craft (Poison), Decipher Script, Disable Device, Knowledge Architecture & Engineering, Knowledge (Arcana) +8, Spellcraft +8, Spot +5, Use Magic Device +8, Search (Skills listed without ranks are class skills); Weapon Focus (Warhammer), Power Attack, Cleave.

Possessions: artisan's outfit, MW artisans tools, +2 *dwarven warhammer*, +1 dagger

Guards (3), Human Ftr1: hp 11; AC 14; shortbow +1 ranged (1d6) or longsword +4 melee (1d8); Str 17, Con 12;

Black Unicorns (4): CR 7; Large Magical Beast; HD 6d10+36; hp 69, Init +4, Spd 60 ft; AC 20 (22 vs. Good) (Touch 14, (16 vs. Good), FF 17 (19 vs. Good)); Base Atk/Grapple +6/+16; Atk horn +15 melee (1d8+10) or Cursed Gore +17 melee (2d8+20); Full Atk horn +15 melee (1d8+10) and 2 hooves +7 melee (1d4+4) or *Cursed Gore* +17 melee (2d8+20); Space/Reach 10 ft/5 ft; SA Cursed Gore, Spell-Like Abilities; SQ Darkvision 60', Magic Circle against Good, Immunity to Poison, Charm, Compulsion, Low-Light Vision, Scent, Wild Empathy, Fast Healing 5; SV Fort +16, Ref +12, Will +15; AL CE; Str 24, Dex 19, Con 23, Int 14, Wis 23, Cha 26.

Skills and Feats: Jump +27, Listen +16, Move Silent +15, Spot +16, Survival +14; Alertness, Skill Focus (Survival).

Spell-Like Abilities: (CL varies; DC18 +spell level) Detect Good at will as a free action, 1/day - Greater Teleport, (cannot teleport beyond the boundaries of its territories or back from outside), 3/day - Cure /Cause Light Wounds (CL6), 1/day - Cure /Cause Moderate Wounds (CL6), 1/day - Poison (DC22, CL9 - the save DC is Charisma-based, all spells are touch attacks channeled through the horn).

Heavy War Horses (4): CR 2; Large Animal; HD: 4d8+12 hp 30; Init: +1, Spd 50 ft; AC 14 (Touch 11, FF 13); Base Atk/Grapple +3/+11; Atk hoof +6 melee (1d6+4); Full Atk 2 hooves +6 melee (1d6+4) and bite +1 melee (1d4+2); Space/Reach 10 ft/5 ft; SQ Low-Light Vision, Scent; SV Fort +7, Ref +5, Will +2; AL N; Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and Feats: Listen +5, Spot +4; Endurance, Run.

Light War Horses (21): CR 1; Large Animal; HD: 3d8+9 hp 22, Init +1, Spd 60 ft (12 squares); AC 14 (Touch 11, FF 13); Base Atk/Grapple +2/+9; Atk hoof +4 melee (1d4+3); Full Atk 2 hooves +6 melee (1d4+3) and bite +1 melee (1d4+2); Space/Reach 10 ft/5 ft; SQ Low-Light Vision, Scent; SV Fort +6, Ref +4, Will +2; AL N; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

4 – Guard House

Guards are quartered in this chamber. It contains a small armory, 27 bunks and 30 chests. 26 of the chests are locked (Open Lock DC20) and contain the personal possessions of the guards and 2-20 gp ea. The chest by the door is the captain's (Open Lock DC25), but it is trapped. Inside are 113 gp, 273 sp, and 3 gems worth 75 gp ea.

Poison Needle Trap: CR 6; mechanical; touch trigger; repair reset; lock bypass (Open Lock DC30); Atk +17 melee (1+ Poison); Poison (blue whinnis, DC14 Fort save), 1 Con/unconscious; Search DC30; Disable Device DC30.

Guards (5), Human Ftr2: hp 16; AC 15; shortbow +4 ranged (1d6) or longsword +3 melee (1d8); Str 15, Dex 15.

Guards (5), Human Ftr1: hp 11.

Captain Lanot, Male Human (Tharbrian) Ftr7: CR 7; Medium Humanoid; HD 7d10+21; hp 66; Init +8; Spd 30 ft; AC 22, (Touch 14, FF 18); Base Atk/Grapple +7/+11; Atk +1 *bastard sword* +13 melee (1d10+7, 2-hnd 1d10+9); Full Atk +1 *bastard sword* +13/+8 melee (1d10+7, 2-hnd 1d10+9) or MW composite longbow +12/+7 ranged (1d8+4); SV Fort +8, Ref +6, Will +4; AL N; Str 19, Dex 18, Con 16, Int 14, Wis 14, Cha 15.

Skills and Feats: Climb +13, Craft (Weaponsmithing) +12, Jump +6, Ride +11, Swim +7, Use Rope +6; Cleave, Combat Reflexes, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Leadership, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: +1 *bastard sword*, MW composite longbow (+4 Str), 20 +1 arrows, +1 chain shirt, +1 large steel shield.

Sergeant Sammel, Male Human (Skandik) Ftr5: CR 5; Medium Humanoid; HD (5d10)+20; hp 63; Init +3; Spd 30 ft; AC 19 (Touch 13, FF 16); Base Atk/Grapple +5/+9; Atk/Full Atk +1 *greatsword* +11 (2d6+9) or Longsword +9 (1d8+4); AL: N; SV: Fort +8, Ref +4, Will +2; Str 18, Dex 17, Con 18, Int 12, Wis 12, Cha 12

Skills and Feats: Handle Animal +9, Jump +1, Ride +8, Swim +2, Use Rope +5; Blind-Fight, Cleave, Improved Unarmed Strike, Power Attack, and Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: +1 *greatsword*, longsword, composite longbow (+4 Str), 20 MW arrows, +1 studded leather, +1 light steel shield.

5 - The Keep's Gardens.

From all outward appearances this is a decorative flower garden with a small stream flowing through it into a large pond containing koi. In reality, the majority of the plants contained within this garden provide spell components for the students to use in their education. Unbeknownst to the majority of the inhabitants of the Tower, a dryad resides within an old ginkgo tree in the center of the garden keeping an eye on the comings and goings around here.

Dryad: CR 3; Medium Fey; HD 4d6 hp 14; Init +4, Spd 30 ft; AC 17 (Touch 14, FF 13); Base Atk/Grapple +2/+2; Atk dagger +6 melee (1d4) or MW longbow +7 ranged (1d8); Full Atk dagger +6 melee (1d4) or MW longbow +7 ranged (1d8); Space/Reach 5 ft/5 ft; SA Trip; SQ DR 5/cold iron, Tree Dependent, Wild Empathy; SV Fort +3, Ref +8, Will +6; AL CG; Str 10, Dex 19, Con 11, Int 14, Wis 15, Cha 18.

Skills and Feats: Escape Artist +11, Handle Animal +11, Hide +11, Knowledge (Nature) +11, Listen +9, Move Silently +11, Ride +6, Spot +9, Survival +9, Use Rope +4 (+6 with bindings); Great Fortitude, Weapon Finesse.

Tower Level A

1 – Reception Room

This open, airy room is the reception room in which Yrammag greets guests arriving at the Citadel. Being the ever shrewd mage that he is, he has no desire to alert the Emperor or Overlord to the secret plans behind the existence of this tower and the research conducted here, so he will use every diplomatic skill at his disposal to wine and dine anyone sent as a representative from the Green Emperor, the Overlord, or other representatives which may be viewed as potential threats or allies.

In the center of the north part of the room is an ornately decorated throne upon which he sits when conducting audiences, before which are set 4 luxuriously appointed chairs of mahogany and leather and a low wooden table. Two Amazon guards, Tekla and Lucia, are on duty during daylight hours in order to inspect those wishing to visit with Yrammag before an audience is granted. These ladies are affectionately called the Bash Sisters because if a guest should get out of line and threaten Yrammag, they will use their Telepathy to coordinate with each other to get in close and flank their victim to take them out before anyone else gets hurt. They can make short order of just about anyone this way. If it appears these troublemakers are skilled in the arts of war, they will use their *Inertial Armor* power to protect themselves from attack. While Amazons usually despise being in the service of men, Yrammag has paid this tribe's leader a handsome amount for these warriors' services, and they serve diligently to uphold the honor of their tribe.

The Bash Sisters, Yrammag's Personal Guard (2), Female Human (Amazon) Rog6: CR 7; Medium Humanoid; HD 6d6+18; hp 49; Init +8; Spd 30 ft; AC 19 (or 23) (Touch 16, FF 15); Base Atk/Grapple +4/+7; Atk/Full Atk +1 *short sword* +9 melee (1d6+4) or +1 *shortbow* +9 ranged (1d6+1 +7/+7 Rapid Shot); SA Sneak Attack (3d6); SQ Armor Aversion, Combat Precognition (+1 AC), Evasion, Gender Interaction (-2 chk to Males), Shield Proficiency, Telepathy 60', Trapfinding, Trap Sense +2, Uncanny Dodge, Wild Talent (*Inertial Armor, Manifester Level 1*, 2 pwr pnts); SV Fort +5, Ref +9, Will +7; AL N; Str 16, Dex 19, Con 16, Int 18, Wis 20, Cha 20.
Skills and Feats: Balance +14, Bluff +14, Climb +5, Decipher Script +12, Diplomacy +14, Escape Artist +10, Handle Animal +10, Hide +12, Jump +10, Move Silently +10, Open Lock +12, Ride +6, Sleight of Hand +14, Sense Motive +13, Search +12, Spot +12, Survival +12, Tumble +14, Use Rope +12; Improved Initiative, Point Blank Shot, Rapid Shot, Weapon Finesse.
Possessions: +1 *short sword*, +1 *shortbow*, 20 arrows, +2 *buckler*, +1 *ring of prot.*, 2 *potions (cure light wounds)*.

2 – Guest Room

This room acts as a guest room for any important guests visiting the Citadel on business. It is modestly appointed with half a dozen beds covered in regionally decorated linens with sturdy chests at the foot of the beds. There are two writing tables with ink wells, multiple pens, and stationary for the guests to use. In the center of the room is a sturdy oak table with eight chairs and a candelabrum for use by the occupants of the guest room.

3 – Dining Hall

There is a long dining table down the center of the room at which guests are served dinner while entertained by some of the more skilled female slaves. Ornate tapestries hang from the walls, some of which are portraits of the wizards that formerly occupied the tower, except for those whose remains now lay in repose in the catacombs below. Food is brought from the second level down the stairs and through the concealed door between Rooms 3 and 4.

4 - Stairwell

This room has no entrances other than the staircases from the levels above and below. It is empty save for an Invisible Stalker who will let only those accompanied by the wizard pass.

Invisible Stalker: CR 7; Large Elemental (Air, Extraplanar); HD 8d8+16; hp 52; Init +8, Spd 30 ft, fly 30 ft (perfect) AC 17 (Touch 14, FF 13); Base Atk/Grapple +6/+14; Atk slam +10 melee (2d6+4); Full Atk 2 slams +10 melee (2d6+4); Space/Reach 10 ft/10 ft; SQ Darkvision 60', Elemental Traits, Natural Invisibility, Improved Tracking; SV Fort +4, Ref +10, Will +4; AL N; Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 11
Skills and Feats: Listen +13, Move Silently +15, Search +13, Spot +13, Survival +2 (+4 following tracks); Combat Reflexes, Improved Initiative, Weapon Focus (slam).

Sergeant Kishonga, Male Human (Tharbrian) Ftr3: CR 3; Medium Humanoid; HD 3d10+6; hp 23; Init +6; Spd 30 ft; AC 18 (Touch 12, FF 16); Base Atk/Grapple +3/+6; Atk +1 *longsword* +8 melee (1d8+4) or longbow +5 ranged (1d8); Full Atk: +1 *longsword* +8 melee or longbow +5 ranged; SV Fort +5, Ref +3, Will +3; AL N; Str 17, Dex 15, Con 15, Int 15, Wis 14, Cha 16.
Skills and Feats: Climb +7, Disguise +6, Heal +2, Hide +2, Jump +9, Move Silently +3, Open Lock +4, Ride +7; Blind-Fight, Improved Initiative, Power Attack, Weapon Focus (longsword), Quick Draw.
Possessions: +1 *longsword*, longbow, 20 arrows, chain shirt, heavy steel shield.

Hrafn, Male Human (Tharbrian) Ftr2: CR 2; Medium Humanoid; HD 2d10+8; hp 22; Init +7; Spd 30 ft; AC 18 (Touch 13, FF 15); Base Atk/Grapple +2/+6; Atk/Full Atk *short sword* +6 melee (1d6+4), or *shortbow* +5 ranged (1d6); SV Fort +7, Ref +4, Will +2; AL CN; Str 18, Dex 17, Con 18, Int 12, Wis 12, Cha 12.
Skills and Feats: Climb +9, Craft +3, Handle Animal +3, Hide +3, Jump +6, Listen +1, Move Silently +3, Ride +7, Spot +1, Swim +9; Dodge, Improved Initiative, Combat Reflexes, Point Blank Shot.
Possessions: *short sword*, *shortbow*, 15 arrows, studded leather, light steel shield.

5 - Foyer

One of the staircases from Level B ends in this foyer that is guarded by two loyal fighters.

6 – Hallway

This long hallway leads from the audience chamber to the foyer ahead. There are multiple spy holes on both sides of the hallway that can be used to observe guests entering the keep through the entryway or those staying in the guest bedroom.

7 – Main Gate

The main gate has a small tower on each side of it with staircases leading down to doors off the main passageway. Upon one tower are Sergeant Nortan and 4 guards. On the other tower are 4 guards and another 2 guards are just behind the gate.

Sergeant Nortan, Male Human (Skandik) Ftr4: CR 4; Medium Humanoid; HD 4d10+16; hp 44; Init +3; Spd 30 ft; AC 19 (Touch 13, FF 16); Base Atk/Grapple +4/+8; Atk/Full Atk *+1 bastard sword* +9 melee (1d10+7), or longbow +7 ranged (1d6); SV Fort +8, Ref +6, Will +2; AL CN; Str 19, Dex 17, Con 18, Int 12, Wis 12, Cha 15.

Skills and Feats: Climb +11, Craft +3, Handle Animal +5, Hide +3, Jump +6, Listen +1, Move Silently +3, Ride +10, Spot +1, Swim +10; Dodge, Lightning Reflexes, Mounted Combat, Point Blank Shot, Rapid Shot, Ride-by Attack.
Possessions: *+1 bastard sword*, longbow, 20 arrows, chain shirt, heavy steel shield.

Guard (4): Human Ftr2: hp 17, 11, 11, 11.

On the other tower are:

Guards (4): Human Ftr2: hp 17, 11, 17, 11.

Just behind the gate are two more guards:

Guards (2): Human Ftr2: hp 17. See The Keep room 4.

Notes and Comments -Tower Level A

The keep and first level of the Citadel are normally a bustle of activity. Servants and soldiers will be coming and going with frequency, and it would be a rare thing to find the gates or courtyard unoccupied. Everyone here works and lives here, and they know each other very well. Strangers are not welcome here. While adventurers may find a way to get to the gates under false pretenses or in some type of disguise, the further they go towards entering the Citadel, the more scrutiny they will come under from the regular inhabitants and the guard. Strangers do not wander unaccompanied inside the gates and would certainly be questioned before getting too far.

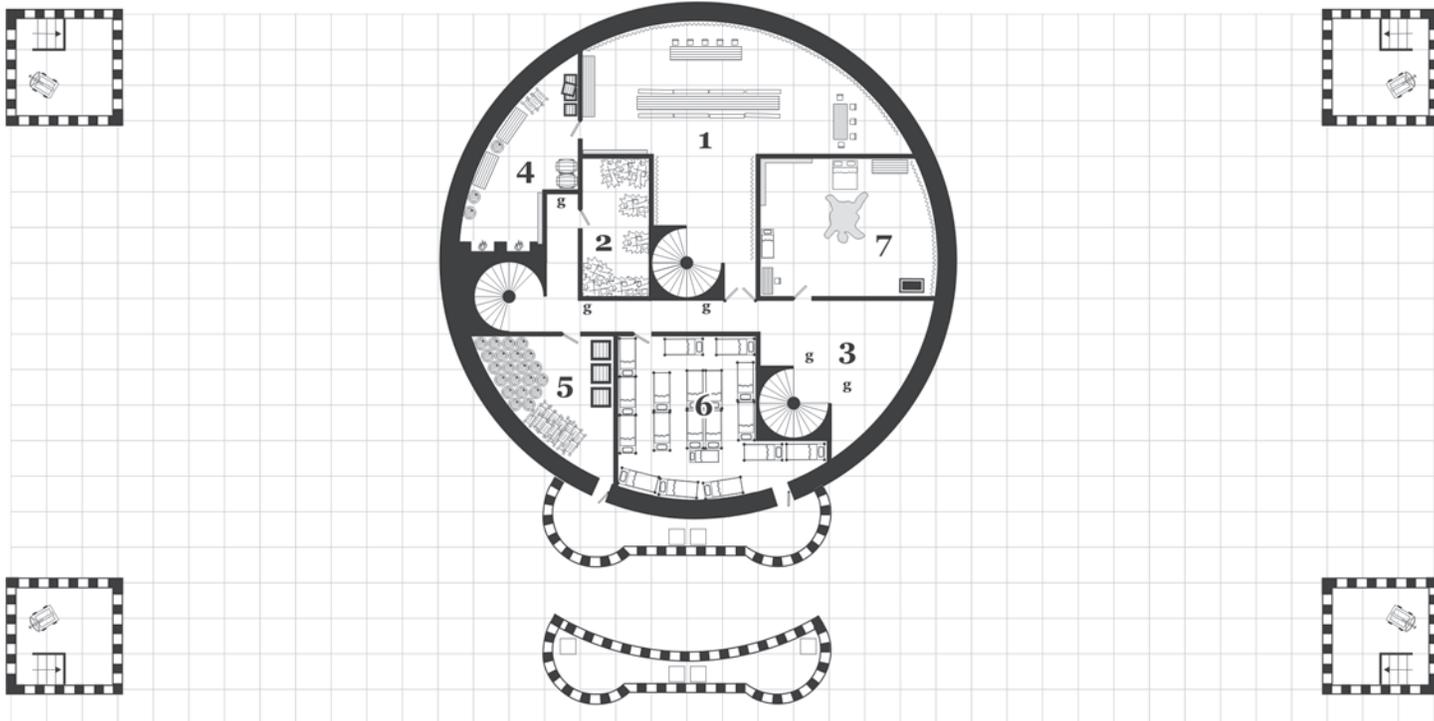
Tower Level B

CITADEL OF FIRE



□ 1 square = 10'

Tower Level B



1 – The Great Feasting Hall

Yrammag holds fantastic feasts for his men-at-arms, causing them to be fanatically loyal. The walls are covered with rich tapestries depicting events, some of which happened before the holocaust. On the far wall from the door is a large fireplace made from translucent red marble. Great oaken tables and benches fill the rest of the room. Above the fireplace is the family crest consisting of a red dragon's head flanked by standing unicorns. It is bordered on the top with crossed wizard's staves and on the bottom by a greatsword.

There are six female slaves dressed in small silk robes.

Slave (6), F Human Com1: hp 2; AC 12; Dex 15, Cha 16.

The fifteen tapestries are worth 200 gp each. The marble of the fireplace is worth 1,200 gp.

2 – Slave Quarters

Here are the quarters for the slaves of the Citadel. There are eight slaves present at this time. Straw covers about half the floor and on the walls are chains to lock the slaves safely up for the night.

Slaves (8): Male Human Com1: hp 4; AC 12; Dex 14, Str 15.

3 – Stairwell

The stairwell and corridors on this level are guarded by a detachment of guards composed of Sergeant Dortan and 5 able-bodied men.

Sergeant Dortan, Male Human (Skandik) Ftr3: CR 3; Medium Humanoid; HD 3d10+9; hp 31; Init +2; Spd 30 ft; AC 17 (Touch 12, FF 15); Base Atk/Grapple +3/+6; Atk/Full Atk bastard sword +7 melee (1d10+4), or light crossbow +5 ranged (1d8); SV Fort +5, Ref +3, Will +0; AL CE; Str 17, Dex 14, Con 14, Int 15, Wis 9, Cha 14.

Skills and Feats: Climb +5, Gather Information +4, Handle Animal +5, Hide +2, Intimidate +8, Jump +8, Move Silently +2, Ride +5, Swim +9, Use Rope +3; Combat Expertise, Combat Reflexes, Point Blank Shot, Toughness, Weapon Focus (bastard sword).

Possessions: bastard sword, light crossbow, 20 bolts, studded leather armor, large steel shield.

Guards (5), Human Ftr2: hp 17, see The Keep room 4.

The Sergeant is carrying 57 gp in a leather pouch on his belt. The rest have 1D6 gp ea.

4 – Main Kitchen

The main kitchen is where most of the meals for the Citadel are cooked. A cranky old dwarf named Chef Kamsheth is the head cook. He gives orders to nine slaves armed with various kitchen utensils who help fix the meals. There is a large cooking pit that can roast two whole oxen at a time and three baking ovens built into the side of the pit.

Master Chef Kamsheth, Male City Dwarf Exp3: CR 2; Medium Humanoid; HD 3d6; hp 18; Init +2; Spd 20 ft; AC 12 (Touch 12, FF 10); Base Atk/Grapple +2/+5; Atk/Full Atk meat cleaver +5 melee (1d6+5); SV Fort +3, Ref +3, Will +6; AL N;

Str 16, Dex 15, Con 14, Int 13, Wis 16, Cha 9.

Skills and Feats: Craft (Ceramic Pottery) +7, Craft (Blacksmithing) +8, Craft (Stonemasonry) +7, Craft (Pastry) +12, Craft (Barbecue) +12, Knowledge (Food Lore) +8, Listen +7, Profession (Cooking) +12, Spot +8; Skill Focus (Craft (Barbecue)), Skill Focus (Profession (Cooking)).

Possessions: meat cleaver (handaxe), artisan's outfit (chef), masterwork artisan's tools.

Slave Cooks (9), Male Human Com1: hp 5; AC 11; kitchen knives +1 melee (1d3) or +1 ranged (1d3); Dex 12.

5 – Storeroom

This is the storeroom for the kitchen. This room is dark and cool, but dry. There is a total of 30 days' rations for 100 persons stored in here at any one time. The guardian of this chamber is a *Magic Mouth* who will allow only Kamsheth and the wizard in. All others will cause the *Alarm* spell to be raised unless accompanied by the above two.

6 – Main Guard Quarters

This room is the main quarters of the guardsmen and is much like the barracks below except it has 38 bunks and chests. In 36 of the chests are the personal possessions of the guardsmen plus 2-20 gp. In one of the other chests is the company treasury of 317 gp, 562 sp, and 1,000 cp. In the last chest are the Sergeant's belongings, a *potion of cure light wounds*, and 730 gp.

Guards (10), Human Ftr2: hp 17.

Guards (10), Human Ftr1: hp 10. See The Keep room 4.

Sergeant Vertolth, Male Human (Skandik) Ftr3: CR 3; Medium Humanoid; HD 3d10+6; hp 27; Init +0; Spd 30 ft; AC 15 (Touch 10, FF 15); Base Atk/Grapple +3/+6; Atk/Full Atk bastard sword +7 melee (1d10+4), or light crossbow +3 ranged (1d8); SV Fort +7, Ref +1, Will +1; AL N; Str 16, Dex 11, Con 14, Int 12, Wis 11, Cha 10.

Skills and Feats: Handle Animal +5, Jump +9, Knowledge (Architecture and Engineering) +3, Listen +2, Move Silently +2, Spot +4; Alertness, Blind-Fight, Combat Reflexes, Great Fortitude, Weapon Focus (bastard sword).

Possessions: bastard sword, light crossbow, 20 bolts, studded leather armor, large steel shield.

7 – Captains Quarters

These are the quarters of Captain Rakototis, Captain of Yrammag's personal guard. Being the wizard's Chief Captain, he is equipped with *+3 full plate*, *+3 heavy steel shield*, a *+4 bastard sword*, and a *+2 ring of protection*. There is a 30% chance that Rakototis will not be wearing his plate. His room is furnished lavishly with tepchat wood worth 10 gp per amount that can be pulled or broken off every 10 minutes. Furniture, deep rugs, and thick pillows are on the floor. He has a concubine named Naine. In the room is an iron-bound chest (Open Lock DC25; Trapped). In the chest is a *potion of flying*, 2,315 gp, and a necklace worth 730 gp.

Poison Needle Trap: CR 6; mechanical; touch trigger; repair reset; lock bypass (Open Lock DC30); Atk +17 melee (1+Poison); Poison (blue whinnis, DC14 Fort save), 1 Con/unconscious); Search DC30; Disable Device DC30.

Captain Rakototis, Male Human (Tharbrian) Ftr11:

CR 11; Medium Humanoid; HD 11d10+22; hp 88; Init +4; Spd 20 ft; AC 28 (Touch 10, FF 28); Base Atk/Grapple +11/+14; Atk *+4 bastard sword* +19 melee (1d10+9 or 2-hnd 1d10+10, 17-20) or *+3 greatsword* +17 melee (2d6+9); Full Atk *+4 bastard sword* +19/+14/+9 melee (1d10+9 or 2-hnd 1d10+10, 17-20) or *+3 greatsword* +17/+12/+7 melee (2d6+9); SV Fort +11, Ref +3, Will +3; AL LE; Str 17, Dex 11, Con 15, Int 12, Wis 11, Cha 12.

Skills and Feats: Handle Animal +13, Intimidate +11, Jump +13, Knowledge (Geography) +8, Listen +2, Move Silently +4, Spot +4; Alertness, Blind-Fight, Exotic Weapon Proficiency (bastard sword), Great Fortitude, Improved Critical (bastard sword), Improved Initiative, Quick Draw, Weapon Focus (bastard sword), Weapon Focus (greatsword), Weapon Specialization (bastard sword), Weapon Specialization (greatsword).

Possessions: *+4 bastard sword*, *+3 greatsword*, *+3 full plate*, *+3 large steel shield*, *+2 ring of protection*.

Naine, Female Human (Tharbrian) Com4: CR 3; Medium Humanoid; HD 4d4; hp 9; Init +0; Spd 30 ft; AC 10; Atk dagger +5 melee (1d4+3), or dagger +2 ranged (1d4); SV Fort +1, Ref +1, Will +3; AL LN; Str 17, Dex 11, Con 11, Int 12, Wis 14, Cha 8.

Skills and Feats: Craft (Blacksmithing) +6, Craft (Stonemasonry) +2, Craft (Woodworking) +7, Handle Animal +6, Jump +6, Knowledge (Geography) +2, Knowledge (Nature) +3, Listen +4, Spot +4; Alertness, Ex. Weapon Prof (bastard sword), Skill Focus Blacksmithing.

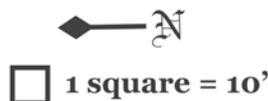
Possessions: dagger, fine clothing.

Notes and Comments

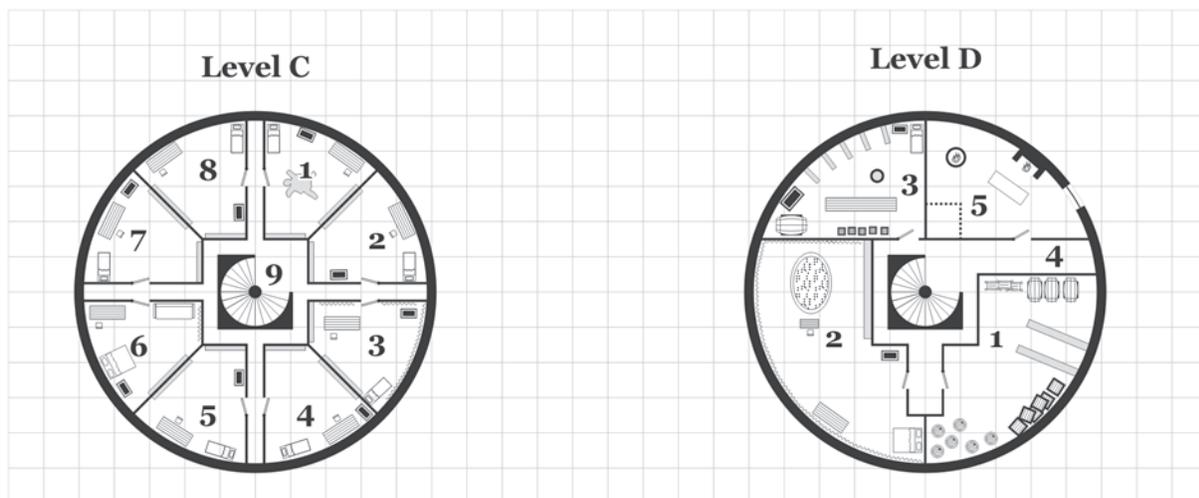
During large feasts in the feasting hall (B-1) approximately ½ of the soldiers from level A will be in attendance on this level, making A easier to pass through, but B all the harder.

Tower Level C

CITADEL OF FIRE



Tower Level C & D



This level is where the apprentices have their quarters. The rooms and furnishings are similar. Any differences will be noted in the individual descriptions. In general, the walls are made of brown stone. The rooms are functionally furnished with a writing stand, table, bunk, chest for personal items of value, and a small brazier for the burning of incense.

1 – Pathon’s Apartment

Pathon Qual lives in this room. On the floor is a fur rug made from the pelts of dwarf white deer worth 217 gp. In his chest are 362 gp, 1685 sp, 5 gems worth 75 gp ea, and a *potion of detect thoughts*.

Pathon Qual, Male Human (Pureblood) Wiz6: CR 6; Medium Humanoid; HD 6d4+12; hp 32; Init +6; Spd 30 ft; AC 16 (Touch 13, FF 14), Base Atk/Grapple +3/+4; Atk/Full Atk +1 dagger +1 melee (1d4+2) or +1 dagger +6 ranged (1d4+1); SA Spell-Like Abilities; SQ (see summary), Summon Familiar; SV Fort +4, Ref +4, Will +6; AL NE; Str 12, Dex 15, Con 14, Int 17, Wis 12, Cha 13.

Skills and Feats: Concentration +11, Craft (Alchemy) +11, Diplomacy +3, Gather Information +3, Intimidate +4, Knowledge (Arcana) +12, Knowledge (Local) +8, Knowledge (Nobility and Royalty) +8, Spellcraft +11, Spot +4; Combat Casting, Heighten Spell, Improved Counterspell, Improved Initiative, Scribe Scroll, Spell Focus (Conjuration).

Possessions: +1 ring of protection, +1 dagger, +2 bracers of armor

Pathon’s Spellbook: 0: *Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance, Touch of Fatigue*; 1: *Animate Rope, Charm Person, Disguise Self, Enlarge Person, Feather Fall, Identify, Protection from Good, Summon Monster I*; 2: *Blur, Glitterdust, Mirror Image, Obscure Object, Scorching Ray, Summon Swarm, Web*; 3: *Explosive Runes, Haste, Magic Circle against evil, Sleet Storm*.

Wizard Spells per Day: (4/5/5/4 DC15 + spell level; Spell Focus, Spell Enhancement): 0: *Detect Magic, Light, Ray of Frost, Touch of Fatigue*; 1: *Charm Person, Disguise Self, Enlarge Person, Protection from Good, Summon Monster I*; 2: *Blur, Mirror Image, Obscure Object, Scorching Ray, Summon Swarm, Web*; 3: *Explosive Runes, Haste, Magic Circle against Good, Sleet Storm*.

Spell-Like Abilities: 1/day – (CL6; DC12 + spell level) *Detect Magic, Read Magic, Flare, Mage Hand, Identify, Magic Missile*.

2 – Zydell’s Apartment

Zydell Cher resides in here. Being of such a low level, Zydell has very little wealth. There is 90 gp, 173 sp, and 500 cp in his chest.

Zydell Cher, Male Human (Pureblood) Wiz5: CR 5; Medium Humanoid; HD 5d4+10; hp 23; Init +2; Spd 30 ft; AC 13 (Touch 12, FF 11), Base Atk/Grapple +2/+0; dagger +0 melee (1d4-1) or dagger +3 ranged (1d4); SA Spell-Like Abilities; SQ (see summary), Summon Familiar; SV Fort +2, Ref +3, Will +5; AL CE; Str 9, Dex 14, Con 12, Int 16, Wis 13, Cha 12.

Skills and Feats: Concentration +7, Diplomacy +3, Knowledge (Arcana) +9, Knowledge (History) +8, Knowledge (Nobility and Royalty) +8, Knowledge (Religion) +8, Spellcraft +10; Combat Casting, Eschew Materials, Craft Wondrous Item, Scribe Scroll, Spell Focus (Evocation).

Possessions: dagger.

Spellbook: 0: *Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Light, Mage Hand, Message, Prestidigitation, Read Magic, Resistance*; 1: *Burning Hands, Charm Person, Enlarge Person, Expeditious Retreat, Feather Fall, Identify, Mage Armor, Magic Missile, Shield, Sleep*; 2: *Darkness, Flaming Sphere, Mirror Image, Resist Energy, Scorching Ray, Web*; 3: *Blink, Dispel Magic, Fireball, Haste, Lightning Bolt, Magic Circle against Law*.

Wizard Spells per Day: (4/5/4/3 DC15 + spell level; Spell Focus, Spell Enhancement): 0: *Arcane Mark, Daze, Light, Resistance*; 1: *Burning Hands, Mage Armor, Magic Missile (x2), Shield*; 2: *Mirror Image, Scorching Ray, Web*; 3: *Fireball, Haste, Lightning Bolt*.

Spell-Like Abilities: 1/day – (CL5; DC12 +spell level) *Detect Magic, Read Magic, Flare, Mage Hand, Identify, Magic Missile*.

3 – Leptal’s Apartment

Leptal lives within this plush chamber. The walls and floors are covered with rich rugs and tapestries worth 50 gp ea. His furniture is highly polished and inlaid with bits of gold and silver. In all, the contents of his room are worth 1,250 gp; however, he has very little wealth on hand, 52 gp, because of spending it on his room.

Leptal, Male Human (Pureblood) Evoker6: CR 6; Medium Humanoid; HD 6d4+12; hp 33; Init +5; Spd 30 ft; AC 16 (Touch 13, FF 15); Base Atk/Grapple +3/+3; Atk/Full Atk +1 *cold iron dagger* +4 melee (1d4+1) or +1 *cold iron dagger* +5 ranged (1d4+1); SA Spell-Like Abilities; SQ (see summary), Summon Familiar; SV Fort +4, Ref +3, Will +6; AL NE; Str 10, Dex 13, Con 14, Int 16, Wis 12, Cha 12.

Skills and Feats: Concentration +11, Craft (Alchemy) +9, Diplomacy +3, Knowledge (Arcana) +9, Knowledge (Nobility and Royalty) +9, Listen +4, Spellcraft +13, Spot +4; Combat Casting, Heighten Spell, Improved Initiative, Scribe Scroll, Spell Focus (Evocation), Spell Penetration.

Possessions: +1 *cold iron dagger*, *alchemist’s fire* (flask x2), +2 *ring of protection*, +2 *bracers of armor*, spell component pouch.

Spellbook: 0: *Arcane Mark, Dancing Lights, Daze, Detect Magic, Light, Mage Hand, Message, Prestidigitation, Read Magic, Resistance*; 1: *Burning Hands, Enlarge Person, Expeditious Retreat, Identify, Mage Armor, Magic Missile, Shield, Sleep*; 2: *Arcane Lock, Darkness, Flaming Sphere, Resist Energy, Scorching Ray, Web*; 3: *Blink, Dispel Magic, Fireball, Haste, Lightning Bolt, Wind Wall*.

Wizard Spells per Day: (4/5+1/5+1/4+1 DC16 +spell level; Spell Focus, Specialization, Spell Enhancement): 0: *Acid Splash, Detect Magic, Mage Hand, Message, Resistance*; 1: *Burning Hands, Enlarge Person, Identify, Mage Armor, Magic Missile, Shield*; 2: *Arcane Lock, Darkness, Flaming Sphere, Resist Energy, Scorching Ray, Web*; 3: *Blink, Dispel Magic, Fireball, Haste, Lightning Bolt, Wind Wall*.

Spell-Like Abilities: 1/day – (CL6; DC12 +spell level) *Detect Magic, Read Magic, Flare, Mage Hand, Identify, Magic Missile*.

4 – Moatak’s Apartment

Moatak, like Zydell Cher, is young and inexperienced, and has only recently moved from the Manse to the Citadel. He has only 36 gp in a satchel beneath his bed.

Moatak, Male Human (Pureblood) Wiz5: CR 5; Medium Humanoid; HD 5d4+5; hp 16; Init +2; Spd 30 ft; AC 13 (Touch 12, FF 11); Base Atk/Grapple +2/+0; SA Spell-Like Abilities; SQ (see summary), Summon Familiar; SV Fort +2, Ref +3, Will +5; AL NE; Str 10, Dex 14, Con 13, Int 15, Wis 13, Cha 12.

Skills and Feats: Concentration +6, Craft (Alchemy) +7, Knowledge (Arcana) +7, Knowledge (Nobility and Royalty) +6, Spellcraft +7, Combat Casting, Scribe Scroll, Spell Focus (Evocation), Spell Focus (Conjuration), Spell Penetration.

Possessions: spell component pouch, scholars outfit, wizard robes.

Spellbook: 0: *Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Light, Mage Hand, Message, Prestidigitation, Read Magic, Resistance*; 1: *Burning Hands, Charm Person, Enlarge Person, Expeditious Retreat, Feather Fall, Identify, Mage Armor, Magic Missile, Shield, Sleep*; 2: *Arcane Lock, Darkness, Flaming Sphere, Resist Energy, Scorching Ray, Web*; 3: *Blink, Dispel Magic, Fireball, Haste, Lightning Bolt, Wind Wall*.

Wizard Spells per Day: (4/5/4/2 DC: 14+spell level; Spell Focus, Spell Enhancement): 0: *Acid Splash, Arcane Mark, Light, Mage Hand*; 1: *Burning Hands, Feather Fall, Mage Armor, Shield, Sleep*; 2: *Darkness, Resist Energy (fire), Scorching Ray, Web*; 3: *Fireball, Lightning Bolt*.

Spell-Like Abilities: 1/day – (CL5; DC12 +spell level) *Detect Magic, Read Magic, Flare, Mage Hand, Identify, Magic Missile*.

5 – Miskt’s Apartment

Miskt is the apprentice inhabiting this chamber. Being a dedicated student of the arts, he has many tomes, books, and scrolls which are non-magical, but still beneficial to students of the arcane. Among the piles of papers on his desk is a scroll with two spells on it: *Sleep* and *Fireball*. Miskt conducted some of the research for Ganoraz and Hetalsan’s recent trip to Tarantis to retrieve the skull talisman, and a rolled up piece of parchment on his table shows a map of the Winedark Sea, Dahute Bay, and Tarantis.

Miskt, Male Human (Pureblood) Wiz5: CR 5; Medium Humanoid; HD 5d4+10; hp 26; Init +7; Spd 30 ft; AC 17 (Touch 14, FF 14); Base Atk/Grapple +2/+2; Atk/Full Atk +1 *dagger* +3 melee (1d4+1) or +1 *dagger* +6 ranged (1d4+1); SA: Spell-like Abilities; SQ (see summary), Summon Familiar; SV Fort +3, Ref +4, Will +4; AL CE; Str 11, Dex 17, Con 14, Int 19, Wis 11, Cha 11.

Skills and Feats: Concentration +10, Diplomacy +2, Knowledge (Arcana) +12, Knowledge (Local) +7, Knowledge (Nobility and Royalty) +12, Knowledge (Religion) +11, Knowledge (The Planes) +10, Listen +2, Spellcraft +14, Spot +2, Combat Casting, Heighten Spell, Improved Counterspell, Improved Initiative, Scribe Scroll, Spell Focus (Evocation).

Possessions: +2 *bracers of armor*, +1 *dagger*, +1 *ring of protection*, spell component pouch.

Spellbook: 0: Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance, Touch of Fatigue; 1: Animate Rope, Charm Person, Disguise Self, Enlarge Person, Mage Armor, Magic Missile, Protection from Good, Reduce Person, Shield; 2: Arcane Lock, Bull's Strength, Continual Flame, Darkness, Flaming Sphere, Invisibility, Mirror Image, Scorching Ray, See Invisibility, Web; 3: Dispel Magic, Fireball, Haste, Invisibility Sphere, Lightning Bolt.

Wizard Spells per Day: (4/5/4/3 DC16 +spell level, Spell Focus, Spell Enhancement): 0: Acid Splash, Dancing Lights, Detect Magic, Light; 1: Charm Person, Mage Armor, Magic Missile, Protection from Good, Shield; 2: Darkness, Invisibility, Scorching Ray, Web; 3: Fireball, Haste, Lightning Bolt.

6 – Brak-Amat's Apartment

Two mute slave girls of great beauty serve Brak-Amat in his lavish apartment; he finds human females increasingly more stimulating than any of the Bloodmistresses. He finds the idea of relations with a woman of his own race to be very distasteful, so he completely understands why they would live apart.

Of all the apprentices, Brak-Amat has done the best materially. As long as the price is right, he serves anyone regardless of position, wealth, or alignment. He will try to negotiate with any who enter the room and may invite them to play a game of high cards, for a wager of course. If attacked, he defends with his +3 bracers of armor, his spells and dagger. If hard pressed, he will use the last missile from a necklace of missiles, an 11 HD Fireball.

He keeps his wealth in a magically trapped chest. The chest contains 360 gp, 5 gems worth 75 gp, 1 gem worth 250 gp, and a necklace worth 875 gp.

Arcane Symbol (Blast): CR 4; spell; spell trigger; no reset; spell effect (*Blast*); CL8; 5d6 fire dmg, DC14 Ref save for half dmg; Damage all in 5 ft. radius; Search DC29; Disable Device DC29.

Brak-Amat, Male Human (Pureblood) Wiz8: CR 8; Medium Humanoid; HD 8d4+16; hp 40; Init +6; Spd 30 ft; AC 20 (Touch 14, FF 18); Base Atk/Grapple +4/+5; Atk/Full Atk +1 cold iron dagger +6 melee (1d4+2) or +1 cold iron dagger +7 ranged (1d4+1); SA Spell-Like Abilities; SQ (see summary), Summon Familiar; SV Fort +4, Ref +4, Will +7; AL CE; Str 13, Dex 15, Con 14, Int 20, Wis 13, Cha 12.

Skills and Feats: Craft (Alchemy) +16, Diplomacy +6, Gather Information +3, Intimidate +6, Knowledge (Arcana) +16, Knowledge (Local) +11, Knowledge (Nobility and Royalty) +10, Knowledge (Religion) +10, Listen +4, Spellcraft +18, Spot +4; Combat Casting, Empower Spell, Improved Counterspell, Improved Initiative, Maximize Spell, Scribe Scroll.

Possessions: +1 cold iron dagger, +2 amulet of natural armor, wand of lightning bolt (CL5), +3 bracers of armor, +2 ring of protection, wand of magic missile (CL7).

Spellbook: 0: Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance, Touch of Fatigue; 1: Burning Hands, Cause Fear, Charm Person, Enlarge Person, Erase, Hold Portal, Identify, Mage Armor, Magic Missile, Magic Weapon, Protection from Good, Protection from Law, Shield, Sleep; 2: Arcane Lock, Blur, Bull's Strength, Continual Flame, Darkness, Flaming Sphere, Invisibility, Levitate, Scorching Ray, Web; 3: Arcane Sight, Dispel Magic, Fireball, Fly, Haste, Hold Person, Invisibility Sphere, Lightning Bolt, Protection from Energy, Stinking Cloud; 4: Dimension Door, Fear, Globe of Invulnerability (Lesser), Ice Storm, Greater Invisibility.

Wizard Spells per Day: (4/7/5/5/4 DC16 + spell level, Spell Enhancement): 0: Detect Magic, Light, Mage Hand, Message; 1: Cause Fear, Charm Person, Hold Portal, Magic Missile (x2), Protection from Good, Shield; 2: Blur, Darkness, Invisibility, Scorching Ray, Web; 3: Fireball, Haste, Invisibility Sphere, Lightning Bolt, Protection from Energy, Stinking Cloud; 4: Dimension Door, Fear, Ice Storm, Invisibility, Greater

Spell-Like Abilities: 1/day – (CL8; DC12 + spell level) Detect Magic, Read Magic, Flare, Mage Hand, Identify, Magic Missile.

Fatima, Female Human Com2: hp 7, AC 14, Cha 20, Profession (Courtesan) +11.

Leilah, Female Human Com2: hp 5, AC 12, Cha 18, Profession (Courtesan) +9.

7 – Ganoraz's Apartment

Ganoraz is the apprentice who lives here. He is more interested in positioning himself as the next Grand Master and in the pursuit of evil than in trying to advance his magical abilities. On the floor of his room is a travel bag which is still packed, as Ganoraz and Hetalsan have just returned from a long and important journey. They traveled to Tarantis to follow up on a rumor and seek out the long lost skull talisman, which is the centerpiece of the Staff of Nrathax. Ganoraz actually spotted the artifact in a market stall, and so his position among the apprentices has been elevated. Hetalsan and Brak-Amat now view Ganoraz as a strong rival to their respective plans for dominance among the apprentices.

He has little to speak of in his room except for some instruments of torture with which he satisfies his sadistic tendencies. He assists the temple priests in preparing victims for the furnace in Level D, Room 5. His meager hoard is kept in a bag underneath his bed and consists of 136 gp and 312 sp.

Ganoraz, Male Human (Pureblood) Wiz7: CR 7; Medium Humanoid; HD 7d4+28; hp 47; Init +5; Spd 30 ft; AC 14 (Touch 11, FF 13); Base Atk/Grapple +3/+3; Atk/Full Atk +2 dagger +3 melee (1d4+3) or +2 dagger +3 ranged (1d4+3); SA Spell-Like Abilities; SQ (see summary), Summon Familiar; SV Fort +6, Ref +3, Will +6; AL CE; Str 12, Dex 13, Con 18, Int 19, Wis 13, Cha 12.

Skills and Feats: Concentration +15, Listen +2, Knowledge (Arcana) +14, Knowledge (Nature) +9, Knowledge (History) +6, Knowledge (Local) +10, Knowledge (Nobility and Royalty) +11, Knowledge (Religion) +5, Knowledge (The Planes) +10, Spot +5, Spellcraft +14; Combat Casting, Extend Spell, Improved Initiative, Scribe Scroll, Skill Focus (Spellcraft), Spell Penetration.

Possessions: +2 dagger, +1 amulet of natural armor, +1 bracers of armor, +1 cloak of resistance, spell component pouch.

Spellbook: 0: Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance, Touch of Fatigue; 1: Charm Person, Floating Disk, Identify, Magic Missile, Magic Weapon, Protection from Good, Protection from Law, Shield, Sleep; 2: Blindness/Deafness, Cat's Grace, Invisibility, Flaming Sphere, Knock, Web, Whispering Wind; 3: Dispel Magic, Arcane Sight, Lightning Bolt, Slow, Summon Monster III; 4: Stoneskin, Shout, Wall of Fire.

Wizard Spells per Day: (4/5/4/3/2 DC15 +spell level, Spell Enhancement): 0: Acid Splash, Daze, Detect Magic, Flare; 1: Charm Person, Magic Missile, Identify, Protection from Good, Shield; 2: Blindness/Deafness, Invisibility, Web, Whispering Wind; 3: Dispel Magic, Lightning Bolt, Slow, 4: Shout, Stoneskin.

Spell-Like Abilities: 1/day – (CL7; DC12 +spell level) Detect Magic, Read Magic, Flare, Mage Hand, Identify, Magic Missile.

8 – Hetalsan's Apartment

Hetalsan is the son of Yrammag, and is the highest level of the apprentices. He has been well taught by his father in the arts, and has been very successful in adventures outside the Tower. Most recently, he accompanied Ganoraz to Tarantis to successfully retrieve the lost centerpiece to the Staff of Nrathax. As his alignment indicates, Hetalsan is efficiently evil; his apartment, spells, and magical items are well organized, yet devoted to Kotalabold. On a table in his room is a book, open to a page describing the Staff of Nrathax and its origins.

The book tells of how the staff was handed down to the First Men Purebloods from the Markrabs, and of the centerpiece of the staff (the skull figurine), carved from the arm bone of a Markrab. The staff was originally just called the Staff of the Markrab until Nrathax the Black became Grand Master of the First Men and used the staff most effectively in establishing the Citadel of Fire and wiping out the resistance in the old town of Aztlan. The

book also gives vague details of two other artifacts which belonged to the First Men Purebloods, but were lost at the Battle of Waylay Pass thousands of years ago: the remainder of the arm bone of the Markrab from which the staff centerpiece was carved, and a magic cauldron of some devastating destructive capability. The book merely says these items were lost and there is no indication of whether they were destroyed, or where they may currently be located. Hetalsan has a *ring of spell turning* and a Glabrezu demon bound to him as a bodyguard. Hetalsan's treasure hoard is 430 gp and a non-magical crown worth 1,150 gp. It is kept beneath a trapdoor (Search DC20) under his bed.

Hetalsan, Male Human (Pureblood) Wiz10: CR 10; Medium Humanoid; HD 10d4+40; hp 68; Init +4; Spd 30 ft; AC 21 (Touch 14, FF 17); Base Atk/Grapple +5/+7; Atk/Full Atk +2 dagger +7 melee (1d4+4) or +2 dagger +9 ranged (1d4+4); SA Spell-Like Abilities; SQ (see summary), Summon Familiar; SV Fort +9, Ref +9, Will +13; AL CE; Str 14, Dex 18, Con 19, Int 20, Wis 18, Cha 14.

Skills and Feats: Alchemy +14, Craft +15, Forgery +5, Hide +4, Knowledge +17, Concentration +14, Hide +3, Knowledge (Arcana) +8, Knowledge (Nature) +15, Knowledge (History) +17, Move Silently +3, Sense Motive +6, Spellcraft +16, Brew Potion, Empower Spell, Enlarge Spell, Eschew Materials, Heighten Spell, Scribe Scroll, Spell Mastery (*Burning Hands, Magic Missile, Expeditious Retreat*), Still Spell.

Possessions: +2 dagger, +2 amulet of natural armor, +4 bracers of armor, +2 cloak of resistance, spell component pouch.

Spellbook: 0: Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance, Touch of Fatigue; 1: Alarm, Burning Hands, Charm Person, Color Spray, Expeditious Retreat, Magic Missile, Protection from Good, Shield, Shocking Grasp, Unseen Servant; 2: Bear's Endurance, Daze Monster, Glitterdust, Hypnotic Pattern, Protection from Arrows, Pyrotechnics, Scorching Ray; 3: Fireball, Halt Undead, Keen Edge, Magic Circle against Good, Tiny Hut, Wind Wall; 4: Charm Monster, Confusion, Mnemonic Enhancer, Resilient Sphere, Solid Fog; 5: Cone of Cold, Dismissal, Dominate Person, Mage's Private Sanctum, Summon Monster V.

Wizard Spells per Day: (4/6/5/4/4/3 DC16 +spell level, Spell Enhancement): 0: Daze, Detect Magic, Mage Hand, Message; 1: Burning Hands, Charm Person, Expeditious Retreat, Magic Missile, Protection from Good, Shield, Shocking Grasp; 2: Bear's Endurance, Daze Monster, Hypnotic Pattern, Protection from Arrows, Pyrotechnics, Scorching Ray; 3: Fireball, Halt Undead, Keen Edge, Magic Circle against Good, Wind Wall; 4: Charm Monster, Confusion, Resilient Sphere, Solid Fog; 5: Cone of Cold (x2), Dominate Person, Summon Monster V.

Spell-Like Abilities: 1/day – (CL10; DC13 +spell level) Detect Magic, Read Magic, Flare, Mage Hand, Identify, Magic Missile.

Demon, Glabrezu: CR 13; Huge Outsider (Chaotic, Extraplanar, Evil); HD 12d8+120; hp 174; Init +0; Spd 40 ft; AC 27 (Touch 8, FF 27); Base Atk/Grapple +13/+23; Atk pincers +20 melee (2d8+10); Full Atk 2 pincers +20 melee (2d8+10) and 2 claws +18 melee (1d6+5) and bite +18 melee (1d8+5); SA Improved Grab, Summon Demon; SQ DR 10/Good, Darkvision 60 ft, Immunity to electricity and poison, Resistance 10/acid, cold and fire, SR 21, Telepathy 100 ft, True Seeing; SV Fort +18, Ref +8, Will +11; AL CE; Str 31, Dex 10, Con 31, Int 16, Wis 16, Cha 20. (See Tower Level D Room 1 for full stat block).

9 – Stairwell

This stairwell is guarded by a clay golem who is bound

Tower Level D

1 – Alchemist's Storage Room

This room is the storage facility for the alchemist. Kept here are the many ingredients that he uses in preparing his potions. The chamber is guarded by a Glabrezu which will let only the wizard and the alchemist, or those accompanied by them, in the chamber. He attacks any others who attempt entry, and will raise the alarm. A *potion of flying* sits on the desk.

Demon, Glabrezu: CR 13; Huge Outsider (Chaotic, Extraplanar, Evil); HD 12d8+120; hp 174; Init +0; Spd 40 ft; AC 27 (Touch 8, FF 27); Base Atk/Grapple +13/+23; Atk pincers +20 melee (2d8+10); Full Atk 2 pincers +20 melee (2d8+10) and 2 claws +18 melee (1d6+5) and bite +18 melee (1d8+5); SA Improved Grab, Summon Demon; SQ DR 10/good, Darkvision 60', Immunity to Electricity and Poison, Resistance 10/acid, cold and fire, Telepathy 100 ft, True Seeing; SR 21; SV Fort +18, Ref +8, Will +11; AL CE; Str 31, Dex 10, Con 31, Int 16, Wis 16, Cha 20.

Skills and Feats: Concentration +25, Intimidate +24, Knowledge (Other) +18, Listen +26, Move Silently +18, Search +18, Sense Motive +18, Spellcraft +18, Spot +26; Cleave, Great Cleave, Multiattack, Persuasive, Power Attack.

Improved Grab (Ex): To use this ability, a Glabrezu must hit a Medium or smaller opponent with a pincer attack. It can then attempt to Grapple as a free action without provoking an attack of opportunity.

Spell-Like Abilities: At will - *Chaos Hammer* (DC 19), *Confusion* (DC 19), *Dispel Magic*, *Mirror Image*, *Reverse Gravity* (DC 22), *Greater Teleport* (self plus 50 pounds of objects only), *Unholy Blight* (DC 19); 1/day - *Power Word Stun*; CL14 (save DCs are Charisma-based).

Summon Demon (Sp): 1/day - Summon 4d10 Dretches or 1d2 Vrocks with a 50% chance of success, or 1 Glabrezu with a 20% chance of success (the equivalent of a 4th-level spell).

True Seeing (Su): Glabrezu continuously use *True Seeing* (CL14).

2 – Alchemist's Apartment

This is the apartment of the alchemist Slalazton. He is a well paid and loyal hireling of Yrammag. He spends most of his time in his room watching a magical pool of water, a *scrying pool*. On the surface, the pool shows random events in time and space. It can be used only by the alchemist. There are several large tapestries

to let none pass except the wizard, those accompanied by him, or any party chanting the words "Garfang Freeman."

Golem, Clay (1): CR 10; Large Construct; HD 11d10+30; hp 90, Init -1, Spd 20 ft; AC 22 (Touch 8, FF 22); Base Atk/Grapple +8/+19; Atk slam +14 melee (2d10+7 +Cursed Wound); Full Atk 2 slams +14 melee (2d10+7 +Cursed Wound); Space/Reach 10 ft/10 ft; SA Berserk, Cursed Wound; SQ Construct Traits, DR 10/adamantine and bludgeoning, Darkvision 60', Haste, Immunity to magic, Low-Light Vision; SV Fort +3, Ref +2, Will +3; AL N; Str 25, Dex 9, Con -, Int -, Wis 11, Cha 1.

decorating the walls worth 50 gp ea. He has many books and tomes on the arts of alchemy. His writing desk is covered with parchments.

Sir Slalazton, Male Human (Avalonian) Sor6: CR 6; Medium Humanoid; HD 6d4+18; hp 40; Init +3; Spd 30 ft; AC 17 (Touch 13, FF 14); Base Atk/Grapple +3/+5; Atk/Full Atk +1 dagger +6 melee (1d4+3 +Poison) or +1 dagger +7 ranged (1d4+1); SQ Resistance 1/cold; SV Fort +5, Ref +5, Will +7; AL CE; Str 15, Dex 16, Con 16, Int 17, Wis 14, Cha 21.

Skills and Feats: Appraise +5, Concentration +12, Craft (Alchemy) +12, Knowledge (Arcana) +12, Listen +6, Spellcraft +14, Spot +5; Dodge, Maximize Spell, Spell Focus (Evocation), Spell Penetration.

Possessions: +4 bracers of armor, +1 dagger, wand of lightning bolt (CL5), and vial of purple worm poison (Fort save DC24).

Sorcerer Spells per Day: (6/8/6/4 DC15 +spell level) 0: *Detect Magic, Flare, Light, Mage Hand, Open/Close, Read Magic, Resistance*; 1: *Burning Hands, Magic Missile, Shield, Shocking Grasp*; 2: *Acid Arrow, Scorching Ray*; 3: *Fireball*.

3 – Alchemist's Laboratory

The alchemist's laboratory is an assortment of odds and ends containing many useful and some not so useful items. There is one occupant, a humpback dwarf called Kennugi One-Eye.

Slalazton has a skeleton hanging from the ceiling. Many books and papers are scattered across his workbench. There are also the vials, flasks, distills, etc, of the alchemist's trade in addition to a *jug of alchemy*. He keeps his treasure in a chest (Open Lock DC 25; Trapped). It holds a bag with 4 tanglefoot bags, web nuts, and 4 potions: *invisibility, cure serious wounds, haste, and fly*.

Poison Needle Trap: CR 10; mechanical; touch trigger; repair reset; lock bypass (Open Lock DC30); Atk +17 melee (1+Poison); Poison (Purple worm Fort save DC24, 1d6 Str/2d6 Str); Search DC30; Disable Device DC28.

Kennugi One-Eye, Male Hill Dwarf Ftr3: CR 3; Medium Humanoid; HD 3d10+6; hp 26; Init +2; Spd 20 ft; AC 18 (Touch 12, FF 16); Base Atk/Grapple +3/+6; Atk/Full Atk dwarven waraxe +6 melee (1d10+3) or short sword +6 melee (1d6+3); SV Fort +5, Ref +3, Will -2; AL N; Str 16, Dex 14, Con 15, Int 11, Wis 4, Cha 9.

Skills and Feats: Craft (Armorsmithing) +2, Craft (Blacksmithing) +2, Craft (Stonemasonry) +2, Craft (Trapmaking) +2, Craft (Weaponsmithing) +2, Decipher Script +3, Hide +2, Move Silently +2, Ride +8, Use Magic Device +1; Cleave, Diligent, Dodge, Power Attack.

Possessions: +1 *chain shirt*, light steel shield, dwarven waraxe, short sword.

4 - Stairwell

The circular stairwell from tower level C - opens up to a hallway with 4 visible doors. When prisoners are being tortured or sacrificed in room 5, loud moaning and/or screaming can clearly be heard in this hallway.

5 - The Furnace of Woe

The iron bound door to this room is always warm to the touch. A stench most foul seeps out from under the door and permeates the room inside. Often screams can be heard from inside. This is the furnace room, the room where victims are brought to prepare them for the feeding of the Banestone. To prepare for charging, the Banestone must be bathed in fresh blood, and once the blood is drained from victims, the shells of their bodies are burnt in the furnace and offered as sacrifice to Kutalabold. The room is dominated by a huge stone hearth next to the large 5' x 5' window. The hearth is 10' x 10' and is fueled by a well-stoked fire when in use. A few feet in front of the furnace is a large black slab of rock, chains at the four corners, runlets channeled into the rock which lead to a 'spout' on the side, emptying into a black iron bucket. Against the wall is a larger cauldron which the blood bucket is poured into when full (the Flesh Golem from Tower Level E, Room 2 comes to pick up the cauldron

when it is needed). A sturdy but rusted iron cage is against the other wall, capable of holding up to 4 victims at a time. Acolytes from the Temple of Kutalabold rotate their duty here, and currently one Acolyte is housed here, along with 2 guards from the lower Citadel.

Kutalabold Acolyte, Male Human (Pureblood)

Clr7: CR 7; Medium Humanoid; HD 7d8+10; hp 62; Init +1; Spd 30 ft; AC 22 (Touch 11, FF 21); Base Atk/Grapple +5/+6; Atk/Full Atk +2 *unholy mace* +9 melee (1d8+3+2d6 unholy), or light crossbow +6 ranged (1d8); SA/SQ (see summary); SV Fort +7, Ref +3, Will +8; AL CE; Str 12 Dex 13 Con 14 Wis 16 Int 11 Cha 14.

Skills and Feats: Concentration +6, Decipher Script +8, Heal +15, Hide +1, Intimidate +3, Knowledge (Arcana) +10, Listen +3, Spellcraft +9, Spot +3; Combat Casting, Rapid Reload, Spell Penetration, Weapon Focus (heavy mace).

Possessions: +2 *unholy mace*, light crossbow (15 bolts, 3 +1 bolts), full plate, heavy shield. In wooden chest: 129 gp, 257 sp, 4 gold and ruby amulets (Kutalabold holy symbols, 1,500 gp ea), *scroll of true seeing*, *potion of darkness*.

Cleric Domains: Magic, Destruction.

Cleric Spells Per Day: (6/6+1/5+1/4+1/2+1 DC14 + spell level, Spell Enhancement) 0: *Create Water, Cure Minor Wounds, Detect Magic, Light, Read Magic, Resistance*; 1: *Bane, Cure Light Wounds (x2), Inflict Light Wounds (D), Magic Weapon, Protection from Good, Summon Monster I*; 2: *Bull's Strength, Cure Moderate Wounds, Hold Person, Shatter (D), Silence, Summon Monster II*; 3: *Cure Serious Wounds, Deeper Darkness, Dispel Magic (D), Invisibility Purge, Magic Circle against Good*; 4: *Giant Vermin, Inflict Critical Wounds (D), Summon Monster IV*.

Spell-Like Abilities: 1/day – (CL7; DC13 + spell level) *Detect Magic, Read Magic, Flare, Mage Hand, Identify, Magic Missile*.

Guards (2), Human Ftr1: hp 11; AC 14; shortbow +1 ranged (1d6) or longsword +4 melee (1d8); Str 17, Con 12.

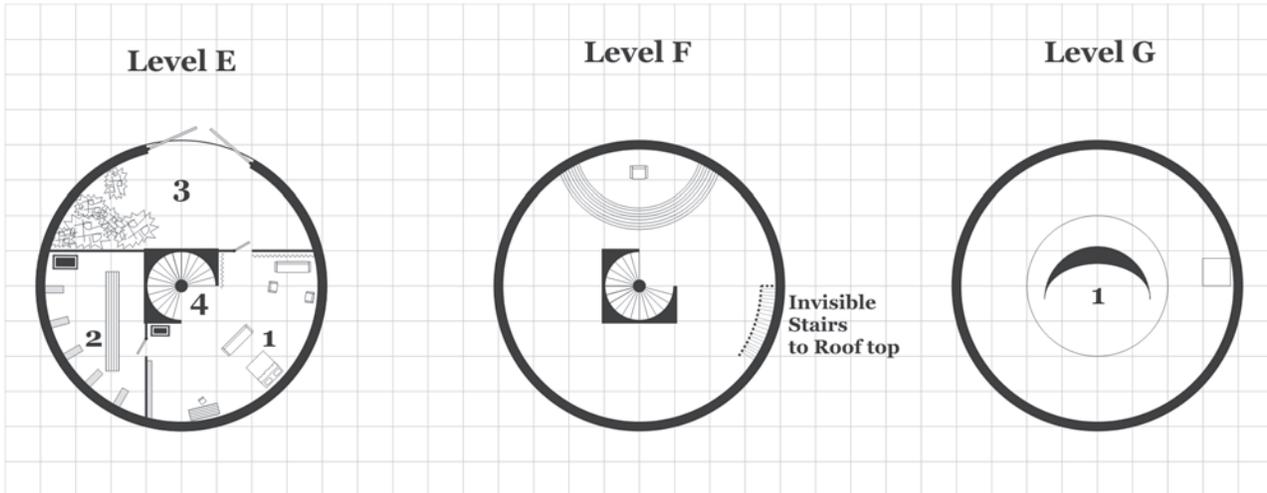
Notes and Comments - Tower Level C

If intruders reach this level and combat ensues, Hetalsan (C – 8) will make a cautious appraisal of the strength of the enemies. If they appear weak, he will join his fellow apprentices and attack them. If they appear strong, he will attempt to sneak up to the upper levels to warn his father, and then assist Yrammag in destroying the intruders. Any type of combat noise on this level is likely to alert those on Level D that the Citadel is under attack.

Notes and Comments - Tower Level D

If alerted to intruders ahead of time, the Demon in D-1 will use his *Summon Demon* ability prior to combat.

CITADEL OF FIRE



Tower Level E

1 – Wizard’s Private Chamber

This room is the wizard’s private chamber. It contains his bed, an ornate wooden desk and chair, lounging pillows spread across the floor, and four slave girls to tend to his needs. His furniture is made from teak wood, richly carved and inlaid with semiprecious stones. His bed is worth 700 gp, his desk 300 gp, chair 100 gp, chest 400 gp. On the desk are two heavy leather-bound books:

- 1) History of the World:** *(written by Raliban the Wise)* Listing dates for the Uttermost War (-2931 BCCC, actually the War of the Pious and the Philosophers), the founding of Viridistan (101 BCCC), Tarantis (1792 BCCC), and the City State of the Invincible Overlord (3075 BCCC), it also details the current leaders of these great cities.
- 2) History of the First Men:** *(by Bren-Sharun)* It outlines a convincing but utterly false history of the First Men Purebloods, claiming that they were indeed the first intelligent beings on the planet, that the Markrabs were gods led by one called Kutalabold who created the First Men, and that the First Men were once beloved and benevolent rulers of the lesser races until an “evil mage” named Thearillion led the humans against their kind masters in a bloody rebellion. It claims that Thearillion was later smote down from afar by Nrathax the Black, and speaks of the First Men someday regaining their rightful place as masters of the world. A large piece of rolled up parchment tied with a silk ribbon is a map of the Wilderlands. Much of the “history” in these books is either partially or largely false, but they are stated with authority as though they are facts.

In a case under the bed are a *carpet of flying* and a *wand of fireballs*. His treasures and women are protected by an iron golem that remains motionless unless someone other than the slave girls or the wizard enters, at which point the iron golem attacks the intruder(s).

Slave Girls (4), Female Human (Ghinoran) Com4: CR 3; Medium Humanoid; HD 4d4; hp 13; Init +5; Spd 30 ft; AC 11 (Touch 11, FF 10); Base Atk/Grapple +1/+4; Atk +4 melee or +3 ranged; SV Fort +1, Ref +2, Will +3; AL NG; Str 16, Dex 13, Con 10, Int 12, Wis 14, Cha 16.
Skills and Feats: Craft (Painting) +7, Craft (Pottery) +9, Hide +2, Listen +8, Move Silently +1, Sense Motive +5, Spot +2; Improved Initiative, Improved Unarmed Strike, Iron Will, Skill Focus (Craft (Painting)).

Iron Golem: CR 13; Large Construct; HD: 18d10+30; hp 129; Init -1, Spd 20 ft; AC 30 (Touch 8, FF 30); Base Atk/Grapple +12/+28; Atk slam +23 melee (2d10+11); Full Atk 2 slams +23 melee (2d10+11); Space/Reach 10 ft/10 ft; SA Breath Weapon; SQ Construct Traits, DR 15/adamantine, Darkvision 60’, Immunity to magic, Low-Light Vision; SV Fort +6, Ref +5, Will +6; AL N; Str 33, Dex 9, Con -, Int -, Wis 11, Cha 1

2 – Wizard’s Workshop

This is where the items of a magical nature are forged by the wizard. Inside is his forge, a brazier, tones and notes, scrolls from legendary Altania, chemicals, parts of magical animals, a small stack of seven gold ingots each worth 150 gp, a bar of mithril worth 800 gp, and various flasks with chemicals needed for his art. His Homunculus named Tarcen and a flesh golem guard the treasures within this room. The treasures are a *+1 warhammer*, *+2 battle axe*, a *crystal ball*, and a *libram of ineffable damnation*.

Flesh Golem: CR 7; Large Construct; HD 9d10+30; hp 79; Init -1; Spd 30 ft; AC 18 (Touch 8, FF 18); Base Atk/Grapple +6/+15; Atk slam +10 melee (2d8+5); Full Atk 2 slams +10 melee (2d8+5); Space/Reach 10 ft/10 ft; SA Berserk; SQ Construct Traits, DR 5/adamantine and bludgeoning, Darkvision 60’, Haste, Immunity to magic, Low-Light Vision; SV Fort +3, Ref +2, Will +3; AL N; Str 21, Dex 9, Con -, Int -, Wis 11, Cha 1.

Libram of Ineffable Damnation

This mystic book contains much arcane knowledge for the benefit of evil wizards. If a character of this class and alignment spends one full week cloistered and undisturbed, pondering its contents, he gains experience points sufficient to place him exactly at the midpoint of the next higher level. When this occurs, the libram disappears – totally gone – and that character can never benefit again from another book of the same title.

Non-evil wizards attempting to look inside this libram's brass bound covers to merely peruse its contents gain one negative level and suffer 5d4 points of negative energy dmg. The victim also falls unconscious for the same 5d4 rounds, and thereafter must seek atonement from a priest before gaining any additional experience and levels. The character until that time can not advance to the next character level. Any non-wizard perusing the work must roll a Will save (DC22) to avoid coming under the affect of an *Insanity* spell. Characters who go insane may only remove the insanity effect by receiving a *Greater Restoration*, *Heal*, *Limited Wish*, *Miracle* or *Wish* spell and one week complete bed rest.

Tarcent, Homunculus: CR: 1; Tiny Construct (Augmented Familiar); HD: 15d10; hp 65; Init +2; Spd 20 ft; fly 50 ft (good); AC 22 (Touch 14, FF 20); Base Atk/Grapple +7/+1; Atk bite +9 melee (1d4-1 +Poison); Full Atk bite +9/+4 melee (1d4-1 +Poison); Space/Reach 2 1/2 ft/0 ft; SA Poison; SQ Alertness, Construct Traits, Deliver Touch Spells, Empathic Link, Share Spells, Improved Evasion, Speak With Master, SR 20, Scry on Familiar, Granted Abilities, Darkvision 60', Low-Light Vision; SV Fort +5, Ref +7, Will +10; AL CE; Str 8, Dex 15, Con -, Int 13, Wis 12, Cha 7.
Skills and Feats: Hide +14, Listen +4, Spot +14; Lightning Reflexes.

3 – Wyvern's Stable

This large room is separated from the others on this level by a sturdy iron-bound door. A huge 15' x 10'

window opens up in the wall, allowing a strong draft of outdoor air into the room (the room and door will be noticeably frigid during the winter months). The place reeks of old fodder and dead meat. This is the stable for Yrammag's Wyvern. The beast is ill-tempered and can only be controlled by Yrammag or his son. A massive saddle and bridle hang on an iron peg in the wall. Due to the beast's advancing age, Yrammag rides him seldom these days. Each night the Wyvern takes flight, scanning the countryside for horses, sheep, deer, and other food.

Wyvern: CR 6; Large Dragon; HD 7d12+14; hp 59; Init +1; Spd 20 ft; fly 60 ft (poor); AC 18 (Touch 11, FF 17); Base Atk/Grapple +7/+15; Atk sting +10 melee (1d6+4 +Poison) or talon +10 melee (2d6+4) or bite +10 melee (2d8+4); Full Atk sting +10 melee (1d6+4 +Poison) and bite +8 melee (2d8+4) and 2 wings +8 melee (1d8+2) and 2 talons +8 melee (2d6+4); Space/Reach 10 ft/5 ft; SA Poison, Improved Grab; SQ Darkvision 60', Immunity to Sleep and Paralysis, Low-Light Vision, Scent; SV Fort +7, Ref +6, Will +6; AL N; Str 19, Dex 12, Con 15, Int 6, Wis 12, Cha 6.
Skills and Feats: Hide +7, Listen +13, Move Silently +11, Spot +16; Ability Focus (Poison), Alert., Flyby Attack, Multiattack.

4 - Stairwell

The guardian of this stairwell is a stone golem who will only allow passage to Yrammag, those he accompanies, or those he specifically instructs the golem to let pass.

Stone Golem: CR 11; (Large Construct); HD 14d10+30; hp 107; Init -1; Spd 20 ft; AC 26 (Touch 8, FF 26); Base Atk/Grapple +10/+23; Atk slam +18 melee (2d10+9); Full Atk 2 slams +18 melee (2d10+9); Space/Reach 10 ft/10 ft; SA Slow; SQ Construct Traits, DR 10/adamantine and bludgeoning, Darkvision 60', Haste, Immunity to magic, Low-Light Vision; SV Fort +4, Ref +3, Will +4; AL N; Str 29, Dex 9, Con -, Int -, Wis 11, Cha 1.

Notes and Comments

If alerted to intruders working their way up the tower, Yrammag will have the golems on this level ready to ambush the enemies as they arrive at the top of the stair. The door to the Wyvern's lair will be open and any intruders who get too close to the door could be attacked by the Wyvern.

Tower Level F

1 – Room of Wizardry

This is the room of wizardry. It is here that the forces of the hill are channeled for the refined use of magic, and the room verily crackles with magical power. In the north portion of the chamber is a dais of 7 steps, upon which is a throne.

- The first is made of iron.
- The second is bronze.
- The third is copper.
- The fourth is silver.
- The fifth is electrum.
- The sixth is gold.
- The seventh of platinum.

The dais cannot be dismantled or moved without causing the tower to crumble. The reason for this is the Eldritch Forces that hold the tower together are harnessed by the dais and throne. The throne itself is built of ebony wood with runes and symbols of gold and silver in a language that few now alive can read. The throne's back posts are made of brass and extend all the way to the ceiling of the chamber.

Any wizard or sorcerer who sits in this throne receives the following advantages while seated there:

- 1) All spells cast are considered empowered.
- 2) It acts as a crystal ball except that the images seen are in the air in front of the throne. The images traverse any time and space.
- 3) Finally, those who sit on the throne have a 30% chance of making a demon do their bidding.

There is a small invisible stair that works its way along the east end of the room. Difficult to climb even if detected, Yrammag knows it by heart and can race up it if need be. The stair leads up 20' to a cleverly designed secret hatch door in the ceiling (Search DC20) which opens up to the top of the tower (above).

This room is where the mighty wizard Yrammag spends most of his time, brooding and plotting and scrying on the world around him. Yrammag appears as an aging man, silver-white hair, and piercing violet eyes. He appears to move with the grace and vigor of a man half his age. He wears a heavy black hooded cloak and black robe of the finest silk. His gnarled hands hold the *Staff of Nrathax*, a 6' long staff of dark wood with an elaborate head and centerpiece (See Appendix 6 for a description of the staff). Yrammag is the Grand Master of the First

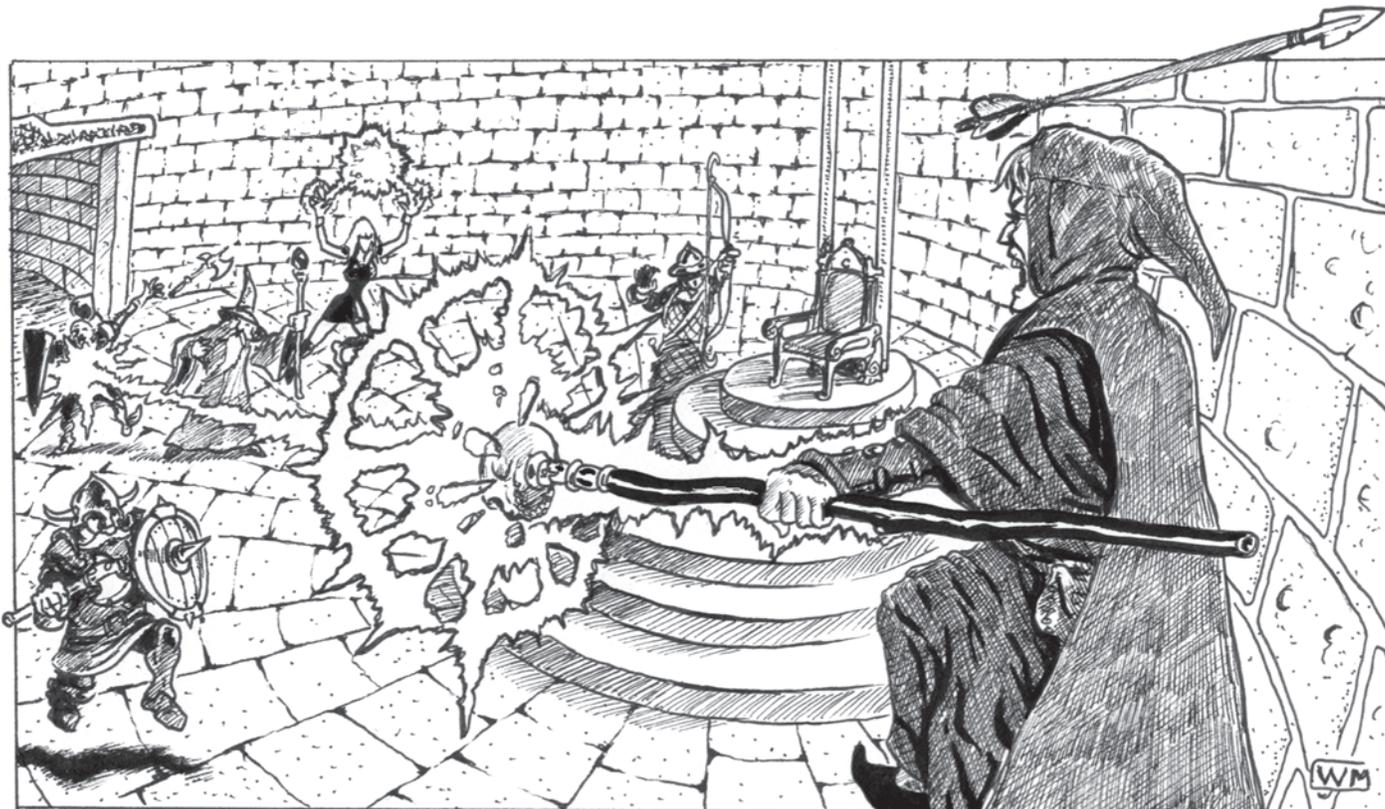
Men Purebloods, and as such he carries on an ancient tradition of arrogance and assumed superiority. He truly believes that his small race was created to rule the world, and that all other races are lesser beings destined to be slaves to his master race. In keeping with this line of thinking, he has little or no compunction about exterminating other types of peoples or harshly subjugating them when the time calls for it. In his view, the town of Aztlan was allowed to be rebuilt simply to serve the desires of the Grand Master of the First Men, and he can 'harvest' Aztlan for slaves/servants any time he chooses. His deepest hatred is reserved for what he believes are the false rulers of the Wilderlands: The Green Emperor of Viridistan, the Invincible Overlord, and Atar the Lion, ruler of Tarantis. He views his religion (Kutalabold) not as the worship of a god, but as an appropriate relationship between beings of great power (Kutalabold having more power, and he and his fellow Purebloods seeking a way to understand and attain that type of power). Because none dare to intrude upon his private quarters, he immediately knows that any intruders here mean to attack him and responds accordingly.

Judges Note: Unbeknownst to others, a gem encrusted in the center of the back of the throne here is the phylactery of Nrathax the Black. (See Dungeon Level 3, Room 5)

Judges Note: If Yrammag feels threatened, he will most certainly attempt to flee to the rooftop to prepare the Banestone. His plan is for his adversaries to climb out onto the rooftop to find him squarely facing them, Banestone and staff at the ready.

The Staff of Nrathax: This is an artifact which is the key to controlling the Tower and a powerful item in its own right. If the staff is not within the tower, no doors leading out may be opened. The only way in from the outside is to have the staff in your hand, or for the holder of the staff to grant entrance. Otherwise the Staff functions as a *staff of power*. The Centerpiece of the staff, the Skull of the Markrab, has been replaced and is now active. Yrammag waits only for the next solstice to unleash a *Sunfire Storm/Cloud of Eternal Night* on one of the major cities of the Wilderlands (Viridistan, The City State, and Tarantis.) See Appendix for more information.

Staff of Power: *Magic Missile, Ray of Enfeeblement, Continual Flame, Levitate, Lightning Bolt, Fireball, Cone of Cold, Hold Monster, Wall of Force, Globe of Invulnerability, +2 Luck, AC and Saves, +2 quarterstaff, Smite, double dmg as free action – 1 charge, Retributive Strike.*



Yrammag, Male Human (Pureblood) Wiz15: CR 15; Medium Humanoid; HD 15d4+90; hp 130; Init +8; Spd 30 ft; AC 28 (Touch 21, FF 24); Base Atk/Grapple +7/+4; Atk +2 quarterstaff+11 melee or +11 ranged; Full Atk +2 quarterstaff+11/+6 melee or +11/+6 ranged; SA Spell-Like Abilities; SQ Low-Light Vision, Light Sensitivity, Fast Healing 5, Extra Bonus Spells, Pneumonic Enhancement, Spell Enhancement, SR 23; SV Fort +18, Ref +16, Will +17; AL CE; Str 14, Dex 18, Con 17 (23), Int 21, Wis 13, Cha 16.

Skills and feats: Appraise +9, Balance +5, Bluff +8, Concentration +24, Decipher Script +15, Disguise +5, Heal +8, Knowledge (Arcana) +22, Knowledge (Nature) +12, Listen +5, Profession (Apothecary) +18, Spellcraft +28, Spot +8, Search +9, Use Rope +6; Spell Focus (Illusion), Craft Rod, Craft Ring, Craft Wondrous Item, Empower Spell, Improved Familiar, Extend Spell, Heighten Spell, Improved Initiative, Leadership, Scribe Scroll.

Possessions: +6 amulet of health, +6 bracers of armor, +5 cloak of resistance, winged boots, +5 ring of protection, ring of fast healing 5, robe of spell resistance (SR23), wand of ice storm (18 charges), rod of quicken, and staff of nrathax, which he carries or has within reach at all times.

Wizard Spells Per Day (4/7/6/6/6/6/3/2/1 DC16 + spell level; Spell Enhancement, Spell Focus): 0: *Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance, Touch of Fatigue*; 1: *Burning Hands, Color Spray, Detect Undead, Hold Portal, Hypnotism, Mage Armor, Magic Aura, Ray of Enfeeblement, Shield, Silent Image*; 2: *Blur, Darkness, Glitterdust, Hypnotic Pattern, Invisibility, Minor Image, Mirror Image, Phantom Trap, Pyrotechnics, Rope Trick*; 3: *Blink, Displacement, Phantom Steed, Sepia Snake Sigil*; 4: *Animate Dead, Greater Invisibility, Illusory Wall, Lesser Globe of Invulnerability, Mass Enlarge Person, Phantasmal Killer, Rainbow Pattern, Resilient Sphere, Shadow Conjunction,*

Solid Fog; 5: *Dream, Magic Jar, Nightmare, Persistent Image, Shadow Evocation, Summon Monster V, Waves of Fatigue*; 6: *Forceful Hand, Greater Dispel Magic, Mislead, Programmed Image, Shadow Walk, True Seeing, Veil*; 7: *Delayed Blast Fireball, Greater Arcane Sight, Mass Invisibility, Statue*; 9: *Greater Shadow Evocation, Maze, Screen, Summon Monster VIII.*

Spell-Like Abilities: 1/day – (CL15; DC14 +spell level) *Detect Magic, Read Magic, Flare, Mage Hand, Identify, Magic Missile.*

Languages: Common, Gnome, Halfling, Ignan.

RANDOM LOCATION TABLE

For determining wizard's location as the players enter the Citadel:

% Die Roll	Description	Level	Room
01-75%	Room of Wizardry	F	1
76-78%	Keepers of the Dead3	3	2
79-80%	Wizard's Treasure Hoard	4	5
81-83%	Alchemist's Room	D	2
84-88%	Wizard's Workshop	E	2
89-92%	Apprentice's Level	C	(1-8)
93-94%	Reception Hall	A	1
95-97%	Wizard's Private Chamber	E	1
98-100%	Rooftop/Banestone	G	n/a

Tower Level G

Atop the roof of the tower rests the *Banestone*: a heavy, black, crescent-shaped slab of alien stone (10' long x 6' wide x 2' thick) left by the Markrabs. The *Banestone* rests on a massive black granite turntable, supported on a circular groove into which are set balls of marble on which the turntable slowly rotates. It takes but minor effort to rotate the turntable. The Banestone has a cup at its center designed to firmly hold the base of the Staff of Nrathax. Once the staff is planted into this cup, the Staff and Banestone come alive with immeasurable power, capable of drawing and dealing the power of the sun at the Master's bidding. The Banestone eludes all attempts to identify it, but its overwhelming power may be evident

to those attuned to magic. Although the stone's more devastating effects require rituals which span an entire night, the stone/staff combination also has some powers which Yrammag will certainly bring to bear on any intruders who successfully advance to his throne room (*Greater Sunbeam*, *Greater Sunburst*, available a combined 10 times/day – see Appendix 6). If the encounter on the roof goes against him, Yrammag will use his *winged boots* to fly off of the tower and down to the ground. He will attempt to flee to the Temple of Kutalabold in Aztlan to regroup and gather his people to flee or defend.

Notes and Comments

Yrammag is not a 'fight to the death' type of opponent (feeling the responsibility for preserving his dwindling race), but he will put up a strong fight before fleeing a battle. If he is forced to flee he will attempt to rally the denizens of the temple and the manse in Aztlan and return to confront the intruders with renewed force. If that fails he will flee the area entirely and try to regroup with other survivors to begin anew.

If intruders are captured inside the Citadel, the likely fate for them is death via the *furnace of woe* (D 5), or sacrifice in the Temple of Kutalabold (Ceremony on Lower Level Room 2).

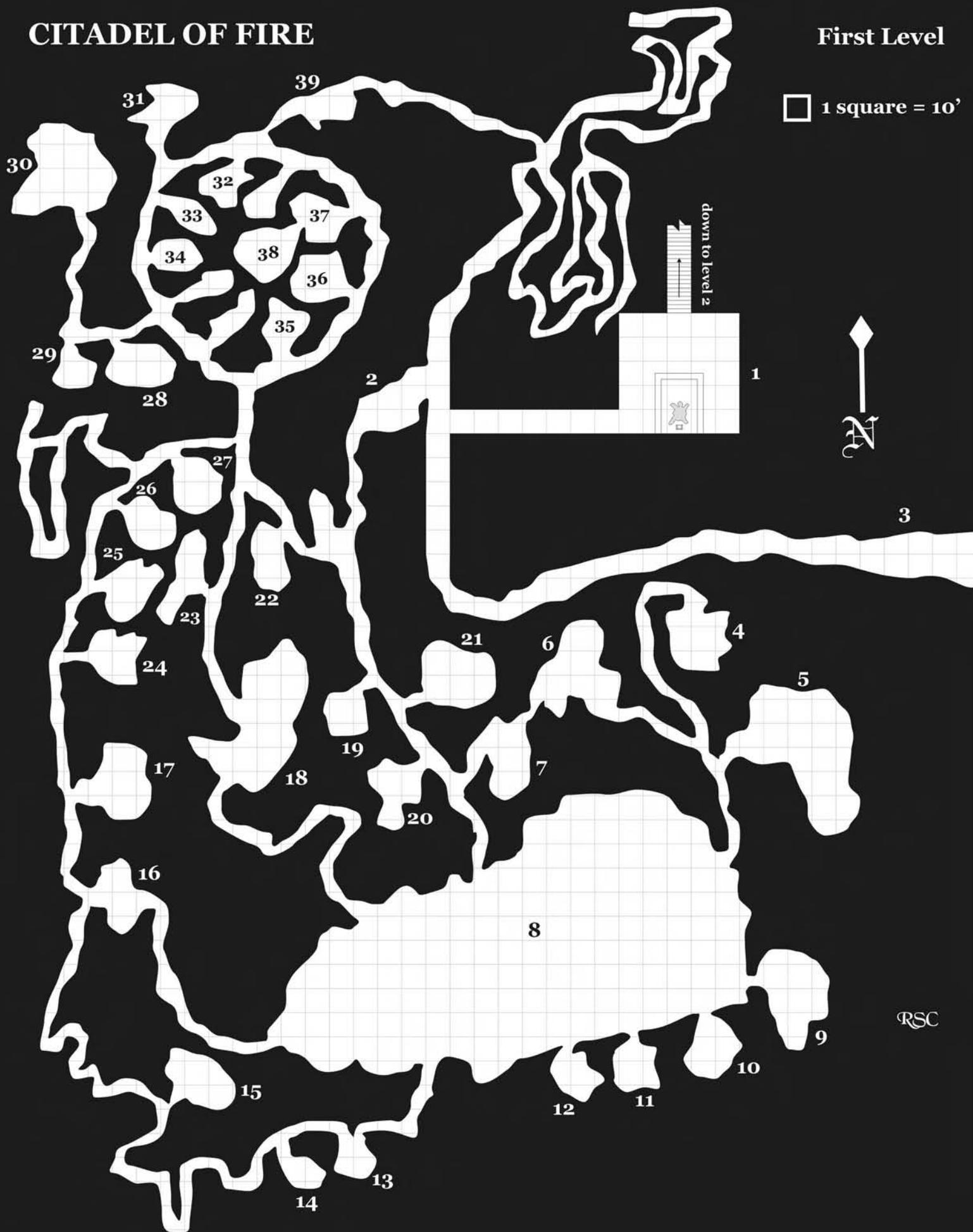
A special note regarding the Banestone: the circular stone turntable that the Banestone rests upon is well balanced on the marble balls that support it, which is why it is relatively easy to maneuver for those who know how it works. Strangers who reach the top of the tower and come under fire from Yrammag and his staff are not going to have time to study the device and discover how it works. They will be fighting for their lives against a powerful wizard out to destroy them. It would be unlikely for them to notice that the slab of stone is a turntable of sorts until after the combat on the tower is over and they have time to think about it. Additionally, when the base of the staff is planted in the Banestone, the staff may still be rotated 360-degrees so that its powers can be utilized in any direction.

If the judge wishes to arrange this scenario so that adventurers are taking on the Citadel on the night of the solstice, the difference in the encounter would be that the apprentices from Level C will all be atop the roof of the tower along with Yrammag, the flesh golem from Level D, 2 priests from the Temple, and 2 Bloodmaidens from the Manse. They will be performing a ritual to utilize the greater powers of the staff against one of the major cities of the Wilderlands. The ritual powers are described in the appendix section on the Staff of Nrathax.

CITADEL OF FIRE

First Level

1 square = 10'



RSC

Dungeon Level 1

1 – Chamber of the Goblin King

Four goblin guards armed with short swords, war hammers and short bows and 4 huge wolves watch over the Goblin King's state chamber. The King uses this chamber for his formal meetings, but is rarely there. A stone throne draped with furs and canopied by bone lattice-work is centered on the south wall. The King's scepter, topped by a huge morningstar shaped like a wolf's head, is on the east wall.

Guards (4), Male Goblin War3: CR1; Small Humanoid; HD 3d10+6; hp 24; Init +2; Spd 20 ft; AC 17 (Touch 13, FF 15); Base Atk/Grapple +3/+1; Atk/Full Atk small warhammer +7 melee (1d6+2), or small short sword +6 (1d4+2) or small shortbow ranged +6 (1d4); SQ Darkvision; SV Fort +5, Ref +3, Will +2; AL CE; Str 14, Dex 14, Con 15, Int 10, Wis 12, Cha 13.
Skills and Feats: Climb +6, Handle Animal +5, Ride +6; Quick Draw, Weapon Focus (warhammer).
Possessions: Small chain shirt, small warhammer, small short sword, small shortbow, *potion of aid*, 36 gp.

Dire Wolves (4): CR3; Large Animal; HD 6d8+18; hp 45; Init +2, Spd 50 ft; AC 14, (Touch 11, FF 12); Base Atk/Grapple +4/+15; Atk/Full Atk bite +11 melee (1d8+10); Space/Reach 10 ft/5 ft; SA Trip; SQ Low-Light Vision, Scent; SV Fort +8, Ref +7, Will +6; AL N; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.
Skills and Feats: Listen +7, Move Silently +4, Spot +7, Survival; Alertness, Run, Track, Weapon Focus (bite).

Vasargh III, Male Goblin King, (for the king's full block, see Dungeon level 1, room 18).

2 - Passageway

Five disgruntled goblins with short swords and guisarmes watch the passage for intruders. The leader, Dargh, has difficulty keeping the quarrelsome ambushers quiet.

Dargh, Male Goblin War3: CR1; Small Humanoid; HD 3d10+6; hp 24; Init +3; Spd 20 ft; AC 17 (Touch 13, FF 15); Atk/Full Atk small short sword +6 melee (1d4+2) or small shortbow +6 ranged (1d4); Str 14;
Possessions: *potion of remove paralysis*, tanglefoot bag, 90 gp.

Guards (4), Goblin War3: CR1; Small Humanoid; HD 3d10+6; hp24; Init +3; Spd 20 ft; AC 17 (Touch 13, FF 15);Atk/Full Atk small guisarme +6 melee (1d6+1) or small short sword +5 melee (1d4+1), Str 12;
Possessions: *potion of speak with animals*, *potion of swimming*, 45 gp.

3 – Exit from the Goblin Caves

Three goblins with spears and a dire wolf guard the exit to the surface. A similar group 50 ft. down the corridor has a huge horn trumpet to sound any alarm necessary.

Guards (3), Goblin War1: hp 9; AC 15; small spear +2 melee (1d6+2); Str 14; 15 gp.

Dire Wolf (1): hp 45.

4 – Gakagh's Lair

The family lair of sub-chief Gakagh is filled with his war trophies, 186 gp, 425 sp, 980 cp, a broken silver mace worth 19 gp, several wineskins, and a red spear with a gold tip worth 48 gp. A small chest contains 4 small agates worth 20-40 gp, a +1 *dagger of goblinoid bane*, a silver chain worth 12 gp, and a crumpled parchment which Gakagh believes is a magical scroll. Gakagh's family consists of 2 females and 10 young goblins. Gnawed bones are heaped near the entrance and dried meats hang from the ceiling out of the young's reach.

Goblin Females (2), Com2: hp 5; AC 11, small light mace +0 melee (1d4); *potion of darkvision*, *potion of cure light wounds (2)*,antitoxin (vial), 46 gp.

Goblin Young (10): hp 4.

5 – Gakagh's Hall

Gakagh, the sub-chief, and four of his guards armed with short swords and spears are agitating his followers to back plans for a foraging raid which the King thinks is unnecessary. 32 Goblins armed with spears (2 each) are not convinced that they should anger the King. 10 females cower at the back of the group quieting 6 young goblins. A halfling slave named Ma'thon Merriwork is a fighter chained to Gakagh's belt as a sign of the sub-chief's battle prowess.

Gakagh, Male Goblin War4: CR 3; Small Humanoid; HD 4d8 +8; hp 32; Init +3; Spd 20 ft; AC 21 (Touch 13, FF 18.); Base Atk/Grapple +2/+4; Atk/Full Atk MW Small battleaxe +9 melee (1d6+2); SV Fort +6, Ref +4, Will +3; AL LE; Str 15, Dex 16, Con 15, Int 11, Wis 14, Cha 12.
Skills and Feats: Hide +1, Intimidate +8, Ride +8; Power Attack, Shield Proficiency, Weapon Focus (battleaxe).
Possessions: +1 *banded mail*, heavy shield, MW small battleaxe, *potion of cure light wounds*, *potion of reduce person (CL5)*, *potion of spider climb*, antitoxin (vial), 82 gp.

Ma'thon Merriwork, Male Halfling War1: hp 14; AC 12; Str 7, Dex 14.

Goblin Guards (4), War2: hp 13.

Goblin Warriors (32), War1: hp 5, AC 15; small morningstar +0 melee (1d4) or spear +1 ranged (1d6); Str 11, Dex 13, *potion of aid (2)*, 12 gp.

Female Goblins (10), Com1: hp 5.

Goblin Young (6): hp 4.

6 – Gakagh's Kennels

Gakagh's kennel houses a pair of dire wolves and 3 cubs. 6 goblins with spears are hungrily watching a female while 6 young goblins feed the wolves neat scraps.

Dire Wolves (2): hp 45.

Goblin Warriors (6), War1: hp 5.

Uchbuce, Female Goblin Com1: hp 5; AC 13, small light mace +0 melee (1d4).

Goblin Young (6): hp 4.

7 – B'caashk's Lair

Gakagh's captain, B'caashk, and four assistants armed with morningstars are heatedly discussing the true nature of a small keg of fireworks which has been unearthed in a new tunnel. A female is serving pickled toads to her husband's burly guests. A bearskin rug and some rough stools dominate the cave. Behind one stool is a huge ivory drinking cup worth 120 gp, three broken helms, and an earthen bottle containing oil.

B'caashk, Male Goblin Ftr4: CR 4; Small Humanoid; HD4d10+12; hp 37; Init +8; Spd 30 ft; AC 18 (Touch 14, FF 14.); Base Atk/Grapple +4/+3; Atk/Full Atk small morningstar +8 melee (1d6+3); small composite shortbow +9 ranged (1d4+2); SV Fort +7, Ref +5, Will +2; AL LE; Str 17, Dex 18, Con 16, Int 14, Wis 12, Cha 10.

Skills and Feats: Balance +5, Climb +7, Hide +9, Intimidate +2, Jump +7, Move Silently +9, Ride +12; Cleave, Combat Reflexes, Improved Bull Rush, Improved Initiative, Power Attack.

Possessions: arrows (20), small morningstar, small studded leather armor, small composite shortbow (+2 Str), 19 gp.

Goblin Warriors (4): War1, hp4.

Honyasz, Female Goblin Adp1: hp 7; AC 16, morningstar +2 melee (1d4+1), Str 13, Dex 20, Wis 15.
Adept Spells Prepared: (3/2 DC12+spell level): *O: Create Water, Cause Minor Wounds, Touch of Fatigue, 1: Burning Hands, Protection From Good.*

8 – Main Cavern

This huge cavern is the principle living quarters of the tribe and is filled with the sounds of wailing young ones, quarreling females, barking dogs, screeching caged birds, flutists, hammering, and shouting. 64 goblins armed with spears congregate near the center of the area while 35 females and 52 young disport on the animal skins, ratty furs, and the bone-decorated mats which line the walls. 36 goblins are stationed 4 apiece at each of the 9 entrances armed with morningstars. Captain Sagargh and 2 assistants armed with short swords and slings are briskly shouldering their way toward the west entrance. 4 giant rats are being roasted over a stone fire pit near the center of the cave guarded by Captain Gimgarh and 4 assistants, his pet wolf, and tended by 2 females. 18 young goblins are baiting a fallen human female slave with a pet giant rat on a tether. The assembly gong stands against the east wall and is attended by the eldest goblin, Bashtagh, and 4 assistants armed with short swords and spears.

Goblin Warriors (64): Goblin War1; hp 5.

Goblin Females (35): Com1, hp4.

Goblin Young (70): hp 4.

Goblin Warriors (36): War2; hp 12.

Sagargh and Gimgarh, Male Goblins (2) Ftr5: CR 5; Small Humanoid; HD 5d10+10; hp 45, 40; Init +6; Spd 30 ft; AC 17 (Touch 13, FF 15); Base Atk/Grapple +5/+3; Atk/Full Atk small morningstar +8 melee (1d6+2) or small MW composite longbow +9 ranged (1d6); SQ Darkvision; SV Fort +6, Ref +3, Will +2; AL LE; Str 15, Dex 15, Con 14, Int 12, Wis 11, Cha 10.

Skills and Feats: Climb +6, Hide +6, Intimidate +4, Jump +6, Move Silently +10, Ride +10; Cleave, Improved Initiative, Power Attack, Weapon Focus (morningstar), Point Blank Shot.

Possessions: small morningstar, light shield, small studded leather, small MW composite longbow

Captains' Assistants (6), Goblin War2: hp 14.

Dire Wolf: hp 45.

Rhora, Female Human Com2: hp 7; AC 11, Dex 12, Wis 18, Cha 12.

Bashtagh, Male Goblin Com5: CR 4; Small Humanoid; HD 5d4; hp 14; Init +7; Spd 30 ft; AC 17 (Touch 14, FF 14); Base Atk/Grapple +3/+1; Atk/Full Atk MW light mace +5 melee (1d4+2); SQ Darkvision; SV Fort 1, Ref +4, Will +4; AL N; Str 15, Dex 16, Con 11, Int 11, Wis 16, Cha 10.

Skills and Feats: Handle Animal +7, Hide +6, Listen +6, Hide Silently +10, Spot +6, Skill Focus (Handle Animal), Skill Focus (Spot).

Possessions: MW light mace, studded leather, small steel shield, 19 gp.

Bashtagh's Assistants (4), Goblin War2: hp 14, AC 15; morningstar +2 melee (1d6) or javelin +3 ranged (1d4); Dex 13, Con 12.

9 – Cave of the Huntsmen

The barracks of the huntsmen goblins houses fourteen off-duty bachelors at any one time armed with spears stacked near the entrance. The goblins are gambling over a dagger, 12 gp, 75 sp, and 375 cp on the dried skin in the center of the cave.

Goblin Huntsmen (14), War1: hp 5; AC 15.

10 – Chamber of the Goblin Queen

The Goblin Queen (of the day) is tended by 8 females. The queen wears a necklace of pearls worth 760 gp and a 145 gp signet ring. The cave is carpeted with the sewn hides of horses and a bone throne is the only furnishing. A jar containing pickled frogs and a large jug of sour wine is at the rear of the cave. Above the throne the tattered banner of the goblin king is mounted.

Gytrah, Female Goblin Com3: CR 2; Small Humanoid; HD 3d4; hp 8; Init +4; Spd 30 ft; AC 14 (Touch 11, FF 13); Base Atk/Grapple +2/-2; Atk/Full Atk 2 daggers +3 melee (1d4+1), or 2 daggers +2 ranged (1d4+1); SQ Darkvision; SV Fort +1, Ref +1, Will +5; AL N; Str 13, Dex 10, Con 11, Int 14, Wis 15, Cha 16.

Skills and Feats: Bluff +9, Diplomacy +12, Hide +4, Listen +7, Move Silently +6, Ride +5; Iron Will, Skill Focus (Diplomacy).

Possessions: MW daggers (2), studded leather armor, *potion of cure light wounds*, 12 gp.

Goblin Females (8): hp 4.

11 – Paragh’ Lair

Captain Paragh is quartered here. The King relies heavily on his advice, and he has been amply rewarded. A chest containing 156 gp, 85 sp, 2,400 cp, and six gold rings worth 30 gp sits beside his fur mat. A scimitar and wineskin hang on the east wall above two chained slaves who are unarmed fighters. Paragh has a pet dire rat.

Paragh, Bugbear Ftr5: CR 7; Medium Humanoid; HD 3d8+6+5d10+10; hp 50; Init +1; Spd 30 ft; AC 21 (Touch 13, FF 18); Base Atk/Grapple +7/+9; Atk/Full Atk heavy mace +15/+10 melee (1d8+6), or throwing axe +9/+4 ranged (1d6+4); SQ Darkvision, Scent; SV Fort +8, Ref +6, Will +4; AL NE; Str 18, Dex 16, Con 14, Int 12, Wis 14, Cha 10.

Skills and Feats: Climb +14, Craft (Weaponsmithing)+5, Intimidate +6, Handle Animal +6, Hide +4, Listen +5, Hide Silently +6, Spot +5; Combat Reflexes, Quick Draw, Weapon Focus (heavy mace), Weapon Specialization (heavy mace), Combat Expertise, Improved Trip.

Possessions: MW heavy mace, throwing axes (2), banded mail, heavy steel shield, *potion of aid* (2), 12 gp.

Slaves (2), Male Human Ftr1: CR 1; Medium Humanoid; HD 1d10+4; hp 14; Init +3; Spd 30 ft.; AC 13 (Touch 13, FF 10); Base Atk/Grapple +1/+5; Atk/Full Atk +6 unarmed melee (1d3+4); SV Fort +6, Ref +5, Will +1; AL NG; Str 18, Dex 17, Con 18, Int 12, Wis 12, Cha 14.

Skills and Feats: Climb +6, Handle Animal +3, Jump +6, Listen +1, Ride +7; Lightning Reflexes, Power Attack, Two Weapon Fighting.

Dire Rat (Advanced): CR 3; Large Animal; HD 3d8+4; hp 18; Init +2, Spd 30 ft, Climb 30 ft, Swim 30 ft; AC 14 (Touch 12, FF 12); Base Atk/Grapple +2/-6; Atk/Full Atk bite +4 melee (1d8+10); Space/Reach 10 ft/5 ft; SQ Low-Light Vision, Scent; SV Fort +2, Ref +4, Will +1; AL N; Str 6, Dex 15, Con 12, Int 2, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Move Silently +10, Swim +10, Survival +4; Alertness, Run, Weapon Focus (bite).

12 – Goblin Armory

The armory is tended by 6 goblins armed with morningstars. The armory consists of 20 short swords, 46 spears, 17 wooden shields, 6 daggers, 2 maces, a broken longsword, a lance, 10 helms, and 6 morningstars.

Goblin Warriors (6), War1: hp 4.

13 – Food Store Passageway

6 goblins armed with morningstars guard the passage to the food store.

Goblin Warriors (6), War1: hp 4.

14 – Vat Room

The pickling vats are worked by 4 male goblins and 5 female goblins. The 3 vats contain rats, boars, and earthworms.

Goblin Males (4): hp 4.

Goblin Females (5): hp 4.

15 – Food Store

The food store is run by four trusted goblins armed with gisarmes. The store contains two barrels of mushrooms, a keg of mead, a cask of sour wine, a buggy sack of roots, and a variety of dried meats hanging from the ceiling.

Goblin Guards (4), War1: hp 4, AC 15, small gisarme +0 melee (1d6).

16 – Passageway

10 goblins armed with spears question everyone passing through this cave. A large horn trumpet is mounted on the south wall and chains with manacles are embedded in the north wall to restrain unauthorized persons.

Goblin Warriors (10): hp 4.

17 – Lakarg’s Lair

Goblin chief Lakarg and his 6 bodyguards armed with short swords and military picks den in this cave with 4 goblin young. Lakarg’s female watches the corridor as the chief divides some stolen booty among his bodyguards. The chief has procured 115 gp, 4 ep, and three emeralds worth 50 gp each from the king’s treasure chamber.

Lakarg Male Goblin Ftr6: CR 6; Small Humanoid; HD 6d10+12; hp 50; Init +2; Spd 20 ft; AC 21 (Touch 13, FF 19); Base Atk/Grapple +6/+5; Atk +1 *small flaming burst battleaxe* +11 melee (1d6+3); Full Atk +1 *small flaming burst battleaxe* +11/+6 melee (1d6+3); SQ Darkvision; SV Fort +7, Ref +4, Will +3; AL LE; Str 16, Dex 15, Con 14, Int 10, Wis 12, Cha 12.

Skills and Feats: Hide +5, Listen +5, Ride +6; Cleave, Dodge, Great Cleave, Leadership, Power Attack, Quick Draw, Weapon Focus (battleaxe).

Possessions: +3 *banded mail of luck*, *oil of keen edge*, +1 *small flaming burst battleaxe*; *elixir of vision*.

Goblin Bodyguards (6), War2: hp14.

OorGorrah, Female Goblin Com1: hp 4.

Goblin Young (4): hp 4.

18 – Hall of the Goblin King

The Goblin King, Vasargh III, and his 10 bodyguards (carrying short swords and spears) are enjoying a contest between a black bear and a leopard prior to a feast. 14 female goblins are screaming and laughing as the 4 entrance guards posted at each of the 4 doors (16 guards total) armed with

spears watch with gusto. The King is seated at a large wooden table and wears a crown worth 650 gp, a jeweled necklace worth 895 gp, and two signet rings worth 120 gp each. 9 skull drinking cups and 9 silver platters worth 17 gp each sit on the table. The animals are chained to each other.

Vasargh III, Male Goblin King, Ftr10: CR 10; Small Humanoid; HD 10d10+30; hp 112; Init +3; Spd 20 ft; AC 26 (Touch 19, FF 23); Base Atk/Grapple +10/+9; Atk +2 *small warhammer* +18 melee (AC bonus +2 (profane)) (1d6+11) or +1 *spiked gauntlet* +17 (1d3+7); Full Atk +2 *small warhammer* (AC bonus +2 (profane)) +18/+13 melee (1d6+11) or +2 *small warhammer* (AC bonus +2 (profane)) +16/+11 melee (1d6+11) and +1 *spiked gauntlet* +17 (1d3+7); SQ Darkvision; SV Fort +10, Ref +6, Will +5; AL CE; Str 17, Dex 16, Con 16, Int 11, Wis 14, Cha 12.

Skills and Feats: Climb +2, Diplomacy +2, Hide +5, Intimidate +9, Jump +4, Listen +4, Move Silently +5, Ride +9, Swim +1; Cleave, Dodge, Great Cleave, Greater Weapon Focus (warhammer), Leadership, Two Weapon Fighting, Power Attack, Weapon Focus (warhammer), Weapon Specialization (warhammer), Greater Weapon Specialization (warhammer), Improved Unarmed Strike.

Possessions: +3 *amulet of mighty fists*, +2 *small warhammer* (AC bonus +2 (profane)), *breastplate of command*, +3 *ring of protection*, +1 *spiked gauntlet*.

Goblin King's Bodyguards (10), Goblin War2: hp15.

Black Bear: CR 2; Medium Animal; HD 3d8+6; hp 19; Init +1; Spd 40 ft; AC 13 (Touch 11, FF 12); Base Atk/Grapple +2/+6; Atk claw +6 melee (1d4+4); Full Atk 2 claws +6 melee (1d4+4) and bite +1 melee (1d6+2); Space/Reach 5 ft/5 ft; SQ Low-Light Vision, Scent; SV Fort +5, Ref +4, Will +2; AL N; Str 19, Dex 13, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Climb +4, Listen +4, Spot +4, Swim +8; Endurance, Run.

Leopard: CR 2; Medium Animal; HD 3d8+6; hp 19; Init +4, Spd 40 ft Climb 20 ft; AC 15 (Touch 14, FF 11); Base Atk/Grapple +2/+5; Atk bite +6 melee (1d6+3); Full Atk bite +6 melee (1d6+3) and 2 claws +1 melee (1d3+1); Space/Reach 5 ft/5 ft; SA Improved Grab, Pounce, Rake 1d3+1; SQ Low-Light Vision, Scent; SV Fort +5, Ref +7, Will +2; AL N; Str 16, Dex 19, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Balance +12, Climb +11, Hide +8, Jump +11, Listen +6; Alertness, Weapon Finesse.

Goblin Females (14): hp 4.

Goblin Entrance Guards (16), War2: hp 12.

19 – Den of the Young

32 quarrelsome goblin young penned here for miscellaneous offenses are guarded by 2 bored goblins armed with morningstars.

Goblin Young (32): hp 3.

Guards (2), Male Goblin Ftr1: hp 11; AC 12; small light mace +1 melee (1d4+1), Str 12.

20 – Captain's Lair

4 goblin families of captains share this cave as a mark of royal esteem and privilege. 2 goblins with spears, 3 female goblins, and 16 young goblins carouse about the littered quarters.

Male Goblins (2), Com3: hp 11; AC 13; Str 14, Dex 14.

Female Goblins (3), Com1: hp 4.

Goblin Young (16): hp 4.

21 – Cave of the Royal Mushrooms

The mushroom cave is heavily guarded because the king prefers them to any other delicacy except elf-toasties. 9 goblins armed with spears carefully nurture the bed.

Goblin Guards (9), War2: hp 12.

22 – Patrol Guard Lair

The patrol guard's cave has mats for 20 goblins, but only 5 will be present at any one time. A barrel of stale water, three giant rats of unusual size, 16 sp and 25 cp are all that can be found in the debris.

Goblin Guards (5), War2: hp 12.

Dire Rats (Advanced) (3): CR 3; Large Animal; HD 3d8+4; hp 18; Init +2, Spd 30 ft, Climb 30 ft, Swim 30 ft; AC 14 (Touch 12, FF 12); Base Atk/Grapple +2/-6; Atk bite +4 melee (1d8+10); Full Atk bite +4 melee (1d8+10); Space/Reach 10 ft/5 ft; SQ Low-Light Vision, Scent; SV Fort +2, Ref +4, Will +1; AL N; Str 6, Dex 15, Con 12, Int 2, Wis 12, Cha 2

Skills and Feats: Balance +10, Climb +12, Move Silently +10, Swim +10, Survival +4; Alertness, Run, Weapon Focus (bite)

23 – Den of the Goblin King's WolfRiders

The goblin king's own elite cavalry is housed here. The mounts are in 24-27. The ten goblins here are fanatically loyal to the king. A small chest containing 2 ep, 84 gp, 10 sp, and 29 cp is hidden in a crevice known only to the leader. An open keg of sour wine has spilled and two of the goblins are ready to come to blows over which one spoiled the month's ration.

Goblin Guards (10), War2: hp 12.

24 – Den of the Goblin Wolves

4 goblins with spears are feeding a pair of huge wolves and 3 cubs.

Goblins (4), War1: hp 4.

Dire Wolves (2): hp 45.

Dire Wolf Cubs (3) (treat as Wolves): CR 1; Medium Animal; HD 2d8+4; hp 13; Init +2; Spd 50 ft; AC 14 (Touch 12, FF 12); Base Atk/Grapple +1/+2; Atk bite +3 melee (1d6+1); Full Atk bite +3 melee (1d6+1); Space/Reach 5 ft/5 ft; SA Trip; SQ Low-Light Vision, Scent; SV Fort +5, Ref +5, Will +1; AL N; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1; Track, Weapon Focus (bite).

25 – Den of the Goblin Wolves

Two huge wolves are sleeping at the rear of this cave. Harness, trappings, and coiled rope hang on the north wall. A dire rat is gnawing a large bone near a sleeping dire wolf.

Dire Wolves (2): hp 45.

Dire Rat (Advanced): hp 18.

26 – Den of the Goblin Wolves

4 goblins armed with spears are grooming 4 huge wolves.

Goblins (4), War1: hp 4.

Dire Wolves (4): hp 45.

27 – Den of the Goblin Wolves

2 goblins are watering 3 huge wolves.

Goblins (2), War1: hp 4

Dire Wolves (3): hp 45.

28 – Treasure Room Passageway

Ten goblins guard the passage to the King's treasure chamber. The leader wears a silver necklace adorned with a pixie skull worth 80 sp.

Goblins (10), War 1: hp 4.

29 – North Treasure Room Passageway

The King's pet wolf and 4 trusted goblins armed with short swords and spears guard the north passage to the king's treasure trove.

Goblins (4), War1: hp 6.

Dire Wolf: hp 62.

30 – Goblin King's Treasure Cave

The king's treasure cave is littered with the skeletal remains of vanquished enemies. Along the north walls stands a huge chest (Open Lock DC25, Trapped) containing a *+1 cloak of protection*, 10 ep, 436 gp, 982 cp, and a keg of iron spikes worth 124 gp. The chest is bound with a silver chain worth 42 gp. A large pot contains 6 bottles of wine, 2 MW silver daggers worth 350 gp ea, and 45 seashells worth 5 gp. Mounted on the wall is a shelf with a jug of salt, a broken spyglass, 4 buckles worth 6 gp ea, and a statuette of marble worth 62 gp. A barrel containing 1,850 teeth of various sizes, a gold helm (split) worth 235 gp, and 4 silver tipped arrows are spilt out onto a leopard skin worth 100 gp. Hidden (Search DC18) beneath a bear's skill is a small silver box worth 130 sp containing a *ring of animal*

friendship. Twenty silver tipped MW arrows worth 20 gp each are stacked along the west wall. A silver crown worth 330 sp rests in the skull of a dire wolf (Search DC10) amidst a large pile of iron chains and manacles worth 275 gp. 5 rubies worth 220 gp each are hidden in a leather pouch beneath a cracked granite statue of the king.

Poison Needle Trap: CR 7; mechanical; touch trigger; repair reset; lock bypass (Open Lock DC30); Atk +17 melee (1+Poison); Poison (Purple worm Fort save DC24, 1d6 Str/2d6 Str); Search DC25; Disable Device DC25.

31 – Goblin Watchpost

6 goblins with morningstars are loudly snoring away their watch.

Goblins (6), War1: hp 4.

32 – Lair of the Royal Brats

4 goblins armed with spears are arguing with a female goblin about the king's 10 young goblins she is charged with keeping out of mischief.

Frarak, Female Goblin Com2: hp 5; Str 15, Dex 15.

Goblins (4), War2: hp 12.

Goblin Young (10): hp 4.

33 – Worm Dining Hall

Four goblins are dining on earthworms served by an unarmed gnoll slave. The gnoll wears leg irons and chains.

Goblins (4), War1: hp 4.

Gnoll: CR 3; Medium Humanoid; HD 2d8+2; hp 11; Init +0, Spd 50 ft; AC 14 (Touch 10, FF 15); Base Atk/Grapple +1/+3; Atk/Full Atk battleaxe +3 melee (1d8+2) or shortbow +1 ranged (1d6); Space/Reach: 5 ft/5 ft; SQ Darkvision 60'; SV Fort +4, Ref +0, Will +0; AL N; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

Skills and Feats: Listen +2, Spot +3; Power Attack.

34 – Goblin Daycare

2 goblins armed with slings are chasing 3 young goblins about the cave.

Goblins (2), War1: hp 4.

Goblin Young (3): hp 4.

35 – Dressing Room

3 goblins are buckling their armor on and cursing loudly. A female goblin is sewing a hide in the rear of the cave.

Male Goblins (3), War1: hp 4.

Female Goblin, Com1: hp 4.

36 – Interrogation Room

7 goblins are interrogating a dwarf prisoner without much success. Barto's dwarven waraxe and his chain shirt are in the corner of the room.

Goblin Guards (7), War3: hp 24.

Barto, Male Mountain Dwarf Ftr3: CR 3; Medium Humanoid; HD 3d10+15; hp 32; Init +8; Spd 20 ft; AC 18 (Touch 14, FF 14); Base Atk/Grapple +3/+5; Atk/Full Atk dwarven waraxe +6 melee (1d10+3), or heavy crossbow +7 ranged (1d10); SV Fort +8, Ref +5, Will +2; AL LG; Str 14, Dex 18, Con 20, Int 14, Wis 12, Cha 10.

Skills and Feats: Appraise +4, Concentration +7, Craft +8, Handle Animal +5, Hide +4, Jump +8, Listen +3, Move Silently +4, Ride +9, Spot +3; Alertness, Martial Proficiency (dwarven waraxe, 1 handed), Improved Initiative, Quick Draw, Weapon Focus (dwarven waraxe).

Possessions: chain shirt, dwarven waraxe, heavy crossbow (10 bolts).

37 – Goblin King's Antechamber

6 goblins with morningstars guard the antechamber to the king's quarters.

Goblin Guards (6), War2: hp 12.

38 – Goblin King's Quarters

The King's quarters contain 2 personal bodyguard goblins and 4 female goblins. A jeweled box worth 215 gp, containing 42 sp and a bloodstone brooch worth 135 gp, stands on a rough table near the bone canopied pallet. A silver encrusted shield worth 65 gp hangs on the south wall. A caged myna

bird is squawking at the large insects which are swarming in the cage bottom.

Goblin Guards (2), War3: CR 2; Small Humanoid; HD 3d8; hp 16; Init +1; Spd 30 ft; AC 15 (Touch 11, FF 14); Base Atk/Grapple +2/-2; Atk/Full Atk small morningstar +4 melee (1d4) or small javelin +4 ranged (1d3); SV Fort +3, Ref +1, Will -1; AL NE; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Spot +2; Alertness.

Possessions: MW light mace, morningstar, small studded leather, small steel shield, 19 gp.

Female Goblins (6), Com1: hp 4.

39 – Rat Feeding Cavern

Carcasses and skeletal remains are piled in this cave to maintain the population of giant rats of unusually large size in the cave complex east of the cave. 4 giant dire rats are feasting on the remains of a goblin. Upon intrusion, they scurry out of the cave towards the east passage, attacking only those blocking their escape.

Dire Rats (Advanced) (4): hp 18.

Notes & Comments

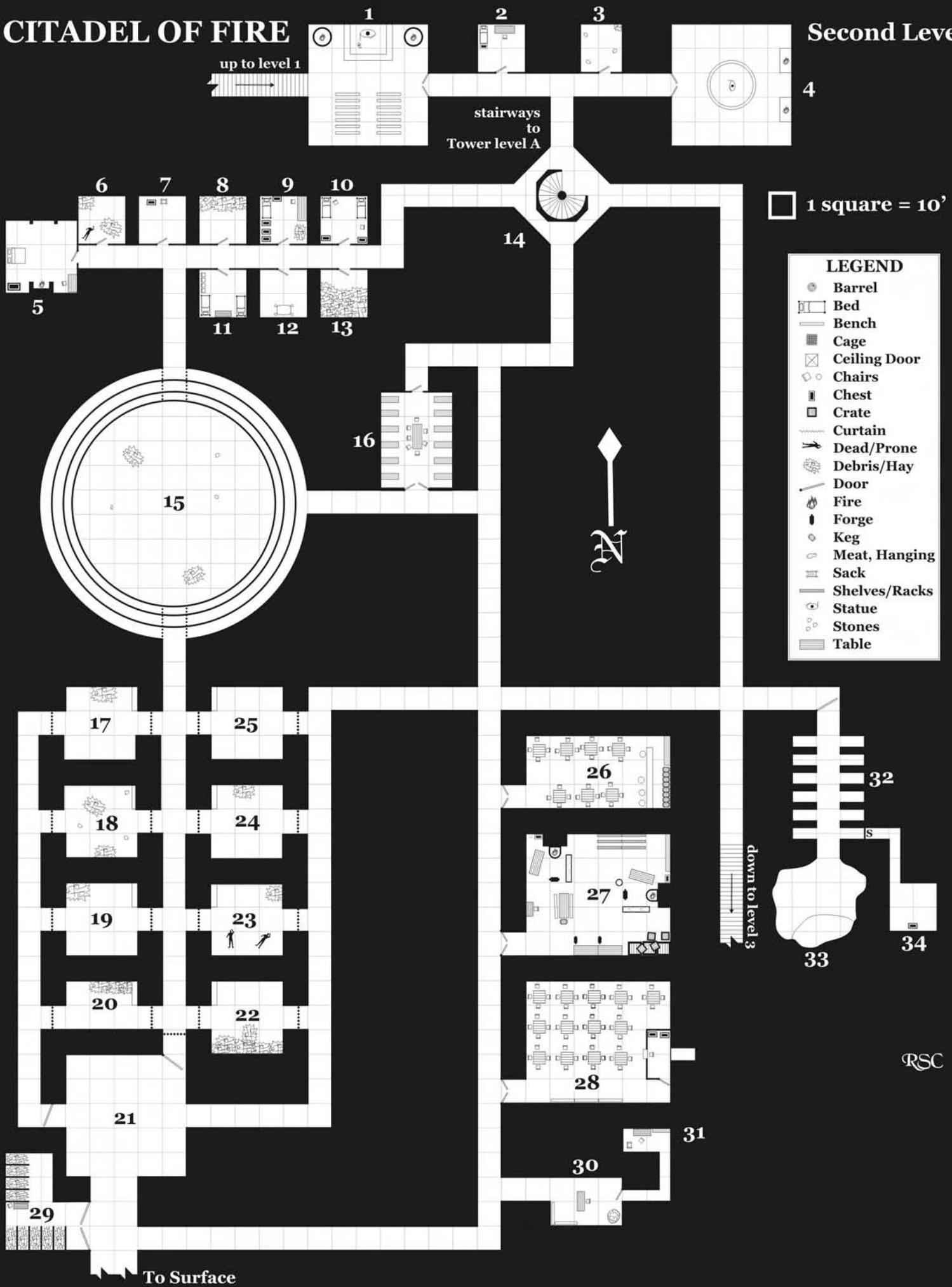
For the most part the goblins on Level 1 are a quarrelsome bunch at best when dealing with the vagaries of everyday life amongst themselves.

However, when dealing with intruders they have a tendency to pull together to protect their vested interests in their home. Should the party behave in a calm and cordial manner, the goblins will keep a wary eye on any visitors to their humble abode. Should any visitors to their home act in any other manner, then they will have a difficult time at best making their way through these caverns let alone have any chance of making their way back the way they came from.

While the goblins do not have the where with all to take on a well equipped party head on they can harass the party quite effectively.

CITADEL OF FIRE

Second Level



Dungeon Level 2

1 – Temple of Matu

The Temple of Matu (Ares), God of Battle. An inanimate statue of the god is seated upon a barded warhorse carrying a shield and wearing full plate armor. The petrified body of an evil cleric lies near the mounted statue with a spear embedded deep in its side. Anyone seeing this monument must save against *Fear* (Will save DC17). The weaponry displayed is made only of stone and does not have any magical powers. Warriors frequently bring offerings of small animals to his temple, or treasure gained in battle. There is a 90% chance of finding 10d10 pieces of silver, a 70% chance of finding 1-10 gems worth 30-300 gp ea, and a 20% chance of finding 1-6 pieces of fine jewelry worth 100-600 gp ea. placed at Ares' altar. The room is guarded by 3 trolls.

Douk, Eatheap, and Eigoat, Male Trolls (3)

Troll6/Ftr6: CR 11; Large Giant; HD 6d8+6d10+84; hp 153, 149, 151; Init +6; Spd 20 ft; AC 24 (Touch 10, FF 23); Base Atk/Grapple +10/+21; Atk +1 large greataxe +17 melee (3d6+11); Full Atk +1 large greataxe +17/+12 melee (3d6+11); SA Regeneration (Ex), Rend (Ex), Scent (Ex); SQ Darkvision 90', Low-Light Vision; SV Fort +17, Ref +6, Will +3; AL CE; Str 25, Dex 14, Con 24, Int 6, Wis 9, Cha 6.

Skills and Feats: Climb +3, Listen +3, Spot +4; Cleave, Dodge, Great Cleave, Improved Critical (battleaxe), Improved Initiative, Power Attack, Quick Draw, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Possessions: +1 large greataxe, +1 full plate.

2 – Temple Keeper's Quarters

In the room of the Temple Keeper of Matu is a blind old man who is the present Keeper. He will offer no resistance if attacked, insuring his place in the lower levels of the afterworld. Paramatsu is his name. He has hidden in the wrappings of his turban a small container with the riddle of Damaesu the Amazon, a greatly honored worshipper of Matu. The riddle will guide you to a hidden treasure if you can unravel its meaning.

*Doomed to mortal agony
The realm of earthly fate,
Check the anguished battle cry
Of the one you've sworn to hate.*

*Be brave and victorious
Showing the warrior's pride.
Be glad you have freely killed
And the burial mound denied.*

*Mend thyself O Noble Breed,
Seek the out-most station.
Free thyself no more to bleed
By finding the Healing Potion.*

*Beyond your graves
The ghouls await.
The Celebrant saves
Your earthly fate.*

Judge's Note: The Celebrant, Gargath, in Level 2, Room 33, will tell the party to proceed down the corridor to the next room to find the potion. Gargath will be found only after passing the graveyard of the ghouls.

Paramatsu, Male Human (Ghinorian) Com4: CR 3; Medium Humanoid; HD 4d4+4; hp 18; Init +1; Spd 30 ft; AC 11 (Touch 11, FF 10); Base Atk/Grapple +2/+6; Atk/Full Atk +1 *spiked gauntlet* +7 melee (1d4+5); SV Fort +4, Ref +4, Will +1; AL N; Str 18, Dex 12, Con 13, Int 12, Wis 11, Cha 9.

Skills and Feats: Hide +1, Spot +3, Listen +2, Move Silently +1, Climb +7, Disguise +2, Handle Animal +4, Jump +8, Ride +9, Swim +5; Alertness, Great Fortitude, Lightning Reflexes.

Possessions: +1 *spiked gauntlet*, *potion of aid*, *potion of darkvision*, *elixir of love*, 79 gp.

3 – Empty Chamber

This chamber is open to be modified by the Judge.

4 – Temple of Calieh

This is the Temple of Calieh, Lesser God of Thieves, Liars, and Gamblers. The statue of the god stands in the center of the room, decorated with a diadem of olive branches and a sheer white robe. Although he will never actively assist any of his worshippers in their pursuits, he is susceptible to flattery and can be bribed to tell rumors of direction to existing wealth (70% probability of a lie). Long ago a fortunate thief was able to steal a deck of cards from Calieh, hiding them in the pen of the monitor lizard before being killed (Search DC 20). The *Cards of Calieh* have been charmed to always work to the advantage of their owner (+20 Luck bonus to gambling skill checks). There are mirrored walls on all sides of the room, intricately cut to reflect the statue a thousand times. Each mirror is worth 2 sp. Items of worship must be stolen to please Calieh. These items are turned to stone if placed before the statue. The now ancient monitor lizard remains locked in his pen in a corner of the room. There is one fighter who will attack if disturbed or a theft is attempted.

Monitor Lizard: CR 2; Medium Animal; HD: 3d8+9; hp 22; Init +2; Spd 30 ft, Swim 30 ft; AC 15 (Touch 12, FF 13); Base Atk/Grapple +2/+5; Atk/Full Atk bite +5 melee (1d8+4); Space/Reach 5 ft/5 ft; SQ Low-Light Vision; SV Fort +8, Ref +5, Will +2; AL N; Str 17, Dex 15, Con 17, Int 1, Wis 12, Cha 2.

Skills and Feats: Climb +7, Hide +6, Listen +4, Move Silently +6, Spot +4, Swim +11; Alertness, Great Fortitude.

Bies, Male Human (Ghinoran) Ftr2: CR 2; Medium Humanoid; HD 2d10+6; hp 20; Init +2; Spd 20 ft; AC 19 (Touch 12, FF 17); Base Atk/Grapple +2/+5; Atk/Full Atk light flail +6 melee (1d8+3), or light pick +6 light (1d4+3) or composite shortbow +5 ranged (1d6+1); SV Fort +6, Ref +4, Will +2; AL LG; Str 17 Dex 15 Con 16 Int 13 Wis 15 Cha 13.

Skills and Feats: Spot +2, Listen +2, Craft (Gemcutter) +3, Disable Device +3, Forgery +4, Search +2; Blind-Fighting, Lightning Reflexes, Power Attack, Run.

Possessions: 18 arrow(s), MW light pick, MW light flail, MW *mighty composite shortbow* (+1 Str), MW chainmail, MW large steel shield, *potions of cure light wounds*, *jump*, and *spider climb* (2); *alchemist's fire* (3), *thunderstone*, 86 gp.

5 – Thurgard’s Quarters

This room is home to Thurgard the Terrible, Champion Warrior of the Arena of Death. Thurgard is Gamatov’s champion (see Room 28) and although he has amassed many victories in the arena, he fears coming to blows with the old man. Thurgard has two mistresses, Llewellyn and Meredith, identical twin sisters. They are chained to Thurgard’s wall. Meredith will use any means of guile to betray and cheat her rescuers, even to the point of brutalizing her own sister. Both are anxious to escape captivity. The room contains an extra suit of full plate for Thurgard worth 2,000 gp and a large black cloak with golden detail and clasps worth 160 gp. There is a 25% chance that Thurgard will return to his quarters armed with a +1 sword.

Thurgard the Terrible, Male Human (Tharbrian)

War7; CR 6; Medium Humanoid; HD 7d8+28; hp 73; Init +5; Spd 20 ft; AC 21 (Touch 11, FF 20); Base Atk/Grapple +7/+11; Atk +1 *glaive* +12 melee (1d10+7) or MW light pick +12 melee (1d4+4) or throwing axe +9 ranged (1d6+4); Full Atk +1 *glaive* +12/+7 melee (1d10+7) or light pick +12/+7 melee (1d4+4/x4) or throwing axe +9/+4 ranged (1d6+4); SV Fort +9, Ref +3, Will +4; AL LE; Str 18, Dex 13, Con 18, Int 7, Wis 10, Cha 7.

Skills and Feats: Hide +5, Move Silently +5, Balance +5, Climb +2, Escape Artist +5, Handle Animal +5, Jump +2, Ride+6; Blind-Fighting, Improved Initiative, Iron Will, Power Attack.

Possessions: MW light pick, +1 *glaive*, MW throwing axe, +1 *banded mail*, MW large steel shield, +1 *ring of protection*, *potion of aid*, *potion of bull’s strength*, 19 gp.

Llewellyn and Meredith, Female Human

(Ghinoran) Com4; CR 3; Medium Humanoid; HD 4d4+12; hp 26,23; Init +1; Spd 30 ft; AC 11 (Touch 11, FF 10); Base Atk/Grapple +2/+5; Atk/ Full Atk +1 *dagger* +6 melee (1d4+4) or +1 *dagger* (thrown) +3 ranged (1d4+4); SV Fort +6, Ref +2, Will +0; AL CG; Str 17, Dex 12, Con 16, Int 13, Wis 8, Cha 7.

Skills and Feats: Hide +3, Move Silently +1, Appraise+3, Craft (Bookbinder) +2, Handle Animal +5, Ride +10, Swim +6; Great Fortitude, Improved Unarmed Strike, Run.

Possessions: +1 *dagger*, *potion of aid*, *potion of remove paralysis*, *elixir of love*, tanglefoot bag (2), 57 gp.

6 – The Asylum

Years of solitary confinement in the darkest, dankest, befouled parts of the dungeon has led the captives encountered herein to become insane and cannibalistic. Remnants of human and animal flesh and bone lie scattered and smeared about the dungeon’s straw floor. Only the strongest and most agile of the Citadel’s Keepers can safely enter this room without fear. Food is shoved under the iron grating. The band of cannibals is led by Grisslerot Ruptus. He has a stone dagger, rope woven from shredded clothing, and a whip made from pieces of rawhide. Three of the four members of his band have severed fingers, and one of the four has a missing eye. Grisslerot has in his possession a flute which pacifies their more primitive urges when played, worth 75 gp. One of the band has a *luckstone* hidden under some rocks (Search DC15).

Grisslerot Ruptus, Male Human (Common

Avalonian) Ftr3; CR 3; Medium Humanoid; HD 3d10+6; hp 32; Init +2; Spd 20 ft; AC 20 (Touch 12, FF 18); Base Atk/Grapple +3/+5; Atk/Full Atk longspear +7 melee (1d8+3), or handaxe +5 melee (1d6+2) or throwing axe +6 ranged (1d6+2); SV Fort +5, Ref +3, Will +2; AL CG; Str 15, Dex 15, Con 15, Int 13, Wis 13, Cha 11.

Skills and Feats: Spot +3, Listen +1, Craft (Blacksmith) +4, Heal+4, Slight of Hand +2, Jump +1, Perform+3, Ride+4; Combat Reflexes, Combat Expertise, Dodge, Point Blank Shot, Weapon Focus (long spear); +2 racial bonus on Ride checks.

Possessions: handaxe, MW longspear, MW throwing axe, +1 *breastplate*, MW large steel shield, *potion of cure light wounds*, 20 gp.

Cannibals (4), Male Human Com1:

hp 5; AC 11; Atk spear +3 melee (1d8+3) Fort +1, Ref +1, Will +3; AL LN; Str 16, Dex 12, Con 12, Int 17, Wis 16, Cha 15.

7 – Throne Room

The chest of Gargonthol, former ruler of the Pleebas, a nearby tribe of primitive humans, appears to be booty taken in a recent raid. The room is dimly lit by non-harmful phosphorescent fungus growth. The floor of the room is made of highly polished wood. The party will soon discover that the throne is actually a mimic. It will demand an offering of flesh, speaking in the common tongue. If the party refuses this request, it will change itself to mimic the wooden floor, exuding a glue to hold the party fast (See MM for Adhesive Attack).

Mimic:

CR 3; Large Aberration (Shapechanger); HD 7d8+21; hp 52; Init +1; Spd 10 ft; AC 15 (Touch 10, FF 15); Base Atk/Grapple +5/+13; Atk slam +9 melee (1d8+4); Full Atk 2 slams +9 melee (1d8+4); Space/Reach 10 ft/10 ft; SA Adhesive, Crush; SQ Darkvision 60 ft, Immunity to Acid, Mimic Shape; SV Fort +5, Ref +5, Will +6; AL N; Str 19, Dex 12, Con 17, Int 10, Wis 13, Cha 10.

Skills and Feats: Climb +9, Disguise +13, Listen +8, Spot +8; Alertness, Lightning Reflexes, Weapon Focus (slam).

8 – Slave Quarters

3 young men and 5 young women in tattered garments are captive slaves taken from a recent battle by the wizard’s minions. They are well fed, awaiting the Arena games. Anxious to escape, they will bind themselves to the service of any party giving them freedom until the next higher dungeon level is reached. One female insists that her child is a captive in the Choir Room (Level 2, Room 13), and will try to rescue him. The captives have a *decanter of endless water* and a *flask of curses*. They can’t distinguish which flask is which, however.

Male Captives (3), Human Com1: hp 4; AC 11; AL LG; Str 16, Dex 12.

Female Captives (5), Human Com1: hp 6; AC 12; AL LG; Str 15, Dex 15.

9 – Carpenter Workroom

Carpenter AshCraft is experienced in the art of temple building. He is a master of his trade, though little else. He was thrown into the dungeon for heresy after building a local temple (he was not burned because the holy men liked his work). Some of the warriors have supplied him with wood and tools in return for his services. Having much spare time lately, AshCraft has devised many small boxes and chests with intricate locks and traps worth between 10-25 gp each. Currently in his possession is an oaken chest containing 10 gp, having a trap of one thousand and one stings (Open Lock DC30). The trap can only be disarmed while submerged in water.

One Thousand and One Stings Trap: CR 12; mechanical; touch trigger; manual reset; lock bypass Open Lock DC35; 1,001 spring-loaded poison needles Atk +20 ranged (6d4 +Poison, needles); Poison (large monstrous scorpion venom, DC14 Fortitude save resists, 1d4 Con/1d4 Con) Search DC30; Disable Device DC30.

AshCraft: Male Human (Alryan) Exp5: CR 4; Medium Humanoid; HD 5d6+23; hp 45; Init +4; Spd 30 ft; AC 14 (Touch 14, FF 10); Base Atk/Grapple +3/+4; MW dagger +5 melee (1d4+1) or MW dagger (thrown) +8 ranged (1d4); SV Fort +5, Ref +7, Will +5; AL CG; Str 12, Dex 18, Con 18, Int 18, Wis 13, Cha 12.
Skills and Feats: Balance +12, Craft (Carpentry) +12, Craft (Masonry) +12, Craft (Trapmaking) +15, Diplomacy +9, Hide +12, Jump +9, Listen +5, Perform (Comedy) +9, Spot +12; Lightning Reflexes, Skill Focus (Craft (Trapmaking)), Toughness.
Possessions: MW dagger, 900 gp worth of traps.

10 – Amazon Quarters

Four Amazon warriors are quartered here, wishing to be near the Arena of Death. Battle-ready at all times, a fight will ensue should the party disturb their battle practice. Each Amazon will be wearing a dagger and will have a sword nearby. There is a 20% chance that shouting words of praise for the dead Amazon warrior Damaesu will be heard by the Amazons and will cause them to cease hostilities.

Amazon Warriors (4), Female Human (Amazon) Ftr5: CR 5; Medium Humanoid; HD 5d10+15; hp 37; Init +2; Spd 30 ft; AC 17 (Touch 13, FF 15); Base Atk/Grapple +5/+9; Atk/Full Atk +1 *bastard sword* +11 melee (1d10+7) or longbow +7 ranged (1d8); SQ Armor Aversion, Combat Precognition (+1 AC), Gender Interaction; SV Fort +7, Ref +3, Will +4; AL LN; Str 18, Dex 14, Con 16, Int 18, Wis 12, Cha 16.
Skills and Feats: Climb +12, Craft +11, Handle Animal +11, Hide +2, Intimidate +4, Jump +12, Listen +3, Move Silently +2, Ride +10, Search +7, Spot +5, Survival +5, Swim +11; Dodge, Iron Will, Mounted Combat, Point Blank Shot, Power Attack, Weapon Focus (*bastard sword*).
Possessions: +1 *bastard sword*, long bow, 20 arrows,

11 – Halfling Pen

Halfling captives have been placed here due to the fact that they insulted the evil wizard by refusing to pay tribute and work the surrounding lands. They are forced to weave rope or be locked in with the monitor lizard in the adjacent pen. These captives have a fairly complete knowledge of all

the rooms on this level and are not afraid to fight their way out. An ogre guard has been stationed with them to prevent their escape. The ogre is armed with a large greatsword.

Halfling Captives (6), Halfling Com1: CR 1; Small Humanoid; HD 1d4+1; hp 5; Init +4; Spd 20 ft; AC 15 (Touch 14, FF 11); Atk +4 melee or +5 ranged; SV Fort +0, Ref +5, Will +1; AL LG; Str 16, Dex 19, Con 12, Int 13, Wis 12, Cha 13.
Skills and Feats: Climb +4, Hide +7, Jump +8, Listen +7, Move Silently +5, Spot +5; Run.

Gyrah, Male Ogre Ftr3: CR 5; Large Giant; HD 4d8+16+3d10+12; hp 61; Init +0; Spd 30 ft; AC 14 (Touch 9, FF 14); Base Atk/Grapple +6/+22; Atk +1 *greatsword* +15 melee (2d6+11); Full Atk +1 *greatsword* +15/+10 melee (2d6+11); SV Fort +11, Ref +2, Will +4; AL CN; Str 25, Dex 10, Con 19, Int 7, Wis 14, Cha 8.
Skills and Feats: Climb +10, Diplomacy +1, Listen +7, Ride +2, Spot +7; Alertness, Blind-Fighting, Combat Reflexes, Weapon Focus (*greatsword*).
Possessions: +1 *greatsword*, +1 *chainmail*, 5 gp.

Monitor Lizard: CR 2; Medium Animal; HD 3d8+9; hp 22; Init +2, Spd 30 ft, Swim 30 ft; AC 15 (Touch 12, FF 13); Base Atk/Grapple +2/+5; Atk/Full Atk bite +5 melee (1d8+4); Space/Reach 5 ft/5 ft; SQ Low-Light Vision; SV Fort +8, Ref +4, Will +2; AL N; Str 17, Dex 15, Con 17, Int 1, Wis 12, Cha 2.
Skills and Feats: Climb +7, Hide +6, Listen +4, Move Silently +6, Spot +4, Swim +11, Survival +2; Alertness, Great Fortitude.

12 – Clouds of Shabast

Clouds hover about this small room, exuding the aroma of strong perfume in the air. The clouds are warm and pulsate with intelligent energy. They part, allowing the party to enter the room. A blue crystal glows in a candelabra next to a plush blue pillow on which Shabast the Splendid is seated, emitting a *Continual Flame* spell. When in humanoid form, Shabast appears similar to a medium sized female storm giant with purple skin. If the humanoid form of Shabast is touched, she defends herself by emitting a painful *Arc of Electricity* at the entire party (as the spell *Chain Lightning*, doing 10d6 points of damage to the first target and 5d6 to up to 10 additional targets). She then becomes fatigued and will return to her former vapor form to sleep. If the crystal is taken out of the candelabra, it disintegrates.

Shabast, Female Storm Elemental: CR10; Medium Elemental (Air, Water, Electricity, Extraplanar); HD 10d8+20; hp 65; Init +10; Spd 30 ft, Fly 60 ft (perfect), Swim 20 ft; AC 25 (Touch 16, FF 19); Base Atk/Grapple +7/+11; Atk +3 *spear* +14 melee (1d8+7 +1d6 electricity) or +3 *spear* +16 ranged (1d8+7 +1d6 electricity) or slam +13 melee (1d4+4 +1d8 electricity); Full Atk +3 *spear* +14/+9 melee (1d8+7 +1d6 electricity) or +3 *spear* +16/+11 ranged (1d8+7 +1d6 electricity) or 2 slams +13 melee (2d4+4 +1d8 electricity); Space/Reach 5 ft/5 ft; SA Electrical Arc, Spell-Like Abilities; SQ DR 5/magic, Darkvision 60', Elemental Traits, Freedom of Movement, Immune to electricity, Vapor Form; SV Fort +9, Ref +13, Will +5; AL N; Str 18, Dex 22, Con 14, Int 10, Wis 15, Cha 18.

Skills and Feats: Concentration +10, Diplomacy +6, Escape Artist +7, Listen +4, Perform (Sing) +6, Perform (Harp) +6, Spellcraft +6, Spot +5; Combat Reflexes, Improved Initiative, Weapon Finesse, Ability Focus (Spell-Like Abilities).

Possessions: +2 mithril chain shirt, +3 spear of thundering shock, rod of thunder and lightning.

Spell-Like Abilities: (CL10, DC16+spell level); 1/day – Call Lightning (DC19), Chain Lightning (DC22), Cone of Cold (DC22); 2/day – Create Water, Obscuring Mist, Fog Cloud, Control Water, Control Winds, Ice Storm, Levitate, Lightning Bolt, Wind Wall, Air Walk.

Electrical Arc (Su): at will - Storm Elementals are in part made of electricity, water and air; therefore any creature directly touching a storm elemental in solid humanoid form will receive a discharge of energy equivalent to a *Chain Lightning* at CL10; Ref save for half dmg DC20; this does not count towards daily use of spells, however, it causes fatigue in the storm elemental when used.

Freedom of Movement (Su): Storm Elementals have a continuous *Freedom of Movement* ability as a spell (CL10). The effect can be dispelled, but the Storm Elemental can create it again on its next turn as a free action.

Vapor Form (Su): at will - a Storm Elemental may change shape from humanoid into a floating amorphous cloud as per the spell *Gaseous Form*. If attacked in this form, the cloud can produce the effect of a *Call Lightning* spell (CL10 Ref save DC17). This form is dismissible. Storm Elementals often sleep in this form among the clouds.

Environment: plane of air or water, or any land.

Advancement: 10-12 medium; 13-20 large.

Author: Kara Geilman.

13 – Choir Room.

The room is inhabited by small male children and their music master. During large tournaments the choir performs in the arena. A huge organ has 100 ivory keys worth 2 gp ea. The music master has in his possession 40 choir books, a small silver whistle (2 sp), a director's baton, a metronome (5 gp), and two jugs of whisky to soothe his raw throat. There are 2 guards to protect the choir boys and keep them from escaping. The floor of the room is strewn with straw and rags. Lakagutts, the choir master, is harsh to the children, but afraid to fight anyone of his size.

Judges Note: If threatened, the first thing Lakagutts does is drink his potion of mage armor.

Lakagutts, Male Human (Alryan) Exp4: CR 3; Medium Humanoid; HD 4d6+4; hp 21; Init +2; Spd 30 ft; AC 12 (16) (Touch 12, FF 14); Base Atk/Grp +3/+3; Atk/Full Atk MW walking stick/rapier (club) +3 melee (1d6) (rapier) +3 melee (1d6) or MW light crossbow +4 ranged (1d8); SV Fort +2, Ref +3, Will +5; AL LG; Str 10, Dex 14, Con 12, Int 16, Wis 12, Cha 11.

Skills and Feats: Appraise +6, Bluff +9, Diplomacy +8, Intimidate +11, Knowledge (History) +10, Knowledge (Nobility and Royalty) +10, Perform (Oratory) +7, Perform (Percussion Instruments) +7, Perform (Sing) +7, Profession (Siege Engineer) +8; Martial Weapon Proficiency (rapier), Persuasive, Skill Focus (Diplomacy).

Possessions: 20 MW bolts, MW walking stick (w/hidden rapier), MW baton (1d3), MW light crossbow, *potion of mage armor*, *potion of eagle's splendor*, alchemist's fire, antitoxin (vial), noble's outfit (suit w/tailcoat), 71 gp.

Languages: Common, Elven, Giant, Draconic, Goblin.

Aedo, Male Human (Ghinoran) Ftr3: CR 3; Medium Humanoid; HD 3d10+6; hp 32; Init +2; Spd 20 ft; AC 20 (Touch 12, FF 18); Base Atk/Grapple +3/+5; Atk/Full Atk MW spiked chain +6 2hnd melee (2d4+3) or light hammer +6 melee (1d4+2) or throwing axe +6 ranged (1d6+2); SV Fort +5, Ref +3, Will +5; AL CN; Str 15 Dex 15 Con 15 Int 14 Wis 14 Cha 12.

Skills and Feats: Climb +2, Handle Animal +3, Jump+1, Listen +3, Spot +3; Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Improved Unarmed Strike, Iron Will, Quick Draw.

Possessions: MW light hammer, MW spiked chain, MW throwing axe, +1 chainmail, MW large steel shield, 5 gp.

Smuh, Male Human (Ghinoran) Ftr3: CR 3; Medium Humanoid; HD 3d10+9; hp 36; Init +7; Spd 20 ft; AC 21 (Touch 13, FF 18); Base Atk/Grapple +3/+6; Atk/Full Atk scythe +8 melee (2d4+4) or light pick +6 melee (1d4+3) or composite longbow +7 ranged (1d8+2); SV Fort +6, Ref +4, Will +3; AL CN; Str 17 Dex 16 Con 17 Int 15 Wis 15 Cha 13.

Skills and Feats: Climb +3, Craft (Basket Weaving) +5, Intimidate +7, Listen+5, Spot+4; Dodge, Improved Initiative, Point Blank Shot, Rapid Shot, Weapon Focus (scythe).

Possessions: 7 arrow(s), light pick, MW scythe, MW mighty composite longbow (+2 Str), +1 breastplate, large steel shield, 41 gp.

14 – Staircase Courtyard

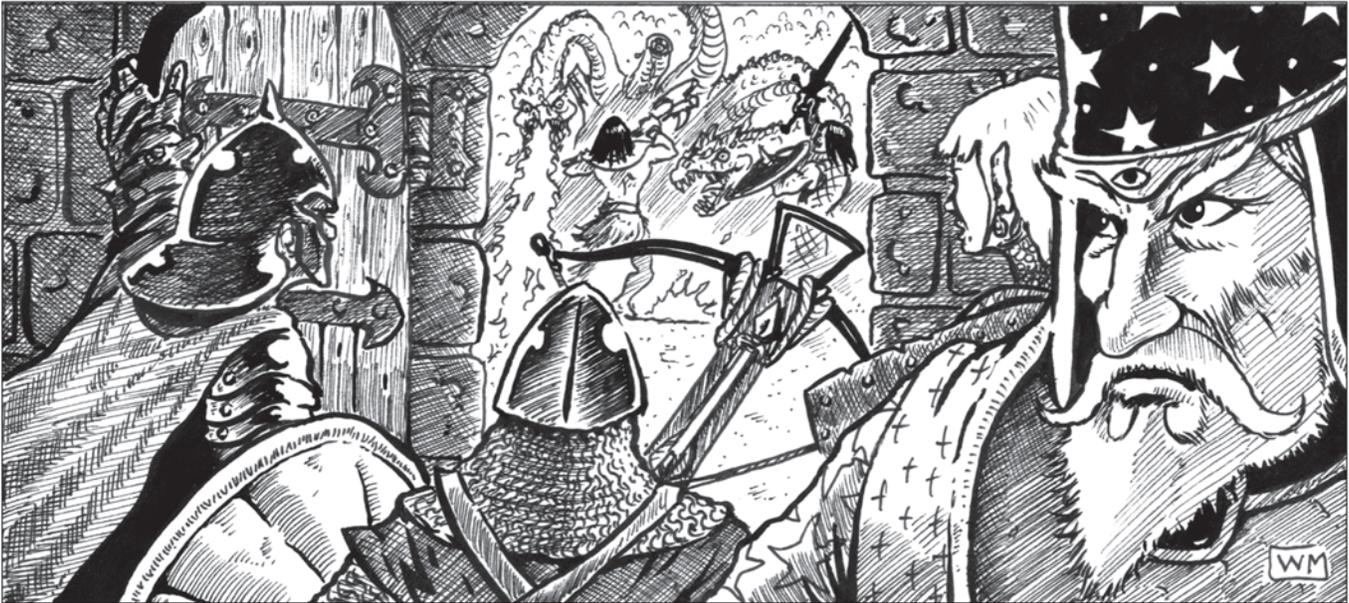
This is the Courtyard of Atonement. The floor is made of cobblestone. The walls are covered with thick green moss. A cement fountain is in the center filled with water and scum, occasionally spurting forth a foul mixture into the air. Surrounding the fountain is a winding staircase up to the next dungeon level. Anyone attempting to mount the staircase will be surprised by two water trolls. These water trolls know no fear and attack unceasingly. They only venture as far as the top of the staircase where a torch is kept blazing. The water trolls return to their watery home after the party has passed the staircase.

Water Trolls (2): CR 5; Large Giant; HD 6d8+36; hp 63; Init +2; Spd 30 ft, Swim 60 ft; AC 16 (Touch 11, FF 14); Base Atk/Grapple +4/+14; Atk claw +9 melee (1d6+6); Full Atk 2 claws +9 melee (1d6+6) and bite +4 melee (1d4+4); Space/Reach 10 ft/10 ft; SA Rend (2d6+9); SQ Darkvision 90', Low-Light Vision, Regeneration 5, Scent; SV Fort +11, Ref +4, Will +3; AL CE; Str 23, Dex 14, Con 23, Int 6, Wis 14, Cha 6.

Skills and Feats: Listen +5, Spot +4, Swim +11; Alertness, Iron Will, Track.

15 – The Arena of Death

When any entranceway to the Arena of Death is opened, an illusion of four barbarians fighting an eight-headed pyrohydra appears. Spectators appear to be betting on the outcome. The vision fades if the Arena itself is entered. The Arena is circular in nature, rounded by three rows of seats



and a wall 3' thick. Captives for the Arena are continually sought to fight the warriors or dreaded monsters penned nearby. The ground is somewhat damp from the blood of unsuccessful combatants.

Corridor leading to the Arena

The passageway slants downward. Near the bottom is a pool of red liquid appearing thick in nature. The blood of Burach, a wizard, will slow the party to half speed for 2 rounds if walked through or touched. Should the party reach the door to the arena from the entrance connecting it to Level 2, Room 16, the illusion remains for 2 rounds.

16 – Wine Storage Room

Choice bottles of well-aged wine are stacked carefully on the wooden shelves around the room. There is a large oak table in the center of the room surrounded by six oak chairs. Two thieves are seated in the chilled damp air, gulping down the choice wines. Several candles illuminate the room. The thieves are pleasantly drunk but will become alert if any of the fighters venture in, (Listen DC 15). A platter of fruit and rare meats permanently hovers magically around the room as per the *Tensors Floating Disk* spell. Empty bottles lie strewn about the floor; behind one covers a small black dog.

Thieves (2), Male Deep Halfling Rog3: CR 3; Small Humanoid; HD 3d6+6; hp 21; Init +4; Spd 20 ft; AC 19, (Touch 15, FF 15); Base Atk/Grapple +2/-2; Atk/Full Atk MW short sword +8 melee (1d4), or MW dagger +8 melee (1d3) or MW dagger +9 ranged or +1 shortbow +8 ranged (1d4); SA Sneak Attack +2d6, +1 Thrown Attack; SQ +2 Save vs. Fear, Darkvision 60', Evasion, Uncanny Dodge, Stonecunning, Trapfinding, Trap Sense +1; SV Fort +4, Ref +8, Will +5; AL N; Str 11, Dex 19, Con 14, Int 15, Wis 16, Cha 11.

Skills and Feats: Hide+13, Spot+7, Listen+12, Move Silently+9, Balance+5, Climb+4, Concentration+3, Decipher Script+4, Diplomacy+1, Disguise+1, Escape Artist+7, Intimidate+4, Jump+6, Open Lock+8, Perform+3, Tumble+10, Survival +4, Use Rope+8; Alertness, Weapon Finesse.

Possessions: +1 shortbow, 11 MW arrows, MW dagger, MW short sword, chain shirt, 49 gp.

17 – Pseudo Dragon Pen

This pen holds a pseudo dragon that got separated from his previous “owner” who was one of the mages being trained in the tower some years back. The main reason he is down here is because of all the problems he caused the current pupils under Yrammag’s tutelage; however, he still manages to wander out of his pen whenever nobody is looking, 60% chance.

Pseudo Dragon: CR 1; Tiny Dragon; HD 2d12+2; hp 15; Init +2; Spd 15 ft, Fly 60 ft (good); AC 18 (Touch 14, FF 16); Base Atk/Grapple +2/-8; Atk sting +4 melee (1d3-2 +Poison); Full Atk sting +4 melee (1d3-2 +Poison) and bite -1 melee (1); Space/Reach 2 1/2 ft/0 ft (5 ft with tail); SA Poison; SQ Blindsight 60', Darkvision 60', Immunity to Sleep and Paralysis, Low-Light Vision, SR 19, Telepathy 60'; SV Fort +4, Ref +5, Will +6; AL NG; Str 6, Dex 15, Con 13, Int 10, Wis 12, Cha 10.

Skills and Feats: Diplomacy +2, Hide +20, Listen +7, Search +6, Sense Motive +7, Spot +7, Survival +1 (+3 following tracks); Weapon Finesse.

18 – Empty Holding Pen

An apparently empty holding pen with bone fragments and other miscellaneous items strewn about; in actuality, there is a good sized black pudding laying in wait for its next meal. The black pudding acts as a “garbage disposal” for anyone or anything killed in the arena. There are 2d20 gp scattered around the floor of the pen.

Black Pudding: CR 7; Huge Ooze; HD 10d10+60; hp 115; Init - 5; Spd 20 ft, Climb 20 ft; AC 3 (Touch 3, FF 3); Base Atk/Grapple +7/+18; Atk/Full Atk slam +8 melee (2d6+4 +2d6 Acid); Space/Reach 15 ft/10 ft; SA Acid, Constrict (2d6+4 +2d6 Acid), Improved Grab; SQ Blindsight 60', Split, Ooze Traits; SV Fort +9, Ref -2, Will -2; AL N; Str 17, Dex 1, Con 22, Int -, Wis 1, Cha 1. Skills and Feats: Climb +11.

19 – Pen of the Lammasu

This pen contains the dungeon’s newest arrival, a young lammasu. It is being groomed for the evil wizard’s future pleasure. It is chained with a *collar of antimagic field*, which negates all magical abilities of the wearer (*Arcane Locked*,

Open Lock DC35). The lammasu really doesn't want to leave the security of its pen and the good company of its keeper. 3 guards are stationed outside of the pen.

Lammasu: CR 8; Large Magical Beast; HD 7d10+21; hp 59; Init +1; Spd 30 ft, Fly 60 ft (average); AC 20 (Touch 11, FF 19); Base Atk/Grapple +7/+17; Atk claw +12 melee (1d6+6); Full Atk 2 claws +11 melee (1d6+6); Space/Reach 10 ft/5 ft; SA Pounce, Rake (1d6+3), Spells; SQ Darkvision 60', Low-Light Vision, Magic Circle Against Evil, Spell-Like Abilities; SV Fort +8, Ref +8, Will +7; AL LG; Str 23, Dex 12, Con 17, Int 16, Wis 17, Cha 14.

Skills and Feats: Concentration +13, Diplomacy +4, Knowledge (Arcana) +13 Listen +13, Sense Motive +13, Spot +15; Blind-Fight, Iron Will, Lightning Reflexes.

Oapier, Keeper, Male Halfling Com1: CR 1; Small Humanoid; HD 1d4+3; hp 7; Init +1; Spd 20 ft; AC 12 (Touch 12, FF 11); Base Atk/Grapple +0/-2; Atk/Full Atk MW club +4 melee 2hnd (1d6+3); SA +1 Thrown Attack; SQ +2 Save vs. Fear; SV Fort +4, Ref +4, Will +1; AL N; Str 14, Dex 13, Con 16, Int 12, Wis 11, Cha 10.

Skills and Feats: Hide +5, Listen +2, Move Silently +3, Appraise +2, Climb +8, Diplomacy +1, Jump +4, Sense Motive +1, Tumble +2; Lightning Reflexes.

Possessions: MW club, *potion of cure light wounds*, *elixir of love*, *potion of vision*, alchemist's fire, antitoxin (vial), tanglefoot bag, 84 gp.

Languages: Halfling, Common, Dwarf.

Guards (3), Goblin War2: hp 14; AC 20; small warhammer +6 melee (1d6+3) or small spiked gauntlet +6 light (1d3+2) or composite small shortbow +5 ranged (1d4+1); Str 14; *potion of aid*, 36 gp

20 – Skippy's Pen

This is the pen of the giant slug Skippy. Skippy always is inaccurate on his first attack. He has a tendency to slither out of his pen toward the water to Room 21, Level 2 (20% chance).

Skippy, Giant Slug: CR 8; Huge Vermin; HD 12d8+48; hp 102; Init +0; Spd 20 ft; AC 16 (Touch 8, FF 16); Base Atk/Grapple +9/+25; Atk bite +15 melee (2d6+8 +1d8 acid) or acid spit +7 ranged (4d8 acid); Full Atk bite +15 melee (2d6+8 +1d8 acid) or acid spit +7 ranged (4d8 acid); Space/Reach 15 ft/10 ft; SA Acid, spit acid; SQ Blindsight 60', DR 10/slashing and piercing, Rubbery Hide, Malleable, Vermin Traits, Vulnerability to salt; SV Fort +12, Ref +4, Will +4; AL N; Str 27, Dex 10, Con 18, Int -, Wis 10, Cha 2.

(From the Tome of Horrors Revised, Necromancer Games, p. 323.)

21 – Damp Room

The floor is very damp. There is a 50% chance that the wizard will cause the doors to open while he is in the Arena (check Wizard Random Location Table).

22 – Bloodthirsty Orcs Pen

A band of wild blood-thirsty orcs are kept penned in this dark lair. The room is fouled by their presence. These orcs have been recently captured from the Forked Blade tribe by the Amazon warriors. The five orcs are armed with a sword and club for combat in the Arena when games are held. One has a glowing re *ring of fire resistance 5*.

Orcs (6): CR 3; Medium Humanoid; HD 4d8+11; hp 29; Init -1; Spd 20 ft; AC 13 (Touch 10, FF 13); Base Atk/Grapple +3/+12; Atk great club +8 melee (2d8+7) or javelin +1 ranged (1d8+5); Full Atk great club +8 melee (2d8+7) or javelin +1 ranged (1d8+5); Space/Reach 10 ft/10 ft; SQ Darkvision 60', Low-Light Vision; SV Fort +6, Ref +0, Will +1; AL CE; Str 21, Dex 11, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +5, Listen +2, Spot +2; Toughness, Weapon Focus (great club).

Possessions: great club, hide armor.

23 – Pen of the Dire Apes

These dire apes lumber about the area "cleaning up" remains of human flesh. Semiphoe, their leader, lies in wait behind the door. An empty chest sits at the far side of the room.

Dire Apes (5): CR 3; Large Animal; HD 5d10+13; hp 35; Init +2; Spd 30 ft, Climb 15 ft; AC 15 (Touch 12, FF 13); Base Atk/Grapple +3/+13; Atk claw +8 melee (1d6+6); Full Atk 2 claws +8 melee (1d6+6) and bite +3 melee (1d8+3); Space/Reach 10 ft/10 ft; SA Rend (2d6+9); SQ Low-Light Vision, Scent; SV Fort +6, Ref +6, Will +5; AL N; Str 22, Dex 15, Con 14, Int 2, Wis 12, Cha 7.

Skills and Feats: Climb +14, Listen +5, Move Silently +4, Spot +6; Alertness, Toughness.

24 – Empty Pen

This room is empty, but food has been placed in the stall for the arrival of a new creature. There is a 20% chance that within 5 rounds the Amazon warriors in Level 2, Room 10, bring an elephant (Asiatic) inside the corridor in complete submission. There is a 5% chance that the elephant escapes the Amazons and charges, entering the room should the door be open. Giving praise to Damaesu causes all hostilities to cease, should the Amazons be encountered.

Elephant: CR 7; Huge Animal; HD 11d8+55; hp 104; Init +0; Spd 40 ft; AC 15 (Touch 8, FF 15); Base Atk/Grapple +8/+26; Atk gore +16 melee (2d8+15); Full Atk slam +16 melee (2d6+10) and 2 stomps +11 melee (2d6+5) or gore +16 melee (2d8+15); Space/Reach 15 ft/10 ft; SA Trample (2d8+15); SQ Low-Light Vision, Scent; SV Fort +12, Ref +7, Will +6; AL N; Str 30, Dex 10, Con 21, Int 2, Wis 13, Cha 7.

Skills and Feats: Listen +12, Spot +10; Alertness, Endurance, Iron Will, Skill Focus (Listen).

25 – The Happy Hydra

Contained within this pen is a five-headed hydra named Happy. Inside a sealed jug sitting in the hydra's watering trough is a *manual of quickness of action*.

Happy the Hydra: CR 4; Huge Magical Beast; HD 5d10+28; hp 55; Init +1; Spd 20 ft, Swim 20 ft; AC 15 (Touch 9, FF 14); Base Atk/Grapple +5/+16; Atk/Full Atk 5 bites +6 melee (1d10+3); Space/Reach 15 ft/10 ft; SQ Darkvision 60', Fast Healing 15, Low-Light Vision, Scent; AL N; SV Fort +9, Ref +5, Will +3; Str 17, Dex 12, Con 20, Int 2, Wis 10, Cha 9.

Skills and Feats: Listen +6, Spot +6, Swim +11; Combat Reflexes, Iron Will, Toughness.

26 – The Buxom Barmaid Tavern

Food, women and entertainment are offered here for a moderate price. The owner of the tavern, Quidley the Quiet, wandered off years ago to get away from the noise, and hasn't been seen since. His bereaved wife, Tasha, seeks the solace of handsome young customers nightly. Five other comely wenches serve the hungry warriors and tired travelers with aged wine and meats. Tasha tends the bar, armed with a dagger. Luring customers into the stable, the women steal their purses and leave them poisoned. Tasha has a policy forbidding the use of poison in her establishment, but expects a share from the gold her barmaids obtain. Customers appearing in the tavern at present are 2 fighters and an Amazon. The serving maids are accomplished cutpurses, with 75% chance of one of them attempting to pick each character's pocket if the tavern is entered.

Tasha, Female Human (Common Avalonian)

Exp5: CR 4; Medium Humanoid; HD 5d6+5; hp 21; Init +4; Spd 30 ft; AC 14 (Touch 14, FF 10); Base Atk/Grapple +3/+4; Atk/Full Atk MW dagger +5 melee (1d4+1) or short sword +4 melee (1d6+1) or MW dagger (thrown) +8 ranged (1d4+1); SV Fort +2, Ref +7, Will +8; AL NE; Str 12, Dex 19, Con 13, Int 17, Wis 18, Cha 17.

Skills and Feats: Appraise +13, Balance +11, Craft +11, Decipher Script +5, Diplomacy +4, Disguise +5, Escape Artist +5, Gather Information +4, Heal +7, Hide +4, Intimidate +9, Knowledge (Arcana) +11, Listen +6, Move Silently +4, Open Lock +6, Profession +6, Search +9, Speak Language +5, Spot +6, Use Rope +12; Alertness, Dodge, Lightning Reflexes, Run, Skill Focus (Appraise).

Possessions: MW dagger, short sword.

Barmaids (5), Female Human (Ghinoran) Exp2: CR 1; Medium Humanoid; HD 2d6+8; hp 15; Init +4; Spd 30 ft; AC 14 (Touch 14, FF 10); Base Atk/Grapple +1/+3; Atk/Full Atk dagger +4 melee or dagger (thrown) +5 ranged; SV Fort +4, Ref +4, Will +4; AL CN; Str 17, Dex 18, Con 18, Int 15, Wis 12, Cha 19.

Skills and Feats: Bluff +9, Diplomacy +9, Escape Artist +6, Hide +9, Knowledge (Local) +7, Listen +6, Slight of Hand +12, Search +7, Sense Motive +7, Spot +6; Power Attack, Skill Focus (Slight of Hand).

Possessions: dagger.

Languages Spoken: Abyssal, Common, Giant, Gnome, Orc, Sylvan.

Fighters (2), Human Ftr3: CR 3; Medium Humanoid; hp 28; Init +4; Spd 30 ft; AC 13; light mace +6 melee (1d6 + 2); SV Fort +3, Ref +1, Will +2; AL N; Power Attack, Quick Draw.

Alya, Female Human (Amazon) Ftr4: CR 4; Medium Humanoid; HD 4d10+8; hp 38; Init +3; Spd 20 ft; AC 17 (Touch 14, FF 14); Base Atk/Grapple +4/+8; Atk/Full Atk +1 scimitar +10 melee (1d6+5); SQ Armor Aversion, Combat Precognition (+1 AC), Gender Interaction, Shield Proficiency; SV Fort +6, Ref +4, Will +2; AL N; Str 16 Dex 16 Con 14 Int 10 Wis 13 Chr 16.

Skills and Feats: Handle Animal +6, Ride +8, Survival +7; Mounted Combat, Power Attack, Quick Draw, Ride-By Attack, Weapon Focus (scimitar).

Possessions: +1 scimitar, studded leather.

27 – Armorer's Shop

Armorer Eboeriah has several items for sale at reasonable prices. His shop is always filled with 2d6 warriors. There is a 25% chance that Eboeriah will be temporarily out of stock on any desired item due to the amount of business prevailing. Some of his armaments are intricately fashioned or jewel encrusted. Eboeriah can fashion items to specifications in 1d6 weeks, but cannot make magical weapons. He dislikes customers who attempt to sit in his chair or hover too near the brazier at the back of the shop, thus disturbing him or his work. His possessions include a *bag of holding* (Type I) wherein he keeps the shop's change of 300 gp, 90 sp, and 10 cp. He used to be a fighter in years past.

Eboeriah, Male Human (Terran) Ftr2/Exp3: CR 4; Medium Humanoid; HD 2d10+3d6+10; hp 42; Init +5; Spd 20 ft; AC 20 (Touch 11, FF 19), Base Atk/Grapple +4/+7; Atk/Full Atk +1 longsword +9 melee (1d8+4) or composite longbow +5 ranged (1d8); SV Fort +6, Ref +2, Will +3; AL NG; Str 17, Dex 13, Con 14, Int 11, Wis 10, Cha 13.

Skills and Feats: Climb +1, Craft (Armorsmithing) +8, Craft (Weaponsmithing) +7, Intimidate +4, Jump +4, Knowledge (Arcana) +2, Profession (Hunter) +5, Ride +3, Swim +6, Use Magic Device +8; Improved Initiative, Magical Aptitude, Power Attack, Skill Focus, Craft (Armorsmithing), Weapon Focus (longsword).

Possessions: +2 chainmail, heavy shield, +1 longsword, composite longbow, *bag of holding*.

Fighters (2d6), Human Ftr3: CR 3; Medium Humanoid; hp 28; Init +4; Spd 30 ft; AC 13; light mace +6 melee (1d6 + 2); SV Fort +3, Ref +1, Will +2; AL N; Power Attack, Quick Draw.

Languages Spoken: Abyssal, Common, Orc.

Corridor leading between Room 27 and Room 28

Lakrum the rust monster is often found around the armorer's. Occasionally the armorer tosses the rust monster a few rusty trade-ins to appease its appetite for his more valued items, which appears to be just wishful thinking on Eboeriah's part. Lakrum will certainly attack anyone leaving the armorer's shop by this exit.

Lakrum, Rust Monster: CR 3; Medium Aberration; HD 5d8+5; hp 27; Init +3; Spd 40 ft; AC 18 (Touch 13, FF 15); Base Atk/Grapple +3/+3; Atk/Full Atk antennae touch +3 melee (rust) and bite -2 melee (1d3); Space/Reach 5 ft/5 ft; SA Rust; SQ Darkvision, Scent; SV Fort +2, Ref +4, Will +5; AL N; Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 8.

Skills and Feats: Listen +7, Spot +7; Alertness, Track.

28 – Gamatov's Gaming Parlor

There is currently a Knucklebones tournament with house odds (HO) 20%, Arm Wrestling HO 30%, and Cup & Pea HO 45% going on. The word in the parlor is, do not shirk on a bet, for the 6 bouncers are armed with swords and are well paid - 15 gp each tonight. The parlor is lavishly decorated in red and silver, supplied with beautiful women for good luck! The customers are 6 halfling apprentices with slings, 5 gnome thieves with daggers, and 2 human fighters with swords. This

area is one of the wizard's favorites. There is a 5% chance that the Wizard Yrammag is present.

This place, as well as this dungeon level, is run by Gamatov the Stout, former champion of the Arena, who was awarded his freedom by his former master and proceeded to celebrate by severing the man's head and flinging it into the center of the ring (to the great delight of the crowd). Gamatov is the strong-arm who sets up the contests in the Arena and takes in the exotic creatures that will do battle with them. He spends much time going about this level of the dungeon coordinating the tournaments and seeing to the creatures.

He sometimes ventures to Level 1 to negotiate with the Goblin King Vasargh III about contestants for the Arena (although he despises goblins). He also ventures up to the Citadel occasionally at the behest of the younger wizards who can, on very rare occasion, be found down here wagering and watching the contests (although Yrammag might flay them alive if he knew about it). Gamatov is beginning to go gray with age, and he is getting round in the gut. He is a very large man (6'4", 250 lbs) and very ill-tempered, but he's a businessman and will try to keep things civil and keep people in here so that he can keep taking their money. Anyone who cries "Cheat!" in here is liable to get some personal 'treatment' from Gamatov and his bouncers. The greataxe he carries has many notches in the handle for vanquished foes. A well known story around here tells of a thief who tried to pick Gamatov's pocket while he was napping one night... only to have his head split clean in two by Gamatov's mighty axe. No one has tried to pick his pocket since that night.

Whenever Gamatov is out, his assistant Cutaan runs the gambling parlor. Cutaan is a bumbling old man, pudgy and a little frayed around the edges. He is presently wishing he had a tankard of ale to ease his arthritic condition. In his prime he was an "adequate" thief, he says, but now drink has changed all of that. He insists that he chooses to make this dungeon level his home, being tired of the adventurous life. Cutaan has often dreamed of slipping away with the house monies of 371 gp, 273 sp, and 489 cp, but feels safer in not so doing. He has a pet black cat, Klaw, that can shape-change upon his command only. Klaw becomes a black tiger:

Tiger: CR 4; Large Animal; HD 6d8+18; hp 45; Init +2; Spd 40 ft; AC 14 (Touch 12, FF 12); Base Atk/Grapple +4/+14; Atk claw +9 melee (1d8+6); Full Atk 2 claws +9 melee (1d8+6) and bite +4 melee (2d6+3); Space/Reach 10 ft/5 ft; SA Improved Grab, Pounce, Rake (1d8+3); SQ Low-Light Vision, Scent; SV Fort +8, Ref +7, Will +3; AL N; Str 23, Dex 15, Con 17, Int 2, Wis 12, Cha 6.

Skills and Feats: Balance +6, Hide +3*, Listen +3, Move Silently +9, Spot +3, Swim +11; Natural Attack (claw).

Judges Note: Gamatov would like nothing better than to persuade player characters to fight in the Arena. Thurgard the Terrible (Level 2, Room 7) is Gamatov's champion, but Gamatov is all for himself and will back whichever contestant he feels is clearly superior. When he is unable to bribe or persuade individuals to fight in the Arena, he has been known to organize an ambush to take prisoners, which he then forces to fight in the Arena.

Bouncers (6), Orc Bbn3: CR 3; Medium Humanoid HD 3d10+6; hp 34, 32, 40, 29, 35, 37; Init +2; Spd 30 ft; AC 16 (Touch 12, FF 14); Base Atk/Grapple +3/+7; Atk/Full Atk greataxe +8 melee (1d12+6); SQ Darkvision 60', Light Sensitivity; SV Fort +5, Ref +3, Will +1; AL CE; Str 18, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Intimidate +6, Jump +6, Listen +6, Ride +8; Alertness, Toughness, Weapon Focus.

Possessions: greataxe, scale mail.

Halfling Apprentices (6), Male Halfling

(Tallfellow) Exp2: CR 1, Small Humanoid; HD 2d6+6; hp 12; Init +5; AC 13 (Touch 12, FF 11); Base Atk/Grapple +1/-1; Atk/Full Atk dagger +4 melee (1d3); SV Fort +3, Ref +1, Will +0; AL CE; Str 14, Dex 13, Con 16, Int 12, Wis 11, Cha 10.

Skills and Feats: Decipher Script +4, Forgery +9, Hide +14, Intimidate +6, Jump +4, Knowledge +8, Listen +10, Move Silently +5, Open Lock +9, Perform +2, Profession (Alchemist) +7, Sense Motive +6, Search +10, Spot +5, Use Magic Device +5; Skill Focus (Search).

Possessions: dagger.

Thieves (5), Male Gnome (Forest) Rog3: CR 3; Small Humanoid; HD 3d6+6; hp 23, 25, 22, 26, 19, 24; Init +8; Spd 20 ft; AC 17 (Touch 14, FF 13); Base Atk/Grapple +1/-1; Atk/Full Atk small short sword +6 melee (1d4+2) or small shortbow +6 (1d4); SV Fort +3, Ref +7, Will +2; AL CN; Str 16, Dex 18, Con 14, Int 15, Wis 12, Cha 14.

Skills and Feats: Appraise +8, Balance +9, Craft +9, Diplomacy +5, Disable Device +8, Escape Artist +8, Gather Information +6, Hide +16, Jump +7, Listen +1, Hide Silently +4, Perform +6, Pick Pocket +10, Spot +10, Sense Motive +9, Spot +8, Use Rope +9; Ambidexterity, Dodge, Improved Initiative, Point Blank Shot.

Possessions: small short sword, small shortbow, leather armor.

Fighters(2), Male Human (Tharbrian) War4: CR 4;

Medium Humanoid; HD 4d8+28; hp 51, 55; Init +9, Spd 30 ft, Climb 15 ft; AC 19 (Touch 15, FF 14); Base Atk/Grapple +4/+8; Atk bite +3 melee (1d3+2) or scimitar +8 melee (1d6+4); Full Atk 2 claws +8/+8 melee (1d4+4) and bite +3 (1d3+2) or scimitar +8 melee (1d6+4); SA Save +2 vs. Poison and Disease; SQ Darkvision 60'; SV Fort +11, Ref +6, Will +5; AL CE; Str 18, Dex 20, Con 24, Int 13, Wis 18, Cha 12.

Skills and Feats: Climb +13, Escape Artist +9, Hide +11, Intimidate +6, Jump +10, Swim +4; Improved Initiative, Weapon Finesse.

Possessions: leather armor, scimitar, small shield.

Cutaan, Male Human (Common Avalonian) Exp5: CR 4;

Medium Humanoid; HD 5d6+10; hp 31; Init +8; Spd 30 ft; AC 14 (Touch 14, FF 10); Base Atk/Grapple +3/+4; Atk/Full Atk short sword +4 melee (1d6+1) or dagger +4 melee (1d4+1) or dagger (thrown) +7 ranged (1d4+1); SV Fort +3, Ref +5, Will +6; AL N; Str 13, Dex 19, Con 15, Int 18, Wis 15, Cha 14.

Skills and Feats: Appraise +10, Balance +8, Bluff +9, Climb +8, Concentration +8, Craft +12, Decipher Script +14, Diplomacy +9, Disable Device +12, Disguise +8, Escape Artist +6, Hide +5, Jump +1, Knowledge +6, Listen +4, Move Silently +4, Pick Pocket +12, Spot +2, Tumble +11; Alertness, Expertise, Improved Initiative, Skill Focus (Balance), Skill Focus (Decipher Script), Skill Focus (Hide).
Possessions: short sword, dagger, 112 gp, 89 sp, 302 cp.

Gamatov the Stout, Male Human (Ghinoran) Ftr8: CR 8; Medium Humanoid; HD 8d10+24; hp 54; Init +6; Spd 30 ft; AC 15 (Touch 12, FF 13), Base Attack/Grapple +8/+12; Atk +2 *greataxe* +15 melee (1d12+10); Full Atk +2 *greataxe* +15/+10 melee (1d12+10); SV Fort +9, Ref +4, Will +2; AL CE; Str 18, Dex 15, Con 16, Int 13, Wis 15, Cha 14.
Skills and Feats: Climb +11, Hide +2, Intimidate +14, Jump +15, Listen +7, Move Silently +2, Profession (Gladiator) +3, Ride +2, Spot +2, Swim +5; Blind-Fight, Combat Expertise, Improved Initiative, Improved Unarmed Strike, Iron Will, Power Attack, Weapon Focus (*greataxe*), Weapon Specialization (*greataxe*).
Possessions: +2 *greataxe*, hide armor, dagger, golden bracers (250 gp), gold and topaz ring (800 gp), *potion of neutralize poison*, 421 gp, 377 sp, 134.

29 – Paddy’s Stable and Gable

The lower level stable contains stalls for horses and mules only. Sacks of grain are kept to the far wall, well away from the watering trough. Paddy is wearing +4 *bracers of armor* under long sleeves. Accommodations cost 3 gp per night, feed and grooming for animals 2 gp per night. A cart is also kept on the bottom level to haul away the less victorious from the Arena. A good horse or pack mule may be purchased here for 25 gp each, 2 being presently available. Saddle bags are 10 gp, saddle and blanket are 15 gp. Blankets for guests are 7 gp ea. One reaches the top level by a wooden ladder. Only straw is stored upstairs. There is a 50% chance that the body of a poisoned tavern customer may be hidden in the straw. Paddy’s cashbox contains 150 gp, 75 sp, and 20 gp. There are 5 warriors guarding the stable. Regardless of their racial differences, Paddy and Eboeriah are adoptive brothers and share an oath bond between each other. Both are trained in the fighting arts.

Paddy, Male Hill Dwarf Ftr3/Exp2; CR 4; Medium Humanoid; HD 3d10+2d6+25; hp 55; Init +7; Spd 20 ft; AC 17 (Touch 13, FF 14); Base Atk/Grapple +4/+8; Atk/Full Atk MW dwarven waraxe +10 melee (1d10+4); AL LE; SV Fort +10, Ref +4, Will +6; Str 18, Dex 16, Con 20, Int 12, Wis 14, Cha 11.
Skills and Feats: Craft (Blacksmithing) +10, Diplomacy +2, Handle Animal +10, Intimidate +3, Listen +7, Ride +7, Spot +7, Survival (Underground) +4; Animal Affinity, Great Fortitude, Improved Initiative, Weapon Focus (dwarven waraxe).
Possessions: artisan’s tools (Blacksmithing); +4 *bracers of armor*; MW dwarven waraxe.

Guards (5), Male Human War1: hp 11; AC 14, Atk spear +2 melee (1d6).

30 – Waiting Room

This is the dentist’s waiting room. Inside is a rather sturdy receptionist/dental assistant. She has a *whip of submission* which causes any creature struck to make a Will save (DC23) or surrender to the wielder of the whip as per the spell *Dominant Monster*. Submission lasts from 3d4 rounds. Within this room are a satyr, a gnoll, and a troll. A rather unusual office plant maintains a dominant presence in one corner of the waiting room. A careful peace is being enforced.

Madame Farbrissa runs a very strict office and maintains total discipline in the waiting room. All rules will be obeyed to the letter; otherwise those causing problems are likely to be fed to the carnivorous plant that occupies one corner of the room. She is very proficient with both whips and riding crops and is likely to use either to maintain order.

Secretly, she has a deep seated desire to make Kylt Skotborg her own and has dropped many a less-than-subtle hints over the past few weeks as to her intentions. Alas, all this effort has been to no avail, so she has decided to focus her attention to other means of obtaining his obedience, including studying the Kama Sutra while consulting other more learned women as to the proper training of males. After all the studying she has done, she is eager to practice some of what she has learned. There is a 15% chance that she finds a male character visiting the office of suitable proportions for use in practicing what she has learned, and tries to take him aside into the storage room.

Audrey II (Madame Farbrissa’s office plant) has been in Madame Farbrissa’s care since she was a little girl, having been nurtured from a seedling taken from her grandmother’s garden where the original Audrey resides. Since Farbrissa’s young childhood, she has lived the solitary life of an only child to parents who were uncaring at best, and this plant proved to be the young woman’s only companion and source of solace on many a lonely night. Sometime during the woman’s youth, Audrey II ate Farbrissa’s parents one day while they were working in the garden. Ever since then, they have looked out for each other.

Madame Farbrissa, Receptionist/Dental Assistant, Female Human (Amazon) Adp3/Exp2: CR 3; Medium Humanoid; HD 3d6+3+2d6+2; hp 24; Init +4; Spd 30 ft; AC 22 (Touch 15, FF 18); Base Atk/Grapple +2/+4; Atk/Full Atk +1 *whip of Submission* +5 melee (1d6+1); SQ Armor Aversion, Combat Precognition (+1 AC), Gender Interaction, Shield Proficiency; SV Fort +2, Ref +5, Will +10; AL CN; Str 15, Dex 18, Con 16, Int 14, Wis 18, Cha 18.
Skills and Feats: Alchemy +9, Craft +6, Decipher Script +3, Disable Device +4, Heal +9, Hide +4, Jump +4, Knowledge (Sadism) +8, Knowledge (Arcana) +8, Listen +4, Move Silently +4, Pick Pocket +5, Scream +4, Sense Motive +5, Spot +4, Survival +10; Alertness, Dodge, Lightning Reflexes, Scribe Scroll, Spell Focus (Evocation).
Possessions: +3 *bone corset* (AC +4, Max Dex +5), +1 *whip of submission* (*Dominant Monster*; Will save DC23)
Adept Spells per Day: 3/3 DC14 +spell level 0: *Detect Magic, Read Magic, Touch of Fatigue*; 1: *Cause Light Wounds, Command, Sleep*.
Languages: Auran, Common, Gnoll, Sylvan.
Primary Motivation: The character is a sadist and enjoys harming others and inflicting pain and misery.

Secondary Motivation: Revenge against the religious and pious. The character feels an overwhelming need to exact revenge.

Recent Past: The character has been visiting a friend in Folkvangir Forest.

Cobra Flower: CR 4; Large Plant; HD 6d8+18; hp 49; Init +1; Spd 5 ft; AC 14 (Touch 11, FF 13); Base Atk/Grapple +4/+11; Atk/Full Atk bite +6 melee (1d8+4 +1d6 Acid); Space/Reach 10 ft/10 ft; SA Acid, Constrict (1d6+4 +1d6 Acid), Improved Grab; SQ Blindsight 30', Plant Traits; SV Fort +8, Ref +3, Will +3; AL N; Str 17, Dex 13, Con 16, Int -, Wis 13, Cha 9.

(From *Tome of Horrors, Necromancer Games, p. 68.*)

Satyr: CR 3; Medium Fey; HD 5d6+5; hp 22; Init +1, Spd 40 ft; AC 15 (Touch 11, FF 14); Base Atk/Grapple +2/+2; Atk/Full Atk head butt +2 melee (1d6) and dagger -3 melee (1d4/19-20) or shortbow +3 ranged (1d6/x3); Space/Reach 5 ft/5 ft; SA Pipes; SQ DR 5/cold iron, Low-Light Vision; SV Fort +2, Ref +5, Will +5; AL CN; Str 10, Dex 13, Con 12, Int 12, Wis 13, Cha 13.

Skills and Feats: Bluff +9, Diplomacy +3, Disguise +1 (+3 acting), Hide +13, Intimidate +3, Knowledge (Nature) +9, Listen +15, Move Silently +13, Perform (Wind Instruments) +9, Spot +15, Survival +1 (+3 above ground); Alertness, Dodge, Mobility.

K'gyrachk, Male Gnoll War3: CR 3; Medium Humanoid; HD 2d8+8+3d8+12; hp 47; Init +8; Spd 30 ft; AC 16 (Touch 14, FF 12); Base Atk/Grapple +4/+10; Atk/Full Atk battleaxe +11 melee (1d8+6); SV Fort +10, Ref +5, Will +2; AL CN; Str 22, Dex 18, Con 18, Int 14, Wis 13, Cha 10.

Skills and Feats: Alchemy +2, Hide +4, Intimidate +6, Jump +9, Listen +4, Move Silently +4, Spot +4; Improved Initiative, Power Attack, Weapon Focus (battleaxe).

Possessions: leather armor, battleaxe.

Gorbrah, Male Steppe Troll War4: CR 8; Large Giant; HD 8d8+64+4d8+32; hp 149; Init +0; Spd 40 ft; AC 18 (Touch 12, FF 16); Base Atk/Grapple +7/+17; Atk claw +17 melee (1d6+6); Full Atk 2 claws +17 melee (1d6+6) and bite +12 melee (1d6+3); SV Fort +18, Ref +3, Will +3; AL CE; Str 23, Dex 16, Con 26, Int 14, Wis 12, Cha 13.

Skills and Feats: Animal Empathy +17, Craft +9, Intimidate +3, Listen +11, Move Silently +3, Ride +23, Spot +16, Survival +11; Blind Fighting, Rideby Attack, Spirited Charge, Toughness, Track, TwoWeapon Fighting.

31 – Dentist's Office

This is the dentist office. The only dentist, a troll, is attending to the toothache of a giant skunk. In a second chair nearby sits a disgruntled hill giant, holding his jaw in pain. On the shelves are seven pairs of dentures for various creatures worth 5 gp. A pair of golden vampire fangs has just been finished for a customer on one of the top levels worth 100 gp.

All Orin ever wanted to be was a simple dentist... to help heal people and give them a more perfect smile. Alas, while traveling through Aztlan, he wound up assisting the wrong group of people from the local Temple of Kutalabold and fell victim to their nefarious plans. Duped to their coercion,

he was "placed" in his current office as their spy and secretly passes information back to the temple in Aztlan whenever one of their other spies (a thief) comes in for a "routine checkup."

Orin Screamyello, Dentist, Male Troll Exp5/Adp4:

CR 12; Large Giant; HD 6d8+42+5d6+35+4d6+28; hp 166; Init +6; Spd 30 ft; AC 22 (Touch 16, FF 16); Base Atk/Grapple +9/+20; Atk claw +16 melee (1d6+6); Full Atk 2 claws +16 melee (1d6+6) and bite +12 melee (1d6+3); SV Fort +14, Ref +10, Will +15; AL CN; Str 24, Dex 23, Con 24, Int 15, Wis 17, Cha 9.

Skills and Feats: Animal Empathy +2, Bluff +6, Decipher Script +5, Diplomacy +7, Heal +12, Hide +2, Handle Animal +4, Knowledge (Nature) +9, Listen +9, Move Silently +6, Profession (Dentistry) +11, Scry +8, Sense Motive +6, Spellcraft +7, Spot +9; Alertness, Ambidexterity, Empower Spell, Endurance, Iron Will, Silent Spell.

Adept Spells per Day: 3/3/1 DC13 +spell level 0: *Create Water, Light, Mending*; 1: *Cause Fear, Cause Light Wounds, Obscuring Mist*; 2: *Web*.

Primary Motivation: The character is being coerced by the evil. The character would not normally act this way, but is being blackmailed/forced/etc.

Secondary Motivation: A deep hatred of inhabitants of Aztlan. The character's hate runs deep, and dominates his personality.

Recent Past: Attempted to enroll unsuccessfully in dental school in Damkina.

D'caasz, Male Hill Giant War6: CR 12; Large Giant; HD 12d8+96+6d8+48; hp 222; Init +9; Spd 30 ft; AC 27 (Touch 14, FF 21); Base Atk/Grapple +15/+31; Atk MW greatsword +25 melee (3d6+16), or rocks +13 ranged (2d6+12); Full Atk MW greatsword +25/+20/+15 melee (3d6+16) or rocks +13/+8/+3 ranged (2d6+12); SV Fort +21, Ref +7, Will +8; AL NE; Str 33, Dex 21, Con 26, Int 11, Wis 14, Cha 20.

Skills and Feats: Climb +15, Handle Animal +16, Intimidate +14, Jump +21, Listen +4, Move Silently +2, Spot +8, Swim +19; Alertness, Cleave, Great Cleave, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (greatsword).

Possessions: MW great sword, +1 scale shirt, 230 gp.

Languages: Common, Giant.

32 – Graveyard

A foul mist appears to cover the entire graveyard and an eerie glow prevails. A cart with bodies is unhitched at the far side of the yard. A party entering this graveyard will get a chill up there back and must make a Fortitude save (DC15) or the characters will be sickened for 1d6+4 minutes as this is unhallowed ground. As the party enters this area, 6 ghouls spring from holes to defend their grounds. They will never pursue beyond the graveyard.

Ghouls (6): CR 1; Medium Undead; HD 2d12; hp 13 Init +2, Spd 30 ft; AC 14 (Touch 12, FF 12); Base Atk/Grapple +1/+2; Atk bite +2 melee (1d6+1 +Paralysis); Full Atk bite +2 melee (1d6+1 +Paralysis) and 2 claws +0 melee (1d3 +Paralysis); Space/Reach 5 ft/5 ft; SA Ghoul Fever, Paralysis; SQ Darkvision 60', Undead Traits, Turn Resistance+2; SV Fort +0, Ref +2, Will +5; AL CE; Str 13, Dex 15, Con :, Int 13, Wis 14, Cha 12.

Skills and Feats: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +5, Spot +7; Multiattack.

33 – Funeral Procession

A funeral procession of 13 mourners moves slowly to the burial mound. Incense fills the air. The sound of wailing pours from the sky. A vision of thunder and lightning drastically increase as the procession nears the mound. As the funeral pyre is gently laid on the mound, lightning strikes the body and consumes it in a burst of flame. The wailing ceases and a bizarre celebration ensue with dancing, music from trumpets and tambourines, laughing, drinking, and carrying on with wild abandon. Gargath the Gruesome will freely discuss the Riddle of Damaesu, and will help the party on its way. If need be, Gargath will accompany the party down the proper corridor. Should anyone question the strange activities of the funeral procession, the gaiety suddenly stops. The entire assembly turns blankly towards the party, and fanatically attacks. Gargath then considers himself and his religion insulted, and joins the attack.

Gargath the Gruesome, Male Human (Tharbrian)

War4: CR 3; Medium Humanoid; HD 4d8+16; hp 38; Init +2; Spd 30 ft; AC 18 (Touch 13, FF 15); Base Atk/Grapple +4/+8; Atk/Full Atk MW greatsword +10 melee (2d6+6); SV Fort +8, Ref +5, Will +2; AL LE; Str 19, Dex 16, Con 18, Int 13, Wis 14, Cha 16.

Skills and Feats: Climb +10, Hide +2, Intimidate +8, Jump +11, Knowledge (Arcana) +4, Listen +1, Move Silently +2, Ride +6, Spot +1; Lightning Reflexes, Power Attack, Weapon Focus (greatsword).

Possessions: MW greatsword, +1 chain shirt, 109 gp.

Languages: Abyssal, Common.

Mourners/Fighters (13), Human War1: hp 12; Medium Humanoid; AC 13; Atk bastard sword +5 melee (1d10+4) or shortbow +4 ranged (1d6); Str 18, Dex 16, Con 18, Int 16, Wis 12, Cha 12.

Judges Note: The floor of the corridor between Room 33 and Room 34 has been freshly raked over. A single piece of gold is half buried in the earth.

34 – Riddle's Answer

If you have interpreted the Riddle of Damaesu correctly, you should be in this room. Contained within are the *manual of puissant skill at arms*, a *cure serious wounds potion*, and *2 figurines of wondrous powers (golden lion)*, which when tossed into melee become real lions and are loyal to their possessor until slain. If they remain alive, they will return to their statuette shape and may be picked up. The Lions are useable once per week.

Manual of Puissant Skill at Arms: This is a scholarly study containing the expert advice and instruction regarding the use of weapons and various attack and defense modes. Any Bard, Fighter, Paladin, Ranger, or Rogue who reads the manual and practices the skills described therein for one month goes up to the midpoint of the next higher level. The book disappears after it is read, and the knowledge therein will be forgotten within three months. The character gains the benefit of the Martial Weapon Proficiency and Exotic Weapon Proficiency with one weapon during this time as bonus feats and must gain at least one level before the knowledge expires to keep the feat. A character can never benefit from more than one of these books. Priest and Druids cannot understand the manual and if a Sorcerer or Wizard even scans a few of its letters, he or she is stunned for 1d6 rounds and loses 1d6 x 1000 experience points.

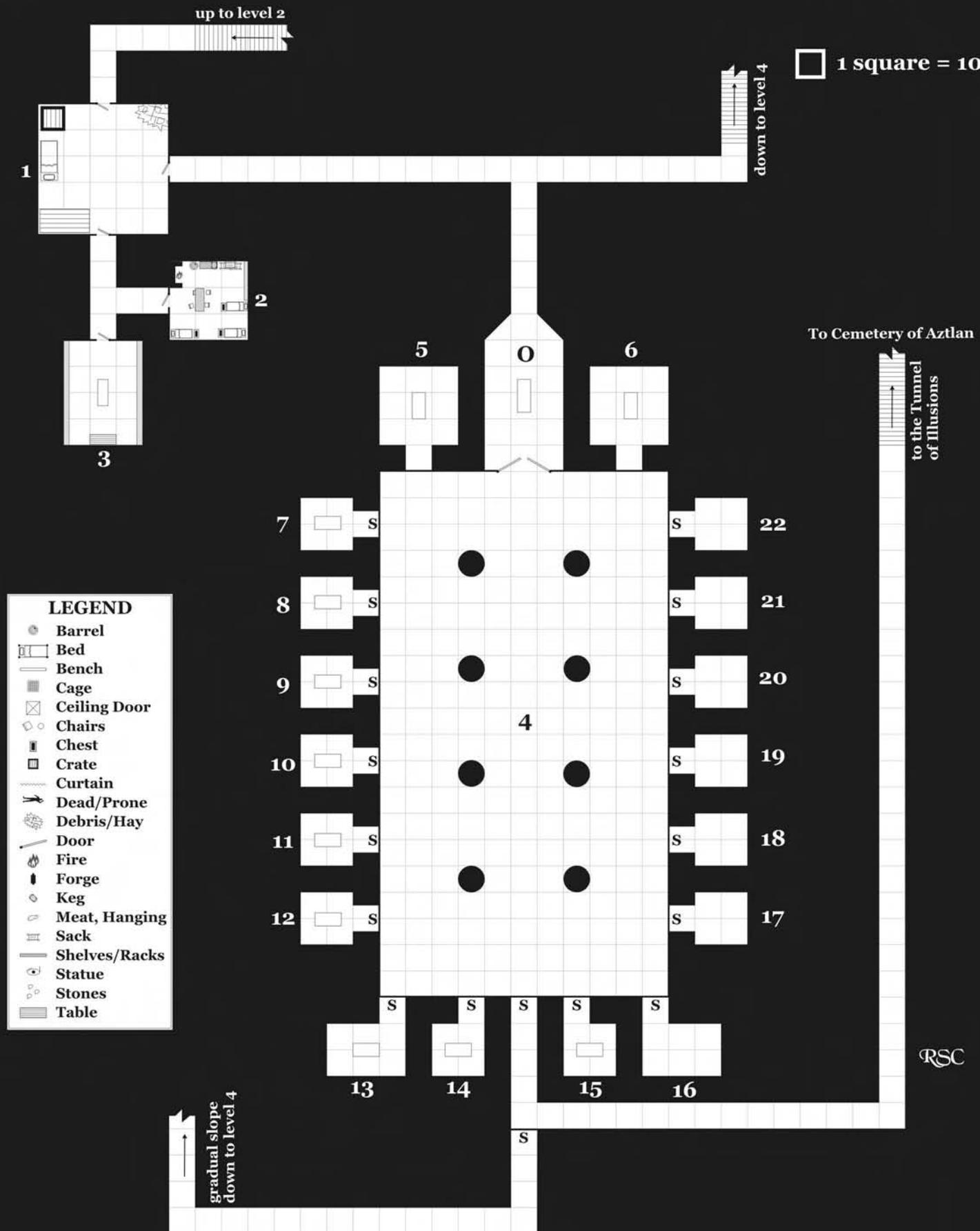
Lions (2): CR 3; Large Animal; HD 5d8+10; hp 32; Init +3; Spd 40 ft; AC 15 (Touch 12, FF 12); Base Atk/Grapple +3/+12; Atk claw+7 melee (1d4+5); Full Atk 2 claws +7 melee (1d4+5) and bite +2 melee (1d8+2); Space/Reach 10 ft/5 ft; SA Pounce, Improved Grab, Rake 1d4+2; SQ Low-Light Vision, Scent; SV Fort +6, Ref +7, Will +2; AL N; Str 21, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Balance +7, Hide +3, Listen +5, Move Silently +11, Spot +5, Alertness, Run.

CITADEL OF FIRE

Third Level

1 square = 10'



LEGEND

- Barrel
- Bed
- Bench
- Cage
- Ceiling Door
- Chairs
- Chest
- Crate
- Curtain
- Dead/Prone
- Debris/Hay
- Door
- Fire
- Forge
- Keg
- Meat, Hanging
- Sack
- Shelves/Racks
- Statue
- Stones
- Table

RSC

Dungeon Level 3

1 – Guard Room

This chamber is the only guard room that the wizard maintains on this level. It is garrisoned by Breagast, a fire giant. Breagast lets only the wizard and the Keepers of the Dead pass through his chamber. He keeps as companions two Nessian Warhounds who patrol this level at night to guard against intruders.

Breagast, Male Fire Giant, Giant15/Ftr4/Blkgrd6:

CR 20; Large Giant; HD (15d8) + (4d10) + (6d10) + 150; hp 299; Init +4; Spd 30 ft; AC 25 (Touch 9, FF 25); Base Atk/Grapple +21/+36; Atk Large Greatsword +32 Melee (3d6+18) or Slam +31 (1d4+11); Full Atk Large Greatsword +32/+27/+22/+17 Melee (3d6+18) or Slam +31/+26/+21/+16 melee (1d4+11); SA Poison Use, Rebuke Undead (Su) 5/day (Turn Level 4) (Turn Dam 2d6+2), Rock Throwing (Ex), Smite Good (Su) 2/day, Sneak Attack +1d6; SQ Aura of Despair (Su), Aura of evil (Ex), Dark Blessing (Su), Detect Good (Sp), Fiendish Servant, Immunity to Fire (Ex), Rock Catching (Ex), Vulnerability to Cold (Ex), Lowlight; AL: LE; SV: Fort +24, Ref +8, Will +10; Str 32, Dex 10, Con 22, Int 10, Wis 15, Cha 14

Skills and Feats: Climb +11, Diplomacy +8, Hide 3, Intimidate +18, Knowledge (Religion) +2, Spot +10, BlindFight, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (Greatsword), Improved Initiative, Improved Overrun, Improved Sunder, Power Attack, Weapon Focus (Greatsword), Weapon Specialization (Greatsword).

Possessions: full plate (large); greatsword (large);

Spells Known: (0/2/2/1/ DC 12+ spell level) 1: *Cause Fear, Cure Light Wounds, Doom, Magic Weapon, Corrupt Weapon (Bless Weapon), Summon Monster I*; 2: *Bull's Strength, Cure Moderate Wounds, Darkness, Death Knell, Eagle's Splendor, Inflict Moderate Wounds, Shatter, Summon Monster II*, 3: *Contagion, Cure Serious Wounds, Deeper Darkness, Inflict Serious Wounds, Protection from Energy, Summon Monster III*.

Hellhounds (2), Nessian Warhounds:

CR 9; Large Outsider (Evil, Extraplanar, Fire, Lawful); HD 12d8+60; hp 114 Init +6, Spd 40 ft; AC 24 (Touch 11, FF 22); Base Atk/Grapple +12/+24; Atk bite +20 melee (2d6+12 plus 1d8 fire); Full Atk bite +20 melee (2d6+12 plus 1d8 fire); Space/Reach 10 ft/10 ft; SA Breath Weapon, Fiery Bite; SQ Darkvision 60', Immunity to fire, Scent, Vulnerability to cold; SV Fort +13, Ref +10, Will +9; AL LE; Str 26, Dex 14, Con 20, Int 4, Wis 12, Cha 6.

Skills and Feats: Hide +17, Jump +19, Listen +18, Move Silently +21, Spot +18, Survival +8, Tumble +3; Alertness, Improved Critical (bite), Improved Initiative, Track, Weapon Focus (bite).

2 – Quarters of the Keepers of the Dead

This room is the quarters of the Keepers of the Dead, clerics who take care of the bodies of the dead wizards. These priests are trained at the Temple of Kutalabold in Aztlan, and chosen specifically to carry on this sacred duty. As with all priests from the Temple of Kutalabold, they are fully devoted to the Grand Master of the Citadel, Yrammag.

Keepers of the Dead (3), Male Human (Pureblood)

Clr6: CR 6; Medium Humanoid (5 ft., 9 in. tall); HD 6d8+6; hp 47; Init +3; Spd 30 ft.; AC 20 (Touch 13, FF 17); Base Atk/Grapple: +4/+5; Atk/ Full Atk +1 unholy heavy mace +7 melee (1d8+2 +2d6 Unholy); SA: Spell-Like Abilities; SQ: Low-Light Vision, Light Sensitivity, Extra Bonus Spells (Ex), Pneumonic Enhancement (Ex), Spell Enhancement (Ex), Rebuke Undead (Su); SV Fort +6, Ref +3, Will +9; AL LE; Str 12, Dex 17, Con 15, Int 15, Wis 18, Cha 13.

Skills and feats: Craft +8, Diplomacy +10, Hide +1, Concentration +6, Knowledge (Religion) +10, Listen +4, Hide silently +1, Spellcraft +10, Spot +4; Brew potion, Combat Casting, Still spell, weapon focus (heavy mace).

Possessions: +1 *unholy heavy mace*, chainmail, heavy steel shield.

Cleric Domains: Destruction, Travel.

Cleric Spells Per Day: (5/5+1/5+1/4+1, DC 15 + spell level; Spell Enhancement) 0: *Create Water, Cure Minor Wounds, Detect Magic, Read Magic, Resistance, 1: Bane, Cause Fear, Cure Light Wounds (x2), Doom, Inflict Light Wounds (D)*; 2: *Cure Moderate Wounds, Hold Person, Inflict Moderate Wounds, Resist Energy, Silence, Locate Object (D)*; 3: *Bestow Curse, Cause Serious Wounds, Searing Light, Protection from Energy, Contagion (D)*.

Spell-Like Abilities: 1/day – (CL6; DC 12 + Spell level) *Detect Magic, Read Magic, Flare, Mage Hand, Identify, and Magic Missile*.

3 – Embalming Room

This room is the embalming room where the bodies of the wizards are taken to be prepared for placement in the tombs. In the middle of the room is a slab of marble 4' x 10' worth 150 gp. On shelves behind the table are rare oils and spices. There are 12 jars each weighing 25 lbs. and worth 80 gp each. Guarding the room is a *Magic Mouth* who summons the clerics from the next room. See statistics above.

0 – The Offertory Room

This room is where visitors come to pay their last respects to the dead wizards upon their entombment. Occasionally a member of a minor cult can be found here paying homage to one of the wizards laying in repose within the Hall of Passing. Two guards are stationed here to ensure that no unwanted visitors enter the tomb.

Guards (2), Male Minotaur War8: CR 11; Large Monstrous Humanoid; HD 6d8+36+8d8+48; hp 140; Init +7; Spd 30 ft; AC 22 (Touch 13, FF 18); Base Atk/Grapple +12/+25; Atk +2 *greataxe* +25 melee (3d6+15); Full Atk +2 *greataxe* +25/+20/+15 melee (3d6+15); SV Fort +14, Ref +10, Will +8; AL LE; Str 28, Dex 18, Con 22, Int 12, Wis 13, Cha 11.

Skills and Feats: Climb +14, Intimidate +12, Listen +10, Move Silently +3, Search +12, Spot +10; Weapon Focus (*greataxe*), Dodge, Improved Initiative, Power Attack.

Possessions: +2 *greataxe*, MW chainmail, 219 gp.

4 – The Hall of Passing

It is here that the dead wizards' bodies are entombed in the walls. The hall has many tile mosaics depicting characterizations of the actions and the deeds of the wizard buried here. The room is lit by torches that never go out, produce no heat, and emit a blue-green light. There are eight 10' diameter stone pillars spaced evenly around the room rising to the ceiling.

The tombs that are holding the wizards are concealed behind tile wall doors and cannot be detected except by extraordinary abilities (Secret Door, Search DC25). The room is protected by two stone golems who will only allow the Keepers of the Dead, the wizard, and those accompanied by them into the room.

At the opposite end of the room from the space between tombs 14 and 15 is a secret door that leads to the 5 mile Tunnel of Illusions (Search DC20). The door is also locked to prevent intruders from entering (Open Lock DC30). Not far inside the Tunnel of Illusions is another secret door hidden in the passage that leads to Dungeon Level 4 (Search DC28).

Stone Golem (2): CR 11; Large Construct; HD 14d10+30; hp 107; Init -1, Spd 20 ft; AC 26 (Touch 8, FF 26); Base Atk/Grapple +10/+23; Atk slam +18 melee (2d10+9); Full Atk 2 slams +18 melee (2d10+9); Space/Reach 10 ft/10 ft; SA Slow; SQ Construct Traits, DR 10/adamantine and bludgeoning, Darkvision 60', Haste, Immunity to magic, Low-Light Vision; SV Fort +4, Ref +3, Will +4; AL N; Str 29, Dex 9, Con -, Int -, Wis 11, Cha 1.

5 – Tomb of Nrathax

Opening the tomb is accomplished by pressing the mosaic face of Nrathax the Black (Secret Door, Search DC25). Another lever on the inside opens the mosaic door from the inside. All of the doors in the chamber open this way, except in Room 21 where the inside lever has been jammed. Nrathax uses this room as a holding cell for intruders, letting the minions feast on them as a reward.

The wizard was so powerful in life that, in death, he turned into a lich. He attacks all who enter his tomb or the Hall of Passing (Room 4) except the Keepers of the Dead, but does not pursue anyone outside the area. Inside his tomb, Nrathax was laid to rest with all of his worldly possessions, including his bedroom furniture and clothing, and some of his more powerful treasures: *wand of lightning*, *staff of evocation*, *dagger of brilliant energy* and a *ring of spell storing*, all maintained for Nrathax by a permanent *Unseen Servant*. The tomb is lavishly appointed with drapes and lamps and appointments he used in life.

Nrathax has hidden his phylactery in the throne room of the Tower as a gem encrusted into the throne. It is on the back of the throne among many gems, and so has never been found (Search DC25, using *Detect Magic*). This contains his spirit and he may use this to possess any living being in the Citadel as per the *Magic Jar* spell, but up to a range of one mile, this includes any animal. If defeated, he will prefer Purebloods as victims to possess, but will take any humanoid of any class if it suits his purposes. He will scry on the party

to look for a convenient place to ambush them and get revenge before reanimating his body.

Judges Note: Nrathax has an Alarm spell on the doors to Room 4, and will open his door and call his minions to come out shortly after the alarm is sounded. The unintelligent undead will break down walls to get at the party, while others will come out other ways at one time to start the battle. As soon as the alarm sounds, Nrathax will cast the following spells, prior to combat: 1) *Protection from Energy (Fire)*, 2) *Shield*, 3) *Greater Invisibility* 4) *Stone Skin* and 5) *Globe of Invulnerability (Lesser)*. He casts *Mage Armor* every morning.

Nrathax the Black, Lich, Male Human (Pureblood)

Wiz15: CR 18; Medium Undead; HD 15d12; hp 105; Init +7; Spd 30 ft; AC 22 (30 with *shield* and *mage armor*) (Touch 16, FF 19 base); Base Atk/Grapple +7/+7; Atk +2 *adamantine dagger (Brilliant Energy)* +9 melee (1d4+2) or +2 *adamantine dagger (Brilliant Energy)* +11 ranged (1d4+2 thrown); Full Atk +2 *adamantine dagger (Brilliant Energy)* +9/+4 melee (1d4+2) or +2 *adamantine dagger (Brilliant Energy)* +12/+7 ranged (1d4+2); SA Spell-Like Abilities, Fear Aura DC20, Paralyzing Touch DC20, Summon Familiar, Touch Attack (Negative Energy 1d8+5) DC20, SQ Low-Light Vision, Light Sensitivity, Extra Bonus Spells, Pneumonic Enhancement, Spell Enhancement, Turn Resistance +4, DR 15/bludgeoning and magic, Immunity to cold, electricity and *Polymorph*; SV Fort +7, Ref +9, Will +13; AL NE; Str 10, Dex 16, Con -, Int 21, Wis 14, Cha 17.

Skills and Feats: Concentration +18, Diplomacy +9, Knowledge (Arcana) +22, Knowledge (Dungeoneering) +21, Knowledge (Nobility and Royalty) +21, Knowledge (Religion) +21, Listen +6, Sense Motive +7, Spellcraft +25, Spot +6; Combat Casting, Empower Spell, Eschew Materials, Greater Spell Focus (Evocation), Greater Spell Penetration, Improved Initiative, Maximize Spell, Quicken Spell, Scribe Scroll, Spell Focus (Evocation), Spell Penetration.

Possessions: +2 *adamantine dagger (brilliant energy)*, *greater ring of spell storing (empty)*, +3 *ring of protection*, *staff of evocation (27 charges)*, *wand of lightning (35 charges)*, spellbook.

Wizard Spells per Day: (4/7/6/6/6/6/3/2/1 DC17 +spell level, *Spell Focus*, *Spell Enhancement*) 0: *Acid Splash*, *Arcane Mark*, *Dancing Lights*, *Daze*, *Detect Magic*, *Detect Poison*, *Disrupt Undead*, *Flare*, *Ghost Sound*, *Light*, *Mage Hand*, *Mending*, *Message*, *Open/Close*, *Prestidigitation*, *Ray of Frost*, *Read Magic*, *Resistance*, *Touch of Fatigue*; 1: *Alarm*, *Hold Portal*, *Mage Armor*, *Magic Missile*, *Protection from Good*, *Ray of Enfeeblement*, *Shield*; 2: *Darkness*, *Invisibility*, *Mirror Image*, *Scorching Ray(x2)*, *Web*; 3: *Dispel Magic*, *Displacement*, *Fireball*, *Lightning Bolt (x2)*, *Protection from Energy*; 4: *Dimension Door*, *Globe of Invulnerability (Lesser)*, *Scorching Ray (Empowered)*, *Ice Storm*, *Greater Invisibility*, *Stone Skin*; 5: *Baleful Polymorph*, *Cone of Cold (x2)*, *Dominate Person*, *Teleport*, *Wall of Force*; 6: *Chain Lightning*, *Disintegrate*, *Greater Dispel Magic*; 7: *Finger of Death*, *Prismatic Spray*; 8: *Horrid Wilting*.

Spell-Like Abilities: 1/day – (DC14 +spell level) *Detect Magic*, *Read Magic*, *Flare*, *Mage Hand*, *Identify*, *Magic Missile*.

6 – The Tomb of Dwenar

This is the tomb of Dwenar. It is also entered by pressing the face of the wizard (see Room 5). Inside, the wizard has turned into a mummy. He also attacks all who enter, but does not leave the area in pursuit. He guards a *stone of controlling earth elementals*.

Dwenar, Mummy: CR 5; Medium Undead; HD 8d12+3; hp 55; Init +0, Spd 20 ft; AC 20 (Touch 10, FF 20); Base Atk/Grapple +4/+11; Atk slam +11 melee (1d6+10 +Mummy Rot); Full Atk slam +11 melee (1d6+10 +Mummy Rot); Space/Reach 5 ft/5 ft; SA Despair, Mummy Rot; SQ DR 5/-, Darkvision 60', Undead Traits, Vulnerability to fire; SV Fort +2, Ref +4, Will +8; AL LE; Str 24, Dex 10, Con -, Int 6, Wis 14, Cha 15.
Skills and Feats: Hide +7, Listen +8, Move Silently +7, Spot +8; Alertness, Great Fortitude, Toughness.

7 – Tomb of Tol Axbel

The tomb also opens by pushing the mosaic face on the door of Tol Axbel (see Room 5). Tol Axbel has become a Wight. He guards a *ring of shooting stars*. He does not willingly leave the area, but attacks any that enter.

Tol Axbel, Wight: CR 3; Medium Undead; HD 4d12; hp 26; Init +1, Spd 30 ft; AC 15 (Touch 11, FF 14); Base Atk/Grapple +2/+3; Atk slam +3 melee (1d4+1 +Energy Drain); Full Atk slam +3 melee (1d4+1 +Energy Drain); Space/Reach 5 ft/5 ft; SA Create Spawn, Energy Drain; SQ Darkvision 60', Undead Traits; SV Fort +1, Ref +2, Will +5; AL LE; Str 12, Dex 12, Con -, Int 11, Wis 13, Cha 15.
Skills and Feats: Hide +8, Listen +7, Move Silently +16, Spot +7; Alertness, Blind-Fighting.

8 – The Tomb of Tanmit

This is the tomb of Tanmit, the weakest of the wizards of the Tower. His tomb is entered the same way as the others (Secret Door, Search DC25). Tanmit still has a *crown of telepathy* upon his head, valued at 27, 500 gp.

9 – The Tomb of Kenluon

This is the tomb of Kenluon. It is entered by the same method as the others (Secret Door, Search DC25). The body of Kenluon is laid out underneath a *Permanent Gentle Repose* spell that preserves his body. He holds a +2 *bastard sword of human bane* in his hand. This sword is *curse*d to turn its owner immediately Neutral and causes the owner to become very greedy (Will save DC23).

10 – The Tomb of Taragorn

This is the tomb of Taragorn, a nasty character in life, and an equally nasty one in death. He has become a wraith, and he guards a *libran of ineffable damnation*. Taragorn will not leave his tomb. The *libran* is kept underneath the slab upon which Taragorn is laid.

Taragorn (Dread Wraith): CR 11; Large Undead (Incorporeal); HD 16d12; hp 104; Init +13, Fly 60 ft (good); AC 25 (Touch 25, FF 16); Base Atk/Grapple +8/-; Atk/Full Atk incorporeal touch +16 melee (2d6 plus 1d8 Con drain); Space/Reach 10 ft/10 ft; SA Constitution Drain, Create Spawn; SQ Darkvision 60', Daylight Powerlessness, Incorporeal Traits, Lifesense 60', Undead Traits, Unnatural Aura; SV Fort +5, Ref +14, Will +14; AL LE; Str -, Dex 28, Con -, Int 17, Wis 18, Cha 24.

Skills and Feats: Diplomacy +9, Hide +24, Intimidate +26, Knowledge (Religion) +22, Listen +25, Search +22, Sense Motive +23, Spot +25, Survival +4 (+6 following tracks); Alertness, Blind-Fighting, Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack (incorporeal touch), Mobility, Spring Attack.

11 – The Tomb of Bren-Sharun

The Tomb of Bren-Sharun is located in here and entrance is gained in the same manner as with the other tombs (See Room 5). Bren-Sharun has turned into a mummy and he guards a crown made of large rubies, having a value of 75, 000 gp. It is really a *helm of teleportation*.

Bren-Sharun, Mummy: CR 5; Medium Undead; HD 8d12+3; hp 55; Init +0, Spd 20 ft; AC 20 (Touch 10, FF 20); Base Atk/Grapple +4/+11; Atk/Full Atk slam +11 melee (1d6+10 +Mummy Rot); Space/Reach 5 ft/5 ft; SA Despair, Mummy Rot; SQ DR 5/-, Darkvision 60 ft, Undead Traits, Vulnerability to Fire; SV Fort +2, Ref +4, Will +8; AL LE; Str 24, Dex 10, Con -, Int 6, Wis 14, Cha 15.
Skills and Feats: Hide +7, Listen +8, Move Silently +7, Spot +8; Alertness, Great Fortitude, Toughness.

12 – The Tomb of Meliadus

In here rests Meliadus. Access is obtained the same as the others. His body rests in a glass case and is in the same condition as when he died. There is a *Symbol of Stunning* trap on the floor, and around Meliadus' body there is a belt of gems worth 7,500 gp. If the glass case is broken, the body disintegrates and all in the room must make Fort saves or else they will contract yellow fever.

Symbol of Stunning Trap: CR 9; magic device; visual or touch trigger; automatic reset; spell effect (*Symbol of Stunning*, CL15 wizard), Search DC32; Disable Device DC32. *Cost: 5,550 gp, 364 XP.*

Yellow Fever Vapor Trap: CR 7; magic device; location trigger; repair reset; gas; multiple targets (all targets in a 10 ft-by-10 ft room); never miss; onset delay (3 rounds); disease (yellow fever fumes, Fort save DC18 resists, 2d4 Con Drain/2d4 Con and Delirium); Search DC23; Disable Device DC23. *Cost: 17,500 gp, 750 XP.*

13 – The Tomb of Zaruantack

Here is the tomb of Zaruantack. It is entered the same as the others (See Room 5). Inside a party will find that Zaruantack has become a vampire and guards a small hoard of scrolls: *sleep, haste spell, ice storm, wall of iron, limited wish, wish* and *anti-magic field*.

Zaruantack, Vampire, Male Human (Pureblood) Wiz11: CR 14; Medium Undead; HD 11d12; hp 84; Init +9; Spd 30 ft; AC 27 (Touch 18, FF 22); Base Atk/Grapple +5/+9; Atk/Full Atk slam +9 melee (1d6+4); SA Spell-Like Abilities, Blood Drain, Children of the Night, Create Spawn, Energy Drain; SQ Low-Light Vision, Light Sensitivity, Extra Bonus Spells, Pneumonic Enhancement, Spell Enhancement, Alternate Form, DR 10/silver and magic, Fast Healing 5, Energy Resistance 10/cold and electricity, Gaseous Form, Spider Climb, Summon Familiar, Turn Resistance +4, Undead Traits, Vampire Weaknesses; SV Fort +3, Ref +10, Will +9; AL NE; Str 18, Dex 21, Con -, Int 20, Wis 15, Cha 18.

Skills and Feats: Bluff +12, Concentration +14, Decipher Script +14, Disguise +8, Hide +13, Knowledge (Arcana) +19, Knowledge (History) +13, Knowledge (Religion) +13, Knowledge (The Planes) +13, Listen +19, Move Silently +13, Search +13, Sense Motive +10, Spellcraft +19, Spot +15; Alertness, Combat Casting, Combat Reflexes, Dodge, Empower Spell, Greater Spell Focus (Evocation), Greater Spell Penetration, Improved Initiative, Lightning Reflexes, Maximize Spell, Scribe Scroll, Spell Focus (Evocation), Spell Penetration.

Possessions: +2 bracers of armor, ioun stone (dusty rose), +2 ring of protection.

Spells per Day: (4/7/6/6/5/4/1 DC18 +spell level, Spell Focus, Spell Enhancement) 0: *Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance, Touch of Fatigue*; 1: *Burning Hands, Hypnotism, Magic Missile (x2), Protection from Good, Shield, True Strike*; 2: *Darkness, Invisibility, Mirror Image, Protection from Arrows, Scorching Ray (x2)*; 3: *Dispel Magic, Displacement, Fireball (x2), Haste, Lightning Bolt*; 4: *Fire Shield, Ice Storm (x2), Greater Invisibility, Wall of Fire*; 5: *Cloudkill, Cone of Cold (x2), Wall of Force*; 6: *Disintegrate*

Spell-Like Abilities: 1/day – (DC15 +spell level) *Detect Magic, Read Magic, Flare, Mage Hand, Identify, Magic Missile.*

14 – The Tomb of Okrant

This is the tomb of Okrant whose deteriorated body is clothed in a robe of gold worth 1,750 gp. Anyone who takes the robe will be grabbed by the arm of Okrant, casting a programmed *Contingency* spell of *Bestow Curse* granting the offender with a case of warts and a penalty to Charisma of (-6).

Bestow Curse Trap: CR 4; magic device; touch trigger (*Detect Chaos*); automatic reset; spell effect (*Bestow Curse*, 5th-level cleric, DC 14 Will save negates); Search DC28; Disable Device DC28. *Cost: 8,000 gp, 640 XP.*

15 – The Tomb of Kamarag

Kamarag is the occupant of this tomb. His evil has caused him to be changed into a wight. He guards a *cloak of invisibility*. He will act as the rest in the respect of fighting, and his tomb is opened like the rest (see Room 5).

Kamarag, Wight: CR 3; Medium Undead; HD 4d12; hp 26; Init +1, Spd 30 ft; AC 15 (Touch 11, FF 14); Base Atk/Grapple +2/+3; Atk/Full Atk slam +3 melee (1d4+1 +Energy Drain); Space/Reach 5 ft/5 ft; SA Create Spawn, Energy Drain; SQ Darkvision 60', Undead Traits; SV Fort +1, Ref +2, Will +5; AL LE; Str 12, Dex 12, Con -, Int 11, Wis 13, Cha 15.

Skills and Feats: Hide +8, Listen +7, Move Silently +16, Spot +7; Alertness, Blind-Fighting.

16 – Yrammag's Chamber

This chamber has been readied for Yrammag in the event of his death, and contains a crypt with a wall of oak book shelves containing various common reading books that he has had stored here.

17 – The Room of the Gelatinous Cube

In this room is a Gelatinous Cube. There is a +1 heavy mace suspended within the cube.

Gelatinous Cube: CR 3; Huge Ooze; HD 4d10+32; hp 54; Init -5, Spd 15 ft; AC 3 (Touch 3, FF 3); Base Atk/Grapple +3/+11; Atk/Full Atk slam +1 melee (1d6 +1d6 acid); Space/Reach 15 ft/10 ft; SA Acid, Engulf, Paralysis; SQ Blindsight 60', Immunity to electricity, Ooze Traits, Transparent; SV Fort +9, Ref -4, Will -4; AL N; Str 10, Dex 1, Con 26, Int -, Wis 1, Cha 1.

18 – Rat's Nest

Within this chamber is a nest of five Sumatra rats. They have a small hoard of coins (53 gp, 10 sp, and 7 cp). They will defend their nest to the death.

Dire Rats (Advanced) (5): CR 3; Large Animal; HD 3d8+4; hp 18; Init +2, Spd 30 ft, Climb 30 ft, Swim 30 ft; AC 14 (Touch 14, FF 12); Base Atk/Grapple +2/-6; Atk/Full Atk bite +4 melee (1d8+10); Space/Reach 10 ft/5 ft; SQ Low-Light Vision, Scent; SV Fort +2, Ref +4, Will +1; AL N; Str 6, Dex 15, Con 12, Int 2, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Move Silently +10, Swim +10, Survival +4; Alertness, Run, Weapon Focus (bite).

19 – Chamber of the Wererats

This chamber is the lair of a pack of wererats. These wererats used to be part of the evil human marauders until they contracted lycanthropy during a raid on a remote mountain village one night. Since then they've relocated here. They command the rats in the neighboring rooms and can summon them if a battle is going against them. The pack hoard consists of 200 gp, 3 gems (75 gp ea), and a bracelet worth 300 gp.

Wererats (5), Human Form, Medium Humanoid (Human, Shapechanger); CR 2; HD 1d8+1 plus 1d8+2 (12 hp); Init +0; Spd 30 ft.; AC 15 (+2 natural, +2 leather, +1 buckler) touch 10, flat-footed 15; Base Atk/Grapple +1/+2; Atk Rapier +2 melee (1d6+1/18–20) or light crossbow +1 ranged (1d8/19–20); Full Atk Rapier +2 melee (1d6+1/18–20) or light crossbow +1 ranged (1d8/19–20); SQ Alternate form, rat empathy, low-light vision, scent; Align LE; SV Fort +5, Ref +2, Will +4; Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 8

Skills and Feats: Climb +0, Handle Animal +3, Hide +1, Listen +4, Move Silently +0, Spot +4, Swim +9, Alertness, Dodge, Iron Will, Weapon Finesse

Wererat, Dire Rat Form, Small Humanoid (Human, Shapechanger); HD: 1d8+1 plus 1d8+2 (12 hp); Init +3; Spd: 40 ft., climb 20 ft.; AC: 17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14; Base Atk/Grapple: +1/-2; Atk: Bite +6 melee (1d4+1 plus disease); Full Atk: Bite +6 melee (1d4+1 plus disease); SA: Curse of lycanthropy, disease; SQ: Alternate form, rat empathy, damage reduction 10/silver, low-light vision, scent; SV: Fort +6, Ref +5, Will +4; Str 13, Dex 17, Con 14, Int 10, Wis 11, Cha 8

Skills and Feats: Climb +11, Handle Animal +3, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11

Wererat, Hybrid Form, Medium Humanoid (Human, Shapechanger); HD 1d8+1 plus 1d8+2 (12 hp); Init +3; Spd 30 ft.; AC 16 (+3 Dex, +3 natural) touch 13, flat-footed 13; Base Atk/Grapple: +1/+2; Atk Rapier +5 melee (1d6+1/18–20) or light crossbow +4 ranged (1d8/19–20); Full Atk Rapier +4 melee (1d6+1/18–20) and bite –1 melee (1d6 plus disease) or light crossbow +4 ranged (1d8/19–20); SA Curse of lycanthropy, disease; SQ Alternate form, rat empathy, damage reduction 10/silver, low-light vision, scent
SV Fort +6, Ref +5, Will +4; Str 13, Dex 17, Con 14, Int 10, Wis 11, Cha 8
Skills and Feats: Climb +4, Handle Animal +3, Hide +5, Listen +4, Move Silently +4, Spot +4, Swim +9

20 – Chamber of More Rats

More Sumatran rats dwell in this room and have made a nest of straw, bones, bits of fur and cloth, offal, and other dungeon debris. The pack hoard in here is composed of a dagger, shield, and 63 gp.

Dire Rats (advanced) (12): CR3; Large Animal; HD 3d8+4; hp 18; Init +2, Spd 30 ft, Climb 30 ft, Swim 30 ft; AC 14 (Touch 14, FF 12); Base Atk/Grapple +2/-6; Atk/Full Atk bite +4 melee (1d8+10); Space/Reach 10 ft/5 ft; SQ Low-Light Vision, Scent; SV Fort +2, Ref +4, Will +1; AL N; Str 6, Dex 15, Con 12, Int 2, Wis 12, Cha 2.
Skills and Feats: Balance +10, Climb +12, Move Silently +10, Swim +10, Survival +4; Alertness, Run, Weapon Focus (bite).

21 – Holding Cell

This tomb has had the inside door handle jammed and is used as a holding cell for intruders. It contains two small cots and a pail in the corner. A candle sits on the floor.

22 – Chamber of the Shadow Mastiffs

Within this chamber are 2 shadow mastiffs. Nrathax lets them stalk this chamber, the Hall of Passing, and the secret corridors leading down to Dungeon Level 4 and the Tunnel of Illusions. These are Nrathax's personal pets. There is a 60% chance of being in the small chamber, 20% chance of being in the Hall, and 20% chance of being in either of the corridors.

Shadow Mastiffs (2): CR 5; Medium Outsider (Extraplanar); HD 4d8+12; hp 30; Init +2, Spd 50 ft; AC 14 (Touch 11, FF 13); Base Atk/Grapple +4/+7; Atk/Full Atk: bite +7 melee (1d6+4); Space/Reach 5 ft/5 ft; SA Bay, Trip; SQ Darkvision 60', Shadow Blend, Scent; SV Fort +7, Ref +5, Will +5; AL NE; Str 17, Dex 13, Con 17, Int 4, Wis 12, Cha 13.
Skills and Feats: Hide +8, Listen +8, Move Silently +8, Spot +8, Survival +8; Dodge, Improved Initiative, Track.

Judges Notes: During playtesting, it took many sessions to complete the Hall of Passing. I changed the tactics of the monsters from one at a time to a big battle. You may be tempted to have the party fight the undead one at a time, searching each room in the hall as you go, but rest assured, it works best as a full frontal attack. Read room 5, Nrathax's tomb for details on how this works.

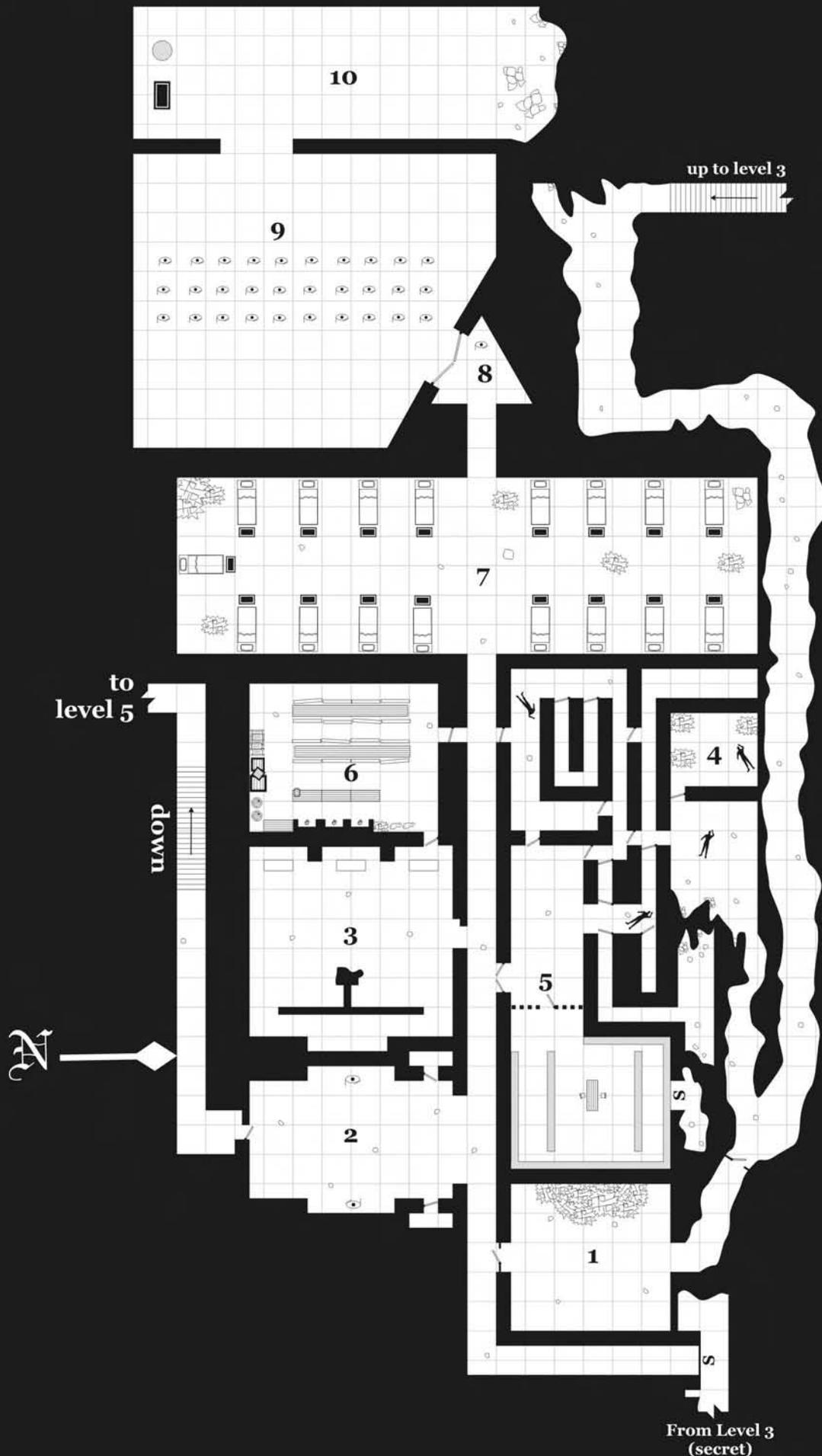
Nrathax will probably choose to stay back and remain hidden, from the confines of his room, casting spells to protect himself and spells to help his minions, without ever giving away his position. If his minions are losing, he will join the fight. He will run if the odds are against him and try to muster support from outside of the Citadel if he can, as he does have an alliance with Dwyregga. After they put him down, Nrathax will start possessing the party one by one; just to have a little fun. Then he will go and find an apprentice wizard to inhabit.

If the party has not already encountered the forces of Dwyregga, you should place all of the intelligent undead in this room as the party arrives. They will be in meetings with Nrathax, planning their attack on the tower after hearing of the staff having been found (See Necropolis section). They will have a table setup in the center of the hall, with maps spread out wide going over their plans for attacking the living in the tower and taking it for themselves. I suggest if possible, when this occurs, to have the party role-play against the undead, as at this point, it is likely a full frontal assault would fail on the part of the party.

CITADEL OF FIRE

Fourth Level

1 square = 10'



LEGEND

- Chasm
- Dead
- Debris
- Door
- Shelves/Racks
- Statue
- Stones

RSC

Dungeon Level 4

1 – Gargoyle Den

In this room are the gargoyles that the wizard sends out to scare and intimidate the local population. There are seven gargoyles here, all captained by Varg, a troll who maintains order in the gargoyle unit. The gargoyles and troll make random patrols of some of the corridors, therefore there is a 40% chance that they will be in the room; a 20% chance of being in the north-south corridor outside their room; a 20% chance of being in the east section of the east-west corridor; and a 20% chance of being in the west section of the east-west corridor. In a small hole in the floor of the chamber, covered with flat stone, is a cache of coins and gems (Search DC 20). There are 500 cp, 475 sp, 300 gp, and 4 gems worth 100 gp ea. There is a door after the “Y” intersection before the room, it is locked (Open Lock DC 25) when they leave the room or if they hear the party coming they will set an ambush behind the locked door, ceilings in this level are 15 feet high.

Varg: Male Troll Giant6 Ftr6; CR 11; Large Giant; HD (6d8)+(6d10)+96; hp 168; Init +7; Spd 30'; AC 22 (Touch 12, FF 19); Base Atk/Grapple +10/+23; Full Atk *+1 battleaxe* +20/+15 Melee (2d6+16) or 2 Claws +18 melee (1d6+9) and +13 Bite (1d6+6); Atk *+1 battleaxe* +20 Melee (2d6+16) or Claw+18 melee (1d6+9); SA: Rend (2d6+13); SQ: Regeneration (Ex), Rend (Ex), Scent (Ex); Vision: Darkvision (90'), Low-light, Normal; AL: LE; SV: Fort +18, Ref +7, Will +6; Str 29, Dex 16, Con 26, Int 7, Wis 10, Cha 6
Skills and Feats: Climb +10, Craft (Weaponsmithing) -1, Intimidate -1, Jump +10, Listen +7, Spot +6, Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Iron Will, Power Attack, Track, Weapon Focus (Battleaxe), Weapon Specialization (Battleaxe).
Possessions: *+1 large battleaxe; potion of cure serious wounds (x2); +1 chain shirt.*

Gargoyles (advanced): Male Gargoyle Monstrous humanoid7; CR 5; Large Monstrous Humanoid (Earth); HD (7d8)+45; hp 82,79,84,81,80,87,84; Init +1; Spd Walk 40 ft., Fly 60 ft.; AC 16, (Touch 10, FF 15), Base Atk/Grapple +7/+17; Atk: Claw +12 Melee(1d6+6) or Bite +10 Melee (1d8+3) or Gore +10 Melee(1d8+3) or ; Full Atk: 2 Claws +12/+12 Melee (1d6+6) and Bite +10 Melee (1d8+3) and Gore +10 Melee (1d8+3); SQ Damage Reduction (Su), Freeze (Ex), Monstrous Humanoid Traits, Darkvision (60'); AL: CE; SV Fort +8, Ref +6, Will +5; Str 23, Dex 12, Con 22, Int 6, Wis 11, Cha 7.
Skills and Feats: Hide +6, Jump +10, Listen +7, Spot +7; Multiattack, Snatch, Toughness.

2 – Guarded Entry

This room appears rather dingy and has a certain musty dampness about it, as if nobody has passed this way in quite a long time. In reality, the wizards who inhabited the Tower above keep two guardians here to prevent the occasional errant creature or individual from trying to find out what really happens on the bottom level. Only Yrammag himself,

those accompanying him, or the bearer of the Staff of Nrathax may pass through this room unharmed. Each golem appears to be sculpted as a rather large First One statue and are positioned one in each alcove to the side of the entrance to this room. Each will remain perfectly still appearing for all intents and purposes as statues until any intruders pass the middle of the room towards the north wall at which time they will attack.

Clay Golems (2): CR 10; Large Construct; HD 11d10+30; hp 90; Init -1, Spd 20 ft; AC 22 (Touch 8, FF 22); Base Atk/Grapple +8/+19; Atk slam +14 melee (2d10+7 +Cursed Wound); Full Atk 2 slams +14 melee (2d10+7 +Cursed Wound); Space/Reach 10 ft/10 ft; SA Berserk, Cursed Wound; SQ Construct Traits, DR 10/adamantine and bludgeoning, Darkvision 60', Haste, Immunity to magic, LowLight Vision; SV Fort +3, Ref +2, Will +3; AL N; Str 25, Dex 9, Con , Int , Wis 11, Cha 1.

3 – Vampires

On the far wall from the door are 3 closed coffins, each with a sleeping vampire. These vampires are allies of the wizard, and thus sleep heavily. They have a 10% chance of awakening if a party opens the door, looks in, and then closes it. If the party bursts in, the vampires have a 30% chance of awakening. If they start rummaging around the room, the vampires have a 30% chance per turn (cumulative) of awakening. The treasure contains a *+1 sword* (casts *Cause Moderate Wounds* on a successful hit) and 3 silver stakes which they brought into their room after eliminating a wandering party sometime back worth 15 sp.

Vampires (3), Male Human (Gishmesh) Ftr9: CR 11; Medium Undead; HD 9d12; hp 67, 62, 70; Init +8; Spd 30 ft; AC 22 (Touch 16, FF 18); Base Atk/Grapple +9/+16; Atk *+2 unholy bastard sword* +18 melee (1d10+9) or slam +16 melee (1d6+7 +Level Drain); Full Atk *+2 unholy bastard sword* +18/+13 melee (1d10+9) or 2 slams +16 melee (1d6+7 +Level Drain); SA Blood Drain, Children of the Night, Create Spawn, Energy Drain; SQ Alternate Form, DR 10/silver and magic, Fast Healing 5, Energy Resistance 10/cold and electricity, Gaseous Form, Spider Climb, Turn Resistance +4, Undead Traits, Vampire Weaknesses; SV Fort +6, Ref +9, Will +4; AL LE; Str 24, Dex 18, Con -, Int 14, Wis 12, Cha 16.
Skills and Feats: Bluff +11, Climb +9, Hide +17, Intimidate +15, Jump +15, Listen +16, Move Silently +17, Search +10, Sense Motive +9, Spot +15; Alertness, Blind-Fighting, Cleave, Combat Expertise, Combat Reflexes, Dodge, Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword), Improved Initiative, Lightning Reflexes, Mobility, Power Attack, Spring Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).
Possessions: *+2 ring of protection, +2 unholy bastard sword.*

4 – Wizard’s Champion

In this room is Daranock the Minotaur, the champion of the wizard. Daranock is armed with a *+3 large greataxe*, and is only brought up to the Arena if there is a particularly nasty opponent for Daranock to slay and to please the wizard. His lair is filled trophies on the walls, lavish furniture for his comfort and in certain areas are piles with straw, offal, and the bones of the wizard’s enemies about the floor. 2 slave girls here tend to his every whim. If the straw on the floor is dug through (Search DC 15), 50 gp in a bag will be found. Daranock will not attack anyone soothingly muttering his name. Surrounding this room is a maze of intricate design. All doors are locked in the maze with exceptional quality locks (Open Lock DC 35). A blast glyph is on each door, roll 1d4 for energy type: 1) Fire, 2) Electricity, 3) Cold, 4) Acid. Roll on percentile for Daranock’s location: 1% - 33% to be in room 4, 34% - 75% in the maze, and 76% - 100% in the Arena.

Daranock, Male Minotaur Bbn12: CR 16; Large Monstrous Humanoid; HD 6d8+12d12+108; hp 241; Init +7; Spd 30 ft; AC 24 (Touch 11, FF 24); Base Atk/Grapple +18/+31; Atk *+3 large greataxe* +30 melee (3d6+16) or slam +26 melee (2d6+13 gore); Full Atk *+3 large greataxe* +30/+25/+20/+15 melee (3d6+16) or 2 slams +26 melee (2d6+13 gore) SA Bonuses when enraged (Str +6, Con +6, Will +3, AC -2, hp 54), Greater Rage 4 times/day (12 rounds), Improved Uncanny Dodge, Monstrous Humanoid Traits, Natural Cunning, Powerful Charge, Scent, Trap Sense +4; SQ Darkvision 60'; SV Fort +16, Ref +12, Will +9; AL CE; Str 29, Dex 16, Con 22, Int 7, Wis 10 Cha 9.
Skills and Feats: Intimidate +11, Jump +9, Listen +11, Search +3, Spot +5, Survival +8; Improved Bull Rush, Improved Initiative, Improved Natural Armor, Improved Natural Attack (gore), Improved Sunder, Power Attack, Weapon Focus (greataxe).
Possessions: *+2 chainmail, +3 large greataxe.*



Glyph of Warding (Blast): CR 5; spell; spell trigger; no reset; spell effect (glyph of warding [blast], 5th-level cleric, 4d8 fire, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

Female Slaves (2), Female Human Com1: hp 6; AC 12; AL N; Str 15, Con 15, Cha 16

5 – Library

This room acts as a repository for books, scrolls, and various miscellaneous items recovered over the centuries by raiding parties on quests for the wizards in the Tower. There are MW steel bars and doors reminiscent of those found in a jail cell acting as an entrance to this room. The lock on the door is of the most intricate design any rogue has ever seen (Open Lock DC35) that is trapped in almost every imaginable way possible. The traps are as follows:

Poison Needle Trap: CR 12; mechanical; touch trigger; repair reset; lock bypass (Open Lock DC40); Atk +17 melee (1 +Poison); Poison (Purple worm Fort DC24, 1d6 Str/2d6 Str); Search DC30; Disable Device DC28.

Burnt Othur Vapor Trap: CR 7; mechanical; location trigger; repair reset; gas; multiple targets (all targets in a 10 x 10 ft room); never miss; onset delay (3 rounds); poison (burnt othur fumes, DC18 Fort save resists, 1 Con drain/3d6 Con); Search DC21; Disable Device DC21.

Chain Lightning Trap: CR 7; magic device; proximity trigger (alarm); automatic reset; spell effect (*Chain Lightning*, CL11 wizard, 11d6 electricity to target nearest center of trigger area plus 5d6 electricity to each of up to eleven secondary targets, DC19 Reflex save half damage); Search DC31; Disable Device DC31.

Last but not least, it has an *Alarm* spell triggering Claxon which alerts the entire level to the presence of anyone tampering with the lock. Should anyone successfully manage to survive or disarm the traps, the overall appearance of the room is as follows.

Along the north, west, and south walls there are bookshelves extending from floor to ceiling containing an assortment of books on various subjects. In the center of the room is a plain looking table with two chairs. On top of the table there is a half used candle in a plain silver candlestick holder (2 sp), an ink well and pen (the ink has long since dried up), and several pieces of parchment containing some almost indecipherable scribbling.

Hidden amongst the bookshelves on the south wall is a secret door that leads to a small rough-hewn room containing the real treasure of this area. The book that must be removed in order to trigger the secret door to open is titled “A Tourist’s Guide to the Sewers of the City State” by Lucky Cuss Morgan (Search DC 30). Some of the titles can be found randomly:

d100 Books

01 - 55 Fantasy/Pulp Fiction (“*Hot Trolls in Love*”)
56 - 65 Almanac (Astrologer, Farmer, etc)
66 - 70 Gazetter (local news/information)
71 - 77 Historical/Trade Records (very dry reading)
78 - 81 The Booty Bag (research tome)
82- 84 All the Glitters (research tome)
85 - 89 Monster Matrix (research tome)
90 - 94 Sage Advice (research tome)
95 - 00 Tome of Knowledge (Judge’s Option)

The treasure in this room is truly fabulous. It consists of 5,000 GP, 20 gems worth 150 GP each in a cask with a *Destruction* trap on the lock (Open Lock DC 25), 3 pieces of jewelry worth 1,500 GP each, a +2 mace, a +1 large steel shield, and a set of +2 full plate armor. Finally, a great gem worth 10,000 GP is held in an iron cradle atop a brass column 5' in height. Anyone touching the gem, cradle, or column sets off a *Lightning Bolt Trap*. It takes two rounds to pry out the stone.

Lightning Bolt Trap: CR 6; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*Lightning Bolt*, 10th-level wizard, 10d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

Destruction Trap: CR 8; magic device; touch trigger (*alarm*); automatic reset; spell effect (*destruction*, 13th-level cleric, DC 20 Fortitude save for 10d6 damage); Search DC 32; Disable Device DC 32.

6 – Kitchen/Dining Hall

This area serves as the kitchen and dining hall for the Wizard's champion and elite fighters that are quartered on this level of the dungeon. Food stuffs and other goods for the meals prepared here are brought down by servants from Level 2 using the back way (secret passage level 3 to level 4) so as not to disturb the daily activities of the wizard's favored, let alone risking getting on their bad side.

The northern wall of the room acts as the kitchen and is divided into different sections for the preparation of food. The western section contains cabinets and shelves for the storage of pots, pans, dishes, utensils, and dry goods. The center section has a sturdy cutting surface used in the preparation of meals. The southern part of the west wall has a wood fired stove for cooking meals with a tender box nearby.

Since most food is served fresh, there is really no need for any type of cold storage to preserve perishable goods.

The central part of the room serves as the dining area with four large rectangular dining tables capable of seating eight people each. The tables and chairs have obviously seen better days, but are still in relatively good condition all things considered.

7 – Ogre Den

Beds and crude chests line the walls of this room. In the center is a section of a trunk from the pentalet tree. It is 15' across at the center and is surrounded by a dozen smaller stumps of between 2' and 3' in diameter. This is the lair of the wizard's ogre mercenaries that he uses to control the goblins, driving them into battles and maintaining security in the dungeon. There are 17 ogres. The chieftain's name is Karndon. In each of the regular ogre's chests are 10-100 gp and 1-4 gems worth 60 gp ea. Tanax's and Retalck's chests contain an additional 330 gp, 2 pieces of jewelry worth 175 gp ea. In Karndon's chest are an additional 1,000 gp, a *potion of heroism*, and a *scroll of two spells: lightning bolt and charm monster*. If the ogres are at least twice as strong as a party encountered, they will try to capture the group for the Arena. If a party is stronger than that, they will try to kill them.

Karndon, Tanax and Retalck, Male Ogre Ftr7: CR 9; Large Giant; HD 4d8+16+7d10+28; hp 100, 120, 87; Init +0; Spd 30 ft; AC 18 (Touch 9, FF 18); Base Atk/Grapple +10/+26; Atk +1 *battleaxe* +17 (2d6+8) or large spear +10 ranged (1d8+12); Full Atk +1 *battleaxe* +17/+12 melee (2d6+8) or large spear +10/+5 ranged (1d8+12); SV Fort +13, Ref +5, Will +3; AL NE; Str 25, Dex 11, Con 19, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +10, Listen +3, Ride +8, Spot +3; Lightning Reflexes, Power Attack, Point Blank Shot, Precise Shot, Rideby Attack, Spirited Charge, Cleave.

Possessions: +1 *battleaxe*, spear.

Ogres, Bbn4 (14): CR 7; Large Giant; , HD 4d8+19 + 4d12+16; hp 79; Init +0; Spd 40 ft; AC 19 (Touch 9, FF 19); Base Atk/Grapple +7/+19; Atk +1 *greatclub* +16 melee (2d8+13) or javelin +6 ranged (1d8+8); Full Atk +1 *greatclub* +16/+11 melee (2d8+13) or javelin +6 ranged (1d8+8); Space/Reach 10 ft/10 ft; SA Rage 2/day; SQ Darkvision 60 ft, Low-Light Vision, Trap Sense +1, Uncanny Dodge; SV Fort +12, Ref +2, Will +2; AL CE; Str 26, Dex 11, Con 18, Int 8, Wis 10, Cha 4.

Skills and Feats: Climb +13, Jump +17, Listen +6, Spot +2; Power Attack, Toughness, Weapon Focus (*greatclub*).

Possessions: +1 *hide armor*, +1 *greatclub*, +1 *ring of protection*, 6 javelins.

8 – Iron Guardian

This room is empty except for an iron golem. This golem is set with the task of attacking all who enter, and will let none pass except for the wizard and those accompanied by him. The door itself is made of four inch iron plate and is covered and reinforced with steel. Its locking mechanism is a combination lock with multiple dials that must be turned in sequence (Open Lock DC 40; magically trapped). If the wrong combination is turned and failed by 5 or more or there is an attempt to force the door, the trap is triggered and all persons within 10' of the door receive 8d8 points of electrical damage from electricity.

Glyph of Warding (Blast): CR 6; spell; spell trigger; no reset; spell effect (glyph of warding [blast], 16th-level cleric, 8d8 electrical, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

Iron Golem: CR 13; Large Construct; HD 18d10+30; hp 129; Init -1; Spd 20 ft; AC 30 (Touch 8, FF 30); Base Atk/Grapple +12/+28; Atk slam +23 melee (2d10+11); Full Atk 2 slams +23 melee (2d10+11); Space/Reach 10 ft/10 ft; SA Breath Weapon; SQ Construct Traits, DR 15/adamantine, Darkvision 60', Immunity to Magic, Low-Light Vision; SV Fort +6, Ref +5, Will +6; AL N; Str 33, Dex 9, Con -, Int -, Wis 11, Cha 1.

9 – First One Warriors' Room

In this room there are approximately 30 clay statues of First One warriors, each one individually sculpted to represent a warrior in service to Kutalabold during the period of -33,000 to -26,500. The statues appear so eerily lifelike that any intruders passing through this room will feel like they are being watched. In fact, they are being watched as Yrammag will be magically alerted to anybody in this room without his permission. Lurking in and amongst the statuary is a rather hungry ochre jelly that has not had a meal in quite some time. It acts as the general clean-up crew when it comes to intruders trying to sneak into the wizard's treasure vault without permission.

Ochre Jelly: CR 7; Huge Ooze; HD 12d10+36; hp 89; Init -5; Spd 10 ft, Climb 10 ft; AC 4 (Touch 4, FF 4); Base Atk/Grapple +4/+10; Atk/Full Atk slam +5 melee (2d4+3 +1d4 acid); Space/Reach 10 ft/5 ft; SA Acid, Constrict (2d4+3 +1d4 acid), SA Improved Grab; SQ Blindsight 60', Split, Ooze Traits; SV Fort +8, Ref -3, Will -3; AL N; Str 15, Dex 1, Con 22, Int -, Wis 1, Cha 1.

Skills and Feats: Climb +10.

10 – Treasure Hoard

Here is the main treasure hoard of the wizards of the Tower. Inside the room is an eight-headed pyrohydra with a toothache. The monster will let no one into the room except the wizard. The treasure in this room is truly fabulous. It consists of +5 *full plate*; +3 *kama*; *staff of charming* (30 charges), 9,557 gp, and these gems: blue spinel (200 gp), brown topaz (320 gp), chrysocolla (12 gp), colorless sapphire (clear corundum) (1,250 gp), diopside (brown) (10 gp), dravite (brown yellow tourmaline) (65 gp), blue green topaz (200 gp), heliodore (gold tinted beryl) (300 gp), mauve spinel (500 gp), spessartine (red-orange garnet) (725 gp). On top of a 5' high brass column, a gem worth 3,000 gp is in a iron cradle. Anyone touching the gem, cradle, or column receives 4-24 points of electrical damage every round in contact (reflex save DC24 for ½). It takes twelve rounds to pry out the stone.

Pyrohydra: CR 10; Huge Magical Beast; HD 9d10+48; hp 97; Init +1; Spd 20 ft, Swim 20 ft; AC 19 (Touch 9, FF 18); Base Atk/Grapple +9/+22; Atk/Full Atk 9 bites +13 melee (1d10+15); Space/Reach 15 ft/10 ft; SQ Darkvision 60', Fast Healing 19, Low-Light Vision, Scent; SV Fort +11, Ref +7, Will +5; AL N; Str 21, Dex 12, Con 20, Int 2, Wis 10, Cha 9.

Skills and Feats: Listen +8, Spot +8, Swim +13; Blind-Fighting, Combat Reflexes, Iron Will, Toughness, Weapon Focus (bite).

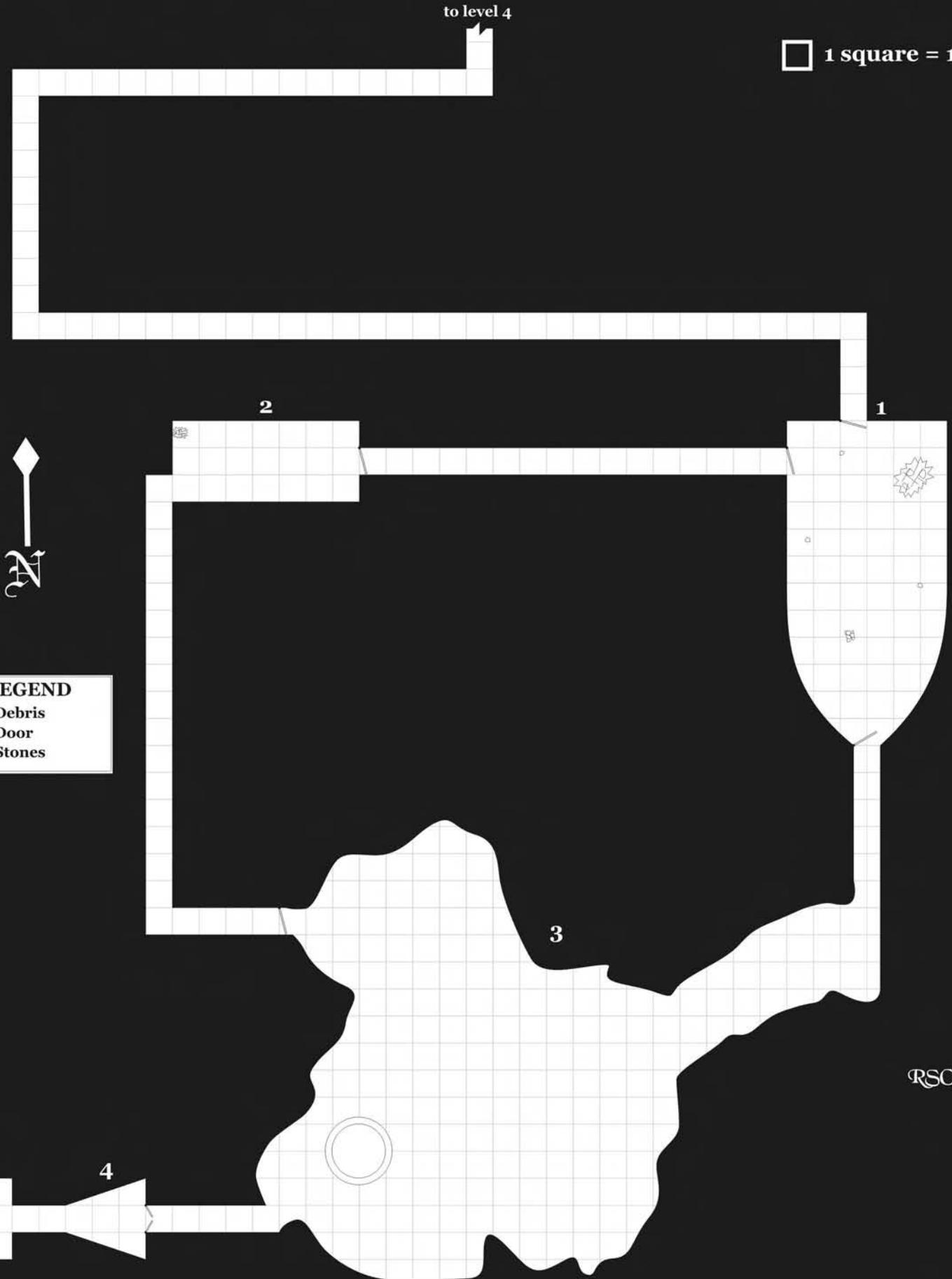
Poison Needle Trap: CR 10; mechanical; touch trigger; repair reset; lock bypass (Open Lock DC30); Atk +17 melee (1 +Poison); Poison (Purple worm Fort DC24, 1d6 Str/2d6 Str); Search DC30; Disable Device DC28.

CITADEL OF FIRE

Fifth Level

to level 4

1 square = 10'



LEGEND

-  Debris
-  Door
-  Stones

RSC

Dungeon Level 5

1 – Abandoned Room

The walls, floor, and ceiling of the room are covered with dust and cobwebs from the centuries. Footprints are barely visible on the floor. This is the lair of a groaning spirit. The groaning spirit has its hoard buried beneath a pile of old rags and bones. The treasure consists of 5,000 sp, 3 gems at 75 gp ea, and three +2 arrows.

Groaning Spirit: CR 7; Medium Undead (Incorporeal); HD 7d12; hp 45; Init +7; Spd 30 ft; AC 17 (Touch 17, FF 14); Base Atk/Grapple +3/-; Atk/Full Atk incorporeal touch +6 melee (1d8 +strength drain); Space/Reach 5 ft/5 ft; SA Chill Touch, Fear Aura, Keening; SQ Darkvision 60', Immunity to cold and electricity, Incorporeal Traits, Sense Living, SR 20, Turn Resistance +4, Undead Traits, Unnatural Aura, Vulnerability; SV Fort +2, Ref +5, Will +8; AL CE; Str -, Dex 17, Con -, Int 16, Wis 16, Cha 18.
Skills and Feats: Bluff +14, Hide +13, Intimidate +14, Listen +15, Search +13, Sense Motive +13, Spot +15; Ability Focus (Keening), Alertness, Blind-Fighting, Improved Initiative (“*Tome of Horrors Revised Edition*”, *Necromancer Games*, p 229).

2 – Quasit Den

Within this room is the den of a quasit that guards a small treasure of one scroll (*fireball and teleport*), a *potion of cure serious wounds*, and a +1 dagger. The quasit can change form into a giant bat. The chamber's floor immediately inside the door is covered with a slippery tile that causes all who enter to roll a Reflex (DC14) or else fall down.

Quasit: CR 2; Tiny Outsider; HD 3d8; hp 13; Init +7; Spd 20 ft, fly 50 ft (perfect); AC 18 (Touch 15, FF 15); Base Atk/Grapple +3/-6; Atk claw +8 melee (1d3-1 +Poison); Full Atk 2 claws +8 melee (1d3-1 +Poison) and bite +3 melee (1d4-1); Space/Reach 2 1/2 ft/0 ft; SA Poison, Spell-Like Abilities; SQ Alternate Form, DR 5/cold iron and Good, Darkvision 60', Fast Healing 2, Immunity to Poison, DR 10/fire; SV Fort +3, Ref +6, Will +4; AL CE; Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10.
Skills and Feats: Bluff +6, Diplomacy +2, Disguise +2, Hide +17, Intimidate +2, Knowledge (Nature) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +6; Improved Initiative, Weapon Finesse.

3 – Galgagarth's Grotto

This grotto is the lair of the last of the demons summoned by Nrathax, all the others having been slain or returned to their place of origin. It is apparent that the cavern is not naturally formed, and upon closer examination looks as if it was carved out by flame. This demon is still loyal (as loyal as a demon can be) because each of the wizards have sent down many powerful warriors in return for its services. The demon is called Galgagarth, a Marilith; it sits on a pedestal four foot in height and made of black marble. The demon will let none pass to the door behind, slaying all who try with three swords and three axes. Sixteen swords, five daggers, ten shields, seven spears, skeletal remains and miscellaneous gear litter the floor.

Galgagarth: CR 17; Large Outsider (Chaotic, Extraplanar, Evil); HD 16d8+144; hp 216; Init +4; Spd 40 ft; AC 29 (Touch 13, FF 25); Base Attack/Grapple +16/+29; Atk longsword +25 melee (2d6+9/19–20) or slam +24 melee (1d8+9) or tail slap +24 melee (4d6+9); Full Atk longsword +25/+20/+15/+10 melee (2d6+9/19–20) and 5 longwords +25 melee (2d6+4/19–20) and tail slap +22 melee (4d6+4) or 6 slams +24 melee (1d8+9) and tail slap +22 melee (4d6+4); Space/Reach 10 ft/10 ft; SA Constrict (4d6+13), Improved Grab, Spell-Like Abilities, Summon Demon; SQ DR 10/cold iron and Good, Darkvision 60', Immunity to electricity and Poison, DR 10/acid, fire, and cold, SR 25, Telepathy 100 ft; SV Fort +19, Ref +14, Will +14; AL CE; Str 29, Dex 19, Con 29, Int 18, Wis 18, Cha 24.
Skills and Feats: Bluff +26, Concentration +28, Diplomacy +30, Disguise +7 (+9 acting), Hide +19, Intimidate +28, Listen +31, Move Silently +23, Search 23, Sense Motive +23, Spellcraft +23 (+25 scrolls), Spot +31, Survival +4 (+6 following tracks), Use Magic Device +26 (+28 scrolls); Combat Expertise, Combat Reflexes, Multiattack, Multiweapon Fighting, Power Attack, Weapon Focus (longsword).

4 – Guardroom

This chamber is the guardroom for Galgagarth's treasure room. Within is a vrock that is chained to the wall with magical bonds that allow it to move around within the chamber, but not leave it. This demon hates Galgagarth but is terribly afraid of it.

Vrock: CR 9; Large Outsider (Chaotic, Extraplanar, Evil); HD 10d8+70; hp 115; Init +2; Spd 30 ft, fly 50 ft (average); AC 22 (Touch 11, FF 20); Base Atk/Grapple +10/+20; Atk claw +15 melee (2d6+6); Full Atk 2 claws +15 melee (2d6+6) and bite +13 melee (1d8+3) and 2 talons +13 melee (1d6+3); Space/Reach 10 ft/10 ft; SA Dance of Ruin, Spell-Like Abilities, Spores, Stunning Screech, Summon Demon; SQ DR 10/Good, Darkvision 60', Immunity to electricity and Poison, DR 10/acid, cold, and fire, SR 17, Telepathy 100 ft; SV Fort +14, Ref +9, Will +10; AL CE; Str 23, Dex 15, Con 25, Int 14, Wis 16, Cha 16.
Skills and Feats: Concentration +20, Diplomacy +5, Hide +11, Intimidate +16, Knowledge (Arcana) +15, Listen +24, Move Silently +15, Search +15, Sense Motive +16, Spellcraft +15, Spot +24, Survival +3 (+5 following tracks); Cleave, Combat Reflexes, Multiattack, Power Attack.

5 – Galgagarth's Treasure Room

The treasure chamber of the demon Galgagarth is within this chamber. Its hoard consists of 11,100 gp, 578 pp, +2 shield, ring of telekinesis, crossbow of distance, potion of fire resistance, and a scroll with two spells (*hold monster* and *anti-magic shell*). A jeweled neck-ring worth 780 gp lies beneath a snake skin robe. Next to the shield, a man-sized jug containing 19,120 cp is tipped over.

Appendix 1- Field Guide to the Wilderlands

The following information here is given to provide a background to the reader on the world and the Markhabs, To give the Judge a conceptual basis for where the First Men True Bloods came from. It gives historical information up to the Battle of Waylay Pass. More historical information can be obtained in the "Players Guide to the Wilderlands" by Necromancer Games.

Wilderlands Creation and Pre-History By Bob Bledsaw

The Circumstellar ring has been revered as the Heaven's Bridge by the most ancient races of Ghenrek IV as the planets, moons, and even the sun itself travels across the sky upon it. By daylight, it assumes a light blue aspect and at night, it glows silver with tinges of scarlet (since the war of the gods against the Markrabs or Uttermost War). The ring becomes golden once every 52 years for a period of 90 to 96 days due to a sharp decrease in solar storms and sunspot activity. Intelligent life forms use these phenomena to mark the end of a cycle and the beginning of new events.

The unusual cosmic cauldron that formed this planetary system resulted in four elements not found anywhere else in this galactic spiral arm. Adamantite is an extremely light weight tough metal of a golden reddish hue. Furthermore, adamantite molecules align themselves in response to mental energy in the form of alpha waves by the repeated actions of Psions and Arcanists. These alignments seem to both store and focus energy in metallic crystalline lattice structures designed by the arcanist to achieve unusual results. The term 'psycho-reactive' has been applied to this property.

Mithril is a nearly translucent silver colored metal whose unique molecular structure permits an edge almost a single molecule in thickness, it's virtually corrosion resistant, and forms a crystalline matrix that ejects other molecules making it nearly impossible to use as an alloy. Heat treatment yields a tough metal able to withstand great stress and strain.

Magicum is a turquoise colored metal with a low melting point (244 degrees C) and has an unusual crystalline structure which allows electromagnetic energy to be stored in a concentrated form which can be manipulated by the electrical synapses in the brains of living creatures in close proximity. Magicum absorbs heat from its surroundings, chilling the air significantly when this happens. In locations where large deposits of magicum are located, the efficacy of spells and magic in general is so potent as to indicate that the metal may be the source of all magic.

Orichalcum is an extremely dense black metal whose crystalline form permits it to absorb gases and liquids similar to a sponge, locking them within the crystals. Being rare, it is often overlaid on adamantite weapons to produce especially potent rings, staves and artifacts.

These rare elements were first discovered by explorers from the Alliance of Elder Races which brought many of the shorter lived races to the planet for exploitation prior to discovery of the indigenous races of Dragons and First Men.

The Alliance of Elder Races was founded by star faring races of extremely long life spans, up to 1,400 years. They accepted any race that achieved the ability to travel between the stars and agreed to the Ethic Charter. This charter proclaimed that sentient life itself is of the highest value and only the quest for knowledge is worthy as the ultimate goal of any race. They chose to remain hidden from any culture not accepted and developed strict laws prohibiting contact or exploitation of any system wherein a non-star faring sentient race was developing. Upon finding no sentient life forms on Ghenrek IV, they established four bases and filled them with scientists and engineers from the 255 systems of the Alliance. It was found that shallow craters containing magicum could be found upon every continent and life forms of all varieties had adapted to the use of magic in hunting and gathering. Huge gravity anomalies dotted the landscape and often resulted in giant flora and fauna.

Many reports of footprints and unusual items filtered in as the scientists began to collect data on the flora and fauna. Due to the lack of complete data, botanists and geologists largely ignored this information. The biology of this world was rich with marvelous finds attracting scientists from all 255 worlds of the Alliance. An extensive root system seemed to cover most the world's topsoil and core drillings revealed a silicoid layer similar to silicoid life

forms found elsewhere deep beneath the clay layers. Electrical impulses were detected traveling amongst this root system and some speculated it was interfacing with the silicoidal layer. Four bases were built and only one was for accommodating the huge bodies of the elder long lived races. After 133 years of exploration and exploitation efforts, a robotic miner tunneled into a large cavern containing dragons and humanoids. War immediately ensued.

The Alliance Peace Talk

The First Men attacked upon the backs of dragons. Only twenty casualties resulted before the Alliance surrendered in abject humiliation that they had broken so many laws. Dialogue began with the Alliance promising to leave as soon as all equipment could be destroyed or lifted off planet.

The First Men explained that they would dictate the terms based upon the will of their god. They returned the next day to insist upon hostages numbering at least six of each race to be left behind. A compromise was worked out where the elder races alone would not stay behind due to their low numbers. Volunteer hostages would be transported in groups after all skin implanted nanocomputers were rendered ineffective. Botanists pointed out that they were not to blame as the First Men explained that they neither used fire nor built habitations. Their god had warned them to hide long ago.

The Markrabs Arrival, the Uttermost War

A party of Markrab slaves called Shadows had found out the secret of the Portal Gates being studied and a Markrab prince arrived in orbit near the space station above.

After a brief period of demands by the prince to share all technology discovered upon the planet and repeated attempts at compromise by the Elder Alliance, an Alliance star cruiser/transport arrived to pick up the Alliance colonists. During this two year period, the Alliance constructed a fortress north of the base designed to accommodate the large bodied elder scientists (later to be called the City State of the Invincible Overlord when nomadic barbarians settled amongst the ruins thousands of years later).

The Markrab constructed a fortress base within the Valley of the Ancients and immediately attacked the dragon enclaves there (since Dragons were the most abundant indigenous life form there were 944 large warrens and over 1,200 smaller warrens). The Alliance protested this act of war against these neutrals but did not know that it resulted from a failed attempt to convince the dragons to attack the Alliance bases being dismantled. The Markrabs destroyed over 70% of the entire population of dragons.

Completing the dismantling and demolishing of all tools and machines not worth transporting, the Alliance star cruiser filled up with the colonists going off planet and the Markrabs began the Uttermost War by destroying the cruiser, all satellite probes, and the Alliance space station. The planet itself was spared devastation as neither side wished to disrupt or destroy the unique ecological cauldron of immense scientific interest. The fortresses prevented additional landing by either side and were themselves dismantled upon agreement to a ceasefire.

The War of the Pious and the Philosophers (Ended 6000 years ago)

Raliban the Wise would be shocked to learn what he considered the Uttermost War was actually world wide but small in comparison to the actual Uttermost War which occurred 45,000 years ago. Raliban relied upon metal tablets found beneath the ruins in a metal chest near the Calendar Obelisk which described the conflict between the Pious and Philosophers which ended around 6,000 years ago. One faction believed the overuse of magic stifled creativity and the other felt the salvation of all races depended upon technology and abandonment of the gods. Magic was only to be used in the direst of circumstances as it sapped the will to work. The Pious believed in the gods and glorified Magic as the gift of the gods. One passage referred to the appearance of many new gods during this conflict and whole races warred on one side or the other. The destruction of temples, spell books and scrolls was left in the wake of some armies while others destroyed machines, tools and Crafting shops of all types. In the end, the Pious won and all persecution was ended against priests and magic users. The creation date of 12,000 years ago was determined from the interpretation of one tablet which explained that the gods greatly increased in number then with many fantastic and mythological creatures almost simultaneously. It referred also to the Great Dispersal where in all races were purged, blessed, gathered together, dressed in holy robes of paper, and scattered in small groups throughout the lands (actually this was done by the Alliance for war protesters seeking a peaceful new world free of technological demands and curious about magic at the time of the cease fire).

Civilizations, Technological Levels, & Timekeeping

Balozkinar's Corrected Commoner's Calendar

The days of the week are: Airday, Waterday, Earthday, Fireday, and Spiritday.

The months of the BCCC Calendar are:

Thawmist	(Days 1-20)	Harvestime	(Days 181-200)
Dewsnap	(Days 21-40)	Goodgrove	(Days 201-220)
Flowerbloom	(Days 41-60)	Blackmoon	(Days 221-240)
Sweetrain	(Days 61-80)	Willowind	(Days 241-260)
Meadowlark	(Days 81-100)	Redleaves	(Days 261-280)
Longrass	(Days 101-120)	Maggotfeast	(Days 281-300)
Warmshade	(Days 121-140)	Coldrain	(Days 301-320)
Sunstrong	(Days 141-160)	Shadowraith	(Days 321-340)
Thistleburn	(Days 161-180)	Gloomfrost	(Days 340-360)

Year's End (Days 361-365)

Tech Level

TL	Technology
1 Stone	Fire, harpoons, spear-thrower, bow and arrow, bone needles for sewing clothes, cave art, burial practices, hunter/gatherer society.
2 Bronze	metallurgy, bronze hammers, axes, knives, implements, plow, irrigation, linen, wheel, pottery, writing, social classes (artisan, priest, merchant), city-states, polytheism, barter system, elaborate tombs.
3 Iron	Iron tools and weapons, chariot, helmet, codified law, organized cavalry, papyrus, hieroglyphic writing, afterlife belief system, astronomy, medicine.
4 Ancient	Phalanx tactics, silk looms, indoor plumbing, democracy, decimal system, sundial, mythology, caste system, philosophy, sporting events, hourglass, folded "Damascus" steel
5 Imperial	Republic, dynasty, simple machines (lever, pulley), blown glass, patrician/plebian social structure, legion military organization, extensive roads, aqueducts, sewers,
6 Feudal	Alchemy, waterwheel, windmill, manorialism, feudalism, crop rotation, coins, stirrup, mounted knights
7 Crusade	castles, astrolabe, textile manufacture, gunpowder, chainmail, spinning wheel,
8 Chivalry	crossbow, spectacles, universities, chivalry, secular music, sternpost rudder, magnetic compass, coach, solid fuel rockets, plate armor,
9 Trade	longbow, heavy armor (full plate), large cities, guilds, feudal monarchies,
10 Exploration	sextant, mercantilism, musket, printing press, wigs, colonialism, calculus, telescope

Civilization Level

Civilization	Leader	Defenses
0 Anarchy	Warlord	Manor, Caves, Pits
1 Democracy	Hetman	Earthworks, Ditches
2 Tribal	Chief	Palisade, Patrols
3 Agrarian	Mayor	Citadel, Militia
4 Religious	Cleric	Temple, Traps
5 Tributary	Governor	Keep, Garrison
6 Oligarchy	Noble	Outside Troops
7 Republic	Senator	Walls, Machines
8 Aristocracy	Overlord	Fortress, Reserves
9 Feudal	King	Castle, Vassal Armies
10 Dictatorship	Emperor	Multi-Fortress, Allies

Appendix 2 - Field Guide to New Places

Damkina, Village of the Vast Lake

Upon an island in the center of an ancient and unplumbed lake called Vast Lake sits the small metropolis known as Damkina (Hex 2715, Campaign Map 1/Old Map 9, Elphand Lands). Damkina has, of late, been in a dreadful uproar. A bid for power by an unknown faction in alliance with a powerfully evil lord and the temple of Artranax - the Greater Lord of Evil has left the populace shaken. The raids of fell beasts from the north against outlying farms and the harassing of the long route between Damkina and its ally to the West, the Dwarven kingdom of the Iron Smelter Tribe (the village of Bighsdale, Hex 1318) has further upset matters. The Overlord of the White Throne seems helpless to act against all the problems at once, and the situation seems to be worsening.

The free-market at Damkina was established on this strategic river isle by a long-forgotten empire, and has been carried down through thousands of years. The market remains one of the key economic and cultural forces in the Greatflood River system, bringing many communities and races together in a peaceful exchange of goods. Although the permanent population of the island is relatively small, the island swells by the thousands during market days. None may bring weapons into the actual market square itself other than the soldiers of the white throne, and few dare risk losing access to the market. Goods from all corners of the world find their way here, and prices are reasonable as security costs are low. The Lord of the White Throne will not tolerate violence on his island.

Valley of the Ancients

Located in the far Northeast corner of the Wilderlands, myths tell that the Valley of the Ancients is the ancestral home of all dragons, the first creatures to walk the face of the Wilderlands, and the site of the attack by the mysterious Markrabs in the wars of prehistory. Many wars have been fought here, most all of them in the distant past. Often shrouded in fog, the Valley exudes a feeling of foreboding to more sensitive souls. Tales tell that around the steep walls of this valley are numerous caverns which contain the ancient ruins of thousands of dragon weirs and many dragon cities of connected caverns. Much of the land is reputed to be poisoned.

Tula - The City of Mages

Known as the legendary City of Mages, Tula (Hex 0832 Campaign Map 15/Old Map 17, Silver Skein Isles) is a wondrous city of spiraling towers, gleaming lanterns, and mystical waterfalls. Believed to have been founded by an ancient lizardman-lich, it is home to the many schools of magic. The wizards of Tula are the foremost specialists in magic in the Wilderlands having amassed a vast wealth of knowledge over the centuries. Headed by the Council of Eight, said to be made up of the heads of the eight schools of magic, Tula attracts apprentices from near and far to study the magical arts in this legendary city.

Belial (Hex 1110)

Located on the eastern edge of the Wildrider Pass just above the headwaters of the Red River (Hex 1110, Campaign Map 1/Old Map 9, Elphand Lands), Belial provides a vital stopping point for caravans and other travelers using the pass during the seasons when the pass is clear of snow. Its market provides many goods to supply weary travelers and is a source of news from both sides of the Guarding Range. As of late some of the news has been of a very dire nature. The watch tower has a giant mammoth tusk horn to signal danger.

Appendix 3 - Field Guide to New Races

The planet is largely human centric and they outnumber all humanoid races by 10-1. There are 4 races that are native to this planet, Faeries (Fey Races), Dragons, First Men and Pegasi. There are very few Pegasi and Faeries left and most of the dragons have hidden themselves in caves and dens in The Valley of the Ancients by peace agreement. There are over 900 of them here, but no one knows of their existence because they are hidden so well. There are 255 categories of the elder races left. These are the races that colonized the world from other planets. Many of them went back to their own worlds after the War of the Pious and Philosophers. At this time, the Markrabs were one of the races to return home to the Pegasus galaxy.

Once there was hostility between many of the races after the war and race hatred nearly killed most of the population of the planet. Now coexistence has become the norm. The result is that the planet has become a wilderness and is sparsely populated. There are no areas where a specific humanoid race predominates as a nation of such. There are towns and villages where they are predominate, but most races are scattered across the Wilderlands.

Avalonian [Humanoid]

The Avalonians are the noblest of people, in their own minds if nowhere else. The tall, slender Avalonians dress in wealthy clothing, for all Avalonian clans are of noble blood, and all Avalonians hold a noble title, even the least citizen. They are also merchants by profession and control nearly all trade on the northern seas. Their city, Valon, is built right upon the sea, and consists of gold and silver tower-girt islands divided by stone-lined canals which freeze over in winter. Swimming is natural to these folk. They are also superlative sailors and shipwrights. Most Avalonians have some sort of magical training, typically cold, water, and/or ice magic. The wizards and sorcerers of this race are unsurpassed in the North, rivaled only by the wizards of Tula, City of Mages and now by the First Men Truebloods of the Citadel of Fire as they will soon see.

Some claim to be descended from an ancient admixture of Merfolk and an unknown alien race, which is what gives them their magic abilities. Sage comparisons between the Avalonians and the green-skinned Viridians

cause violence to erupt most unexpectedly from this otherwise peaceful folk. Some few Avalonians have gills and can breathe in the water as if on land (requires Judge's permission and has an ECL of +2, see below).

Description: Pale blue skin, platinum blonde hair, silver eyes, 6ft. 4in., 200 lbs, sleek and muscular build, typically Lawful Good.

Racial Traits: As per the PHB for human with the following additions or substitutions:

Attributes: +2 Intelligence, +2 Charisma, -2 Wisdom, -2 Constitution

Skills: Profession (Sailor), Rope Use, Sail, Spellcraft and Swim are always considered class skills regardless of class. Avalonians gain a +2 racial bonus to Rope Use and Spellcraft and a +4 racial bonus to Swim.

Resistance to Cold 1

Favored Class: Expert (Sailor), Bard or Wizard

Languages: Common, Avalonian. Avalonians may select Aquan as a bonus language.

Aquatic Avalonians [Humanoid]

Some Avalonians, due to greater inheritance of the alien genes or Merfolk have the following additional qualities:
Attributes: -2 additional penalty to Constitution (in addition to the attribute modifications for normal Avalonians), due to the fact that their hybrid breathing system is not perfectly suited for either the surface or underwater.

Skills: Aquatic Avalonians gain +10 racial bonus to Swim.

Gills: Aquatic Avalonians with gills may breathe underwater or on land, like Merfolk, but must periodically come into contact with water.

Level Adjustment: Aquatic Avalonians have an equivalent character level +2 higher than normal races and requires permission of the Judge to be used as a Player Character.

Common Avalonian [Human]

Common Avalonians are expert craftsmen, sailors and shipwrights. They all share some common lineage with the pureblooded nobles, but are of mixed origins, and therefore human. They have the same affinity to the sea, water and ice as the nobles do. Many common Avalonians share an affinity to magic as well and quite often train as a sorcerer or take feats and skills to allow them to cast spells. They use this magical training as tools in their trades or to create magical items.

Description: Pale skin with light blue tints, hair of any color, but body hair is usually tinted with platinum coloring, grey or black eyes, 6 ft., 200 lbs., sleek and muscular build, typically good.

Racial Traits: As per PHB for Human with the following changes:

Skills: Rope Use, Profession (Sailor), Spellcraft and Swim are class skills regardless of class.

Favored Class: Expert (usually sailor or shipwright), Aristocrat or Sorcerer.

Languages: Common, Avalonian

Amazons [Humanoid]

Known in the north as “Shield-Maidens” due to their disdain for armor other than shields, the Amazons are a race of humanoids dominated by the female and therefore are matriarchal. They originated in lands far to the south and have raided their way north in a nomadic fashion. They now can be found in virtually every city in the lands. Friendly with most forest dwelling races, they often unite to protect an area endangered by woodsmen or some natural calamity. Amazons frequently have trained animal companions, with a preference toward lions. Highly dexterous and very well toned, they are noted for preferring little or no armor in combat. In grouped combat, they fight in unison as if telepathically linked with their sisters. It is not unusual to find one with psionic wild talents. They often are able to anticipate the tactics of opponents.

Amazons take their captives as slaves, though only the female slaves are put to work. Male slaves (including male Amazons) are used solely for reproductive purposes and sport. Pure lineage Amazon males are often traded between queens of different tribes. Male Amazons are not pampered as are female concubines of other races, they are instead expected to maintain themselves in top athletic condition, though they are not allowed to learn the ways of war.

Description: Fair to light brown skin, blonde or red hair, green eyes, 5 ft. 6 in. to 6ft. 2in., 110 to 130 lbs., lithe to voluptuous build, typically Lawful Neutral.

Racial Traits: As per the PHB for Human, plus the following:

Attributes: +2 Wisdom, +2 Charisma

Skills: Handle Animal and Survival are class skills

Armor Aversion: Due to their disdain for armor, Amazons do not normally gain Armor Proficiency feats as a result of their starting class. If their starting class would normally grant them the Heavy Armor Proficiency feat (Fighters, Paladins, Cleric, Amazon Warrior), then the Amazon gains the Light Armor Proficiency feat (and no other). If the starting class does not grant the Heavy Armor Proficiency feat, then they do not gain any Armor Proficiency feat despite what the class may ordinarily provide. Amazons may, however, select Armor Proficiency feats as they would other feats both at character creation or when a feat is gained due to level advancement. Amazons are automatically proficient with all types of shields.

Combat Precognition (Su): All Amazons wearing no armor, light armor, or Amazon Armor (Amazon Warrior Class, WoHF Players Guide, pg. 30) gain the supernatural psionic ability of combat precognition,

giving them a +1 psionic bonus to AC. This bonus does not apply if the character is flatfooted, has lost her dexterity bonus or is unconscious.

Gender Interaction: Default “unfriendly” attitude towards males of all races, unless you yourself are male. Males suffer a -2 racial modifier to the DC of any social or charisma based skill checks they attempt against you due to your natural dislike of them (but not including magical effects), unless you yourself are male.

Favored Class: Amazon Warrior, Druid or Psychic Warrior. Despite their innate psionic abilities, Amazons are rarely Psion's.

Languages: Amazon and Common

Psi-Talents

Some Amazons, about 20% (roll 0-20 on D100), have a greater natural talent for psionic abilities and gain the wild talent feat at 1st level as a bonus feat, but with the following changes or additions. (This is an optional rule and requires the Judges approval. It requires a +1 ECL (level adjustment).

Telepathy (Su): A Amazon with this ability can communicate telepathically with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Wild Talent (Su): Amazon Females often have psychic gifts that show themselves as a young adult. Though they do not choose to specialize in them, they do become quite useful. Your latent powers of psionics conferring upon you the designation of a psionic character. As a psionic character, you gain a reserve of 2 Power Points, and you can take psionic feats, metapsionic feats, and psionic item creation feats. These power points stack if she takes the Psychic Warrior class. She can use these points with one power chosen from any psionic class list. She can manifest this power with the Power Points she has if she has a Charisma score of 11 or higher. If you have no psionic class levels, you are considered a 1st level Manifester when manifesting this power. If you have psionic class levels, you can manifest the power at the highest manifester level you have attained. This ability's manifester level is replaced by the first psionic class level the character takes and does not stack with the class levels. Use Charisma to determine how powerful a power you can manifest and how hard those powers are to resist.

Altanian [Humanoid]

There are several tribes, most of whom are still nomadic. A few of them have settled down and have become clans. They meet occasionally in a clan moot, but not nearly as often as in the past. Several millennia ago, they settled the City State, killing off what monsters were there. This is the origin of most humans in the City State of the Invincible Overlord™.

Altanian Barbarians, the settled Altanian society, (non-nomadic tribes) are dominated by the women, who own all chattel and property save the weapons wielded by the warrior men. The men follow the Way of the Sword, which is a quasi-religious cult, led by Sword Knights. These are Altanians that have earned the right to carry Ancestral Swords (mostly Greatswords). Warriors that are not Knights are members of one of several Warrior Lodges, including the Red Lion, Amber Serpent, Blue Bear, Gray Stallion, Black Eagle, White Wolf, and Green Drake Lodges. Warrior women have a single lodge, the Ivory Swan. Most women stay at home, tending to small gardens with their druidic abilities, while the men go hunting and raiding, or form mercenary bands and adventure in other regions. There are reputedly some pureblooded Altanians, with the darkest blood red skin, who claim descent from various Chaos Lords-powerful inhuman creatures from the Chaos Planes of the Netherworld.

The Altanians occupy the southern portion of the Pazidan Peninsula known as Barbarian Altanis. Families are organized into animal totem clans within each tribe. Clans include Grizzly Bear (the largest tribe), Mountain Lion, Forest Ape, Tusked Boar, Gray Wolf,

and Spotted Wolverine. Altanians are among the most renowned trackers in the world. Altanians maintain their youth and vigor through old age, and then continue with a mature physique until the day that they die-though few ever live to reach the natural end of their life.

Description: Copper to reddish brown to blood red (purebloods) skin, sandy to black (pure bloods) hair, hazel eyes, 5 ft. 6 in., 180 lbs, average to stocky build, typically Neutral or Chaotic Neutral.

Racial Traits: As per the PHB for Human with the following additions or substitutions:

Attributes: +2 Strength, +2 Constitution, -2 Intelligence and -2 Charisma

Feats: Altanians gain the Track feat as a bonus feat

Skills: Altanians gain Knowledge (Nature), Handle Animal and Survival as class skills regardless of class chosen as well as a +2 racial bonus to the Survival skill.

Bonus Skill Points: Altanians do not receive the normal human bonus of 4 skill points at first level, nor do they gain the 1 additional skill points at each additional level.

Age Effects: Altanians do not feel the effects of age as other humans do. They suffer the penalties of Middle Age at Old Age, and the penalties of Old Age at Venerable Age, but gain the bonuses of aging at the normal age steps.

Favored Class: Barbarian, Druid (particularly Altanian women) or Psion (again, particularly Altanian women, or sorcerers if your campaign does not use Psionics).

Languages: Altanian

First Men 'PureBloods' [Humanoid]

The First Men Purebloods (Truebloods) are a secretive race of humanoids created by the Markrabs many millennia ago by crossbreeding of native peoples. The Markrabs were a race of powerful beings from the planet's pre-history who cruelly subjugated the peoples of the Wilderlands, including a pre-historic race of Humanoids called "The First Men" who resembled a cross between apes and men, and had two hearts and dragon scales on their body. The Markrabs sought to create races of slaves for specific purposes, and did many breeding experiments among the subjugated races. One of the variations they favored the most was a type of man with very pale skin, highly intelligent, long-lived, short in stature, but which had an innate ability to channel powerful magical energy from the magicum of the earth. The Markrabs took to calling them "First Men Variant Seven, Pureblooded", which they eventually shortened to "First Men Purebloods".

These newly bred humanoids, hearing themselves called "First Men," arrogantly believed that they were the "First Men" to walk upon the world (believing that the Markrabs were not men, but gods). The Markrabs fine-tuned the First Men Purebloods into very powerful

and malicious wizards. The Female 'Purebloods' were engineered a bit differently, trending toward a cross between sorcery and ritual (Witches) or illusion and an imperative priority for maintaining the blood purity of this small sub-race.

After the Uttermost War when the Markrabs disappeared, the First Men Purebloods assumed dominance over the other races of the Valley of the Ancients until they were overthrown and utterly decimated by their former slaves. Fleeing across the Winedark Sea with only around 100 of their race left alive, they began anew, ultimately settling in the Elphand Lands, plotting their return to prominence over what they still consider to be the obviously inferior beings of the Wilderlands.

Social Structure: The First Men Purebloods have a long established governing system by which the dominant male wizards compete directly to establish supremacy. The winner is chosen as Grand Master of the First Men and rules until death, at which time a new competition is held. Often dominance in magical ability is passed along bloodlines, so it is not uncommon for

fathers to pass the staff down to their sons. However, this is not mandated and in fact must be validated by competition. The Female Purebloods are responsible for the blood-purity of the race, and while they do not challenge the male wizards for supremacy, they operate very independently (living in separate quarters) albeit without bringing much attention to themselves. The Females are called "Bloodmaidens," and their leader is called the "Prime."

Description: Very pale albino like semi-dragon scaled (scales on brow line, chest area, back, midline, front side of legs, top of the forearms, Perinea area). They have hair only on top of their heads, other places that would have body hair have small fine scales. Their hair is either pale blond or black in color (breeding variance), violet or gray eyes, and 5-5 ½' tall, 150 lbs., and slight muscular build, nearly always NE or CE. Those born with black hair are said to be chosen by the gods to serve them, those with blonde hair are the said to be the purest of blood and are chosen to learn arcane knowledge.

Racial Traits: As per the PHB with the following additions or substitutions:

Attributes: -2 Strength, +1 Constitution, +3 Intelligence, -2 Wisdom.

Alignment: Due to their society, they are almost always evil. Law and Good are foreign to their ideals. They consider order and society to be the enemy.

Medium: As Medium creatures, Purebloods or Truebloods as they are sometimes called, have no special bonuses or penalties due to their size.

Base Speed: Pureblood land speed is 30 feet.

Dragon Blood: For the purposes of any magic item, they are considered to have Dragon blood.

Low-Light Vision: Purebloods are extremely sensitive to light. They can see twice as far as a Human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Light Sensitivity: Due to the pale pigment of their eyes, they are considered dazzled and stunned for one round when going into a bright sunlight area or into a daylight spell.

Feats: 1 extra bonus feat at 1st level as per PHB for Human.

Skills: First Men Purebloods gain Knowledge (Arcana), and Spellcraft as class skills regardless of class. They gain +4 competence bonus for both Knowledge (Arcana) and Spellcraft. They gain +4 racial bonus to

Appraise, Spot, and Search.

Extra Bonus Spells: At each new spell level, they double their bonus spell for high scores. (Example: If the primary stat is 18 Int/Cha/Wis, they gain 2 – 1st, 2 – 2nd, 2 – 3rd, 2 – 4th.

Skill Points: As per the PHB for Human.

Lifespan: First Men Purebloods live very long lives. Roll 200 + 2d100 years for maximum life span. Throughout their life, they retain the vigor of youth. They gain all bonuses of aging and no penalties.

Pneumonic Enhancement: Purebloods have such an aptitude for magic; they can learn and prepare spells from memory. They essentially gain the Spell Mastery Feat as a racial bonus feat at 1st level. (See PHB, Pg. 100). In addition, If they see a spell cast within 30 feet, they may make a Spellcraft check of DC25 + spell level to learn that spell without a spell book as a standard action. They also may prepare all cantrips (0-lvl) from memory without a spell book.

Natural Armor: Purebloods gain a +1 natural armor bonus due to the scaling of their skin, an inheritance of the remnants of dragon blood they have in their veins.

Spell Enhancement: Add +1 DC for all saving throws against any spell cast by a Pureblood. Their innate talent with tapping the magic of the world makes their spells more difficult to bypass. This adjustment stacks with feats such as Spell Focus. This adjustment stacks with feats such as Spell Focus.

Spell-Like Abilities: 1/day – (DC 11 + Cha + spell level) *Detect Magic, Read Magic, Flare, Mage Hand, Identify, and Magic Missile*. Purebloods must have a minimum Charisma Score of 12 to gain the benefit of this ability. Caster level equals character level or 1st if no class levels (See spell descriptions under Spells, Sor/Wiz – PHB).

Favored Class: Wizard, Cleric or Witch. Male Purebloods are essentially born and bred to be wizards. A handful of the males (the ones with black hair, cast based society) are taken aside to serve as clerics and liaisons to their god, Kutalabold. The Female Purebloods may be Witches or Illusionists specialty wizards.

Automatic Languages: First Men Purebloods speak Common, Marcabian and Draconic. Bonus Languages: Any. In secret ceremonies and in secret writings they use the ancient language which they first learned: Marcabian. The knowledge of this ancient language is a closely guarded secret.

Ritual Breeding: The males of the race have such a disdain for physical contact that they have developed a ritual in the temple for a magical method to allow the females to become pregnant. Marriage is an unknown concept to them as they live separately and are chosen by the priest based on blood purity to be the best match for each other. They were taught this method a millennia ago by the Markrabs and have continued it to this day. Love is also a foreign concept; Duty, honor, and obedience are what they believe. The only reason they have not died off before now as a race is that their females go into "heat" four times a year, starting at their 12th year of life. When this happens, they are brought to the temple to be impregnated by the one chosen for them. This continues until they achieve pregnancy. Birth rate is low, twins are very rare and if twins are born, they can read each others minds and thoughts. If one is hurt the other feels it.

Religion: The First Men Purebloods were developed

from various races, among which were true First Men and other fey creatures who worshipped the Kutrilogy. During their unusual development under the cruel Markrabs, the First Men Purebloods somehow corrupted this religion to the point where they only worshipped the evil 1/3 of the religion (Kutabold), and they altered the name to Kutalabold. Their form of worship of Kutalabold became heretical and violent, now involving the sacrifice of intelligent races and other blood rituals. They believe that Kutalabold is somehow tied to the Markrabs, whom they have vague and fond memories of, and they believe that by re-establishing their dominance over the other races of the Wilderlands, Kutalabold will reward them by bringing back the Markrabs, who will bestow unlimited power upon them. Kutabold welcomes this single-minded attention, and the First Men Purebloods are his most favored servants.

Level Adjustment: +1 ECL for NPC; +2 ECL for player characters.

Sample First Men, Male Human (Pureblood) Wiz

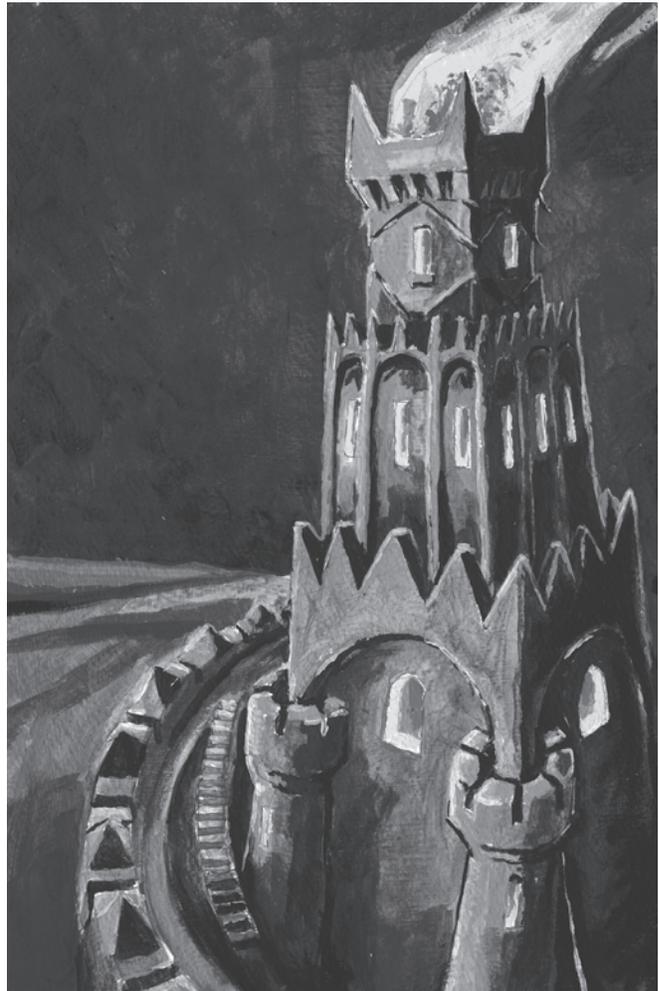
1: CR2; Medium Humanoid; HD 1d4+3; hp 7; Init + 4; Spd 30 ft; AC 15 (Touch 11, FF 15); Base Atk/Grapple +0/+1; Atk/Full Atk dagger +1 melee (1d4+1) or dagger +4 ranged (1d4+1); SA Spell-Like Abilities; SQ Low-Light Vision, Light Sensitivity, Natural Armor +1, Extra Bonus Spells, Pneumonic Enhancement, Spell Enhancement, Summon Familiar; AL NE; SV Fort +3, Ref +4, Will +4; Str 12, Dex 18, Con16, Int 21, Wis 14, Cha 12

Skills and Feats: Concentration +11, Escape Artist +6, Knowledge (Arcana) +9, Knowledge (Planes) +9, Knowledge (History) +9, Spellcraft +9, Spot +4; Scribe Scroll, Spell Focus, Combat Casting

Wizard Spells Prepared: (CL1; DC 15 + Spell Lvl +2 [Spell Focus, Spell Enhancement]) 0: *Detect Magic, Read Magic, Magic Missile (2), Burning Hands*

Spell-Like Abilities: 1/day – (CL1; DC 12 + Spell level) *Detect Magic, Read Magic, Flare, Mage Hand, Identify, and Magic Missile.*

Possessions: dagger, 2 sp, 8 cp, *wand of detect magic.*



Bloodmaidens [Humanoid]

The Female First Men Purebloods (Truebloods) are called Bloodmaidens. They have been raised for millennia to be responsible for maintaining the blood purity of the remnants of their race. Since the disastrous defeat of the First Men Purebloods by their slaves' ages ago, this blood purity role has been paramount to the survival of their people, and they take it very seriously. Each Bloodmaiden wears a special silver necklace with a tiny silver chalice attached, accompanied by a tiny silver blade (1/4" long). At will they can collect a blood sample from a humanoid, drink it, and verify (with +/- 5% accuracy) the amount of 'First Men Pureblood' that humanoid or person has in their makeup. This test also allows them to identify (25 – 75% probability based on skill level) the precise racial makeup of a humanoid from the Wilderlands. This blood test feature is a Witch-like ability called "The Ritual of Purity." Whenever a Bloodmaiden becomes pregnant, the child is tested at birth to ensure that it carries 100% pure blood. If it does not, the mother and child will be exiled or killed, depending on the ruling of the Prime, the lead Bloodmaiden.

All female children become Bloodmaidens, while 90% of the male children are trained as wizards. A tiny handful of males are separated out to be trained as priests of Kutalabold, and would then live in the Temple in Aztlan instead of the Citadel. The Bloodmaidens live in a manse next to the Temple, where they raise their children.

They interact with the men of their race in strictly organized meetings and events, and live together only during the ritual breeding period. Once impregnated,

their male mates return to the Citadel to resume training and they return to the manse to be shepherded through birth. Birth rates are very low and children are priceless as they ensure the future mastery of their race. The loss of a child spurs days of intense mourning followed by a ritual devastation of the countryside to inflict vengeance upon the lesser beings. Bloodmaidens tend to concentrate their magical skill on powers which divine truth and see through lies and deception.

They are as First Men purebloods, but with the following additions:

Deception Bonus: They gain an additional +8 racial bonus to opposed rolls on skill checks with Intimidate, Listen, Spot, and Sense Motive against Bluff, Disguise, Forgery, Hide, Intimidate, Move Silently, and Sleight of Hand; +8 racial bonus on Spellcraft to detect and identify spells from the school of Illusion and Conjuraton; +8 racial bonus to detection and saves against abilities or spells involving illusions, concealment, deception, lies, false identity, and false alignment.

Alignment: Usually Neutral Evil or Chaotic Evil. While they tend to be more orderly and family oriented than their male counterparts, law is the antithesis of Kutalabold.

Favored class: Witches or Illusionists specialty wizards.

Skills: Bloodmaidens receive the same skill set as Purebloods, except as noted above.

Feats: Bloodmaidens receive the same additional feats as to Purebloods.

Half-Purebloods [Humanoid]

Humans and other races sometimes come in contact with Purebloods when the females are in heat and have broken curfew. When this happens, Bloodmaidens can become impregnated by the wrong suitor and a Half-Pureblood is born. The child will most certainly not be raised in the manse. If the mother refuses to give the child up then she will be banished as well. Either way, the child will grow up without an understanding of his origins and most likely take the beliefs of the people he is raised with. He will retain his innate abilities from his race and lose all the social stigma's. They will however, be alone in a world that does not quite understand them and like Half-Elves, will be feared and ridiculed for their odd appearance. Many become loners outside of society; others find families to take them in the remote regions of the world. They all grow to understand the power of the blood that runs in their veins.

Personality: Most have traits from both parents, curiosity of a Human, arrogance of Avalonians, ambition of their Pureblood Mothers. They retain their refined sense of magic and find a love of all things arcane.

Physical Description: They resemble a strange sort of Human. Their skin becomes the color of the fathers (Human), but their hair is usually platinum blonde with violet to ice blue eyes. They retain the scaling of their skin and retain the dragon blood qualities. They age normally as a human, but their lifespan is at least 200 years. They suffer the normal effects of aging. They range from 5' 5" to 6' 5" tall as their Human parents were. They tend to be thinner and more muscular than their Human parent. They generally weigh less than an average Human, being 20 to 30 pounds lighter than a normal Human of their size. This is due to their dragon ancestry, because original purebloods had wings and could fly. The offspring were not born with the capacity. Weight ranges from 110 to 180 pounds, regardless of strength and height. If they are enlarged, calculate as normal.

Alignment: Half-Purebloods share the disdain for Law that other Purebloods have, but, like Humans, they tend toward both good, neutral and evil in equal proportions. Like their Pureblood progenitors, they value magic and nature, and the freedom to use their magic as they wish. They tend to be very ambitious and have a great capacity for planning in detail. They also tend to be a bit arrogant, scoffing at those who would ridicule them.

Half-Pureblood Lands: None, they live among Humans and are not welcome among the Citadels and Temples of other Purebloods. They often prefer the solitude of the forests and mountains, as nature makes no judgments against them.

Religion: Any, but finding gods of nature or magic to be the most prominent.

Languages: Half-Purebloods half a talent for languages. They usually know Marcabian if their mothers kept them, and Draconic, also common and any language of their fathers or those who raised them (Avalonian, Ghinoran, Elven, Tharbrian, Altanian and Skandik). If they are ever found using or practicing the Marcabian language by a servant or member of the First Men Purebloods, the offender will be eliminated.

Half-Pureblood Racial Traits: As per the PHB with the following additions or substitutions:

Medium: As Medium creatures, Half-Purebloods or Half-Truebloods as they are sometimes called have no special bonuses or penalties due to their size.

Base Speed: Half - Pureblood land speed is 30 feet.

Dragon Blood: Half - Purebloods are considered to have Dragon blood for the purposes of magic items.

Low-Light Vision: Half - Purebloods are extremely sensitive to light. They can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Feats: 1 extra bonus feat at 1st level as per PHB for Human.

Skills: Half-Purebloods gain Knowledge (Arcana), and Spellcraft as class skills regardless of class. They gain +2 competence bonus for both Knowledge (Arcana) and Spellcraft. They gain +2 racial bonus to Appraise, Spot, and Search.

Skill Points: As per the PHB for Human.

Lifespan: Half-Purebloods live very long lives. Roll 100 + 1d100 years for maximum life span. They age

normally during this time. Age intervals are twice the amount of a human.

Pneumonic Enhancement: Half - Purebloods have such an aptitude for magic; they can learn and prepare spells from memory. They essentially gain the Spell Mastery Feat as a racial bonus feat at 1st level, (See PHB, Pg. 100). In addition, If they see a spell cast within 30 feet, they may make a Spellcraft check of DC25 + spell level to learn that spell without a spell book as a standard action. They also may prepare all cantrips (0-lvl) from memory without a spell book.

Spell Enhancement: Add +1 DC for all saving throws against any spell cast by a Half - Pureblood. Their innate talent with tapping the magic of the world makes their spells more difficult to bypass. This adjustment stacks with feats such as Spell Focus.

Natural Armor: Half-Purebloods gain a +1 natural armor bonus due to the scaling of their skin, an inheritance of the remnants of dragon blood they have in their veins.

Spell-Like Abilities: 1/day – (DC 11 + Charisma + spell level) Detect Magic, Read Magic, and Identify. Half-Purebloods must have a minimum Charisma score of 12 to gain the benefit of this ability. Caster level equals character level or 1st if no class levels (See spell descriptions under Spells, Sor/Wiz – PHB).

Favored Class: Bard, Sorcerer, Wizard or Ranger.

The statistics above assume a common Human as the base. There is one racial exception to this, see below.

Exception: In addition to the above, a Half Avalonian/ Half Pureblood receives the following additions or subtractions:

Attributes: -1 Strength, -1 Constitution, +2 Intelligence, +1 Charisma, -1 Wisdom

Skills: Add Profession (Sailor), Rope Use, Sail, and Swim as class skills in addition to the ones listed above. Add +1 racial bonus to Rope Use and an additional +2 to Spellcraft (+4 total). Add +2 to Swim checks as a Racial Bonus.

Resistance to Cold: 1 point

Favored Class: Sorcerer, Wizard, or Ranger.

Automatic Languages: Add Avalonian and Aquan
Spell-Like Abilities: 1/day – Add *Create Water* and *Ray of Frost*.

Alryan [Human]

This is the name applied to the city folk of the large cities of the northern Wilderlands, such as the City State of the Invincible Overlord, Warwik and Modron. They are in fact a mix of Tharbrian and Altanian blood, but they consider themselves “civilized.” Most Alryans have disdain for the “uncivilized” barbarian Altanians to the south, and would be appalled if they knew of their actual close kinship. Wise city dwellers, Alryans have keen eyesight and are sensitive to the body language of many races. They consider a highly developed sense of humor is the prerequisite to civilized conduct.

Description: Skin color ranging from fair to olive to reddish skin (due to the Altanian influence), brown hair, brown eyes, 5 ft. 8 in., 170 lbs, average build, typically Neutral.

Racial Traits: As per the PHB for Humans, with the following additions:

Skills: +1 racial bonus to Spot checks. Sense Motive and Diplomacy are class skills regardless of class

Disdain Altanians: Default “unfriendly” attitude towards Altanians. Altanians suffer a +2 racial modifier to the DC of any social or Charisma-based skills they attempt against you due to your natural dislike of them (but not including magical effects).

Favored Class: Any, except Barbarian

Antillian [Human]

Antillians, centered on the city of Antil, are a further admixture of Alryan with more Orichalan, Tharbrian, Elven, and (now extinct) Antili blood. Where Alryans are wise and wryly humorous, Antillians are cunning and disarmingly vicious. Antillians are terrifying merchants, willing and able to swindle at the drop of a copper; they are also a proud people, and they have taken the tradition of vendetta to unknown heights. Antillians are graceful, with very lithe features and slightly pointed ears, though to mistake one for a Half-Elf is to ask for a duel. Antillians wear rich, colorful clothing, the more ostentatious the better, and prefer light, quick weapons, such as rapiers and stiletos. Antillians consider women to be chattel, to be used to further political and mercantile relationships. Antillians are notorious slavers, considering other races destined only for servitude. They despise Amazons, and believe them to be fit only for concubines.

Description: Swarthy olive skin, black hair, brown eyes, 5 ft. 6 in., 150 lbs, light build, typically Neutral Evil.

Racial Traits: As per the PHB, with the following additions or substitutions:

Skills: Bluff is always a class skill regardless of class.

Weapon Proficiency: Antillians receive the Simple Weapons Proficiency feat for the dagger and the Martial Weapons Proficiency feat for rapier as bonus feats.

Gender Bias: Default “unfriendly” attitude towards females of all races, unless you yourself are female. Females suffer a +2 racial modifier to the DC of any social or Charisma-based skills they attempt against you due to your natural dislike of them (but not including magical effects) unless you yourself are female.

Favored Class: Rogue

Languages: Common, Antillian

Ghinoran [Human]

Ghinorans are the remnants of the Ghinoran Successor States from the ancient Kelnoran Empire, which fell thousands upon thousands of years ago. Though some vestige of civilization is returning to these areas (or has maintained itself over many years), the people are mostly tribal and warlike. Ghinorans may also be found near Tarsh and in the isolated kingdom of Damkina as all are related to ancient Kelnore in some way. The people of Rallu claim to be descended from the ancient Sea Kings of Kelnore and are also Ghinoran (though their lineage comes from Tarsh or Damkina).

Description: Various skin colors ranging from bronzed near the deserts to olive and dusky, brown or tawny hair, brown or green eyes, 5 ft. 10 in., 150 lbs, average build, typically Neutral.

Racial Traits: As per the PHB for Human.

Languages: Ghinoran and Common.

Gishmesh [Human]

The Gishmesh are the people of the City State of Tarantis and the surrounding lands. The race that is today known as the Gishmesh comes from the tribesmen that defeated the declining Kingdom of Kelnore in ancient times. In fact, the Gishmesh were once two very distinct tribes, the Gishmesh and the Paldorian. To this day, people of that region trace their lineage to one of those two tribes, though their joining has made their physiological distinctions minor. The culture of the Gishmesh still retains its tribal feel. The people are ruled by Sultans and are ruthless merchants and pirates.

Description: Bronzed skin, brown or black hair, any color eyes, 5 ft. 8 in., 140 lbs, slight build, typically Lawful Evil.

Racial Traits: As per the PHB for Human with the following changes or additions:

Skills: Profession (Merchant) and Appraise are class skills regardless of class chosen.

Favored Class: Rogue, Fighter, Cleric

Languages: Gishmesh.

Skandik [Human]

The Skandik Sea Wolves are a well-muscled water loving race. They spend most of their youth learning the ways of the sea. They build their towns only along coastlines and their Longships raid the surrounding areas. They pay homage to Jarls and organize themselves into clan villages. Only true warriors are allowed to wear beards, which are a sign of manhood. They are renowned swimmers and sailors. Many, strangely, have webbed toes. They traditionally worship the gods Odin, Thor and the Norse pantheon.

Description: Pale skin, blonde or strawberry blonde hair, blue or green eyes, 5 ft. 9 in., 180 lbs., stocky build, typically Neutral.

Racial Traits: As per the PHB for Human with the following changes or additions:

Skills: Swim and Sail are class skills regardless of class chosen. Skandiks receive a +2 racial bonus to Swim checks.

Favored Class: Barbarian, Fighter, Cleric, Bard, Expert (Sailor).

Languages: Skandik.

Tharbrian [Human]

Tharbrians are eternal nomads. Though still primarily nomadic and warlike, some have settled into more permanent villages and have become accepted in cities throughout the region. The city of Modron was founded ages ago by less nomadic Tharbrians in honor of the goddess Modron whom the Tharbrians freed from ancient captivity. Most Tharbrian nomads are men and women of honor and battle. They believe in a strict warrior code that forbids the slaughter of innocents or the murder of those that have fought valiantly. Among some, this code seems to be a disdain for all things not dealing with war. The conquered are kept as slaves to tend to the herds and perform other labor that is beneath the warriors of this society. Women are equal to men in Tharbrian society. Tharbrian smiths are renown for their sword making skills, and the Tharbrian saber is infamous in battle, more so when wielded by a Tharbrian warrior.

Description: Ruddy tan skin, tawny brown, or raven black hair, blue or green eyes, 5 ft. 7 in., 160lbs., light build, typically Chaotic Neutral.

Racial Traits: As per the PHB with the following changes or additions:

Skills: Ride and Survival are always class skills regardless of class chosen.

Favored Class: Any, though generally no psionic classes

Language: Tharbrian

Appendix 4 - Field Guide to New Religions

There are over a 1000 different religions in the Wilderlands. Some are organized, but most are not. There are various household gods, gods associated with a various tree or a brook. The origin of this is the Terran Dark Ages. They are organized more by whether they are monotheistic or the ones that view everything as interrelated and part of the Gaea. Ghenrek IV is a living planet and all are part of that Gaea. There are some pantheons that are worshipped: Greek, Egyptian and Norse are the largest. These were brought over from Terran settlers. But one must remember than the scientists from Terra were but 1 of 255 planets that settled here.

The Kutrilogy

This is primary religion of the First Men, an ancient and (despite their name) distinctly non-human race. The Kutrilogy consists of Kutalagon (Kutalagod) the Infinite which is worshipped as a neutral dragon god by the dragon race; Kutalabold the Source (Kutabold), which is worshiped by the Fairies as an evil male humanoid god and is depicted as a Fae King; Kutienna the Fertile, worshiped by the First Men as the goddess of everything wholesome and good. It is known as the Cult of Kut by citizens of the City State and most Wilderlands inhabitants.

This trinity is in fact the vast silicoid Gaia which lies beneath the clay layers and even the ocean floors nearly everywhere except in the glaciated northern most parts of the world. While of a hive mind, it replicates itself and loves to learn from the surface dwellers which it constantly 'plays' with. It relishes the worship of the Indigenous races and some humanoid races have developed sects to worship this trinity with emphasis upon one aspect or another dependant upon what the goals of the followers are.

Kutalagon

(Kutalagod) (Depicted as a Dragon of many colors)
Alignment: Neutral
Domains: Air, Earth, Fire, and Strength
Symbol: A meteor encircled by clouds
Typical Worshippers: Dragons, Great wyrms, dragon cultists
Favored Weapon: Dagger
Description: Neutral dragon-god worshipped by dragons, Great wyrms and dragonettes.

Kutienna, Earth Mother

(Depicted as a pregnant or a radiant female)
Alignment: Lawful good
Domains: Knowledge, Protection, Strength
Symbol: A Pegasus
Typical Worshippers: First men, wives
Favored Weapon: Quarterstaff
Description: Worshiped by Pegasi, First Men females, cavemen and some elves.

Kutabold

(Kutalabold) (Depicted as a Fae King)
Alignment: Neutral evil
Domains: Destruction, Magic, Trickery, Travel
Symbol: A dancing humanoid composed of fog
Typical Worshippers: Fey creatures, evil pixies, quicklings
Favored Weapon: Dagger
Description: Evil Fay-god worshipped by most fairies, pixies, brownies and many gnomes.

Judges Note: The first ones mostly worshipped either Kutienna or Kutabold.

Appendix 5 – Field Guide to Monsters

Black Unicorn

By Steve Edwards and Kara Geilman

Large Magical Beast

Hit Dice:	6d10+36 (69 hp)
Initiative:	+4
Speed:	60 ft. (12 squares)
Armor Class:	20 (22 vs. good) (–1 size, +4 Dex, +7 natural, +2 Def (good)), touch 14 (16 good), flat-footed 17 (19 good)
Base Attack/Grapple:	+6/+16
Attack:	Horn (Gore) +16 melee (1d8+10) or Cursed Gore +18 melee (2d8+20)
Full Attack:	Horn (Gore) +16 melee (1d8+10) and 2 hooves +7 melee (1d4+4)
Space/Reach:	10 ft. /5 ft
Special Attacks:	Cursed Gore (see text)
Special Qualities:	Darkvision 60 Ft, Immunity to Poison, Charm, and Compulsion, Low-Light Vision, Magic Circle against Good, Scent, Spell-Like Abilities, Wild Empathy, Fast Healing 5
Saves:	Fort +16, Ref +12, Will +15
Abilities:	Str 24, Dex 19, Con 23, Int 14, Wis 23, Cha 26
Skills:	Jump +27, Listen +16, Move Silently +15, Spot +16, Survival +14*
Feats:	Alertness, Skill Focus (Survival), Weapon Focus (Horn)
Environment:	Blighted or evil Forests
Organization:	Solitary, pair, or grace (3–6)
Challenge Rating:	7
Treasure:	None
Alignment:	Always Chaotic, Usually evil
Advancement:	6–9 HD (Large); or By Character Class (sorcerer or Cleric)
Level Adjustment:	+4 (cohort)

Description:

A black unicorn has deep black-purple or reddish gold eyes. These powerful equine creatures have a midnight black coat and big glaring eyes. Long silky black hair hangs down in a mane and forelock. Males sport a white beard. A single black-colored horn, about 2 feet long, grows from the center of the forehead. The hooves are cloven.

A black unicorn's horn is renowned for its properties in creating magical poisons and undead healing potions. It is also needed as a spell component in the ritual of immortality used to gain lichdom. Their horn is the equivalent of a +3 magic weapon. It fades to become a +1 unholy weapon if removed from the black unicorn. It can be crafted into a bone dagger, shortsword, or spear tip and retain its unholy abilities.

Black unicorns mate every year. They do not keep a mate as that would take the fun out of it. A typical male black unicorn may take as many as five mates in a single season. Most of their foals are abandoned after being weaned from the mother. Black unicorns prefer a solitary existence and domination over all who live in their territories. They attack anyone who comes into their sites without permission.

Black unicorns will, when mutually beneficial, serve an evil druid, ranger, black guard or wizard. A lone young black unicorn will allow their selves to be tamed and ridden as a steed for an evil Human or Dark Elf maiden. Such a black unicorn is the maidens' loyal steed and protector as long as the black unicorn and maiden continue to gain in power and wealth, even accompanying them on raids beyond the forest.

A typical adult black unicorn grows to 9 feet in length, stands 6 feet high at the shoulder, and weighs 1,400 pounds. Females are slightly smaller and slimmer than males.

Combat: Black unicorns normally attack when they detect intruders in lands or when ordered to do so by their masters. They either charge, using their Cursed Gore ability, impaling foes with their horns like lances, or strike with their hooves.

Languages: Black unicorns speak Sylvan, Common and Abyssal.

Cursed Gore (Su): When a black unicorn makes a successful melee attack on a charge, the black unicorn scores an automatic critical hit and the victim must make a successful Fortitude save or takes 2d4 Con drain (*Energy Drain DC21 Fort*). This ability grants the black unicorn 5 additional temporary hit points per hit. Alternatively, a black unicorn on a normal melee touch attack may choose to channel an *Inflict Light Wounds*, *Inflict Moderate Wounds*, or *Poison* spell through its horn using one of its spell like abilities for the day. (See spell like abilities)

Magic Circle against Good (Su): This ability continuously duplicates the effect of the spell. A black unicorn cannot suppress this ability.

Spell-Like Abilities (Sp): Black unicorns can use *Detect Good* at will as a free action. Once per day a black unicorn can use *Greater Teleport* to move anywhere within its home. It cannot teleport beyond the boundaries of its territories or back from outside. A unicorn can use *Cure/Inflict Light Wounds* three times per day and *Cure/Inflict Moderate Wounds* once per day (caster level 6th) by touching a wounded creature with its horn. Once per day it can use *Poison* (DC 22, caster level 9th) with a touch of its horn. The save DC is Charisma-based.

Wild Empathy (Ex): This power works like the druid's wild empathy class feature, except that a unicorn has a +6 racial bonus on the check.

Skills: Unicorns have a +4 racial bonus on Hide and Move Silently checks.

*Unicorns have a +3 competence bonus on Survival checks within the boundaries of their forest.

Notes on Black Unicorns

Black Unicorns were created when Good Unicorn Chargers angered the gods by performing multiple evil acts. After that, for a Black Unicorn to be born, its parents must mate after a ritual of blood. The ritual of blood is performed by acting as a Black Guards Steed and assisting in the killing of 100 to 1000 men at arms. A black unicorn will then bath in the blood of its enemies, though the enemies killed must all be of good alignment for it to work, then they draw a magic circle around the two of them before celebrating and reveling in the violence they hath wrought. After the ritual, a foal will be born, as evil as the day they were conceived about 6 months later or as soon as winter occurs. The first person to have direct contact with it after it is born will become its master. A master remains so as long as they care for it. Most parents of a foul abandon it after it is weaned and able to exist on its own.

Most black unicorns exist in the wild claiming ancient battle fields as there homes. A black unicorn can smell the blood on the field even after a thousand years of rain having washed away the stench. Most of these fields of battle are remembered in history as places of horror and carnage. This however is exactly what a black unicorn prefers if not serving a master.

Storm Elemental

By Kara Geilman

Medium Elemental (Air, Water, Electricity, Extraplanar)

Hit Dice:	10d8+20 (65 hp)
Initiative:	+10 (+6 Dex, +4 Improved Init)
Speed:	Walk 30 ft.; Fly 60 ft. (Perfect), Swim 20 ft.
Armor Class:	25 (+6 Dex, +3 Natural, +6 +2 Mithril Chain Shirt), touch 16, flat-footed 19
Base Attack/Grapple:	+7/+11
Attack:	+3 spear +14 melee (1d8+7 +1d6 electricity) or +3 spear +16 ranged (1d8+7 +1d6 electricity) or slam +13 melee (1d4+4 +1d8 electricity).
Full Attack:	+3 spear +14/+9 melee (1d8+7 +1d6 electricity) or +3 spear +16/+11 ranged (1d8+7 +1d6 electricity) or 2 slams +13 melee (2d4+4 +1d8 electricity).
Space/Reach:	5 ft. /5 ft
Special Attacks:	Electrical Arc, Spell-Like Abilities (See Text)
Special Qualities:	Damage Reduction 5/magic, Darkvision 60 ft., Elemental Traits, Freedom of Movement, Immune to electricity, Vapor Form.
Saves:	Fort +9, Ref +13, Will +5
Abilities:	Str 18, Dex 22, Con 14, Int 10, Wis 15, Cha 18
Skills:	Concentration +10, Diplomacy +6, Escape Artist +7, Listen +4, Perform (Sing) +6, Perform (Harp) +6, Spellcraft +6, Spot +5
Feats:	Combat Reflexes, Improved Initiative, Weapon Finesse, Ability Focus (Spell-Like Abilities)
Environment:	Plane of air or water, or any land.
Organization:	Solitary or Pair
Challenge Rating:	10
Treasure:	Standard
Alignment:	Usually Neutral
Advancement:	10-12 HD (Medium); 13-20 HD (large) or By Character class.
Level Adjustment:	+8

Description: When in humanoid form, Storm Elementals appear similar to a medium sized Storm Giant with purple skin. If they are touched in solid form, they automatically defend there selves by emitting a painful Arc of Electricity at the entire party (as the spell Chain Lightning, doing 10d6 points of damage to the first target and 5d6 to up to 10 additional targets). They then become fatigued and will return to a vapor form to sleep (see below). They are native to the plane of Air and Quasi plane of storms, they often visit the material plane to study powerful magic and love collecting magical gems. They often appear as a wispy cloud drifting across the sky.

Possessions: +2 mithril chain shirt, +3 spear of thundering shock, rod of thunder and lightning.

Spell-Like Abilities: (CL10, DC16+spell level); 1/day – Call Lightning (DC19), Chain Lightning (DC22), Cone of Cold (DC22); 2/day – Create Water, Obscuring Mist, Fog Cloud, Control Water, Control Winds, Ice Storm, Levitate, Lightning Bolt, Wind Wall, Air Walk.

Electrical Arc (Su): at will - Storm Elementals are in part made of electricity, water and air; therefore any creature directly touching a storm elemental in solid humanoid form will receive a discharge of energy equivalent to a Chain Lightning at CL10; Ref save for half dmg DC20; this does not count towards daily use of spells, however, it causes fatigue in the storm elemental when used.

Freedom of Movement (Su): Storm Elementals have a continuous Freedom of Movement ability as a spell (CL10). The effect can be dispelled, but the Storm Elemental can create it again on its next turn as a free action.

Vapor Form (Su): at will - a Storm Elemental may change shape from humanoid into a floating amorphous cloud as per the spell Gaseous Form. If attacked in this form, the cloud can produce the effect of a Call Lightning spell (CL10 Ref save DC17). This form is dismissible. Storm Elementals often sleep in this form among the clouds.

Appendix 6 – Field Guide to New Magic

Judges Note: If the ritual has already been performed as of the last solstice and the Banestone and Staff have been charged then, no XP, added materials or casting time is necessary to activate the weapon as the experience and components have already been spent, but the weapon must wait till the next solstice for activation, because they did not have the Marcabian skull headstone needed to activate it for discharge. (See Circle Magic in the DMG)

New Spells

Arcane Symbol

Abjuration

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target or Area: Object touched or up to 5 square feet per level

Duration: Permanent until discharged (D)

Saving Throw: Reflex for half or special (See *Glyph of Warding*, PHB pg. 236)

Spell Resistance: No (object) and Yes; see *Glyph of Warding*, PHB pg. 236.

As per cleric spell *Glyph of Warding* except cast as a wizard/sorcerer spell (lvl 4).

Arcane Symbol, Greater

Abjuration

Level: Sor/Wiz 7

As per *Greater Glyph of Warding*. (PHB, pg.237)

Cloud of Eternal Night

Conjuration

Level: True Ritual – Wiz 9

Components: V, S, M, XP

Casters Required: 9

Proxy Allowed: Yes

Casting Time: 1 Night

Range: Special (see text)

Target: One City

Duration: 3 Months, up to 1 year (see text)

Saving Throw: None

Spell Resistance: No

This spell forms a cloud of sun and heat absorbing darkness which can vary in size up to 20 miles in radius (the longer the summoning, the larger the cloud). This cloud can be sent to any location on Ghenrek IV at a fly speed of 500ft per round. Once it arrives to its destination, the dark cloud can remain in the place where it is sent for up to 3 months, essentially turning day into constant night and instantly freezing everything beneath it, destroying most plants and causing great fear and panic and destruction in mortal beings. As the cloud absorbs all heat in the area, it also has the affect of burning off the atmosphere in the area, causing a hole in the atmosphere and once the cloud ends, leaving all in the area subject to the direct affects of ultraviolet rays from the sun for one year, burning everything which survives the cold.

XP Cost: 2500 XP per caster or proxy.

Material Focus: a minimum of a 1ft diameter piece of the Banestone, *Skull of the Markrab* and a pound of magicum, which is consumed during casting.

Sunfire Storm

Evocation [Fire]

Level: True Ritual – Wiz 9

Components: V, S, M, XP

Casters Required: 9

Proxy: Yes

Casting Time: 1 Night

Range: Special (see text)

Target: Special (See Text)

Duration: 6 hours

Saving Throw: See Text

Spell Resistance: No

This spell brings into existence a storm of fire in which a great mass of black, roiling clouds which develops above the casters and subsequently moves toward a target of the wizard's choosing at a rate of 500ft per round. The cloud does not activate until it reaches its destination, holding its power for its victims.

This firestorm (as per *Firestorm* spell) settles above the targeted area and begins to rain down large (1' to 4' in diameter) sunfire flakes, which fall upon the target like snowflakes in a blizzard – albeit a devastating blizzard of fiery explosions (1d4 to 1d6 x 2 damage per flake). These pieces of burning solar fire destroy and burn whatever they hit like a piece of the living sun itself. There can be anywhere from 10,000 to 20,000 sun flakes dropped during the storm, but those that strike bare earth will have no permanent effect.

The cloud also sends 4 intermittent bolts of purple ultraviolet lightning (as per call lightning) every round which disintegrate in non animate or non magical material (no save) and causes 1d20 x 4 points of damage to any living creature struck by it (Reflex save for half).

While this storm generally covers only a ½ to 1 mile radius and can only drop its deadly payload on a single geographical target, it can stay in place over its target for up to 6 hours, wreaking enough havoc and destruction to wipe out a village or cripple a large town. Major cities would survive, but would suffer extreme damage and could burn down entirely if they lack firefighting systems.

XP Cost: 2500

Material Component: Ruby worth 1500 gp, at least 1 pound of Marcabian Banestone, *Skull Of The Markrab*.

Greater Sunbeam

Evocation [light]

Level: 9th

Range: 1 mile (night range is limited to visible target)

Area: line from centerpiece of staff (moves as staff's head moves)

Duration: 10 rounds

Saving Throw: Reflex for half; negates blindness

Spell Resistance: yes

A dazzling beam of sunlight emits from caster toward the target, one beam every 6 levels (3 beams). The beams carry a maximum of 12d6 damage (4d6 each per beam). A single beam is 3 feet wide, 3 are 1 foot each, and 2 would be 1 & ½ feet wide. Each creature struck by the beam is blinded and takes damage unless they make a Reflex save for half, negates blindness. Creatures sensitive to sunlight take double damage. Undead creatures, for example, take double damage unless they make a successful Reflex save, in which case they take only full damage. Undead creatures which can be destroyed by direct sunlight will be destroyed by the sunbeam unless they make their save. The ultraviolet light generated by the beam also damages fungi, mold, oozes, and slimes (double damage, reflex save for ½).

Greater Sunburst

Evocation [Light]

Level: 9th

Range: 5 miles

Area of Effect: 80 ft. radius burst

Duration: Instantaneous

Saving Throw: Reflex for half; negates blindness

Spell Resistance: yes

Caster of the spell visually selects a target within the range and causes a globe of searing solar radiance to explode silently, causing all creatures caught within an 80 ft burst radius to take 6d6 points of damage. A successful Reflex save negates the blindness effect. Undead creatures take double damage, Reflex for ½ damage, and any undead specifically destroyed by sunlight will be automatically destroyed by this spell if they fail their save. The ultraviolet light generated by the burst also damages fungi, mold, oozes, and slimes (double damage, Reflex save for 1/2). The *Greater Sunburst* also dispels any darkness spells of lower than 12th level within its area.

New Magic Items:

The Staff of Nrathax

(Artifact)

A hereditary magical artifact, built in part with materials and knowledge handed down from the Markrabs to the First Men 'Purebloods' in ancient times. The staff is made of a heavy, dark-stained wood, approximately 2" in diameter and 6' in height. Inscriptions in an alien tongue encircle it at regular intervals, and atop the staff is a circular headpiece made of black iron with spokes pointing inward to a circular gap. It is within this gap that the missing artifact belongs. It functions as a *staff of power* (see DMG), but has the following added uses. It also acts as a key to the tower, if it is out of the tower; no one else may enter while it's gone, all doors automatically magically seal shut.

Skull of the Markrab

(Artifact)

The missing piece of the staff has been the centerpiece of the head of the staff, a miniature Human skull figurine carved from the real bone of a Markrab (with onyx gems for eyes). It was lost at the Battle of Waylay Pass when the slaves of the First Men 'Purebloods' arose and overthrew their masters. Many search parties have scoured the Wilderlands looking for this artifact for centuries. Now that they have it, the wizards are preparing to restore the staff, and they must wait for a solstice (the Fifteenth day of Gloomfrost (winter), for example) to achieve the maximum power of the *Banestone* (see below). The ceremony for the *ritual magic must carry through the night, culminating just after dawn when the sun is parallel to the staff, feeding the *Banestone* through the staffs head piece, the *Skull of the Markrab*, during its first hour of ascension. (An onyx gem of equivalent size enchanted to absorb light can substitute for the skull for the charging ritual, but not casting, which is how they have maintained the staff over the years).

* *For ritual magic, there are many sources to use; one is Relics and Rituals by Sword and Sorcery Studios.™*

The Banestone

(Artifact)

A heavy, black, crescent-shaped slab of alien stone left by the Markrabs, which is capable of absorbing massive amounts of energy and converting it to magical emanations (superconductor material). The Banestone has a cup at its center designed to hold the base of the Staff of Nrathax. The *Banestone* rests on a black granite turntable, supported on a circular groove into which are set balls of marble on which the turntable rotates. Invisible to the naked eye, the surface of the *Banestone* has arcane markings etched in magical energy which only the First Men 'Purebloods' (and perhaps the Markrabs) would be able to read without the use of a *Read Magic* spell. These markings are similar in nature to the spell *Arcane Mark*. These markings glow with energy when the staff is in place and a wizard is in control of the staff. Because the stone gives off so much heat during the rituals, it is difficult for anyone save the wizard holding the staff to get near enough to read the markings while they are glowing.

Modes of operation

Charging and Casting. To prepare for charging (whether necessary for the ritual no one can say), the *Banestone* is drenched in blood. The tradition of the Citadel is that the blood must be Human, Elven, Dwarven, or other intelligent being, though not necessarily required, animal blood has been used before. A large cauldron of blood is brought to the roof by one of the wizard's Golems prior to the ceremony. A large black iron ladle rests on the roof next to the *Banestone* which Yrammag uses to drench the artifact. After being bathed in blood, the stone is ready for charging. When charging, the staff serves as a channel between the sun and the stone, regardless of cloud cover. Only the planet's bulk can prevent this channel, but some power can be gained from sunlight reflected from the moon, making this artifact dangerous even at night. Using the right words, spells, and rituals, the *Banestone* absorbs massive amounts of energy from the sun, becoming very hot and burning off the blood on its surface in a sickening smoke and flame. Once the stone has absorbed enough solar energy, the staff can then be used to cast powerful magical energy. Once charged, the first thing the *Banestone* does is recharge the staff to full power for all its spell charges. Then the energy channels back out through the centerpiece of the staff's head, forming one of the following effects:

MAJOR EFFECTS

(Available only during the solstice, 4 x's per year; see spells above):

Cloud of Eternal Night: Caster level 18, 9 charges

Sunfire Storm: Caster level 18, 9 charges

MINOR EFFECTS

(Available a combined 10 times per day if staff and stone are charged):

Greater Sunbeam: Caster level 18, 3 charges

Greater Sunburst: Caster level 18, 2 charges

Amulet of Magicum

This amulet appears as a round silver medallion of about 3 inches in diameter and as thick as a coin. Upon this amulet will be numerous arcane markings in a strange and ancient magical language (Draconic or Marcabian). This is primarily used by spell casters to enhance their spell casting abilities. A few of these are made for Druids and Rangers to help them access their spells from Gaia in some interesting ways with the proper training. The Amulet has the following effects and bonuses:

Classed Arcane Casters (Bard/Sor/Wiz): Increases caster level +1, spells known per level +1, bonus spells per level +1 and familiar class level by +1 level.

Divine Casters (Clr/Pal): Allows paladins to cast at +1 level and spontaneously cast cure spells as a cleric. Clerics can cast at +1 caster level and can cast 1 extra domain spell per spell level. Doubles bonus spells for both.

Druids and Rangers: Allows Druids and Rangers to spontaneously cast any spell on their list at +1 caster level and to ignore any spell component with a cost of less than one gold piece. It serves as a focus for casting these spells to replace the material components. All spells are cast at +1 caster level and all bonus spells are doubled.

Arcane Ranger: For the Arcane Ranger, the amulet is necessary to allow any spell casting. Through training, he learns a totally new casting style unique to the Wilderlands that allows him to use the magicum as a focus to cast divine magic as arcane magic. The Witch uses a similar style of magic, but gains hers from her pact with a higher power and uses her Arcane Focus (an *amulet of magicum* also) to access that power. The Arcane Ranger does not gain +1 caster level or extra bonus spells as he requires it to cast spells at all. If he was to learn to cast spells as a normal Ranger, then he would gain those benefits and lose all magical benefits he has of his class. PDF Download of the Arcane Ranger Available at www.eostros.com

Gobeit's Ring of Time

Time Scrying: This magicum and adamantine ring has a spiral wound pointer around it, it is 3" in diameter and will shrink to fit when worn. When the ring is held, people looking through it can *scry* the past clearly or *scry* an incomplete fragment of the future. However the future hasn't happened yet, so things will seem a little disjointed.

Holding it with the spiral heading to the left, the user sees whatever happened in a specifically commanded area up to 10 minutes ago until the present time or can see the future in a commanded area from the present time up to 10 minutes later depending on if the command word calls for past or future. *Ocular Posthumous* or *Ocular Futures* are the command words.

When looking through it with the spiral pointing to the right, the user would see images from one hour ago until the present or from present to one hour later of the stated area. This works like the *Greater Scrying* spell and allows for movement in the area. Spells are usable as well thru the ring (see *Greater Scrying*, PHB).

The future will have parts missing (Judges Discretion on information possible). Images will be seen in a random order as time is still being woven by the actions of free will. Things that will be seen in the future are things that are constant or happen on a regular basis in that area. A Spellcraft check can allow the caster to keep the images in order (DC25).

Time Jaunt: Once a week with the command word "*Kronus Jaunt*" will allow the caster to bring a dead person, for which a body part still remains, forward in time by sensing the last time they were conscious and at full hit points just before death and then bring them from this reality or the next forward in time to live past the time they died (Spellcraft DC 20 + number of days dead, note: this will not stop death of natural causes).

This alters reality to the point that the recipient of the spell never died, the body disappears and they appear in the same place that the body was. The character will have all the equipment, knowledge and abilities that they had at the time before death and will be able to act on the next round. They are considered dazed for the 1st round.

Only the caster retains the memory of what actually happened, everyone else will recall that he just disappeared for a second. No experience is gained for anything that happened between the time he was at full hit points and the time he arrived here.

The caster gains 3 temporary paradox points and the target gains a fixed paradox point. Temporary paradox points fade in one week. Fixed paradox points cost 1000xp to convert to temporary paradox points and can only be reduced once per month.

They both must make Fortitude saves, the caster at spell completion and the recipient on arrival in the new time, DC15 + total paradox points accumulated. The caster may substitute his concentration check for the save if better. Changing time is painful and difficult to master.

Kronus Trek: Once a week, upon the spoken command word "*Kronus Trek*," the ring will teleport through time the caster and anything, or anyone he is carrying or touching a day forward or backward in time to a stated known location.

If the character can not go to where he wishes to go, then he reappears at the specified time at the same location he was previously in. Should this be in a material object, such as a solid wall, the character is shunted off to the nearest open space and each person takes 1d6 points of damage per 10ft traveled as per falling damage rules. Use the teleport mishap rules when this happens.

While in the past, if the user does anything but observes, as in changing circumstances, he gains 1 fixed paradox point for every hour he remains in the past at the same time of his previous self. He must make Fortitude saves each hour to remain. If he fails a save, he is shunted back to his own time, exactly where he left and gains a quirk or a permanent injury (see below). (The gods punish those who abuse fate.)

Note: If during a Kronus Jaunt or Trek either the caster or the recipient fails a Fortitude save, they gain a quirk of the Judges choosing or a permanent injury. A quirk could be a nervous tick, oversleeping, fear of something, or aging 10 years. Permanent injuries are curable with a restoration spell, aging takes a bit more powerful magic to cure.

Caster Level: 15

Prerequisites: Forge Ring, Greater Scrying, Foresight, Greater Teleport, Haste, Time Stop.

Market Price: 90,000 gp

Weight: .2 pounds

Material: Exotic Metal

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CITADEL OF FIRE

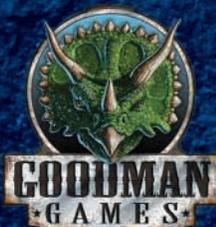
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Just outside the rough-hewn timber hamlet of Aztlan lies the ancient and mysterious Citadel of Fire: an embodiment of evil and destruction since its stones were first laid. Inside the town of Aztlan, itself a nest of intrigue and danger, there lies an evil temple dedicated to an ancient god to which the masters of the Citadel pay homage. Together the denizens of the Temple and Citadel have made plans to overthrow their rival powers and subjugate the innocents of the land. Meanwhile, just outside of town, sits a not-so-quiet graveyard with a sinister and deadly secret. Are you brave enough to explore the secrets of Aztlan and put an end to the evil that is The Citadel of Fire?



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